

File Open Explore



MUSOKA

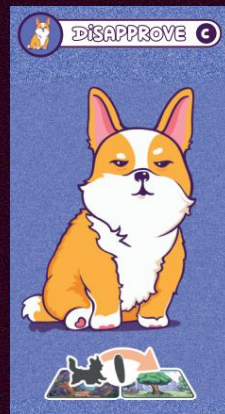
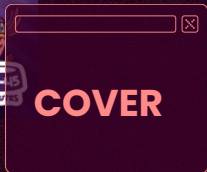
STUDIO
ゲームブランド

MUSOKA GAME ゲーム

HAPPY CORGI

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artists : Querub Studio & Julien Marty



MUSOKA

STUDIO
ゲームブランド

GAMES - 2024

HAPPY CORGI

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artists : Querub Studio & Julien Marty

Category	Card game with meeples
Playing time	25 to 45 minutes
Players	2 to 4 players
Target Audience	Beginners (Kids/ Teen, Family) and dog lovers

Changing Theme	Negotiable
Changing Illustrations	Negotiable
Changing Layout	Negotiable

MSRP : 19,99 EUR

Overview

Immerse yourself in the crazy world of a not-so-gutsy, but hilarious Corgi! In this game, you'll have to do a ton of activities to fill up your happiness gauge. Give out hugs, sniff snuggles and go on adventures in the park and flat, all the while avoiding the nasty dog and sneaky cat who are trying to thwart your mad quest for absolute happiness!

Mechanics

Quest
Hand management
Grill movement
Multiple-used card

Additional Informations

High popularity of the Corgi with a huge community on social networks (strong influence)
A graphic style somewhere between kawaii and humour

How to play ?

Step 1: Draw an Action card or take an Action card from the river

Step 2 & 3: Move your corgi to a location and trigger its effect

Step 4: Turn over the Place card

Step 5: Choose between –
– Spend your action cards to complete an activity and win hugs
– Put a poo on one of the activities to get a hug when the activity is completed
– Do nothing

The first player to get 10 hugs wins the game !
Game mode available with the black cat and the naughty dog!



Content

102 cards
28 meeples
1 rulebook

English rulebook	Link
French rulebook	Link
Board Game Geek	Link

MUSOKA

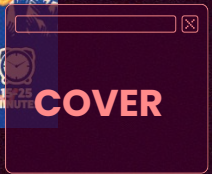
STUDIO
ゲームブランド

GAMES – 2024

FESTI'VIBES

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artist : Querub Studio



COVER



MUSOKA

STUDIO
ゲームブランド

GAMES - 2024

FESTI'VIBES

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artist : Querub Studio

Category	Card game
Playing time	15 to 25 minutes
Players	2 to 4 players
Target Audience	Beginners, festival lovers and retro style lovers

Changing Theme	Non-Negotiable
Changing Illustrations	Non-Negotiable
Changing Layout	Negotiable

MSRP : 14,99 EUR

Overview

In Festivibes, players don the role of festivalgoers, using their Ticket cards to choose three festivals to attend from six possible options. The six Festival cards are laid out across the table, and players take turns playing their Event cards to build out each Festival column. Every Event card features a music note with a positive or negative value, giving players points or taking them away. The winner of the game is the player who has the highest score when all six Festival columns are complete.

Mechanics

Hand management
Multiples choices

Additional Informations

Festival season every year in summer, a big plus for marketing and product promotion
A graphic style inspired by Tezuka, the Japanese god of Manga

How to play ?

Each player receives 3 Ticket cards and 3 Event cards.

Players have several choices:

- Place an Event card in a Festival column then draw a Event card
- Place a Ticket card at one of the festivals

Beware that event cards have effects that turn festivals and tickets upside down!

The game ends once all the festival columns have been filled.

The player with the most points wins the game!
The points are counted using the Ticket cards that you place down throughout the game.

