

Ma GRRRE zine

Issue 6 - June 2021



The review of
**Kaelawen
et les Meeples**



DISCOVER BINGO ISLAND!



IT'S COMING!

(and it's not alone)



Edito

Hello everyone,

We have our arms full of news between:

- the release of KamiMai, a game with a crazy originality! It is a cooperative dexterity game from Mazakazu Takizawa, illustrated by Valérie Holley.
- the preparation of the preorders for the Deluxe Royal Treasure, the sleeves and Art Box,
- the incoming release of our first Family game : Bingo Island from Corentin Lebrat and Ludovic Maublanc, illustrated by Valérie Holley.

I hope you'll be thrilled.
May your summer be nice and playful!
Take care of your loved ones,

Have fun reading!

Florian
GRRRE Games



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

MaGRRREzine #6
June 2021

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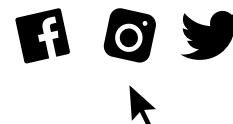


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that you can access
online content by
clicking on the images
or associated texts.*



*This pictogram means
French content.*

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Deluxe Royal Treasure: it's coming!



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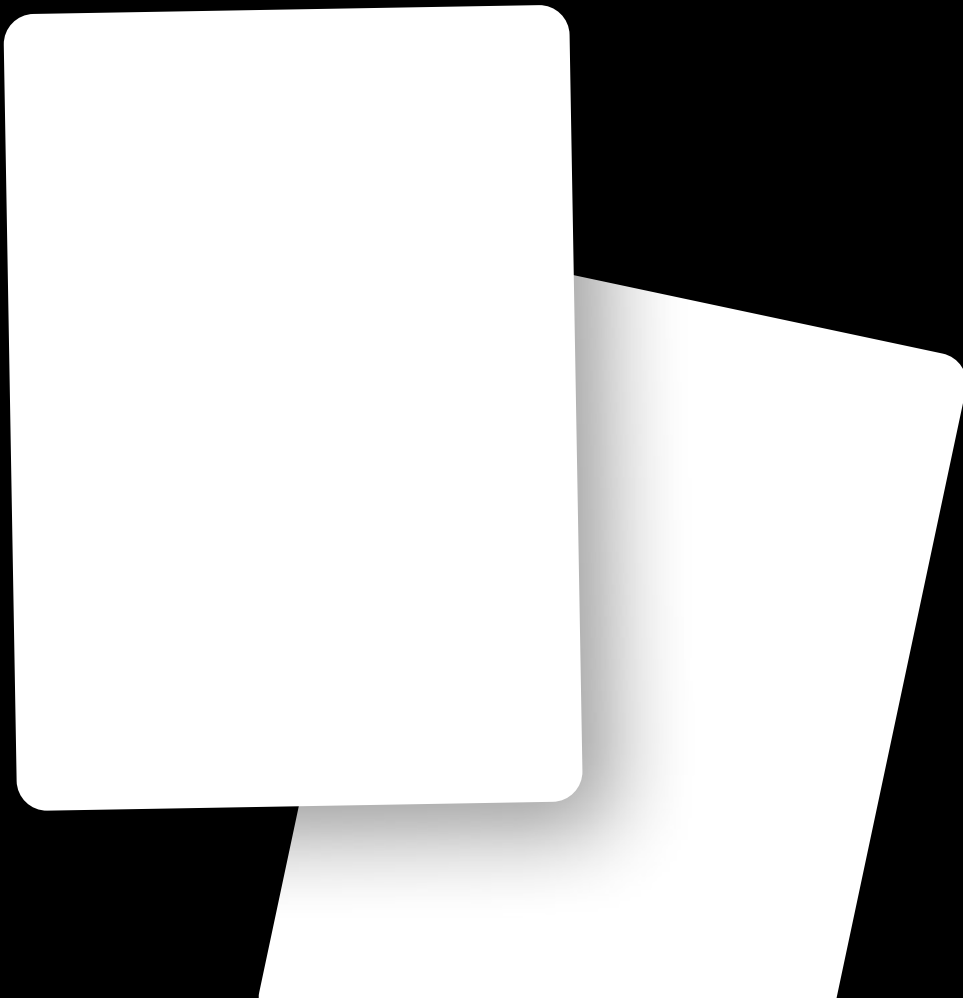


Special Report

Deluxe Royal

Treasure:

it's coming!





