

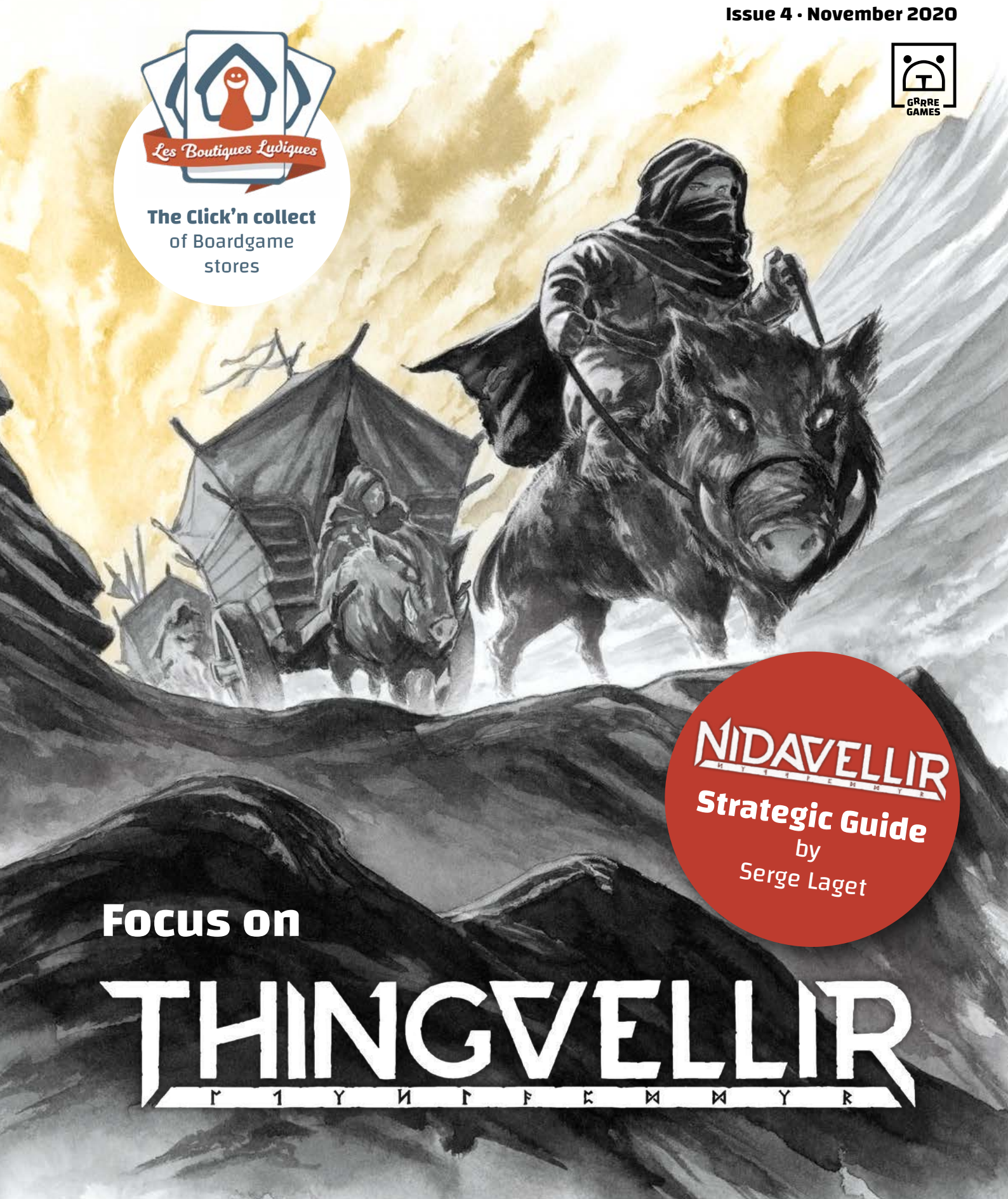
Ma GRRRE zine

Issue 4 • November 2020



Les Boutiques Ludiques

The Click'n collect
of Boardgame
stores



NIDAVELLIR
Strategic Guide
by
Serge Laget

Focus on

THINGVELLIR



THINGVELLIR

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GRRE
GAMES

Édito

Hello everyone,

Your positive feedback has been numerous and encourages us to continue this webzine. You are now reading the editorial for the 4th and final issue of the year. We have decided to continue publishing next year, at the rate of one issue per quarter.

It is important for us to get a place where we could expand the universe of our games, offer you game variants, goodies, tell you about our future projects and also let our collaborators express themselves.

In this very difficult period, combining a reality that goes beyond the worst works of fiction, and the arrival of long winter evenings, we're happy to be able to offer you a little bit of relaxation with family or friends around a board game.

In this issue, we focus on Nidavellir and its Thingvellir extension, but also on our future projects.

You can also find all the information to support your Boardgames shops via the Click & Collect, on page 24.

We cannot thank you enough for your support. We wish you a happy Christmas and New Year's Eve. Take care of yourself and your loved ones.

Have fun reading!

Florian
GRRRE Games



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

Credits

1

MaGRRREzine #4
November 2020

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*This pictogram means
French content.*

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Nidavellir **strategic guide**

Sharpen your strategies and knowledge about
Nidavellir thanks to its creator Serge Laget.





Nidavellir game material.

