

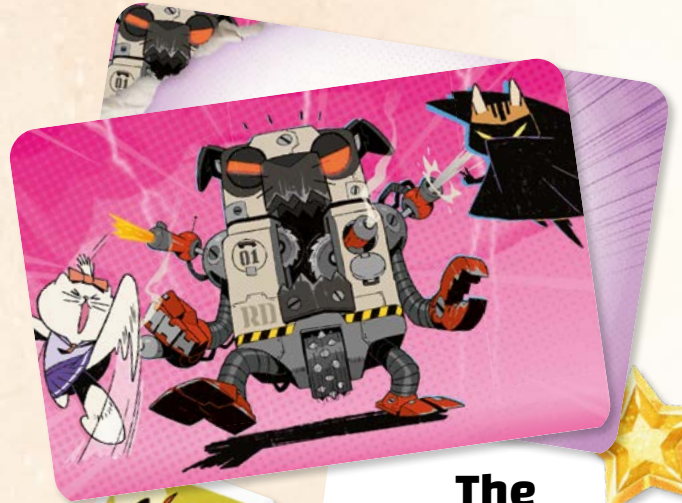
Ma GRRRE zine

Issue 8 • December 2021



TALES OF WONDER

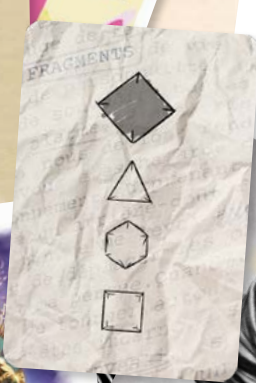
Presentation, videos,
interview of the
designers !



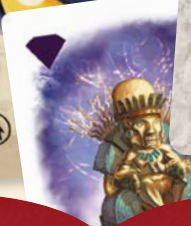
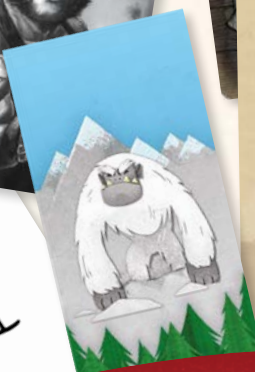
The GRRROODIES

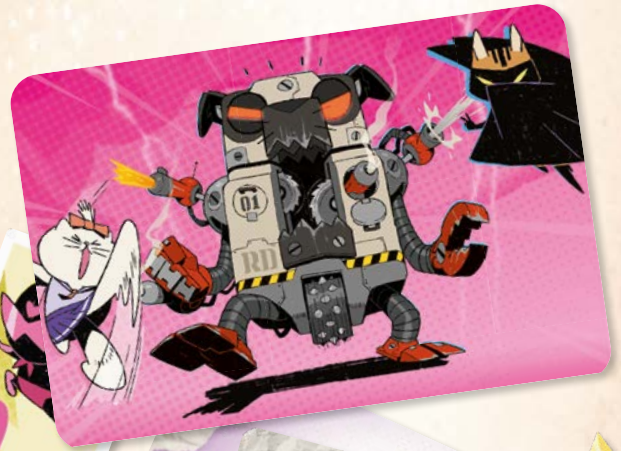
Exclusive cards
for FRAGMENTS
inspired by Super Cats

ORIGAMI TUCK BOXES
FOR TALES OF WONDER



*The Menu for the holidays
• the GRRRE way •*





The Menu for the holidays
• the GRRE way •



Editorial

Hello everyone,

Between the end of year celebrations, the release of Fragments and Tales of Wonder, the launch of our bootcamp for designers and the finalisation of our projects for 2022-2023, we have been really busy!

We love what we do and we will go on working with sincerity, passion and self-denial.

We are delighted that our games please you, and we thank you warmly for your support.

All the GRRE Games Team wishes you an excellent holiday season and end of year for you and your loved ones.

Have a playful reading!

Florian
GRRRE Games



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

MaGRRREzine #7
December 2021

This magazine is offered to you free of charge by **GRRRE Games**. Cannot be sold.

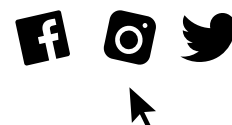
Photographic copyright
Pictures by Charlie & Billie
p. 12, p. 17, p. 19,
p. 20 and p. 21

All rights reserved.



