

News

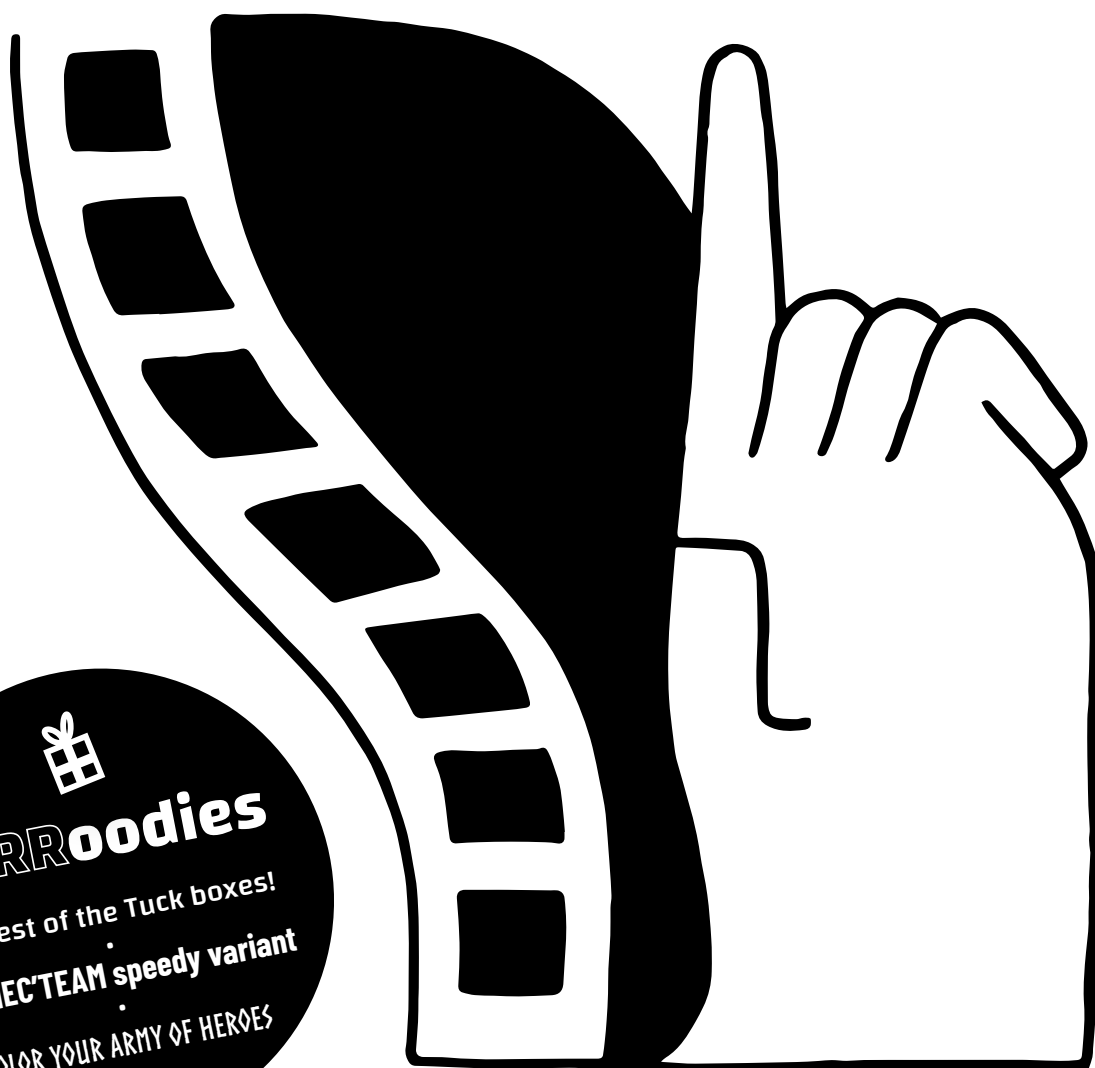
Reports

Interviews

GRRRoodies

# Ma GRRRREzine

Issue 3 • June 2020



# DANNY

## special report

Interviews

with Phil Vizcarro and Antoine Baillargeau





# Editorial

Hello everyone,

For this special «Summer» issue, we invite you to enter the world of DANY, and the reason for its existence through the interviews of both DANY's dads Phil VIZCARRO and Antoine «Bengal» BAILLARGEAU. There's also an opportunity to look back at the release of our latest game from our Mini collection, Connec'Team, and to offer you GRRRoodies and fun activities for the summertime. Through Valérie HOLLEY's interview, you will discover that we are already working on the games of 2021, 2022 and 2023. Our goal is to continue to develop our collections, as different as they are:

- The Mini collection, filled with colorful refined graphics and good mood,
- The classy and artistic DANY collection, where poetry meets elegance,
- The Expert collection based on fine-tuned, fluid and dynamic mechanics to beat your brain up, the spearhead of which will be NIDAVELLIR.

Finally, in 2022, you will discover our What if experience collection, offering immersive atmospheres in various universes. Our objectives are completely different between each collection in order to create an intrinsic richness to our catalog. This will allow you to find something that will suit you according to your mood!

We thank you again warmly for your support.

Have fun reading!

Florian  
GRRRE Games



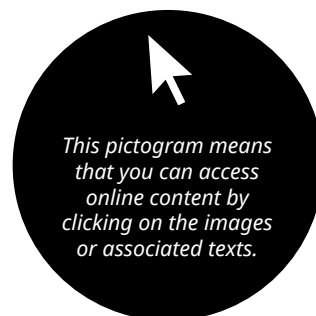
**The magazine that bears  
no resemblance to any other!**

MaGRRREzine #3  
June 2020

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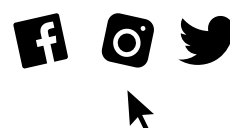
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*This pictogram means  
French content.*

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# DANY special report

**DANY Goes to Hollywood** recent release allows us to offer you an in-depth report on the world of **DANY**, through the vision of DANY's two dads: Phil Vizcarro and Antoine «Bengal» Baillargeau.

If you have not already done so, ask your boardgame shop clerk to show you ***DANY's Reason***, the new character that comes to life in this new game.



*DANY goes to Hollywood game cards.*

# Phil Vizcarro in Dany's head

The original DANY was released a year ago and has  
appealed to many players around the world.  
Nowadays, it can be found in Japan, Italy, Spain, or even Russia.

.

Let Phil Vizcarro its creator tell you more about it.

# DANY or the right to exist

*Text originally published by Phil VIZCARRO on the Cosmo Duck website ([www.cosmoduck.com](http://www.cosmoduck.com)).*

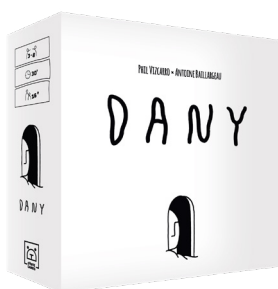
One of my first games, DANY, came out in February of 2019. If I fully knew that it was touching on a sensitive subject and that it was going to offer a different experience, I did not imagine all the positive feedback that we would receive with Antoine, the illustrator behind this unique universe. While reading reviews about the game, I saw that its essence wasn't always clear to the reviewers. And if I like the fact that there were mostly positive reviews, I regret that my underlying message was ultimately a little too... underlying. That's why I decided to develop it today.

## Hollywood cliché

I often read in the reviews or the online comments of players about the concept of schizophrenia. However, Dany [Protagonist] is not schizophrenic. You can suffer from multiple personalities without being schizophrenic and vice versa. So it's important to separate the two and get away from the old Hollywood cliché. I also read a lot of «Dany is a bad guy,» «he,» «him,» and mostly masculine phrases. And that's something that I regret, because we really wanted that DANY [Game] would not impose a gender.

