

Ma GRRRREzine

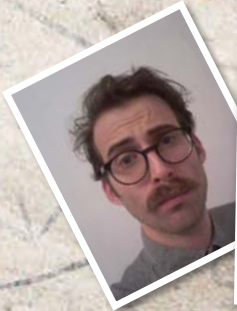
Issue 7 • September 2021



**GRRRE
GAMES**
is 3 years old!

UPDATE ON

FRAGMENTS



AUTHORS' INTERVIEW
Jonathan Favre-Godal
and Théo Rivière



GRRROODIES!

*A new KamiMai escaped
from the Grimoire!*





FRAGMENTS



Editorial

Hello everyone,

GRRRE Games celebrates their 3 years of existence this month. The time for us to take stock on our gaming adventure. Back from Vichy's festival, we speak, once again, of KamiMaï, our first signed game in 2018, before DANY, and for which we offer you a GRRRoodies at the end of this magazine.

We also take advantage of this issue to present to you Fragments and their authors: Jonathan Favre-Godal and Théo Rivière.

Thanks again for your support.

Have a playful reading!

Florian
GRRRE Games



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

Credits

1

MaGRRREzine #7
September 2021

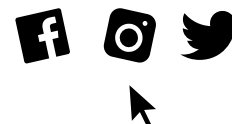
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*This pictogram means
French content.*

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Summary



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Report

GRRRE GAMES is 3 years old!

September 2018 - September 2021:

The opportunity for us to take some time and
look back on what we have accomplished so far.





GRRRE Games since its beginning!

The situation, 3 years after its creation

**GRRRE Games was officially born in September 2018,
and Dany, our first game, came out in January 2019.**

**About 160 000 copies of our games found a home in twenty
different countries or so. This number is tiny compared to
big players of this business but for us, this is huge.**

**Each day, we think about all the players, and board games stores that
support us. We started from scratch and the progress made is fabulous.**

**We are aware of the work done, of the nights and weekends
of work, but also of how lucky we are to be where we are now.**

The philosophy of our company

Game publisher is a passionate job. A wonderful job in which you can express your gaming and artistic needs in a community we love.

Since the foundation of the company, by Céline and me, it was clear that we could not rely financially on this structure so we could keep our liberty of choice, action and creation without fearing failure and financial peril.

To publish a game, it is a submission. Each of our games must be marked by our "touch" in its mechanics as in its artistic direction. However, our job means something only if there is people enjoying our games. This is the true purpose of our job.

We work based on crushes we get on projects and wanted, since the beginning, to own a proper catalogue. This may cloud the identification of the GRRRE Games "touch", yet it is here and will assert itself in the coming months and years.



The GRRRE Team



Blackrock International team

In addition to BlackRock Games that distributes our games in France, we can count on BlackRock International: Aurore, Hervé, Jonas and Thibaut who presents our games to our foreign partners.

Thank you for your wonderful work!

As a publisher, we find ourselves at the crossroads of creation and an economic challenge, between the authors and the distributor.

In order to produce new games and pay our partners a fair amount, we need a stable liquidity, so the desire of creation, the access to our games and the sales meet.

The whole Blackrock Games team was there and was always very helpful. We thank them wholeheartedly.

Now, GRRRE games consists of Céline who lead the company masterfully and also deals with game development, Valériane who handles the graphical side of the job, Camille who deals with the French-English translations and a bit of communication, and finally myself.

Each GRRRE games member accepts the editorial line GG and the risk implied.

Thank you, once again for your support and the shared gaming fun.

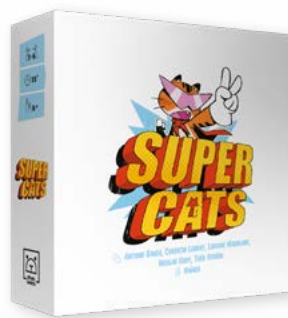


DANY

from Phil Vizcarro and Antoine Baillargeau

Released in January 2019, we wanted to be noticed with this first game. The risk-taking was certain with a black and white game with puzzling illustrations for many and so for the theme. We are very proud of our first game that associates visual, creativity, bluff and hidden roles.

Many enjoyed Dany: between 30 000 and 40 000 copies found a beautiful home throughout the world. Sadly, this year has seen the game out of stock for more than six months because of production and transportation issues.



SUPER CATS

from Antoine Bauza, Corentin Lebrat, Nicolas Oury, Ludovic Maublanc and Théo Rivière, illustrated by Naiade

Released in June 2019, the beginning of the game was unsure. Then the grapevine through the summer made it take off in the fall. In this juiced up Rock-Paper-Scissors game, our little cats courageously fight against Robodog.

It was welcome by 30 000 to 40 000 people and a partnership was signed the US publisher The Op to release licenced version. Soon, you will discover this game under the theme of the Ninja Turtles, at least, in the US...

