

# Ma GRRRREzine

Issue 2 • May 2020

**NIDAVELLIR**THE SOLO  
CHALLENGE  
FROM LA SOCIÉTÉ  
DES JEUX**CONNEC  
TEAM**

## Mini-games<sup>es</sup> Spécial report

### Interviews

with Corentin Lebrat, Jonathan Favre-Godal,  
Théo Rivière and Bruno Tatti **The**   
**GRRRoodies**Take your mini games  
on vacation with our  
Tuck boxesDRAW YOUR PACK OF CATS  
IN SUPER CATS!



Update the last  
section of the game

# Editorial

Hello everyone,

For us, each project has a meaning, a vision, a singular vibration. The game designers give us a superb story and we create a game by keeping the soul they breathed into it, but also by putting a little bit of us in all the aspects.

As with cinematographic or even artistic works in the broad sense, board games go beyond simple games.

However, it is unique among other artistic expressions. It is touched, played and interpreted by a whole heterogeneous panel of players, with their experiences, their expectations, their preferences. So a game does not just have one sole meaning. There are a multitude of them through the prism of your eyes, your understanding, your passion. You are the actors and actresses. You give it life.

Board games are more than consumer goods. It is a unique binder, essential even, and the exceptional situation we're living right now reminds us of it.

Thank you for your warm welcome to the first issue of our little webzine. You liked our universe so we decided to go a little further. The upcoming release of two new games: Connec'Team and DANY goes to Hollywood gives us the opportunity to make a special report on our Mini series that you'll find in this issue. DANY's report will be featured in issue #3 of the magazine, in June!

Have fun reading!

Florian  
GRRRE Games



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

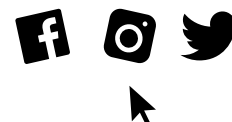
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*This pictogram means  
French content.*

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## Summary



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Golden Cat

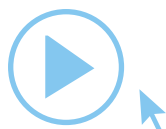
Mini-games

series

# **Special report**

To celebrate the release of Connec'Team, the new game in our Mini series, we invite you to learn more about the game, its creation and its creators.

This is also an opportunity to return to Super Cats and Octorage, our previous games in this range through interviews with their game designers and/or illustrators.



Overview of  
the rules.

# CONNEC TEAM

**NEW!**

3-6 | 15' | 8+

**Connec'Team is a game by Jonathan Favre-Godal and Corentin Lebrat, with graphic design by Valérie Holley. In this game, 3 to 6 players, from 8 years old, will have to become one unique mind during the 15 minutes of the game.**

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!

**Wit,  
cooperation,  
fun!**  
Become one with your team!

### 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!

## Interview

## Corentin Lebrat

## A few words of introduction

I have been a game designer since 2011. Dad of two children. Passionate about movies, video games and board games. I recently (2018) became a full-time game designer. I finally had the opportunity to quit my job which didn't make me happy to make my passion my new job.

## Playing in general

Playtime (whatever it is), helps create very good moments with other people. The most important thing in a game, for me, is that it succeeds in being the vector of that.

I'm looking to have a good time, should I win or lose. I like to talk and discuss things when I play. Diss too, if the context is right. Which means that I play many different-styled games, even if I tend to prefer games lasting less than 3 hours (as I'm a parent).

## Board games and video games creation

I have always played board games a lot, sometimes even alone when solo games did not exist :).

Getting to play all of these games, I wanted to modify, shape them, and in the end I wanted to create mine.

The obvious goal when I create is to have a good time by telling stories or developing universes through board games. Maybe if I had been comfortable with computers I would have used video games to tell them.

Board games are easy to access, for players and for those who want to get their hands dirty. Getting started in creation is in fact quite simple, since the necessary material is limited to a pair of scissors, some sheets of paper and a brain. After that, things get harder :).

I don't feel comfortable with the idea to create a video game. It surely requires other skills that I don't have. But sometimes, at an early stage of a prototype, I tell myself that it could make a great app. We can, thanks to this, push certain mechanics further while transposing them into cards and tokens would make them tedious.

I think about 20 of my games are out now. My biggest success is Takenoko Chibis, the Takenoko

extension, on which we worked with 4 hands with Antoine Bauza. But Draftosaurus is not far behind, and the T-Rex may devour the little pandas :).

## A particular unpublished project?

Some yes. I am thinking of a prototype created with Théo Rivière. It is a cooperative and narrative game for children, which puts them in the shoes of an apprentice Witch who has shrunk after a bad manipulation of potions. The players will then have to catapult ingredients into cauldrons to try and make the potion that will cure them, but nothing goes as planned :).

We showed it to 2 or 3 publishers and, despite the interest, nothing has been signed yet ...



## FLASH presentation

**A game** Most definitely a Nintendo video game, a Zelda or a Mario. They rocked my childhood.

**A book / comic book** Peter Pan from Loisel. I really took an artistic slap in the face when I read this comic.

**A film** Difficult one ... I would say Sleepy Hollow. Without prejudging its artistic value, I find this film beautiful and fascinating.

**A sport** I really like racket sports. I would say Squash.

**An animal** A red panda, so I can sleep in trees, unattainable and shaded, that's what happiness is about.

**An emotion** Admiration. I'm easily a fan of people with huge talent, whatever the area

**A color** Orange, I like orange.

## Interview

# Jonathan Favre-Godal

### A few words of introduction

Game designer from Valence, I am the father of three children. My two passions are books and games. I work full-time in a shop, in the books section (I have been a bookseller since I was 18).

### Playing in general

Playing, for me, allows you to share time with those you love. As a player, I adapt to the game I'm playing. I am competitive and focused when I play GO or Backgammon because my goal is to move up the rankings. I analyze my games afterwards in order to improve myself. For modern board games talk and diss a lot :p.

### Board games and video games creation

It all started with a diploma! In 2014 I did the Gameseller training at the FM2J. One of the evaluation modules was the "Creation of a playful object". It could be a toy, or a board game. I'll let you guess which one I chose :). And this game was never released if you are wondering.

As a creator, I think that I am the kind who tries everything and I think about all kinds of games, so yes I am interested in creation for other media like video games. The only obstacle to the creation of video games is my lack of friends in the field to "exchange" and "develop" together.

ConnecTeam will be my 8th published game. My biggest success is "Kikafé" with Blue Orange, for the recognition point of view "Game Awards" as well as public recognition.

### A particular unpublished project?

Lots of prototypes! XD

More seriously lately especially 2 games, which led me to think about self-publishing. Good or bad idea?



*Test game with a ConnecTeam prototype*



## FLASH presentation

**A game** The game of GO  
**A book / comic book** Harry Potter  
**A film** Old Boy  
**A sport** BJJ  
**An animal** A deer  
**Color** Brown

## The encounter

**Jonathan** Corentin, we're going to Cap d'Agde, and we're going straight to the Romans sur Isère festival :).

Corentin was with Boris Courtot (footnote), at the Romans festival. They came to test the prototypes that I presented (as I recall, there was the hidden fairy that has become since Cadomino at Djeco).

**Corentin** As Jonathan explained, the first time we met was at the Romans festival. At the time, I believe he hadn't released Kikafé yet. Later, we saw each other again at the Cafetière during a brunch. We quickly got on well and the desire to make games together came fairly easily.

