Ma GRRRE zine

GRRRE GAMES

JARIKA
COMES TO
NIDAVELLIR

CONNEC
TEAM

DANY
GOES TO HOLLYWOOD

NIDAVELLIR
Special report

Édito

Hello everyone,

By reading these first words, you enter the GRRRE Games universe. This magazine aims to make you discover or re-discover our games, go further in the stories we want to tell, and keep you up to date with our latest news.

In the following pages, you will be immersed in the making of our games, you'll discover interviews with game designers and illustrators who have gravitated in our universe as well as some nice free goodies just for you.

Our goal is this: that you take pleasure in discovering and playing our games. Imagining your smiles, your grumbles, your joy in sharing our games with family or friends gives us the energy and the joy to keep doing this great job that we do.
It is important for us to thank the players, as well as the game librarians and shop owners who play our games, make you want to play them and actively collaborate with us in sharing happiness around game tables!

Have fun reading!

Florian
GRRRE Games

GRRRE GAMES

**The magazine that bears
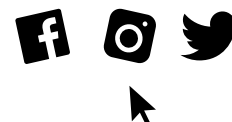no resemblance to any other!**

This pictogram means that you can access online content by clicking on the images or associated texts.

This pictogram means French content.

Find us on Facebook, Instagram and Twitter

Summary

Nidavellir
Special report

NIDAVELLIR was released on January 10, 2020 in stores. This is our most ambitious game in terms of mechanics and hardware. It required many hours of playtesting to ensure optimum balancing, to obtain the most fluid and smooth mechanics as could be. We sought an artistic style allowing us to stand out from the current productions and worked on the most efficient ergonomics.

▶ Overview of the rules.

Serge Laget discovering the first pre-production box at the Octogône fair of Lyon in October 2019.

Serge Laget tells the tale of Nidavellir

Serge Laget, the game designer, tells you in this article

about the genesis of the game and its evolution

from its beginning to the version you know.

-

The article is filled with videos made by Le Repaire des Jeux

and we thank them warmly. Find their website here.

GG What is "Coin Building" and why this choice of mechanics rather than another?

SL In the beginning, I imagined an auction mechanism in which the value of the bets would change during the game depending on the way players bet.

The idea that seemed interesting to me was to put players in front of the following dilemma: either use their best auction possibilities to optimize their chances of acquiring the best cards, or bet more modestly so as to be able to increase their chances for future auctions. After a few hours of nocturnal brainstorming, the following system was born:

The attached video shows you the Coin Building system that appears in the final version of the game.

This mechanism has of course been the subject of numerous playtests and modifications. The values of the coins have evolved, there has been a version in which during the trades, the lowest value was discarded, and another in which the coins were not discarded during the trades. We were left with many coins in front of us. This was satisfactory neither in terms of mechanics, nor fluidity.

But overall, this Coin Building system has persisted despite the game's many evolutions.

It is also quite revealing of my conception of game design: it is undoubtedly (and particularly at the present time when game releases are legion ...) almost impossible to invent a game that does not look like something which already exists ... that's why I believe in the importance of an original element which is specific to you and which is the basis of your game's identity.

GG And let's talk about the theme. When was this theme chosen and validated?

SL Another key element that has never been questioned was the fact that the action was to be set in the kingdom of dwarfs!

Which is hardly surprising because how can you make a good game featuring elves? And, in my case, how could I forget glorious years of roleplaying with a good old dwarf warrior and his 19 in Constitution which allowed me to get out of any bad situation and get to breakfast time alive?!?

Life has priorities and things that can't be negotiated!

GRRRE Games As a publisher, we have had many comments from professionals telling us we were taking a huge risk by keeping this theme because the med-fan dwarfs-centered could cut us off from a part of the players. But it's the essence of GRRRE Games to make such strong and unusual choices. Plus, we believe in the synergy between theme and mechanics. If the game designer made it like this, there's a strong creative force that must be preserved. This ain't of course an absolute truth, but we believe in it in 80% of the cases. And we are delighted to have made these choices.

GG Let's talk about scoring systems.

> I didn't score half the points as much as I would like, but I got half of you for half as much as you're worth!

Serge Laget

SL Nidavellir is a scoring game.
There are 5 classes of dwarfs and each has its own unique way of giving points. Some cards have a low basic value but will have an exponential value when they add up, others have rather high values but they simply add together.
The strategy of the players will therefore focus mainly on the choices to be made in regards to other players options.

The attached video shows you the different classes and how they score Bravery points.

In addition to what was said in the video, different ways of scoring sometimes complement each other very well.
Example: if you are using the warriors, as the majority bonus at the end of the game is equivalent to the coin with the highest value, you will have to «upgrade» or «coin-build» one of your coins (always the same!) throughout the game in hopes to get to coin with a value of 25 (the highest value of the game). It will also be interesting to recruit certain heroes, like Astrid the Fortunate, whose value is equal to the value of your strongest coin (weirdly enough, it reminds me of something ...: o).

Astrid Hero Card.

GG Are there other scoring routes than Coin Building and class development (columns)?

Of the interest of horizontality

as opposed to verticality ...

«

Serge Laget

SL When you discover the game and hear the scoring explanation for each class of dwarfs, it's easy to tell yourself that the best strategy is to collect one or two classes in order to win.

But that would be forgetting about the Heroes! Creating lines of 5 dwarfs from different classes allows you to recruit them.