A REVIEW OF OUR GAMES



OCTORAGE

from Nicolas Normandon and Florian Grenier, illustrated by Bruno Tatti

Released in July 2019, Octorage's plan was to renew the old Crazy 8 for your evening with friends. The game draw inspiration from a movie so bad it is good called Octaman. Based on the timing between playing cards and pass, the game aims to be simple, easy to play with a mixture of luck, thinking and risk-taking to make the games alive and full of interactions.

Alas, the finalisation of the files was rushed due to a lack of experience. Octorage suffered a proofreading issue and badly placed sentence which made the game unplayable. In a hurry, an erratum as added to the box but some reviewers had already badly criticized the game. Furthermore, the release in the beginning of July in an almost complete anonymity did not help and the implantation in the stores was very bad.

It is, to this day, our only game in sale... We sometimes have feedbacks from players who love this game and still play it. It pleases us a lot. Only 3 000 people bought the game. It will, however, bounce back again in China where it will be localised this year!



NIDAVELLIR

from Serge Laget, illustrated by Jean-Marie Minguez

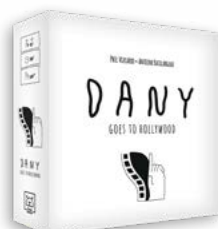
Released in January 2020, our fourth game was our « All in »! Although the relative success of Dany and Super Cats would allow us to hold on for another year but almost all our treasury was invested in the production of Nidavellir. With a good implantation but a slow start in the stores then a nice grapevine vibe for a climax at Cannes. Nidavellir is definitely our biggest success. It has done as good as we expected. They are currently a little bit more than 60 000 copies that found a home in 20 different countries. We hope to reach 100 000 copies by the end of the year!



CONNEC'Team

from Jonathan Favre-Godal and Corentin Lebrat

Released in May 2020, at the end of the first lockdown, this cooperative, smart and quick ideas association game went completely under the radar. Critics were good but the stores implantation was low. Hopefully, the international market fell for this nice game and we should reach 10 000 copies soon enough.



DANY goes to Hollywood

from Phil Vizcarro and Antoine Baillargeau

Released in May 2020 as well, like CONNEC'Team, this second box bringing new illustrations and a new role, the Reason of Dany, did not have the same success as its big sister in France. However, the game works well abroad, particularly in Japan.



THINGVELLIR

from Serge Laget, illustrated by Jean-Marie Minguez

Released in December 2020, the first expansion of Nidavellir conquered you! The feedbacks are excellent and many are the ones that do not play anymore at Nidavellir without this expansion. It brings even more possibilities and strategies to the game. We are thrilled by the warmth welcome you gave to it.

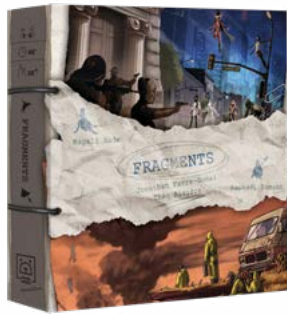


KAMIMAI

from Masakazu Takizawa, illustrated by Valérie Holley

Released in June 2021, it is our first contracted game. And yes, we contracted it before Dany. It needed a big amount of development to adapt it for the targeted audience, and find the proper materials. Sadly, it reached too few stores in our opinion. We want to make everything we can to give each our game a chance, for their authors, illustrators, even if we have to delay other projects...



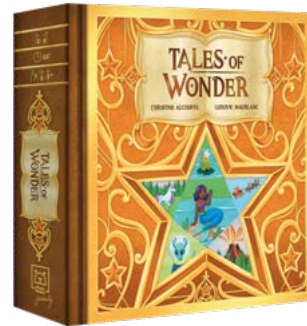


FRAGMENTS

from Jonathan Favre-Godal and Théo Rivière,
illustrated by Magali Aude and Raphaël Samakh

Forecasted for October 2021, it is a hybrid role playing game without any game master or preparation, entirely based upon the storytelling, for 45 minutes to 1 hour games.

In this first box, you may immerse in a Post-apocalyptic universe or in a world where super powers are a thing.



TALES OF WONDER

from Christine Alcouffe and Ludovic Maublanc, illustrated by Christine Alcouffe

Forecasted for November 2021, it is a formidable game of storytelling and memory that promises touching and wacky stories with the whole family and completely crazy with adults.



BINGO ISLAND

from Corentin Lebrat and Ludovic Maublanc, illustrated by Valérie Holley

Forecasted for the first quarter 2022, Bingo Island takes you in a very light management game for the whole family. Develop your island, welcome some animals there and go fish for treasures... But beware of the crabs!

