

1000?

2 - 5

8+

10'

game design

Jordy Adan & Renato Simões

artwork

Jordy Adan & Renato Simões

components

53 Cards
1 Rulebook

PLAY HIGHER, BLUFF BOLDER, AND BE THE FIRST TO EMPTY YOUR HAND!



1000? is a fast **climbing and shedding card game** for 2 to 5 players, with a bluffing twist that turns every turn into a showdown. Everyone starts with 7 cards, and the first to empty their hand wins.

The rule is simple: you can only play a card that is higher than the one on the table **and shares at least one digit** with it, so a 21 can go on a 10. The 1000 goes on anything, and anything goes on the 1000. Stuck? Play a card **face down** and claim it's legal. The next player decides: call your bluff, or say "I believe you" and treat your card as a 1000.

Taught in a minute, played in fifteen, and hard to stop at one game. It fits in a pocket and works anywhere people gather around a table.



HIGHLIGHTS

Already proven abroad: published in Germany, Austria and Switzerland by Noris as Trick 100.

Proven in Brazil: distributed nationally through Galápagos (Asmodee Brasil) and part of GNO's "Jogamos Sempre" line of modern twists on traditional games.

Designed by an award-winning duo: Jordy Adan (Cartographers, FlipToons, Stonespine Architects) and Renato Simões (FlipToons, Ozob, Piratas!, etc).

CONTACT US

contact@uaipia.com

+55 (31) 9 9545-8084

BLUFRRR!

2 - 5

10+

20'

game design

Jordy Adan &
Renato Simões

artwork

Chris Borges

components

45 Animal Cards
15 Story Cards
1 Rulebook





BLUFF YOUR WAY TO BE THE BRAVEST HUNTER IN YOUR CAVE

Blufrrr! is a bluffing game set in the Stone Age. Players are hunters and gathers that get recognition by facing countless dangers outside of their cave. After on complete day of hunting, gathering, and granting surviving one more day, your clan gather around the fire to tell others what they saw that day.

Playing is simple, on your turn you either take an Animal Card from the main deck, or you fulfill an objective and take a Story Card. When you take an animal card you may announce to the whole group what you saw out there, and get every card in the rumor market matching what you claim to have seen. Other players can either accept your claim or doubt it, forcing you to prove what you have seen. Whoever is correct get a bonus card.

You then use your Animal Cards to fulfill objectives, and claim the legend card about your deeds. Of course you can also bluff and state you did something you don't have the corresponding cards to claim, but it is up to your opponents to doubt you or not.

Blufrrr! is a fast-paced, easy-to-learn, small box bluffing game in which you may or may not bluff in every action you take.



HIGHLIGHTS

Bluff in every single action you take

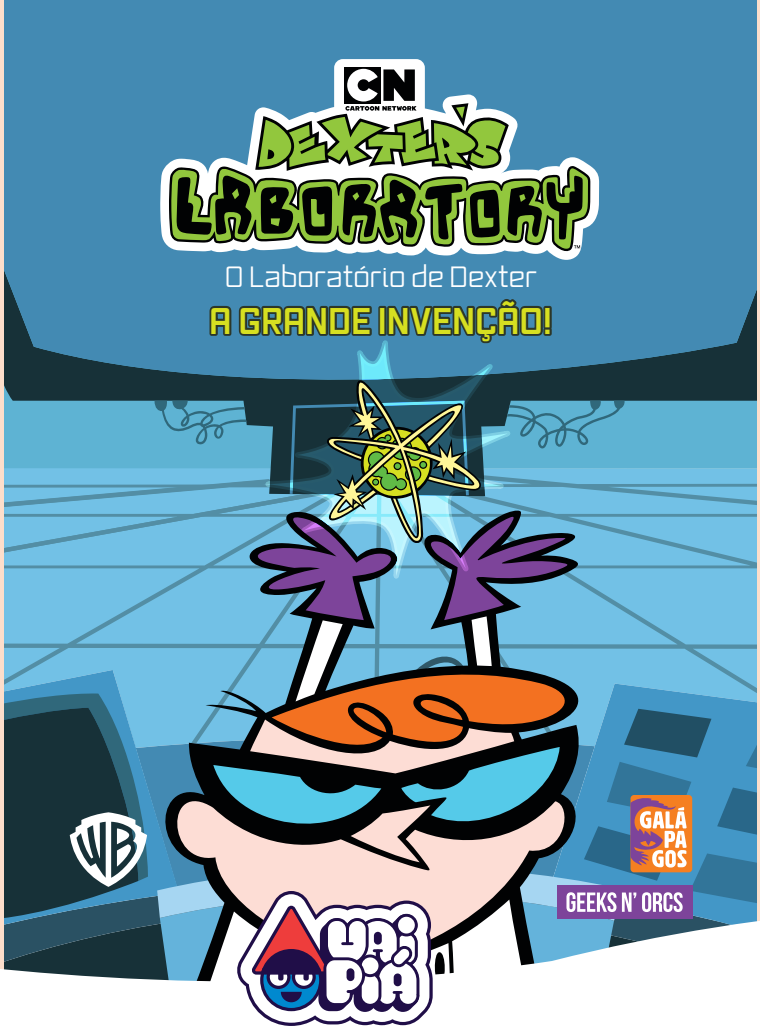
Unique theme that perfectly fits the mechanics