*[Boris Courtot is an employee of the "Archijeux" association in Crest. It's a board game bar. Archijeux is very active in the regional gaming community. They are part of the collective of le Réseau des Cafés Ludiques.]*

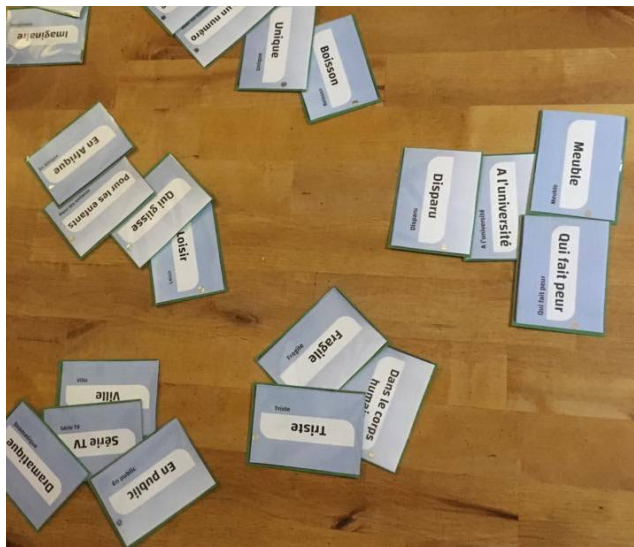
## The genesis of Connec'Team

**Corentin** One day I went to Jonathan's house for a game design session. Jonathan always has a lot of ideas for games. He was showing me his last ideas. Among them, one matching game immediately appealed to me. The proposal was simple, almost minimalist. It was still rough and hung in several places, but I saw a pretty diamond ready to be polished :). We spent a good part of the afternoon talking about this starting point, outlining what would become Connec'Team.

Then, taken up with other ideas, developing more advanced games, family life, we put this project aside.

**Jonathan** Yes, and during one of my visits to the Cafetière a few weeks later, we played there with Ludovic Maublanc and Antoine Bauza. Thanks to some ideas by Antoine and Ludovic, and to the hindsight that we had taken on the game, we started off again, in order to show it to publishers.

**Corentin** For this game we wanted to keep it simple, so that everything revolves around the association of ideas and that there is no scoring objective to could distract us from the goal of the game.



Test game with a Connec'Team prototype

**Jonathan** GRRRE GAMES really understood this and followed us in this desire, this is why we wanted to offer a game only composed of cards and without any theme.

It's at the "Êtes-vous joueurs ?" Romans sur Isère festival that GRRRE GAMES tried it for the first time. You could say that this festival brought me a publisher and a co-designer :).

## The future

**Jonathan** Currently I work a lot with Corentin and we have signed several games with different publishers (I don't know if we have the right to communicate on it yet).

Otherwise I have VHS boxes of prototypes with friends (Didier Lenain, Fabrice Lamouille, and Julien Seisson).

**Corentin** We do have a few games coming out in 2021, as well as games still looking for publishers :). For my part, I am heavily working on Kaedama projects as well as projects with other co-designers. But I try to make time to read, play video games and watch movies. In addition to being activities that I love, they help me recharge my creativity :).

**Bouncing back on the words of Corentin and Jonathan, we actually wanted to keep this minimalist and instantaneous aspect that the game offers. We wanted to focus on the cooperation, the creation and the cohesion atmosphere aspects of the game.**

# OCTORAGE



Watch the  
trailer

3-6

20'

10



*Simple, interactive, evil*  
*Eliminate the others and escape the Octoman!*

**OCTORAGE** is a game by Nicolas Normandon and Florian Grenier, illustrated by Bruno Tatti, for 3 to 6 mercenaries from 8 years old. The games last on average 20 minutes.

In this hand management and trickery game, you are a mercenary who must survive the assaults of the monstrous Octoman.

An Octorage game takes place over several rounds. As soon as a player wins 2 rounds, he or she wins the game.

One after the other you can play a:

- **Weapon card:** whose value must be greater or equal to the last card played. If the card is of value 8, then the rage of the Octoman increases by 1.
- **Dodge card:** which changes the direction of the turn.
- **Cursed treasure card:** which handicaps the targeted mercenary or mercenaries and reduces their chances of survival.

If you can't or don't want to play a card, then the Octoman attacks you. You lose as many life tokens as the Rage value of the Octoman. At that time, each mercenary draws a new card.

If you lose your last life token, then you get eliminated from the round. A round ends when there's only one player left alive. Rounds only last 5 minutes and elimination is never long.



## OCTORAGE the genesis

Cannes Festival, 2017. During a discussion, the game designers share their desire to work together. Very quickly came the idea of a game with very simple rules, dynamic, deliberately unjust and using some "game changers".

Step by step, the core mechanics takes shape but everything really comes to life when the theme is decided. By searching for visuals on the internet for the first version of the prototype, the game designers discover a Z movie from 1971: OCTAMAN. This is a film in which an octopus man terrorizes adventurers.

### Random Draw vs Game Timing

In OCTORAGE, players must deal with the randomness of the draw pile. However, the timing of the game is key. Knowing when to play a weak card, a strong card, a special card or even pass is of the utmost importance.

During the first games, you will often play your strongest card ... and you'll lose often. In OCTORAGE, you have to manage your hand of cards as well as possible and know that it is better to pass and be attacked, and thus take back the lead, than to play a strong card that will have no impact on other players. Your goal being to eliminate the others, it's necessary to "strike" at the right time!

The pickaxe is only there to create incongruous and epic situations that are sometimes a source of frustration but also very fun.

### The Powers of Mercenaries and Cursed Treasures

OCTORAGE is based on simple rules. Your turn, play a card or pass. If you pass, you get attacked by the Octoman.

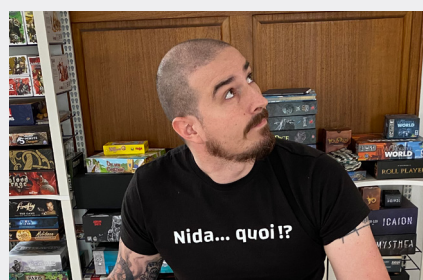
The game designers then added some special abilities to drastically change the way games are played.

Each mercenary has a very powerful special ability, which is meant to be extremely fun to activate and make your playmates groan.

Likewise, the special abilities of the Cursed Treasures have been thought to have a real impact on the targeted player.



Nicolas Normandon  
Game designer of *Zombies : la blonde, la brute et le truand* (2005),  
*City of Horror* (2012), *Bahamas* (2019)



Florian Grenier  
Game designer of *Tokyo Ghoul : Bloody Masquerade* (2017),  
*Paris New Eden*  
avec Ludovic Maublanc (2019)

## Why is it cool?



"Here, we love games where you have to use low blows on your playmates in order to win! So when you add to that some jungle adventure with a threatening sprawling creature: we love it :)"

Octorage is an ideal short game to take to a party with some friends, which plays quickly and has easy-to-get rules."



"When you look for trouble, you end up finding it and have to pay the price. Even if it's always better if lightning strikes someone else. Well, that's exactly what Octorage invites you to do: treachery! Something our Alex loves. Even Zephiriël was not greedy when it came to sending Octoman onto his little comrades. Random draw and card management, easy to learn and share."

## Interview

# Bruno Tatti

**Bruno Tatti, colorist and illustrator, gave life to the monstrous Octoman!  
A few words of presentation...**

Hi, so you guessed it my name is Bruno Tatti, I've been working in art (color drawings / illustrations / comics) for 22 years now.

## Playing in general

Player in my young years, I played "Dungeons & Dragons", "Space Hulk", "Cthulhu", "Dragonlance", but to tell the truth, I was more attracted by their visual universes, the illustrations (TSR, Michael Whelan, Brom etc)... that's where my desire for drawing and illustration started.

## Creation

I work as a comic book colorist, but I draw a lot for my pleasure and illustration has always been a goal or at least a very strong desire.

I did illustration work for a young audience oriented publisher (Milan). Each time I got to work on games, it was through colleagues and comic book authors. I talk very little about my personal work, it might sound strange, but it is what it is.

When the illustrations request came for Octorage, I was working on the coloring of several comics and deadlines for Octorage were very tight: around one month to make something like 30 illustrations.

I had to be methodical and organized so that everything was done on time and in continuous flow. So I set up a specific schedule, I split my time in two, in the morning I colorized a comic book and in the afternoon I worked on Octorage (it was my fun time, I was impatient to get to the next day and back on it!). Over the days, the proposals came one after another, and step by step the illustrations of the game took shape.

From the start, my inspirations for Octorage were posters of B movies, as it was the starting point of the game, then I adapted the style to these visual constraints.

I had already set foot in the game world and worked on the 3 sets of "V Commando" for Triton Noir (I dealt with character cards and tokens).