Content

- 26 Event cards
- 6 Festival cards
- 12 Ticket cards
- 8 Help cards
- 1 rulebook

English rulebook	Link
French rulebook	Link
Board Game Geek	Link

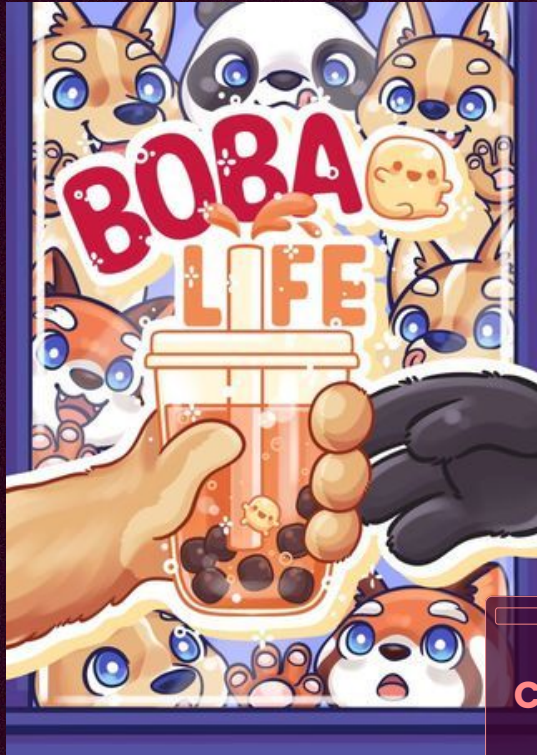
MUSOKA
STUDIO
ゲームブランド

GAMES - 2024

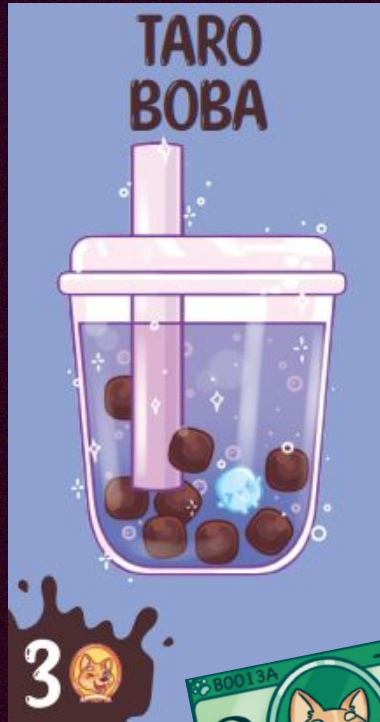
BOBA LIFE

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artist : Abigail Tan

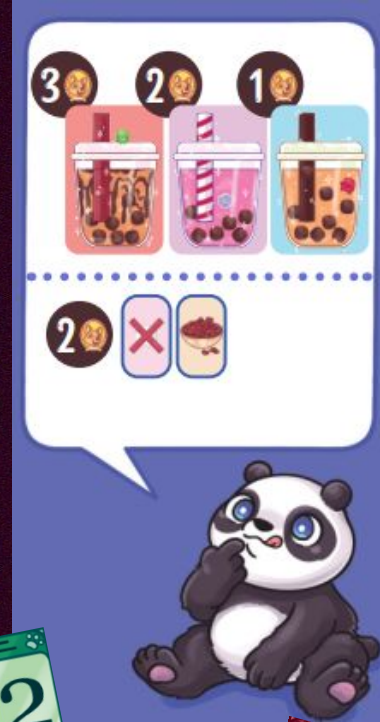


COVER



MUSOKA

STUDIO
ゲームブランド



GAMES - 2024

BOBA LIFE

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artist : Abigail Tan

Category	Card game
Playing time	15 to 25 minutes
Players	2 to 4 players
Target Audience	Beginners (family, kids and adults), fan of bubble tea and kawaii culture

Changing Theme	Negotiable
Changing Illustrations	Negotiable
Changing Layout	Negotiable

MSRP : 14,99 EUR

Overview

Bubble tea is life! As the owner of a bubble tea shop, your aim will be to serve as many orders as possible to be crowned best shop in town! But be careful not to accumulate too many bubble teas for fear of affecting your reputation! An addictive game to play with friends and bubble tea in hand!