Serge Laget unveils his strategies

**In this section - which might be perpetuated,
depending on your feedback – we'll review some of the most
effective strategies to win a game of Nidavellir.**

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!

Another key element to take into account with this strategy, are the Hero cards which will reinforce it. These are fundamental for victory and without them you might still end up with a good score but ... you'll be second! Let's take a closer look at the Hero cards, and prioritize their recruitment order:



Hero Cards Grid, Jarika and Astrid.

- First, Grid the mercantile will give you the best advantage. A +7 on a coin (for example on the 2!) Will often be decisive to get you leadership on the bets. Note that sometimes the +7 will be more interesting on your best coin to get to 25 before the others or to obtain the value of a coin absent from the treasure and thus achieve an interesting gain (especially if several successive coins are missing ...)

- Then, Jarika is ideal to boost all your numerous trades and coin upgrades since each time you interact with the royal treasure you'll systematically do so with an added value of 2. And that is good!

- Finally, Astrid the Wealthy will bring you a good addition of victory points since her value will be that of your strongest coin at the end of the game (which is 25 if you have followed our advice). But I would say she's less important than Grid and Jarika and should only be considered if the opportunity to recruit a 3rd Hero card presents itself. In short, Astrid is the icing on the coin building cake!

Distinctions do not have priority, but 2 are welcome: that of the Miners (gem 6 which can't be taken away and is worth 3 points of Value) and that of the Hunters (coin of value 3 which replaces the zero) because

you will systematically trade in each round of taverns and having a 3 instead of a 0 or always winning ties, is a nice bonus.

In short, if you ensure the highest bet, and if you keep an eye on all possible capital gains during the game, you'll surprise your opponents in terms of scoring, because yes (and this is the fun part of this strategy :o) it's only at the end of the game that they'll realize your score ...

Coin building is the bomb!

Yup, we can't repeat ourselves enough! At the same time, this kinda is the heart of this game ... So no surprise there: we warned you!

All joking aside, if this strategy can be extremely powerful, it is also pretty demanding to be done right, as it involves analyzing the strategy of your opponents and reacting accordingly ... So, don't be discouraged if you fail on your first attempts!



Royal Treasure.



Distinctions cards and their rewards.

Strategy #2

Dominant Monoclass



Two categories work fully well when playing a strategy based on a majority color, without putting all your eggs in the same basket. These are the Warriors and the Explorers. If you try to play a «pure» monocolor strategy with these two factions, you'll find that you win few games ... Why is that? well it's quite simple: these two categories are based on the sum of the values of the characters who compose it (as opposed to being exponential) but their values are very variable from one card to another: from 3 to 10 for the Warriors and from 5 to 12 for the Explorers. If you recruit from like crazy, the average character value may be insufficient compared to that of the «exponential» categories.

What these two strategies have in common

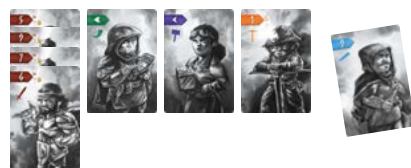
The first basic principle to keep in mind is that each character's intrinsic value is added to your final Bravery Points. So recruiting a character that is worth 10 points is better than recruiting one that is worth 5 points (obviously!) and it means you've acquired 10 Bravery points in addition to any other consideration: recruitment of Hero cards, distinction, majority bonus, etc.

So, when you bet, it will be very important to bet in the taverns where you'll find several characters of the same category and of different values, to make sure you recruit the one with the highest value.

The second important principle is the management of the points you'll get outside of your favorite category. Several options are available:

1. Horizontal recruitment

Clearly, when you're not recruiting in your main category, you recruit to complete a line and recruit a Hero card.



2. Recruitment in a secondary category

It all depends on what the other Elvalands will play but note that the Warrior and Explorer categories go very well together (you can get around thirty points with 4 Explorers when you'll only get 16 points with Hunters. And don't even start with Miners with whom the result will be even more terrible ...).

3. Coin-building-alooza!

This one is simple, in each tavern where there's a Dwarf card of your favorite category, bet high. When there's none, bet zero and/or your smallest coins to achieve the best possible coin gain by not giving a damn about who you recruit. To get a chance for victory, you'll need to aim for around 60 to 80 points in coin value at the end. Note that with this strategy, you can still make interesting recruitments last, as they'll might allow you to recruit a Hero card.



The specifics for each of these 2 categories



THE WARRIOR STRATEGY



Warrior cards.

Two essential elements:

1. You absolutely must get the majority in rank at the end of age 1 and age 2.
2. You must absolutely get the coin of value 25 (because you're going to count it several times!). Majority in rank by the end of age 1 is vital as it'll serve you towards your goal of being the first to score 25 in exchange for coins.

Without additional bonus due to the royal offerings or the recruitment of Grid, it would take 5 trades for an Elvaland to get to 25. But usually, there will be an Elvaland who'll benefit from a bonus, who will also try to get to 25 and you'll have to fight for it!

In order to do this, recruiting Grid can be decisive but not absolutely necessary, you might probably prefer to recruit Astrid (which gets the value of your best coin) because this will allow you to score 3 times your coin 25! Once by adding up your coins, once for the Warrior majority bonus and a third time thanks to Astrid.



