

BOARD GAMES CATALOG 2024

**H O B B Y
W O R L D**



OUR NEW RELEASES



The First Tsar: Ivan the Terrible

A eurogame with area-control elements from Stan Kordonsky, the designer of Rurik

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Magical dungeon escape competition with doggos

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3D race for the whole family – whose sea creature will be in the bottom?

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Escape the Dragon

Roll dice and choose the right paths to run from the Dragon

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Post Office

A package-laying and -packing game for whole family

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Post Office. Card Game

Layer the package cards tightly in a follow-up to Post Office

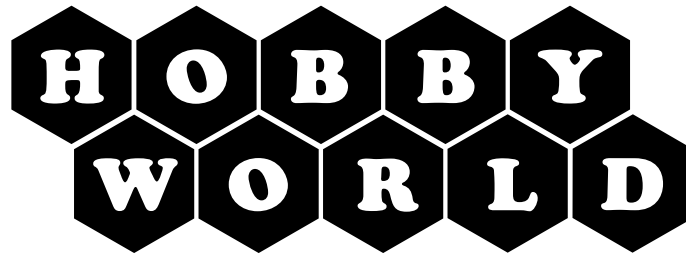
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Memo Animals

A memory game with animals from the Red Book

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Hobby World is an international board games publisher and developer well known for its focus on high-quality games featuring stunning graphics, engaging and well-balanced gameplay, and deeply-developed worlds. Established in 2001, Hobby World has published many award-winning board games, including the Spyfall series, Furnace, Viceroy, Master of Orion, Bastion, Sunflower Valley, and more.



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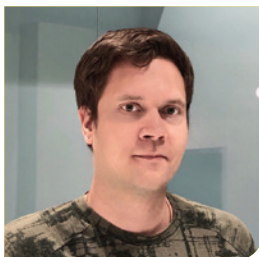
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#HobbyWorldInt



Game Design: Stan Kordonsky
Artwork: Michele Esposito

THE FIRST TSAR: IVAN THE TERRIBLE



GAME OVERVIEW

In this board game you will lead boyar families competing for power and honor in the 16th-century Tsardom of Russia.

GAMEPLAY

The aim of the game is to score victory points over 4 rounds that represent decades of Ivan the Terrible's rule. The player with the most VPs wins. Each of the 4 rounds consists of **3 phases**:

- 1 Plan your actions** by sending boyars to Kremlin Chambers. Each round you can choose only 3 actions and spend extra coins to outbid your opponents for 2 bonus actions. Chambers are resolved in order of bids, and the player with the highest bid can choose to get a Chamber's bonus action.

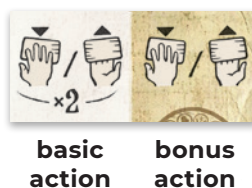
- 2 Resolve Chambers' actions.**

CHAMBERS' ACTIONS:

- Production – receive local goods & coins from cities
- Maneuver – place your warriors and move your warriors and boyars between cities
- Project – take and complete Project cards to immediately score VPs and receive effects
- Exchange – gain foreign goods and exchange your goods and coins
- Reward – take Title and Estate cards

Free actions: at any point of your turn you can resolve any actions from your Player's Pad and Estates.

- 3 End of round** – gain VPs or rewards for your influence in the regions and prepare for the next round.



basic
action

bonus
action

+1 point

+2 point
each

TSAR'S FAVOR

Tsar's Favor track is an ultimate tie breaker in the game, and it is also a way to score VPs at the end of the 2nd and 4th rounds.

KEY SELLING POINTS

- ▶ Deep and diverse strategy board game set in one of the most dramatic periods of Russian history
- ▶ Historically correct illustrations and clever visual design based on the documents of the time and scientific reconstructions
- ▶ A thematic sequel to the popular board game Rurik: Dawn of Kiev that rethinks and develops the game mechanics of the predecessor

PRACTICAL INFO

CONTENTS

Game board, 66 cards,
181 wooden pieces,
102 tokens, 4 player pads,
Game Rules

MOQ: 1000

MSRP: \$50

RELEASE: available

BOX:

Size: 316×226×72 mm

RIGHTS except





INTENT TO KILL

Game Design: Artur Khodzhiyov

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

RIGHTS except





NEODREAMS



Game Design: Ivan Lashin
Artwork: Evgeny Zubkov, Nick Gerts

GAME OVERVIEW

Neodreams is an engine-building eurogame where players manage their own Dream-producing corporations. With the unique twist on worker placement mechanism they will gather resources from the board and their engine to build the best dream entertainment in the galaxy.

GAMEPLAY

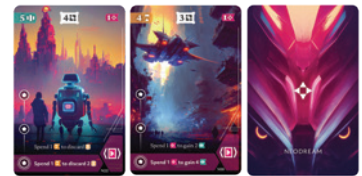
Players take turns going clockwise, until 12 Dreams are created by one of them. On their turn, players take one of the actions:

1 DEPLOY ONEIRONAUT
 The player puts from their reserve on any empty location and immediately takes any of the depicted actions in any order.