**RELEASED
POSTPONED TO
THE BEGINNING
OF 2022**

WE SPOKE ABOUT BINGO ISLAND, OUR NEXT GAME TO BE RELEASED IN SEPTEMBER 2021. UNFORTUNATELY, WE PREFERRED POSTPONE ITS RELEASE SO THAT KAMIMAI CAN FLOURISH AND TO AVOID COMMUNICATING ON TWO GAMES AT ONCE. WE RELEASE FEW GAMES PER YEAR COMPARED TO OTHER JUGGERNAUTS WHO RELEASE TWENTY OR SO GAME A YEAR. WE CHERISH EACH OF OUR GAMES HOPING THEY WILL FIND THEIR AUDIENCE. SOMETIMES, IT IS THE CASE, SOMETIMES IT IS NOT. ANYWAY WE OFFER A DEAL. WE TRY TO OFFER ORIGINALITY AND DIFFERENT GAMING FEELINGS. RELEASING BINGO ISLAND, AT A MOMENT WHEN WE DID NOT GIVE KAMIMAI A SECOND CHANCE WOULD BE A HERESY ACCORDING TO US.

OUR GAMES TO COME

LOCKDOWN

from Nicolas Normandon,
illustrated by Vincent Lefevre

It is also a reissue of one of our favourite games. The shift to publishing allows us to work on games we loved at their release. It is a pleasure to be able to collaborate with creators to put such good games back to the taste of the day!

Lockdown is the newest version of Mall of Horror released in 2005. Our work consisted in restructuring the game to make more nervous and oppressive and also, to adapt the overused zombies theme and full of testosterone of the end of the nineties, to an atmosphere of end of the world completely in adequacy with the stressful period of the years 2020. In short, the game is meaner than before and you are really going to lose your friends.

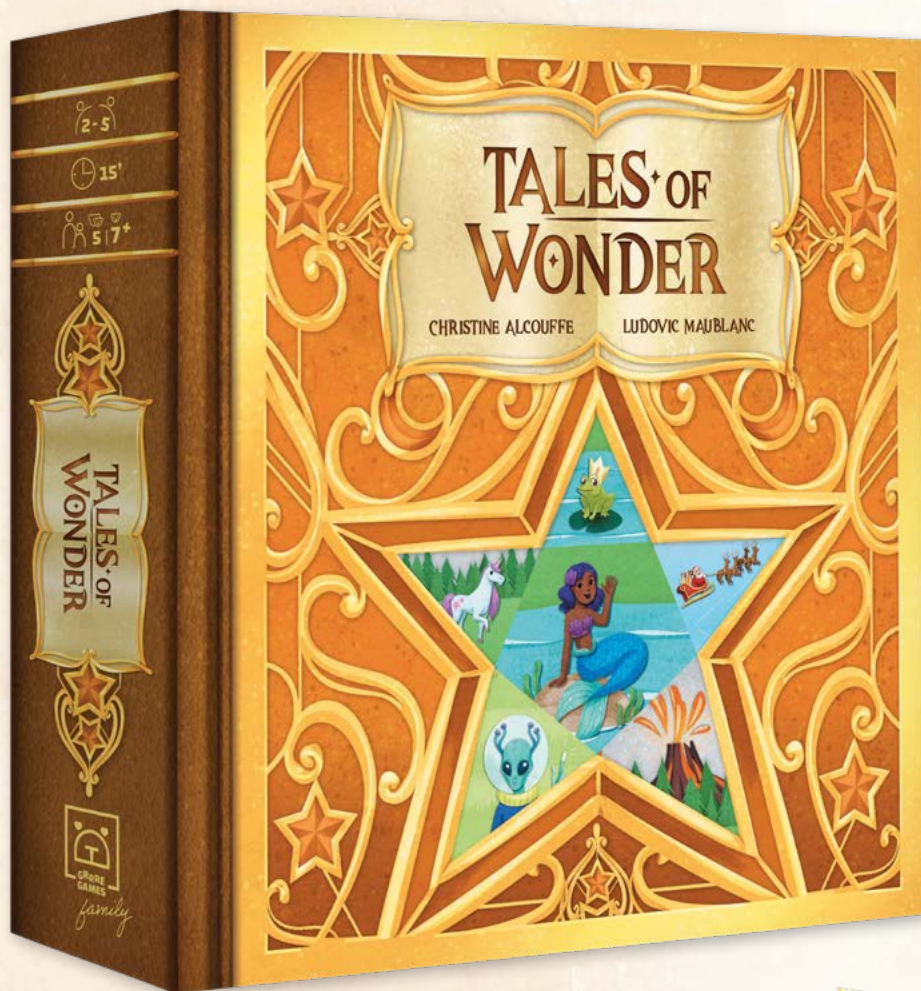
CYRANO

from Angèle and Ludovic Maublanc,
illustrated by Camille Chaussy



A reissue of the game published by Repos Production in 2010, it is a poetry game where, in order to win, you need to demonstrate originality and good taste

The work on this new issue is coming to an end as we write those lines. The development guideline was to make this game more accessible, more contemporary, and easier to move with more compact components, associated to a shorter game time for more intense feelings.



