

Hello Nanolocity Gamers!

I hope this message finds you well! I'm thrilled to share some exciting updates about what's been happening at Nanolocity Games. Your support has been instrumental in the journey in big ways and small, and I am excited to tell you about 2025, my latest game and upcoming events.

2025 Highlights

- 2025 was another record breaking year for Nanolocity Games, with 548 new games in the homes of game lovers all over the world - a 80% increase from 2024!!
- The two newest games, [Runaway!](#) and Bricks In A Box, were the top sellers for 2025. There are now over 4,500 campers running from 144 angry bears and almost 7,000 hand-drilled and glued bricks racing to fill their half-a-box first.
- Hosted a booth at several new fairs and had an absolute blowout weekend at the Santa Clara Art and Wine Festival, selling 80 games in 2 days!
- The Kickstarter crowdfunding campaign to launch [Hophazard](#) was a success (more about Hophazard below).
- Engaged with 139 playtesters who gave me invaluable feedback. Playtesters are the unsung heroes of game design - without them I would not have games families buy and love.
- Created the @nanolocitygames Instagram and already have 136 followers! Follow along!
- Ventured into retail with two games (Runaway! and [Bricks & Brutes](#)) selling at a small shop in Arnold (Small Town Collectibles).
- Found a supplier for my RunAway! meeples which significantly reduces cost and dramatically accelerates production. I no longer need to laser and hand paint each camper meeple (see note above about how many of those camper meeples are out there).
- Added a 6 player expansion for [Hexinos](#) to the online store (more tiles!).
- Added a hex shaped metal tin packaging option for Hexinos to the online store.

Looking Ahead to 2026

- Attending more fairs in the Bay Area. See where you can find me in 2026 [here](#).
- Connecting with boutique shops to sell in retail.
- Making the Hexinos hex shaped metal tin packaging retail ready.
- Continue playtesting at [Golden Gate Gamemakers game nights](#) and Protospiels at Bay Area gaming conventions. Games in heavy playtesting:
 - **Snowplow:** a 2-4 person game where each player is underhandedly trying to rescue the most stranded people in the middle of a worsening snow storm. Extremely non-cooperative!
 - **Ziggurat:** a 2-4 person game where each player has an Archaeologist and a Runner exploring an ancient temple searching for treasure, while outside the sandstorm is slowly filling the entrances with sand. It's a great gateway game for gaming families to get kids hooked on board games.
 - **CaveEscape** (working title): a press-your-luck and screw-your-opponent escape-from-a-cave dice game for 2-4 players. There's much more strategy involved than it might sound at first!

Thank you so much for being part of this incredible journey. Your support, whether through Kickstarter, spreading the word, purchasing online, playtesting, or visiting my booth at fairs, has made all of this possible. I am deeply grateful and excited to continue bringing games to you.

Game on!!

- Michael

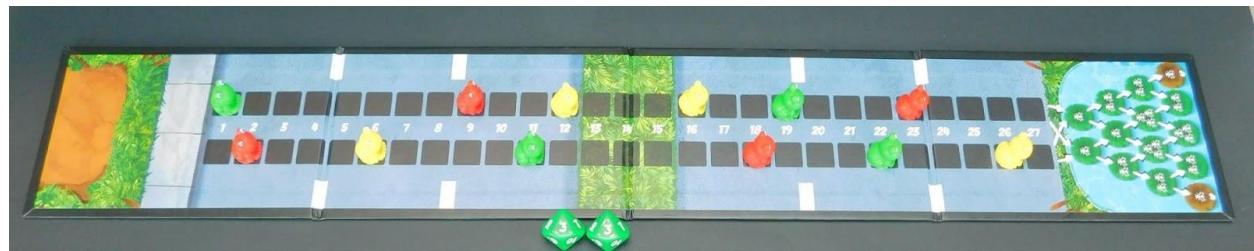
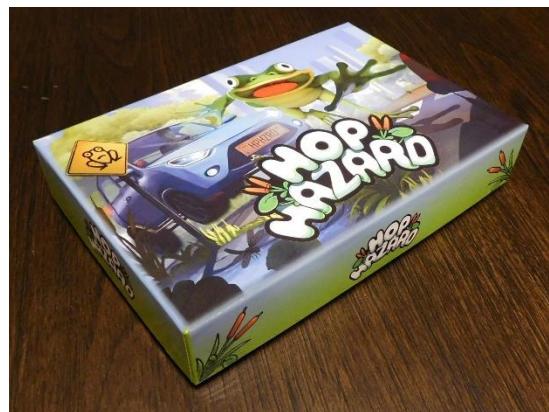
So... more about Hophazard

Hophazard is a fast moving dice game where you race your frogs across six lanes of dangerous freeway traffic to the tasty, tasty flies of Fly Pond. Whoever has the most flies wins!

The very first version of this game was written down in 2009. I returned and started tinkering with it in 2021 (thank you pandemic). In the years since, it has changed themes and design. Jumpers became Climbers, which became Crosswalk, which eventually became Hophazard.

With the success of getting RunAway! and Bricks & Brutes into retail, I knew I wanted Hophazard to be a retail-shelf-ready game.

The learning curve to create game packaging that would sell itself, as well as the professionally designed and manufactured game board, was brutal. Contract graphic artists are notoriously unreliable and it took three of them to complete the board and box design (the first ghosted me, the second got halfway through the contract, then demanded both the full payment and more money to continue). Then I had to navigate the tariffs and various international board and box production companies to balance quality, price and schedule. It was a frustrating experience, but I am extremely proud of how it turned out. Tiny on the shelf (6.5" x 4.5" x 1.5"), it folds out to a two foot wide game board.



Hophazard (with your choice of frog colors) is now on the Nanolocity Games [website](#) (with a four minute 'how to play' [video](#)).