Indeed, Dany's name was chosen in order to leave our protagonist genderless. Dany's kind of like Schrödinger's cat. Both male and female while not being one or the other. This way, everyone can identify themselves. Dany has no specific gender, because Dany is you, they, them, me.

But above all, DANY [Game] is above all a work of fiction. And like all fiction, if we find elements inspired by reality, the whole picture does not seek to portray reality with precision. Therefore, some creative freedom is allowed.



Click on the box to learn more about the rules.





## In search of meaning

The approach I had to personality disorders when developing Dany is not a medical or scientific approach, but a philosophical approach. I wanted to get people discovering the game to wonder, consciously or not, about the condition of the human being and what makes us living beings.

With DANY [Game], I wanted to put the secondary personalities in the foreground, as «the nice ones» of the story, thus creating a gap with the idea that would have placed poor invaded Dany [Protagonist], as the central character and therefore «the right person». That said, Dany [Protagonist] is not, strictly speaking, «bad» in this story. And that's where it starts, for some, to get complicated.

Accustomed to Manichaeism that a story should have a good and a bad guy/girl, many people were surprised by the fact that in DANY [Game and Protagonist], everyone wants to survive and everyone is good and bad at the same time.



*Dany's prototype.*

## The right to exist

Starting from this narrative point of view, I wanted people to ask themselves what makes us living beings, and moreover humans. It is often said that our conscience is what makes us what we are. Knowing that we live and that we are going to die eventually. Our ability to make choices, our free will (if this really exists, but that's another subject).

In this case, it is undeniable that Dany [Protagonist] is a living being, belonging to the human race. But what about Dany's many other personalities?

In DANY [Game], they manifest themselves fully, taking Dany's [Protagonist] place and not just being voices in Dany's head. Therefore, they all have their own conscience. They do not share the ideas or the analytical capacity of Dany [Protagonist] or the other personalities. They are even aware that they exist and that they can disappear, and that's even the reason why they collectively decide to unite to survive. Doesn't this will to live, to exist, this capacity to make decisions, to evolve alone or within a group make them real people, at least in the philosophical sense of the term?

Or is it the simple fact to have a physical body that makes us what we are? Well, even if that were the case, the personalities all share Dany's [Protagonist] body at some point. They then have everything that a human being has, body and mind, and they may only lack a social security number.

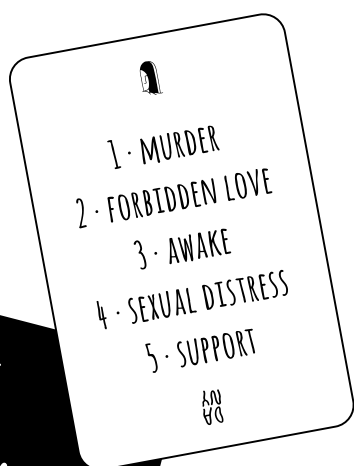
## All equal?

If we agree on the fact that every human being has the right to live (all ethical considerations concerning possible profiles excluded), then isn't the fate Dany [Protagonist] has planned for the personalities who "invade" Dany's head some kind of murder?

I wanted us to wonder about the fact that these personalities, in the end, only have one desire: to exist. They just want to live, a right that every living being should have. Because even if they are only awakened in turn, they are alive when they are.

It is therefore neither personality disorder, illness (if we wish to see it that way) or even less madness which are at the center of DANY [Game], but the right to life, existence, and the innate survival of all living things. This is the underlying purpose of DANY [Game].

**Phil Vizcarro**



Interview

# Phil Vizcarro



## A few words of introduction

My name is Phil Vizcarro, I've been 30 years old for 12 years, now. I have a deep love for 80s creative freedom and pizza, and I am - among other things - a board game designer. I recently founded Cosmo Duck, a creative studio in which we are now 8 creative people. Cosmo Duck also publishes games. I'm kind of a versatile person. I like to try stuff. But I always wash my hands before and after!

I worked in many different sectors before making board games. I was a clerk and a manager in video game stores, editor in chief of several magazines and websites, made dioramas of temples of Knights of the Zodiac for an international manufacturer, worked on video games, wrote a book on pop culture, launched a line of t-shirts... Until one day I woke up with the desire to create board games.

## Playing in general

When I play, I like to plan things, to develop strategies over several rounds. I'm not the type of player who will systematically try to get in the way of others, unless it's the only way to get ahead in the game. I'm the kind who really immerses oneself in the game if the theme allows it. I like to feel stuff and when I play, I can let go, release the pressure. Laughs are real, numerous, we diss ourselves a lot with my friends... and still the concentration is there. And above all, I am not a sore loser. Whether it was my fault or because someone else was just better, I enjoyed playing. Still, victory always tastes sweeter, I must admit...

Oh and I'm a bit fussy too. The cards have to be parallel, the elements on the table have to be placed as requested in the rules, otherwise I get nervous. In all seriousness, when I play with people who don't put their discard pile on the right side of their mini-boards, it disturbs me, like people who store their shoes with the right foot on the left! But I'm not crazy. I guess. (laughs)

## Creation

For a little over two years, I have been a full-time game designer. I still do translation alongside, from time to time, because I like that and that it pays for the cheese on the macaroni, but my main activity is game designer. It's a gamble I took when I decided to get serious about creating games, and even though it's far from easy on a daily basis, I can't complain much. I do what I love and make a living of it. It's a privilege, but above all it's a lot of work.

I've always created. Since childhood. I have always had this need to create, imagine and bring things to life. So if the content and the form have evolved over time, what hasn't changed is that I mostly create to feel good, to express something differently and because I need it, for my sanity. It's part of me. That's how I communicate best, I think. I cannot function properly without creating.

As for the why... it's very variable. If I create a piece of furniture for my home, the goal will be that it is perfectly suited to my needs, while being original and different from what is usually done. Otherwise I go to the local Swedish furniture store, and I buy something I'll get angry while trying to assemble right, like everyone else. But if I'm creating a game, for example, or a webcomic, I'm usually going to want to get a message out. Sometimes it's very obvious, sometimes it's more discreet. Like planting a seed.

I also create games whose sole purpose is to entertain, but even there, there is still some desire to get people to think about some strategy, or something like that. Above all, I like to be stimulated, and therefore stimulate with my creations.

The most important thing in a game, in my opinion, is the balance between the theme, the mechanics and the pleasure you get when you play. We rarely talk about pleasure, as if it were less important than the theme and the mechanics. But a beautiful game, if you do not necessarily want to replay once your

game is finished does not fulfill, in my opinion, its contract. It must be a whole. And if I can hang on to games whose theme is going to be nonexistent, it's gonna be because they get me with their ingenious mechanics and the pleasure they give me. Speaking on the pro side, it's important that a game that has multiple player configurations be as good for all of these configurations. It's hard to do, but I prefer games that have the courage to say «OK, we are only playable from 4 to 6» which would deliver than those that'll try at all costs to add a solo mode "because it's asked by the players" or a 2-player mode because it's easier to sell and end up being more boring than a whole season of Dynasty. So yeah, balance.

In terms of creation, we have already thought about trying in other media, with the guys at Cosmo Duck. Video games, comic books, movies... all this is storytelling. It's telling a story to trigger emotions. And all these formats are more and more linked, today. We find adaptations of everything in everything.

When I create, I like to get out of the modus operandi of board games. I think of my games as movies, series or video games. It opens up endless perspectives. I think when you're a game designer, you're... no wait, I'm not going to generalize. I'll rephrase. As a game designer, I think I'm a bit of a fetishist. Handling a handful of dice, arrange small wooden cubes as they should be... caress the carpet of an overpriced game table, as I did once at a Tric Trac webshow... (laughs) it's almost touch-based ASMR, you see? So yeah, even if I'm a fan of the less is more concept in board games, I like games that allow you to touch things. So I do it in my games, when it's coherent.

