

# Ma GRRRRE zine

Issue 5 · April 2021



# KAMIMAI

## 紙舞





# KAMIMAI

## 紙舞



# Edito

Hello Everyone,

GRRRE Games enters its third year of existence and we are very proud of what we have accomplished so far. The public health crisis forces us to do some changes in our releases schedule and opt for our family games. These games were designed to be accessible to everyone of all ages.

This year, we will start with the release of KamiMai in the Mini collection. Then will come the Family collection with Bingo Island (a light placement and strategy game) and Les Contes Emerveillés (a memory and story-telling game) for the end of the year. Playable from age 6 and over with the whole family, these games from, respectively, Corentin Lebrat and Ludovic Maublanc, and Christine Alcouffe and Ludovic Maublanc, will have everything for you to appreciate.

I will let you enjoy this MaGRRREzine, and I look forward to seeing you in 3 months for more updates on our end of year schedule.

Have fun reading !

Florian  
GRRRE Games



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

MaGRRREzine #5  
April 2021

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# Summary

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# Special Report

Novelty for

Nidavellir





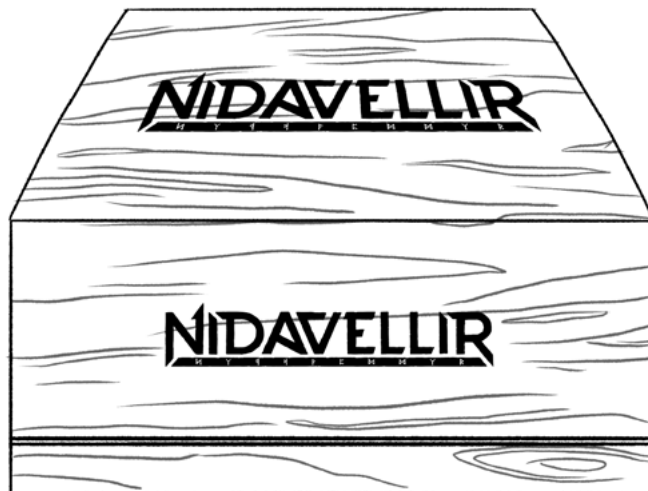
*Dagda by Harry Conway*

# **Deluxe components and alternatives illustrations for all classes cards!**

**Thousands of Elvalands answered Nidavellir King's and Queen's call.**

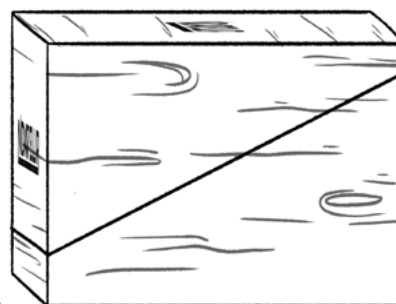
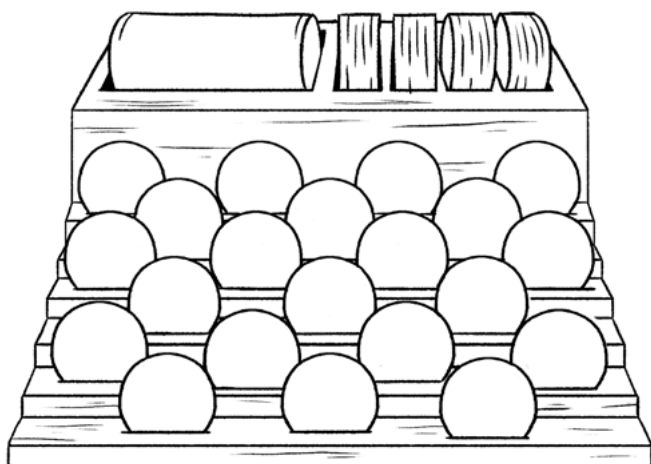
**As editors, our goal is to offer a game affordable for all.  
This fabulous success allows us, today, to offer you a deluxe  
version of the Royal Treasure, alternatives versions of the  
dwarves cards and dedicated sleeves for Nidavellir and Thingvellir.  
Our goal is still offering you the best gaming experience possible.**

# The deluxe Royal Treasure



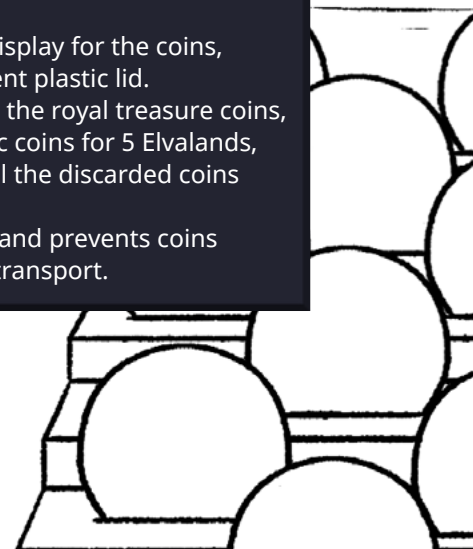
## THE BOX

This Royal Treasure is within a 240 by 200 mm box with a bevelled opening so that you can access the coins as soon as the box is opened.



