



1-4



8+



30

GZHEL

Game Design: Nikita Sorokin**Artwork:** Maria Stankevich, Kristina Soozar

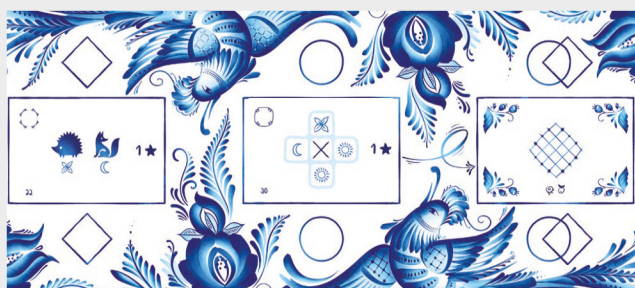
GAME OVERVIEW

Gzhel is a small village near Moscow, in which the famous blue-and-white painting style originated. In the game you'll become an artisan painting patterns to order. Try to complete as many goals as you can rearranging your flower tiles on 2 pads with different patterns.



GAMEPLAY

Each player receives two pads with 5 kinds of patterns on them and a set of flower tokens of 5 different kinds as well. The game lasts 8 rounds. Each round there are 3 common goals that change at the end of the round:



- 1 a goal connected with the placements of flower tokens on the first "diamond" pad.
- 2 a goal connected with the placements of flower tokens on the second "circle" pad.
- 3 a goal connected with covered or uncovered pattern types on both pads.

Each round consists of the following steps:

1. Remove all tiles around the announced (by the active player) animal.

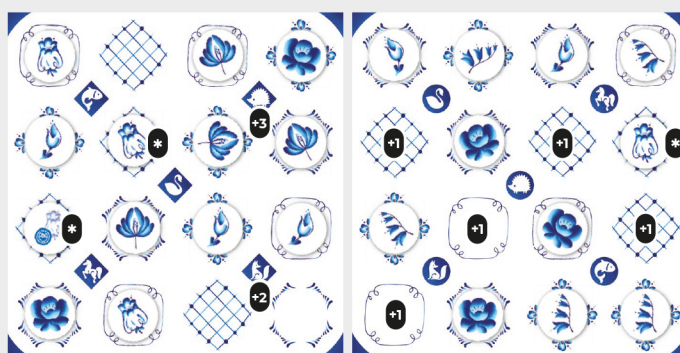


2. Place the tiles on empty spots on any (or both) pad(s).



3. Score victory points for the current goals.

$$\begin{aligned} * \times 3 &= 2 \star \\ * \times 4 &= 4 \star \\ * \times 5 &= 7 \star \end{aligned}$$



KEY SELLING POINTS

- Eight unique pads to keep your games fresh
- Aesthetic and well-balanced set collection gameplay
- Design inspired by unique paintings



PRACTICAL INFO

CONTENTS

100 double-sided flower tokens, 8 double-sided pads, 36 goal cards, Active player piece, 4 Victory point tracker pieces, 4 "50/100 point" tokens, Game board, Game rules

MSRP: €30

BOX

Size: 255x255x62 mm

RIGHTS

except