I also worked as a colorist on "Highway to hell" for Red Joker, and I have just completed some illustrations for "Pax Elfica" for the XII Singes.

I like to work in game illustration. I have few to my credit, but each time it was a very rewarding experience requiring me to adapt to a style both graphically and in terms of the atmosphere and the spirit of the game. What I like at the beginning of this kind of project is the creativity and the amount of ideas triggered by the briefings we have when determining the identity of the game.



## FLASH presentation



**A game** Octorage of course

**A book / comic book** Any novel from Michael Connelly provided Inspector Bosch is there

**A film** *The man who wanted to be king* by John Huston

**A sport** Competition paintball (incredible sensations)

**An animal** The Ibex

**An emotion** Fullness

**A color** The "colored grays"



Watch the  
trailer

# SUPER CATS

**FAMILY-FRIENDLY,  
DYNAMIC,  
FUN**

3-6

15'

8+

**SUPER CATS is a game by Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, Nicolas Oury and Théo Rivière, illustrated by Naïade, for 3 to 6 Super Cats, from 6 years old and with a duration of 15 minutes.**

## PLAY AS SUPER CATS AND SAVE THE WORLD!



In Super Cats, you play as a group of 5 cats that compete to become the Super Cats who will face the RoboDog, infamous catfood eater! The confrontations take place simultaneously using the players' hands.

**IN EPISODE 1**, chant SU-PER-CAT and reach out with 0, 1, 2, 3, 4 or 5 fingers. If you have the largest single number, turn one of your cats into Super Cats! As soon as a player has their 5 cats transformed, episode 2 begins.

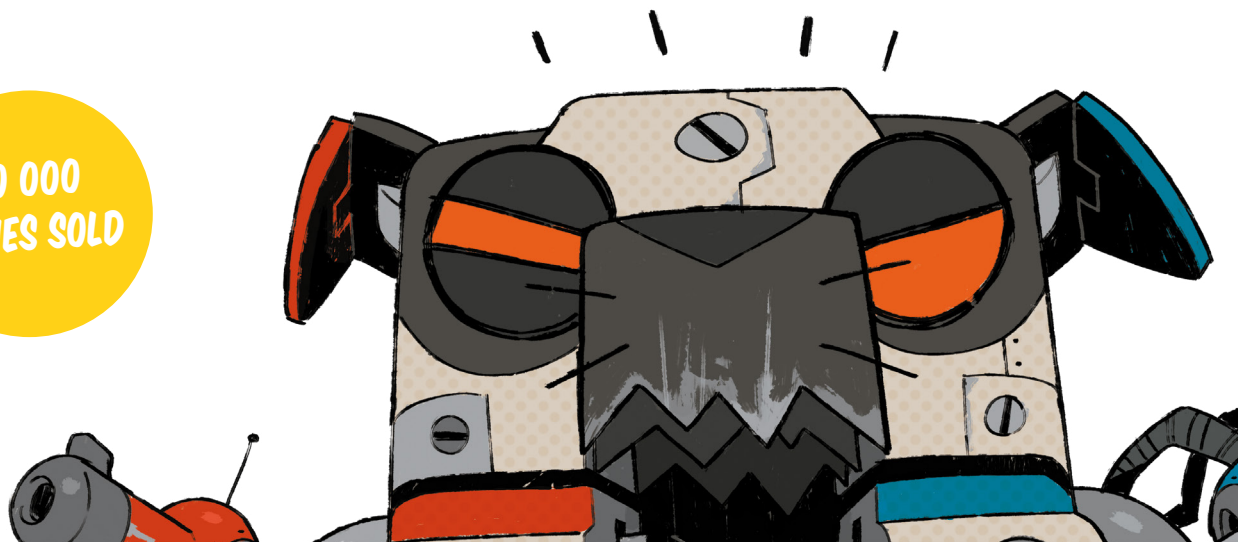
**IN EPISODE 2**, the Super Cats take on the other players who all become the RoboDog. Chant RO-BO-DOG and prepare for the confrontation!

### Super Cats take on the world!

With simple rules, dynamic gameplay and a fun modern theme, the Super Cats have seduced the whole world (or almost!).

Super cats are or will soon be arriving in the United States of America, Canada, the Netherlands, Italy, Spain, Russia, and Japan!

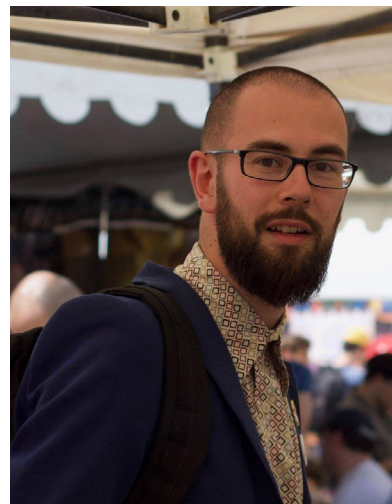
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## Super Cats, the genesis of the game told by Théo Rivière

The five of us were traveling in Japan. Antoine and Corentin had just self-published a little game "Gaijin Dash" in order to sell it during the Tokyo Game Market. During a walk in the park, with Ludovic and Corentin, we started to think about a new game to do the same the following year. The theme quickly came because cats were in fashion (at the time we transformed them into Super Sentai to stay in a Japanese theme). The mechanics of the game came as quickly, as I had been playing a game with a large number of players during a gaming weekend. We all put a number on a piece of paper and the smallest single number won a prize. This is the basis of Super Cats. Nicolas and Antoine quickly joined us (after laughing at our idea to begin with). We were all five all the time and it was the perfect opportunity to work together.

When we got back to our AirBnB, we started crafting and drawing, and quickly got something that we liked quite a bit. We then decided to look for a publisher, because publishing cannot be improvised and we are too lazy for that.



*Théo Rivière, one of the creators of SuperCats at PEL in 2019*

Back in France, we refined the game and we started to show it everywhere. A publisher, IELLO, quickly showed interest and wanted to publish the game. For a lot of bad reasons, IELLO would finally not publish the game and we got our rights back, so we could show it to other publishers. We know the GRRRE team well because they are friends and we had a good laugh together around the prototype. So we quite naturally proposed to Céline and Florihein (note: Théo loves to torture Florian's first name) to publish the game, and that's how the adventure started.

### Other group projects?

With Antoine, Corentin and Ludovic, we set up Team Kaedama and we are now working on a lot of projects together. Nicolas lives far away and we see him too rarely, but it would be cool to do something new the five of us!



## WHY IS IT COOL ?



*"Super Cats players go back to childhood when they play this new version of "paper-rock-scissors". We're having a good time trying to annoy the other players. We like the 2nd phase better where the losers of the 1st must face the winner, because we still want to block him in his announcements. A friendly atmosphere, both for children or adults, we always play it with the same pleasure. It's truly accessible, the illustrations are great, my little favourite of this GRRRE series."*



*"Super Cats is a variant of Paper-rock-scissors ... Only better because as soon as you win 1 round, you transform a cat into ... Super Cat. And what could be better than a super cat? 5 Super Cats maybe. Laughter is guaranteed during the games. Nothing had prepared us for that xD. It's quick, simple and fun, and a nice accessible game served by a WTF design."*



Interview

# Théo Rivière



**He is one of the five game designers behind SUPER CATS and a member of the Dream Team Kaedama.**

**A few words of presentation...**

At night I turn into Bat-Cat, but during the day I am Théo Rivière. Been in the game for almost 3 years now (on my own and with Team Kaedama) and it occupies all my time.

## Playing in general

Whether it's a complex game or a modest one, the important thing for me is to have a good time. So I have a lot of trouble with ill-tempered players and with games that have a lot of downtime. I want to have fun during a game.

I'm quite diverse in the games I like. I can have as much fun with a kid's game as I can by playing a big long complex German-like game. If I were to categorize myself, I'd say I'm an explorer, more likely to play a lot of different games than to deepen a particular one.

