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P O R T F O L I O

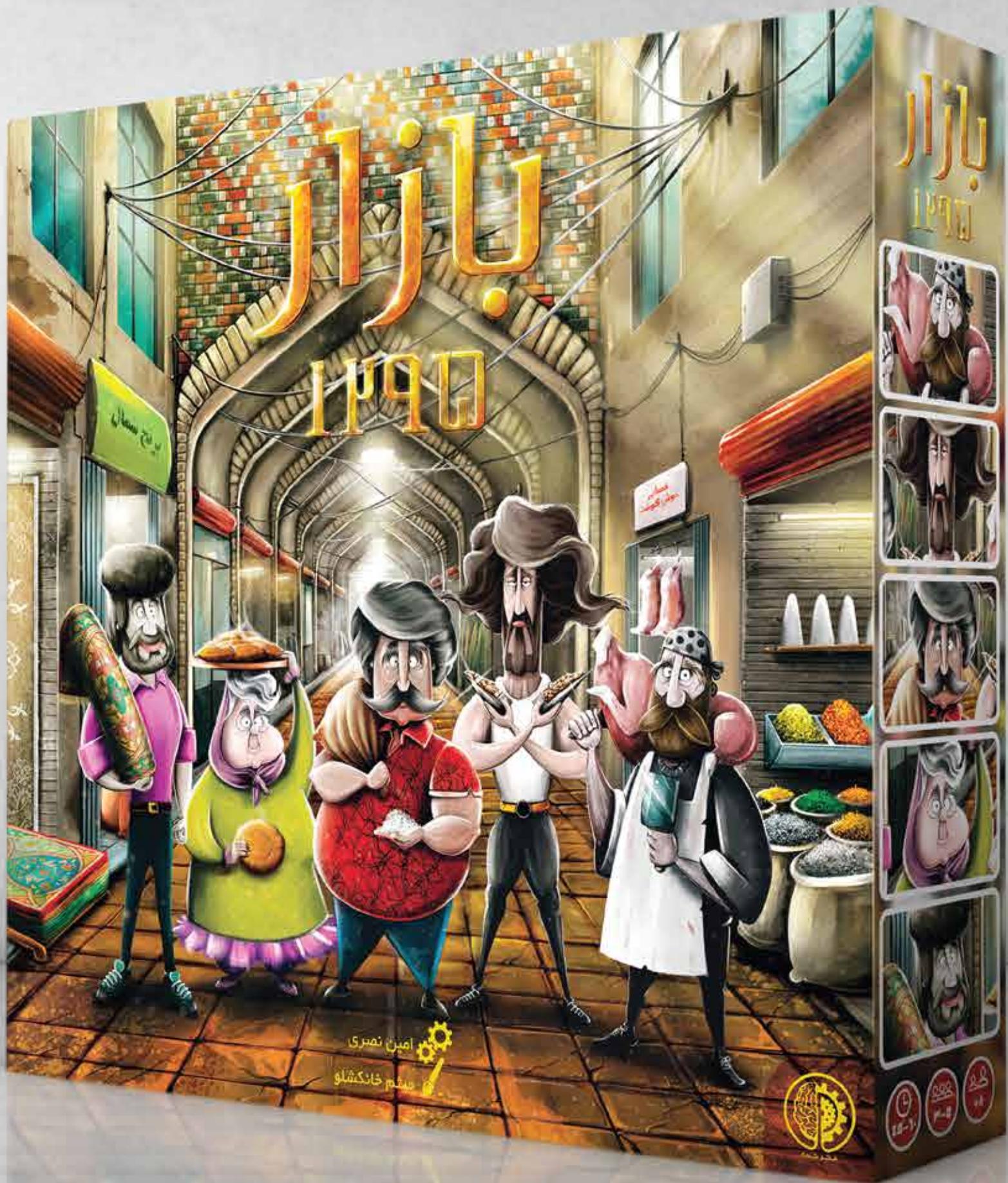


A. NASRI



M. KHANKESHLOU





امین نصری
میشم خانکشاو



Maysam Khankeshlou

Date of Birth: 01.12.1992

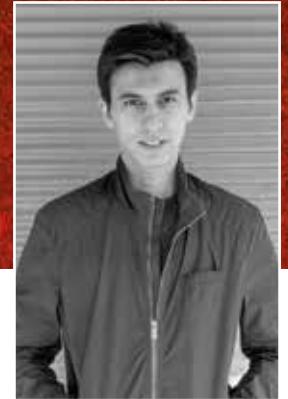
Place of Birth: Karaj, Iran

Marital Status: Single

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Address: No 50, Sobhani Alley, Motahari Ave, Karaj, Iran



EDUCATION

- 2011 - 2015 BA in Industrial Design from Tehran University of Art
- 2010 High School Diploma in Mathematics & Physics

EXPERIENCES

- 2010 - up to now Working as a freelance designer & artist.
- 2017- 2018 Illustration & Graphic Design of the first Iranian board game by the name of Bazaar 1295.
- 2014-2017 Industrial Designer & Concept Artist at CanDo Design Lab.
- 2014-2016 CG Artist at Lexip Games in The Dark Wings projects.
- 2013-2015 Product Designer at Zibasazan Co.
- 2010-2011 Illustration of the first two volumes of a book series on teacher's work plan, at Iran Technical Publication.

Exhibitions

- 2015 The collaborative exhibition of the 50th foundation anniversary of Dramatic Art College, Tehran University of Art.
- 2014 The 15th exhibition of Iran Research Accomplishments and Technologies, Tehran International Exhibition.
- 2013 The collaborative gallery of young painters, Bandargah Honar Gallery, Zaman Museum.
- 2012 The second exhibition of Toy Design-Production Competition, Sharif University of Technology.

Skills

Visual Ideation / Creativity
Visual Design Concept
Digital & Traditional Sketching, Rendering & Illustration
3D Modeling & Rendering
Graphic Design
Industrial-Product Design
Character Design
Effective Storytelling
Color Theory

Software skills

Adobe Photoshop
Adobe Illustrator