THE EXPLORER STRATEGY

Two essential options related to the recruitment of specific heroines, Hourya and Idunn:

1. Once you get 6 Explorer cards recruited, Idunn is more profitable than Hourya since she will get you 7×2 (ranks) + 7 (her own value) = 21 points. Taking into account that Hourya can only be recruited if you already have 5 characters in this category ... Idunn will always be the number one choice and Hourya a complementary one (interesting but not fundamental) made more by default than by planned will.

2. The other strategic option is to limit yourself to the best Explorer's values and to voluntarily give up on the recruitment of these specific heroines.

In that case, we will get back to the aforementioned options, i.e. a mix of Warriors and Explorers, horizontal recruitment or finally a coin building race. The main difference with the Warrior strategy is the level of the distinction obtained at the end of age 1. Here, we won't have the interesting boost for the race for 25, but we will benefit from additional recruitment, quite useful (and sometimes even get the opportunity to have the equivalent of the Warrior distinction if you're lucky enough to draw the +5 offering!).



Explorer cards.

So, in the end, what should we think of these "hybrid" strategies? Are they profitable enough, or not?

These strategies have a major advantage, which is flexibility. Indeed, we can often get on with an option at age 1 and then twist it to slide towards another one at age 2, depending on the opportunities left by the other Elvalands.

But this is also what makes them hard to master, as they require excellent knowledge of the game and a good ability to analyze how the other play...

Strategy #3

Pure Monoclass



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

We can 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 a future article.

The general principles of the Monocolor strategy

The first one to respect is adaptability! It might sound trivial to say that, but you can't decide before the game how you will play. Nidavellir is a game where interactions between Evalands are fundamental since the pool of cards that will constitute your army comes from a space where everyone bids.

To succeed with a pure Monoclass strategy, it's better to choose a category that will be ignored by others. In the first tavern rounds, focus on trading with your zero coin and take what others leave out, keeping in mind to try and recruit in the category where you have already recruited.

Recruiting Dwarf cards from other categories is okay, as recruiting a Hero card or two is often wise, in order to boost your single color score. Again, if possible, when you can't recruit in your main category, try to recruit cards in different categories to quickly be able to recruit Hero cards. The ideal in this strategy is to successfully start your collection in a color while having «upgraded» your coins well to be able to ensure recruitments at age 2 ...

The specifics for each of the 3 categories

THE FORGE STRATEGY

Two facts:

1. Blacksmiths are more numerous in the game and therefore easier to recruit despite the recruitments of other Elvalands in this category.
2. The distinction is fundamental since it brings a character with double rank in this category (the equivalent of the hero Aëgur!).



Blacksmith cards.

One of the key elements for victory with this strategy is managing the recruitment of the heroes Aëgur and Bonfur. It won't always be necessary to recruit them both (in some cases it'll even be better to recruit Blacksmiths rather than go looking for a line) and you'll get to make a hard choice when you first get to recruit heroes: is it better to take Bonfur (and achieve a 3 rank boost!) at the risk of not being able to recruit Aëgur afterwards, because of the destruction of a character in another category? or is it better to recruit Aëgur (and its more modest 2 ranks boost) but keep the possibility of recruiting Bonfur later?

IF YOU WANT TO BECOME A GOOD HUNTER

Two things:

1. The exponential progression curve is greater than that of Blacksmiths but it will undoubtedly be harder to get that far...
2. The heroine Dagda is «magical» in terms of boost in the category but you have to manage the timing of her recruitment to minimize the destruction effect ...

Even more here than with the other Monocolor strategies, recruiting specific Hero cards is decisive for victory. Particularly Dagda. If you recruit her when you already have 9 dwarves, you will go from 81 to ... 144 Bravery points, a leap of 63 points! If you destroy a 0 Miner and a 3 points Blacksmith, that's 60 more Bravery points for you! Suffice to say this can easily spell victory!

The move may seem hard to achieve, but there is little chance that other Elvalands will recruit Dagda, as for them the negative effect of the destruction would not be compensated by the gain in points.



Hunter cards.



Miner cards.

LOOKING BEYOND THROUGH THE DEPTHS OF THE MINES

Two observations:

1. These characters are of interest to others only to form lines and recruit heroes because their value is really poor if you only have a few of them (zero + one times two equals ... two! Wow!)
2. The 2 heroes in this category are interesting and offer no disadvantages in return for their power.

The choice of one or the other will depend on the Miners that you have already recruited: if you've recruited characters of values 2 or 1, take Zoral for the multiplicative effect. And if you've recruited a lot of characters of zero value, take Lokdur to boost the amount to be multiplied. When placing bets, be on the lookout for Elvalands who need to recruit a miner to make a line: the danger will come from them!

But, but ... Nidavellir is an in-your-face game, then!

The pure Monoclass strategy may seem very efficient and a tad simplistic, but it ain't always the case! Each game will be different and if several Elvalands play a strategy based on recruiting Hero cards, you'll have a lot of trouble getting high enough in a category because the others will also need this color to complete their lines... This strategy can sometimes be frustrating because victory is often played with one specific recruitment, the gap in Bravery points being extremely high!

Strategy #4

Hero



As we've seen in this strategy guide, Nidavellir is a game of interactions and «adaptive» strategies that allow you to adapt to your opponents' ways of playing are usually the most effective.

Among them, the one aiming to recruit as many Hero cards as possible is without the shadow of a doubt one of the most effective and one of the most fun to play. In order to succeed, you'll have to be constantly watching the choices of the other Elvalands, mainly to try and guess what they're gonna try to recruit in each of the taverns.