**AVAILABLE
SOON**

~ NOVEMBER 2021 ~



Production schedule



DEVELOPEMENT
Game play and
Artwork



FILES FINALISATION



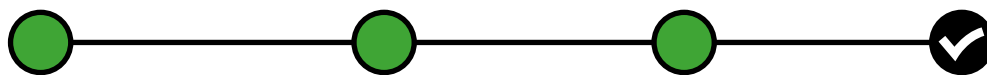
PRODUCTION



ARRIVAL IN STORES

KAMIMAI

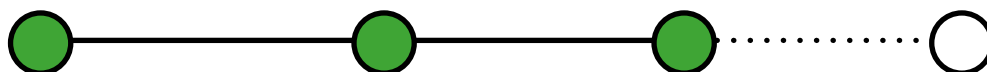
Mazkazu Takizawa,
Valérie Holley



In stores!

FRAGMENTS

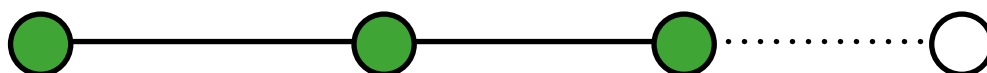
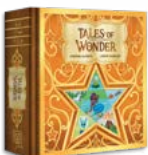
Jonathan Favre Godal,
Théo Rivière
Aude Magali,
Raphaël Samakh



Forecast:
November 2021

TALES OF WONDER

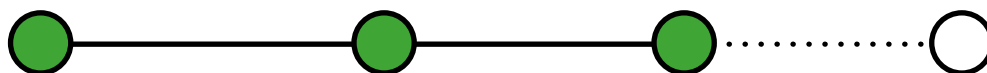
Christine Alcouffe,
Ludovic Maublanc



Forecast:
November 2021

BINGO ISLAND

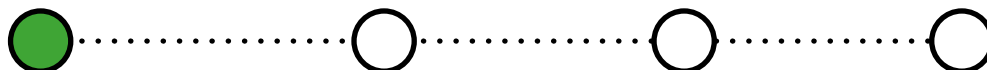
Corentin Lebrat,
Ludvic Maublanc,
Valérie Holley



Forecast:
March 2022

CYRANO

Angèle,
Ludovic Maublanc,
Camille Chaussy



Forecast:
1st semester 2022

LOCKDOWN

Nicolas Normandon,
Vincent Lefevre



Forecast:
September 2022

What's new?

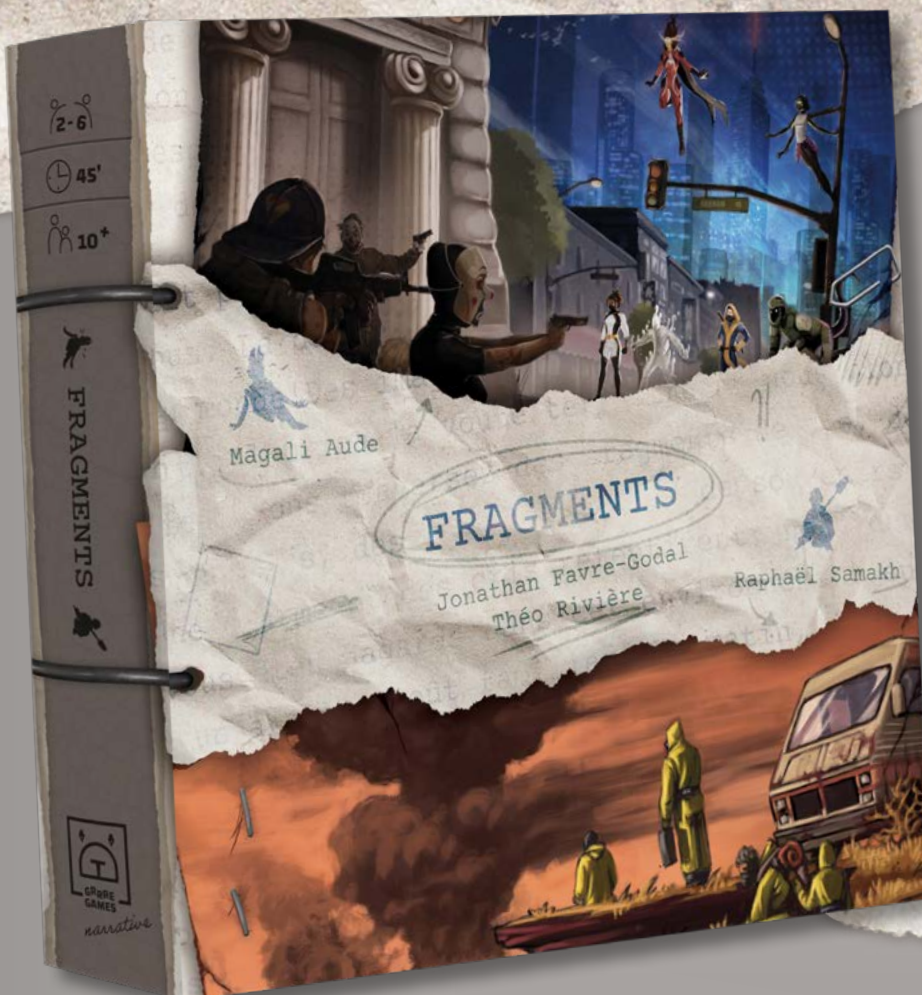
The Narrative range offers gaming experience around creation.