## Board games and video games creation

I create quite naturally, I need to express myself through anything and the games suit my way of thinking. I don't know if there is a purpose behind my creations, but I do know that I need it to feel good. It gives me great pleasure to know that I'm going to bring a little fun to the people who'll be playing my games.

I like game design in all its forms and I think that if I had the technical background necessary to make video games I would also enjoy it (I have already made some unsuccessful attempts in the past). For a small game, there are few differences, the production is really not the same.

By now, I have released around 20 games. My best selling game is "Sticky Chameleons", but I think when we get the sales figures for "Draftosaurus" it will become my biggest success.

## A specific unpublished project?

With Corentin Lebrat and Ludo Maublanc, we developed a Dungeon Crawler in odorama where you smell Monsters to try and find out who is attacking you. The game is crazy and difficult to publish. I don't think we'll find someone someday and yet I have a lot of fun when I play it.

## The future

I have a lot of games that should come out in the next few months, I can't tell you more right now but I keep creating compulsively and I hope you'll like them!



## FLASH presentation

**A game** Magic

**A book/comic book** *Spirale* from Junji Ito

**A film** *Summer Wars* by Mamoru Hosoda

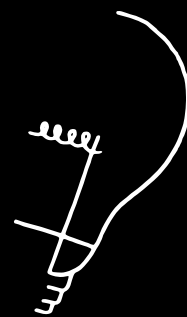
**A sport** *Ring Fit Adventure* on Switch  
does that count?

**An animal** A cat <3

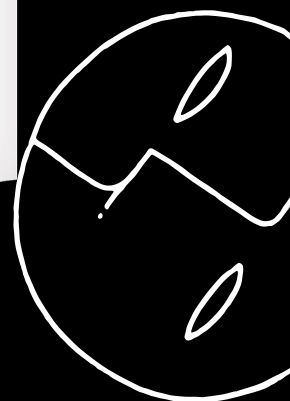
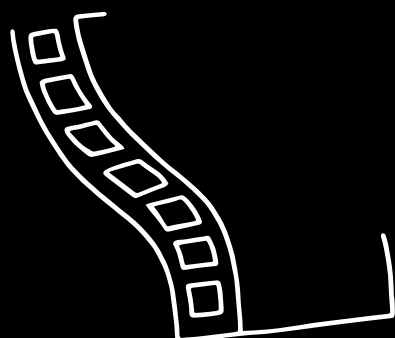
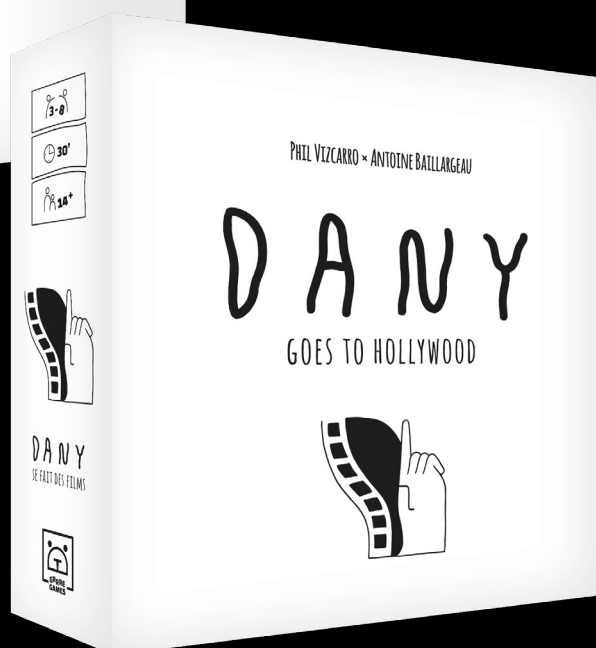
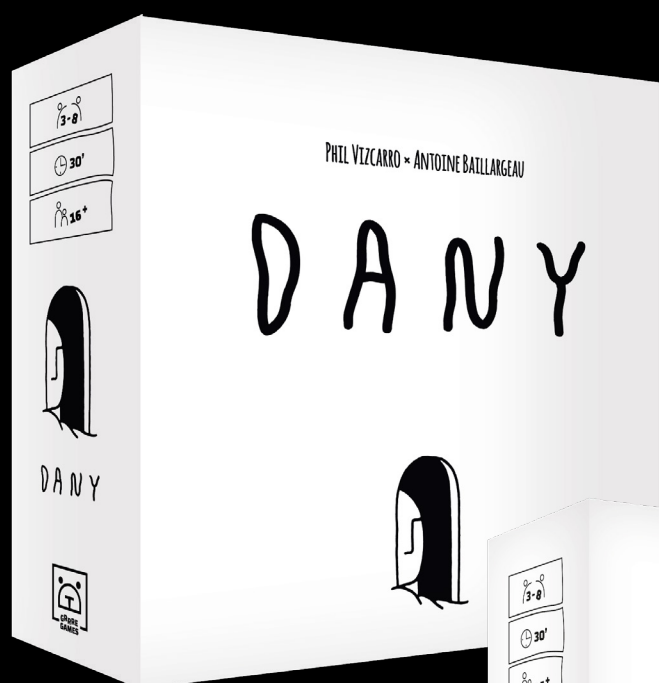
**An emotion** Surpassing oneself  
**Color** Purple

NEXT MONTH

# The DANY report!

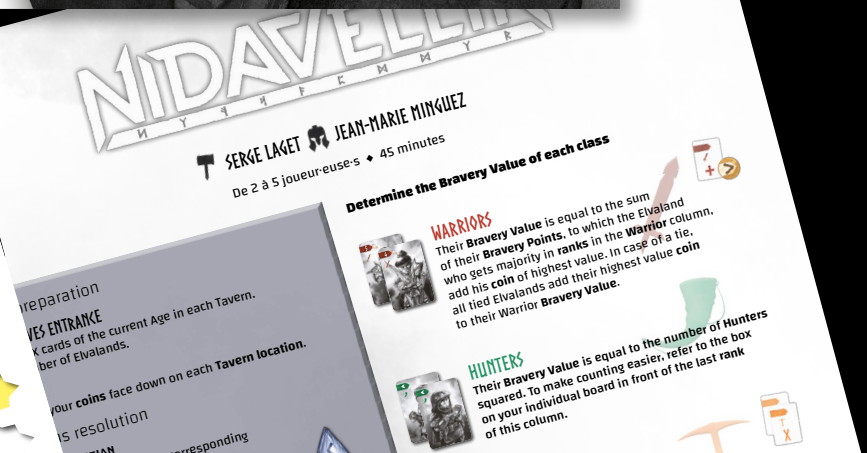
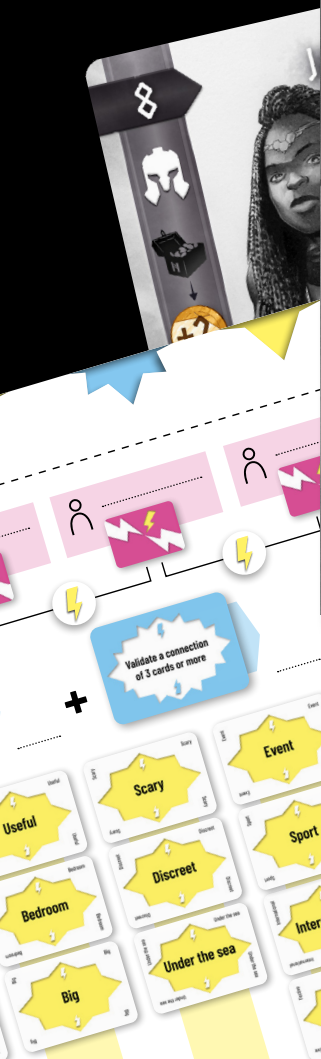


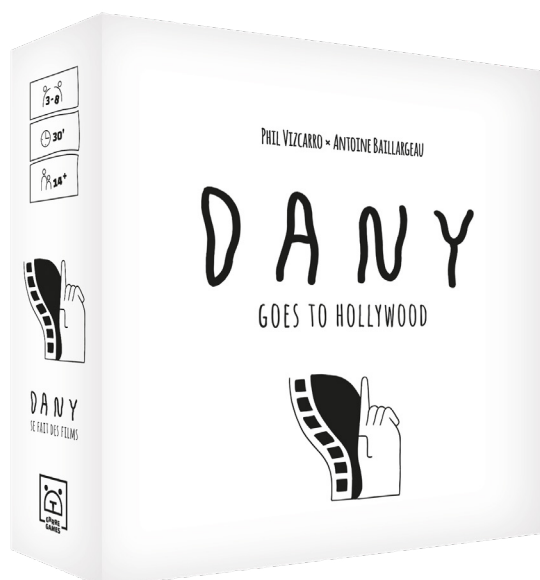
INTERVIEWS,  
NEW GRRROODIES,  
AND MANY MORE  
EXCLUSIVE CONTENT!



