

Find your game with us

Analog Game Studios

2022 —
Product Catalog





Pursuit of a Vision

Analog Game Studios began with a mission to extend the hobby game revolution to mainstream everyday casual games for everyone.

Our games answer the call for fresh themes and quick fun play that's accessible through one-of-a-kind experiences. Analog Game Studios is a casual game publisher of family games, party games, light strategy games, gateway games and card games.

We put a lot of care and creativity into developing every single one of our new games and it's always a pleasure for us when they bring enjoyment to those who find them and play them.

Our tabletop board games are novel and unique, intended to be beautiful and aimed at modernizing the tabletop entertainment experience with inviting alternatives to the old-school games we all knew and loved. We believe, there's a board game for everyone.

Find your game with us!



Game Designers

The art of designing a board game is driven by the passion of the creative individual.

All board games and card games that we publish have one thing in common: they bring people together interacting with each other for entertainment and social connections that become great memories.

Our game designers know this when they craft their games and strive to achieve the highest goal of good game design; a game that is replayed often.

Analog Game Studios' designers all have life experience and backgrounds that are as unique and different as their games, but they are united in their love of analog games that entertain.

We continue to look for new game creators with exciting new designs and welcome direct submissions. We are especially keen to promote greater diversity in game design and designs that explore a new message or approach to tabletop entertainment that is also mainstream and accessible.



Corey Keller



David Van Druenen



Elisa Prashad



Jeremy Moche



Erik Åhsgren, Björn Bergström
& Björn Torstensson



Joe Slack



Dr. Bronn



Richard MacRae



Centrix

Spin, Climb, Jump, Bump; Be First to the Top, in this fun, friendly, family 3D game — Use card combinations to rotate rings and climb your pawns up each level. Skillfully unlock the best route up the ever changing game board. Jump over as many pawns as you can and be sure not to get bumped as you race to the top.

GAME DETAILS

Number of Players: 2 - 6

For Ages: 8 +

Playing Time: 20 minutes

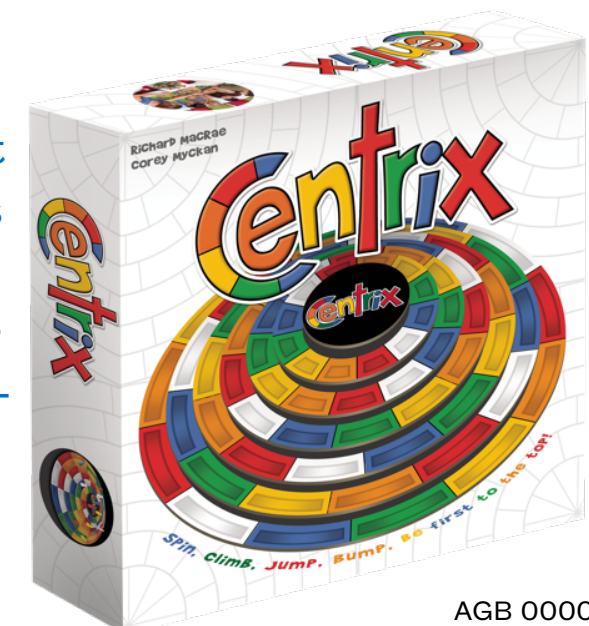
DESIGNERS

Richard MacRae & Corey Myckan

ARTIST

Michael Christopher

A fun, friendly, family multi-level 3D game. Find the right combinations to rotate rings and climb to the top first. Jump over your opponent or bump them down in this fast-paced race where you'll have to rely on your instinct and quick decisions.



Gnomes at Midnight

Gnomes come alive at midnight! Quickly forage for toadstools, bump rival gnomes away or dance across the garden in formation. Keep your gnomes unseen between the shifting moon beams by staying in the shadows or keeping still. Be sneaky or bold, but only one group of gnomes will win the garden for the night.

GAME DETAILS

Number of Players: 2

For Ages: 8 +

Playing Time: 10 minutes per round

DESIGNER

David Van Drunen

ARTISTS

Kiri Østergaard & Michael Christopher



AGB 01001

The perfect game for gnome fans of all kinds. A 2 player light and casual strategy board game, themed on the night-time activities of gnomes, with exquisite fantasy artwork by the Danish-born Kiri Østergaard. Grab a red pointy hat and go!