Corel Painter
Cinema 4D

Language

Persian: Advance English: Advance

Certification & Awards:

- 2015 First winner of Rosette Door Handle Design at Tehran University of Art for Batis Design Lab.
- 2016 Second winner of the Pen Design Competition at Tehran University of Art for Quilo Brand Design Lab.
- 2016 Praised for being recognized as the Highly Accomplished Student of Tehtan University of Art.

Amin Nasri

Date of Birth: 26.02.1987

Place of Birth: Tehran, Iran

Marital Status: Single

ID Number: 0079429645

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EDUCATION

- 2006 - 2012 bachelor of Science, Mechanical Engineering
- 2012 - 2015 Master of Energy System Engineering
- 2015 - up to now PhD of Energy Systems Engineering

EXPERIENCES

- 2002 - up to now Having experience of more than 30 international chess tournament in USA, Greece, Malaysia India, UAE and ...
- 2002 - 2014 Establishment of Rokh chess school with two branches(Tehran , Shahryar)
Owner, manager
- 2015 Establishment of Fekrkade (Thought House) which is a Board game café, escape room and designing board games site that is the first game complex in Iran with 4 branches in Tehran, Isfahan and Hamedan.
It also has Intellectual build-up courses by board games.
Owner - CEO
Social contact info: [website: www.fekrkade.com](http://www.fekrkade.com) / [Instagram: fekrkade_complex](https://www.instagram.com/fekrkade_complex)
Email: info@fekrkade.com , fekrkadecomplex@gmail.com
- 2017 - 2018 Designing the first Iranian board game by the name of Bazaar 1295 which has been published officially on August 2018.
Designing of two more board games, Don and Tavarom (inflation),which are going to be published later.
Designing 2 escape rooms in Fekrkade west Tehran branch.