Our first MaGRRREzine and its exclusive content  
can be downloaded from our site!

Discover our Nidavellir special report, many GRRROODIES, but also a focus  
on our next published games, some of them being presented here.





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!**

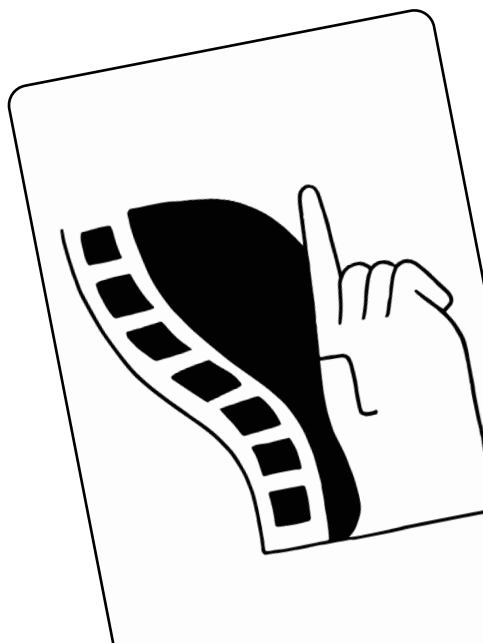
**We keep the basics and we innovate!**

**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

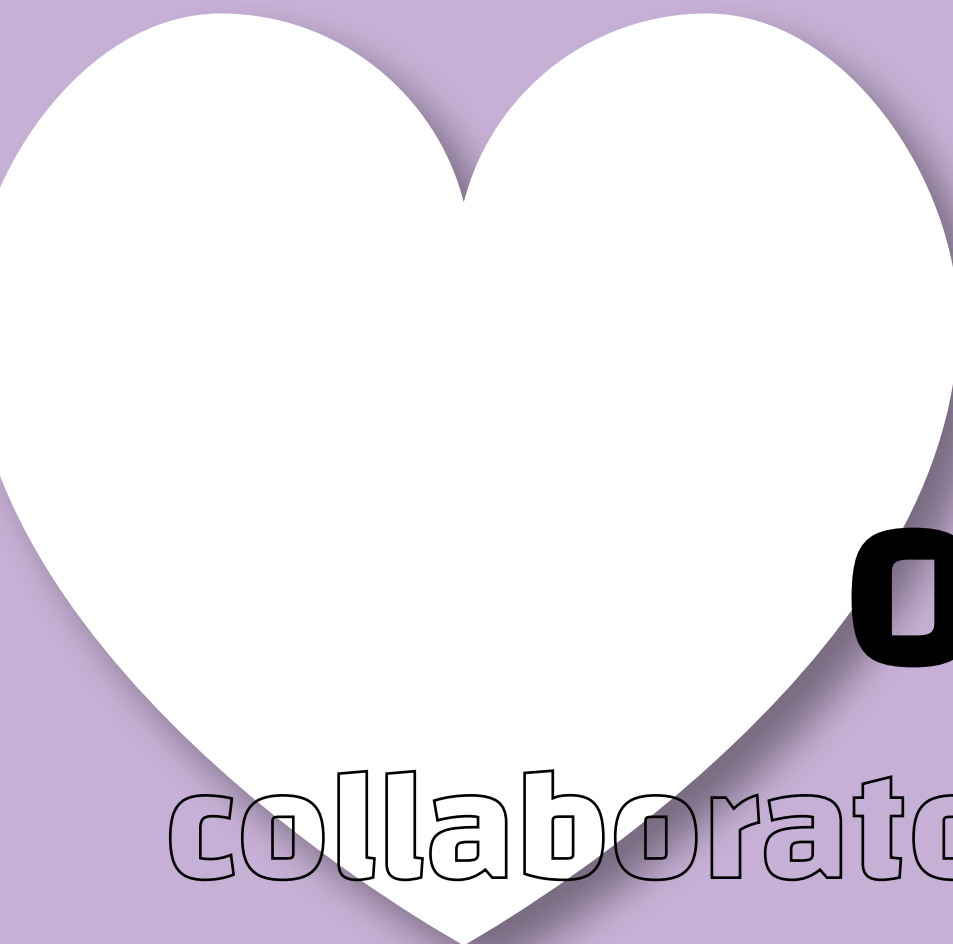
Each player embodies a personality in *DANY's* head and one player will secretly be *DANY's* true personality and another will be the *Dany's Reason*. Each turn, the **Active Personality** will be awarded one of five Ideas he/she will have to make the other personalities guess using **Memory cards**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



# **Our** collaborators!

As you can see, MaGRRREzine was joined by a thunderous team!

Kaelawen and Alecs from Kaelawen et the meeples, Alex and Zeph from Le Dé Faussé and Martin from la Société des Jeux!

The goal: Giving you even more interesting content on GRRRE Games!



## Who is Le Dé Faussé?

Hello, we are Alex 'and Zephiriel, 2 lovers of every aspect of the gaming world.

Once a week for almost 2 years (or more when we feel like it ;) ) one of us explains to the other a game of his choice. Unless it's Sam, or Polgara, or Florian... someone takes the microphone to explain a game to us. After the explanations comes the time to play, then the debriefing and then we settle our grudges. All of that in 20 minutes.

We're on Spotify, Deezer, Itunes and all of the best podcast apps.

If you want to get an idea here are some randomly chosen webshows:



Paris est Ludique 2019  
Octrage game with Zephiriel,  
Florian, Nicolas and Alex'



Paris est Ludique 2019  
Zephiriel and Alex'



Podcasts!



### Kaelawen & les Meeples, who, what, when?

Created in 2019, Kaelawen et les meeple is a YouTube channel specializing in board games.

Several video formats are available on the channel:

- A 5 minutes "Discovering" format in which we do a global focus on the game, its universe and components while trying to summarize as much as possible the rules to allow people to discover the game!
- We also have a second format where we have a full playthrough, "We are playing". Its a Let's play with several camera angles in order to best share the sensations around the table.
- And finally, a format in which we talk about several games, recent and older ones, that we played during the last month, in "What do we play".

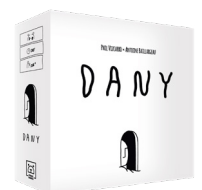
The idea behind the creation of the channel came from Alecs, my partner both in life and on screen. He's the man in the shadows. When I'm alone in front of the camera, he manages all the technique, editing, filming. From his professional experience in the audiovisual field, we try to bring a new look to the presentation of the games we're presenting, whether in content or form, to get as professional as possible.

We do this in a totally passionate way, on our free time, after our work hours and family time. We also use our facebook page to stay connected and discuss with the players because that remains the main motivation: sharing.

Regarding the future, we have tons of ideas, new formats, a desire to improve ourselves again and again... That'll come in the future!