This pictogram means French content.

Find us on Facebook, Instagram and Twitter



Summary

Special focus Christmas!

Special The menu for the holidays, the GRRRE way

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Release planning
Bootcamp

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What's new?

Presentation Tales of Wonder
Interview Christine Alcouffe and Ludovic Maublanc
She tells The story of the birth of the Tales
Interview Magali Aude
Interview Raphaël Samack

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On the networks

Topic The Gaming GRRRATIN makes his show
News

p. 22



The GRRRoodies!

Origami tuckboxes for Tales of Wonder
Fragments meets Super Cats

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Special focus

Christmas!

For the holiday season, discover or rediscover all our games through a playful menu prepared with love by Valériane: contrary to oysters, there is no risk, the games are fresh!

The Menu for the holidays

• the GRRRE way •

The guests list

accompanied by Dany and Dany goes to Hollywood

Appetisers

to be savoured with Connec'Team

Coming in hot!

in the presence of Super Cats

Topics of discussions

led by Fragments

Time for dessert

in the company of KamiMai

Before going to the land of dreams

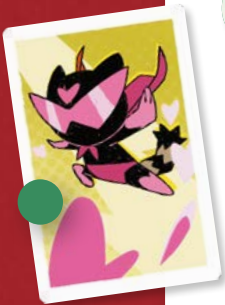
mood Les Contes Émerveillés

By the fireplace

with Nidavellir and Thingvellir

Presents madness!

to the rhythm of Octorage



The guests list

3-8 | 30' | 16+

Games from Phil Vizcarro and Antoine Baillargeau

How well do you know your guests? Somebody whispered in your ear that maybe Dany would be hiding among them, or one of the secondary personalities crashed the party and tried to go unnoticed in front of everyone ! It is yet the time to play with Dany's memories to figure out right from wrong.



Appetisers

3-6 | 15' | 8+

A game from Jonathan Favre-Godal and Corentin Lebrat

Here we go, everybody is here! This year, you thought big : there are friends, family and even the children... It is the best time to play Connec'Team to check if everybody is on the same page, ready to spend an unforgettable evening.



Available on
the GRRRE
shop!

**There is no nothing better than family game night
or an evening with friends to test your ways of thought.
Are you on the same page?
Find out in this cooperative and cohesion game.**

Beware of bad faith!



Coming in hot!

3-6 | 15' | 8+

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

It is finally time to sit down to eat, but a drama shakes the whole kitchen: the main dish has disappeared from the oven! Luckily, your guests reveal themselves to be brave and ready to fight the mean Robodog. Super Cats, go!



Available on
the GRRRE
shop!

*Selected in
the Christmas list 2021
of Un Monde de Jeux*



Topics of discussions

2-6 | 45' | 10+

*A game from Jonathan Favre-Godal and Théo Rivière
illustrated by Magali Aude and Raphaël Samack*

A big table inspires many discussions, but this year, you have decided to innovate! Yup, bored of always hearing the same stories and jokes, you have decided to change everything. With Fragments, everybody is invited to participate, even the shyest, it sets up an atmosphere and for sure, these super villains or Christmas zombies stories, will be remembered by all for a very long time!

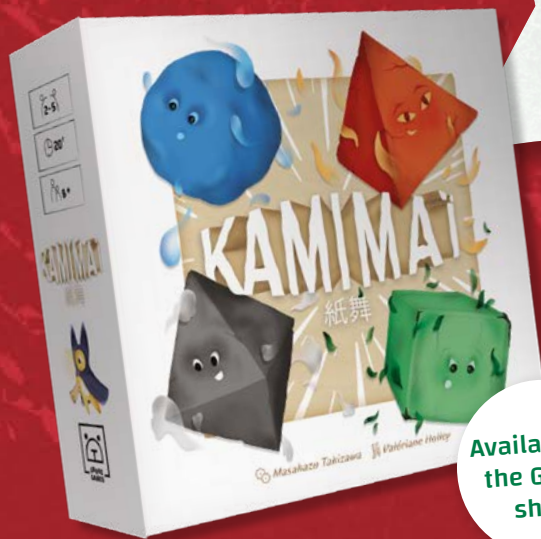


SPEND AN UNBELIEVABLE TIME TO THE RHYTHM
OF SU-PER-CATS!
PACKED WITH GOOD SPIRITS, SUPER HEROIC MADNESS
AND CUTE LITTLE CATS!