The Red player gains a resource and gets a card from the market



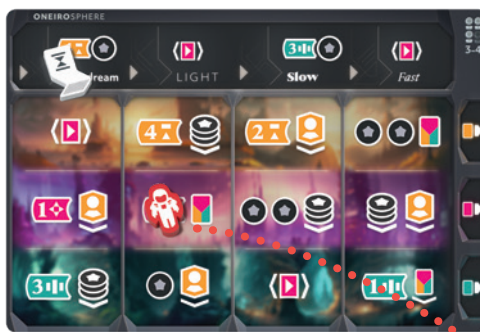
The Red player chooses this card and takes it into their hand



2 CYCLE SLEEP
 The player moves the Cycle marker to the next space on the Sleep Cycle track, after that in any order:

- The active player receives Cycle actions depicted on the new track space
- All players return their from the new track space to draw Dream cards or create Dreams.

They pay the cost in 3 and 2 to create a Dream and then activate both Neodreams with the Sleep Cycle action



GAME END

If one of the players has 12 Dreams, the players keep going until the last player's turn, then proceed to scoring. They gain depicted credits from created Dreams and 1 for each Object token placed on a card. The player with the most credits wins.

The Red player creates a Dream from their hand

KEY SELLING POINTS

- ▶ Easy to learn – an elegant twist on worker placement mechanism
- ▶ New experience in the very popular genre – every card can be upgraded throughout the game to receive more powerful effects
- ▶ Highly replayable – 90 unique card abilities
- ▶ Eye-catcher – 170+ generated and curated art pieces

PRACTICAL INFO

CONTENTS
 1 Oneirosphere board,
 4 Dream boards,
 4 Mainframe boards,
 90 Dream cards,
 12 Resource markers,
 12 Oneironaut figures,
 1 Cycle marker, 90 Object tokens,
 30 Client tokens,
 1 Active Player token,
 1 Last Player token

MOQ: 1000
MSRP: \$35

RELEASE: 2024

BOX:
 Size: 277×194×67 mm

RIGHTS except





FURNACE

Game Design: Ivan Lashin

Artwork: Oleg Yurkov, Sergey Dulin, Vadim Poluboyarov, Marta Ivanova, Egor Zharkov, Ilya Konovalov



GAME OVERVIEW

Furnace is an astounding engine-building euro game where the players take on the roles of the 19th-century industrialists. Throughout several auction rounds, they will be bidding on cards to either develop their production chains or gain instant bonuses, and then resolving their facilities to maximize their profits.

GAMEPLAY

The game is played over 4 rounds. Each round consists of 2 phases: Auction and Production.

AUCTION PHASE

Each player has 4 discs with values 1-4 to bid on the cards in **the common row**. The players take turns placing 1 of their discs on the cards until they don't have any discs left.

Placement Rules

1. **No discs of the same value** on one card
2. **No discs of the same color** on one card

Then, the cards are resolved one by one in order from left to right.



The highest bid receives the card. All other bids get **compensated**: the value of the disc multiplies the compensation.

PRODUCTION PHASE

Now, the players **manage their own cards** in any order they wish. They may **gain resources, process them** into other resources or money, and **upgrade their cards** (🔧) for additional effects.



GAME END

When the 4th round is over, the player with the most money tokens wins.

GAME VARIANTS

Capitalists change the game rules for their owners. Production chains are for true experts!

KEY SELLING POINTS

- ▶ A unique auction mechanism where sometimes it's better to lose an auction
- ▶ Multi-stage production chains
- ▶ Lavish and historically accurate artwork
- ▶ High-quality components complementing an exquisite experience
- ▶ A neoprene playmat (680×260 mm) — sold separately, stored in the game box



PRACTICAL INFO

CONTENTS
46 cards, 17 Capital discs, 40 Coal cubes, 20 Iron bars, 15 Oil drums, 1 die, 82 tokens, 1 Round counter, Game Rules

MOQ: 1000

MSRP: \$40

RELEASE: available

BOX
Size: 277×194×67 mm





NEON

Game Design: Igor Sklyuev, Ekaterina Gorn
Artwork: Semyon Proskuryakov, Yuri Cherednik



GAME OVERVIEW

Neon is a fast-paced battle royale game, where you become a Fighter competing in the Tournament. For several rounds you shall battle other Fighters while exploring various Sectors of the city and searching for new weapons and armor. At the end of each round, some Sectors will submerge, so make sure to choose the safest ones to stay on.

GAMEPLAY

There are 3 Game Modes allowing you to play in teams or solo; for scoring or for survival.

The game is played over a series of Rounds. Each Round consists of 4 Phases:

1 CHOOSING CARDS

Players choose 2 Action cards from their hand and create a combination of 3 Actions. The visible number of the combination determines turn order.



2 ACTIONS

Move
Move your Fighter to an adjacent sector

Search
Draw Equipment cards: they help you attack and defend yourself

Attack
Choose a target, use your Equipment cards and roll dice. Your target rolls dice for defense.

Defense
Adjust Force Field to your Fighter, each half of it gives you +1 dice for defense