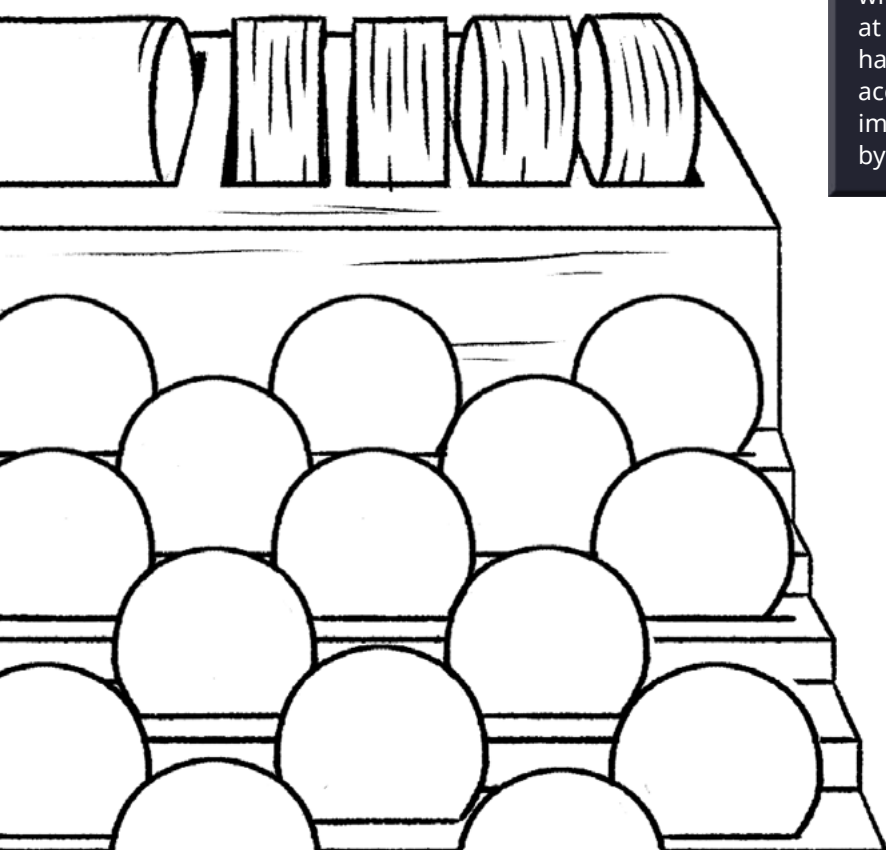
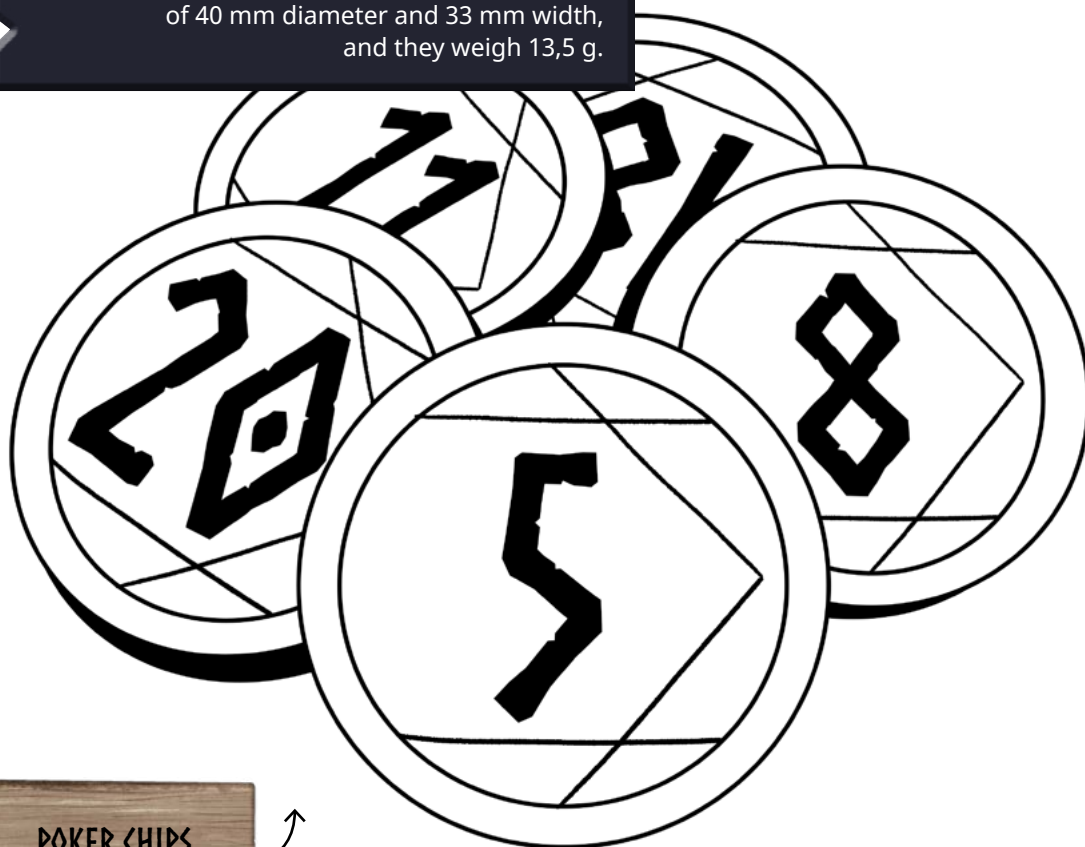
## THE DISPLAY