*Kaelawen ready to discover new games.*



**Videos!**



## Who is La société des jeux?

In Quebec, we invented snow! Our winter is so long that it has transformed us into players. Since the dawn of time, we have always occupied our cold winter evenings playing cards and board games. If my shelves could speak, they would scream in pain under the weight of my hundreds of boardgames. So how do I share my passion from my Montreal basement? Internet! It all begun one evening in January 2017 when La Société des Jeux published its first YouTube video. Three years and 500 videos later, here I am co-owner of the largest board game bar in America, Randolph.ca. Each week, I share with you my favorites, my reviews, kickstarter outings and above all, my Solo Challenges. Variants of your favorite games to extend your pleasure... alone ;) The more I get to know this wonderful boardgame world, the more I want to collaborate, proof being my participation in the famous MaGRRREzine! And despite all this road traveled, only one essential rule remains: HAVE FUN!

La Société des Jeux, it's me Martin Montreuil, but above all it's thousands of true board game enthusiasts who form the best of communities, the boardgaming community! Prepare to embark on a crazy adventure ... Here we go!

Welcome to La Société des Jeux :)



Videos!

# The GRRRE anecdote



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

## Cannes Games Festival 2019

This is our first big festival as a publisher. We had a first try at the Place aux Jeux Grenoble festival a few weeks ago, however, we were quite worried by the reception which could be reserved for our first game DANY.

In the end, everything went very well as the public came, making this festival one of the most significant events of our young history. Why are we telling you this? Because the most fantastic game of DANY took place during this event.

Adèle and her friends take their seats around the gaming table. After a quick explanation and in a great atmosphere, I tell myself that this game promises to be colorful, in regards the engaging and cheerful personality of these participants.

Very quickly, Dany gets in a delicate position with 5 correct answers to 0. Adèle attracts the suspicion of the other personalities and the game seems really badly engaged for her. Then comes the decisive 6th round. Adèle transcends herself, argues, confuses her comrades during a round which might have lasted at least 15 minutes.

Come the first error.

Adèle leads the rest of the game like a boss, as she succeeded in sowing discord among the personalities and 2 new errors pile up.

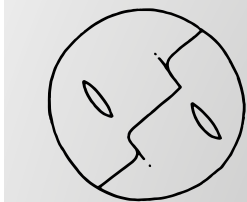
This was unlikely, but we then enter the Final Twist.

I am surprised how she pulled this out.

The Final Twist begins and Adèle is immediately the target of suspicion. Again, I tell myself that it's over for her and that she's gonna get busted. I shouldn't have underestimated her. Relying on the few indecisive personalities, she destroys the arguments towards her one by one and even starts targeting a personality who seemed beyond all suspicion. After a 20-minute long Final Twist, filled with heated discussion and laughter, Adèle succeeded in surviving, had a secondary personality eliminated and revealed herself as DANY.

I do not know if these few lines can fully transcribe the epic feeling that emerged from this extraordinary session, but I can tell you that Adèle is the best player of DANY that we have been allowed to see!

Follow all our adventures on social network!





# GRRRRoodies

Gifts to thank you all!

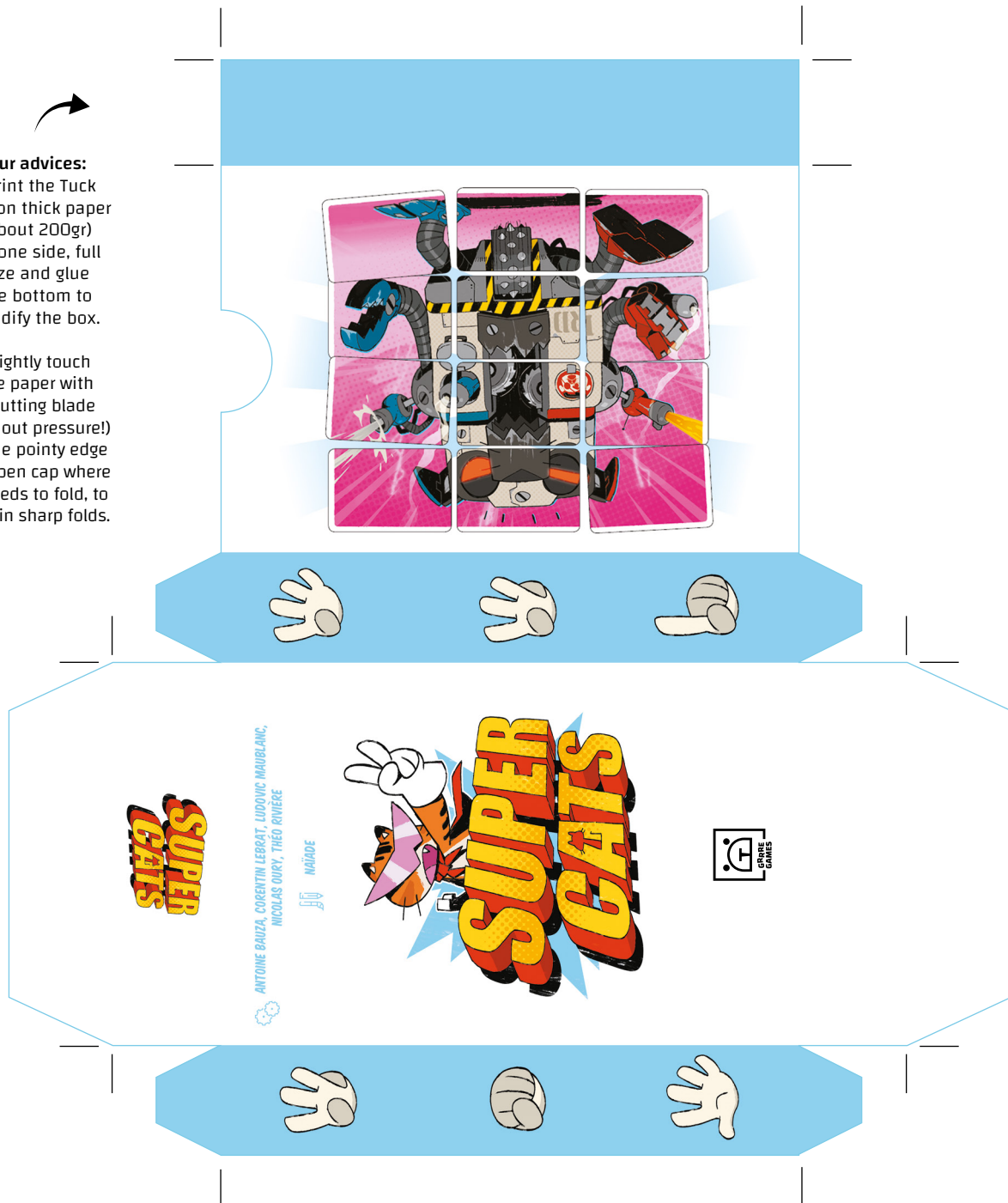
# Tuck boxes

## to be printed

Sunny days are approaching and the end of quarantine is here too!  
So to celebrate the return of the sunny afternoons with family or friends, we suggest you print  
some GRRRE Games Tuck boxes in the colors of your favorite games!

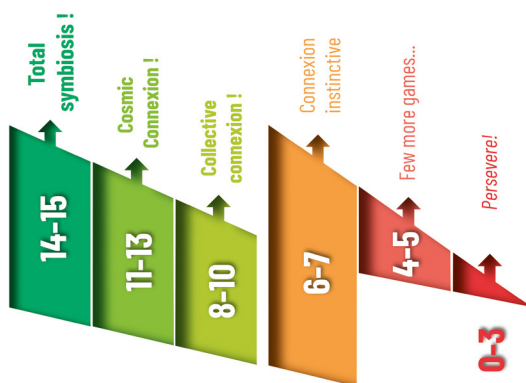
### Our advices:

- Print the Tuck Box on thick paper (about 200gr) on one side, full size and glue the bottom to solidify the box.
- Lightly touch the paper with a cutting blade (without pressure!) or the pointy edge of a pen cap where it needs to fold, to obtain sharp folds.



**Our advices:**  
 · Print the Tuck Box on thick paper (about 200gr) on one side, full size and glue the bottom to solidify the box.