This could take shape of a hybrid game without any game master nor preparation as Fragments or more disconcerting experience as poetry creation via Cyrano.

Anyway, the game fun and the shared adventure will be paramount.



A GAME WHERE YOU CREATE A STORY IN WHICH YOU ARE THE HEROES.



A game from
Jonathan Favre-Godal
and Théo Rivière
illustrated by
Magali Aude
and Raphaël Samakh.



Release forecasted for
November 2021

Without knowing exactly why, you have the possibility to travel through time and space and incarnate a character.

Together, explore 2 different universes: The post-apocalyptic environments or the dimension of the extraordinary people, through 4 themes each.



AN UNDEAD INVASION



A NATURAL CALAMITY



AN ALIEN ENCOUNTER



A NUCLEAR DISASTER



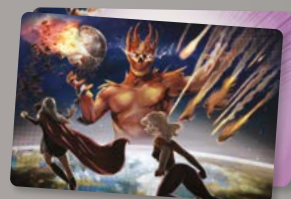
POST-APOCALYPTIC ENVIRONMENT



DIMENSION OF THE EXTRAORDINARY PEOPLE



THE EVIL BROTHERHOOD



THE PROTECTION OF THE WORLD AND THE GALAXY



THE SCHOOL OF EXTRAORDINARY PEOPLE



THE DEFENCE OF OUR CITY

At each game, you will get a character that you will define in a few seconds so you can launch yourself into the adventure.

Each round, draw a Word card and tell a fragment of a story. The Symbol-Icon match will change your adventure in a good or a bad way.

Your aim is to cooperate to create a memorable adventure through which you will evolve.





Jonathan
Favre Godal



Théo Rivière

Interview

Jonathan Favre-Godal & Théo Rivière

A few words of presentation?

Jonathan Bookseller, game author for a couple of years (Connec'Team for instance) and I hope that soon I will be a biker when I will finally pass my driving exam.

Théo My name is Théo, I am a French person living in Brussels. Creating games has been my full time jobs for 3 years now. Next to that, I co-created the Kaedama Team, a group of authors that answers the publishers' needs.

Where the idea of Fragments did come from?

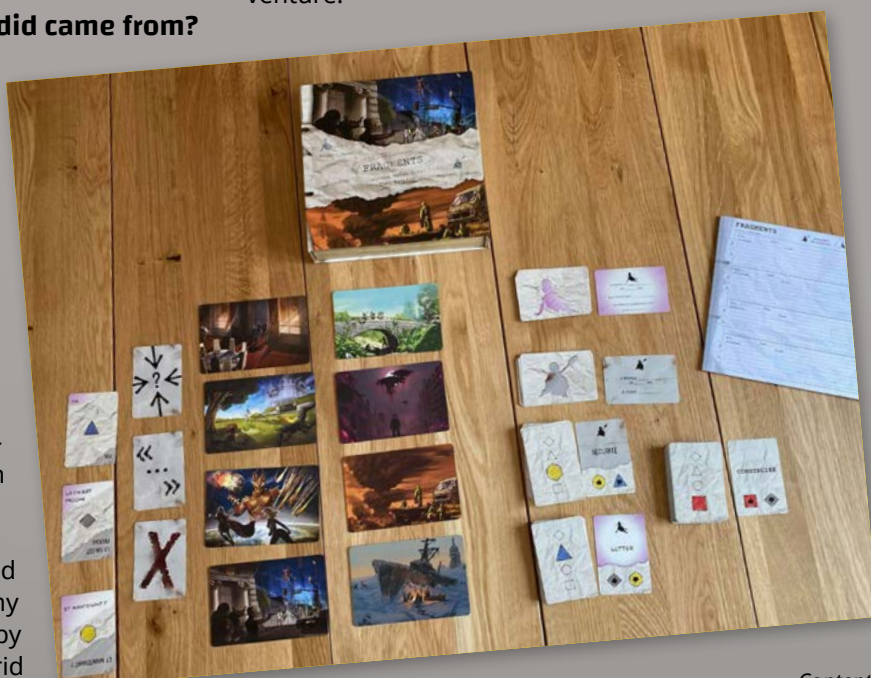
Jonathan We wanted to create, Théo and me, a game that would link RPG and narrative games, as For the Queen by Bragelonne does. The idea was to have a game done in 60-90 minutes at maximum, so it was important to make a game with a rather small amount of setup and not too long explanations at the beginning. Likewise for the character creation which can be rather long in some RPG.

