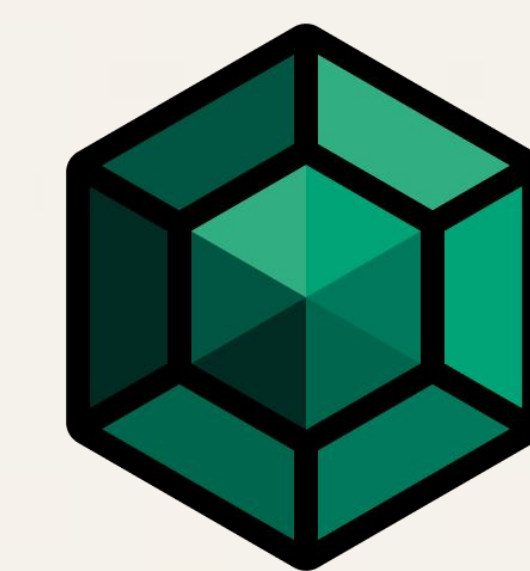




Jade
GAMES

GAMES CATALOG 2026-2027

updated 25 sept 2026

PANGEA

Launching in Q1 2027

The dance of the continents

2-5 players · 45 min · age 10+ · light-medium

In Pangea, players controls regions that will one day become continents. Balance dinosaur and vegetation, moving their region and choos the perfect moment to score. When there are 50 or more fossils, meteor approaches and the game enters its final round.

* Unique action selection system

combining cards and resources

* Individual and shared scoring

through scoring cards and the Food Chain action

* Dynamic continent movement

The continents shift during the game, changing their positions and adjacencies



COMPONENTS

24 wooden dinos (6 types)
20 wooden plants
50 cards standard size
35 fossil tokens
1 winter token
7 action tiles
5 continent boards
1 first-player token

GAMEPLAY

1 The active player must select one action based on the number on his cards, which can be altered through additions and subtractions in conjunction with other cards and consuming vegetation from their region.

2 Do the chosen action, then flip it. Now it is becomes a different action available for other players.

3 If it is your last turn of the round (last card played), then you must move your region and do the dance of the continents.

4 If there is 50 or more fossil tokens on the board, this is the last round. The end games when the players use all of their cards.