The deluxe Royal Treasure

June 21st 2021: it's a date on the GRRRE shop

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

**We are little bit behind schedule
but we have some wonderful pictures to show you!**

As you know, this project took us longer than expected as we really wanted to make the best product possible.

We have tried making a wooden royal treasure. It would have been amazing. But we had to change our minds because of conception issues, technical problems to produce the amount we wanted and, above all, a final price that would have been too high.



**The products shown
here may differ
slightly on their final version.**

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 3,3 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.



THE SLEEVES

We now provides dedicated sleeves with pre printed backs matching the different types of cards! The matte finish gives the whole an undeniable luxurious touch.

ART BOX: Alternative illustrations for all classes!

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

EMY BLACKSHEEP



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

HARRY CONWAY



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

GUY-PASCAL VALLEZ



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

JEAN-MARIE MINGUEZ



JM Minguez re-invents his warriors for our greatest pleasure.

SATOSHI MATSUURA



Satoshi Matsuura offers a cartoony and colored version of the miners.



NIDAVELLIR & THINGVELLIR ON BGA!

Play right now
and discover the online
Nidavellir experience.



Releases schedule



DEVELOPEMENT
Game play and Artwork



FILES FINALISATION

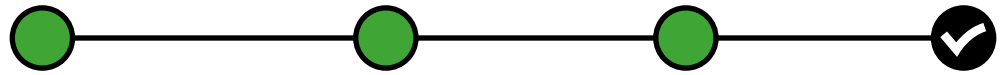


PRODUCTION



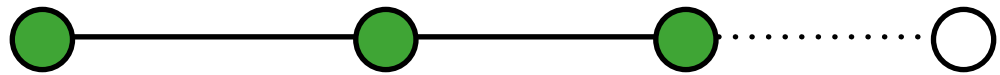
ARRIVAL IN STORES

KAMIMAI
Mazkazu Takizawa,
Valérie Holley



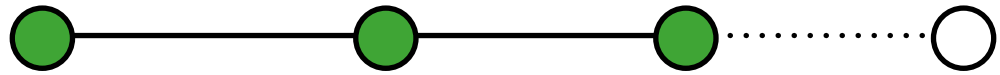
In stores

BINGO ISLAND
Corentin Lebrat,
Ludvic Maublanc,
Valérie Holley



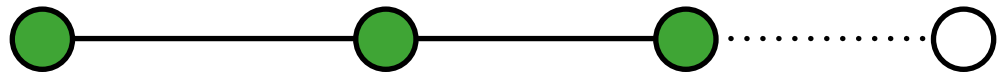
Forecast:
End of August 2021

FRAGMENTS
Jonathan Favre Godal,
Théo Rivière
Aude Magali,
Raphaël Samakh



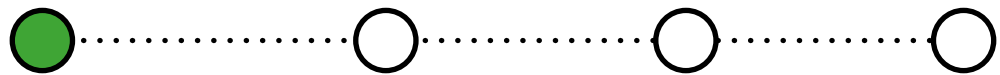
Forecast:
October 2021

LES CONTES EMERVELLÉS
Christine Alcouffe,
Ludovic Maublanc



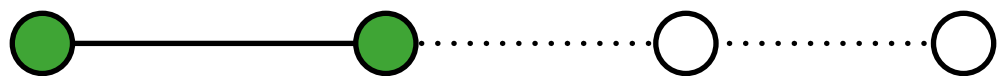
Forecast:
November 2021

CYRANO
Angèle,
Ludovic Maublanc



Forecast:
1st semester 2022

LOCKDOWN
Nicolas Normandon,
Vincent Lefevre



Forecast:
September 2022

TOO MUCH
Corentin Lebrat,
Ludovic Maublanc

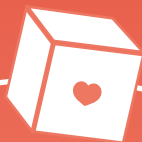


What's

new?

The Family range means a lot to us. Its aim: favor the time spent with your family and friends around intuitives, addictives and pleasant game mechanics in adequacy with short and accessible rules.