Latte THROWDOWN

A Dice Pool/Dice Rolling and placement game. You are a Barista competing in a Latte Art Throwdown competition. Complete and score the best latte pours before your competition does! You score points by matching your dice to the combination of dice shown on the Latte Cards. The first Barista to reach 20 points wins.

GAME DETAILS

Number of Players: 1 - 4

For Ages: 8 +

Playing Time: 15 - 25 minutes

DESIGNER

Corey Keller

ARTIST

Michael Christopher

Use your Barista powers strategically and beware of the other Baristas, who will try to creatively snatch the best designs ahead of you. If you love dice games and coffee, this one 's for you! Hold the pitcher steady, keep an eye on the other Baristas and don't spill your milk.



LISTIT

GREAT MINDS LIST ALIKE

Listit is a party game for friends! A casual card game where hilarious discussions emerge, as you uncover your friends' predilections and weird associations. With more than 500 witty, wacky, and sometimes controversial topics answered in lists of five. The twist? The only correct answers are those shared with other players.

GAME DETAILS

Number of Players: 3 - 10

For Ages: 18 +

Playing Time: 25 - 60 minutes

DESIGNERS

Erik Åhsgren, Björn Bergström, and Björn Torstensson

ARTISTS

Marta Murguia and Gerald Retzos

Great to play with friends on Zoom or out on a patio together.

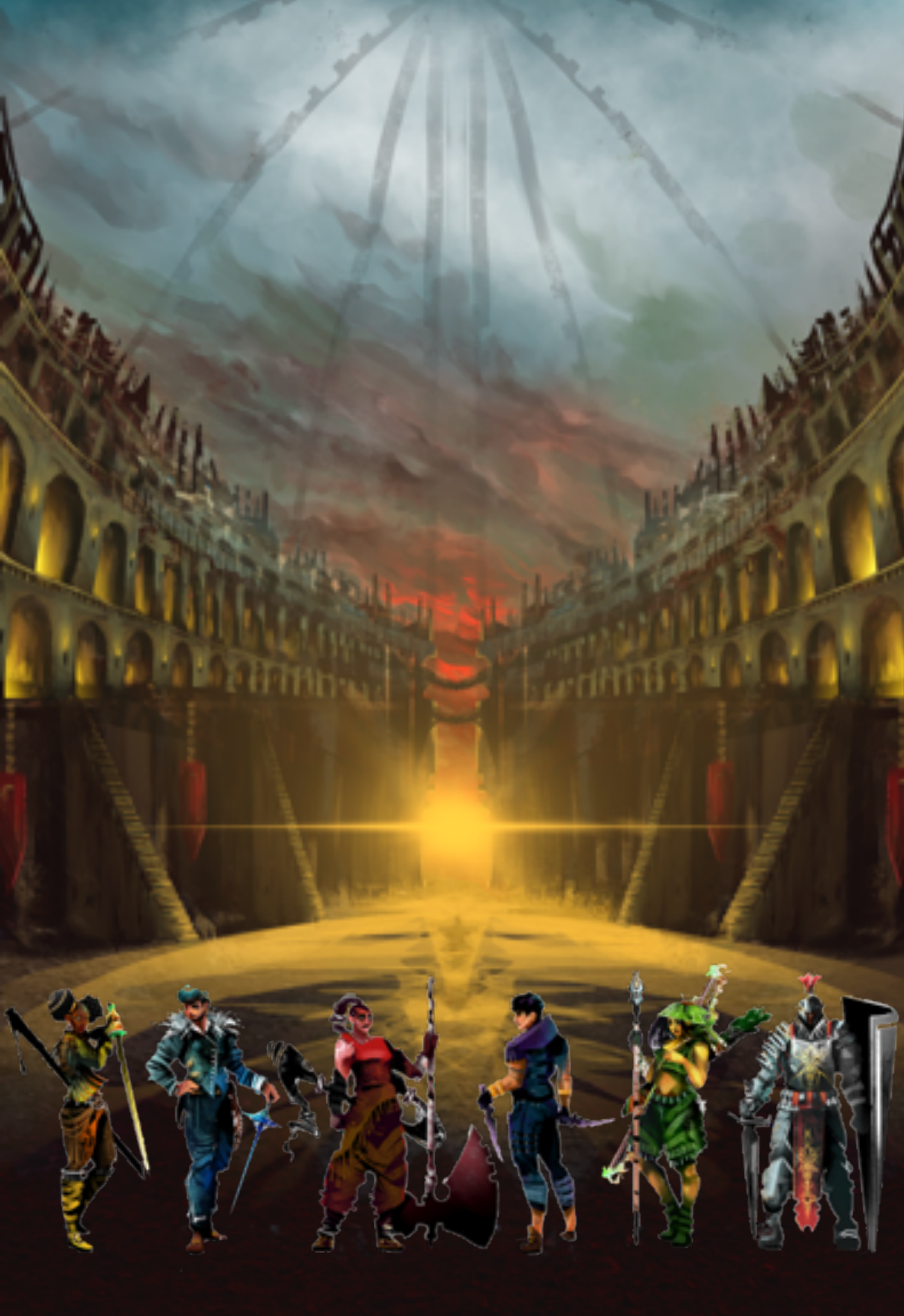
Listit will reveal the true nature of your friends and anyone you play with.

