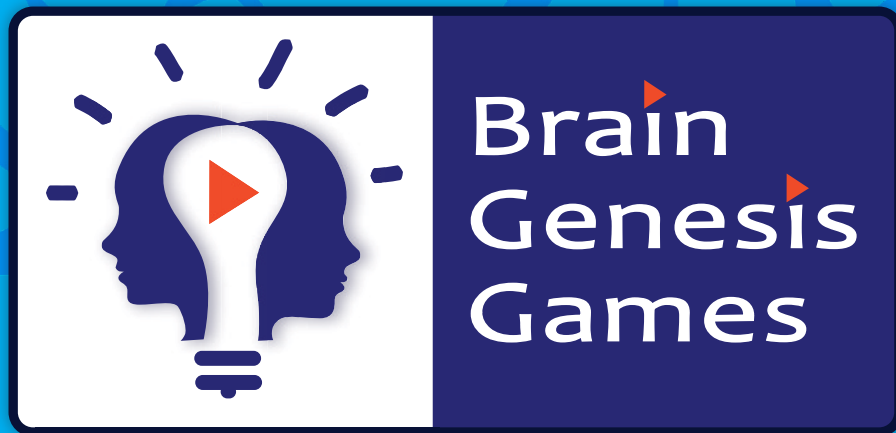


FRANK TRICARICO

CREATIVE DIRECTOR



PORTFOLIO
OF WORK

Game: Rise of the Hero
Release Date: Spring 2016
Age Range: 7 & Up

In Rise of the Hero, players choose their individual HERO to "battle" a chosen MONSTER to help spread the antidote before its too late! Rise of the Hero is a great way to help enhance counseling sessions or guide parents to a stronger awareness to their children's emotions.



Logo Design

Package Design Front & Back



Hero Card Design



Monster Card Design



Battle Field



Strategy Cards



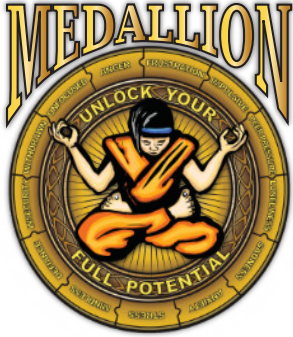
Card Back Design



Game Coin Design

Game: Medallion
Release Date: Fall 2016
Age Range: 7 & Up

In Medallion player's will learn how to manage 13 common emotions. The players goal is to collect the most medallions. Each medallion is made up of four strategy cards that overcome a specific emotion.



Logo Design



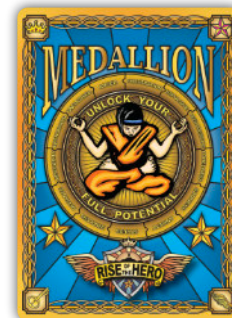
Package Design Front & Back



Main Card Designs



Medallion Design formed by (4) cards



Card Back Design

Game: Think It Through (2nd Edition)

Release Date: Fall 2023

Age Range: 7 & Up

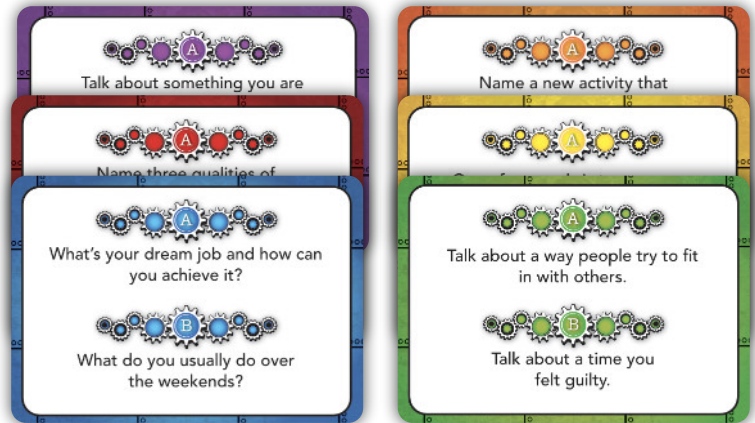
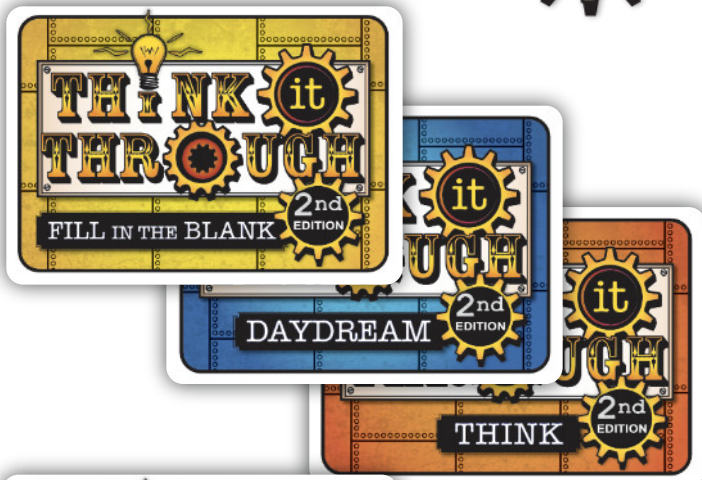
Think It Through 2nd Edition expands upon the first release with brand new challenging questions. Pick from six categories, two questions each card. These insightful questions are great in therapy and play sessions to build confidence and give a good look into behavior and emotions.