Within the family, these games will develop the parent-child bond thanks to an evolutive accessibility, in general from 5 to 6 years old accompanied or from 7 years old on its own.



A smooth transition
from classics
to modern games



Playable with
the whole family with kids
or between adults



Captivating
gameplay

Plaisir
immédiat



family



Simple
and short rules



A first contact
with the modern
game world

Transgenerational game,
accessible for all



WELCOME TO BINGO ISLAND!

YOU PLAY AS ISLANDERS WHOSE ISLANDS ARE FULL OF WONDERFUL RICHES. HARVEST, BEFRIEND THE ANIMALS AND LOOK FOR PRECIOUS TREASURES. BUT BEWARE OF THE CRABS ! AT THE END OF THE GAME, THE ISLANDER WITH THE MOST COINS WINS.



PRESTIGIOUS AUTHORS...

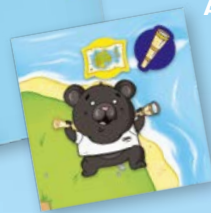


TO BE RELEASED LATE AUGUST OR EARLY SEPTEMBER 2021

...AND THE FINEST ILLUSTRATOR!



AND DISCOVER THE GRRRE BEAR EXCLUSIVELY IN YOUR SHOP!



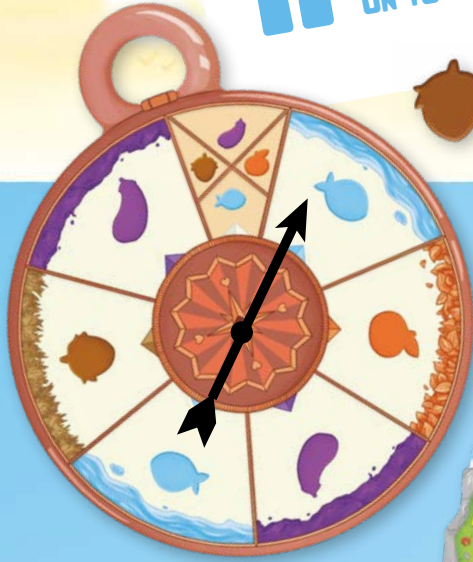
KEY STRENGTHS

- Short rules and illustrated examples
- Modular length
- Develops the sense of observation, placement and touch
- A game for the whole family, playable from 6 years old with adults or 7 years old on their own



A simple mechanic that allows a first approach to more complex strategy games.

1. SPIN THE WHEEL, AND PUT THE INDICATED RESOURCE ON YOUR ISLAND



2. HARVEST THE RESOURCES FROM A FULL LINE, COLUMN OR DIAGONAL



SWAP THEM FOR AN ANIMAL TILE OR A TOOL TOKEN

3. FISH FOR TREASURES IN THE SAND

Spend 15 to 20 minutes of family fun on your favorite little island!

You play as Islander. You have to grow resources and harvest them, befriend the animals and look for treasures.

- At your turn, spin the wheel, put a resource in your field.
- Yell "**BINGO!**" when you have completed a line, column or diagonal.
- Gather tools and befriend the animals.
- Finally, fish for treasures full of gold coins in the sand. But beware of the crabs!
- As soon as an Islander has 4 treasures, the game is over. The Islander with the most gold coins wins!

BUT BEWARE OF THE CRABS!



About the creation of Bingo Island

The origin

Corentin Ludovic always wanted to exploit the well known mechanic of Bingo. It was already explored in 2018 with Oh mon Château. In Bingo Island, the original idea was to use bingo to arrange your island as a little piece of heaven in the spirit of the video game Animal Crossing.

Florian GG Ludovic and Corentin had spent the day at home working on a six-handed prototype. During the evening, they took out Bingo Island. It was love at first sight. The fun of manipulating the meeples, the nice sensation of Bingo mixed with the arrangement of the island was a real pleasure.



The printed wooden treasures, highly pleasant to handle and to fish in their big sand-colored bag.



The 4 types of meeples created for this game.

The turning point

Corentin One of the turning points of the game development was when we took a unanimous decision to orientate the game for a family audience. Indeed, at first, the difficulty of the prototype felt awkward with the theme and the base mechanic of the game. We had to cut through the inessential the best way we could to end with what you will have on your tables.