Théo It is Jonathan that contacted me with this idea in mind. On my side, I am very much interested by roleplaying games and the hybrid

games, so I accepted very quickly his invitation on this project.

Which were the key stages of the development?

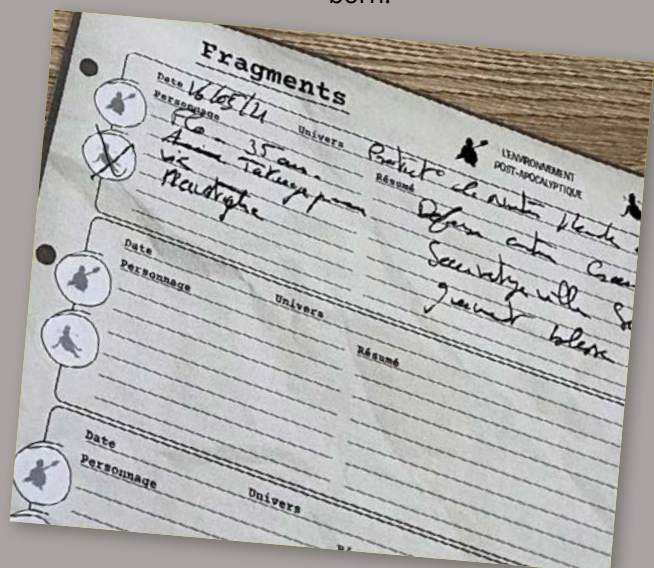
Jonathan The key development was to find a way to frame the story without being too directive for the storyteller. The constraint of the "key word" of the scene was, for us, the solution. The small mechanic that forces the "negative" or "positive" outcome to the storyteller was the real plus of the gaming adventure.



Théo There was several moments that changed the gameplay, particularly the addition of a deeper characterisation of the characters and the universe. The biggest change happened after signing the game with GRRRE Games and that is the opening to numerous universes, at first we would only play in post-apo stories.

This game especially stands out from your published creations until now. Do you do roleplaying games and if yes, was this a way to bring your vision of roleplaying game?

Jonathan I have done very few RPG, through the couple of games I have done in many universes, the one that stroke me the most was Method of Doctor Chestre by Daniel Danjean. The main issue to play RPG with my friends was that nobody was feeling skilled enough to be a Game Master. That is how the prototype of Fragments was born.



Campaign notepad

Théo I love roleplaying games and I have been playing some since Highschool. It has been 3 years now that I have found a group of players in Brussels and we play in a regularly fashion. I do not know if Fragments brings my vision of it, but it is clearly my love for roleplaying games mixed with my love for board games that gave birth to this game.

Why those themes?

Jonathan I am a big fan of post-apocalyptic, especially survival movies, but my guilty pleasure are the zombies movies. My favourite movie of all time? Shaun of the Dead.

I do not know very well the superhero universe, I read very few comics but I love the manga My hero Academia.

Théo On my side, I read a lot of comics and the superhero universe practically impose itself.

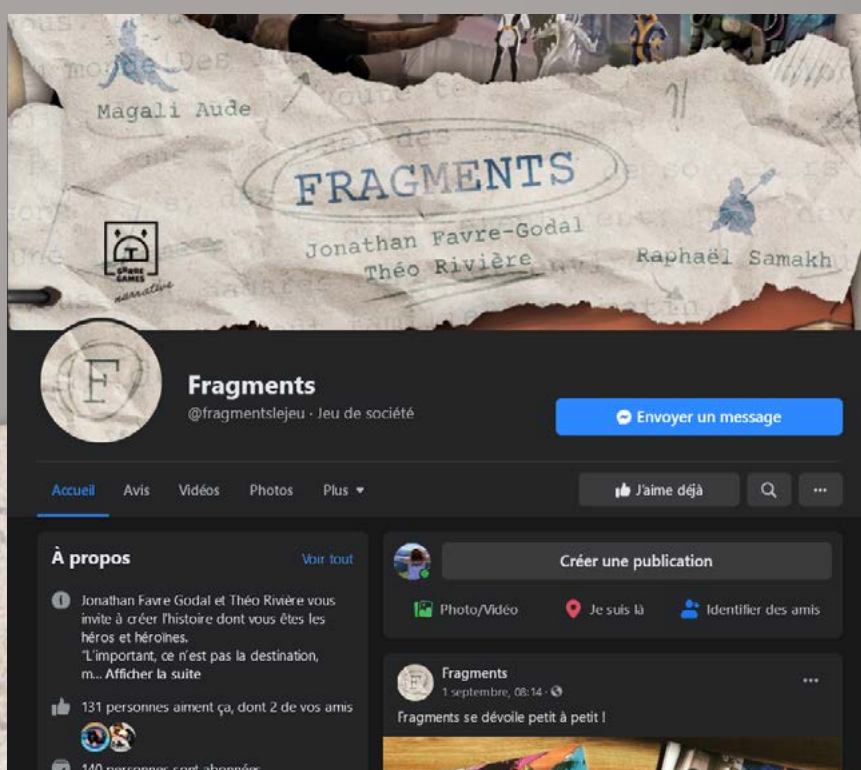
It was primordial for us to have well known themes so that the players would project very quickly in their story they are going to tell, but also universes wide enough so many different things would happen to them. At the end, it englobes many possibilities and we chose the two themes that thrilled us more at that time.