THE PERFECT GIFT FOR YOUR CHILDREN.



*Selected in
the Top 10 Mini Games
from Es-tu Game*



Available on
the GRRRE
shop!

*The original game you need!
Surprise your friends with this unique game!*

*With precaution and dexterity, draw cards
in the balanced deck without making it fall.
Hold your breath during a magical time
with friends or family.*

Time for Dessert

1-5 / 20' / 8+

*A game from Masakazu Takizawa
illustrated by Valériane Holley*

Would you take a bit of dessert as well? But the KamiMaï decided otherwise... To enjoy the Christmas log cake (iced obviously), you will first need to close the grimoire from which it escaped, and for that, you will need to rely on the dexterity of your guests. Good luck!



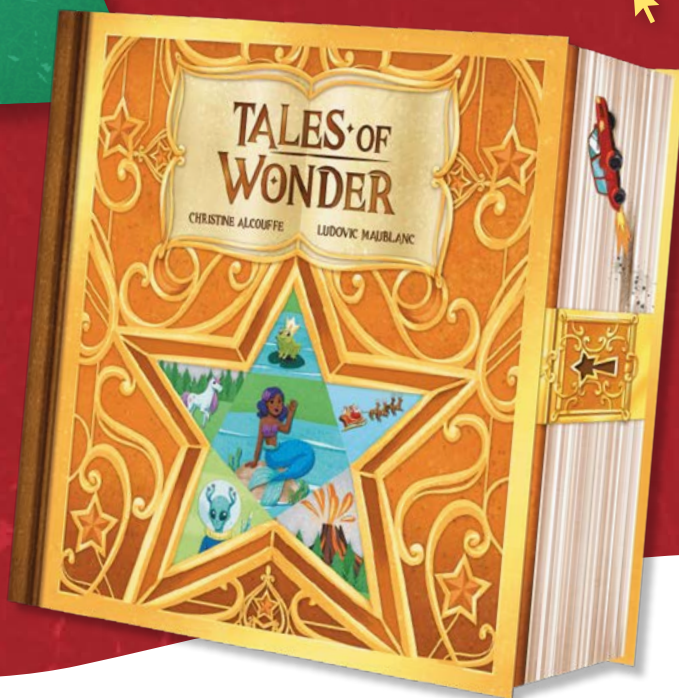
Before going to the land of dreams

2-5 ★ 15' ★ 5+

A game from Christine Alcouffe and Ludovic Maublanc

The children call for a thousand and one bedtime stories ! To avoid anyone being disappointed (or not to be the only one to work), you gather the whole gang around the Tales of Wonder board, so that everyone could bring to life their characters in a story that does not look like any other stories...

*Selected in
the 2021 Christmas list
of Un Monde de Jeux
and
the 2021 Christmas
Best-of of the Point Pop*





By the fireplace

2-5 | ⌚ 45' | 👤 10+



*A game and an expansion from Serge Laget
illustrated by Jean-Marie Minguez*

The dishes have been put away, the children are in bed, the herbal teas are out. After such an evening, there are no more doubts: you know it, you are the One, the Elvaland capable of building a team worthy enough of the kingdom of Nidavellir. But among your guests, some challenge your claim! It is high time to heat up your bids and fight to build the best team there is. The mercenaries profit from this, to set up their camp and offer you attractive artefacts. Beware Fafnir, we are coming!



Presents madness!

3-6 | ⌚ 20' | 👤 10+

*A game from Nicolas Normandon and Florian Grenier
illustrated by Bruno Tati*

Soon it will be the time to open the presents, but who among you all will be able to bring the most home without getting caught? Here, no holds barred, as soon you managed to get out (with a good laugh). Be reactive and use your special capacity, your weapons or your curses to get your way!



Available on
the GRRRE
shop!