Florian GG As Corentin said really well, our desire was to have an arrangement game of our island with cunning mechanics and tough choices. But we had to face the fact that the base of the game was a Bingo mechanic. A family and accessible mechanic within a more complex strategy game would have been frustrating and punitive.

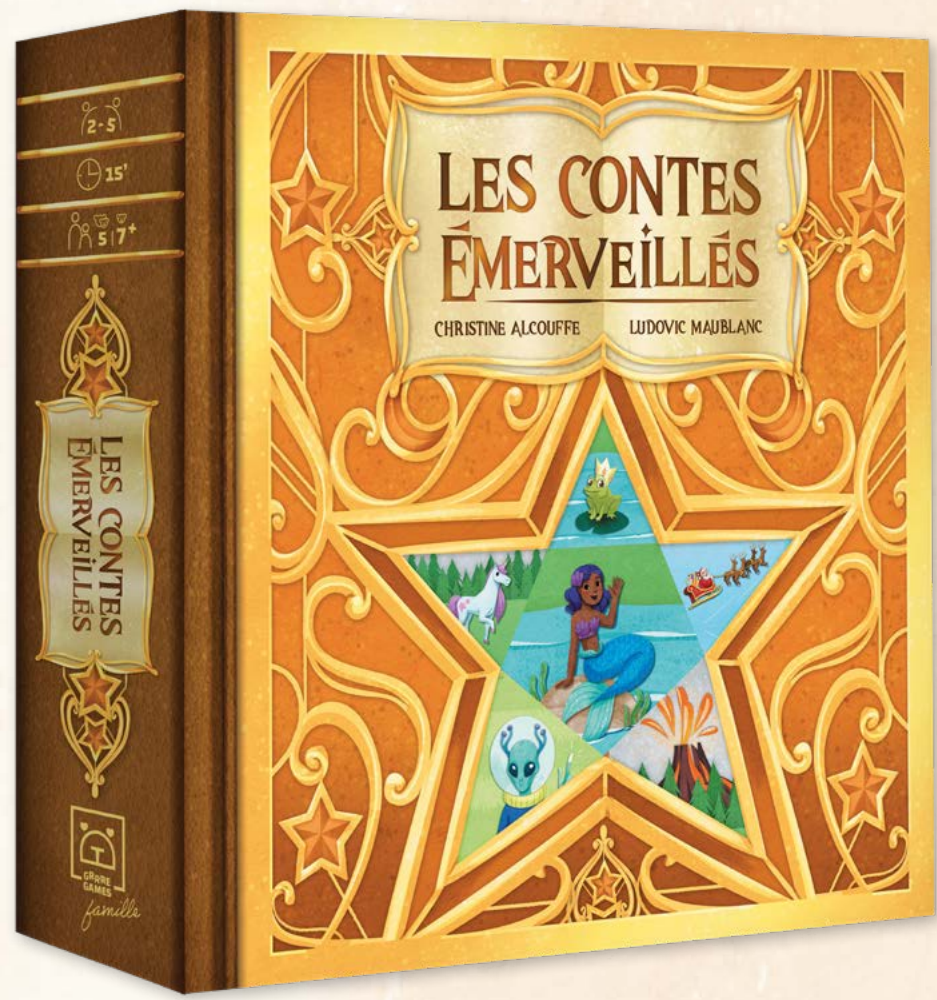
The inadequacy was too big : would not be fit for families, and a base too light to meet the needs of pure management and control games fans.

The Bingo side won for the atmosphere and the feeling it gave to everyone around the table. The management side was then adapted to be fluid, accessible and captivating. Bingo Island was then integrated in our Family range currently in creation.

Final thoughts

Corentin Bingo Island is a simple game to play, immediate in its handling. The animal theme from Valérie Holley, the illustrator, is so cute and, not to spoil anything, GRRRE Games offered magnificent and pleasant handling components to the game.

Florian GG Bingo Island is the first game of our Family range. An extremely accessible and smart gamet, for the whole family or between friends. To sublime your experience, Valérie Holley created a rich and colorful atmosphere and we made one of our priorities to obtain the most pleasing components for your senses.



