









Misfits: First Edition sold out

97.3% of our customers would likely to recommend Misfits to a friend or colleague

Misfits: First Edition, launched between June and early December 2023 in a limited run of 250 units, saw rapid sell-out due to presales and exposure from tours at 12 board game cafes across the UK and Canada. The game's success was not only marked by a significant \$15,000 investment from Futurpreneur Canada, showcasing strong government support, but also by the enthusiasm of our customers—two customers notably purchased fifteen games for Christmas gifts. The game was sold with 3 UK retailers, with one retailer requesting that they would have bought our entire stock. We continue to see Misfits as a beloved game — across all venues and exhibitions, Misfits has been a resounding and reliable hit.

Customer feedback / View players reactions /





'Misfits is deceptively simple, yet wildly addictive.'

— Leslie Scott, the inventor of Jenga

'See if Ben Rose can get the stack higher than I could. Whatever he achieves, tell him that I got it higher than that.'

- Damien Corcoran, ex-VP Whole Food Market, UK and Canada., referencing a North Atlantic Vice President

"This is the dream board game experience"

- Yogscast Live, on a livestream with Chance and Counters board game cafe

'I am very competitive, so I loved that element of Misfits. The game is deceptively simple – highly addictive, thrilling, exciting, fun, and a nail-biting experience.'

-Shireena Bawa, Civil Service Executive Officer

'It's the next staple classic game that everybody should have.'

– Hasnae Fourdaous, Photographer

"Misfits transforms stacking into an aesthetically pleasing experience, with a touch of magic"

- Tom Brewster, on Shut Up and Sit Down's podcast, January 2024

'A physically satisfying game – there's something nice about Misfits looking so good, while being so sly and fun in its gameplay.'

- Holly Gramazio, lead curator for Now Play This, Somerset House, a national British museum



THE BRANDING SYSTEM FOR MISFITS WAS

DESIGNED BY CORY SCHMITZ, A NEW YORK
BASED DESIGNER. HE DEVELOPED THE BRANDING FOR

OCULUS AS WELL AS VOX MEDIA. HE HAS ALSO COLLABORATED

WITH KENDRICK LAMAR AND PLAYSTATION.



A designer's love letter to a stacking game

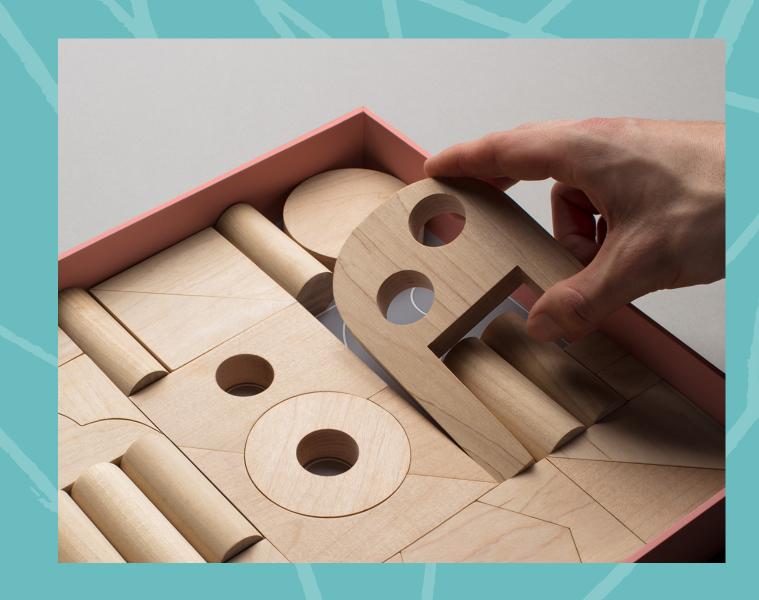
Every detail matters. Misfits combines high precision engineering and a designer's love for meticulous craft. Each block design is precisely milled out of an American beech (*Fagus grandifolia*) timber plank, and individually sanded to an elegant, soft finish. Like a puzzle, all Misfits blocks fit together in our slip-and-drawer packaging into a flat, single layer. A line design matching this block arrangement is affixed underneath, enabling