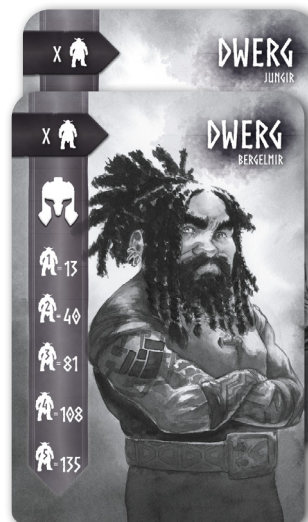**The attached video shows you the different Hero cards and their powers.**

The Hero cards are unique, with the exception of the Dwerg brothers whose Bravery point value is exponential depending on the number of siblings you have recruited. And therefore their recruitment can lead players to race each other to be the first to constitute a complete line of dwarfs.

This is an additional element to take into account when recruiting.

As this good old André Gide said: «Choosing is letting go»! In many situations, you'll have to decide between several attractive possibilities.

Playing Nidavellir is challenging and not at all passive!

Who says scoring game, says playtesting, again and again! And as the French poet Nicolas Boileau rightly says: «A hundred times on the job, hand over your work ...»

The biggest fear of the game designer of a scoring game is that there would be one way to score points who'd be clearly more effective than the others. Because as soon as the players identify it, game is over!

In Nidavellir, there are several things to take into account:
- the value of the cards themselves,
- the frequency of cards (the exponential curve of the hunters is more interesting than that of the blacksmiths, but there are more blacksmiths in play),
- and finally the choices made by the other players who will obviously impact the difficulty of obtaining specific cards.

If you combine this with the fact that you will also have to think about trading your coins to improve their values in anticipation of future auctions ... it can be tricky to make a decision!

Player board setup, with two Dwerg Hero Cards.

GG The duration and rhythm of Nidavellir.

SL A game of Nidavellir lasts about 45 minutes (30 min for 2 players). Considering that once a Dwarf card is recruited, it will remain in your army (with a few rare exceptions due to the powers of Hero cards), each choice you make will therefore be crucial. Depending on the game configurations (arrival of Dwarf cards in taverns) and the choices of other players, it will be better to position yourself quickly on a specific strategy (targeted recruitment on a dwarf class or eclectic recruitment to quickly seek a Hero) or the opposite strategy which would be to avoid immediate commitment, prepare your future bets with the coin of zero value, and suddenly allow yourself greater flexibility for the rest of the game.

A game of Nidavellir is made up of 2 different Ages. This allows a better statistical distribution of the Dwarf cards to be recruited (no risk that all the hunters come out at the start of the game for example) and this also gives rhythm and balance to the game. At the end of Age 1, the King will distribute distinctions, as a reward to the most deserving players!

Distinction Cards

The attached video shows you the different Distinction cards.

The race for distinctions is therefore an additional objective to be considered. Or you can very well win without having obtained one because you managed to compensate for this by obtaining a powerful Hero card early in the game, using a particularly effective upgrade of your bets, ensuring you to be the first to recruit from Age 2 or even by building up a solid collection of dwarfs of the same class.

In Nidavellir, there's not one sole way to win! Everything depends on the others!

In conclusion, a game of Nidavellir is not linear since the increase in the coins that are used to bet, remains inherent to each player. Sometimes you will be king of the mithril with a coin of value of 19, and sometimes you will be 3rd with a coin of value of 23!

It's the law of the west (of the kingdom of dwarfs)!

Serge Laget

GG How was the teamwork with GRRRE Games and Jean-Marie Minguez?

> The need for teamwork and the beauty of an adventure that can be creating a game.
>
> *Serge Laget*

SL As I have already seen many times over, a game is much more than the creation of a single game designer (or a collective of game designers). Moreover in these times of extreme competition where games are released faster than it takes a dwarf to finish his beer, a game is the result of teamwork: Playtesters, project manager, graphic designer, illustrator, publisher, all these people work together to turn a game into a commercial success. Not to diminish in any way the talent of Christophe Raimbault, but I sincerely think that Colt Express would not have achieved the enormous success it had, without the editorial work of Anne-Cécile and Cédric, the artistic work by Ian Parovel and Jordi Valbuena (and I'm not even talking about all those who contributed to the development of the game through their opinions or advice).

What is particularly great in Nidavellir is that the game has created huge enthusiasm among all the team members who have worked on it, and everyone has somehow made the game their own and brought personal ideas.

The attached video invites you to go further on Serge's vision of teamwork in the creation of a game.

In addition to what I said in the video, I really want to thank Céline & Florian (the GRRRE!) For their commitment to this adventure. Two examples are particularly revealing:
- the writing of rules in inclusive writing in the French version (which represented a real gigantic task! And for which the temptation to give up could easily have crossed their minds ...)
- the very numerous playtests, mainly for the 2 players rule, which gave them a true «expertise» of the game and which suddenly allowed them to make relevant proposals for rule modifications.

A key element so that everything would be clockwork fine, that this collaborative work could be set up, is undoubtedly linked to the fact that all the protagonists of its creation played the game, played together, and spent a week-end of work playing, eating, drinking and having fun with the game and each other ...
In the end, the game became «something else» than what it used to be in my mind and it gives me great joy. It's the magic that keeps me playing games!

A big thank you to the Ruiz family (playtesters extraordinaire!), To Céline, Florian and Valériane (the GRRRE), to Jean-Marie (magician of the brush and palette!) And finally to Nicolas Normandon , who, simply because he liked the game, gave us a wonderful app for smartphones, which calculates the score at the end of the game.