**SOON
AVAILABLE**
~ LAST QUARTER 2021 ~





The reviews

Kaelawen shares her game experience with KamiMai from Masakazu Takizawa, illustrated by Valérie Holley, our latest game released in early June!



*Kaelawen removes pages
from the grimoire.*



KamiMaï, this game where you learn to win

By Kaelawen

When I discovered KamiMaï and its gameplay, I knew already it was not a game meant for me... and yet!

I had to get used to the idea that we had to win cooperatively as I am the kind of person that likes to enjoy my victory ALONE because I fought hard to earn it. But that was not the hardest! The worst for me, was the main element of the game : Skill, dexterity, name it the anyway you want, I have 2 left hands! I am certain that every single one of you knows, at least, one person that is useless with his or her hands. Multiply his or her clumsiness 3 times and you will start getting close to my level. Anyway, you would tell me that I have everything to be the best player at KamiMaï and you would be right! I managed to tame the game, not without any struggles and find that when you want something, you can

do it (a little bit too much you think?!). No kidding, I have learned to win at KamiMaï, really, you cannot take this game seriously, you can tell yourself it is not that complicated as it looks, that would be true and that is when the fun kicks in.

As you have to manage casting spells to defeat the KamiMaï, you also need to be careful not to tear the pages of the guardians that will compel you to be ever more agile to tear the pages of the grimoire and try to win the game. Creatures are here to help us in our quest, these cute beings will be useful all along the game. I like that they balance the unwanted effects of energy losses or the guardians.

A hint of luck, a lot of patience and a small amount of skill, here is the clever mixture of this mini game that you will want to take everywhere with you: KamiMaï.

Already available in stores



Discover the trailer right now!



Discover our special dossier on KamiMai

1-5 / 20' / 8+

A game by Masakazu Takizawa illustrated by Valérie Holley

Release on June 2021

Check out the trailer now!

Based on a unique game mechanic: balance of the drawing pile arranged in a pyramid, and to play, glue with family or friends!

13

What's new?

stick, this player has

Do you currently have other games being developed or published?

Mr & Mrs Takizawa

wa

translation by Yannick DEPLAEDT

23

ey

ut your work on ConneCTeam. What inspirations?

eam there are two things that impressed ocation and the construction of ideas ture of connection that the pairs make. games we had already produced, there s illustration, words were the main ele-

olt was a pretty obvious symbol for m the start to mark the connection that e between players, as it is a universal, easily readable symbol.

he idea of a very graphic geometric doped evolutionary shapes that could s once assembled. The challenge was imic visuals without taking precedence element of the card, which was the

us more about past projects that mark on you? On your current and ts?

up my own d several espe- ally worked in a ral months. For I'm gonna do t different and in addition to xample, at the rking on illus- niMai, a game ased next year s!

FLASH Presentation

game Fantasy Realms comic book Perris coupures again by Florant Chauvet our Name by Makoto Shinkai A sport Rugby an animal The squirrel in emotion Empathy Blue, but it often changes

What are you listening to?

Boardgames? They speak about them and they do it well!

Discover Le dé faussé and 63/88.



LE DÉ FAUSSÉ

Hello, we are Alex' and Zephiriél, 2 boardgames of all shapes and sorts lovers.

For almost 2 years, once a week (or more if we go crazy ;)) one of us explains to the other the game of his choice. Unless it is Sam or Polgara or Florian, in short, a special person takes the microphone to explain a game. After the explanations, comes the time to play, then the debrief and the settling of scores. Oh, and the whole program fits in 20 minutes.

We are on Spotify, Deezer, Itunes and all the best podcast apps.



63/88

The first likes to speak of his creativity, the second is curious to know more about the backend of the board game world : the result is a 30 minutes bimonthly podcast that tells of the creation processus.

Starting from an author's book, 63-88 is a show that speaks of every step of the life of a board game. From the simple idea from a theme or a mechanic to the iterations of the prototype until the presentation to a publisher and finally its selling in stores, every step is analyzed. Even the contract between publisher, author and illustrator is "punched out" in the show.

Théo answers the questions of Zephiriél, and, according to his experience, speaks about the difficulties encountered, the global goodwill in the game industry and the help that can be found there as a seasoned participant or as a beginner.