Inside, you will find a display for the coins, closed with a transparent plastic lid. The display will hold all the royal treasure coins, a part to store the basic coins for 5 Elvalands, and finally, a part for all the discarded coins during a game. The lid holds the coins and prevents coins movements in case of transport.



## THE COINS

The coins are 69 poker chips of 40 mm diameter and 33 mm width, and they weigh 13,5 g.



## ASYMMETRICAL STARTS VARIANT

You will also get additional coins to play with asymmetrical starts. This means that, at the beginning of the game, you will have different coins than the other Elvalands, according to the gems you got. This variant implies a modification of the royal treasure by adding an 18, 23 and 25 coin.

WE ARE REALLY EXCITED FOR YOU TO DISCOVER THIS VARIANT AS THE GAME FEEL IS EXQUISITE.

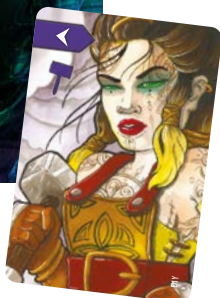
Work in progress. Visuals may change.

# ART BOX: Alternative illustrations for all classes!

For the occasion, we have asked some artists to show their own version of Nidavellir dwarves' classes.

Where Jean-Marie Minguez had a lot of constraints using only black and white and an important care for the card design, we gave these artists carte blanche. The aim is to obtain a full artistic view even if it means losing a bit in design. This approach is possible as you all know the game now, and a design flaw would not disturb your games and make you miss the entertaining qualities of the game.

This box contains a new coloured illustration for the dwarves of each classes and the classes heroes as well. Thus, you will find:



Emy for Blacksheep Tatoon who offers a badass yet dreamlike variation of the blacksmiths.

Tatoon artist since 2002, self-taught in drawing, extreme sports enthusiast for as long as she can remember and fond of philosophy. I started Blacksheep Tatoon in 2010. First on my own, then I trained Lox and Lio, my artistic partners. About my style? Mostly colourful, alternative and melancholic. I am difficult to categorize and I do what is needed to stay that way. I mainly use pen-and-ink drawing technique, China ink and Colorex.

My art draws its inspiration from my youth in the mountains, my love for the punk subculture since I was 8... I can be considered as rebellious, idealist and utopian.

Satoshi Latsuura offers a cartoony and coloured version of the miners.

Satoshi likes, above all, creating original characters. This desire to create singular and striking characters is essential and is prior to any technical considerations. The dwarves remain his favourite kind of characters and he took a great deal of pleasure illustrating them.



Guy-Pascal Vallez offers a singular vision loaded in symbolism for the explorers.

Guy-Pascal Vallez, aka Gax barbarian mercenary multi-classed illustrator. Deep in paper and digital role-playing game such as Baldur's Gate and Planescape Torment since he was a kid, he roams the meanders of the internet looking for glory and riches. We would not be surprised if he had some dwarven ancestor.







**Harry Conway offers a dark and shamanistic rework of the hunters.**

Harry is a freelance illustrator who grew up in the West of Ireland and currently resides in a quiet area of rural Cavan. He graduated from Ballyfermot College of Further Education in 2018 with a HND in illustration and has since been building a career based on his love for visual storytelling within the genres of fantasy and adventure.