Extract from Nidavellir's Teaser.
Watch it in full by clicking on the image.

We would like to thank Serge Laget and Jean Marie Minguez for trusting us and for the fabulous working atmosphere who never left us and gave life to NIDAVELLIR.

GRRRE Team

Jean-Marie Minguez in the Kingdom of the Dwarfs

Jean-Marie Minguez giving life to the Hero Jarika

After a stroll in "Our Sea"…

With Serge Laget, we felt we didn't do everything we could on our previous collaboration, so when he asked me to illustrate his latest game, I said yes without even thinking about it!

After the contractual details, we were able to embark on this motivating project in more ways than one, starting with the questioning of several of my working habits.

Dwarfs anatomy

In the heroic fantasy universe, when it comes to Dwarfs, we think about Gimli more than we do about Willow (who, technically, is a Nelwyn and not a dwarf, but you get what I mean).

We wanted to get away from the Tolkien Dwarf archetype and get closer to the anatomy of a small person in real life.

So new challenge, I had to learn to draw new anatomy, new proportions that I never had the chance to approach before.

In the end, I think that the dwarfs of NIDAVELLIR are somewhere between the 2 universes (not Gimli at all, but not totally Willow either).

But the challenge did not stop there:

Royal Treasure

As we saw in the video for the first article, the Coin Building system is a central part of the game mechanics.

It quickly became apparent that picking up the coin of the right value from a pile of coins on the edge of the table would quickly become tedious and break the rhythm in the exchange of coins.

To make it as easy and fluid as possible, the GRRRE Team designed a 3D display, using ingeniously assembled punchboards (a real dwarf engineering masterpiece! Yay!).

Combined with the right size for the coins and after numerous precise adjustments so that the value of each coin remains always accessible and visible, all dressed in an aged wood texture, the treasure chest of the kingdom of Nidavellir is an essential key for immersion in the game atmosphere.

« There and Back Again »

To conclude on my personal experience, I remember above all a great teamwork!

Everyone working or serving the common good, namely the game, the quality of its content, and the experience of the players, all with a positive and constructive team!
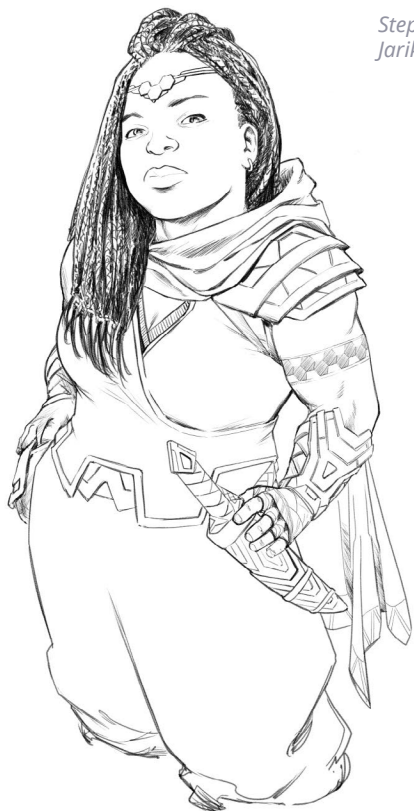
In the attached video Jean-Marie presents his work on NIDAVELLIR.
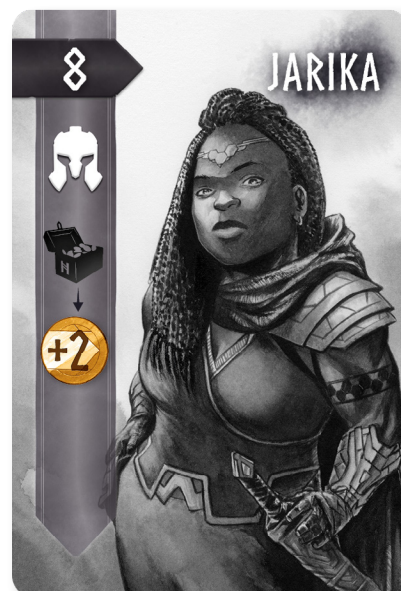
*A truly wonderful adventure! ^_^*

JM Minguez

*Step 1:
Jarika's preparatory sketch.*

*2nd step:
Drawing while inking.*

*Step 3:
Final composition during drying.*

*Step 4:
Final assembly on card.*

The scoring app

At the end of the game, you can count your points
using the scorecard provided, but if you do not want to have
to calculate, we suggest you download the scoring app.

App developped by Nicolas Normandon
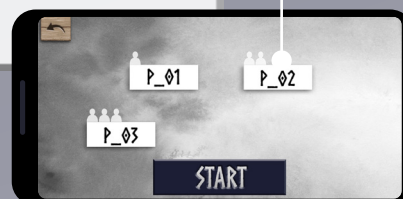
How does it work?

1. Download the Nidavellir app on the **platform of your choice** by clicking on the corresponding logo.

2. The app aims to be as intuitive as possible. **It allows you to choose the number of players in the game** and to enter the first letters of each first name or nickname

3. Then you access the **area for adding cards** concerning the person whose name is **displayed at the top right of the screen**.

4. **To add a card:** tap on it.

5. You can add **the Dwarf cards of the class from the active tab, as well as the Hero cards of this class and Ylud**, which must be added, if you have one, to the class of your choice. **Cards that appear in black are no longer selectable either** because there are no more copies available or because this card is not played in games for less than 5 players.