And because they like to hear other perspectives, special episodes are already planned to get a better understanding of the job of an illustrator but also of a publisher.

Download the previous issues of the MaGRRREzine
on our website !

Discover our April issue with a dossier on the Deluxe Royal Treasure for Nidavellir
and our latest release KamiMai ! Find a sample here.



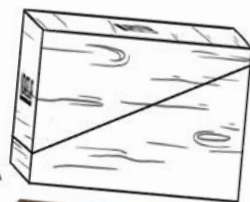
Click on the cover to
download it.



e deluxe R
easure



THE BOX
The deluxe box is within a 240 by 200 mm
bevelled opening so that you can
access the contents as soon as the box is opened.



Creation
The keeper of the spellbook



KAMIMAI

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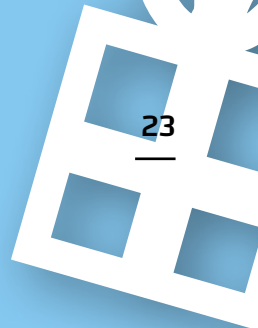
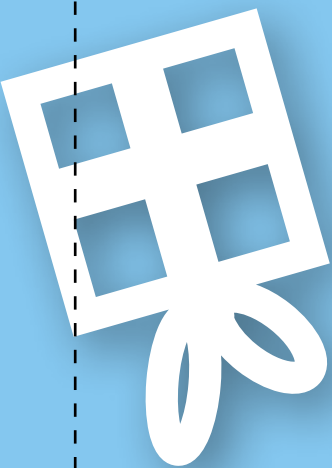
Print, as of now, your KamiMaï bookmark.



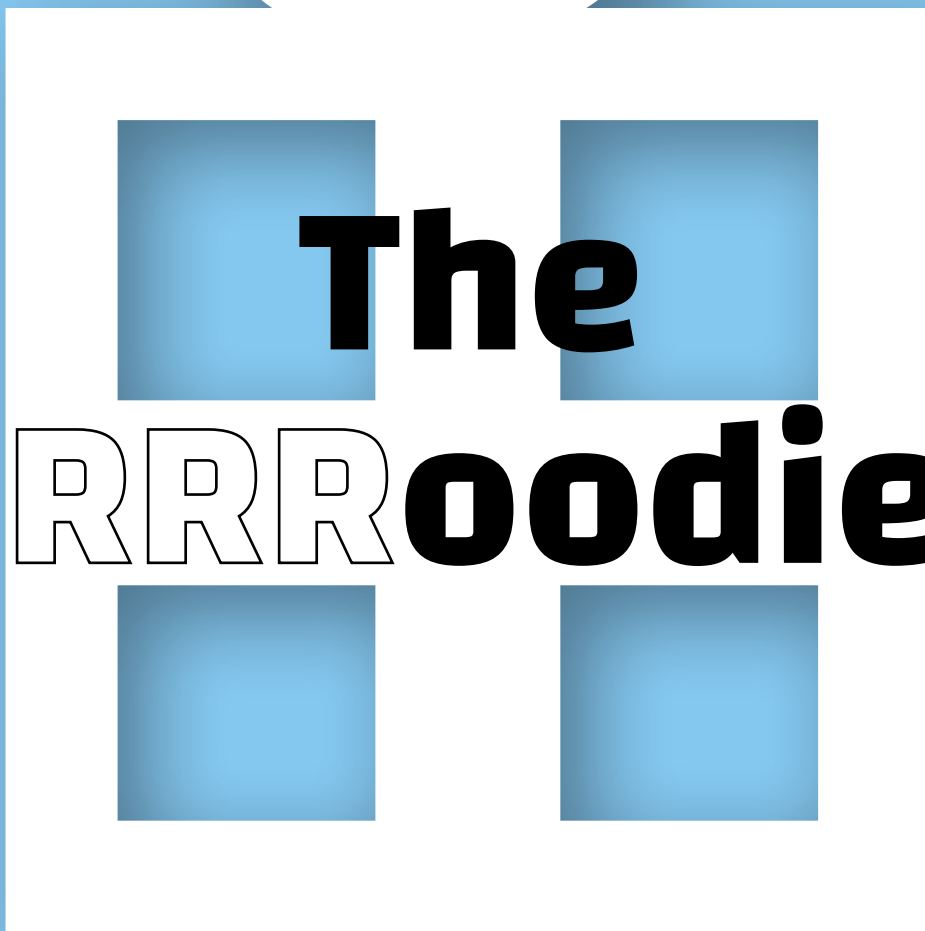
Our advice:
· Print the bookmark on thick paper (around 120g) in recto and glue one side to the other.