Let's say you need a Warrior card and oh, luckily, there's one in the Laughing Goblin Tavern. Logically, your first move would be to place a high bet in this tavern ... However, looking more closely, you see that in the Laughing Goblin, there is also a Hunter card and a Blacksmith card that your two opponents respectively covet. So you'll then bet your coin 0, knowing that you'll get the Warrior card in the end anyway. This will allow you to save your high value coin for another tavern where the choices will be much prompt to fighting amongst players.

These types of small optimizations will allow you to get more control over the game and gain the upper hand over your opponents.

Thrud, recruiting captain

The most natural way to put this strategy in place, of course, is to recruit Thrud as the first heroine.

Indeed, her power is extremely efficient since you can place her in your army and take advantage of her rank to already lay the first stone of the recruitment of the following Hero card... Icing on the cake, if you have happen to recruit a Dwarf card in the category where Thrud is, you can move her to another one in which you find it much more difficult to obtain a card.

In other words, Thrud allows you to recruit the next Hero card «minus 1», that is, with one card less than necessary to make a full new row. And on top of that, as she can move around during recruitments, she necessarily goes in the category where you were unable to recruit, in order to finish the line!

The distinction given at the end of Age 1 for an Explorer majority is to be targeted as a priority since the advantage it confers is completely in synergy with Thrud's power.

In fact, by drawing the first 3 cards of age 2, you will very often have one that favors the constitution of a next line ... or at least one that falls into the category where Thrud is...

The Blacksmith distinction may too be seen as a good choice (2 grades for the apprentice blacksmith) but, since you have the majority in this category, the 2 additional grades might not be useful...



Thrud and Distinction cards.

When recruiting the Hero cards that will come after Thrud, you have several options:

- Favor those who place themselves in the army (this choice is detailed in the next chapter),
- Favor those that give you advantages over bids,
- Give priority to those that your opponents would have wanted to recruit according to the good old saying: all the points that your opponents do not score will bring you closer to victory!

Speaking of bids, Grid or Uline are excellent choices since they may grant you the right recruitment when the time comes...

Ylud is also a very good choice since her versatility (she can be placed at the end of each age, in the category of your choice) will perhaps allow you to complete a final row at the end of age 2!

Heroes and Heroines who call for others

To recruit many Hero cards, the technique of recruiting some in order to recruit others is undoubtedly one of the most clever and effective, even more so if others take too long to get what you're doing and to react accordingly ...

The principle is simple, recruit Class Heroes and Heroines, place them in the army, favor those with several ranks to facilitate following recruitments (between Kraal and Tarah, you'd prefer to take Kraal to benefit from its 2 ranks, leaving out the 7 Bravery Points that Tarah would have brought). On the other hand, those who destroy cards when they are recruited (Dagda and Bonfür) are to be avoided at all costs since you're looking to get as many ranks as possible.

To summarize, if all your choices are made towards favoring the greatest number of ranks you can, you'll finish the game with an unusual number of Hero cards and the resulting gain in terms of score per category should alone grant you victory!



Grid and Dverg cards.

So the answer is to make lines!

It is, as when this plan unfolds perfectly, it's a real steamroller and the Bravery Points magically add up!

But a game of Nidavellir is not always as calm as a river flow, and many things can get in the way of your foolproof plan:

1. Several Elvalands play a Monocolor strategy and as soon as one of the characters they need appears, they bet on the tavern he's in with their highest coin...
2. If Thrud is your first recruit, other Elvalands may already have recruited the «double rank» Hero card you wanted when you recruit your second...

In short, here as in the books of the famous Jean-Paul Sartre: «Hell is other people»!



Hero cards.

Strategy #5

The Dwerg



In this section - which might be perpetuated, depending on your feedback - we'll review some of the most effective strategies to win a game of Nidavellir.

What better way to begin than to start with the very famous Dwerg's siblings! Fairly natural, this strategy will help you win many times as long as you know how to be efficient and ... discreet!

The Dwargs: strengths and weaknesses

If we look at it closely, we can see that from the 3rd brother, the number of Bravery Points you get is very profitable: 81 points for 3 heroes, which puts the card at 27 points, which is higher than what most cards will get you.

But if we add their value to the hundred points that the cards which constitute the 15 ranks necessary for their recruitment (5 times 3 ranks) will bring you, we can see that it won't be enough to win (note that in a 2 or 3 player game, we can go up to 4 brothers, which is how these guys really love to party!).

The question that arises in order to fully validate this strategy is: where do I get the 60 to 80 additional points that will grant me victory?

There are several ways, but essentially 2 are to be considered: coins (since their value is converted into victory points at the end) and the excess of ranks beyond the 15 required for recruitment.

In fact, and this is where you'll make the difference with your opponents, everything here is linked and it's the consistency of your actions in this unique strategy that will make the difference!