Skills

Good communication skill, written and oral
Conceptual and analytical skills

Personality

Creative
Communicative

Language

Persian: Advance English: Advance

Certification & Awards:

- 2014 FIDE Chess Master
- 2016 Certification of establishing a board game site in Iran.
- 2001 Bronze Medal of international BP Amoco cup, Baku.
- 2002 Bronze Medal of Youth Asian chess championship.
- 2007 Bronze Medal of Asian nations chess championship, India.
- 2008 - 2010 Gold Medal of international intervarsity chess championship, Malaysia.
- 2007 - 2008 champion of Iran youth two times.
- 2001 - 2008 7 times champion and first runner-up of Iran youth chess championship.

Story of the Game

The game story is about a traditional bazaar set in Tehran of 1295 (1916). Back then, while Tehran Bazaar was experiencing a time of poor prosperity, things were starting to change gradually. In 1295, Tehran was selected as the capital of Iran, and Tehran Bazaar started to flourish when a huge number of emigrants entered the town. By this time, the old bazaar had become extremely large and needed a top president. To find the best person, a competition was held between the shopkeepers & businessmen, and five highly experienced shopkeepers entered the competition. The shopkeeper who could earn the largest amount of money by selling more goods during the next coming seven days would be announced as the president of Tehran Bazaar.

In the game story, you, as a gamer, turn into an intelligent businessman who smartly competes to sell more goods & earn more money during seven days in order to outwit the other competitors & become the winner of the game.





داستان بازی

در سال ۱۲۹۵، یعنی ۹۵ سال بعد از پایتخت شدن تهران، بازار کوچک تهران که قبل از آن برای چندانی نداشت با افزایش تعداد مهاجران رو به رو شد. بازار تهران کم کم در حال تبدیل شدن به یک بازار بزرگ بود و نیاز به یک مدیر توانمند داشت. به همین خاطر مسابقه ای بین ۵ نفر با تجربه ترتیب داده شد تا طی یک هفته، هر کدام که از فروش اجناس مختلف در آمد بیشتری کسب کند، به عنوان بزرگ بازار معرفی شود. در این بازی شما در غالب حجره داران تهران ۵ روز به رقابت می پردازید تا با فروش هوشمندانه تر برنده بازی شوید.

میثم خانگشلو

امین نصری



Contents of the Game



Main Board-Game



Personal Shops



Holders



Tile of Goods



Display of the Days of the Week



Cloth Bag



Golden Coins



Colorful Coins
(costing coins)

Primary Setting out

- 1- The main board-game is placed in the middle of the table.
- 2- A shop is placed opposite to every player. The middle part of the shop which has been marked with fold line moves towards upward and are fixed with help of two holders of the same color.
- 3- Every player is given eight costing coins (3 to 10) with the same color of his shop. These coins are placed behind the shop so that to be out of sight of the other players. Noticeable point is that the costing coins are merely for costing and they will not be transacted during the game.
- 4- All tiles of goods are scattered in the cloth bag and are placed beside the main board-game.
- 5- Every player is given a value equal to 20 gold coins (asset coins). (These coins are exposed to other players).
- 6- The display of the day is set on the first day of the week (on the main board-game).

Aim of the Game

After termination of the seventh day, the player whose asset coins value (golden coins) is more is the winner of the game.

Method of Playing Game

The game is played in seven rounds and each round represents one day of the week. Each round of the game is divided into 5 stages.

Stage 1: Taking the Tile of Goods

Every player takes 7 tiles out of the bag accidentally and put them behind the shop. Then all the players separate three of the tiles selected for deleting and return them to the bag. Afterward, they set out the four remaining titles on their shop exposed to other players.

Then this stage is repeated again. (Meaning that the players totally add eight tiles to their shop in the first stage) . Each shop has capacity of 12 tiles. In case number of tiles selected to be more than the capacity of the shop in the following days of the week, the additional tiles will be returned to the bag.