Currently, I must have between twelve and fifteen games published, plus a handful of games that I have released for free and that I do not count as published games. We can find a bit of everything in this selection. I also have six or seven games currently signed with publishers, or in the process of being signed, and which will be released this year or in 2021, seen as the Covid kind of messed up the industry.

I also have several more or less advanced projects with Cosmo Duck, which should be released in the months and years to come. People will end up knowing how to write my name correctly! (laughs)

Unequivocally, DANY is my biggest success today, the one who really opened doors for me and made my name known to many people in the community. Knowing that it is played and appreciated all over the world, and especially in Japan, is a source of great pride.

### Any particular unpublished project?

Lots of them! (laughs) The problem with having started in the business by being instantly at full time, it's that at the beginning I created like a madman. I have multiplied prototypes, in many different genres, and now I find myself with a big bunch of games, some of which are completely finished, in drawers

and on shelves, and not enough time to present everything to publishers or to publish them myself. Titles like Up To Eleven, a battle of bands game on a giant multi-stage, where the winner is the one that will end up with the most fans in front of its stage, Flight Plan, a game of private jets set in the 60s, very focused on low blows and revenge between players, Farm Wars, more or less a Worms on a board with anthropomorphic animals, or Aliens from outer space and the humans who worshipped them, a little abstract game but with a funny theme... All these games really have their place in the market today, and I regret not having the time to finish taking care of it.

### The future

Keep making Cosmo Duck evolve. Publish Hollywood Racers, another one of my games that had a few setbacks with a crook publisher in the past, which we will finally publish with Cosmo Duck. And then Kaze No Bochi, Kaiju King... And games from the other team members, too, because there are beautiful and completely original gems... Which is a lot already.

I could put together a long list of everything else I would like to do, but unless you give me the address of the time room you see in Dragon Ball Z, I'm not sure how I will do. So plan B: we are advancing step by step (oooh baby), project after project. I'm learning about wisdom. And it's pretty cool.



## FLASH Presentation

**A game** *Santorini*, to move forward and build, move forward and build, move forward and build...

**A book / comic book** I'm going to name a manga. *JoJo's Bizarre Adventure*.

**A gem of creativity.** The author has perpetually reinvented himself since the start of the series in 1986 and takes crazy risks.

**This is genius** that commands respect.

**A film** *Rocky*, of course.

**A sport** MMA. For its complete aspect, richness and perpetual motion.

**An animal** The cat. For many reasons, and not necessarily the ones you'd think.

**An emotion** Before, anger.

Today, love

**A color** Pink. Pink is a nice color.

## Interview

# Antoine Baillargeau

### A few words of introduction

AN ETERNAL KID: I was born in Poitiers in 1992 and spent most of my childhood in the Deux-Sèvres countryside, in the small town of Parthenay. It's undoubtedly from these roots that my fascination for the freedom of the great outdoors and my sentimental side come from. From this proximity to nature and this idyllic setting, I have also developed this penchant for daydreaming, and the pleasure of observing and imagining the life of these little things that surround me, agitated and evolving. Today in Nantes and a bit taller, I'm still the same eternal kid eager to calmly revel in the things around him.

### Creation

After studying visual communication in Nantes and plural images (craft printing techniques: screen printing, engraving) in Brussels, I first worked for the music industry as a graphic designer at Master Lab Systems in Nantes (visual creation of album covers and group identities). At the same time, I kept developing my passion for illustration, which is my outlet. A few orders and some positive reviews pushed me to try and make it my job. Now, I'm a professional freelancer in Nantes in different areas: illustration, tattooing, words? I never could fully define what an artist really is, I would rather say that I am someone who seeks, through my personal practical experimentation, to get messages across. Is that what an artist is? If so, then I guess we are all artists in some way.

As I said before, drawing has always been an outlet for me, a way of expressing myself, my way of expressing myself. Being quite shy, I was seduced from a very young age by the possibilities of singular expressions allowed by the medium of drawing. What's truly marvelous when creating, it's that you start from nothing and you get to engrave everything you want in this (it is the same thing I'm looking for in my relation to tattoo). In a word, freedom.

I think that the most important in my creations is the same as any medium of communication, to spark a reaction, good or bad, faithful to my thought or not. If people look at my work and feel something, then it means the image works. If it makes people smile, it's even more beautiful.

### Playing in general

I am not much of a gamer and to tell you the truth, before the DANY adventure, it was a world I barely

knew. In Parthenay where I grew up, the Flip (Festival Ludique International de Parthenay) having been the playground for our social experiments and an annual meeting eagerly awaited by my friends and I, I still never spent too much time around from a gaming table, I was more of the kind to figure out ways to get Whoopies.

Still, there are games that I like very much, classics like Dixit, Cluedo, Labyrinth, because these are games that are linked to my past, so I'm attached to them emotionally. Otherwise, I really love Scrabble.

### The future

In the gaming industry, the only projects I will be working on will be DANY and its variations (my word was given to Phil on this and I only have one word). I kind of gave with great pleasure and honor my graphic exclusivity to Phil and GRRRE Games, for this game. The style of illustration is an integral part of the concept of the game, so it would be difficult to work on another project in this industry without redoing DANY. So no, no other projects in the realm of board games.

Outside, many projects are taking place. Tattooing is becoming the major part of my professional activity with illustration. Exhibits projects, book releases, music videos among others. But I'm not telling more for the moment. All the information will be given in due time on my pages.



## FLASH Presentation



**A game** *The lynx*

**A book / comic book** *Peter Pan*

**A film** *Big fish*

**A sport** *Hiking*

(within the limit of elevation)

**An animal** *The Robin*

**An emotion** *Sentimental*

**A color** *Black is Black*





## The encounter

**Phil** It all began when I posted an ad on the Internet because I was looking for an illustrator for another game. A crazy-looking Dungeon Crawler, for which the illustrator had just left the project. I received a lot of responses from illustrators, including Antoine, who sent me his book. I immediately fell in love with his style, his lines, the poetry and the sensitivity that emerged from his illustrations. But it was not at all what I was looking for the game in question. Still, it was just impossible to let him slip away! (laughs)

We had to work together, so I suggested that we stay in touch until I find a concept that would fit with his unique universe. And we kept in touch. We used to send messages to each other from time to time «hello, how you doin'?» «I haven't had the idea yet, but I will. Are you still into it?» That kind of teen correspondence... (laughs)

**Antoine** Following this long period of letter-writing, Phil reappeared with this kind of incantations that make your mustaches curl: «That's it, I have the pitch!» He told me. I jumped on my moped and joined Wise Phil in his Ali Baba cave. Everything happened so fast then. A meeting, a few exchanged looks (which undoubtedly proved a particular attraction for each other) and then words.

**Phil** Indeed, it looked like a romantic encounter, there was real love at first sight. It was obvious, we had to do something together. So in the end, rather than having babies, we chose to create a game. And in the end, it's a very intimate experience. DANY is kind of our weird child. And this connection that was created during our first real meeting, at the Cosmo Duck studio, is what gives this little something to DANY. It's not just a game created on one side and illustrated on another. It's a creation whose mechanics and aesthetics are inseparable. There was a very strong kind of creative and human fusion.

## The genesis of DANY

**Antoine** He told me his idea and I was won over. I had previously sent a series of illustrations for him to take a look and start making a first selection. In an hour, tops, the game was almost created, all that remained was to print it and play it to adjust the gameplay.

**Phil** It's a bit like that, yes. One morning I got up with DANY's idea in my head. I sent a message to Antoine, we saw each other in the process, I explained the idea to him, it was taking shape as I explained, we were like two kids creating a universe. His illustrations spread on the table, I took notes while speaking and boom, DANY was born. In the end, if some games are almost completely rewritten between the first idea and the release, DANY has hardly changed. The stuff was there from the start. Everything was fluid, natural, easy.