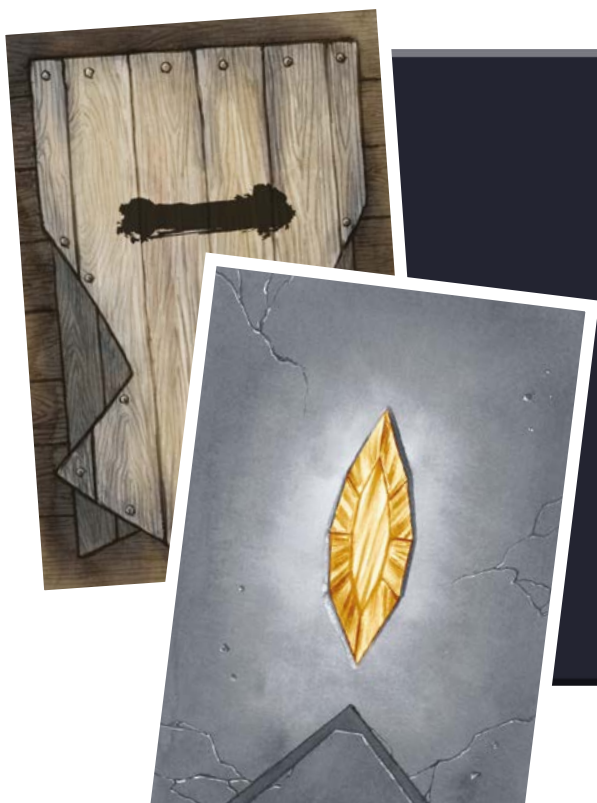
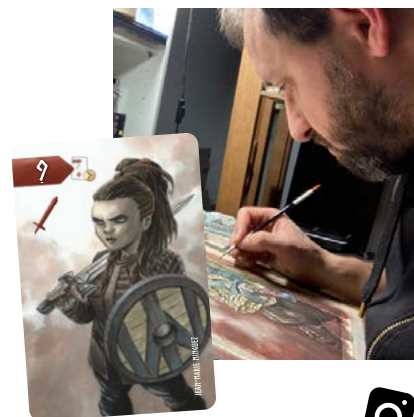
Harry enjoys collaborating on projects across various fields of illustration, including character design, posters, trading card games, board games and book illustration. Having used traditional media for years he now works primarily in digital form, using stark shapes and gritty textures to create schematic yet striking imagery. He evokes a sense of spirit, exploring themes of courage, morality and identity within his work.

In 2017, Harry's illustrations were featured in a double page spread of the art and illustration magazine ImagineFX, a significant highlight in his early career. He has participated in several exhibitions and art fairs, including Dublin Comics Arts Festival and represented BCFE at Art Source. Harry has worked with Wizards of the Coast creating the artwork for The Great Dalmuti: Dungeons and Dragons and has also worked on the table-top role-playing game Veiled Fate created by IV Games.

**JM Miguez re-invents his warriors for our greatest pleasure.**

Born in Perpignan from a Spanish family, Norman of adoption for almost 8 years now, I am comic author and illustrator since 2003. I work occasionally in boardgames illustrations since 2010, and I must admit that no project ever asked as much involvement, as much in engagement and self-questioning than Nidavellir. It was especially pleasing to see Serge Laget and the whole GRRRE Team work hard as well.

For the Artbox illustrations, I wanted to add colours in addition to the usual shades of grey. A full-scale test for more continuity in this project.



**SLEEVES**  
NIDAVELLIR AND THINGVELLIR



We can now offer you dedicated sleeves with pre-printed opaque back matching the different kinds of cards!

• **172 sleeves**  
for the base game and its expansion

• **101 sleeves**  
for the Art Box

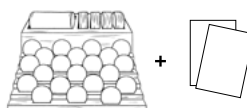
# DELUXE ROYAL TREASURE

Here are the items that will soon be available for preorder on the GRRRE Shop.

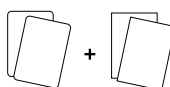
Preorder is only available for France, Belgium and Switzerland.  
For any other country, please, get in touch with the publisher that distributes the games in your country.

## BASE OFFER

**Deluxe Royal Treasure and sleeves for base game and expansion for free**



**Art Box and sleeves for the Art box**



**Sleeves Nidavellir & Thingvellir (x172)**

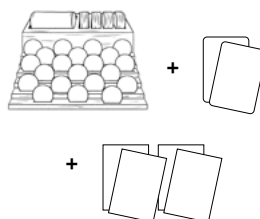


**Sleeves Art box (x101)**



## ALL-IN

**Deluxe Royal Treasure  
+ Art Box for free  
+ Sleeves Nidavellir & Thingvellir (x172)  
+ Sleeves Art box (x101)**





**International prizes**



# Nidavellir & Thingvellir on BGA

After weeks of developpement, Nidavellir and Thingvellir are available on BGA ! Play right now with the BETA version and discover the online Nidavellir experience.



@FLOGRRRE

**Soon Available**



ACCESSOIRES  
Masque - Taille adulte  
6,00€  
Ajouter au panier

Accessoires  
Masque - Taille adulte  
6,00€  
Ajouter au panier



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

Vêtement  
T-shirt « Je suis Dany (ou Nida) »  
9,00€  
Choix des options

Vêtement  
T-shirt « Nida...quoi! ? »  
9,00€  
Choix des options



**What's  
new?**





1-5 / ⌚ 20' / 👤 8+

A game by Masakazu Takizawa  
illustrated by Valérie Holley

Release on June 2021



Check out  
the trailer now!

*You were told not to enter the cursed room in the school library. But you couldn't help it! Attracted by the desire to learn more about your emerging powers, you push the door and come face to face with an old dusty Grimoire curiously placed on the floor. The moment your fingers touch its torn pages, you feel sucked into a cold and dismal world... The KamiMai who inhabits the old Grimoire has trapped you in the world of Nightmares...*

*Will you be able to escape?*

You play as a summoner apprentice in a cooperative game: you win together or lose together.