*It is the game packed
with low blows and laughs you need.
The perfect game
for your happy hours !*

Sore loser refrain !



Production schedule



DEVELOPEMENT
Game play and
Artwork



FILES FINALISATION



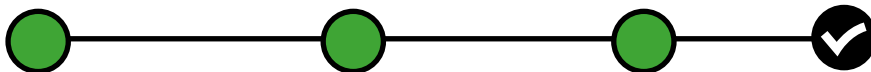
PRODUCTION



ARRIVAL IN STORES

FRAGMENTS

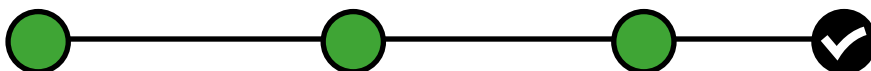
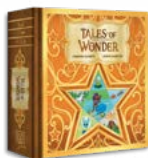
Jonathan Favre Godal,
Théo Rivière
Aude Magali,
Raphaël Samakh



In stores!

TALES OF WONDER

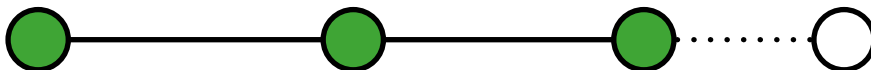
Christine Alcouffe,
Ludovic Maublanc



In stores!

CYRANO

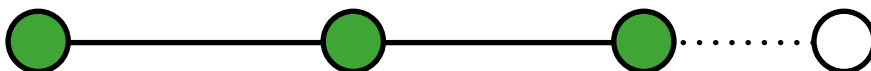
Angèle,
Ludovic Maublanc,
Camille Chaussy



Forecast:
February 2022

BINGO ISLAND

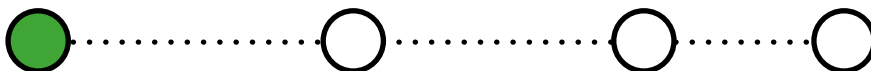
Corentin Lebrat,
Ludovic Maublanc,
Valérie Holley



Forecast:
April 2022

FRAGMENTS OUTSPHERE

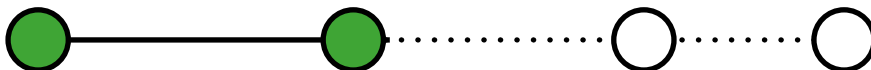
Jonathan Favre-Godal, Théo Rivière



Forecast:
2nd or 3rd
trimester 2022

LOCKDOWN

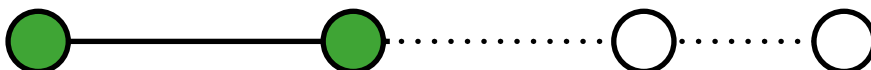
Nicolas Normandon,
Vincent Lefevre



Forecast:
September
2022

IDAVOLL

Serge Laget,
Jean-Marie Minguez



Forecast:
November
2022



FROM THE 27TH TO THE 30TH JANUARY 2022

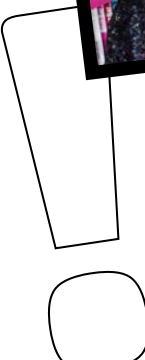
BOOTCAMP



GRRRE Games launch their first Bootcamp for designers!



Théo Rivière
will be the patron
of this event.



THE AIM

- Transmit the basics of being a designer,
- Work on the prototype presentation to the publishers,
- Work on a prototype with professionals to better the methods and ease each step of the creation.

This event is for beginner designers who have not been published yet.

This boot camp will allow you to realise if game design is really something you want to do in the years to come, to improve your methods, to become more efficient and simply learn how to present your work to a publisher the best way possible.

Inscriptions have been closed since December 16th.



What's new?