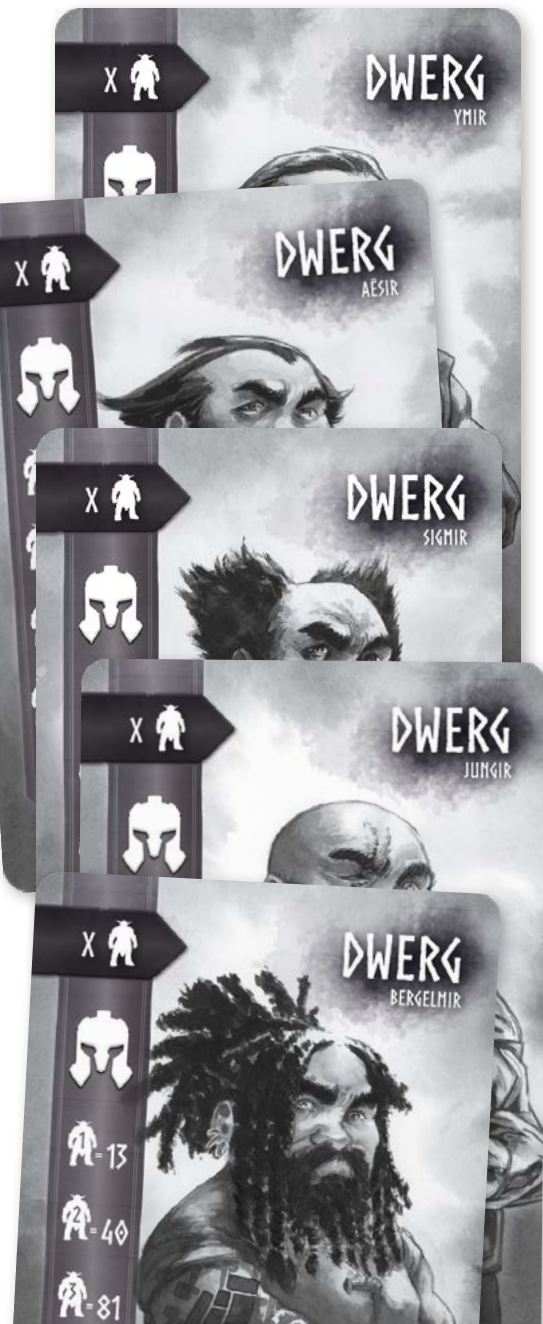
One thing is that the strengths and weaknesses of this strategy join together. Indeed, as soon as you have recruited your first Dwerg, you will provide crucial information on your plans for the rest of the game. Switching your objective after recruiting him will leave you with a 13-point hero with no special power ... leaving you with little change to win this game.

And by keeping persistent on the Dwerg, not only will your opponents know what you're going to bet on, but they'll also all know that you are not going to be competition on all the other Hero cards ...

Luckily, it turns out that these heroes have one major interest: They score late in the game. So no need to recruit them at age 1!

The advantage is double: you don't reveal how you're going to win and you can focus on two crucial elements for the success of this strategy: distinctions and coin building!

Dwerg Cards.



In the 1st round, bet the 0, 2 and 3 to trade your 5 for a 9. No matter which cards you recruit, you will need some in all categories! On the other hand, at age 2, when you'll be missing a few specific cards to finish your lines, you will need the best bets to rule the taverns ...

Don't try to make full lines: you don't want to recruit a Dwarf at age 1. It's best to leave a «gap» in a category that you will quietly fill at age 2.

Try to recruit to get a distinction or two, or even prevent an opponent who is too greedy from collecting too much.

Three distinctions are of major interest for this strategy:

- First, that of the Explorers, because obtaining an additional card, even more so in a weak category, will often guarantee the recruitment of 3 brothers (the 4th can be obtained with 4 and 5 players, but it needs a combination of favorable circumstances to be done).

- Second, that of Blacksmith is a good choice for the same reasons: 2 more grades for recruitments, but also for the added value of scoring on this category at the end of the game.

- Finally, the Warrior distinction remains interesting since it will almost certainly ensure you dominate the bets at age 2.

In short, if you come out of age 1 with a distinction in your pocket and the highest bet, you'll just get to finish off your opponents by recruiting in 4 or 5 turns the dwarves you need to complete a line, at almost every tavern (the 3 Dwarf in a round of taverns being the absolute best! «;^»).

But then the Dwarf always win!

The best way to stop the Dwarf is not to try to recruit 1 or 2 to annoy an opponent (that would probably destroy your own chances of winning ...), but rather to take advantage of the opportunities your opponent leaves you! Go for it! Treat yourself: all the other Hero cards are at reach: a +7 on one of your coins to regain the advantage on the bets? Thrud to maximize your recruitments? What do you want? You can have it all! : o) Usually, if an Elvaland gets the coin 25 before the one who plays the Dwarf, it'll greatly harden his path to victory...

Lots of other strategies can work and surpass that of the Dwarves! But that's another story, for another MaGRRREzine ...



Distinction Cards.

Nidavellir game.



NIDAVELLIR

И У Ч Д Е К М Н О Р





ELVALANDS AROUND THE WORLD
ARE MOBILIZING TO RECRUIT THE
MOST COURAGEOUS DWARFS...

FAFNIR BEWARE!



What's new ?

Get a preview of Thingvellir's new mechanics as well as the next game in our Mini collection.



2-5 | 45' | 10+

A game by Serge Laget
illustrated by Jean-Marie Minguez



Check out
the trailer now!

ON DECEMBER 11TH 2020, MEET THE NOMAD TRIBE OF THINGVELLIR!

Queen Dafid has gone to ask her tribe for help. As the caravans settled by the castle, the people of Nidavellir discovered the brave mercenaries and the marvelous artifacts gleaned by this singular tribe.

Now, the Elvaland with the best bet has the choice of going to the Camp rather than the Tavern being resolved.

