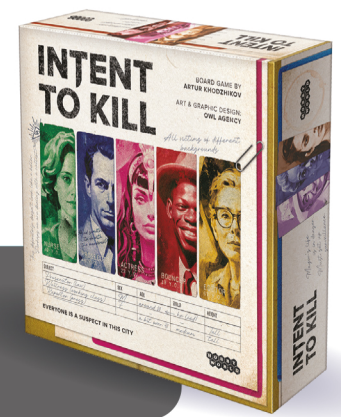




# INTENT TO KILL

Game Design: Artur Khodzhiykov

Artwork: Owl Agency



## GAME OVERVIEW

**Intent to Kill** is a thrilling detective noire game in which you will find yourself in the middle of a police investigation. You can take the role of a notorious serial killer, while the other shall become an experienced detective following the tracks of a criminal.

## GAMEPLAY

There are 2 roles in the game: a Murderer and a Detective. The game can be played in teams.

**The Murderer** secretly becomes 1 of the 20 civilians on the gameboard and chooses 1 Social group (civilians of one color) as their Supporters. They also get a Motive – a rule according to which they choose their victims.



Every civilian has a number of characteristics: **sex, age, build and height**.

A new murder is committed every round and the murdered civilian is taken off the city board.

**The Detective** moves to the crime scene and starts investigating. On their turn they can:

- **move** 2 blocks in total around the city;
- **question** civilians – ask a yes/no question about one of the Murderer's characteristics ("Is the Murderer male?")

The Murderer answers for a civilian and has to tell the truth, unless the civilian being questioned is from the Supporters or the Murderer themselves.

- put and/or use the **Surveillance** token: they ask the Murderer whether the chosen civilian can be murdered right now – this helps to figure out the Motive;
- do some **Building** (bonus) actions.



## GAME END

By the end of the game, **the Detective** has to name the civilian who was the Murderer and guess their Motive (out of 6 or 8 variants) to win.

If they are wrong, the Murderer wins.

## KEY SELLING FEATURES

- ▶ Asymmetrical gameplay that requires different strategies for the roles
- ▶ High replay value: each game is different from the previous one due to a variety of Motives, a number of scenarios and additional Action cards for both roles
- ▶ Ability to play against another player or in two teams

## PRACTICAL INFO

### CONTENTS

Game board, Detective Marker, 8 Building Markers, 9 Marker stands, 24 Motive cards, 54 Civilian cards, 5 Crime Scene cards, 24 Evidence tokens, Surveillance token, 9 Social Group tokens, Notebook, 2 pencils, 28 Action cards, 4 Memo cards, Game Rules

MOQ: 1000

MSRP: \$35

RELEASE: available

### BOX:

Size: 298×298×71 mm

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