In turn, you will draw cards from the Magic Grimoire to cast spells in order to defeat the KamiMai and allow the group to escape from the world of Nightmares.

If the Grimoire collapses, the group loses 1 Energy Point. If you lose your last Energy Point, you lose the game, forever trapped in the world of Nightmares.



**The game is based on a unique game mechanic:**

- Cooperative,
- Based on the balance of the drawing pile arranged in a pyramid,
- Easy to explain and to play,
- Huge replay value with family or friends!

# Creation steps

The keeper of the spellbook



Step 1:  
Preparatory sketch



Step 2:  
Inking



Step 3:  
Final assembly on card.





Mr & Mrs Takizawa

## Interview

# Masakazu Takizawa

### A few words of introduction

自己紹介をお願いします。

たきざわまさかず1977年東京生まれ。独学でペーパークラフトを習得。テレビチャンピオン第9回ペーパークラフト王選手権出場。2016年秋ゲームマーケットにて正体隠匿型バランスゲームBABELを初出品。現在に至る。

(テレビチャンピオンの件は伝わる様なら入れてください、難しい様なら削除をお願いいたします。)

My name is Masakazu Takizawa, I was born in Tokyo in 1977. I got into papercraft construction on my own and even got on a TV show called Terebi Champion as the 9th edition was dedicated to this hobby (broadcasted on december 2nd 2004). This show puts to the test several experts of this hobby.

(T.N. : Here is a [trailer of the show](#) even though it is not the one in which Masakazu Takizawa participated). In 2016, BABEL, my first game, a game of balance and hidden identities made with paper, was released.

**How did the idea of this game came to you, especially the draw pile in balance, and which were the key moments of its creation until the signature of the contract with GRRRE Games ?**

山札とフェルトのアイデアのきっかけは何でしょうか? どういう風にゲームを考えて作りましたでしょうか? リリースした際、どういう反応がありましたでしょうか?

日本の山崩しという砂山を崩すゲームとトランプマジックに着想を得て製作しました。

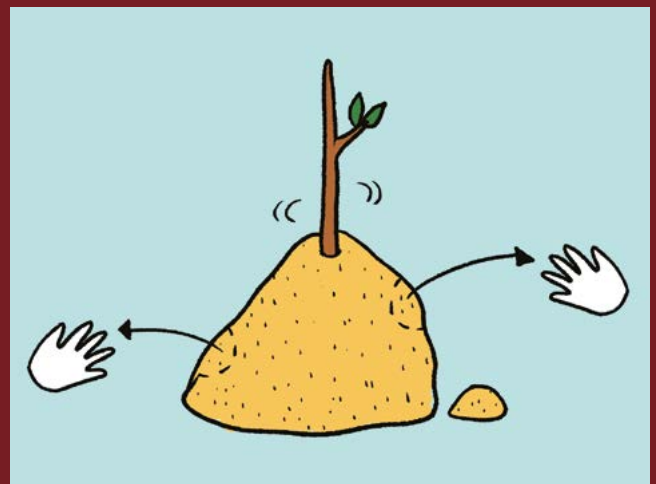
このゲームはカードの摩擦力がとても重要なゲームなのでペーパークラフトで培った知識がとても役立ちました。初回生産するにあたって紙問屋さんにゲームコンセプトを説明しました。すると「だからこの紙を選ばれたんですね!」と、担当の方がとても感動されていたので奇妙に思い、何故かと尋ねると、私が摩擦力だけを考慮して選んだ紙の名前が実はフランス語の砂(サーブル)という意味で

ある事がわかりとても驚きました。様々な奇跡的なご縁が重なり、こうしてフランスのパブリッシャー様でローカライズされる事、とても嬉しく思っています。

ヒクトルーンは発売当初からBGGゲームマーケット出張版に取り上げていただきとてもうれしかったです。その後も海外の方の紹介ブログや動画を拝見して沢山の元気をもらいました。

It was by mixing up a traditional japanese game called Yamakuzhushi and magic tricks cards that I had the idea. I tried straight away to put these two ideas into a game.

(T.N. : Yamakuzushi<sup>1</sup> is a game in which a stick is put on the top a mound of sand. Then, during his/her turn, the active player would remove a bit of sand from the mound with his/her hand without dropping down the



Jeu Yamakuzushi

※ヤニックさんへ

山崩し、棒倒し、は日本人の子供なら1度は遊んだ事がある単純なゲームです。しかし、形式ばったものではなく、こどもたちからこどもたちへと口伝で伝わっているもので、地方で呼び方も違うというようなものです。(not 伝統ゲーム、百人一首、花札、ごいたなど)

<sup>1</sup> The author explains here that this game is explained orally, and therefore, may not be registered as a traditional japanese game. He explains that all japanese boys and girls might have played it, at least, once in their lives. (He opposes the Yamakuzushi to other well-known games such as Hyakunin Isshu, Hanafuda or Gaita).

stick. As soon as a player drops the stick, this player has lost the game!)