The Camp offers you:

- Very powerful artefacts allowing incredible powers,
- Mercenaries with 2 classes, with a delayed «timing» pose giving you access to exceptional combinations.

It also introduces 6 new Hero cards, including Jarika, offered during the pandemic containment period.



The goal of this add-on is to provide very few new rules but to allow you to twist your playing habits by giving you more complex and interesting combos and development possibilities via artifacts and mercenaries.

We developed it with the idea that the strategies of the base game would still work, while creating new paths to victory and reinforcing extreme strategies.

All the additions will seem extremely attractive and powerful to you but don't get carried away by dwarf greed as it can lead you to your doom!





Step 1:
Preparatory sketch of Mjöllnir.



Step 2:
Inked drawing.



Step 3:
Final card.



1-5 / 20' / 8+

A game by Masakazu Takizawa
illustrated by Valériane Holley

Expected release in 2021



*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!

For the little story:

Back in June 2018, GRRRE Games is in gestation (birth will arrive in September 2018). We are at the Cafetière, chilling out with Antoine Bauza and Ludovic Maublanc. They then show us a game called HIKTORUNE, whose game mechanics based on the balance of the drawing pile amazes us! We contact some people and manage to get back to the author, get a translation of the rules and play the game. In the process, we sign a publishing contract. It then took 2 years of work and adaptation to make it more in line with the target of the game.





Once Upon a Time

Kaelawen takes you behind the scenes, Zephiriell tells you about the genesis of 63-88 and the special containment letter from the Boardgames stores.

Extremely appealing, these stories will surely please you.



Kaelawen on scene.



Behind the scenes

By Kaelawen

When Flo asked me if I was up for writing an paper about the making of one of our videos, I admit that after thinking «Yeah, great idea», I found myself facing a blank page.

Where to start ? It's been almost 2 years now that my husband and I have been making videos, sometimes even making several a week. So today, I will try to share this daily routine with you, because yes, making videos, Kaelawen, is now part of our everyday life.

To be able to talk about this daily routine, and more precisely the videos, we have to get back to the beginning. It will help a lot to understand the process and the way we work.

I live with a man whose job is audiovisual. Director / Editor by training, Alecs makes no concessions on the «rendering» of our videos.

«If we do things, let's try to do them well, and try to bring something other than what already exists» are his words. Professional habits made that from the outset he imposed himself a rigor and a desire for quality which were quite frankly annoying me at the beginning. «The sound is bad, the light casts a shadow here, the cut is wrong» ... things that ordinary people wouldn't even see ...

As for me, before that I had never shot videos, and I would never have imagined myself being showcased like that. But over time, his moments of sharing, his advice and encouragement, made me get into it. I quickly understood why Alecs imposed such a high

standard on himself, because in the end, I ended up making the same about the presentation of the games, and now the roles are reversed «Oh no, but the take is not good, and shouldn't we shoot this like that too? «

We want to share our passion for board games on video, but not just do it to do it, we want to be proud of what we give while having fun doing it and while sharing as a couple.

What will follow is «our» way of doing things, is it the best? I don't know, no claims on our part, it's just the way we like :)



Test play for Nidavellir.

Making board game videos might be a lot simpler than what we do, but then it wouldn't feel right.

We often don't realize beforehand the work to be done. To start working on a video, you go through a long testing phase. Several plays, several hours of games, in order to get as much as possible of the subtleties of the game we're going to deal with.

Then comes a discussion phase where we compare our opinions with Alecs, our points of view, we reorganize our ideas, decide what we're going to put forward or not.

In some formats, I write, I prepare my text. Alecs reads it several times ... I then rework it to be as concise as possible, to get straight to the point and not get lost in unnecessary explanations.

Then comes the moment of filming. Over the months, we have equipped ourselves to be able to produce videos that meet our expectations. Lights, microphones, cameras, computer ... we even went so far as to dedicate a room in our house and to make filming easier.

For the shootings, Alecs takes care of the technical side, the invisible part: framing, lighting, sound recording. For my part, I manage the visible part. Be as natural as possible, as less stressed, articulate, and above all succeed in sharing my explanations and my feelings about the game.

For some time now, we have been offering some filmed plays for two, il a more chill side. Because yes, if Alecs threw me in front of a camera in the beginning, I've now asked him to play with me. I know it's not his favorite exercise, but I think he got caught up in the game, just like me!

After these filming sessions are over, Alecs gets down to editing the videos and I assist him. Each step is really done together. Although it's his job, I never hesitate to give my thoughts to him over this or that, on how to edit the video. It also allows us to check each video to look for errors, like on a rule or a bad editing.

Whether it's writing, filming, editing, all these sessions very often take place late at night, on weekdays and weekends because until now, there is a point in all this organization that I had raised but ... We are parents of two little guys, aged 6 and 8, and it was inconceivable that this passion would take precedence over our family life. That's why Alecs and I have set limits. This passion, as rewarding as it is, will never be at the expense of the time we give our children. As a result, we often find ourselves preparing videos, filming, editing, from 9 p.m. sometimes until 1 a.m., once the little ones are in bed ... while having to work the next day!

It's a pretty damn crazy pace, but we love it.

Some people like to watch movies or series, we make videos. We like it, Kaelawen and the Meeples is a great adventure for both of us, an adventure that we share with you, and that we hope to continue for a long time.