Takeover
Take the Leader token

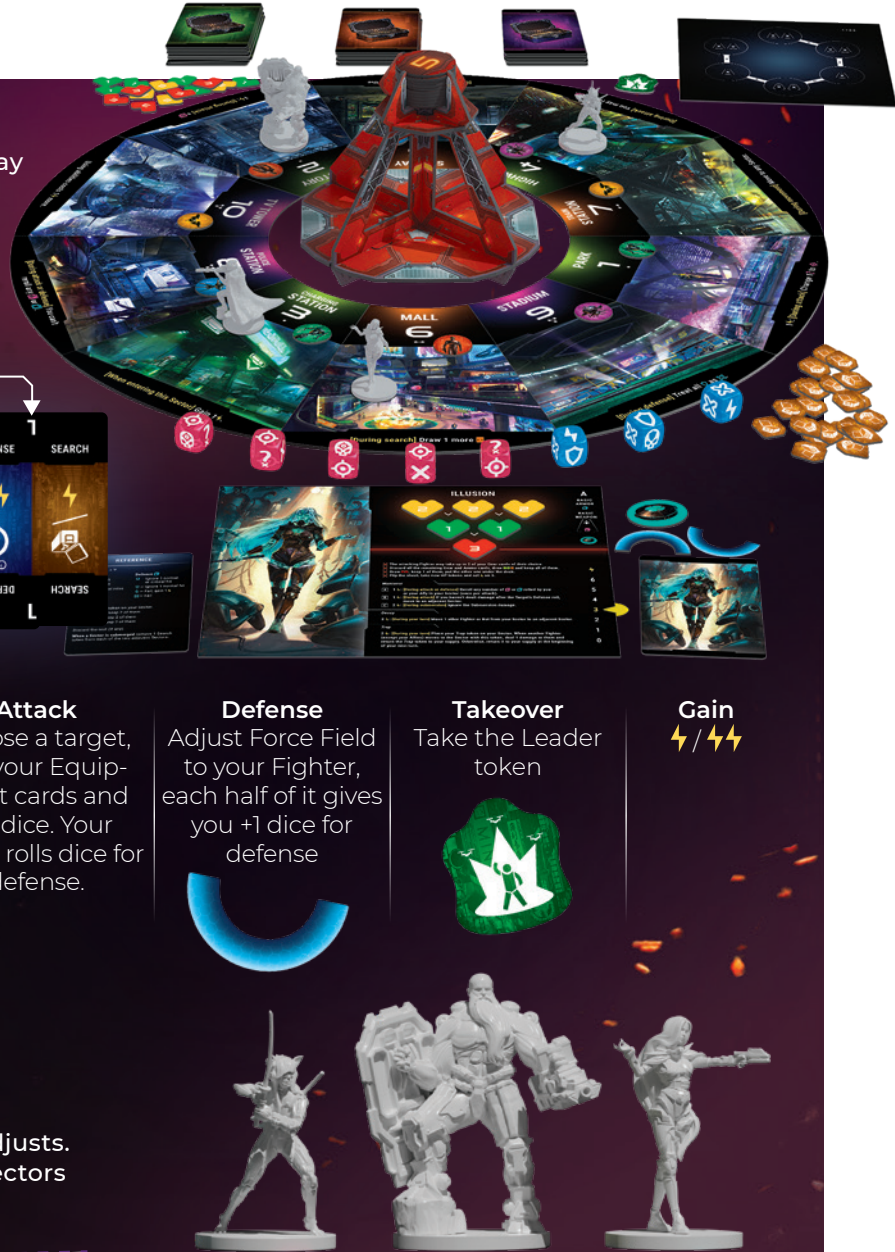
Gain
⚡/⚡

3 END OF GAME CHECK:

The last round or the last Fighter to survive.

4 SUBMERSION

1 or 2 Sectors are removed and the Arena adjusts. The players who were on the submerged Sectors get damage.



KEY SELLING POINTS

- ▶ Dynamic battle royale on your table
- ▶ Three Game Modes allowing you to play for scores, for survival or as a team
- ▶ Great replayability: modular game board, 66 Equipment cards, 6 Fighters with different abilities

PRACTICAL INFO

CONTENTS
 10 Sectors, 8 Sheets, 8 Dice, 6 Fighter miniatures, 1 Drop ship, 1 Automa standee, 122 Cards, 128 Tokens, 6 Energy trackers, Game Rules

MOQ: 1000

MSRP: \$50

RELEASE: available

BOX:
 Size: 298×298×71 mm

RIGHTS except





AGE OF WONDERS: PLANETFALL

Game Design: Stepan Opalev
Artwork: Illarion Balitsky, uildrim



GAME OVERVIEW

Age of Wonders: Planetfall is an exciting card strategy based on the world-renowned video game.

GAMEPLAY

The game is played over 7 rounds, and a new planet is explored each round. Each player may conduct 2 explorations on every planet. During exploration, starting from the topmost ship on the "1" slot of the turn order track to the bottom, each player takes their turn: they choose one of the available Planet cards (the one they can pay for and not occupied by other players) or an Operation slot in the Operations board and place their ship on it.

When all players have taken their turns, they resolve the corresponding actions in order of the players' ships: from left to right and from top to bottom.

When you resolve an action from a Planet card or an Operation slot, remove your ship from it and place it on the topmost unoccupied slot of the turn order track. Thus, the player who occupied Level 1 cards will take their turn before those who occupied Level 2 or Level 3 cards in the next Exploration.



GAME END

The game ends after the second Exploration in the seventh round.

Players score additional points for:

- 1) Meeting the conditions from the current Goal sheet
- 2) Meeting the conditions of certain Technology cards they claimed

The player with the most points is declared a winner.

I	8	-9
II	8	-9
III	7	-8

The level that the card is on impacts its cost or reward (depending on its type)



KEY SELLING FEATURES

- ▶ Based on the world-renowned video game
- ▶ Supports up to 6 players
- ▶ Fast paced game with deep strategy

PRACTICAL INFO

CONTENTS

1 Operations board, 6 double-sided Commander sheets, 8 Goal sheets, 1 Restrain token, 6 "+50/+100" tokens, 98 Planet cards, 30 wooden pieces, Game Rules

MOQ: 1000

MSRP: \$40

RELEASE: available

BOX

Size: 255×255×62 mm

RIGHTS

except





TALES OF TAILS



Game Design: Denis Saydashev

Artwork: uildrim, Ekaterina Zharova, Kristina Soozar

GAME OVERVIEW

Tales of Tails is an escape competition in which you will build ways out of the dungeon. The goal of each player is to build an efficient path for themselves to escape the dungeon and do so while activating Room card effects before other players do.