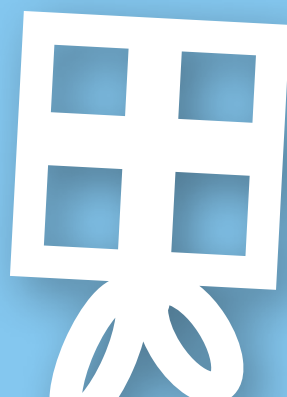




The GRRRRoodies



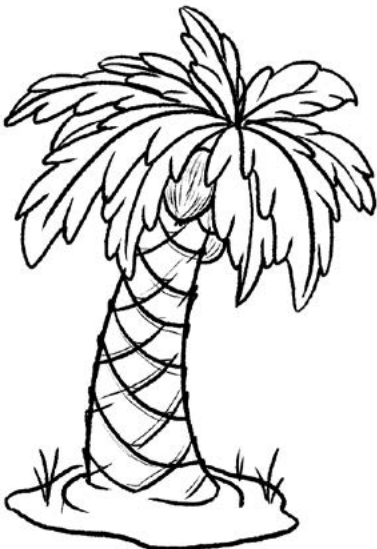
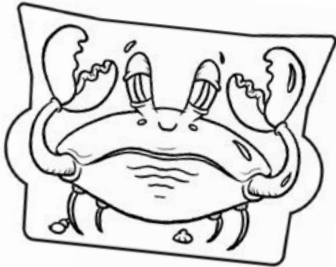
Gifts to thank you all!

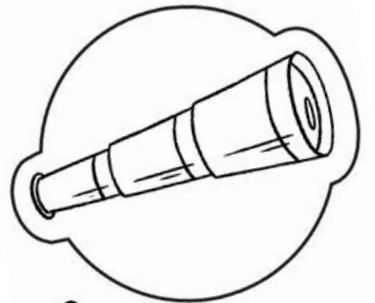
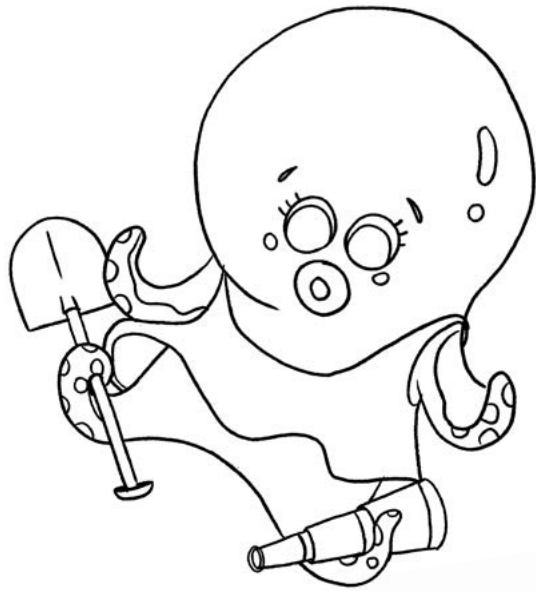
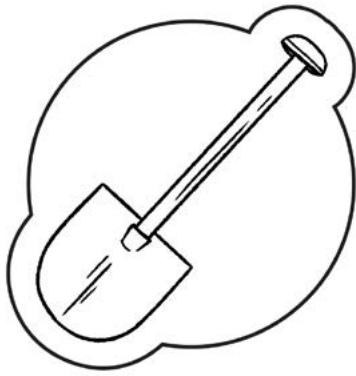




BINGO

ISLAND







Find all of our games on our site!

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

www.grrre-games.com



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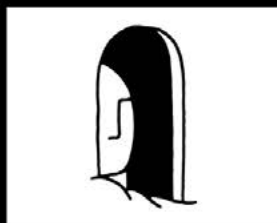
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TO DISCOVER



[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.](#)