



Game Design: Nikita Sorokin
Artwork: Maria Stankevich

MEZEN



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

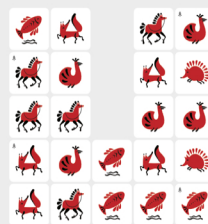
Each turn the players will be choosing a group of adjacent identical symbols to remove it from their "painting" and slide down the tiles above to fill the empty spots. After that, the removed tiles will be flipped to the other side and placed into the newly empty spots. By changing the placement of symbols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



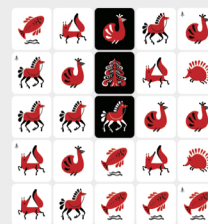
1. Remove a group of tiles.



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 