Silence, we're playing!

Find Kaelawen's videos on Youtube!



The genesis of 63-88

By Zephiriël

The story behind 63-88 is above all a two gaming enthusiasts meeting during a role-playing session: Théo Rivière, game designer, and Zephiriël, co-creator of Le Dé Faussé.



The first wants to talk about his creativity, the second is curious about the backstage of the gaming industry: the result is a bimonthly 30-minute podcast that tells the story of the creation process.

Based on the idea of an author's notebook, 63-88 is a show that talks about each stage in the life of a board game. From its basic idea, starting with a theme or a mechanism, evolving towards prototype iterations until it is presented to a publisher, to it being sold in stores, everything is talked about. Even the contracts between publishers and game designer / illustrator will be talked about in the show.

Théo answers Zephiriël's questions, drawing on his experience as a game designer and insisting both on the difficulties encountered and on the general kindness of the gaming industry as well as the help that can be found there, being neophyte or accustomed.

And because they want to hear every point of view, special episodes are already planned to hear from the professions of illustrators and publishers.



Zephiriël and Théo recording.

Creation, passion and kindness are the keywords who best suit 63-88.



Discover
the 63-88 podcast!

Find **GRRRE Games**
on youtube!

Teaser, rules, plays ...

Come and learn more about
our games and our universe.



**We are a Board game store:
boardgame enthusiasts and game experts.**

Our strength is this passion put at the service of your expectations, to advise you and guide you through the profusion of games published each year. A board game store is a place to chill without necessarily having to buy, it is a place filled with life, activities and events organized within or nationally.

The harsh reality of an unprecedented health crisis has forced us to close. We had already given up on kissing and shaking hands with our close customers. Smiles were made behind masks but we were happy to still welcome you in person.

Now everything is done at a distance, behind a phone or a screen. However, we keep smiling at you - even if it's less visible - and do our very best to offer you the best advice.

This advice is our strength: a wide choice and in-depth knowledge. So, if you like carefully selected gifts, the service of a local store, a friendly address: think about your board game store!

The first confinement taught us to organize ourselves. We've set up «click'n collect» systems, local delivery... We do our best to serve you and to get you the games that will delight everyone at Christmas or save you from home-boredom.

Soon, we will re-open our doors and welcome you again with immense pleasure. Much more than a store, you'll find passionate people to chat with, played and approved fun gems, little touches like goodies for your favorite game waiting for you ...

Until then, thank you for your loyalty, thank you for your support and see you soon for some great moments of sharing around a game!



Get the **Click'n collect** card
from board games stores!



Dear Santa Grrraus,

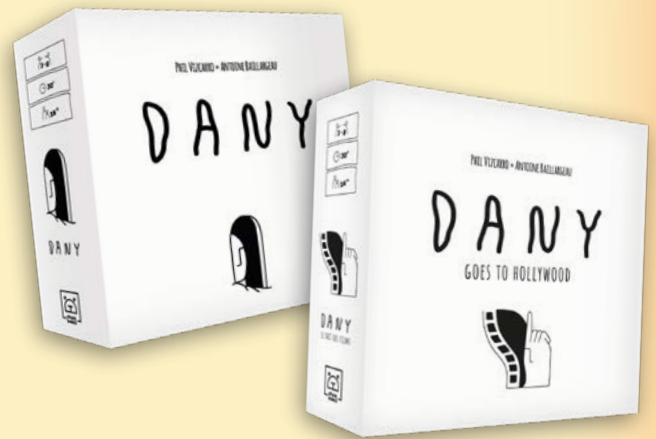
I have obviously been very good this year!

*Could you please bring me the following games
(which you can find in all of your favorite boardgame stores):*



CREATE THE MOST POWERFUL
ARMY TO PROTECT THE DWARVEN
KINGDOM.

PLAY IN DANY'S HEAD AND AFFIRM
YOUR PERSONALITIES!



Mini-price for
big fun, for all ages
and all tastes.

A Grrrand thank you!

Signed:

Download issues 1, 2 and 3 of MaGRRREzine
on our website!

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



right to ex

Phil VIZCARRO on the Cosmo Duck website (www.c

DANY, came out in February of 2019. If I fully
subject and that it was going to offer a differen
positive feedback that we would receive with Antr
universe. While reading reviews about the game
clear to the reviewers. And if I like the fact that t
et that my underlying message was ultimately a li
ed to develop it today.

Hollywood cliché

I often read in the reviews
the concept of schizophren
zophrenic. You can suffer
schizophrenic and vice v
schizophrenic away from the o
«she.» «hi
re