GAMEPLAY

The game lasts 3 rounds. During a round, as soon as a player escapes the dungeon, a countdown to the end of the round starts, and other players have to either manage to escape the dungeon too, or stay there.

On your turn you can take 1 of 3 actions:

● EXPLORE THE DUNGEON

Take the top card from the Room deck, look at it and add it to the dungeon so that at least one exit would match the exit on an already placed card.

● ESCAPE THE DUNGEON

Choose a way out of the dungeon from the starting card to an exit leading out. Activate cards on your way one by one:

- fight monsters using your attack/defense abilities;
- collect trophies, coins and treasure chests;
- disarm traps and use other cards' effects.

You can leave Paw tokens on the cards you want to collect - they will become your trophy abilities or will score you VPs.



● TAKE A NAP

If there are no suitable ways out for you, you can stay in the dungeon and take an additional Paw token. You are not participating in the round anymore.

SCORING

At the end of the game, players will score VPs for each coin they have on the cards they've collected. They will also score VPs for personal and common quests. Some cards will make them loose points.

KEY SELLING POINTS

- ▶ A level up system – each round makes you stronger
- ▶ Great replayability: unique dungeons in each round
- ▶ A Dungeons & Dragons feel of the game

PRACTICAL INFO

CONTENTS

108 cards, 6 doggo player boards, 46 tokens, Game Rules

MOQ: 1000

MSRP: \$20

RELEASE: available

BOX

Size: 235x157x47 mm

RIGHTS except





HAPPY HOPPERS

Game Design: Rob Fisher and Adam Porter
Artwork: Iraida Fokina, Valentina Churbakova

GAME OVERVIEW

Happy Hoppers is a fun family race with cute cubic sea animals, in which you will try to cross the finish-line the first and gather as much pearls (victory points) as you can.



GAMEPLAY

Each player has 3 Hoppers and a finish-line of their color that they are aiming to cross sooner than the other players cross theirs. As soon as any 5 Hoppers cross their finish-lines, the game ends.

A player's turn consists of two steps:

- 1** Roll 3 dice
- 2** Play dice effects one at a time – move a corresponding Hopper clockwise, jumping on top of the Hoppers already on space, and receive an Island bonus.

ISLANDS

Pearl Oyster Island – take a random Pearl token, it will score you 1 or 2 points at the end of the game.

Treasure Island – place a crown on your Hopper (or on top of the stack with your Hopper). The crown gives you +1 movement while you are wearing it.

Surfing Island allows you to reroll a die.



KEY SELLING FEATURES

- ▶ Two game modes – an easier one and a harder one for older kids
- ▶ Helps develop fine motor skills and math skills
- ▶ 3D cubic components, which are pleasant to touch

PRACTICAL INFO

CONTENTS

12 Hopper pieces, 17 Islands, 4 Finish-line tokens with stands, 20 Pearl Oyster tokens, 12 Surfboard tokens, 3 dice, a Crown piece, Game Rules

MOQ: 1000

MSRP: \$35

RELEASE: Fall 2024

BOX:

Size: 298×298×71 mm

RIGHTS except





1-6



5+



15-20

ESCAPE THE DRAGON



Game Design: Galina Petrova

Artwork: Sergey Dulin, Svetlana Pikul, Maria Stankevich, Maria Zarubina

GAME OVERVIEW

Escape the Dragon is a cooperative game in which you will help kids escape from the Dragon and get back home. Rolling dice and choosing the best paths, all the kids have to reach the Village on time, or the Dragon will wake and they'll lose.

GAMEPLAY



On your turn, roll the 3 dice and decide together with the other players how to use them:



BRIDGE DICE

A Bridge die allows you to move one kid along a bridge of the type indicated on it. After moving the kid has to arrive at another island or the village.



SPELL DICE

Casting a spell is an ability that allows the kids to reach the village more quickly.

For example, you can reroll dice or turn them, get extra movements or be quiet not to wake the Dragon.

You can cast a spell before, after or in-between using the Bridge dice.

After you have used the dice, the dragon tries to wake up. If **during this turn** none of the Kid standees reached the village, **discard 1 Dream token** back into the box.



GAME END

If all eight kids reach the village – the **players win**.

If you have to discard a Dream token and there are none left, the dragon wakes up and the game ends immediately and the **dragon wins**.

KEY SELLING POINTS

- ▶ Double sided game board with different combinations of islands
- ▶ Simple rules – fun to play with children
- ▶ Communication and opportunity to raise team spirit

PRACTICAL INFO

CONTENTS

Double sided game board, 8 Kid standees, 1 Sleeping Dragon standee, 10 plastic stands, 12 Dream tokens, 2 Bridge dice, 1 Spell die, Game Rules

MOQ: 1000

MSRP: \$25

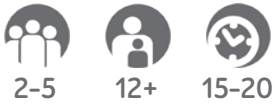
RELEASE: available

BOX

Size: 277x194x67 mm

RIGHTS except





MEME STOCKS

Game Design: Robert Brouwer
Artwork: Ksenia Targulyan

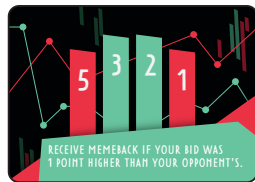


GAME OVERVIEW

Meme Stocks is a bidding game in which you will purchase memes while trying to follow the market requirements to get memeback, and collect the most valuable memes out there. The more recent the meme – the more valuable it is.