6. To remove a card from the selection column on the right of the screen: tap on it.

7. When you have finished selecting the cards for a **class,** tap on the next tab to change the class.
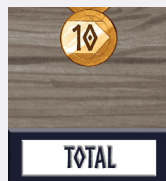
8. When you reach the coin level, select all of your coins including the "0". It allows the application to get that everything is done well.

9. Then press the arrow at the top right to change the player and start typing again.

10. When all players have a complete entry with the coins of value «0», **the TOTAL key will appear at the bottom right** and will allow you to see your score and the how well each one has done.

11.

FLO	29	25	18	117	44	7	76	316
KEL	84	81	36	12	32	0	64	309
SEB	33	9	15	33	31	94	59	274

1The app does not save scores, but **take a screenshot to keep track of your best games!**

Good game!

What's new ?

In each issue, you will find our next games to be released.

Do you like to brainstorm with friends and/or family? Do you like cooperative games, all in a small box that can be easily carried everywhere? **Connec'Team is for you!**

Did you like DANY and want to renew your experience or do you simply want to discover this game whose theme and illustrations intrigue you? **Then you'll like Dany Goes to Hollywood!**

3-6   ⚡ 🕐 **15'** ⚡ 👥 **8+**

**A game by
Jonathan Favre-Godal and Corentin Lebrat
Graphic design by
Valériane Holley**

Connec'team is the next game in our **Mini collection** (Super Cats, Octorage) offering 3 - 6 players to cooperate during 15-minute games.

It is a purely cooperative game combining creation and deduction. The game is based on very simple rules that encourage team play. It is made up of two phases.

1. Creation phase
· Take turns placing a card to create word connections.

2. Validation phase
· Connect in pairs in turn order: select a connection, count to 3 and announce a word simultaneously. **If the word is the same: score a point for the team!**
See if you have validated a goal at the same time to score one more point!

· It should be noted that each player has a Help card allowing them to attempt to validate 3 parts connections (only 2 identical words on the 3 are enough to validate the connection).

When there are no more connections to validate, add up your points and check the total on the Connec'Team scale!
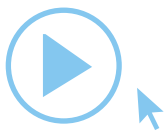
▶ **Overview of the rules.**

The game also contains:

· **A Mission mode** Get as a team through 7 missions with constraints that add up to make the game harder.

· **A Challenge mode** Define a theme and validate a certain number of connections for this theme to win.

· **A 2 player variant** For game addicts, this variant allows you to test your mind compatibility!

Validate 2 connections in a row

Games

Cool

City

Hobby

Hero

One team, one mind!

Validate the first connection of the game

Fantastic creature

Phil Vizcarro × Antoine Baillargeau

D A N Y
GOES TO HOLLYWOOD

DANY
SE FAIT DES FILMS
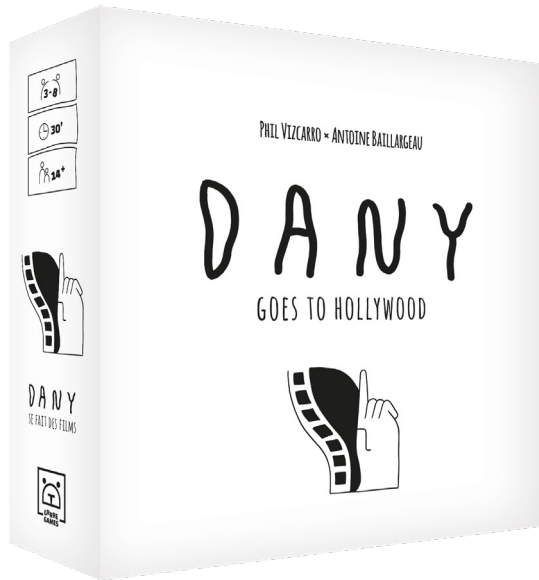
3-8 | 30' | 14+

Phil Vizcarro and Antoine Baillargeau are still in charge of this new opus.

This is a new version of DANY including all the necessary material to play. But you can also mix its content with a classic DANY game box to enrich your experience!

We keep the basics and we innovate!

Dany Goes to Hollywood remains a card and communication game, in which you play Dany or one of Dany's personalities. To exist, they must communicate with each other by playing with Dany's memories.
Dany and **Dany's Reason, a new personality**, will do everything in their power to make them fail and disappear forever. It's still possible to play a classic DANY game without adding Dany's Reason.

The Idea cards are now made up of movie titles that are part of pop-culture!

The video below is an overview of the rules.
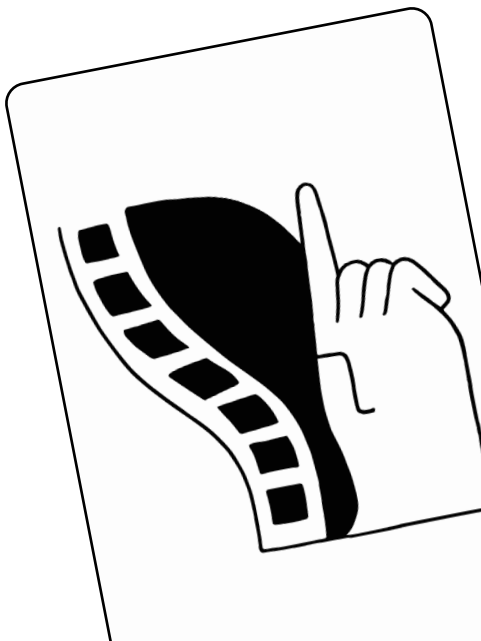
RULES SUMMARY WITH THE ADDITION OF DANY'S REASON

Each player embodies a personality in *DANY*'s head and one player will secretly be *DANY*'s true personality and anotther will be the *Dany's Reason*. Each turn, the **Active Personality** will be awarded one of five Ideas he/she will have to make the other personalities guess using **Memory cards** (illustrated cards).