We promise lots of *'are you kidding me?'* and *'why didn't I think that?'* moments.



AGB 05005





DUELS OF CARTISORA

You enter the sandy pit of Cartisora with confidence. Your opponent faces you at the far side of the fighting field, weapon brandished, brow furrowed. Looks like a worthy opponent, but you don't let that show. Instead you draw your weapon and charge your enemy, with an intimidating battle cry. Only one of you will leave this arena alive.

GAME DETAILS

Number of Players: 2 (plus team play option up to 6)

For Ages: 13 +

Playing Time: 5 minutes per round

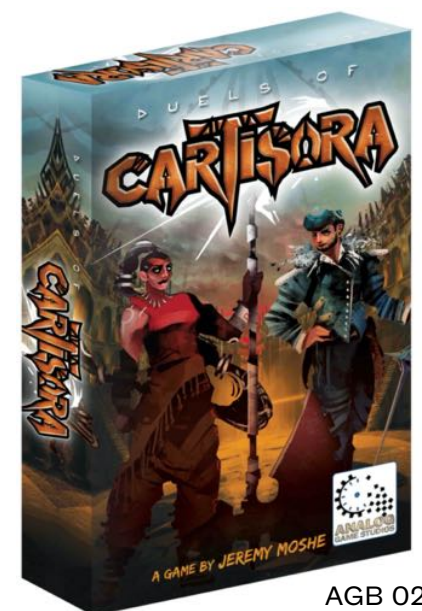
DESIGNER

Jeremy Moshe

LAYOUT AND DESIGN

Michael Christopher

A shotgun card game based on infamous warriors of their time. Quick to set-up and easy to do battle — a perfect test of wits and quick thinking and playable almost anywhere. Choose from 6 unique warriors for 15 possible match-ups in a box the size of a paperback book.



King of Indecision

A Noble in the King's Court, you try to gain His Royal favour, but he's constantly changing his mind about what he wants. Still, you gather as much of the items he desires (for the moment) to advance your status over the other nobles. Expand the land, capture treasure, trade at the marketplace and get ready to make your offer to the King.

GAME DETAILS

Number of Players: 2 - 5

For Ages: 8 +

Playing Time: 40 - 50 minutes

DESIGNER

Joe Slack

ARTIST

Michael Christopher

Your position in Court depends on how you use your resources, the actions you select and presenting your offer at the exact right time. King of Indecision is a beautiful, new hex-tile board game. A great gift for fans of a medieval theme and who enjoy strategy hex-tile games.



AGB 04001



#demi dancer

It's a Dance Class Dash! You've packed your dance gear: shoes, tights, tutu, leo, bow, but do they match? Well, you better run and hope for the best. In this super fast card game, you're getting dressed for dance class and each article must be placed in order over the next item. First to play out their cards wins the game.

GAME DETAILS

Number of Players: 2

For Ages: 5 +

Playing Time: 5 minutes per round

DESIGNERS

Richard MacRae & Elisa Prashad

ARTISTS

Bell Yan & Michael Christopher

A dexterity, sequencing and educational card game that comes in a shiny and cute bag.