Of course there were some adjustments to the rules, of course, but there was above all something obvious that took form by itself: DANY had a soul. There was something going on in the development of this game. Without any vainglory, we felt the potential of this game. We KNEW it was going to work. Beyond the fluidity that some projects sometimes have, beyond our rare creative fusion, it was as if DANY was emitting something. An energy, something indefinable.

**Antoine** There is indeed something quite elusive in the way the creation of the game went, and I think that the choice of the name was representative of this glaring evidence. Usually, finding a title for a creation (game, book, movie, etc.) is not easy. The title has to define the universe, or at least a first line that will make people want to open the box. Giving a name as a title was once again obvious, it was necessary, as said Phil, that this game be like our meeting, that it'd be our child. So we named it. The choice of the name was made instinctively, a genderless name (we wanted that), pronounceable in most languages, used internationally. The idea being that everyone could see themselves in this character, in this entity that Dany is. I think this is what appeals to players, the ease of projecting themselves into the character and its different facets.

**Phil** What was clear from the start was that I wanted to develop a game around the illustrations of Antoine, and not the other way around.

We worked in reverse from what is usually done in the industry. And it is certainly what gives DANY this indefinable aspect, which disturbs some and fascinates others. One thing is certain, it does not make people indifferent, and that's cool.

When I had the idea to talk about personality di-



Paris est Ludique 2019  
Phil Vizcarro and Antoine Baillargeau in a signing session

sorders and multiple personalities, I immediately wanted to take it upside down. Why place Dany as victim and protagonist, while all of his secondary personalities all have memories, make choices, have desires, dreams... a life, that is. It seemed interesting to me to wonder about the fact that these personalities were alive and aware, at least as much as Dany. So I decided to make them the protagonists and Dany the nemesis. I wanted this game to lead people to think, to question themselves. I wanted the game to feature a philosophical scope to match the messages and interpretations of Antoine's illustrations. What makes us human? What defines us as such?

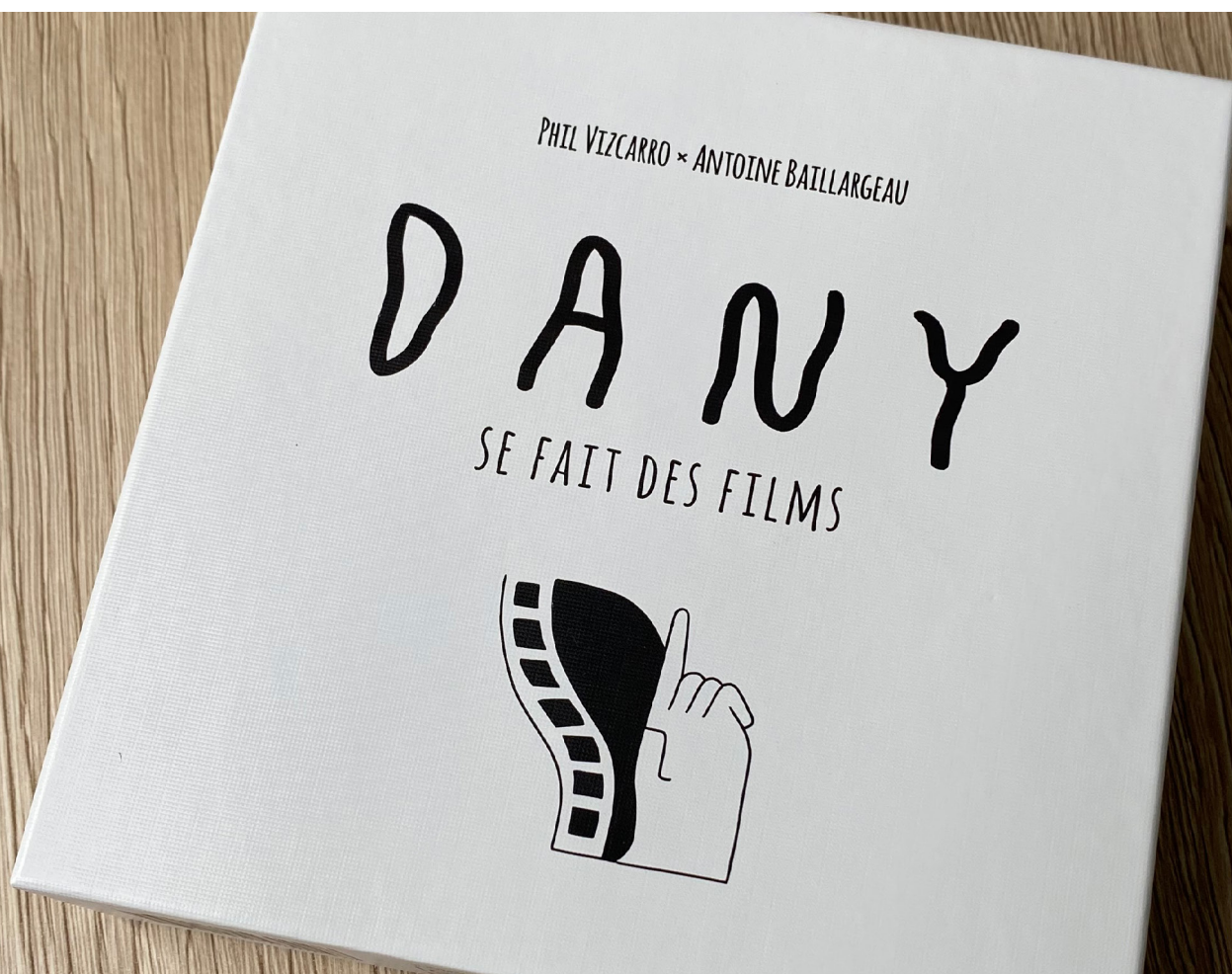
### The future in common

**Phil** We're currently working on a sequel for DANY, which has nothing to do with the new «Dany goes to Hollywood », and which we won't talk too much about at the moment. But if you liked the first one, you will like it. We stay in the theme, but... well, all I can say is: Poor Dany... (laughs)

**Antoine** Dany's troubles are far from over, this is what we can tell you. We are proud of our child but Dany's reaching the age of existential questioning and it is not easy to manage as parents. We will need your help.

**Phil** To tell you the truth, when I imagined DANY, I quickly felt that it needed to be a trilogy. Three games in the same universe, three successive explorations in the head of Dany, in Dany's psyche as it gets more and more damaged.

A kind of continuity, as in films or literary works. And I think the fact that it's been there from the start is what ensures the coherence of the whole piece. We didn't say to ourselves «oh you see, DANY's doing great in sales, so come on and let's make a sequel!», no. The idea was there before I even knew how the first one would do. Besides, it was a condition of signing, for DANY. I said to all the publishers interested in the game, «It's the trilogy or no signature at all.» And GRRRE Games trusted us completely. Frankly, we thank them for that.



*Dany goes to Hollywood, french version*

We wanted our first published game to reflect our philosophy. We were instantly seduced by DANY: its refined and impactful art, its well-made mechanics nicely adapted to a singular and poetic theme. We are proud and very happy to have been able to publish DANY and be able to collaborate with Phil and Antoine. We thank them for their trust.

GRRRE Team





# DANY

GOES TO HOLLYWOOD

The video below is an overview of the rules.



30'



14+

20,000 copies already sold

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!