Once the cards composition is made, and after some discussion between the players, the one to the right of the **Active Personality** gives the answer of his/her choice and success or failure is given to all players. A new tour begins with a new **Active Personality.**
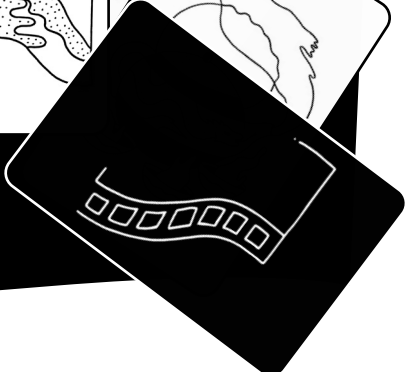
The game ends if there is:
• **6 successes :** secondary personalities win,
• **4 failures or if the Memory draw pile is empty:** the Final Twist takes place. Players must eliminate *DANY* in a vote. If *DANY* is eliminated, the secondary personalities win, otherwise *DANY* and the *DANY's Reason* win and finally gets to live with some peace of mind.

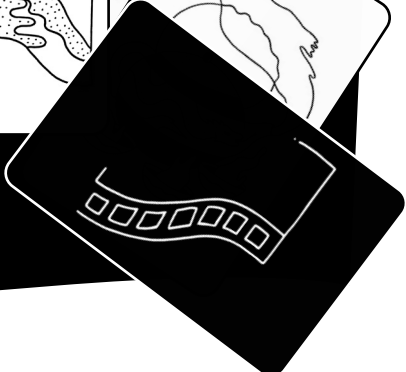Prepare for tasty exchanges and change the way you play!

Antoine Baillargeau and his characteristic style gave life to a new magnificent dreamlike cinematic universe! The back of the Memory cards is now an incomplete film reel which will give you different compositional possibilities than the frames of DANY's.

LET'S HAVE FUN DURING CONFINEMENT!

Can you guess the movie titles behind these compositions?

1 · FORBIDDEN PLANET
2 · ROBOCOP
3 · TERMINATOR
4 · I, ROBOT
5 · IRON MAN

A.

1 · SHARKNADO
2 · WATERWORLD
3 · TITANIC
4 · JAWS
5 · IT

C.

1 · CROCODILE DUNDEE
2 · INDIANA JONES AND THE TEMPLE OF DOOM
3 · CASINO ROYALE
4 · DANCES WITH WOLVES
5 · CROUCHING TIGER, HIDDEN DRAGON

B.

Answers to come on our Facebook page!

Serge Laget just after signing the Nidavellir Publishing contract

from left to right:
Florian Grenier, Camille Bonnard, Quentin Guidotti, Céline Grenier

Exhausted but happy!

from left to right:
Valériane Holley, Phil Vizcarro, Florian Grenier, Camille Bonnard, Céline Grenier

FIJ 2020
A year and three games later, Nidavellir was doing great on the Croisette!

FIJ 2019
Our first Cannes as a publisher!
The opportunity to present our first game: Dany.

GRRRE Games at Tric Trac TV

Phil Vizcarro and Antoine Baillargeau

The GRRRE album

Nicolas Normandon signing the Octorage Publishing contract

Playtesting weekend for Nidavellir

PEL 2019
Sun, autographs and the whole highly motivated team!

from left to right:
Florian Grenier, Valériane Holley, Céline Grenier

Meanwhile, DANY goes around the world on a boat!

from left to right:
Nicolas Normandon, Bruno Tatti et Florian Grenier

Follow all our adventures on social networks!

from left to right:
Théo Rivière, Antoine Bauza, Céline Grenier, Nicolas Oury, Ludovic Maublanc, Naïade

GRRRoodies

Gifts to thank you all!

JARIKA, THE ROGUE

This Dwarf Countess, ruling the distant deserts, took longer than expected to reach the Kingdom. A highly respected aristocrat, Jarika owes her nickname to her talents as a speaker and a merchant, which has enabled her to significantly increase the wealth of her county. Some even say she might have greater wealth than Grid and Astrid combined! Anyway, if you start talking exchange and trade with her, she will always find a way to come out on top!

As in negotiation, her power will increase in strength as the game goes, allowing you to gain a large fortune and recruit the best Dwarfs!

Cut out, fold in the center then glue the two sides together. You can add Jarika to your deck of Hero cards!

Neutral Hero
Card

JARIKA THE ROGUE

She adds **8 points** to your **Final Bravery Value**.
As a neutral **Hero**, place her in your **Command Area**.
During a **coin transformation** or a **coin trade** (**Royal Offering, Warrior Distinction**, ⟨GRID⟩), increase the value of the desired sum by 2.

Cécile quickly recruited Jarika. She then plays her **coin** of value 0. At the end of her turn, she reveals the two **coins** of her purse: 3 and 4. She discards her **coin** of value 4 and should take a coin of value 7 from the **Royal Treasury**. But since she owns Jarika, she takes a **coin** of value 9 because she adds 2 to the sum of the trade.