Your dance girl will love it!!
The perfect game to play with your bestie while waiting for dance class to start.





On Pointe is a board game where players advance as a professional dancer would, from learning the basic ballet moves, mastering rehearsals, performing on stage, competing to become Prima Ballerina, and accepting their bouquet at curtain call. It's a perfect gift for dancers or ballet lovers of all ages.

GAME DETAILS

Number of Players: 2 - 4

For Ages: 8 +

Playing Time: 20 - 30 minutes

DESIGNER

Elisa Prashad

ARTIST

Michael Christopher



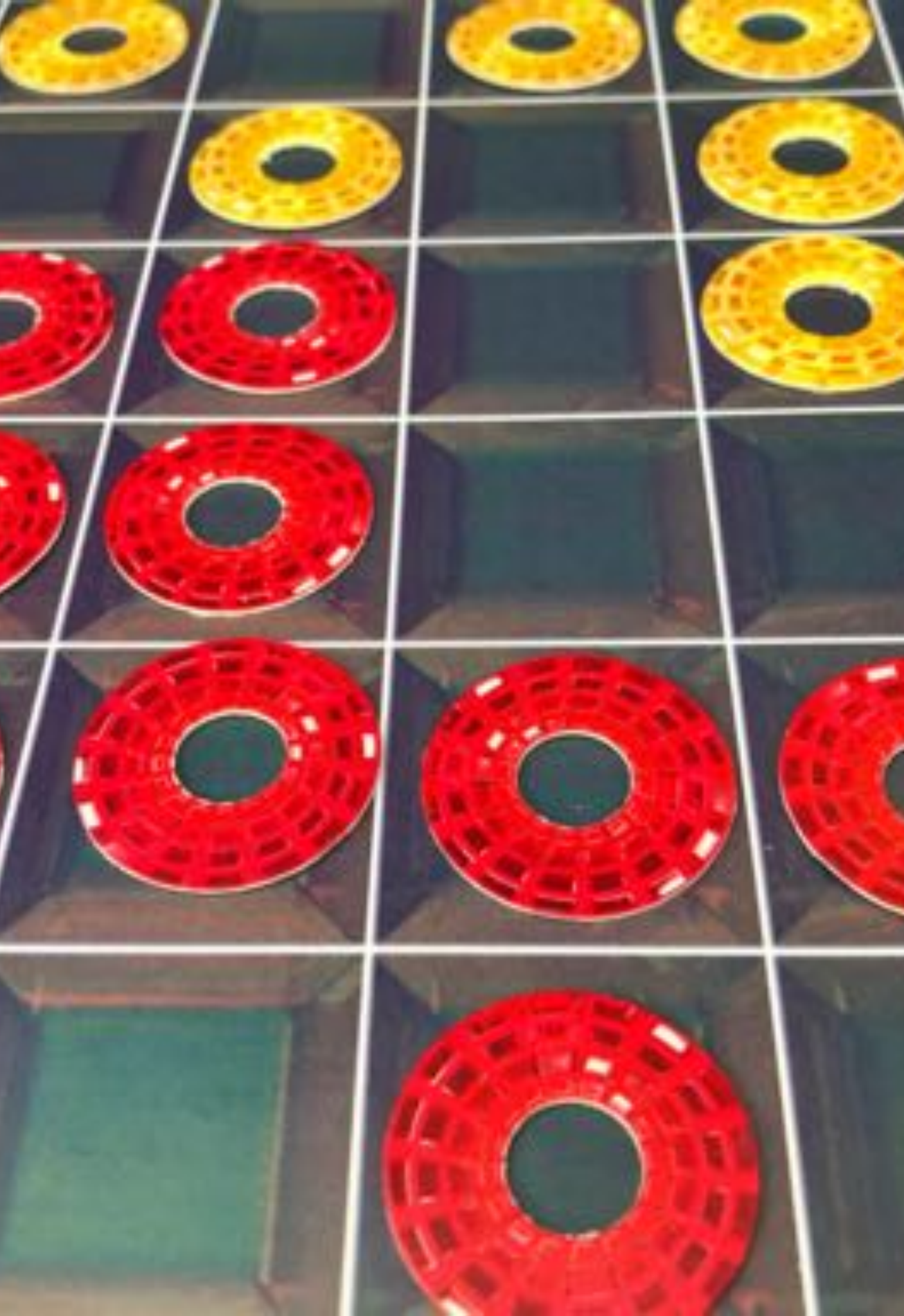
AGB 03001

Experience the life of a ballet dancer, from the Barre to a Star.