Mechanics

Hand management
Push your luck
Open drafting
Collection

Additional Informations

Global Bubble Tea market > \$2 billion turnover.
Strong community of influencers around this product.
Graphic style and game duration that match the target audience.

How to play ?

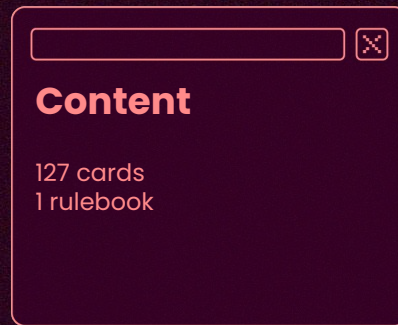
Player can choose between :

- Draw a card from Boba deck and feed the line
- Take Bubble Tea and Preparation cards from the Boba line

Once a player take cards, Sell your Bubble Tea to the line of customers, make combos and earn money !

Check that your Bubble Tea hasn't gone out of date or you'll lose money!

The richest player wins and become the best boba shop in town !



English rulebook	Link
French rulebook	Link
Board Game Geek	Link

MUSOKA

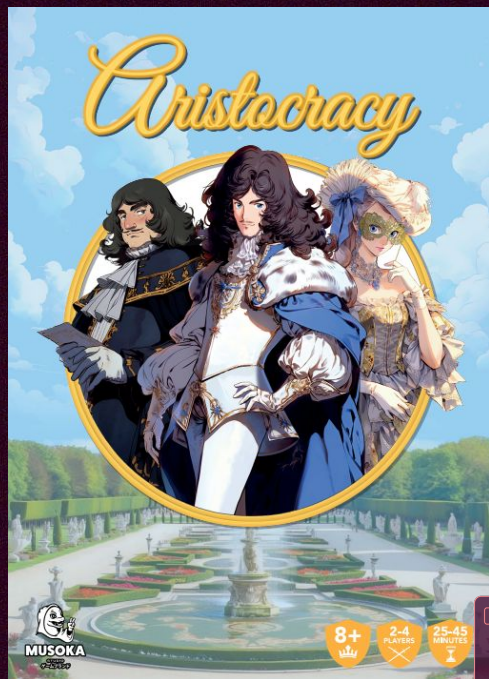
STUDIO
ゲームブランド

GAMES - 2024

ARISTOCRACY

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artist : Julien Marty



COVER



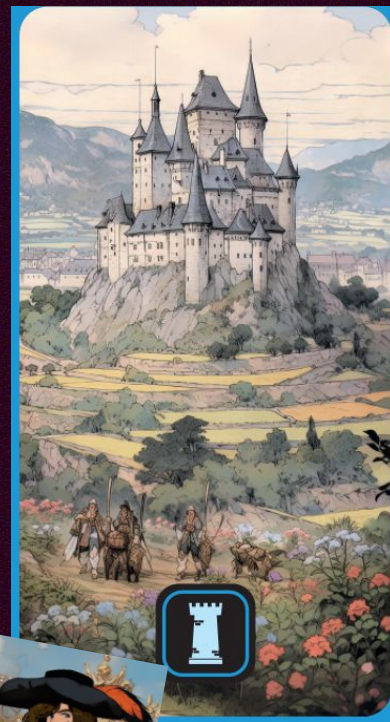
André Le Nôtre

The player of your choice loses their turn.



Maria Theresa of Spain

Discard the Petition card of your choice.



MUSOKA

STUDIO
ゲームブランド

GAMES - 2024

ARISTOCRACY

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artist : Julien Marty

Category	Card and dice game
Playing time	25 to 45 minutes
Players	2 to 6 players
Target Audience	Beginners and intermediate, fan of history and japanimation fan

Changing Theme	Negotiable
Changing Illustrations	Negotiable
Changing Layout	Negotiable

MSRP : 19,99 EUR

Overview

Delve into the golden age of Louis XIV and the court of Versailles, at the height of the French monarchy. In *Versailles Request*, you will don the role of an ambitious courtier determined to obtain the king's favor, whether in the form of a title, a royal allowance, or even chocolate—very much in vogue at the time.