Stage 2: Transaction

Any transaction is possible and free in this stage.

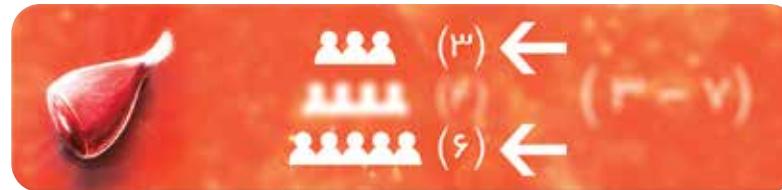
In this stage, the players are permitted to transact and exchange any goods with the asset coins (golden coins) or with other goods.

Stage 3: Costing and Sale

In this stage (considering the main board-game) all the goods are selected in the arrangement from up to down (meat, pistachio and ...) and will be sold after costing.

The amount of demand for every good has been specified in the main board-game. (It means that the number of those goods which is sold in every round of the game has been specified). Pay attention that this amount differs for different number of persons. For example, in the condition of 3 persons, the number of sale of meat in each round of the game is three and it is 6 for the condition of 5 persons.

Amount of demand

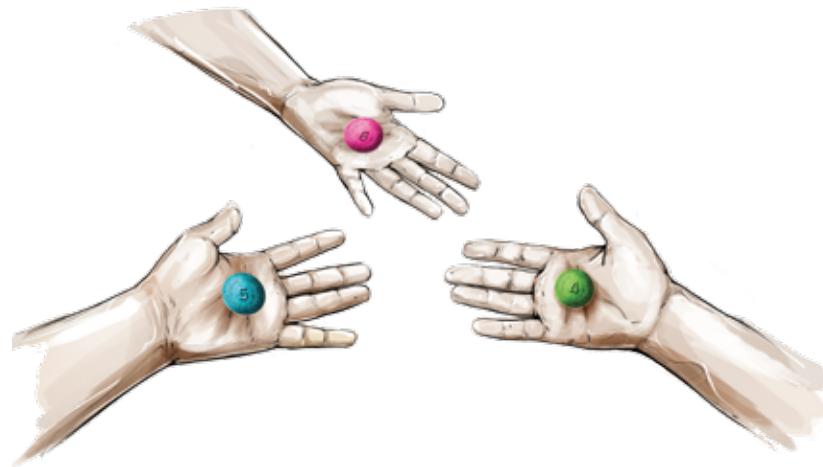


In the meantime, each good has a specific scope for costing. For example, the scope of costing for meat is 3-7 and for bread is 3-6.

Scope of costing



As it was said, considering the main board-game for the first goods, all the players who have that goods in their shop are told to hold one of the costing coins in his fist (considering the limitation of costing for each good) and keep his hand in front of the shop and open their fists simultaneously. In this state, as it is expected the person who has offered a lower price takes action for selling his goods. In case the capacity is remained, considering the demand of the market, then the player who has selected lower price in comparison with the other players takes action for selling.



For example, Nima has 3 loaves of bread, Baran has 2 loaves of bread, Parham has 3 loaves of bread and Soheil does not have any bread. Since the game is a four-person game only five loaves of bread are sold in each round. It means that three loaves of bread, out of totally 8 loaves of bread available in the shop of players, will not be sold. In the part of costing, Parham selects colored coin 4. (That is to say the price of 3 coins of costing), Nima selects 5 and Baran selects 6. Since Parham has selected the lowest price he sells his 3 loaves of bread. (He puts the tile of the goods in the bag) and receives the value $3 \times 4 = 12$ coins from the bank of the game. Since the demand of the market for selling bread is 5, two other capacities are still remaining. Under such conditions, the second person who has selected the lowest price, that is Nima) who has selected 5) sells 2 loaves of his bread, each one for 5 coins and receives 10 coins from the bank of the game and one loaf of his bread remains in the shop. Baran does not sell any bread. This operation are repeated for the other four goods considering the main board.