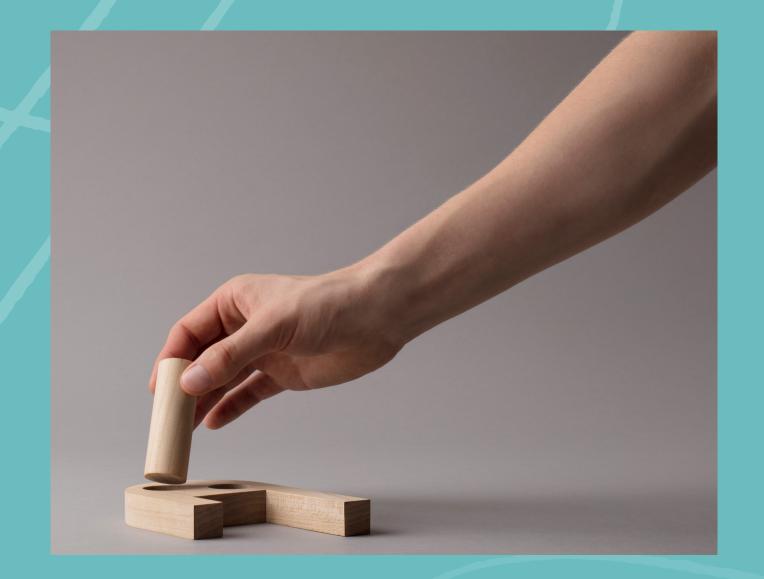
a wayfinding map to return the blocks after each round of gameplay. No more lost game pieces. The dimensions of the box are deceptively square, but the horizontal length is slightly longer to ensure the inner tray returns in the correct orientation. A thumb notch is placed on the right side of the inner tray. Overall, Misfits is a beautiful design-object in its own right, and it is meant to be proudly featured on a coffee table or bookshelf.





How to Play







Players take ten blocks from the box, at random (cube blocks are limited). Players take turns around in a circle to make their play. Each player places one block per turn. The first person to stack all ten blocks in the shared tower wins the game.

The first player places a starter block. After the starter block, subsequent blocks cannot touch the playing surface — the only exception is a shape placed inside a hollowed-out block. All players stack blocks on top of this starter block to create the tower.

If a player accidentally knocks any blocks during their turn, or if any blocks fall off the tower during their turn, the player must take those blocks and add them to their hand. After the player has collected the fallen blocks, their turn is over. Play continues.





To make the world's simplest and most compelling design-led games.

We set out to see how we could shape up the stacking game, a space that hasn't seen much change since the '80s. But it's not just a rethink of what a stacking game is. Misfits is about challenging the notions of what a board game should be — design-led, simple, welcoming. We have something to say. A game with intent. You don't need a manual for joy; we tossed out the rulebook and we won't include one. All you need are your hands. Limitless possibilities of play. And, unlike the big players, we aim to be kind to our planet. No plastics. Just simple, back-to-basics, sustainably sourced materials. It's a vision of what we believe play should be and a bold expression of what we stand for.

Simplicity

No more spending as much time learning the rules as you do playing the game. The first time you play Misfits is as good as the last. Misfits is immediate.

Accessibility

We thought hard about how we could get someone who isn't into gaming to love a board game. We believe our design and our back-to-basics approach is welcoming to players of all ages, languages and genders.





Sustainability

At Launch

Year 1-2

Year 2-4

50% post-consumer recycled packaging, soy-based ink. Sustainability sourced, conflict-free wood

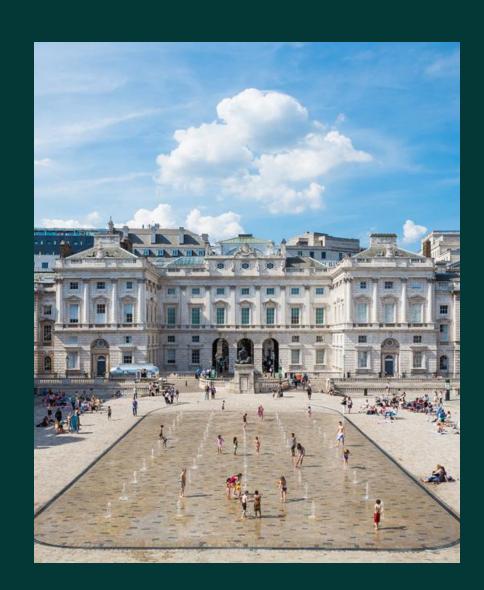
Bio-based PE shrink film, Plastic-Free® certification, 75% - 90% post-consumer recycled packaging

Completely biodegradable and recyclable product, FSC® certification, carbon reduced or neutral supply chain



Promotional Events

Misfits was initially shortlisted at the UK-based D&AD New Blood Awards 2017. Before the COVID-19 pandemic, we previewed the game at two European trade shows. In 2023, we exhibited at UK Games Expo and Essen Spiel. Here is a selection of promotional opportunities that we have participated:



Exhibited at Somerset House, a national British museum



Profiled for Wallpaper*
Graduate Directory 2017



Interviewed for Gaming Trend



Shortlisted for Best Party Game at UK Game Expo 2023





Retailers

not just a shop London-based gift shop

Chain of board game cafes across the northwest of the UK

Current Retailers



UK largest bookstore chain





Interested to submit orders for Christmas 2024



£39.99 RRP*

£18.50 Wholesale

*Subject to lumber prices and inflation. Final price can be negotiated.





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