The physical phenomenon of friction on the cards helped me a lot to create this game. I quickly had to explain my concept to the paper manufacturer. We tried many kinds of paper until we found the one that matched perfectly.

Fun fact, the name given to that kind of paper in Japan comes from the French word "Sable" in our katakana syllabary (T.N. : the syllabary is used to integrate foreign words in our phonetic system). Thinking about it, it is, in the end, not as big as a surprise that a French publisher got into this game. That makes me even happier !

When the game came out at the Tokyo Game Market, the american website BoardGameGeek presented it during its video stream dedicated to the event. The game was also presented in several foreign blogs and videos.

## Do you currently have other games being developed or published ?

次の作品はありますか？海外版になった作品も紹介してくれませんか？今までの作ったゲームを簡単に紹介してくれませんか？

現在、BABEL第3版がアークライト様より販売中です。個人的な活動ではボルダリングをテーマとしたカミクライムの一般販売をキックスターターにて検討中です。

また、ゲームデザインは私ではありませんが、カイジウオングアース第3弾ユグドラサスのダイスタワーの設計に携わらせていただきました。

今後もプレイを通して自己成長を体感できるゲームを、驚きと感動と共に皆さんにお届けできたらと思っています。

引き続き、ぶっ飛んだ内容のゲームになるかと思いますが温かく見守っていただけたら嬉しいです。今後ともどうぞよろしくお願いたします。

The third edition of BABEL was released with the Japanese publisher Arclight. I also think about starting a KickStarter campaign to introduce Kami

Climb, the encounter between paper and rock climbing.

I will also participate in the creation of a dice tower for the third game of the series Kaiju on the Earth, a sequence of Japanese crowdfunding campaigns.

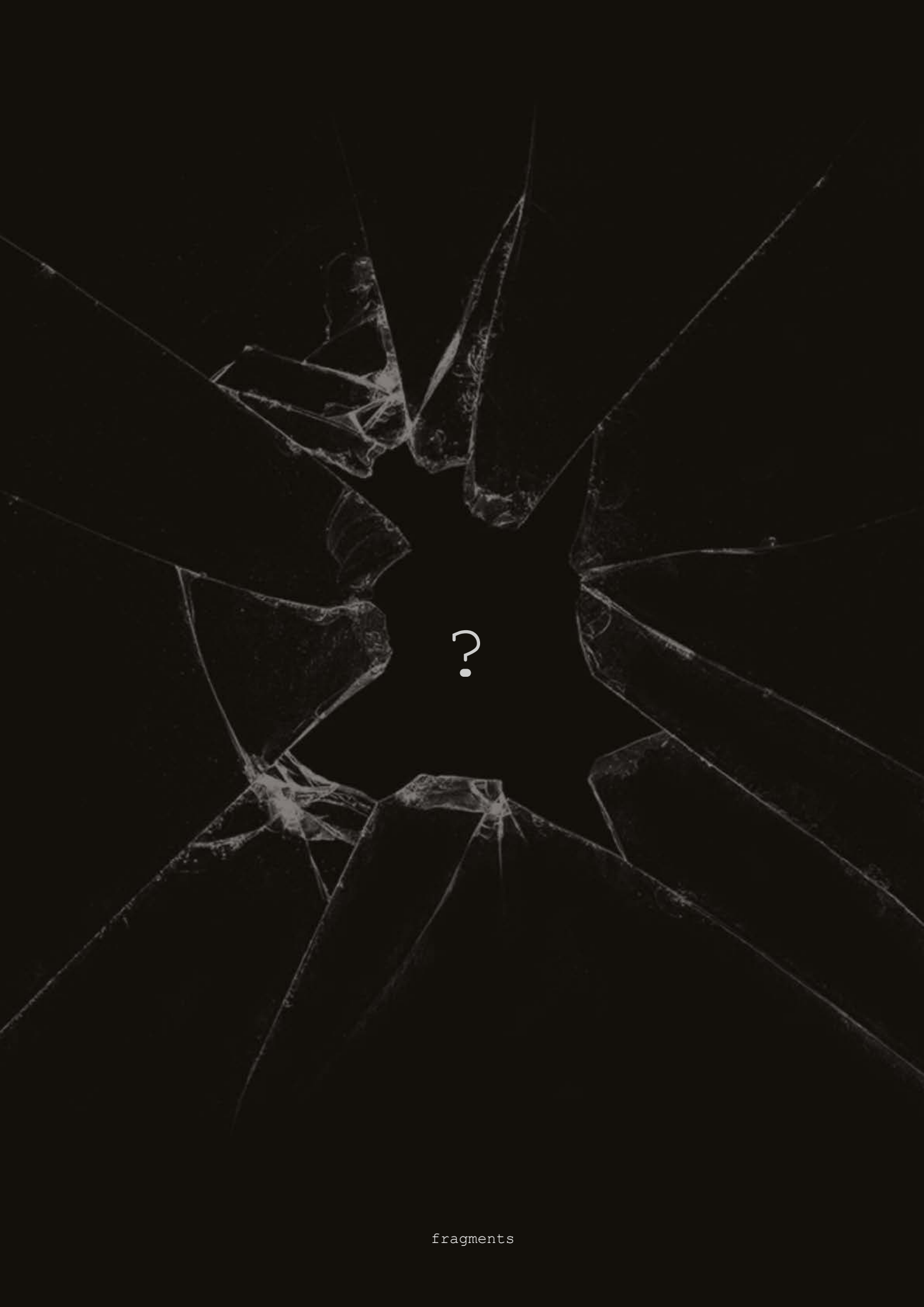
(T.N. : The third game of the series, Yggdrasus, was created by Hisashi Hayashi, the author of Yokohama, Trains ... The link of the Makuake campaign, a major crowdfunding platform for the Japanese board game industry. The campaign got 25.5 millions yens, which is roughly 200 000 euros.)