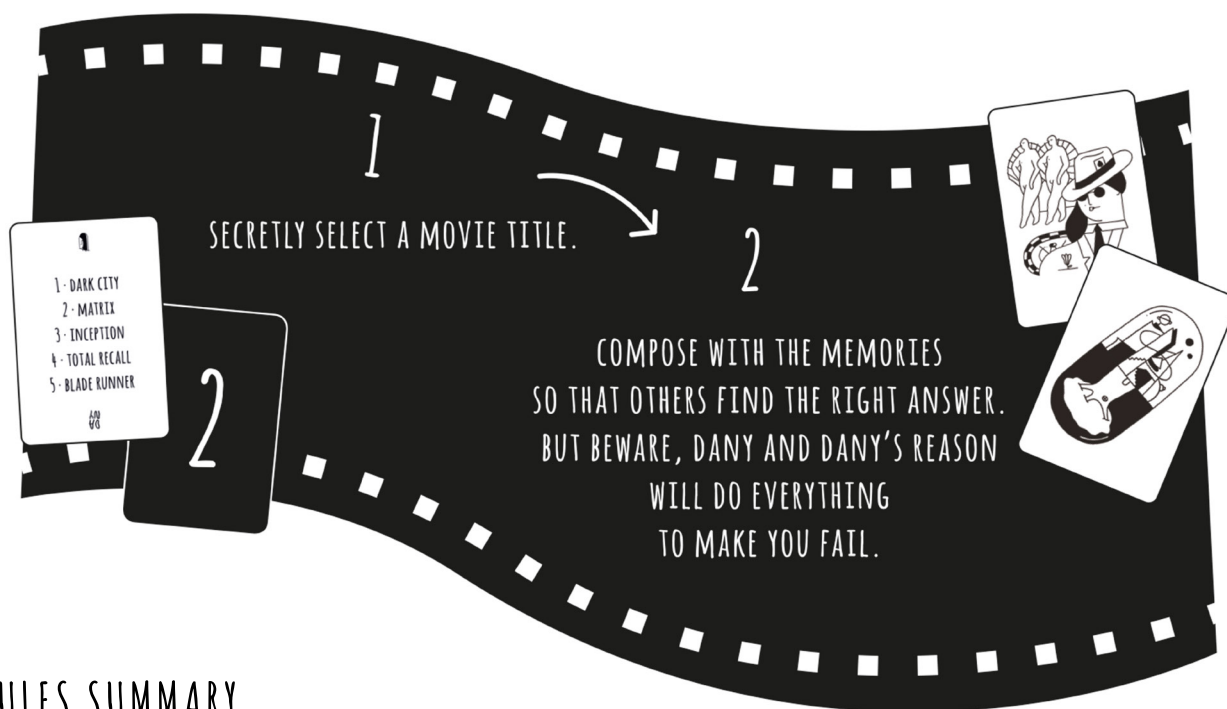
**We keep the basics and we innovate!**

**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.

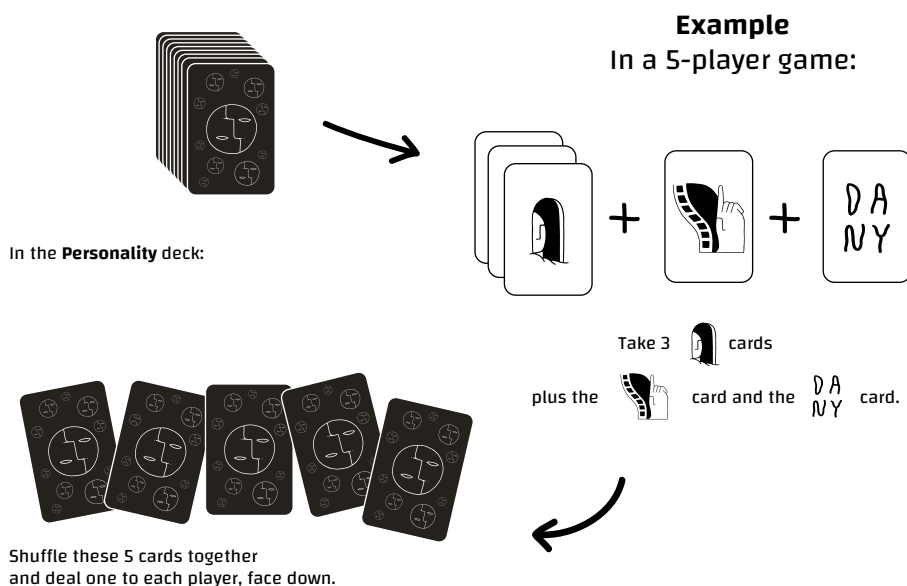
**The Idea cards are now made up of movie titles that are part of pop-culture!**

ORIGINAL,  
CLEVER AND  
ARTISTIC



## 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!



# The reviews

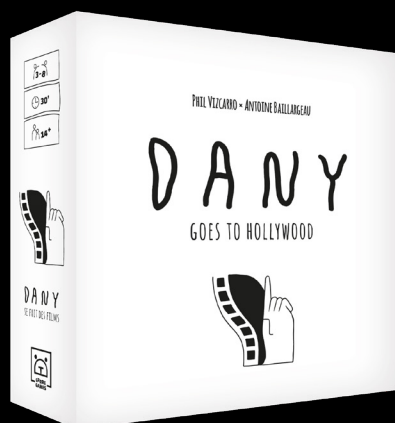
Discover the opinions of Kaelawen and Le Dé Faussé on our latest releases: **Connec'Team**, **Dany Goes to Hollywood** and **Nidavellir**!



*Did you think you're connected with your friends?  
Have the same ideas? This is what you are going to  
try to verify in ConnecTeam!*

*We tried it with 3 players, then 4 and then 6... with  
each game, giggles, misunderstandings, successes  
and of course big failures while being persuaded to  
have the same answer.*

*ConnecTeam can be played anytime, with anyone,  
you can take it out in an evening with friends or an  
afternoon with family, everyone will enjoy it since we  
all create connections.*



*We thought we got rid of them but no, the voices  
are still there!*

*This time we get to play again in the universe of  
Dany and we have to guess movies... As I'm not  
the greatest of movie buffs, I said to myself "wow,  
I won't succeed, they (the other players) will never  
understand me"!*

*But the game features well-known movies so that  
even if you've not seen them, you can still manage  
to make people guess.*

*Once again, Dany makes us hear voices... but now,  
Dany's got a conscience.*

*We like to try to find something to understand (or  
not) and go into lively debates and try to guess the  
movie, and moreover the identity of the player :)*

*It's been 5 months since we discovered Nidavellir...  
And what a surprise!*

*He's still our favorite this year.  
Such a crush that we compete regularly as a duo  
or with more players, this is THE game not to be  
missed. Our way of managing coinbuilding and bet-  
ting on certain categories of Dwarfs changes as the  
games pile up, the heroes also change the game, so  
yes, this is our favorite, a must have for any board  
game enthusiast, according to us!*







*ConnectTeam clearly is a party game: easy to understand but yet hard to get a good score because connecting with people is not easy! We find a bit of The Mind in it and it's a big compliment!*

*But for my part I would go even further by saying that it is one of the best icebreakers I have seen. What does it mean ? It means that releasing this game in a group of people you don't know or know very little opens up the evening!*

*You are forced to connect, to learn about people, to adapt to them and the more you play the more you enjoy!*

*Tested during a hike at lunch break, people did not want to leave without achieving their goals!*



*Last but not least!*

*When we discovered this game, we had no idea what kind of game it was gonna be. The explanations begun, the anecdotes of designs arrived, then we opened the box. And it's love at first sight. Nidavellir features dwarfs of all ethnicities that the players recruit to go to battle for their king. The game introduces the coinbuilding mechanics and our duo did not fail to argue about too similar auctions while Florian knocked us down. A superb experience sublimated by the design of the game, all of which calls for many other game sessions.*





NIDAVELLIR

Send us  
your drawings!

Share your most beautiful SuperCats drawings  
and Nidavellir coloring pages with us  
on social network with the hashtags  
#GRRROODIES and #GRRREGAMES!

SKAA

Find the blank  
Super Cats cards  
in MaGRRReZine  
number 2!