Later in the game, Cécile chooses a **Royal Offering +3** card which she applies to her **coin** of value 2.
She should therefore take a 5 in the **Royal Treasury**, but she takes a 7 (5 + 2).

NIDAVELLIR

SERGE LAGET   **JEAN-MARIE MINGUEZ**

De 2 à 5 joueur·euse·s ◆ 45 minutes

Tour preparation

1. DWARVES ENTRANCE
✴ Place X cards of the current Age in each Tavern.
X = number of Elvalands.

2. BIDS
✴ Place your **coins** face down on each **Tavern location**.

Taverns resolution

1. BID REVELATION
✴ Reveal your **coin** on the corresponding **Tavern location**.
✴ The highest value **coin** determines the active Elvaland.
Ties are separated by the **gems**.

2. ACTIVE ELVALAND TURN
✴ Choose a card of the tavern being resolved.
✴ Recruit a **Hero** card (if conditions are met).
✴ Swap **coins** if you played your value 0 **coin**.

Next Elvaland turn determined by decreasing order of **coins**, or by **gems** in the event of a tie.

3. TRADING GEMS
When each Elvaland has played, proceed to the trading of **gems** between the Elvalands tied for a given **coin** value.
Then proceed to the resolution of the next Tavern.

Go back to 1. BID REVELATIONS.

Next turn

When all Taverns have been resolved, pick up your **coins** and move on to the next turn.

Determine the Bravery Value of each class

WARRIORS
Their **Bravery Value** is equal to the sum of their **Bravery Points**, to which the Elvaland who gets majority in **ranks** in the **Warrior** column, add his **coin** of highest value. In case of a tie, all tied Elvalands add their highest value **coin** to their Warrior **Bravery Value**.

HUNTERS
Their **Bravery Value** is equal to the number of **Hunters** squared. To make counting easier, refer to the box on your individual board in front of the last **rank** of this column.

MINERS
Their **Bravery Value** is equal to the sum of their **Bravery Points** multiplied by the number of **ranks** in their column.

BLACKSMITHS
Their **Bravery Value** is a mathematical sequence (+3, +4, +5, +6, ...). To make counting easier, refer to the box on your individual board in front of the last **rank** of this column.

EXPLORERS
Their **Bravery Value** is equal to the sum of their **Bravery Points**.

Bravery Points for Blacksmiths and Hunters

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
🔨	3	7	12	18	25	33	42	52	63	75	88	102	117	133	150	168	187	207	228	250	273	297	322	348	375
🌙	1	4	9	16	25	36	49	64	81	100	121	144	169	196	225	256	289	324	361	400	441				

Cards in play

CARDS USED FOR 2, 3, 4 PLAYER GAMES										
⚔	3	4	5	6	7	8	9	10		
🌙	X	X	X	X	X	X	X	X	X	X
⚒	◇	0	1	1	2	2	◇	1		
🚩	X	X	X	X	X	X	X	X	X	X
⚔	5	6	7	8	9	10	11	12		

ADDED CARDS TO 5 PLAYER GAMES

+5   X X

+5   X X X

Neutral Heroes

DWERG THE 5 BROTHERS

Add X points to your **final Bravery Value**.
X depends on the **number of recruited brothers**:

1	2	3	4	5
13	40	81	108	135

Several players can embark on this strategy.

SKAA THE UNFATHOMABLE

Add 17 **points** to your **final Bravery Value**.

ASTRID LA FORTUNÉE

Add X **points** to your **final Bravery Value**.
X is the value of the largest **coin** you own.

GRID THE MERCANTILE

Add 7 **points** to your **final Bravery Value**.
When you recruit her, immediately add +7 to one
of your **coins**.

ULINE THE SEER

It adds 9 pts to your **final Bravery Value**.
When you choose Uline, take all your unrevealed **coins** from
your taverns, as well as the **coins** in your pouch.
Each turn, wait for the other Elvaland to reveal their **coins**,
then choose yours and place it on the tavern being resolved.
In case of a **coin trade**, choose two **coins** from your hand
to make the exchange and then take the newly acquired **coin**
from your hand. You can use it on the next tavern if you wish.
In case of **coin transformation**: choose a **coin** from your hand
or a **coin** from your board. The newly acquired **coin** replace
the **coin** exchanged (in your hand or on your board).

YLUD THE UNPREDICTABLE

Place it in your **Command Zone**.
At the end of **Age 1**, before resolving **Distinctions**, place it
in the column of your choice.
At the end of **Age 2**, you can change Ylud column before
the **Bravery points** are counted.
Ylud's rank counts as a rank in the class (column) in which
it is located.
It earns a number of **Bravery Points** depending on the class
(column) it is in at the time the **Final Bravery Value**
are counted.

THRUD THE HEADHUNTER

Place it in a column of your **army**.
Thrud can never be covered. When you need to place a card
on her, take her in your hand, place the acquired card
in the column in question and place Thrud in the column
of your choice (the same or a different one).
Thrud counts as a rank in the class (column) in which
it is located.
At the end of **Age 2**, before the final count, place it in your
Command Zone.
It adds 13 points to your **final Bravery Value**.

Warrior Heroes

KRAAL THE VENAL

Has **2 ranks**.
Add **7 and 0 points** to your **Warrior Bravery Value**.