Mechanics

Hand management
Push your luck
Rolling dice
Matching

Additional Informations

Original graphic style inspired by 80's manga (Lady Oscar, Urusei Yatsura, etc...)

How to play ?

Each player receives 3 Musketeer cards and 2 Court of Versailles cards

A river of 6 Petition cards is formed in the middle of the table

Ask the King for favours using the Petition cards and roll the King's mood dice.

Use the dice to get the same symbols as Petition cards in the middle of the table

– Win your petitions, take Petition cards, collect them and win Cour de Versailles cards.

Once a player obtain 11 Petition cards, the round is over.

Become the King's favourite by obtaining the most Nobility points. There is many ways to earn Nobility points (collect Petition cards from different types, own King's Court Cards, mix of Duchess and King's Court cards, etc...)

116 cards

Content

116 cards

3 special dices

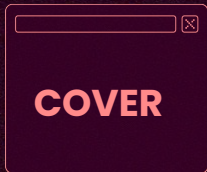
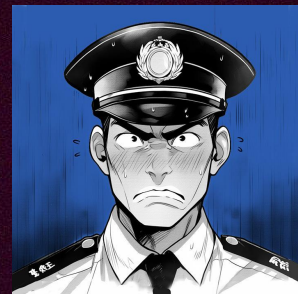
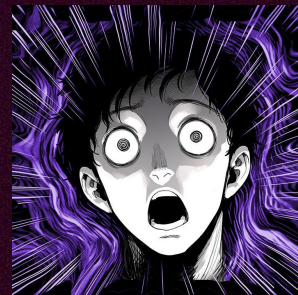
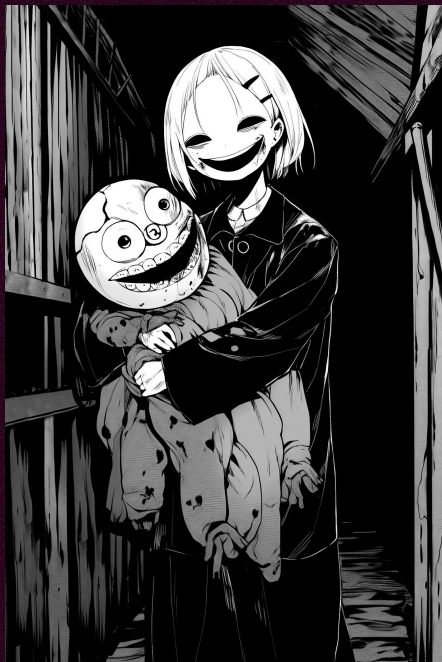
1 rulebook

English rulebook	Link
French rulebook	Link
Board Game Geek	Link

BLOODY LAKE

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artist : Julien Marty



MUSOKA
STUDIO
ゲームブランド

GAMES - 2024

BLOODY LAKE

Designer : Pascal Bernard (Time of Legends : Joan of Arc, Heroes of Normandie, Conan)

Artist : Julien Marty

Category	Social party game, card game
Playing time	60 to 90 minutes
Players	2 to 6 players
Target Audience	Intermediate/Core gamers, horror fan

Changing Theme	Non-negotiable
Changing Illustrations	Negotiable
Changing Layout	Negotiable

MSRP : 29,99 EUR

Overview

A summer evening that promised to be memorable turned bloody last night in the forest of Green Lake. You'll be playing the role of a killer, confronting victims of varying degrees of severity, as well as other killers who were prowling the area that evening. Your aim is to score as many points as possible at the end of the game! Will you be the author and the survivor of this carnage?

Mechanics

Action point
Dice rolling
Take that !
Secret Unit Deployment

Additional Informations

An original black and white design inspired by manga in paper format
A tribute to the slasher genre with numerous pop culture references (Friday the 13th, Halloween, etc.)
A strong community of influencers in the horror genre

How to play ?

Players roll the dice to see where their slasher is placed on the board.

Slashers can make 4 actions and have several choices: movement, observation, attack victims or other slashers, etc.

At the end of their turn, players roll a die to move other slashers, victims or the police!