GAMEPLAY

The game lasts 10 rounds, each consisting of 4 steps:



1 Beginning of the round in which you reveal 1 Meme card per player and 1 Market card.

2 Trading on the market
 Each player places a card from their hand face down in front of them. Players simultaneously flip their cards. The player with the highest number takes the first meme in the row. The player with the second highest bid takes the second meme in the row and so on.
(You do not choose what to take!)

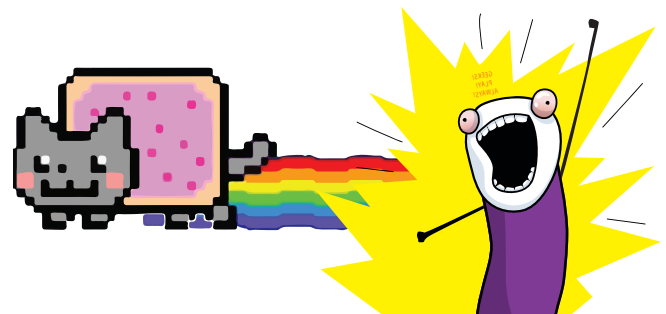
3 Memeback
 If you have fulfilled the **market requirement**, you receive memeback — which means you return a card to your hand, either one from your discard pile or the one you just used to bid.

4 End of the round
 Discard your bidding card face up into your personal discard pile. Pass the First player card (which helps resolve ties in bids) to the next player.

END OF GAME AND SCORING

The game lasts 10 rounds and ends when the last Market card is discarded. Add up the value of all cards **in your hand, not counting cards from the Starter Set.**

The player that has the most points wins.



KEY SELLING FEATURES

- ▶ 50 Memes that will surely bring nostalgia to the table
- ▶ The game is explained in just 1 minute

PRACTICAL INFO

CONTENTS
 50 Meme cards, 25 Player cards, 10 Market cards, 1st Player card, Game Rules

MOQ: 1000
MSRP: \$15

RELEASE: available
BOX:
 Size: 197×105×40 mm

RIGHTS except





POST OFFICE

Game Design: Evgeniy Petrov

Artwork: Natalya Kondratyuk



GAME OVERVIEW

Post Office is a game in which you will arrange packages on your shelves in order to complete challenges and score victory points.

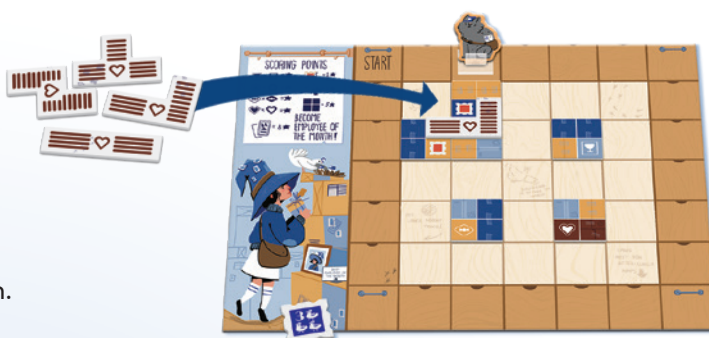
GAMEPLAY

The game lasts several rounds until all players fill their board with package tokens. Each round players simultaneously take their actions, following 4 steps below:

- 1** Every player receives 2 Package tokens, chooses 1, and passes 1 to the player on their left.



- 3** Players may place a tape on matching package patterns to gain Stamps and score points at the end.



- 2** Players move their Assistants to the next space clockwise and place one of their Package tokens on a free space in the corresponding row/column. Players may discard Stamps to get additional movements.



- 4** Repeat steps 2 and 3.



4 brown tape x 4 ♥ = 16 points

SCORING

Players score all visible symbols on their package tokens (except Stamps) – 🍷, ✨, 🍷, ♥ are multiplied by the number of corresponding tapes; packing slip symbols give 3 points for each adjacent tape.

KEY SELLING POINTS

- ▶ No downtime – players take their actions simultaneously
- ▶ Simple game can grow up with family members – Challenge tokens add more complexity to the game
- ▶ Colorful detailed illustrations by Natalya Kondratyuk, the author behind the comic “Post” and the winner of “Kommissia”



PRACTICAL INFO

CONTENTS
 4 shelves pads, 112 Package tokens, 64 tape tokens of different shapes, 4 Assistant markers, 4 Assistant marker stands, 47 Stamp tokens, 9 Challenge tokens, Game Rules

MOQ: 1000
MSRP: \$20

RELEASE: available

BOX:
 Size: 255×255×62 mm

RIGHTS 🌐 except 🇷🇺





POST OFFICE. CARD GAME

Game Design: Evgeniy Petrov

Artwork: Natalya Kondratyuk

GAME OVERVIEW

In **Post Office. Card Game** you will need to place cards covering some parts of the other cards in a way that helps you score the most victory points.

GAMEPLAY

- 1 Each round players receive 2 Package cards, choose 1, and pass 1 to the player on their left.
- 2 They then place these cards covering some slots on the card(s) below.



