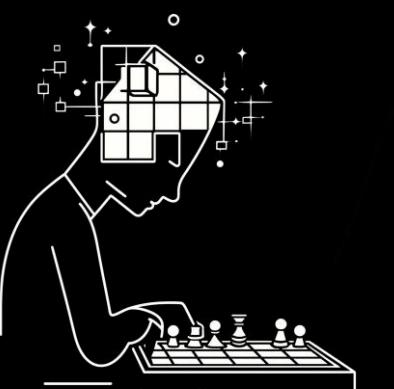


CUBARTIS GAMES

The art of playing smart.



ABOUT CUBARTIS

A High-Value Portfolio for Modern Tabletop Markets



Why Partner with Cubartis?

Unique Game Mechanics:

The Cubartis Target Game series offers a unique end-goal mechanic, while other games offer vantage point play, terrain-based moves and more.

Meticulous R&D & Playtesting:

We focus on extensive playtesting and refinement, ensuring each game in our portfolio is well balanced and market-ready.

Scalable Mechanics:

Our games range from swift, ten-minute tactical duels, to one-hour strategic games, and from **2 to 10 players**, filling critical gaps in any publisher's catalog.

The "6-to-60" Design Standard:

Every title is engineered to be accessible enough for a child to pick up and play, yet strategically deep enough for an experienced gamer to try and master.

THE TARGET GAME SERIES



Our Signature Innovation

At the heart of our studio is a series of games with a proprietary "Target Logic" engine. This unique concept has players moving pieces across a shared board in an attempt to match the arrangement on the board to their hidden goal before the game end.

Zero Downtime: Every move on the shared board affects every player simultaneously as all struggle to shape the board to their objective.

The Big Reveal: At the end of each game is the expected High-tension finale, where players reveal their hidden objectives and how well they scored.

Thematic Versatility: A proven game mechanic which conveniently lends itself to a variety of thematic designs, from abstract cyber-heists to mythological island strategy.

HEIST MATRIX



A tactical puzzle-game set in cyber-city. Players attempt to perform a heist by constructing a vault matrix and win the desired holo-cubes. Every move reshapes the common grid, creating constant tension. When the vault seals, the scores reflect how well players managed to shape the final board to match their target matrices.

- **Simple rules**
- **Near-Infinite Replayability**
- **Shared Board Dynamic**
- **Multiple Game modes**



Relic Islands



A strategy game set in the Pacific archipelago. Players take the role of shamans racing across the isles to gather sacred relics before the celestial event arrives. With shifting board dynamics, rotating dias, and tight tactical choices, every turn presents new possibilities — and closes off yet another travel route.

- **Dynamic Twists & Turns**
- **Strong Table Presence**
- **High Replayability**
- **20-move game.**



FOREST FRENZY

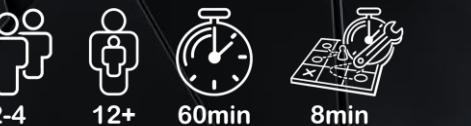


A family game about clever woodland creatures preparing for winter. Players secretly try to stash their favorite food across the forest, while a mischievous raccoon raids and disrupts their careful plans. With overlapping tiles, stacked placement, and a constantly shifting board, every move matters... and nothing stays safe for long.

- **Fast & Family Friendly**
- **Unique Placement Mechanic**
- **Raccoon Chaos Fun**
- **Infinite Replayability**



THRONE BOUND



A strategy game of shifting loyalties and contested power. Players race across the valley to escort their royals back to the throne. Use your trusted steeds to move based on your vantage point, utilize combination cards, erect landmarks, and spin the cross to delay your opponents. Be the first to get your royals home!

- **Unique vantage point play**
- **Combinational moves**
- **Shifting allegiance**
- **Immersive story**



TEMPLE OF TEÓTL



In this tactical adventure game set in a mythical jungle, players compete or cooperate to reach an ancient temple while being pursued by the jungle's animal guardians. Navigate different terrains, master power stones, set traps and collect sacred tokens to gain access to the temple. No one leaves the jungle until the game ends.

- **Modular Tiled Board**
- **Terrain-based Movement**
- **Co-op/Compete Modes**
- **Dead players keep playing**



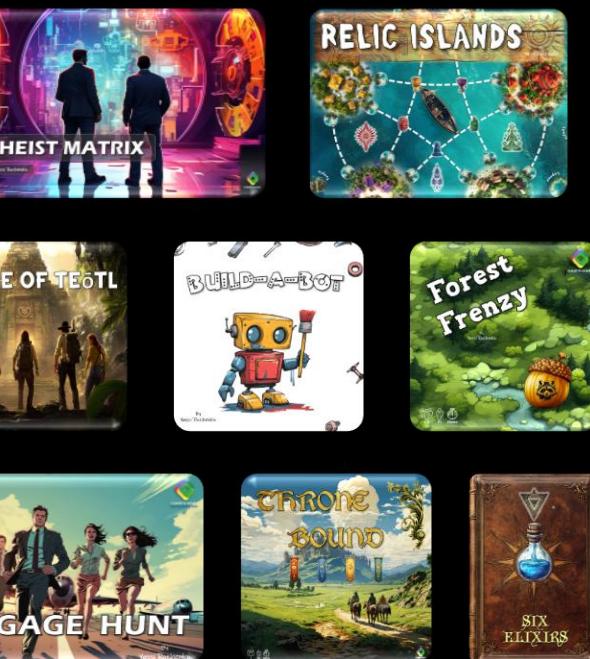
BUILD-A-BOT



A fun family card game. Players act as engineers assembling Sprockets – a charming, yet most clumsy bunch of robots. Players attempt to mix and match different robot parts and colors according to the robots of neighboring players in order to win their sprocket cards. Use action cards to add some fun mayhem to the game.



OUR PORTFOLIO



COMING SOON...



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