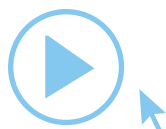
Follow all our adventures on social network!



Download issues 1 and 2 of the MaGRRREzine on our website!

Discover our April issue with a special report on our Mini-games collection, with exclusive interviews and GRRROODIES! Find an sample here.





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!

# Valérieane Holley

**GRRRE Games is Céline, Florian and also Valérieane. Brilliant graphic designer and illustrator, who participates in the image and imagination of games and GRRRE Games.**

## A few words of introduction

I have been a freelance graphic designer for two years. I have moved a lot since the end of my studies, which notably earned me a trip to Grenoble in 2017 and a meeting with the GRRRE Team where the whole adventure started.

## Are you playing? And if so, what are you playing?

Yes ! I often play board games and also video games. It's a way to relax, let off steam, share good times or isolate myself. During the confinement period, play-time naturally took an important place in my daily life, to help me think of something else.

## What was your background in the gaming world?

I often played in the evenings and on weekends with my friends or family until I met Florian and Céline. Very quickly, we started playing together and then they told me about GRRRE Games. It was new to me, but the project immediately appealed to me: it is quite fascinating to take part in the making of a game, from the prototype (already many times tested) to its official communication.

And it's even better to end up playing with it!

## How do you adapt to the unique world of each game?

You have to find a balance between what makes the graphical uniqueness of the game and the elements that are common to GRRRE Games' own identity.

For each project, I get to learn and look for new techniques and inspirations in order to adapt and respect the theme and the work of the game designer and illustrator as well as possible. It's very rewarding to dive into such different worlds every time.

We often confuse the work of the graphic designer and that of the illustrator, but they are very different: my role as a graphic designer is to enhance the illustration, when there is one, while arranging the elements so that they are as legible as possible in all circumstances. This requires carrying out a lot of tests and prototypes to check each possibility. It is a job that I do in close collaboration with the members of the team in order to get a final product that is playable, readable, pleasant to look at and easy to handle.

## Tell us about your work on Connec'Team. What were your inspirations?

In Connec'Team there are two things that impressed me: the association and the construction of ideas and the gesture of connection that the pairs make. Unlike the games we had already produced, there was no more illustration, words were the main elements.

The lightning bolt was a pretty obvious symbol for everyone from the start to mark the connection that is being made between players, as it is a universal, effective and easily readable symbol.

Starting from the idea of a very graphic geometric shape, I developed evolutionary shapes that could form patterns once assembled. The challenge was to obtain dynamic visuals without taking precedence over the main element of the card, which was the word on it.

## Can you tell us more about past projects that have laid a mark on you? On your current and future projects?

Before setting up my own business, I had several experiences. I notably worked in a Fablab for several months. For future projects, I'm gonna do something a bit different and do illustration in addition to graphics. For example, at the moment, I'm working on illustrations for KamiMai, a game that will be released next year by GRRRE Games!



## FLASH Presentation



**A game** Fantasy Realms  
**A book / comic book** *Petites coupures à Shioguni* by Florent Chavouet  
**A film** *Your Name* by Makoto Shinkai  
**A sport** Rugby  
**An animal** The squirrel  
**An emotion** Empathy  
**A color** Blue, but it often changes





# GRRRRoodies

Gifts to thank you all!