TARAH LETHAL STRIKE

Has **1 rank**.
Add **14 points** to your **Warrior Bravery Value**.

Hunter Heroes

ARAL EAGLE CLAWS

Has **2 ranks**.

DAGDA THE EXPLOSIVE

Has **3 ranks**.
Immediately place Dagda in your **Hunter** column,
and immediately discard the last **Dwarf** card of your choosing
from two other columns in your army. The two columns
must be different.

Blacksmith Heroes

AËGUR FIST OF STEEL

Has **2 ranks**.

BONFUR THE TYRANNICAL

Has **3 ranks**.
Immediately place Bonfur in your **Blacksmith** column,
and immediately discard the last **Dwarf** card of your choosing
from another of your columns.

Miner Heroes

ZORAL THE FOREMAN

Has **3 ranks**.
Adds **1, 0, and 0** Bravery Points to the sum of **Miners**.

LOKDUR GREEDY HEART

Has **1 rank**.
Add **3 Bravery Points** to the sum of the **Miners**.

Explorer Herores

HOURYA THE ELUSIVE

Has **1 rank**.
Add **20 points** to your **Explorers Bravery Value**.
You need to have 5 **ranks** in the **Explorer** column in your **army**
in order to recruit her.

IDUNN THE FURTIVE

Has **1 rank**.
Add **7 points** to your **Explorer Bravery Value** plus **2 points**
per present **rank** in this column, including her own.

CONNEC'TEAM

GUESS&WRITE
Containment Edition!

Connec'team is coming to the stores soon.
During this containment period, we offer you a Guess & Write version allowing you to play remotely with your friends via Skype, Discord or any other way you see fit. In order to do this, we have carried out the connections creation phase for you.
This is a very important and fun phase for co-op lovers but it is too difficult to set up remotely.
We have made a pre-draw and you will play the validation phase with imposed connections!
What a challenge!

· Write the names of the players above each **Help** card. The brackets show you **the connection pairs**.

· The first player is called Team Captain.
The pair comprising the Captain chooses a connection to validate.

· **The connection pair** can take several seconds to think, then each member of the pair goes into connection mode: they look into each other's eyes (if you are on video, try ;)), stick their index finger (no! Not allowed in the context, except via interposed screens) and count to 3, then announce, at the same time, the word they are thinking about.

· Then proceed to the next pair which proceeds in the same way. Continue until all connections are crossed out.

Success
Both words announced are identical: cross off the connection and **put a 1 at the end of the column**. If you have achieved a goal, cross it out and put a +1 next to it.

You can only validate one objective per connection, so if two or more objectives can be validated, choose one and you'll have to validate the others later in the game.

Failure
The two words announced are different: **cross out the connection and put a 0 at the end of the column.**

NB : **The word announced must not be a word found on the connection cards or a word made up of the same root.**
The word can be composed, it can be a brand, a verb, a first name, a last name, etc. It must be related to the cards making up the connection. Any breach of these rules will void the point.

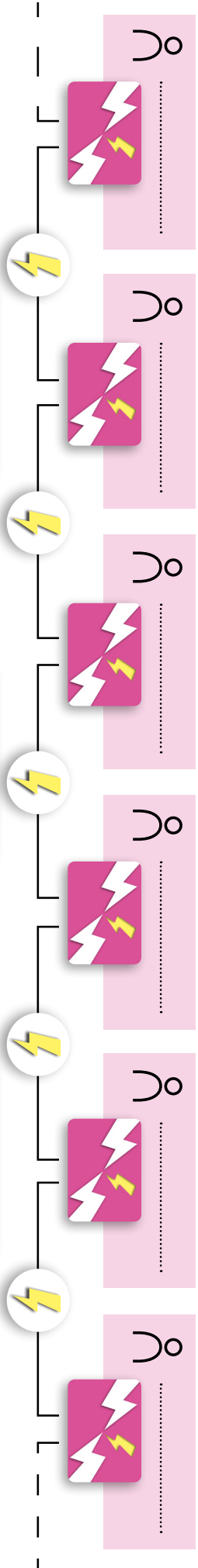|	
11	**Amazing!** Your team is one and the same person.
10	**Fantastic!** You have reached the *cosmic connection!*
8-9	You are connected to each other and you have reached the *collective connection!*
6-7	It's a good start, you've reached the *instinctive connection.*
4-5	You will still need to play several times together to establish a true connection.
0-3	You are certainly coming from a different planet with opposing cultures and manners.

Help cards
A team member can cross out their **Help** card to assist a connection pair. In that case, the three players stick their index finger and count to 3 then announce, at the same time, the word they are thinking about.
.
If two of the three players announced the same word, the connection is validated. If no player has announced the same word, it's considered a failure.
.
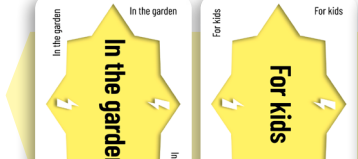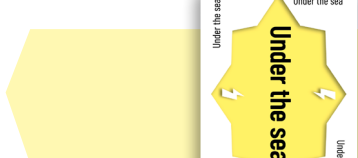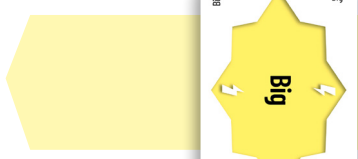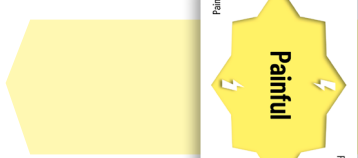When in a two players game, you don't use the **Help** cards.