To win the game, you must score a certain number of Serial Killer points or be the last slasher alive in the forest!

Weapons, equipment, quests and objectives - there's no shortage of options in Bloody Lake!
Watch out for lurking police officers and other slashers... And the victims won't be taking it lying down either!

Content

- 115 cards
- 8 Character cards
- 1 board game
- 3 special dices
- 20 meeples
- 100+ tokens

English rulebook	Link
French rulebook	Link
Board Game Geek	Link

MUSOKA

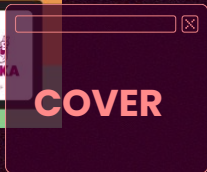
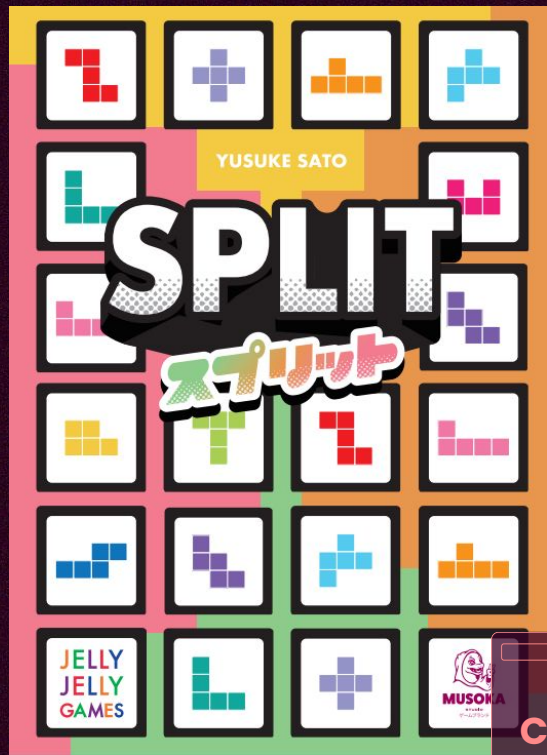
STUDIO
ゲームブランド

GAMES - 2024

SPLIT

Designer : Yusuke Sato (Time Bomb)

Artist : Minoru Saito



MUSOKA

STUDIO
ゲームブランド

GAMES - 2024

SPLIT

Designer : Yusuke Sato (Time Bomb)

Artist : Minoru Saito

Category	Card game
Playing time	5 to 15 minutes
Players	2 to 8 players
Target Audience	Beginners (family, group of friends)

Changing Theme	--
Changing Illustrations	--
Changing Layout	--

MSRP : 10,99 EUR

Overview

SPLIT is a real-time puzzle game from Japan in which players race to find the two pieces needed to form the shape on the revealed card and score points.

Mechanics

Combination

Additional Informations

A visual reminder of the **Tetris** universe, still a worldwide success today

Yusuke Sato is also known for his **Time Bomb** game.
5000 sales in Japan since its release in 2021

How to play ?

Step by step

- 1) Turn over the top puzzle card on the pile. This can be done by any of the players.
- 2) Find two Split cards on the table that come together to make exactly the same shape as the puzzle card. The Split cards can be rotated in any direction in order to match the puzzle card.
- 3) When you think you've found the Split card pair, point to each as fast as you can.

If you chose the right pair, you get to keep the matching puzzle card. Turn over the Split cards used, and flip over a new puzzle card to continue play.

The round is over when there are no more puzzle cards to turn over.

Content

54 cards
1 rulebook

English rulebook	Link
French rulebook	Link
Board Game Geek	Link

MUSOKA

STUDIO
ゲームブランド

GAMES - 2024

HANIWA

Designer : Akira Yasunaga
Artists : OBOtto & Yukashi



ヤスナガアキラ (Akira Yasunaga) - OBOtto - ユカシ (Yukashi)

COVER



対応言語：解説書、サマリーは英語と日本語で記載します。 ※製品の画像はいずれも開発中のものです。
INSTRUCTIONS ARE INCLUDED FOR JAPANESE AND ENGLISH. All images are for illustration purposes.