Package Design
Front & Back



Logo Design



Front Card Design



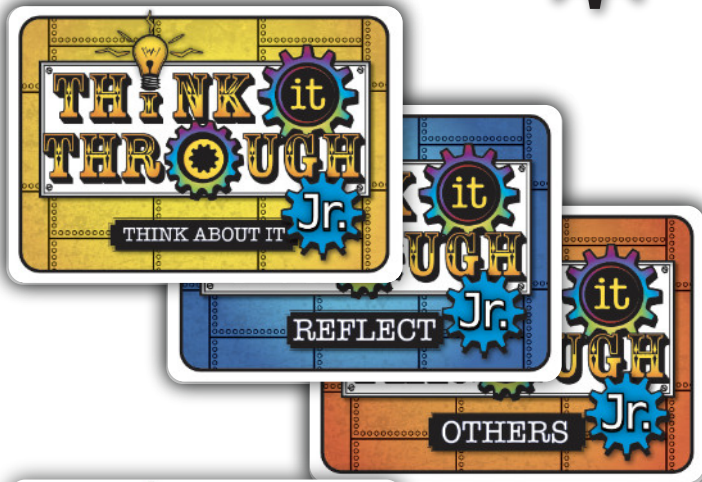
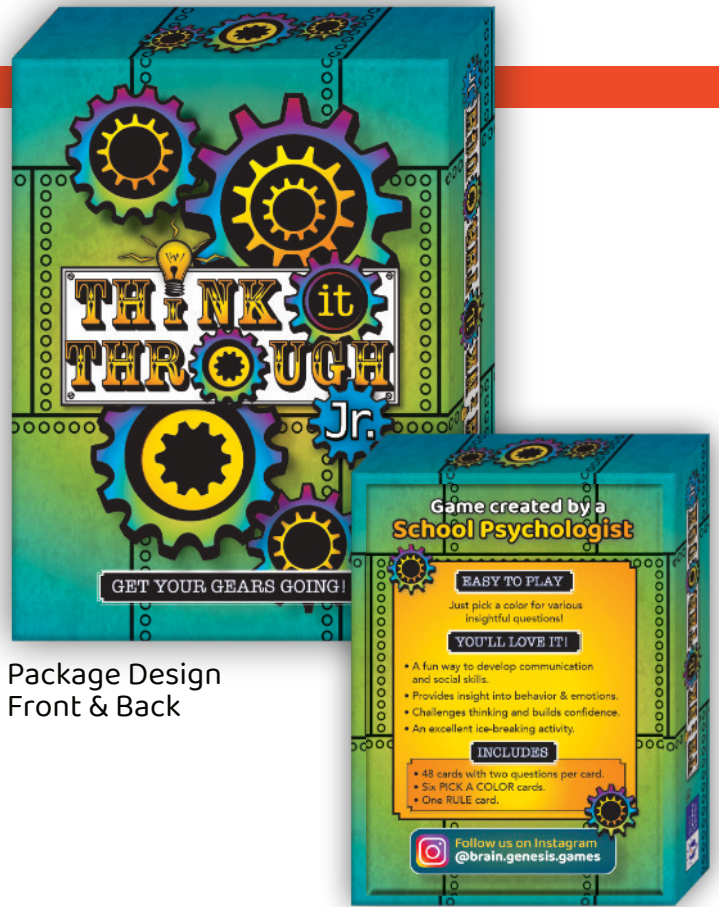
Back Card Design



Pick A Color Card Designs

Game: Think It Through Jr.
Release Date: Fall 2023
Age Range: 6 & Up

Think It Through Jr. Is an early education version of Think It Through 2nd Edition with a brand new challenging questions. Pick from six categories, two questions each card. These insightful questions are great in therapy and play sessions to build confidence and give a good look into behavior and emotions.