End of game
When all the connections are crossed out, sum up your points and write your score on the grid above (adapted scale for the occasion).

Passion

Holidays

Small

Furniture

On a mountain

Imaginary

Animal

Painful

In nature

Plant

Big

Bedroom

Useful

Under the sea

Discreet

Scary

Festive

International

Sport

Event
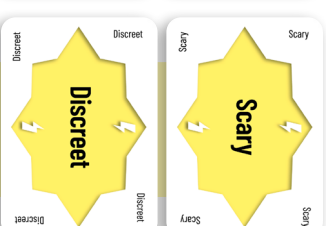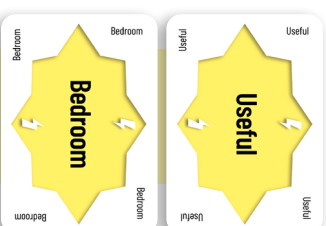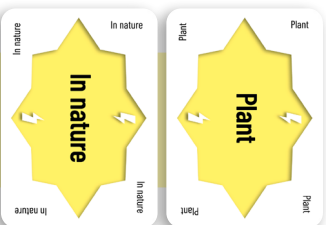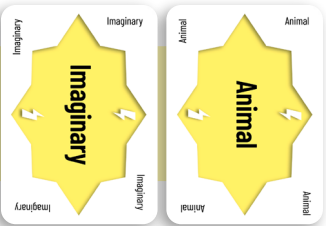
In the garden

For kids

At school

Games

Validate the last connection of the game

Validate 2 connections in a row

Validate a connection of 3 cards or more
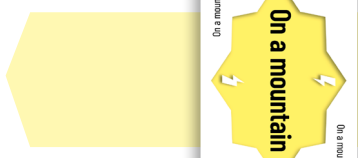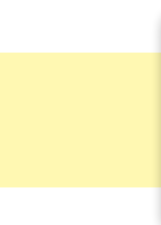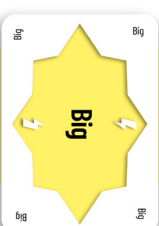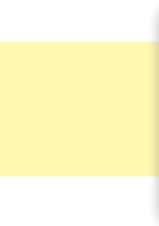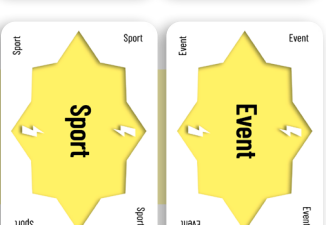
Total =

👤 3-6 | 🕐 15' | 👥 8+

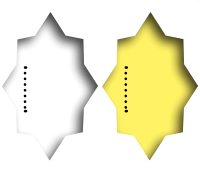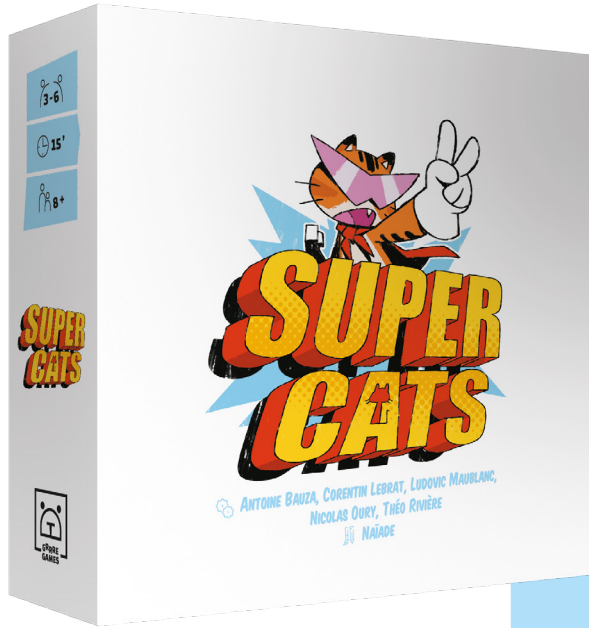When you're a dad who wants to make children and adults play together, you're curious about any game capable of such a miracle. Super Cats is one of these games. A celestial game, featuring «Smash Up All-Star» game designers, intended for 3 to 6 players gathered around an insane game of fingers, paying homage to the Samurai Pizza Cats.

jeudéclick JEUX DE SOCIETE ● J25

6 DOUBLE SIX

Tric Trac APPROUVÉ

Discover the Super Cats teaser by clicking on the box.

Rediscover

👤 3-6 | 🕐 20' | 👥 10

Recommended by LE DÉ FAUSSE

Replay value is very high and you can therefore replay it many times without ever getting tired of it.

A cute game at a cute price! We love the adventurous universe and the duration of the games. 20 minutes is perfect for a game you can easily take out when having a drink with friends!

PARADOXETEMPOREL

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NIDAVELLIR
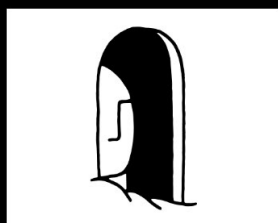
TO DISCOVER

Our Games

GRRRE WHAT ?

GRRRE Games, of course!

Before everything else, GRRRE Games is a board games publisher created by Céline and Florian Grenier in 2018, at Grenoble (France).
It's also a very strong growl which is going to wake up the bear inside you during games with your friends and your family!

Click here to learn more.