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**CONNEX  
TEAM**

Jonathan Favre-Godal  
 Corentin Lebrat



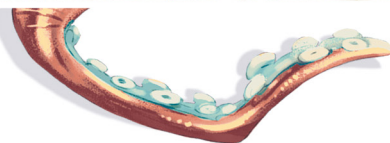
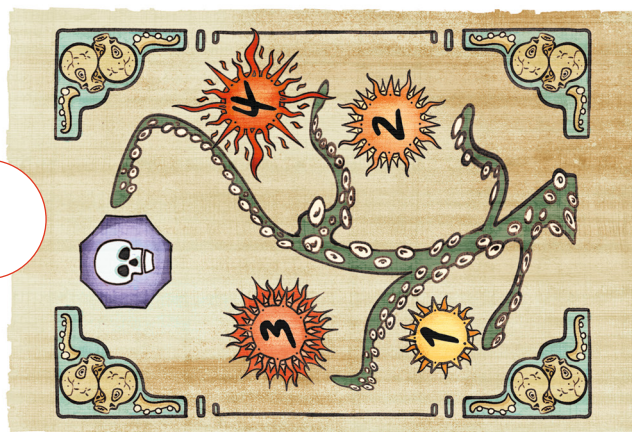
**CONNEX  
TEAM**



**Our advices:**

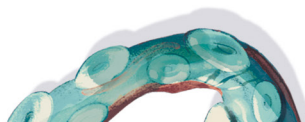
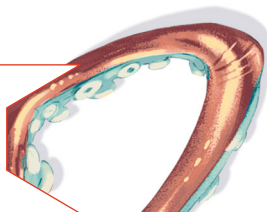
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**OCTORAGE**

Nicolas Normandon  
Florian Grewer  
Bruno Tatti



# NIDAVELLIR



For more information, watch the explanatory video!



In this solo challenge, you will face the **Neutral** clan.  
All **Neutral Hero** cards will be your opponents. Put these cards away, they can't be recruited for your army.

## Set up

Set the game up like you would for two Elvalands, except for the **gems**. The **Neutral** clan will receive **gems of value 1, 2 and 3** and you get none. This means that the **Neutral** clan will win all the tiebreakers (who said that the rules were fair ...)!



## Select your difficulty level

Set the **DWERG** brothers aside, they will be called in when the **Neutrals** complete a line made up of one **guard** from each class.

From the remaining **Hero** cards, choose a number of opponents according to your level of difficulty:

- **Very Easy** 1 **Neutral Hero** cards
- **Easy** 2 **Neutral Hero** cards
- **Normal** 3 **Neutral Hero** cards
- **Hard** 4 **Neutral Hero** cards
- **Very Hard** 5 **Neutral Hero** cards
- **The title of King** 6 **Neutral Hero** cards

## Round

### 1 • ENTRANCE OF THE DWARVES

Three cards face up in each tavern.



### 2 • BETS

Place your **coins** face up on the taverns of your choice as well as in your **purse**. Then, mix up the **coins** of the **Neutral** clan face down and place them randomly on its tray (face down).

### 3 • BETS REVELATION

Reveal the first **coin** of the **Neutrals**, the Laughing Goblin's tavern bet, and determine the order of selection (**Neutrals** win the tiebreaker).



#### 4 • ACTIVE CLAN TOUR

According to the turn order determined by the bet, you make your card selection according to your recruiting preferences. For the **Neutral** clan, proceed to recruit cards in the following order of preference:

- A. Select a card allowing him to complete a line and recruit a **DWERG** brother (the only **Hero** cards available for **Neutrals**)
- B. Select the card whose class is least present in its **army**.
- C. Select the card with the highest **Bravery value** if more than one card of the same class is present.
- D. If more than one choice is valid, use the **gems** to randomly select from valid cards (1-2 or 3 depending on the position of the card in the tavern).
- E. Never voluntarily select the **Royal Offering** cards, except when the **gems** selects this card for you.
- F. When **trading or exchanging coins**, always select the coin with the lowest visible value to increase.
- G. And if the zero value **coin** is on the purse, the **Neutral** clan also increases the value of the other **coin** in the **purse**, replacing it with the higher value available in the **Royal Treasure**. *Some would say that it's basically cheating but Neutrals are like that, they don't follow the rules!*

#### 5 • STEPS 3 AND 4 ARE REPEATED

For the other two taverns, as well as the unveiling of the purse. Then we start again with a new offer until the **Age 1** deck is depleted.

#### 6 • AT THE END OF AGE 1

Troop evaluation is done to determine majorities and hand over **Distinction** cards. **The Special Gem** of value 6 also arrives, finally allowing you to win the tiebreakers! And this rule is even accepted by the **Neutrals**! And the good news is, you keep this **gem** until the end of the game!

#### 7 • AT THE END OF AGE 2

Compare your **army's Bravery value** to that of the **Neutral** clan to determine who will ascend the Throne!



### Neutral Hero cards

#### SKAA THE UNFATHOMABLE

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

#### ASTRID THE WHEALTHY

Add the value of the largest **coin** to the **final Bravery Value**.

#### GRID THE MERCANTILE

Replace the **coin** of value 2 at the start of the game with a **coin** of value 9 and add 7 **points** to the **final Bravery Value**.

#### ULINE THE SEEK

It adds 9 pts to your **final Bravery Value**.  
There is a price to breach the rules!

#### YLUD THE UNPREDICTABLE

Will be positioned at the end of Age 1, before the Troop Evaluation, in the order of priority determined in point 4 of the game round. She will remain in this position until the end of the game.

#### THRUD THE HEADHUNTER

She is the most formidable opponent since she will always be present in your army to try to complete the guard lines and recruit the Dwergr brothers. During the countdown, she returns to the Command Zone and adds 13 points to the **Final Bravery Value**.

**CAN YOU RISE TO THE CHALLENGE AND CLAIM THE KING'S THRONE?**

**Solo Challenge by Martin Montreuil from La Société des Jeux,**

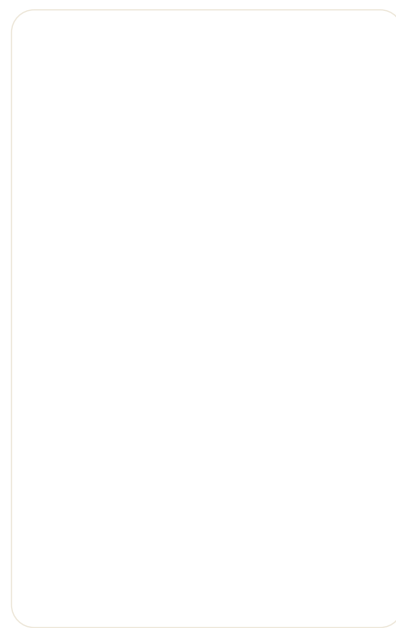
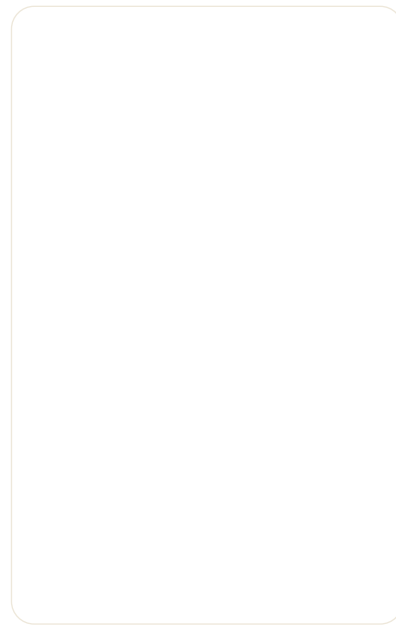
Follow us on Youtube!