MUSOKA

STUDIO
ゲームブランド

GAMES - 2024

HANIWA

Designer : Akira Yasunaga

Artists : OBOTTO & Yukashi

Category	Tile game
Playing time	20 to 30 minutes
Players	1 to 4 players
Target Audience	Beginners and intermediate, family

Changing Theme	--
Changing Illustrations	--
Changing Layout	--

MSRP : 19,99 EUR

Overview

Once upon a time, during the Kofun period, two Haniwa crafters faced off at a Gozoku festival to determine which one was the more skilled crafter. The crafters (players) split up into two areas and gave gifts to the four Gozoku by placing the Haniwa on their areas' grids alternately.

Mechanics

Push your luck
Take that !
Action point

Additional Informations

A theme based on Asian culture
Crowdfunding campaign funded at 71% (+ 23000 EUR)

How to play ?

This game "HANIWA" is a puzzle like tile placement game.

Numbers of Haniwa in both columns and rows influence each other in this game

Players will divide into two areas. The grid forms 4 columns, 3 rows. Players alternate and place their Haniwa from their hands until both fields are filled.

At the end of the game, both players compares numbers in the columns. Player that has higher number will receive "Reward" from each GOZOKU. These Rewards (VP) are determined by "Happiness Dice", and their number changes in the game! Not only can Rewards be obtained from the GOZOKU. If you make an "8" with four Haniwas in a ROW, you will get a bonus Reward!

Managing the Haniwa numbers in both rows and columns is the key to victory!

Content

52 tiles
2 Summary cards
4 Happiness cards
1 rulebook

English rulebook	Link
French rulebook	Link
Board Game Geek	Link

MUSOKA

STUDIO
ゲームブランド

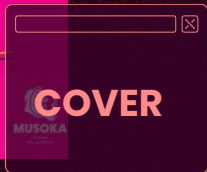
GAMES - 2024

CHARGE & SPARK

Designer : Yusei Takatsu & Kosuke Akiyama
Artist : Minoru Saito



JELLY
JELLY
GAMES



MUSOKA

STUDIO
ゲームブランド

ÉTINCELLE



COÛT



Infligez 1 point
de dégât à
l'adversaire.

CONTRE



COÛT



L'attaque
de l'adversaire
annulée et il subit
2 points de dégât.

DÉPLACEMENT



COÛT

Avancez d'une
case, sauf si
vous subissez
des dégâts.

GAMES - 2024

CHARGE & SPARK

Designer : Yusei Takatsu & Kosuke Akiyama
Artist : Minoru Saito

Category	Board game
Playing time	15 to 30 minutes
Players	2 players
Target Audience	Beginners and intermediate, fan of retro gaming, space opera fan

Changing Theme	--
Changing Illustrations	--
Changing Layout	--

MSRP : 14,99 EUR

Overview

Charge & Spark is a card game for two players, in which players aim to reduce their opponent's life to zero or reach the goal first, by using cards with various effects.

Only 16 cards are used in this game! It is a game of psychological warfare in which strategy and reading each other are fun.

Mechanics

Push your luck
Take that !
Action point

Additional Informations

Strongly inspired by the arcade games of the 80s, with a pixel universe and an apocalyptic world where machines have taken over from humans.
A huge success in Japan! 5000 sales since March 2023 (July 2023 data)

How to play ?

Each player will receive 6 basic cards representing game actions, 4 lives and resources.
Each player also has a robot on a path (battle board).

The player who first completes one of the following conditions wins the game.

- The player has caused his opponent to turn over his 4 Life tiles.
- The player has reached the finish square on the battle board.

The players will play one of their action cards at the same time and will repeat the actions until one of the victory conditions is resolved.
You need to manage your resources, your lives and your progress on the battle board!

Content

16 cards
2 token sheets
1 board game
1 rulebook

English rulebook	Link
French rulebook	Link
Board Game Geek	Link

MUSOKA
STUDIO
ゲームブランド

GAMES - 2024

CONTACT

MAXIME GAILLARD

Mail : maxime@musokastudio.com

Website : musokastudio.com



MUSOKA

STUDIO
ゲームブランド