Special Case: If two persons have an equal price for the same goods, the person who has more quantity of that goods in his shop sells his goods and in case there is capacity, the second person will take action for selling after him. If the price and number of one special goods are equal for the two players, both players sell equal number of their goods. For example, Parham and Baran, each one has four loaves of bread. Both of them select the price of 5. In this case, considering the capacity of selling 5 for bread (in the condition of 4-person) each of them sell 2 loaves of bread and the 5th loaf of bread will not be sold by any of the players in this round of the game.

Tiles of Good News and Bad News:

Among tiles of goods, there are two different tiles for each good, one under the title of good news and the other one of bad news.

Good News Tile: It is reported that some goods have become rare. For this reason, in case this tile has been selected by one of the players on one of the days of the game, all the tiles of those goods that are available in the shops of the players will be sold with 3 coins of increase of price only on that day. Then tile of good news will be deleted from the game until the end of the game.

For example, good news tile has been selected by Parham and is exposed to the other players in his shop. Parham selects the price of 5 and Baran selects the price of 4 at the time of costing. Baran sells each loaf of her bread at the price of 7, that is $4+3$ under such conditions and Parham sells his bread, each loaf at the price of 8, that is $5+3$ if any capacity remains.

Bad News Tile : It is reported that goods of low quality and at a low price has been brought to the market. Therefore, none of the tiles of that goods will be sold in this round of the game, and then bad news tile will come out of the game.

Special Case: In case one of the players selects tile of good news of a goods and another player selected tile of bad news of the same goods, both tiles of the shops are deleted from the game without any effect and the game will continue in the ordinary form. In the meantime, two tiles will come out of the game until the end of the game.

Bad News Tile



Good News tile



Stage 4 : Storing

In this stage, all the goods that have not been sold and remained in the shops will be returned to the back (Black and white) direction and will be exposed to decomposition. It means that, if they are not sold the next day. They will get out of the shop without receiving any amount and will be returned to the bag. In the meantime, all the black and white tiles inside the shops (the tiles that have not been sold in the previous round) will come out of the shops and will be returned to the bag.

Stage 5 : Movement of Display and End of the Day

In this stage, the display is transferred to the next day and all previous stages are repeated for the next day.

End of the Game

The game will be finished on the 7th day after the end of the sale. The end of the sale. The player who has the most asset coins (golden coins) will be the winner of the game. In case of equality of asset, the player who has more titles in his shop is the winner of the game. In case the asset and tiles in the shops of two players are equal, they will divide the victory between themselves.

Character Design Process

One of the main considerations in designing the characters of the game, Tehran Bazaar 1295, was to create characters that are eye-catching & lovable to the eyes of a wide age range of gamers.

During the character design process, we attempted to examine & consider the real-life appearance features of Tehran Bazaar communities of people.

In doing so, we utilized & incorporated many real looks features such as the people's unique style of beard & mustache, their open-collared & loosened shirts & rolled sleeves.