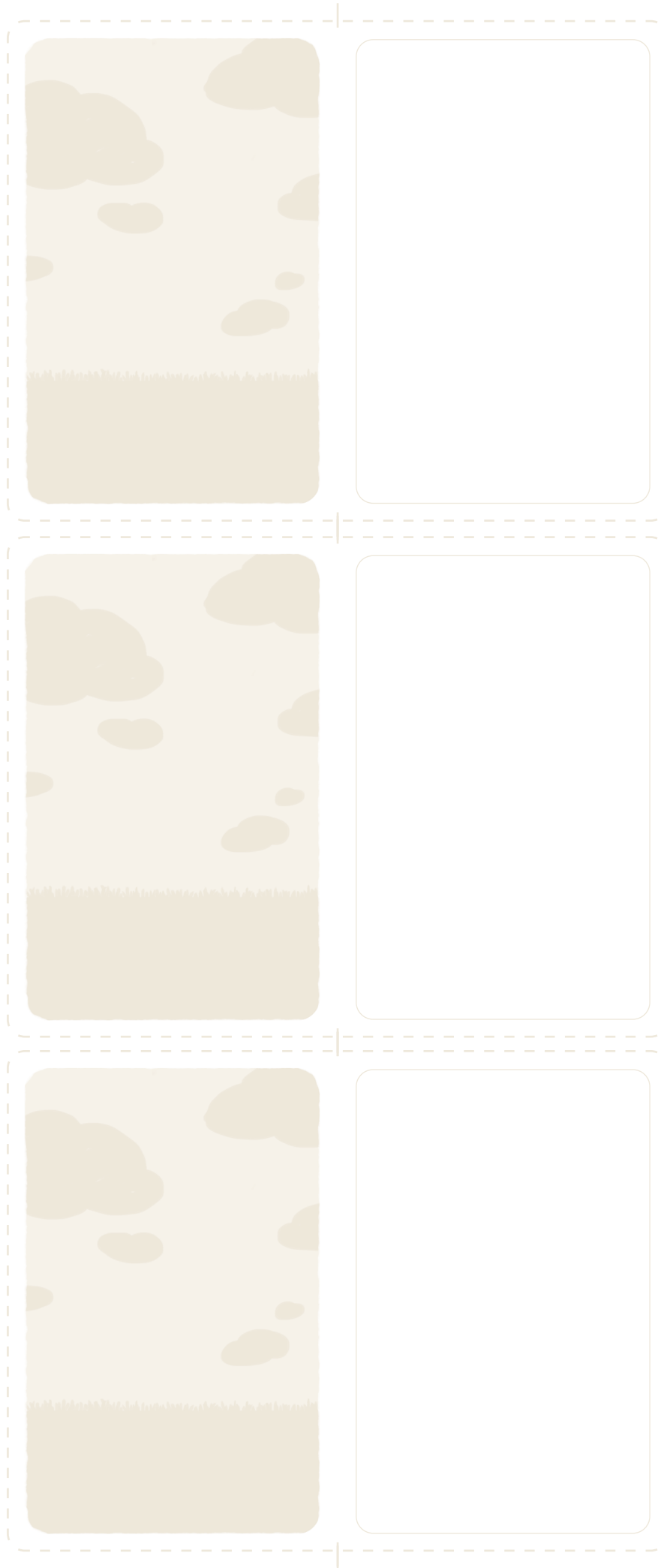


# SUPER CATS

Draw a new family of cats and add it to your game!

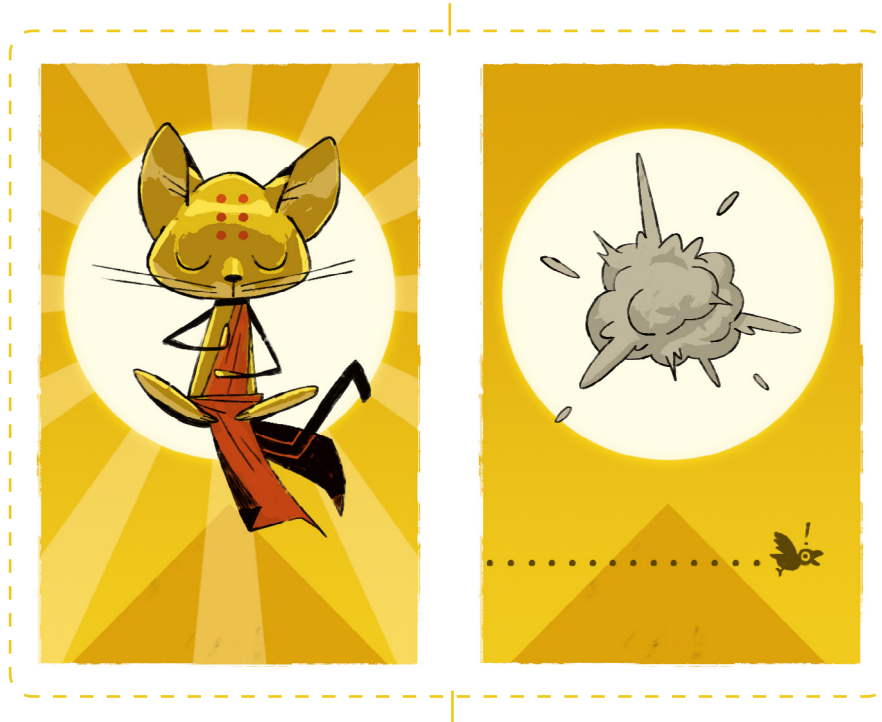
→  
Cut out, fold  
in the center  
then glue the  
two sides  
together. You can  
add your new  
family to  
your deck!





# GOLDEN CAT

The Golden Cat was added in the second edition of the game.  
He is currently in all commercially sold games.  
If you don't have it, ask your store for it. In the meantime, print it!

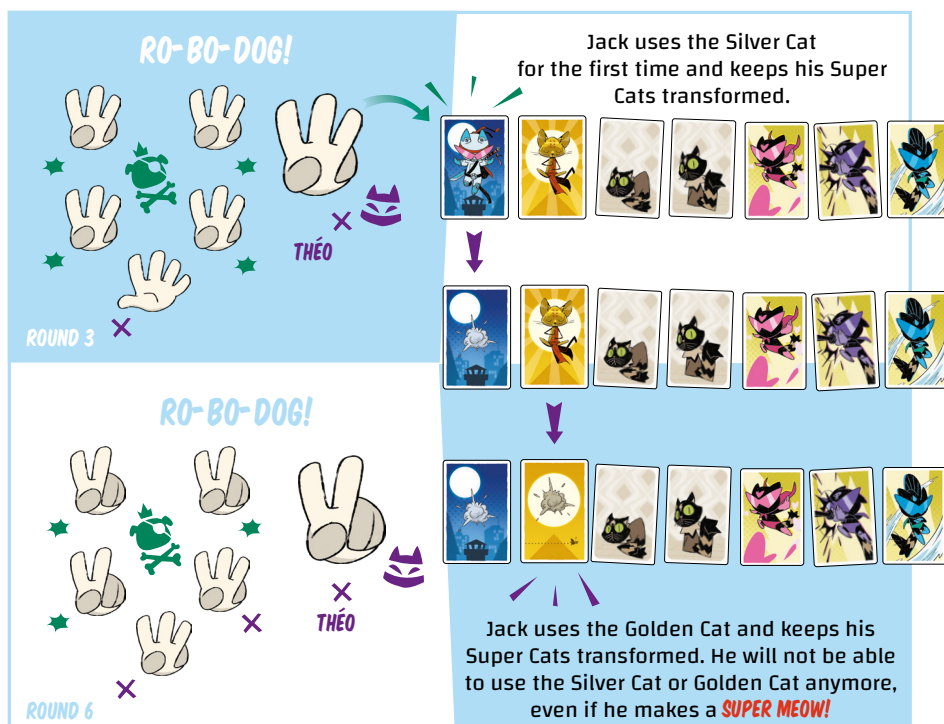


**6 players game**



Rules are the same as a **5 players game** however, you add the Golden Cat which works like the Silver Cat. **SUPER MEOW!** has no effect on the Golden Cat.

**Example** Jack is the Hero of the episode 2.





# Find all of our games on our site!

Rules, game aids and variants available in French and English.

**www.grrre-games.com**



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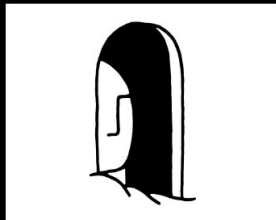
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TO DISCOVER



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## 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.](#)