



ABOUT US

GateOnGames is an Italian game studio, based in Lucca, Tuscany, founded in 2014 and specialized in the creation of Board Games.

Our goal is to discover talented authors, to help them in the development of their game and to introduce a product of excellence on the Italian and international market, in collaboration with the best professionals.

- Mario Cortese, GateOnGames CEO

We take care of each game, from the original idea of the author to the development of the mechanics, from the conception of the setting to the choice of best quality components. The internal team is made up of game designers, illustrators, graphic designers and writers capable of transforming a great idea into an exciting and unique game.

Old & new partners:

Blue cocker	Mandoo Games
Funtails	Matagot
Giga Mech Games	OZ Games
Jumbo	Placentia
Lavka Games	Post Scriptum
Ludistri	Rebel
Ludonaute	Road 2 Infamy

Side Room Games Studio H Studio Jet Super Meeple Sylex Thistroy Games Thundergryph





Game design: David Spada **Illustrations:** Nicola Angius

A life full of virtues and vices is coming to an end, and the inevitable judgment weights on your conscience!

7: The Sins is a competitive card game. During the game, you will gain points by collecting the **Deadly Sins** in form of cards, but the final score is linked to the amount and assortment of Sins that you collected. **Will you remember them all?**

Bow your heads while waiting for the verdict, sinners, and face the last journey of your miserable lives!







Game design: Emanuele Briano **Illustrations:** Jules Dubost

Defend your land of Provence from enemy raids!

890 A.D. is a tile-placement game among the sunny lavender fields of Provence. As **feudal protectors** of these lands, your task is to make this territory prosperous by creating crops, promoting activities and building monuments. At the same time, however, you must **defend your land** from enemy raids, because the Moors are always lurking!





CA Sky of Stars

🕉 20min 👫 8+ 🛛 🍪 3-6

Game design: **Guido Albini** Illustrations: **Roman Roland Kuteynikov**

As the day gives way to night, Mother Nature stages the spectacle of the starry sky...

A Sky of Stars is a game where intuition, deduction and creativity will immerse you in the search for stars! Each player tries to design the best constellation while all other players try to figure out what it is. Who will create the best patterns?

WATCH THE TRAILER







UMBRELLA

NAIL

5



HEART

CARROT

WOMAN PYRAMID TEEPEE







Game design: **Emanuele Briano** Illustrations: **Nicola Angius**

Two titanic creatures are shaping a new world: Jinn is quick and elusive, Ifrit is irremovable and powerful...

Akros is an asymmetrical game for two players in which they both play as titanic creatures who use their elemental servants to gain **control of various regions** during the genesis of a new world. Who will gain dominion over each environment and claim the merit of creation?

WATCH THE TRAILER





Game design: David Spada **Illustrations:** Stefano Tartarotti

Will you be smarter than a fox?

Foxy is a memory game that will test your observation skills! You'll have to pay attention to all the **animals** that will appear on the cards and try to remember how many of the same type you've seen up to that moment. If you write a higher number than the real number of animals that have appeared, you won't get points! **How strongly do you trust your memory**?

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FAMILY



Goryo





Game design: Andrea Candiani **Illustrations:** Nicola Angius

Goryō is a game of **investigation and deduction**, set in the mystical feudal Japan, for two players. One player represents a cat spirit (the **Goryō named Feliwara**), who is looking for revenge and is chased by **four talented Samurai**, led by the other player. Exorcising a spirit isn't a simple task at all... Who will win the tight challenge among **stealthy paths, rapid investigations and broken objects**?













Game design: Christian Giove **Illustrations:** Jules Dubost

Hurry up, time is running out!

It's a Bomb! is an adrenalinic cooperative game in which players will try to defuse a bomb, locked in a lab. The chief of operations, behind a screen, will provide remote support from command center, while the team of experts will try to understand how the circuit works in order to cut the correct cables and deactivate the bomb!







FAMILY+





crimes

crimes



crimes

nes

crimes

INVESTIGATION

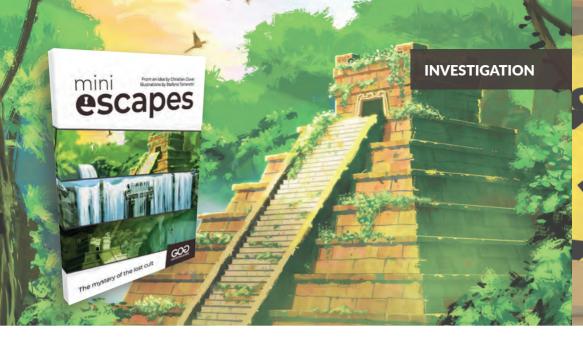
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Game design: R. Conzadori, C. Giove, A. Ciceri, Rosso Cinque Games, Dado Critico, A. di Graziano, V. Franceschini Illustrations: Stefano Tartarotti

One case leads to another!

Mini Crimes is a **cooperative** investigative series of 6 unsolved separated cases you can play alone or with friends. It takes little space, a bit of time and a lot of ingenuity. Choose up to 10 clue cards and solve the mystery!





mini escapes



60min **1**2+ **1**-6

Game design: Christian Giove Illustrations: Stefano Tartarotti

Play the role of Emily Mound, explore three mysterious temples and unearth a mystery that has been buried for centuries!

Mini Escapes is a new type of Escape room illustrated in large folded sheets that fits in a pocket and you can play with an app! The Lost Cult contains 4 Escape rooms. The first expedition starts in a Spanish cemetery...

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Game design: R. Conzadori, C. Giove **Illustrations:** R. R. Kuteynikov, D. Corsi

Observe the crime scene, analyze the clues and press the suspects!

The Wall is a **cooperative investigative** series of **3 unsolved cases** that will keep you nailed to the table with bated breath. You have to choose some cards to put in front of you to get clues. If you feel able to answer the final questions, turn the card and solve the case!

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Have a look at our website for further information: www.gateongames.com





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