



PANORAMA



Press Release (2 pages) - For Immediate Release

UP, UP AND AWAY, IN YOUR BEAUTIFUL, BEAUTIFUL BALLOON!

Montreal, Canada, January 20, 2026,

Scorpion Masqué is excited to reveal **Panorama**, a new 'cosy' game by Jules Messaud (*Akropolis*, *Miams*, *Moustache*) and Mélody Leblond, who also illustrated *Festival* and *Behind: Purple*.

Panorama is a family-weight tile placement game for 2 to 4 players that invites players to slow down, look around, and appreciate the simple pleasure of building a landscape one tile at a time from the lofty heights of their hot-air balloons. Through simple but significant choices, players watch their landscape develop before their eyes in a **peaceful and contemplative setting**, in perfect alignment with the design goals of *Panorama*.

At the end of the game, players will score points based on the number of **Animals** and **Flowers** in their panorama. But be careful... **taking a tile far away from your hot-air balloon** (even the perfect one!) **gives your opponents more choices!**

The game's replayability centers around the **variable objectives**, which bring **renewed pleasure** every game.

According to **designer Jules Messaud**: "*The thing that makes Panorama unique is that it doesn't look to define its originality with its mechanisms alone. I wanted to create an accessible game whose enjoyment is based in its visuals and the game's overall feel.*"

Manuel Sanchez, Head of Studio at Scorpion Masqué says: "*With so many fantastic games in this category already on store shelves, I swore we'd never publish another tile-laying game and that we'd avoid animal and nature themes in the future. And then Melody and Jules put Panorama down in front of me... and here we are!*"

From the very first play, **Panorama** stands out from its peers: a quick and easy setup, tiles that fit together snugly, and a landscape that takes shape bit by bit, giving players satisfying little moments throughout the course of the game, all against a bucolic backdrop.

The theme, the art style, and the core mechanisms work together to offer a complete experience, with visual pleasure at the very heart of the game.

Mélody Leblond, designer and illustrator shares: "*Jules helped me discover a love of creating games... I'm still creating games with him, and with others!*"

Panorama is a game by Jules Messaud and Melody Leblond, published by Scorpion Masqué. It is illustrated by Melody Leblond. It will be available in Spring 2026. It will cost \$29.99 CAD / \$19.99 USD and can be played by 2 to 4 players, ages 8 and up. A game of *Panorama* takes 20 minutes.

U.S. Press will have a chance to check out *Panorama* during GAMA Expo from March 1st to 7th, 2026 at the Hachette Boardgames USA Booth #827.

Canadian press will be able to discover and play *Panorama* at Canada Play (April 27–29, 2026), and later at the Game Over event in Saguenay–Lac-Saint-Jean early May.

ABOUT THE DESIGNERS AND ILLUSTRATOR

After his career as architect, **Jules Messaud** joined the Oldchap Games team in 2017 as Artistic Director, before dedicating himself fully to the creation of games in 2023. Through his games, he aims to pass along the sensations that he holds dear. *Panorama* is his 6th game, after *Accomplices*, *Akropolis*, *Backstories*, *Moustache*, and *Miams*.



An illustrator with 15 years' experience, **Melody Leblond** never gets bored. An avid video gamer, she also worked in advertising and journalism before finding her calling: drawing and bringing ideas to life. Her illustrations, with their bright colours and minimalist style, are recognisable for their spontaneous lines, apparent simplicity, and hidden meanings. In 2024, she illustrated the game *Festival*, then *Behind: Purple* in 2025. In 2026, she launched her game design career with *Panorama*, adding another string to her bow. Her motto: 'Nothing ventured, nothing gained.'

ABOUT SCORPION MASQUÉ

Founded in 2006, Scorpion Masqué is a Quebec-based board game publisher based in Montreal. For over 15 years, the brand has been developing beautiful, immersive, fun and creative games. Its original games are designed for children, adults, and the whole family. With more than 50 games published to date, Scorpion Masqué is now internationally recognised, present in more than 50 countries and with more than 4.5 million games sold since its creation. In 2021, Scorpion Masqué joined the Hachette group and is now part of its North American distributor Randolph.

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Available Materials:

- [Product Visuals](#)
- [Sell Sheet](#)
- [Rulebook](#)

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