Back Card Design

Pick A Color Card Designs

Game: Go Moji
Release Date: Fall 2023
Age Range: 6 & Up

Welcome to the world of Go Moji!
 A game that explores emotions and how they are expressed. Match a set of four emotions to win! With over 13 sets of emotions each with their own emotional connection words this game is a great icebreaker for therapy sessions.

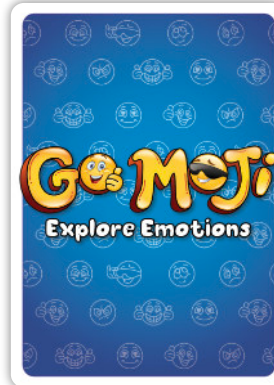


Logo Design

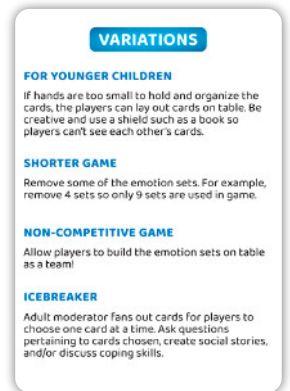
Package Design
Front & Back



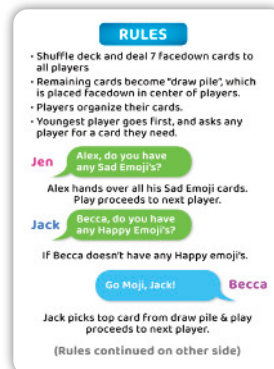
Main Card Design



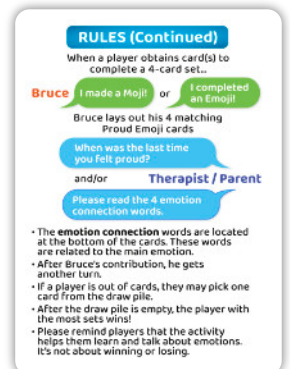
Back Card Design



Variations Card



Rules Card



Game: EMO

Release Date: Fall 2017

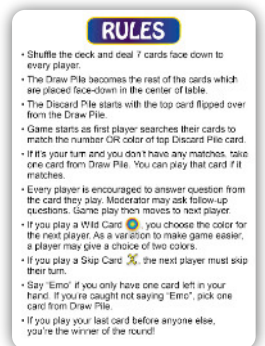
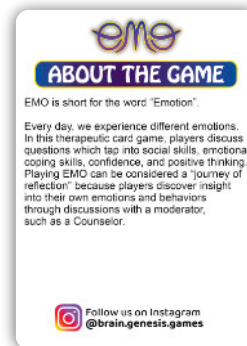
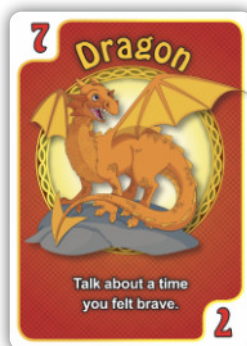
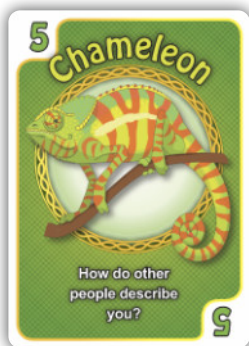
Age Range: 6 & Up

EMO is a journey of reflection. This fun group activity requires players to simply match the colors or numbers as they discuss their emotions and positive thinking. With skip turns and wild cards this game is sure to be engaging!

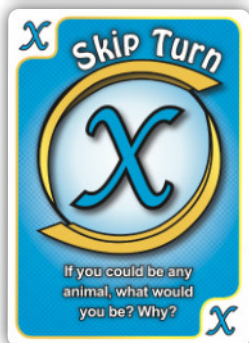
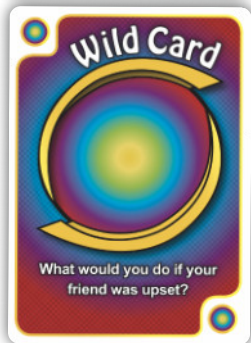


Logo Design

Package Design
Front & Back



Instructions Card Designs



Card Back Design

Main Card Designs