CONTACT US

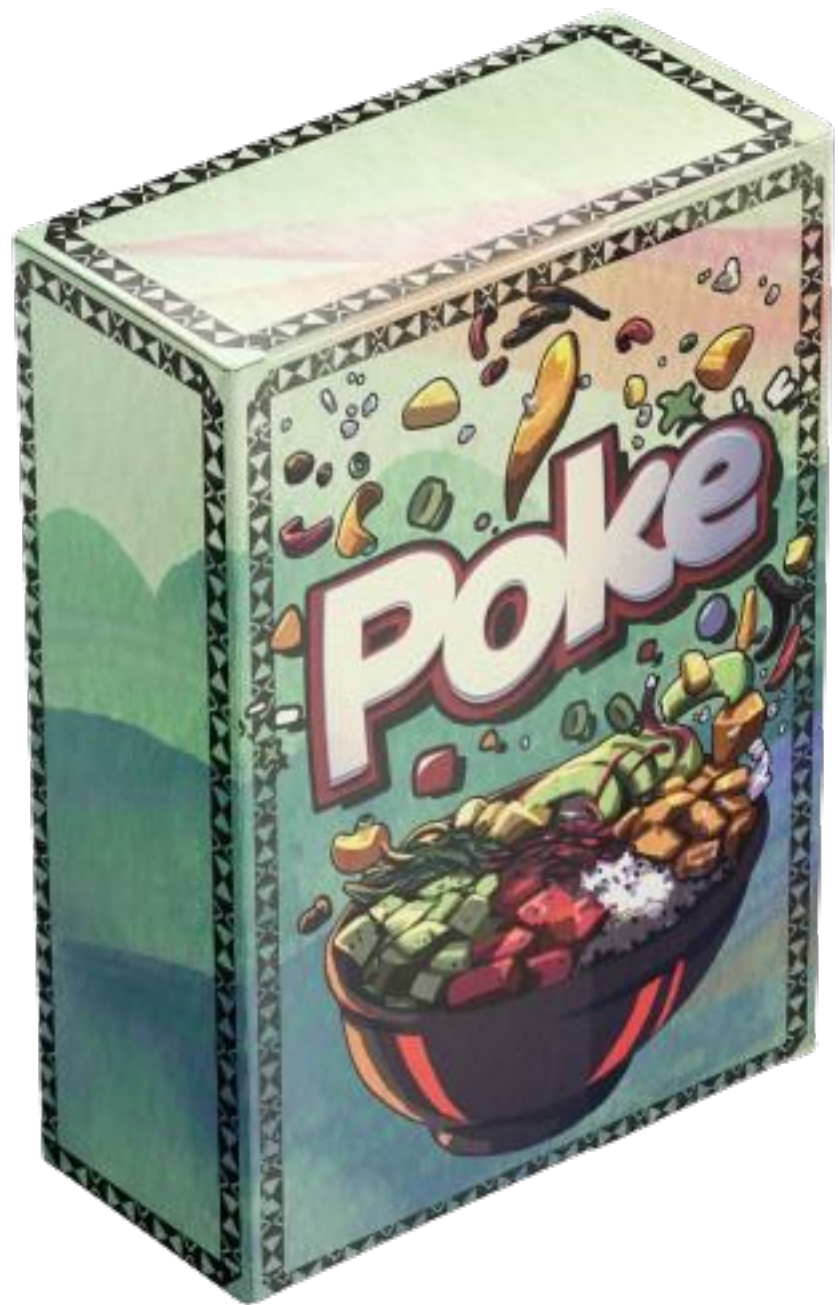
talkto@jadegames.com.br

www.jadegame.com.br/pangea

POKE

Launching in Dec 2026

1-5 players · 20 min · age 10+ · light



A fast-paced game with simple rules, fun, full of bluffs and plot twists.

Poke is a semi-cooperative game of betting and hand management using the principles of Poker, where players play against the table and bet according to what they expect their hand to be. The best hand is not always better in this game.

✳ **Poker-inspired, but faster and easier to learn**

Fans of The Gang, Schotten Totten, and Liar's Poker will find familiar tension with a different twist

✳ **The strongest hand is not always the best option**

Contracts can score more points than the bet itself, rewarding players for pursuing different goals

✳ **Bluffing matters, but timing matters more**

Mastering the game means knowing when to force a bet and when not to bet at all

GAMEPLAY

1 The active player takes only one action: exchange cards from their hand (2A) OR place a bet (2B). Free actions are available using the cards 8 and 9.

2A Discard any number of cards from your hand, up to 5, then draw the same number of cards.

2B Reveal a bet from the bet pile. Then draw 3 bet cards and choose 1.

3 All other players take their turns normally. Once play returns to the first player who placed a bet, the Reveal Phase begins.

4 In turn order, each player reveals their hand. Then compare all players' hands together with the Table's hand to determine the force of each hand.

5 Determine which hand wins which bet. Then check whether any player has completed a Contract, which may be worth more points than the bet itself.



COMPONENTS

40 cards standard
42 cards mini-euro

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talkto@jadegames.com.br

www.jadegame.com.br/poke

AIRWAYS

2-5 players · 90 min · age 16+ · medium-heavy

In AirWays, players take on the roles of investors and airlines CEOs. They can buy or sell shares in the five companies competing for global airspace and also act as CEOs of these companies. Players can:

- Expand their fleet
- Change tickets price
- Transporting passengers to where they want to go, generating profit
- Invest in marketing to generate more interest in global tourism
- Distribute the revenue
- Buy shares from any company

- ✳ **Simple rules, hard decisions**
- ✳ **Table presence** with plane that moves around the airports
- ✳ **Strongly thematic** and inspired by real situations
- ✳ **Agreements and negotiations** in global airspace

GAMEPLAY

- 1** Choose a card to the flight destination using a connection operated by the company of other player.
- 2** Makes an agreement to share the flight between the 2 companies.
- 3** Do the flight, moving the plane thru the airports as needed to complete the route.
- 4** Receive income for that + prestige points.

- 5** The players that shared this flight with you receives prestige points.
- 6** Pass turn.
- 7** The next player can change the ticket price for his company. Now he have the lowest price and have priority on each flight departing from airports he is present.



COMPONENTS

- 1 main board
- 1 first player token
- 1 round marker
- 8 cards mini euro (tourism)
- 40 cards standard size (airport)
- 16 cubes (passengers)
- 5 company boards
- 25 cube (company markers)
- 50 tiles (company stocks)
- 8 large wooden planes
- 17 small wooden planes
- 10 tokens (tickets price)
- 100 tokens of \$ (1, 5, 10, 20)

CONTACT US

talkto@jadegames.com.br

www.jadegame.com.br/airways

LOST IN THE WOODS

1-4 players · 30 min · age 10+ · light

You and your friends are lost in a forest and need food, water and safety. Are you able to find the way out?

Lost in the Woods is a coop family game that you can play alone or up to 4 players. You'll need to find water, fruits, honey, tools lost in the woods and run away from dangerous animals. As a group, you will have to find your way out of this forest (there is only one exit point), and you need to be sure that everyone will be able to get out!