# Tuck boxes

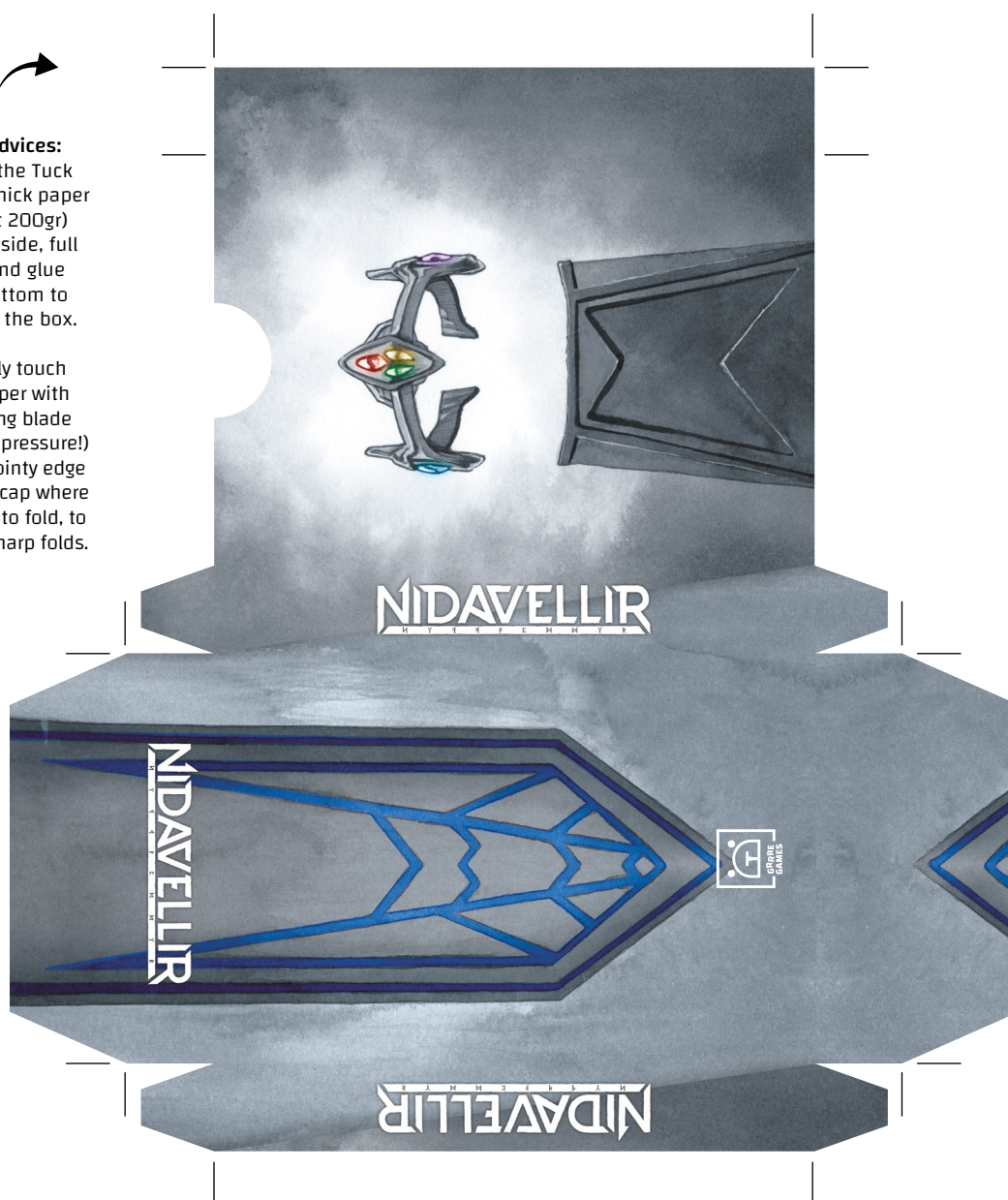
to be printed

**This month we continue the GRRRE Games Tuck Boxes with boxes to store your Nidavellir cards and your Dany cards!**

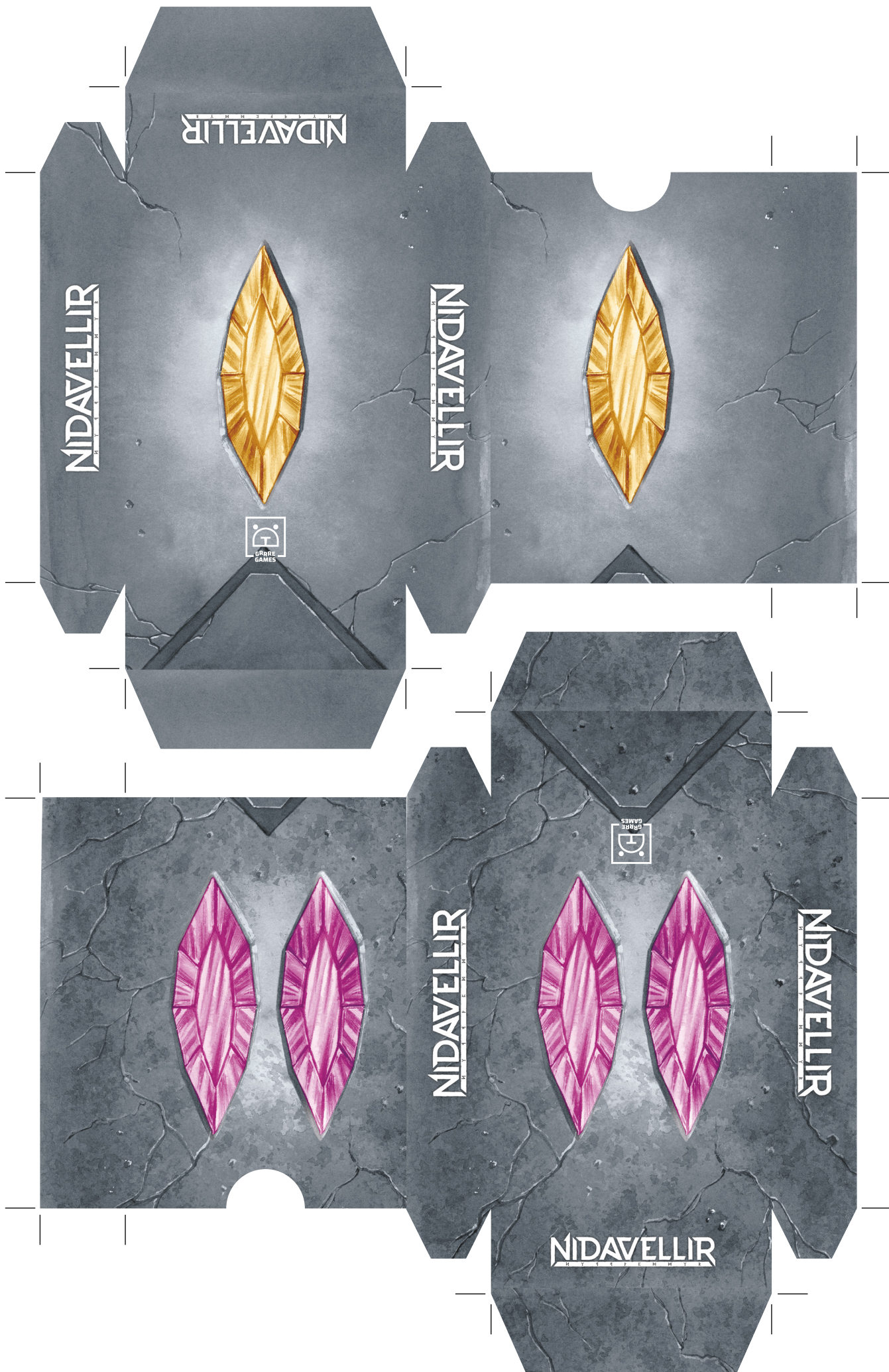
**Our advices:**

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

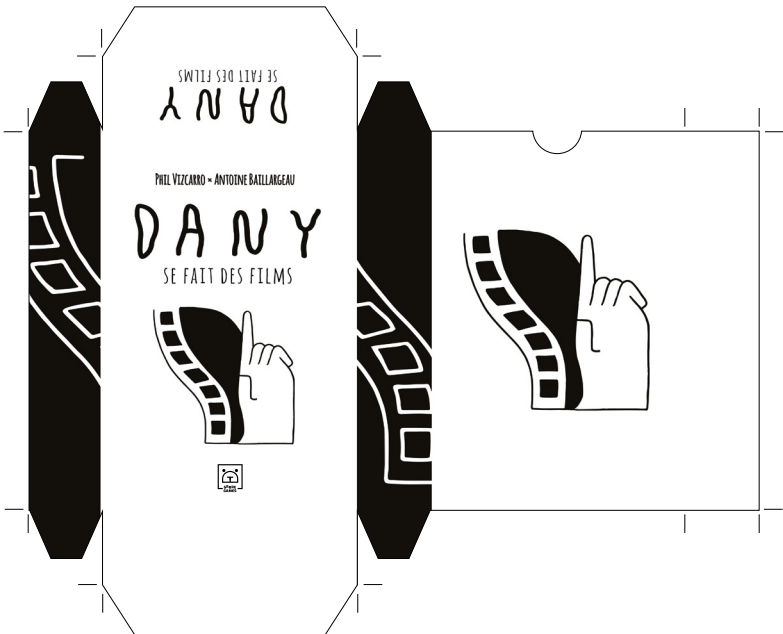
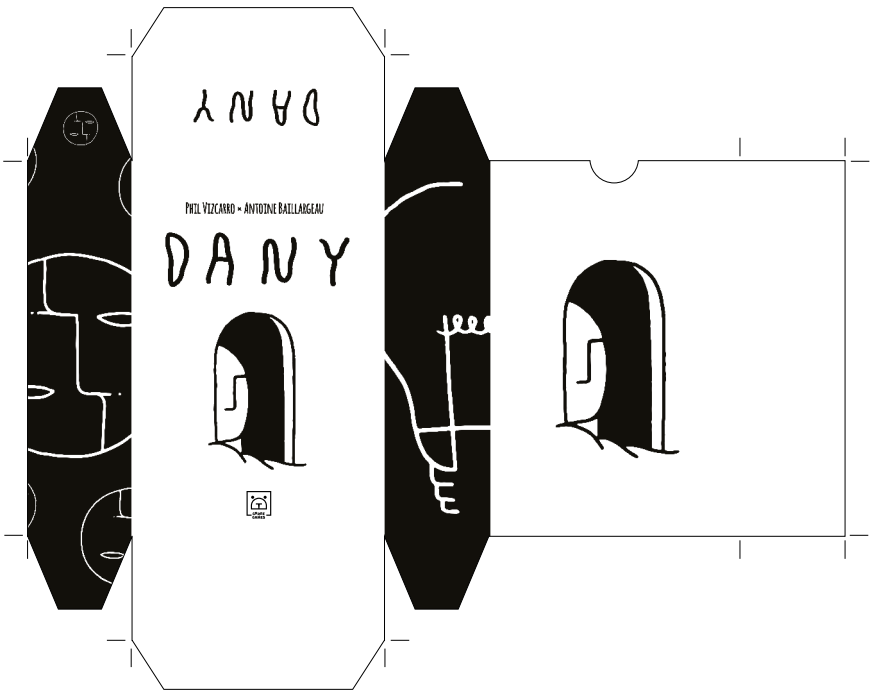
- Lightly touch the paper with a cutting blade (without pressure!) or the pointy edge of a pen cap where it needs to fold, to obtain sharp folds.







Dany's and Dany Goes to Hollywood's Tuck Boxes  
require printing on A3 sheets.  
Click on the boxes to download the full format!





# CONNECT TEAM SPEED

FASTER & HARDER !

**Play against time!**

Put your team to the test!

## Setup:

- Set up a 5-minute timer on your stopwatch, mobile phone or watch.
- Create a pile of 24 Idea cards face down that you place in the center of the table.
- Leave the **Objective** and **Help** cards in the game box, they will not be used in this variant.
- Determine who will be team captain and will therefore start the game. Place the cover of the game box next to them, which will serve as a **Scoring Zone**.

## Game turn:

Start the timer then start **Phase 1: Creation of connections**, continue with **Phase 2: Validation of connections**, without stopping the timer.