What are your next releases?

Jonathan There is The Sound Maker with Corentin Lebrat released by Blue Orange. Magic Hat released by Djeco, still with Corentin Lebrat.

Théo My end of year is under the sign of expansions with The holidays of Detective Charlie and The Loop The revenge of Fauxzilla. I should have a few other games that follow but it is hard to be perfectly sure of the release schedule at the moment.

Find all the latest news about Fragments, the game on our Facebook page!





Les reviews

KamiMaï is a game that deserves you take a look at it. You will not have any game like this one in your game collection. The dexterity aspect of the game may be a barrier for some but with one or two games played, you will be much more at ease. It is the essence of the game. This management of balance, this stressing draw where everything can collapse but every success is an explosion of joy.



*An original game mixing
dexterity and cooperation!*

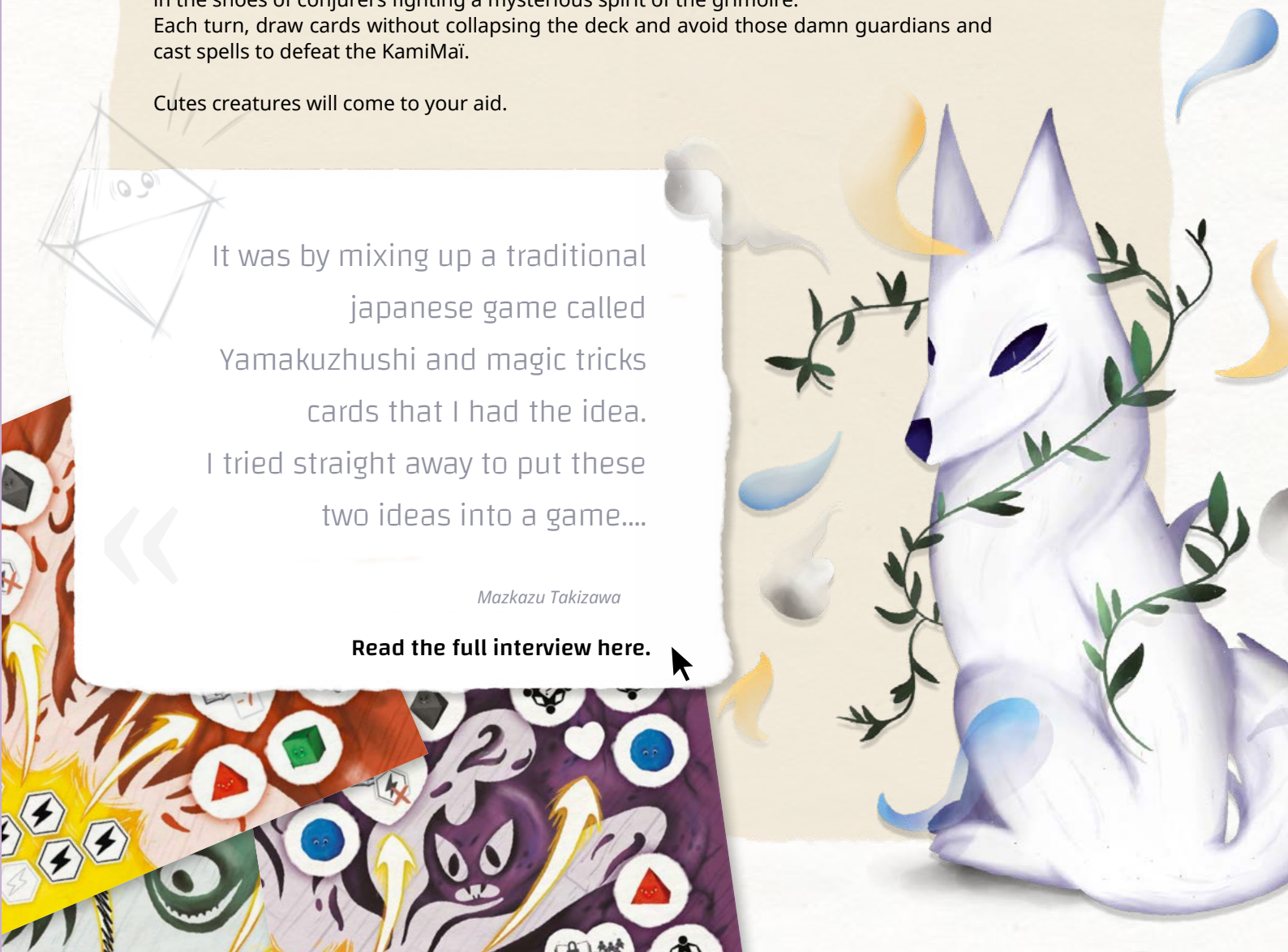
Created by Mazkazu Takizawa and illustrated by Valérie Holley, KamiMaï immerses you in the shoes of conjurers fighting a mysterious spirit of the grimoire. Each turn, draw cards without collapsing the deck and avoid those damn guardians and cast spells to defeat the KamiMaï.