- 3 At the end of the game players will score points for 3 or 4 different types of packages in each row and column. Each uncovered mouse will subtract 1 point.



KEY SELLING FEATURES

- ▶ A fast game in which players take actions simultaneously
- ▶ Compact format allows you to play it wherever you want
- ▶ Cute illustrations from the artist of the Post Office game

PRACTICAL INFO

CONTENTS
36 cards, Game Rules

MOQ: 1000

MSRP: \$5

RELEASE: available

BOX:
Size: 130x65x20 mm

RIGHTS except



MEMO ANIMALS

Game Design: Philipp Ivanov, Sergey Lavrinenko

Artwork: Lyubov Nazarova

GAME OVERVIEW

Memo Animals is a memory game in which you'll need to look for pairs or groups of endangered animals.

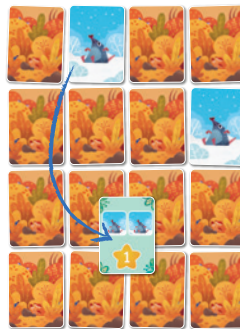
GAMEPLAY

There are two types of tasks:

- simple (1 point), that require to find a pair of identical cards;
- difficult (2 points), that require to find a specific group of 4 cards.

On your turn:

- 1 Open cards one by one: 2 cards if you want to complete a simple task or 4 cards to complete a difficult task



- 2 If you successfully complete a task, take the Task card as your victory points. If you failed, get a Help card, which increases your chances to complete a task: open additional cards, switch animals and more.
- 3 Close all the cards back without changing their placement and end your turn.



KEY SELLING FEATURES

- ▶ Trains memory from an early age
- ▶ More than just plain memory game with different modes growing up with children
- ▶ Cute rare and endangered animals

PRACTICAL INFO

CONTENTS
48 cards, Game Rules

MOQ: 1000

MSRP: \$10

RELEASE: available

BOX:
Size: 130x65x20 mm

RIGHTS except





HISTORICAL MYSTERY

Game Design: Mikhail Rozanov

Artwork: Anastasia Kukarina, Sofya Moyartseva, Mark Simonov

GAME OVERVIEW

“Historical Mystery” is a series of detective games, each box presenting one case based on real historical events. You have 24 moves to interrogate suspects and examine crime scenes before you are asked a series of questions concerning the case.

There are two games of the series now available:

“Death at the Ball”: A French nobleman is poisoned — visit wealthy households and interrogate aristocrats and commoners.

“Disappearance in the sky”: A famous millionaire mysteriously disappears right from the flying plane! A year later his son finds his valet dead... You are on this journalistic investigation.



GAMEPLAY

Players prepare decks without shuffling or flipping cards.

Starting from the first card they begin to follow the instructions. As they read through the story, they will encounter icons with numbers of decks: new places and people they unlock.

Players will have 24 Moves: chances to flip one of the available cards. They will either examine places or objects, or interrogate suspects.

During the game it is important to pay close attention to the details and people's expressions in the pictures — it will help you solve the crime!



GAME END

When players are out of the Moves, they need to scan the “Question” QR-Code and give answers to a series of questions concerning the case. Then they can check right answers and the whole story description.



KEY SELLING POINTS

- ▶ A gripping story with unexpected twists
- ▶ The game guides you through the plot, though leaves all major decisions to you
- ▶ Compact format allows you to play it wherever you want

PRACTICAL INFO

CONTENTS
56 cards, Game Rules

MOQ: 1000

MSRP: \$5

RELEASE: available

BOX
Size: 135×68×28 mm

RIGHTS except





MEZEN

Game Design: Nikita Sorokin
Artwork: Maria Stankevich



GAME OVERVIEW

Mezen is a style of folk Russian painting originated by the end of XIX century near the river Mezen not far from a northern town Arkhangelsk (Russia). In Mezen you will take on the role of a northern craftsman, creating intricate ornamental paintings to order. Combine symbols and flip tiles to accomplish goals and earn Victory Points. The player to earn the most Victory Points after the 10th round wins.



GAMEPLAY

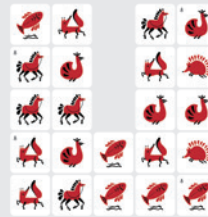
Each turn the players will be choosing a group of adjacent identical symbols to remove it from their "painting" and slide down the tiles above to fill the empty spots. After that, the removed tiles will be flipped to the other side and placed into the newly empty spots. By changing the placement of symbols this way, the players will be accomplishing goals and receiving victory points.



1. Remove a group of tiles.



2. Slide the top tiles down to fill the empty spots.



3. Flip the removed tiles.



4. Place the flipped tiles into the newly opened spots in any order.



5. Score the victory points for the current goal.



KEY SELLING POINTS

- ▶ An original take on the 'three-in-a-row' mechanism.
- ▶ «Best game for general audience» according to expert opinion in Granicon-2022 (the largest festival of game design in Russia).
- ▶ Design inspired by the folk craft



PRACTICAL INFO

CONTENTS
 125 double-sided Mezen painting tiles, 36 goal cards, 75 amulets, Game board, 5 markers to count Victory Points, 5 «50/100 points» tokens, Active Player miniature, Game Rules

MOQ: 1000
MSRP: \$30

RELEASE: available

BOX
 Size: 255×255×62 mm

RIGHTS
 except





DREAM CATCHER

Game Design: Mikhail Rozanov

Artwork: Pavel Kassin, Yuliya Maksimova, Vadim Poluboyarov, Semyon Proskuryakov

GAME OVERVIEW

Dream Catcher is a cooperative game based on tactile associations. In this game you will try to guess the chosen image using raised pictures as hints.