- ☺ **A light and fun cooperative experience!**
- 💧 **Engaging experience** on how to survive in a forest, with only a few days to find your way out.
- ↔ **Simple movement** as core mechanics
- 🏆 **Grand Award Winner** of Bad Comet Coop Game Design Contest



COMPONENTS

- 1 main board
- 1 phase marker
- 4 player boards
- 16 cubes
- 37 hex tiles
- 54 cards standard size
- 19 animeeples
- 1 exit token

GAMEPLAY

- 1 Choose one of the 6 side of the hex you meeple are: you must move to any adjancency.
- 2 If the space are empty, reveal a hex tile and position it there and open an events card.
- 2A If the event card is an animal, put the animal together with you in the same hex.
- 5 The players that shared this flight with you receives prestige points.
- 6 Pass turn.
- 7 The next player can change the ticket price for his company. Now he have the lowest price and have priority on each flight departing from airports he is present.

CONTACT US

talkto@jadegames.com.br
www.jadegame.com.br/lost

PHAROS

2-4 players · 40 min · age 10+ · light

Sail your merchant ships along the Mediterranean trade routes to Alexandria and become the most influential merchant in Ancient Egypt!

In Pharos, players explore and build their own maritime routes toward the Lighthouse, completing valuable voyage objectives and earning the Pharaoh's favor. To prosper, you'll need to face pirates, avoid impassable reefs, navigate through dense fog, and survive treacherous whirlpools.

- ✳ **3D Alexandria's Lighthouse**
- ✳ **Table presence**
- ✳ **Dynamic board**
- ✳ **Special powers**
- ✳ **Strategic tension and tactical competition**

GAMEPLAY

- 1** The red player starts their turn with 3 action points.
- 2** He spend 1 action point to rotate de great lighthouse one step to the right, illuminating a route where they intend to play a card.
- 3** He spend the second action point to play a fog card on the illuminated route, making the path more difficult.
- 4** Then he spend his last action point to move one of his ships on a different route onto a trade card, collecting the respective resource.

- 5** With this new resource, the player claims an available public objective as a free action, since they now meet all the requirements.
- 6** The fulfilled objective grants victory points for the end of the game, as well as a Pharaoh's favor token.
- 7** The player immediatelly spends the favor token (it can be spent to have extra action points) to play another card on the illuminated route, placing a pirate card and taking the pirate influence marker.
- 8** The player end their turn.



COMPONENTS

102 cards mini euro
1 mini circular board
5 maritime route playmats
3D lighthouse piece
12 ship pieces
40 wooden cubes
20 tokens

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talkto@jadegames.com.br

www.jadegame.com.br/pharos

THE CHRISTMAS

Launching in Q3 2027

1-4 players · 60-120 min · age 10+ · medium

Santa Claus has retired after centuries of impeccable service, and now he needs a new leader to help carry on his legacy.

Now, Santa needs a new elf to take his place. To choose the right successor, he has decided to closely follow the Master Elves from each department of the Toy Factory.

* Award-Winning at Meeple D'Ouro

2nd place in the Expert Category

* Environmental Awareness & Education

The elves collect waste from the oceans and transform it into raw materials at the toy factory.

* Combos and Chain Reactions

Develop your personal board and decorate the Great Christmas Tree to trigger a sequence of effects. Progress along tracks and place pieces to unlock immediate bonuses, new workers, and satisfying tactical combos.



COMPONENTS

- 12 standard-sized cards
- 49 tiles
- 1 main board
- 5 player boards
- 1 pine tree board
- 22 meeples
- 120 Wooden cubes
- 1 custom 6-sided die
- 2 small bags
- 40 half-sphere markers
- 80 seed-shaped mini markers
- 120 tokens

GAMEPLAY

1 The player allocates their elf worker on the Reindeer Stable action to care for a pair of Reindeer, choosing Dasher and Dancer.

2 He pays the cost in Christmas spirit points, gains the immediate bonus, and place their marker on the space to continue receiving this bonus as income at the start of

3 He draws a random item token from the Village Shop using the red bag and finds a wreath.

4 Decorating the Christmas Track is a free action. Since there is no wreath placed yet, the player places the wreath token, advances their sleigh marker on the track, and gains a bonus that allows them to take an available Gift Letter from the Polar Post.

5 If the player has the required resources in their personal reserve to fulfill that letter, they may spend those resources as a free action, gain the Prestige Points indicated on the card, and advance on the score track.

6 The player ends their turn.

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www.jadegame.com.br/op-natal