Play it, and play it again

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DEXTER'S LAB:
THE GREAT INVENTION

2 - 5

10+

25'

game design

Pedro Sales &
Renato Simões

artwork

Genndy Tartakovsky

components

110 Cards
5 Player Boards
1 Rulebook

HELP DEXTER IN HIS MOST AUDACIOUS INVENTION AND BECOME HIS FAVORITE ASSISTANT



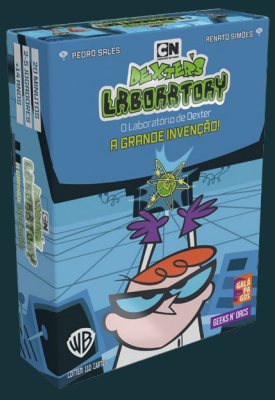






Dexter is on the brink of creating his most ambitious invention. To do so, he will need the best Assistant. You and your opponents are trying to take the job by proving your worth, you should help Dexter BUILDING then ENERGIZING his recent invention, and your place in the Lab is guaranteed.

Play cards to gather components and tools you will need, as well as sabotage your opponents and disrupt their plans. Use gadgets to help you out, send Dee Dee to other Labs, and even make Mom call the others to wash the dishes, but make sure to be the best assistant for Dexter.



HIGHLIGHTS

You know the game is ending soon, though you don't know who's gonna win.

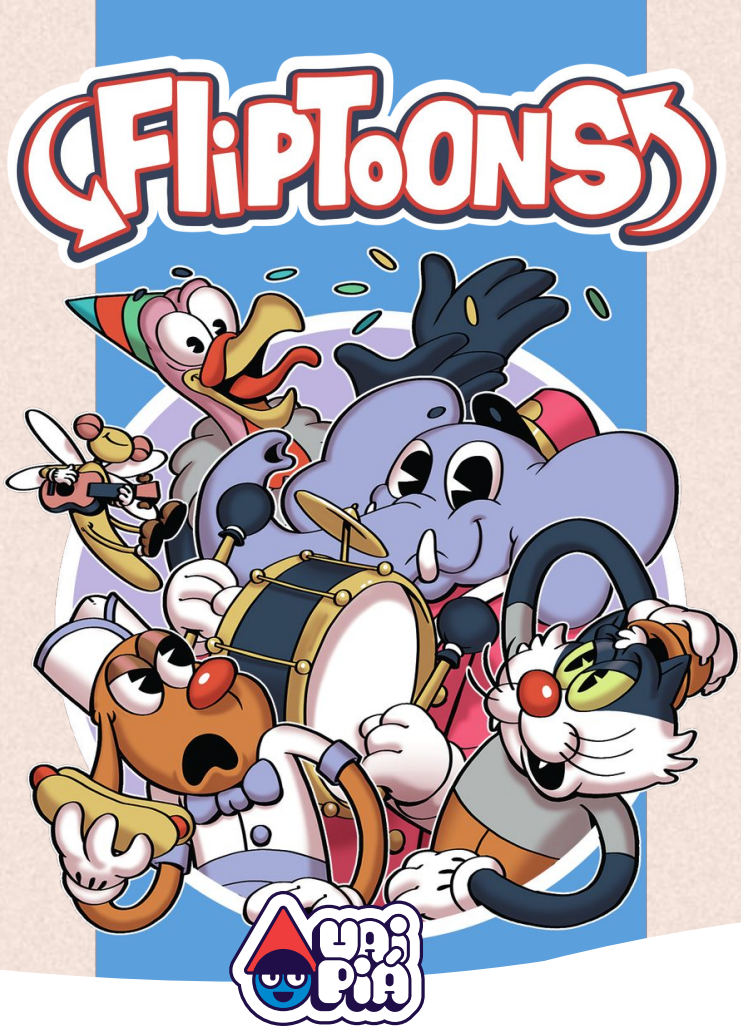
Use several classic jokes from the animated cartoon in play

Track Record: "Dexter's Laboratory" is based on original Brazilian best-seller, 10-year-old "Piratas!"