Source of Inspiration





Final Characters

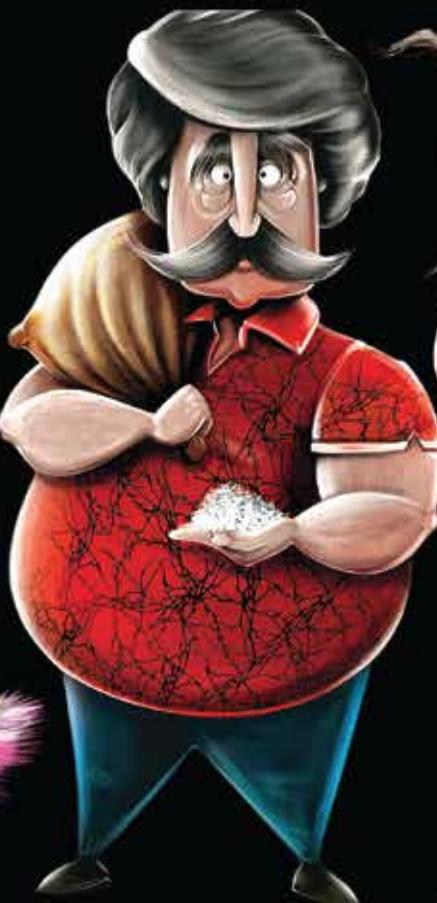
Esi Taropood
Carpet Seller



Mashti Nane
Bread Seller



Shahram Shaltook
Rice Seller



Jafar Ajili
Pistachio Seller



Shirali Ghassab
Meat Seller





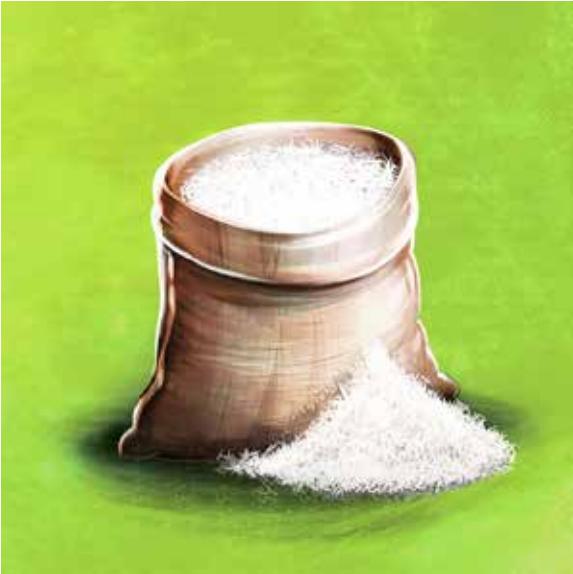




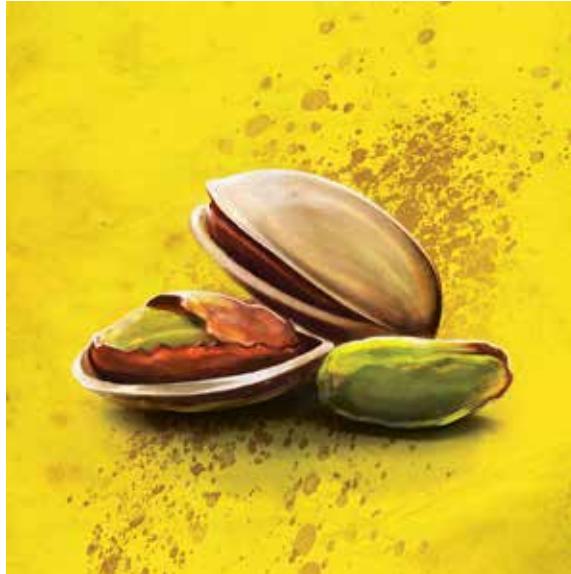




Title of goods



Rice Tile



Pistachio Tile



Meal Tile



Bread Tile



Carpet Tile

Colorful & Golden Coins



Environmental Concept Design

In order to find the best ideas for the main image of the game, different photographs were taken from the environment of Tehran Bazaar. We discovered that Tehran Bazaar has surprisingly preserved its traditional architectural structure & exotic environmental features since it was first inaugurated in 1200 SH.

Among the untouched features are the brick walls, the stores' metal doors, tangled cords of the wiring & dramatic lights. The mentioned features lay the foundation of our source of inspiration for the final & main image of the game.