To conclude, I would like to thank GRRRE Games and I hope that KamiMaï will please everyone. It brings me a lot of comfort to know that my game went across the globe.

Translation by Yannick DEPLAEDT



Babel



?

Download issues 4 of MaGRRREzine  
on our website!

Discover our Nidavellir strategic guide, a focus on Thingvellir, but also a lot of GRRRoodies.



Click on the cover  
to download it.



Mjötinn.

Step 2:  
Inked drawing.



## Strategy 7 Pure Monoclass



You find out the ways of scoring each of the dwarf categories, you notice that for some (Blacksmith, Miner) there's an exponential progression and that it'll be extremely interesting to try to focus your efforts onto one of them. The "Monocolor" strategy is born!

An obviously build strategies based on recruiting a majority of warriors or Explorers, but often in these cases the most profitable will be not to push the Monocolor recruitment to the end. We will talk about this in the next issue.

Monocolor strategy

...to say that, but you can't decide before the  
...Evalands are fundamental since the  
...aid.  
...ers In

# Strategy #1

## «Coin Building»



A great strategy for discovering many of the game's tricks is coin building. You'll get to familiarize yourself with this mechanic and, because it needs great reactivity, to the strategies of other Elvalands. It will also give you a good view on all the ways you can win in Nidavellir.

### Your priority goals

First and foremost, you must lead the bets! The 25 coin must be yours and you will need to score between 60 and 80 points at the end with your coins to stand a chance. The zero coin is your friend and you'll play it systematically, trying your best to achieve the best possible gains with each trade.

When you trade with a 5 and a 4, you replace the 5 by a 9 and you gain 4 victory points. When you trade with a 3 and a 2, you replace the 3 with a 5 and only gain 2 victory points ...

Starting the game it may not seem significant, but if you earn 7 victory points by swapping a 9 and a 7, you can then afford to be the last to take in a tavern...



*Coin 25 and trade coin 0.*



*Royal Offering cards.*

In the same spirit, Royal Offerings should be a priority for you. Firstly, they allow you to ramp up faster on coin trades, but moreover they'll allow you to «upgrade» your smallest coin, which is never possible with the trade due to the zero coin (since you always trade the highest value one ... are you still following? :o)

When improving due to rewards, always favor your smallest coin (the 2 at the beginning of the game). If you apply the reward to one of the coins that you're going to trade in, then again you should apply the bonus to the smaller coin.

Demonstration: I put a 10 and a 5 for trade and get the +5 reward. If I apply the +5 to coin 5, I will then have 2 coins of value 10 to trade and in the end, I'll end up with a 10 and a 20. Should I had applied the bonus to the 10, I would have had a 5 and a 15 in the trade, which still makes a total of 20, but I would have found myself at the end of the operation with a 5 and a 20 ...

The only time this becomes obsolete is when it occurs while you're making a big gain because the coin you should get is no longer present in the Royal Treasure!

If you've got a headache after reading this first part, then you've just realized something elementary: Coin building isn't for you! To practice it, you have to be a real merchant: "a dime is a dime" must be your motto in all circumstances!

# The GRRRE Team

As you may know, GRRRE Games saw the light of day in september 2018. It is a small publisher company with 2 people since the beginning. That is why we cumulate many positions!



## Céline

Co-founder and president  
Administrative management  
Production management  
France and export



## Florian

Co-founder, project manager and developer  
Community manager



## Valériane

Graphic designer and illustrator

When we started this adventure, we wanted to involve Valériane. From this cooperation emerged the very own identity of GRRRE Games. In addition to being a friend and the graphic support of all our games and communication, she also takes her brushes to create some illustrations on her own !

