

Dixon Block & Simplexity Games – Publisher Portfolio

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About Dixon Block & Simplexity Games

Founder and Designer at Simplexity Games

Dixon Block is a Canadian-born board game designer, publisher, trainer, and entrepreneur based in the Netherlands. Through Simplexity Games, he focuses on accessible family games featuring simple rules, strong player interaction, memorable themes, and high replayability. In addition to publishing original games, Dixon actively works with retailers, distributors, localization partners, and industry professionals throughout Europe and beyond.

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Published Games

Title	Status	Target Market & Accolades
Driving Me Crazy!	Published	Successfully crowdfunded and distributed

Title	Status	Target Market & Accolades
		internationally. Suited for retail, tourism, and promotional markets.
Driving Me Crazy! Route 66 Edition	Published	Nominated for the UK Games Expo Judge's Choice Award for Best Variant 2026.

Driving Me Crazy!

A fast-paced family card game about road trips, bad luck, and friendly sabotage. Easy to learn in five minutes and playable in fifteen, it has already been successfully crowdfunded, published, and distributed internationally. Available in multiple editions and well suited for retail, tourism, and promotional markets.

Driving Me Crazy! Route 66 Edition

A themed standalone edition celebrating the iconic American highway. Featuring new artwork and presentation while retaining the proven gameplay of the original, the game was nominated for the UK Games Expo Judge's Choice Award for Best Variant 2026.

INDIE! Partnership Games

Alongside internally developed titles, Simplexity Games collaborates with independent designers and publishers to help bring outstanding games to new audiences and markets.

Woodworms

(Originally: Houtwormen by Ovara Studios)

A light family push-your-luck card game about gathering wood before trouble strikes. Players draw cards, decide when to stop, store safe materials, and use them to craft different furniture pieces. Fast turns, simple choices, and a playful woodworm theme make it approachable for families and casual players.

Cuddly Cows

(Originally: Knuffel Buffel by Ctrl Publish)

A charming family game built around collecting, matching, and interacting with an adorable cast of farm animals. Designed to be accessible for younger players while remaining engaging for families, Cuddly Cows emphasizes fun interactions, approachable strategy, and table presence.

These partnership projects reflect Simplexity Games' commitment to supporting independent creators and building a diverse catalogue of accessible, family-friendly games.

Games in Development

Title	Development Status	Core Concept
Knights of the Pond Table	Successfully Funded on Kickstarter – Manufacturing Prep	Accessible abstract strategy featuring rival frog kingdoms.
Quarrel Reef	Prototype	Colourful family card game centered on coral reef territory control.
Siege of Sohan	Legacy Prototype / Under Review	Fantasy tactical conflict focused on positioning and siege warfare.

Knights of the Pond Table

An accessible abstract strategy game where rival frog kingdoms battle for control of the pond. Combining classic strategic depth with a playful family-friendly theme, the game was successfully crowdfunded and is currently preparing for manufacturing.

Quarrel Reef

A colourful family card game where competing sea creatures fight for territory across a coral reef. Simple rules, high interaction, and memorable animal characters create an approachable experience for children, families, and casual gamers.

Siege of Sohan

A fantasy-themed tactical conflict game focused on positioning, resource management, and siege warfare. Originally developed before the launch of Simplexity Games, the design is currently being evaluated for streamlining and modernization.

Future Concepts

Warehouse Warriors

Status: Early Development

A light-to-medium weight game inspired by warehouse operations, logistics, and fulfillment challenges. Players compete to optimize workflows, manage resources, and outmaneuver competitors in a setting rarely explored within family gaming.

In Print!

Status: Early Development

Players run independent board game publishing companies, managing development pipelines, marketing campaigns, convention appearances, licensing deals, production challenges, and business growth over multiple years. Combining engine-building, economic decisions, negotiation, and industry-inspired events, In Print! offers a light-to-medium strategy experience themed around the real-world board game industry.

Save the Date

Status: Concept Stage

A light social strategy game about planning events, coordinating schedules, and navigating unexpected complications. Designed to create humorous interactions and relatable situations while remaining easy to teach and highly replayable.

Partnership Opportunities

Simplexity Games is actively interested in conversations regarding:

- Publishing partnerships
- Localization opportunities
- Distribution partnerships

- Licensing opportunities
- Retail and demonstration programs
- Co-development opportunities

Looking Ahead

Simplexity Games currently maintains an active development pipeline spanning family games, abstract strategy games, educational concepts, and industry-inspired themes. The goal is to build a sustainable catalogue of approachable, memorable games that create strong social experiences around the table.

For partnership discussions, prototype requests, or future project updates, please get in touch.

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