## 1. Creation of connections

Beginning with the Captain, each team member, clockwise, draws a card from the **Idea** deck and places it face up on the table:

- **Either by creating a new connection**, (the basic rules of the game apply)
- **Soit en précisant une connexion existante**. (the basic rules of the game apply)

As soon as the pile of **Idea** cards is empty, phase 2 begins.

## 2. Validating connections

**Before starting this phase, discard all connections containing only one Idea card.**

Beginning with the Captain and then turning clockwise, each member of the team will become the active member.

The active member raises their index finger in the center of the table and chooses a connection. As soon as a team member thinks they have a compatible answer, they connect index against index, counts to 3 and simultaneously announces a word. As in the base game:

- **If the word is identical: discard the connection by keeping a card in the scoring area,**
- **If the word is different: discard the connection, keeping no cards.**

**There is no longer a mandatory connection pair.**

**The member who thinks they have the correct answer connects without delay with the active member.**



**Game over:**

The game can end in two ways:

there is no more connection to validate on the table

OU

the time is completely over

(end of 5 minutes)

In both cases, the team immediately calculates their score which corresponds to the number of cards in the Scoring Area.

**Connection ladder**



Find  
**CONNECT TEAM**  
in store now!





# NIDAVELLIR

COLOR YOUR ARMY OF HEROES





KRAAL



NIDAVELLIR





TARAH



NIDAVELLIR







DAGDA

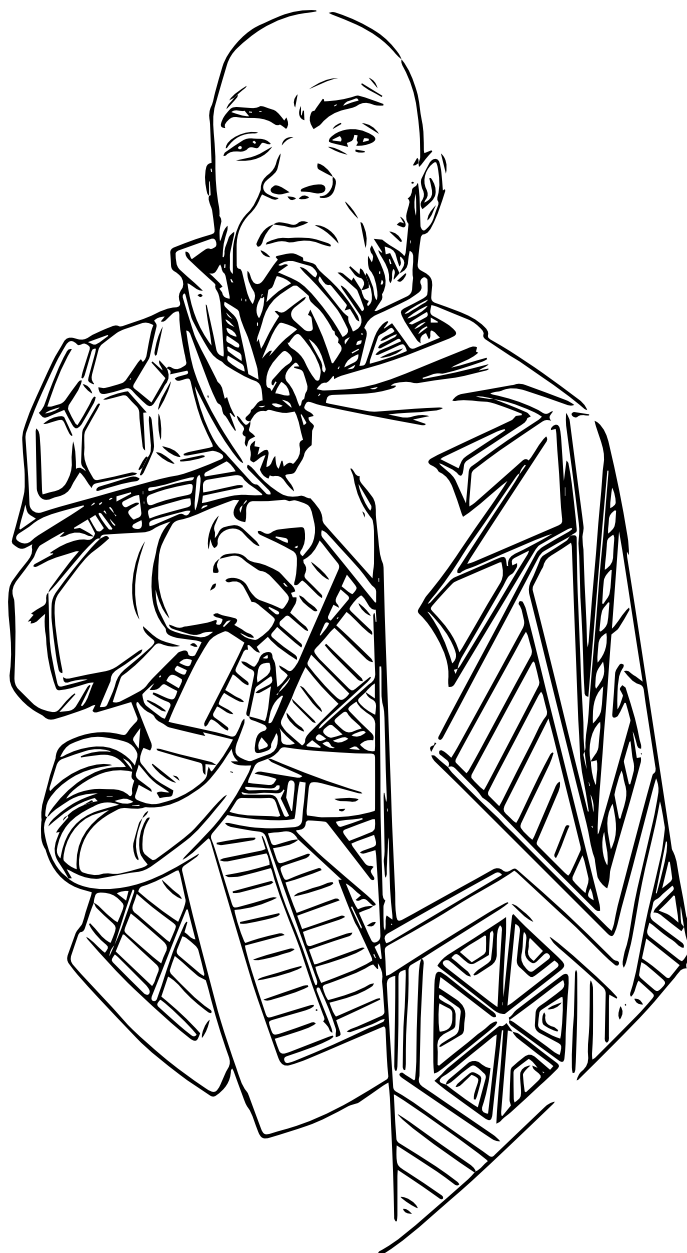


NIDAVELLIR





ARAL



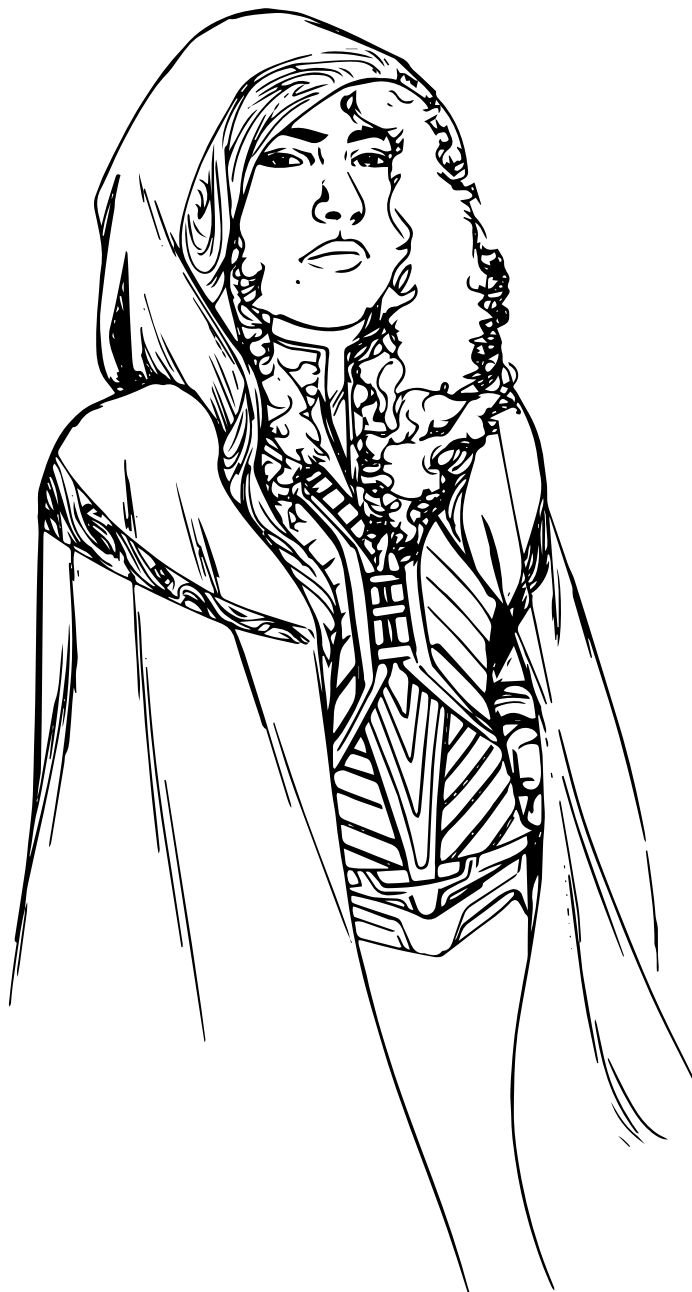
NIDAVELLIR







HOURLYA



NIDAVELLIR









SKAA



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ULINE



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DWERG  
YMir



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

[www.grrre-games.com](http://www.grrre-games.com)



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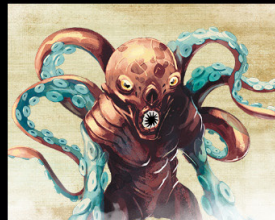
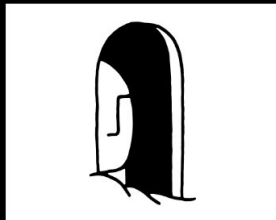
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TO DISCOVER



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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.](#)