Source of Inspiration





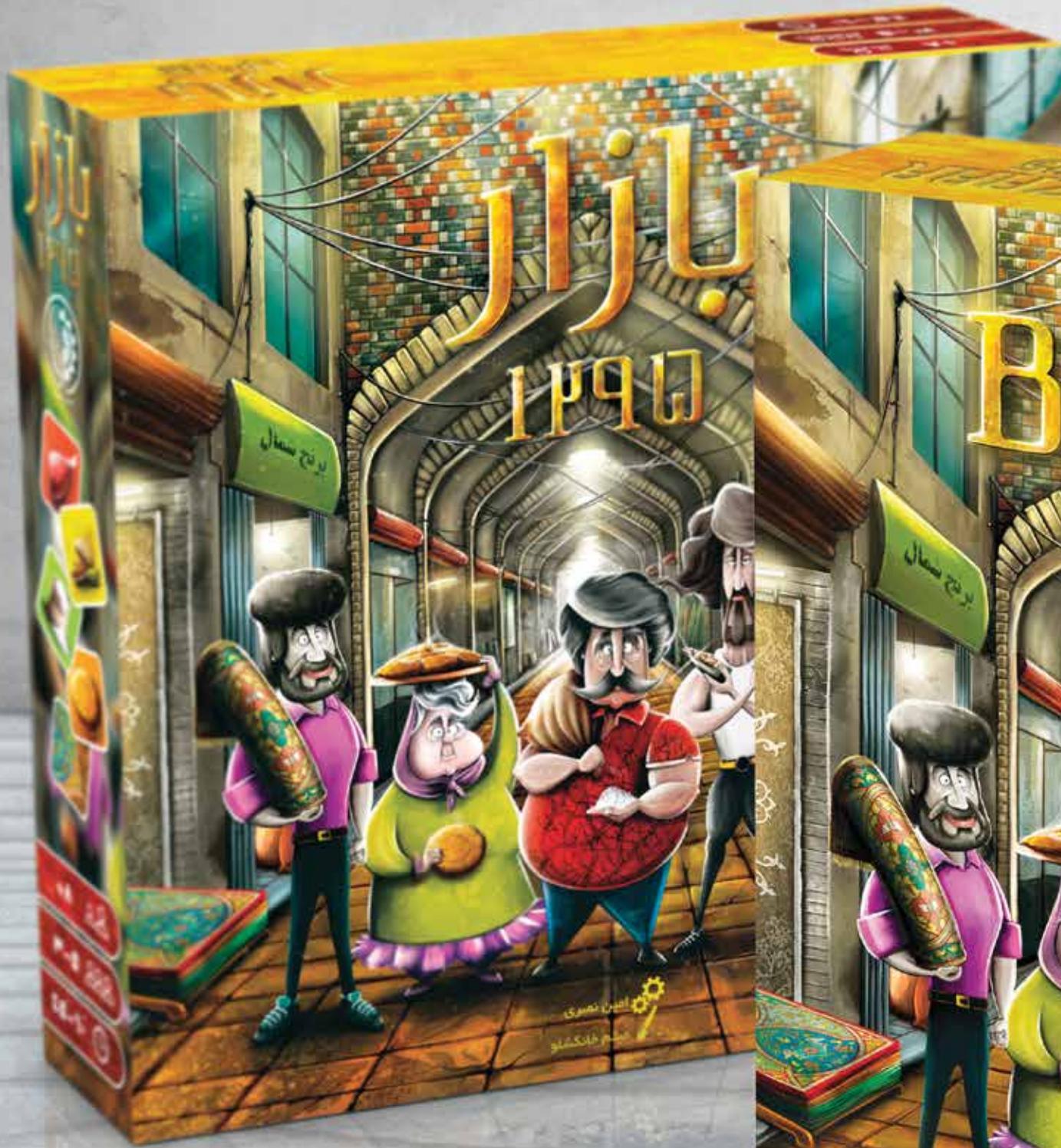
برنج شمال

فستق
روغن کوبیده

زعفران
کدو
سبزی

سبزی
کدو
زعفران

سبزی
کدو
زعفران



آمین نصری
میرزا مایسم



Amin Nasri
Maysam Ghakharlou







THANK YOU

BAZAAR

1295



A. NASRI



M. KHANKESHLOU

2017 - 2018