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FLIPTOONS

1 - 4

10+

20'

game design

Jordy Adan &
Renato Simões

artwork

Diego Sá

components

92 Cards
1 Rulebook

FAST-PACED DECK BUILDING GAME WITH THE THRILLS OF SLOT MACHINES



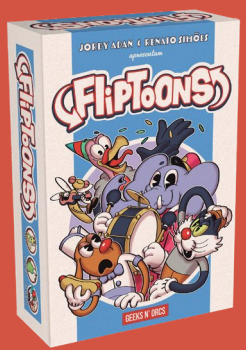
"Perfect mix of strategy and fun, exciting moments. [...] This is one of my top games of the year so far."

Grant's Game Recs
Grant Lyon

FlipToons is a fast-playing, small box deck-building game. Easy to learn and quick to play, this card game packs a nostalgic punch with equal parts luck and strategy.

Shuffle your deck, flip cards in a 3x2 Grid, and count of luck! Check the Fame you have reached, and use it to hire new stars, and dismiss those who are not helping your Cartoon TV Show.

Whoever reaches 30+ Fame in a single Flip, is acclaimed by the Critics, and you all proceed to that Final Flip that settles the winner!



HIGHLIGHTS

Strategy and Luck balanced in a exciting way

Instant impact of cards just added to your deck

Deck-building and Slot Machine brought together

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HOW TO FISH

HOW TO FISH

2 - 4

10+

10' per mission

game design

Jordy Adan &
Renato Simões

artwork

WIP

components

80 Cards
1 Rules & Mission Book

PLAY CARDS TO CATCH FISH FROM THE SEA, MUST BE THE RIGHT FISH AT THE RIGHT TIME!



How to Fish is a **cooperative**, **mission-driven card game** that reimagines the centenary Italian classic ***Scopa di Quindici*** for modern players. In this game, 2 to 4 players work together with limited communication, trying to capture cards from the table in just the right combinations to meet ever-changing objectives.

Each mission places the group in a new scenario: sometimes you'll need to take an exact amount of Scopas, other times you'll need to capture precisely the right cards at the right time. The tension builds as players help one another, anticipate intentions, and adapt to the hand they've been dealt, while reaching everyone's objectives.

What begins with the simple, familiar rhythm of Scopa soon unfolds into a rich cooperative challenge: a campaign of interconnected missions, where each chapter adds twists, new special cards, and a growing narrative thread. It's both a tribute to the card tables of old and a leap forward in design — a game that feels instantly recognizable yet entirely new.



HIGHLIGHTS

Cooperative reinvention of classic "fishing" card games, creating for Scopa what cooperative trick-taking did for its genre

Scenario-driven campaign that evolves story and gameplay, offering players a sense of discovery and progression across sessions.

Nostalgic roots in traditional family card games, fused with innovative mechanics, making it both ***accessible and exciting for all generations***.

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ONBOARD

2 - 5

7+

10'

game design

Jordy Adan &
Renato Simões

artwork

Chris Borges

components

60 Cards
1 Rulebook

NO RULES NEEDED
GRAB N' PLAY

Simple enough components so you'll won't have to read rules...





...but you can follow the formal rules if you want to.

OnBoard is a new anytime-Trivia Game, that people can play during roadtrips, when they are in line for a concert, waiting for someone to start playing other games etc.

In **OnBoard**, you score points for knowing the answers for the questions you are asked, but also by betting correctly if other players will know the right answer for the questions they are asked.

The box fits the palm of your hand, and you don't need a table to play the game, so you'll always be able to play the game with no bureaucracy.

Every thematic box have special cards that enhance the playing experience, and bring more fun to the gameplay.



HIGHLIGHTS

No rules explanation required, play on the palm of your hand

Score even when you are not answering

Themed boxes bring **new content** and **special cards**

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OZOB

A CYBERPUNK BOARD GAME

1 - 4

14+

90' - 150'

game design

Jordy Adan &
Renato Simões

artwork

Iron Studios
(Several artists)

components

48 Miniatures
350+ Cards
10 Unique Scenarios
6 Plastic Dashboards
and more



THRILLING MIX BETWEEN CLASSIC ENTRY DUNGEON CRAWLER AND PUSH-YOUR-LUCK

In **Ozob: A Cyberpunk Boardgame**, players take on the roles of unique rebels to cooperatively fight against the oppression of megacorps.

During each scenario in the game, players take turns pushing their luck to reveal their Attribute cards, then take three actions each turn, relying on those attributes they just revealed. Their goal is to complete the scenario's objective.

Whenever needed, they can push their luck even further spending adrenaline to rerroll dice.