Cutes creatures will come to your aid.

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....

Mazkazu Takizawa

Read the full interview here.





LE POINT
RÈGLES

GRRRE Games

Rules item



"When you think you have seen all the game mechanics, every kind of games, you encounter one game that addresses you, that propose something new. Kamimai is part of these atypical games that offer an innovative gaming experience."

Undecent.fr

Critics



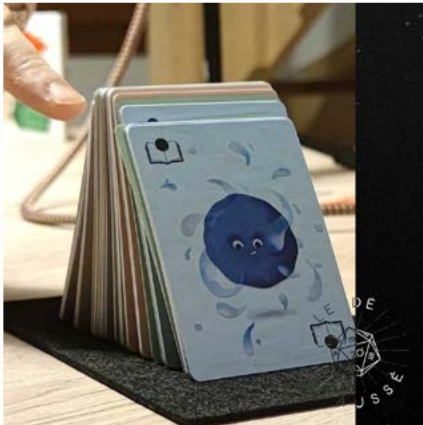
Es-tu Game

Game





Le Monde des jeux
Game



Le Défaussé
Podcast



"KamiMai has this particularity to mix two game mechanics that we rarely see together as it is a cooperative game and a skill game at the same time."
Vianney, Terres de jeux Rennes

Station Millénium
Critics



Kaelawen et les Meeples
Live Twitch



Download the previous issues of the MaGRRREzine
on our website!

In the June issue, you will find, amongst other things, a presentation of the Deluxe Royal Treasure and the Family range but also a review of KamiMai!



Click on the cover to
download it.



are you
ing to?

ames? They speak about them a
Discover Le dé faussé and



e deluxe R
easure

We are little bit behi
but we have some wonderful p

this project took us longer than expected as
t possible.

I making a wooden royal treasure. It would have been amazing. But
ge our minds because of conception issues, technical problems to produce
wanted and, above all, a final price that would have been too high.



A smooth transition
from classics
to modern games



Captivating
gameplay

Playable with
the whole family with kids
or between adults



Plaisir
immédiat

11

|

What's new around here?



Masque –

6,00€

Ajouter au panier

Accessoires

GRRRE – Taille adulte

6,00€

au panier

JE SUIS
DANY

(M/P)

Nida...quoi!?

www.grrre-shop.com

vêtement

T-shirt « Je suis Dany (ou pas) »

9,00€

Choix des options



9,00€

Choix des options



There it is!

The preorders of the Deluxe Royal Treasure have just finished and the production has started. Delivery is expected for January 2022.

Thank you to all the Elvalands who answered the call so we could realise this crazy project that holds a special place in our heart.

The GRRRE Team !



The GRRRRoodies

Gifts to thank you all!

KAMIMAI

紙舞

*A new KamiMai escaped from the Grimoire!
But beware; to defeat it, you will need to cast all the spells
together in the order of the arrows...*



Find KamiMai now in stores!



Last week, we had the great pleasure to go at *Dunmondedejeux* to present our next releases. Big thanks for the hospitality and the wonderful videos that were made! It was an excellent time!

Thank you to Christine Alcouffe, Ludovic Maublanc and Corentin Lebrat for your availability and good spirits.

Videos to be discovered quickly and more information in our *MaGRRRRe* soon.



Dany is back at the warehouse *@blackrock_games* !!!

Find it quickly in your favourite stores!

Full swing at Cluny's festival! *@jmminguez* and *@valeriane_holley* are signing *Nidavellir* and *KamiMai*. Thank you to Alexis for his good spirits and unwavering support!



This weekend, we had the huge pleasure to welcome Alex' and Zephiriell from the *Défaussé*. Galdly, *@christinealcouffe* and *@ludomaublanc* joined us to present their coming game: *Tales of Wonder*.

We took advantage of that moment to play *Bongo Island* that comes out soon, *KamiMai* that is already available and *Fragments* that arrives in October.

It was a wonderful weekend and we hope to everyone soon enough. We wish a very nice week!

A giant guardian?!!

Find us at Vichy festival with a gianty *KamiMai*! You can now ask for *KamiMai* in your favourite store (the standard version, not the giant one)!

A fabulous game from Masakazu Takizawa, illustrated by Valérieane Holley.

Follow our adventures on networks!





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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À DÉCOUVRIR