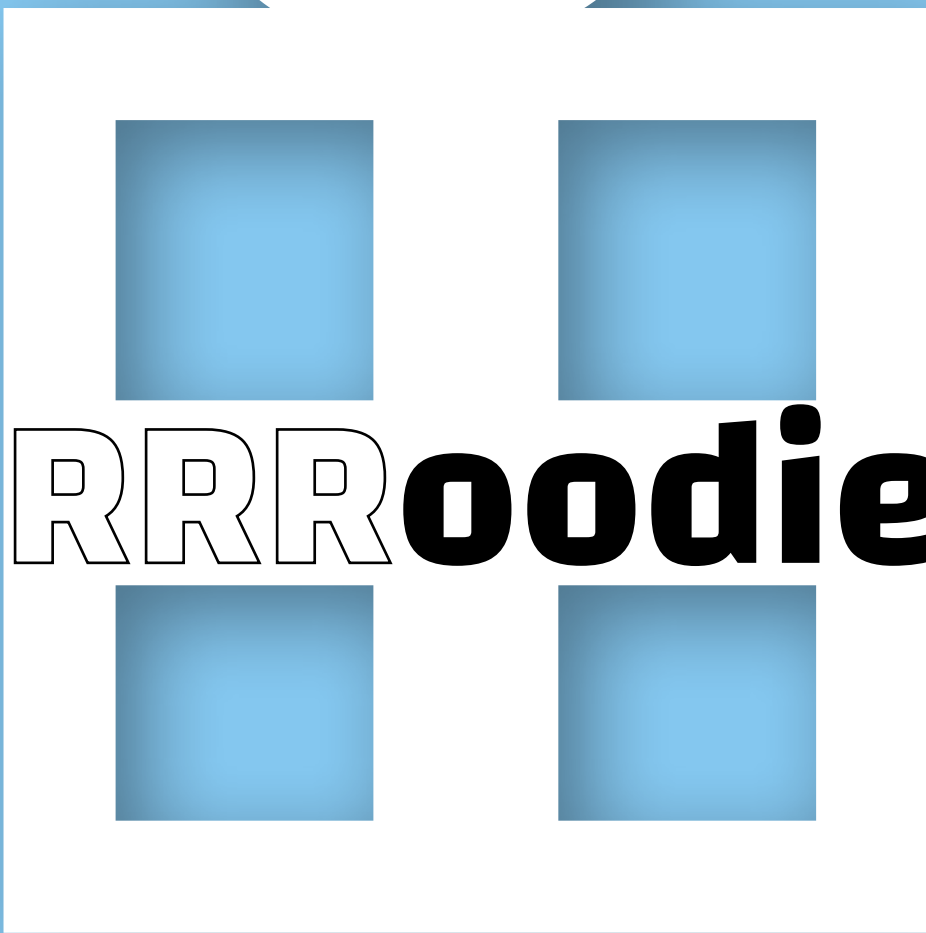
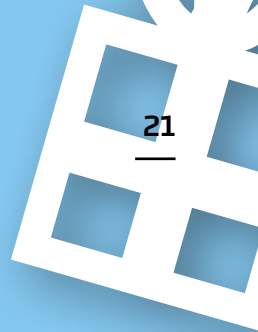
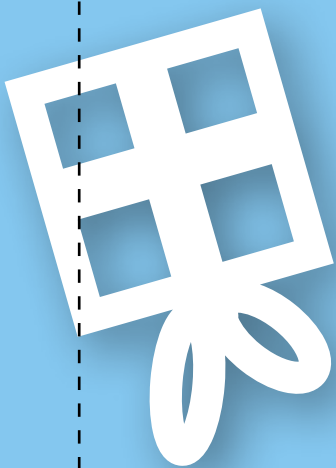


## Camille

Communication and playtesting

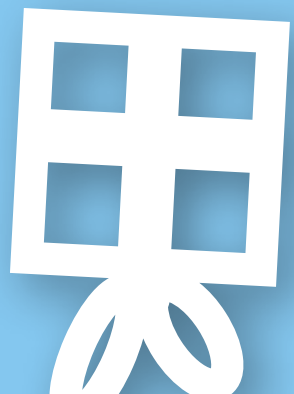
Behind the scenes man, he gave us a hand on countless occasions. Alternately, translator, animator, salesman, tester, proofreader but above all a friend, we introduce you Camille. He officially joined GRRRE Games 2 months ago, part time, to help us handle communication.

We are proud of our little  
bears team!



# GRRRR **oodies**

Gifts to thank you all!



# KAMIMAI

## 紙舞

Print, as of now, your KamiMaï bookmark.



**Our advice:**  
· Print the bookmark on thick paper (around 120g) in recto and glue one side to the other.





# Tuck boxes

to be printed

This month, we continue with the GRRRE games tuck boxes with a box to fit all the KamiMaï cards.

- Our advice:**
- Print the tuck box on thick paper (around 200g) in recto, real size and glue the bottom to strengthen the whole.
  - Graze the paper with a box cutter (without pushing too much) on the areas to fold to get neat folds.





Find all of our games on our site!

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

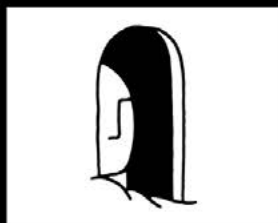
[www.grrre-games.com](http://www.grrre-games.com)



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TO DISCOVER



[Our Games](#)

## GRRRE WHAT ?

**GRRRE Games, of course!**

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

[Click here to learn more.](#)