The game comes with 10 unique scenarios, that can be played in 3 short-campaigns, or one-shot adventures.



"Ozob is a Dungeon Crawler with very unique and fun Push Your Luck element. [...] There's a very strong cooperative element, where you're really going to need to be working together with the other players to accomplish the different objectives of the scenarios"

BoardGameCo
Meg Oak



HIGHLIGHTS

Push-your-luck mechanics make **every turn unique**

Deeply entangles mechanics with the theme of the game

Over 1 million dollars in crowdfunding

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PESCADO NOVO

2 - 4

8+

30'

game design

Renato Simões

artwork

Chris Borges

components

50 Cards
1 Rulebook



FISH FOR 15, EMPTY THE TABLE, AND WATCH THE SPECIAL CARDS TURN THE SEA UPSIDE DOWN!





Pescado Novo is a fast, tactical **fishing card game for** 2 to 4 players that modernizes **Escopa de 15**, a classic generations of families have played around the kitchen table. Play a card, combine it with cards on the table to make exactly 15, and reel them in. Clear the whole table and you score a **Pescado**.

The twist is in the 10 special cards. Negative numbers, wild catches and cards that sit on the table waiting to burden the next fisher break the familiar math of Escopa. Every play becomes a choice between scoring now and leaving an opening for your opponents.

Familiar enough to teach in a minute, fresh enough to surprise players who've known Escopa all their lives. It fits in a pocket and plays on any table, couch or beach towel.

HIGHLIGHTS

A classic, reinvented: speeds up Escopa, a card game known across Brazil, Italy and Spain, and adds special cards that change every hand.

Proven in market: published in Brazil by Galápagos (Asmodee Brasil), with 3 print runs in 2 years.

Small box, wide reach: 50 cards, plays 2 to 4 or in teams, and sits at an impulse-buy price point.

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PIRATAS!

2 - 6

10+

25'

game design

Pedro Sales &
Renato Simões

artwork

Alex Mamedes

components

110 Cards
6 Player Boards
1 Rulebook

RAID, BLUFF AND DUEL YOUR WAY TO BECOMING THE LEGEND OF THE 7 SEAS



Piratas! is a fast, take-that card game of raids, bluffs and duels for 2 to 6 players. Every captain chases the same goal: start a turn holding 5 treasures and be crowned the Legend of the 7 Seas. Grabbing the treasure is easy. Keeping it is the hard part.

Each turn you take two actions: draw, play a card or open fire. Duels are fought with face-down cannons, so a bold attack can be pure bluff, and the winner rifles through the loser's hand to take any card. Raids, spyglasses, cursed crewmates and ghost pirates keep the loot changing hands until the very last turn.

Launched in 2015 and now in its 3rd edition, Piratas! is the game that founded Geeks N' Orcs: taught in two minutes, impossible to play just once.



HIGHLIGHTS

Award-winning evergreen: Dragão de Ouro 2020 for Best Family Game and Best Brazilian Designer. In print since 2015, now in its 3rd edition.

A full product line: published in Brazil by Asmodee, with three expansions already released there, plus Dexter's Laboratory: The Great Invention, a licensed spin-off with Warner Bros.

Party energy, card-game bite: plays 2 to 6, taught in minutes, with bluffing and table talk that turn every game into a story.

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WILD MAGIC

2 - 4

10+

25'

game design

Jordy Adan &
Renato Simões

artwork

WIP

components

78 Playing Cards
8 Initiative Cards
10 Custom D6
1 Rulebook

WILD MAGIC

SET YOUR SPELLBOOK RIGHT AND BEAT THE OTHER SORCERERS IN THIS DICE AUTO BATTLER



In Wild Magic, 2-4 players are looking for the perfect sequence of spells to cast and canalize the full power of the Sun. To do so, they gather knowledge about different spells during the game, and arrange them as they want, but all of this previous to the dice roll.

Once the spell order is set, it's time for the dice to be rolled. In turn order, each player rolls 7 dice and see the magic happening. Flip, Turn A into B, Reroll all X... several different spells will help you manipulate the dice and achieve the objective, or at least come closer to it.

The game ends immediately when a player finish one Spell Session with 7 Suns shown on the 7 dice in the game.

Wild Magic is an Engine Building Dice Game, with Auto Battler characteristics that set it apart from other Engine Building games, as well as Dice Games, and even from the recent fever of Auto Battler games started by Challengers, and carried on by Tag Team, FlipToons, and others to come.



HIGHLIGHTS

The fresh **auto battler** genre brought to a **dice game**

Feelsgood and "a-ha" moments followed by the chance to reorder you engine for the next round

Create your engine, then watch as it works out your way... or not

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