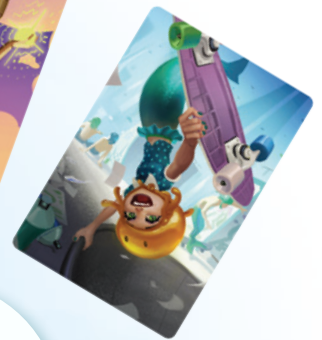
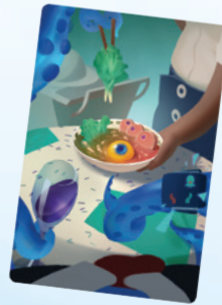


GAMEPLAY



1

The lead player secretly picks one of 4 Dream cards on the table.



2

Then they handle one Touching card with a raised association picture to each of the other players as clues.

4

They then try to guess which of the Dream pictures was picked by the lead player and mark their common choice with a Dreamcatcher token.

3

Without looking, the players touch their card and discuss what picture they can feel there.



GAME END

Players flip 1 of the 9 Night tokens for correct answers and discard them for wrong answers. When there are no unflipped Night tokens left, the game ends. To win the game as a team, you need to have at least 4 Night tokens at the end of the game.



KEY SELLING FEATURES

- ▶ An association game with raised pictures
- ▶ Perfect for playing both with adults and children
- ▶ 83 cards with raised pictures that you will touch during the game process



PRACTICAL INFO

CONTENTS

87 Dream cards with unusual pictures, 83 Touching cards with raised pictures, 9 Night tokens, 4 Card Choice tokens, 1 Dreamcatcher token, Game Rules

MOQ: 1000

MSRP: \$30

RELEASE: February 2024

BOX:

Size: 255×255×62 mm

RIGHTS except





SPYFALL

Game Design: Alexander Ushan

Artwork: Sergey Dulin, uildrim, Anton Kvasovarov, Robb Mommaerts



GAME OVERVIEW

Spyfall is an award-winning card game of bluffing, probing questions, clever answers, and suspicion.

At the start of each round, players receive a secret card letting them know the location they are all in — except that one player receives the Spy card instead of the location. The Spy doesn't know where they are, but wins the round if they can figure it out before they blow their cover!

GAMEPLAY

The players pick one of the 30 facedown location sets randomly.

Each player receives a card and looks at it without showing anyone else.



You ARE the Spy!

You have no idea where you are!

You are NOT the Spy!

You know the location all players are in!

You want to:

Last the whole 8-min round of probing questions and answers

OR

Guess the location before your cover blows up

Detect the Spy and unanimously accuse them

OR

Not give the location away



The round begins!

The Active player chooses any one player to answer their question, then that player asks someone, too, and so on, until either the time is up or someone is accused of being the Spy:

Non-Spy 1: "Hey, what's the noise?"
Non-Spy 2: "It's quite soothing."

Non-Spy 2: "What brings you here?"
The Spy: "My adventurous spirit!"

The Spy: ...



*They are asking about the noise...
In which of these locations the noise is soothing?..*

*Uh-oh, I'm being asked! How to answer?!
Oh, this should do!*

Now, I should come up with a question, and quickly...

KEY SELLING POINTS

- ▶ An evergreen classics of the social deduction genre
- ▶ Over 1 000 000 copies sold in 26 languages!
- ▶ Three standalone expansions to support the line

PRACTICAL INFO

CONTENTS
240 cards, 30 resealable bags,
Game Rules

MOQ: 1000

MSRP: \$25

BOX

Size: 204×204×47 mm
Weight: 0,58 kg



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available to play on Facebook





I'M NOT A ROBOT

Game Design: Alexander Ushan
Artwork: Kristina Soozar



GAME OVERVIEW

What if bot was one of us?

I'm not a robot is an amusing fast-paced game of deduction. One of you takes on the role of a robot pretending to be a human. Relying on other players' associations they try to figure out which picture is the key to access an important database... Even if the robot has no clue it can still have its way — it only has to be humanly clever to remain undisclosed!

GAMEPLAY



The Game is played over the course of 6 rounds.

Each round you lay photos in a 3x3 grid and give each photo a number from 1 to 9.

Each player receives a role and 1 role card is left on the table. Then everyone must give a 1-word association to the right card.

Humans know the right card. Robot is trying to blend in.

Robot could reveal itself and name the right picture, if associations were too obvious, otherwise continue to the next phase.

You reveal the card with the right answer and everyone must explain their associations in the order they were given.

After that you may discuss and vote for the player you think is the robot, but remember that 1 role card is left on the table and there may be a situation where there is no robot among the players.



ROUND END

If the majority guessed correctly, humans win, otherwise robots are victorious.

Players who guess correctly get a point in either way.

GAME END

After 6 rounds the player with the most points wins.