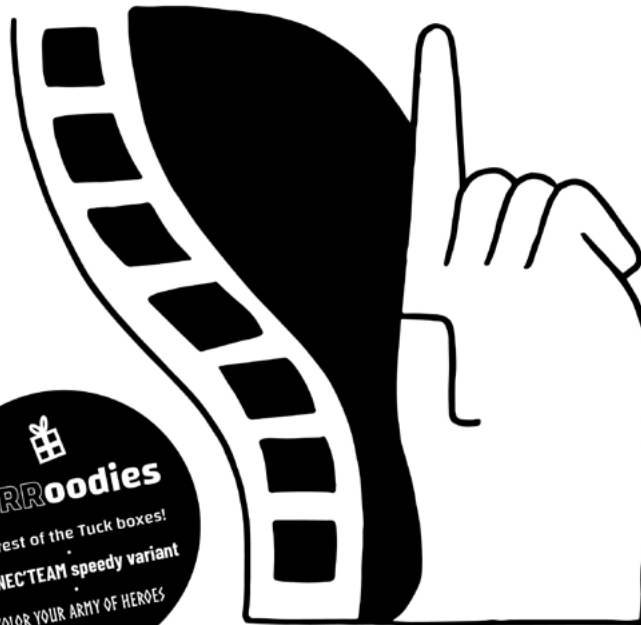
Tuck bo
to be prin

This month we continue the GRRRE Game:
your Nidavellir cards and y

News · Reports · Interviews · GRRroodies

MaGRRREzine

Issue 3 · June 2020



GRRroodies
The rest of the Tuck boxes!
CONNECT TEAM speedy variant
COLOR YOUR ARMY OF HEROES

Click on the cover to
download it.

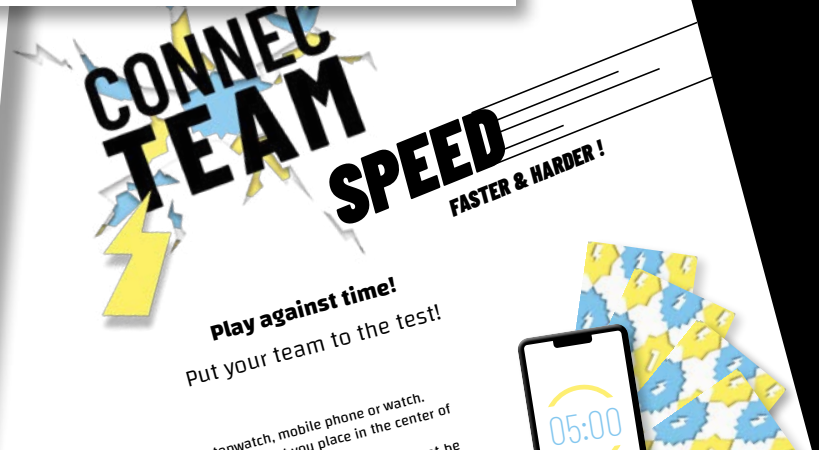


DANY

special report

Interviews
with Phil Vizcarro and Antoine Baillargeau

25



DANY

or the right to exist

Text originally published by Phil VIZCARRO on the Cosmo Duck website (www.cosmoduck.com).

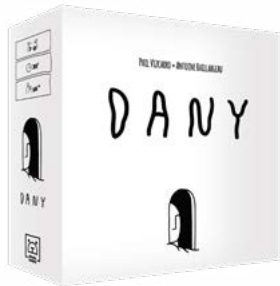
One of my first games, DANY, came out in February of 2019. If I fully knew that it was touching on a sensitive subject and that it was going to offer a different experience, I did not imagine all the positive feedback that we would receive with Antoine, the illustrator behind this unique universe. While 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.



1 - PARADISE
2 - DESTRUCTION
3 - NOW
4 - BLISS
EARTHQUAKE



3-6 ⚡ 15' ⚡ 8+

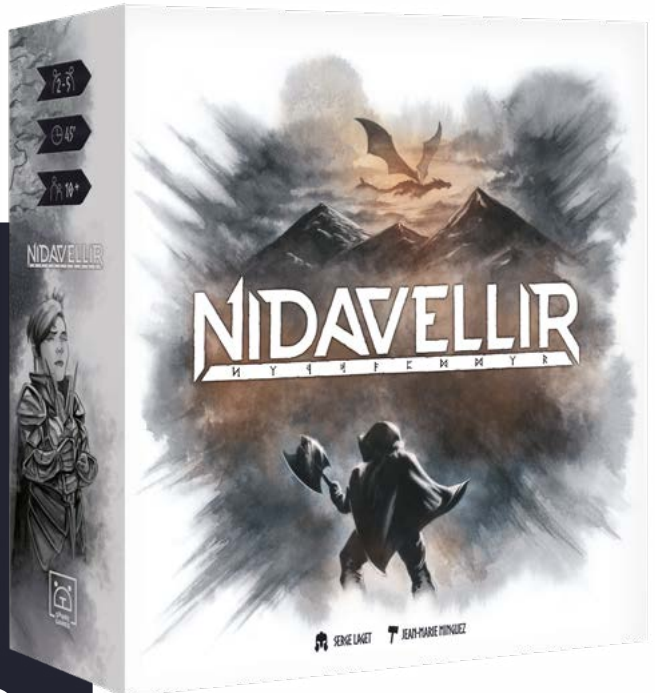
This is a Very Good for ConnecTeam, who will easily create good fun around the table. Players will certainly learn more about those present.

LudGaume.net



Rediscover Rediscover

2-5 | 45' | 10+



It is a Must Have for Nidavellir for its fluid, clear mechanics and its innovative «Coin-Building» which gives an exciting side to your choices during the game. We'll play it again with great pleasure.

LudGaume.net



Discover the Nidavellir teaser by clicking on the box.



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 Thingvellir 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.







Find all of our games on our site!

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

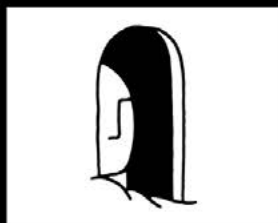
www.grrre-games.com



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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.](#)