Know your positions, use the right moves to: collect gems; treasures; and the tiara.

The game that will keep you on your toes.





TORUS

Torus is a dynamic three-dimensional abstract strategy game played on a two-dimensional board. The objective is to surround the opponent's tokens and flip them to your own color through strategic placement and movement on a conceptual toroidal shape, represented by the 100 squares of the flat game board.

GAME DETAILS

Number of Players: 2 (Plus Solo Mode)

For Ages: 8 +

Playing Time: 15 - 20 minutes

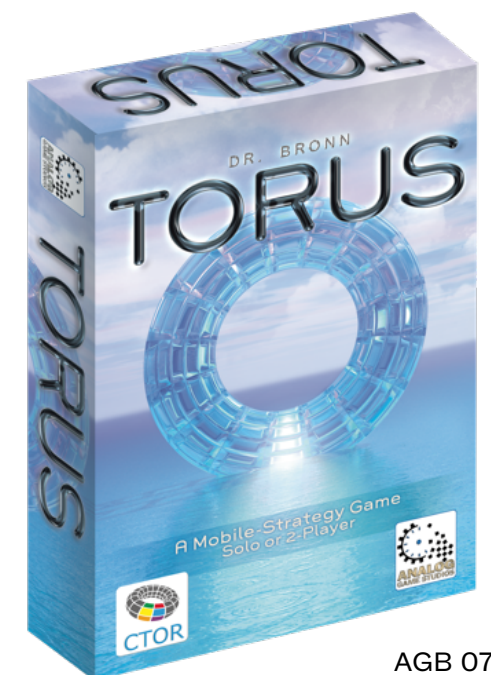
DESIGNER

Dr. Bronn

ARTIST

Michael Christopher

Originally designed as a teaching tool for advanced mathematical applications in biology. Now a challenging mobile strategy game. The Solo Mode pits the logical left brain against your intuitive right brain.



YACHT RACE

This game was ahead of its time in being true to sailing and the strategies employed during high level competition. The production reboot of Yacht Race features modernized racing sloops competing in the waters outside Auckland, New Zealand. Those with knowledge of racing will get the movement mechanic right away and those unfamiliar with sailing will learn it easily.

GAME DETAILS

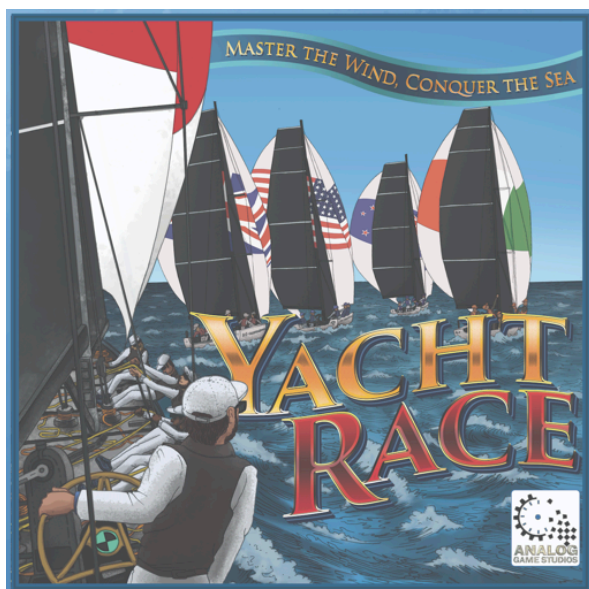
Number of Players: 2 - 6

For Ages: 8 +

Playing Time: 20 - 30 minutes

ARTISTS

Michael Christopher



AGB 08001

There are no random dice or surprise cards, it's pure racing for competitive sailors who love sailing. Players outmanoeuvre their opponents, steal their wind, from time-to-time and deploy their spinnaker sail strategically, all while watching the wind changes.