KEY SELLING POINTS

- ▶ A new variation of the game Spyfall from its game designer
- ▶ Deduction party game unlike any other
- ▶ Easy to learn, easy to set up
- ▶ I'm Not a Human – a standalone expansion in the AI setting

PRACTICAL INFO

CONTENTS
 162 cards, 9 tokens,
 8 pencils, 1 sheet pad,
 Game Rules

MOQ: 1000
MSRP: \$30

RELEASE: available

BOX
 Size: 137x190x64 mm

RIGHTS except





INSIDE THE BOX

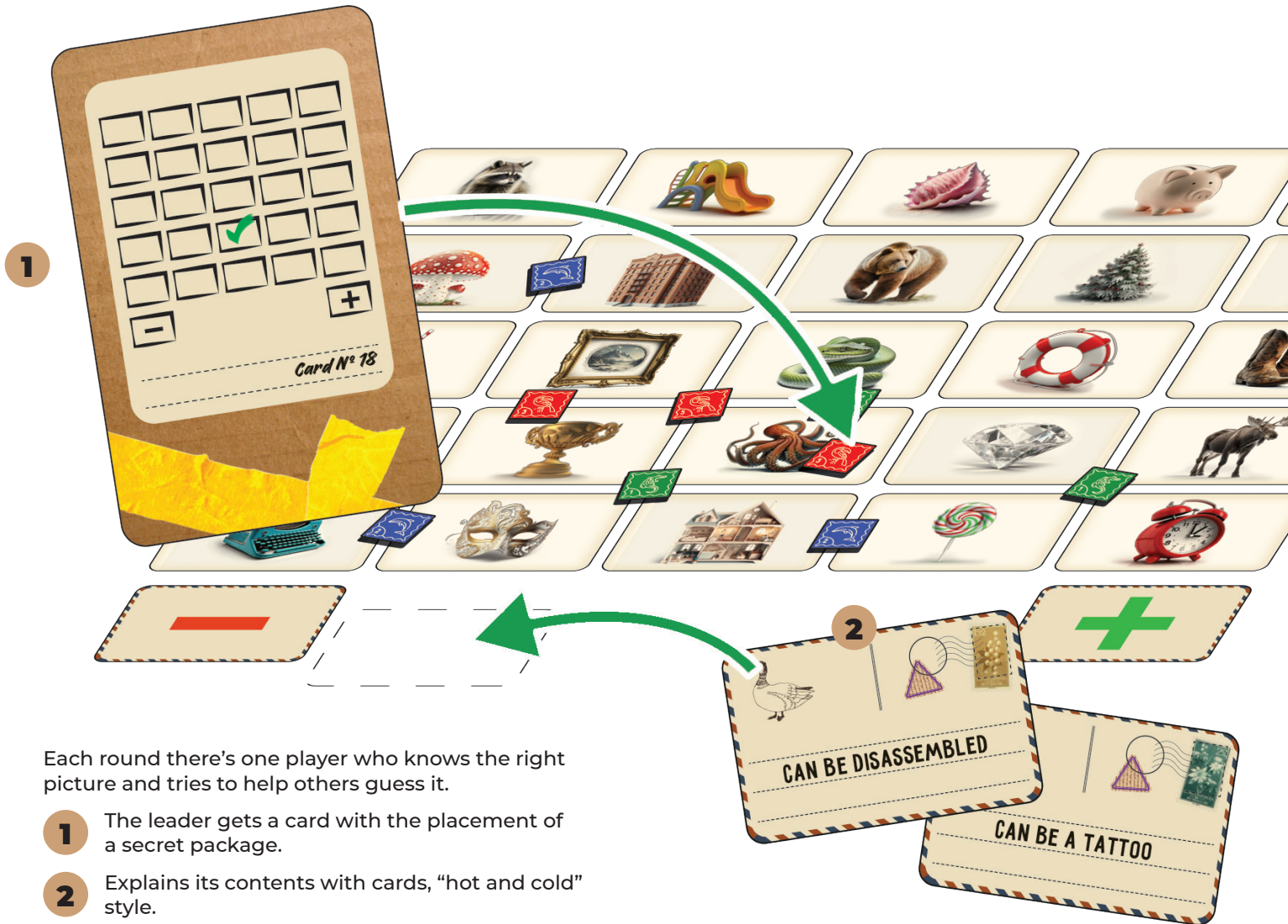


Game Design: Damir Khusnatdinov

Artwork: Ksenia Targulyan, Freepik.com, Chanut is Industries, maxicons

GAME OVERVIEW

Inside the box is an association party game where players need to guess what's inside the box.



Each round there's one player who knows the right picture and tries to help others guess it.

- 1** The leader gets a card with the placement of a secret package.
- 2** Explains its contents with cards, "hot and cold" style.
- 3** Other players try to guess what's in the package and get victory points for correct answers.

The first player to get 25 points wins.

KEY SELLING POINTS

- ▶ «Best game for a company» according to expert opinion in Granicon-2022 (the largest festival of game design in Russia)
- ▶ Also contains a team mode and two-player mode
- ▶ Great for family evenings and fun parties

PRACTICAL INFO

CONTENTS

point tracker board, 38 category cards, 75 package cards, 18 player tokens, 6 point-tracker markers, a pair of plus and minus cards, 25 placement cards, Game Rules

MOQ: 1000

MSRP: \$20

RELEASE: available

BOX

Size: 235×157×47 mm

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OUR INTERNATIONAL PARTNERS



INTENT TO KILL

All victims of different backgrounds

This definitely doesn't look like a killer. Perhaps we are dealing with a cutthroat.



SUBJECT	SEX	AGE	BUILD	HEIGHT
<i>Prosecutor (law)</i>	<i>M</i>	<i>around 20</i>	<i>he lied!</i>	
<i>Waitress (working class)</i>	<i>F</i>	<i>-</i>	<i>-</i>	<i>Tall</i>
<i>Reporter (press)</i>		<i>a bit over 40</i>	<i>medium</i>	<i>tall</i>



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