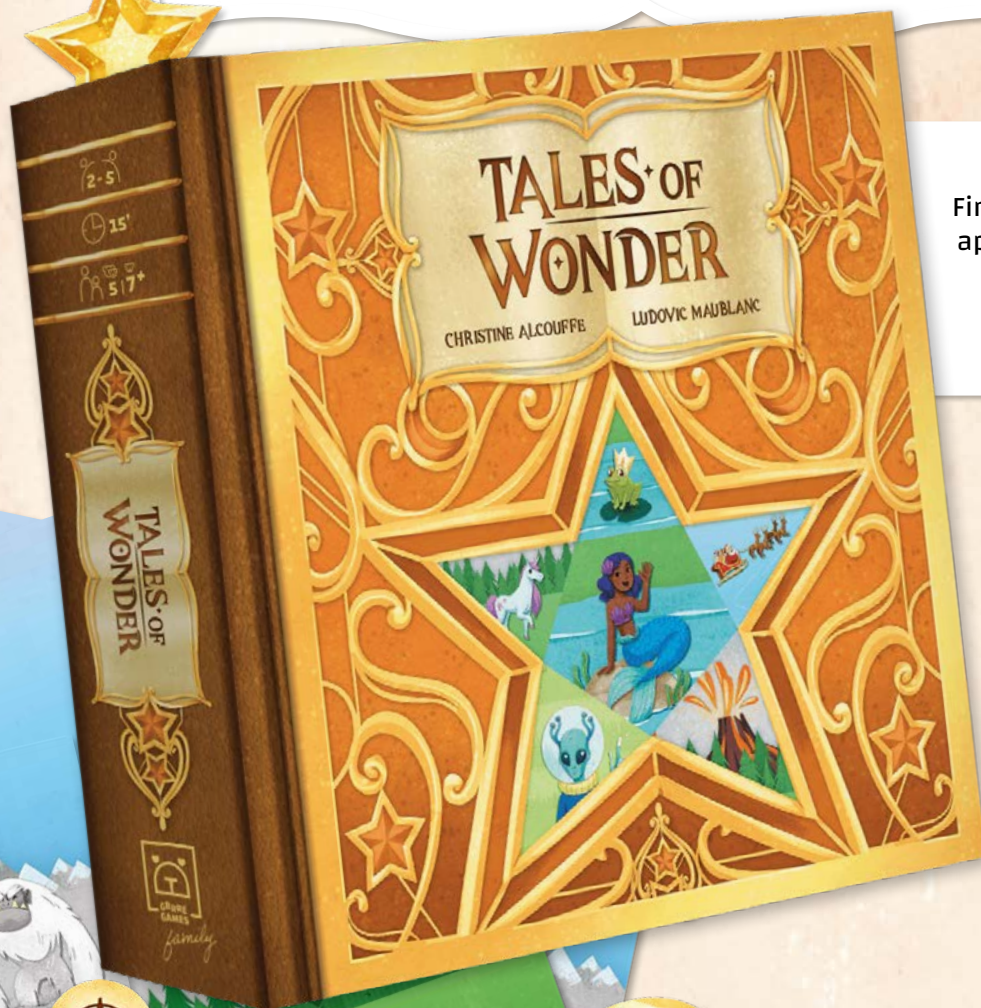
A big focus on our latest release, *Tales of Wonder* through a description, interviews and the behind-the-scenes of the illustrations of the game!

You will also be able to dive in the two interviews of the talented illustrators of *Fragments*!

THE FAIRY TALES ARE ALL TOPSY-TURVY!

EACH DAY TELL YOUR TALE AND BRING TO LIFE CHARACTERS THROUGH 7 GAME VARIANTS WHAT WILL LEAD YOU TO CREATE TALES THAT ARE GOING TO BE WACKIER, MORE MOVING AND TWIRLING THAN EVER.

AMAZE YOURSELF FOR THIS COOPERATIVE FAMILY GAME MIXING STORYTELLING AND MEMORY



Find, right now, the application on the **App Store** and the **Play Store**



A GAME BY
CHRISTINE ALCOUFFE
AND LUDOVIC MAUBLANC

FOR 2 TO 5 STORYTELLERS

FOR THE WHOLE FAMILY

FROM 5 YEARS OLD ACCOMPANIED BY
AN ADULT OR FROM 7 YEARS OLD ON
THEIR OWN



Board setup at the end of Chapter 2

Each storyteller has a number of Story tokens with each a unique symbol and the game goes in 2 Chapters.



CHAPTER 1

The storytellers pick a Character tile and place it face up on the board and assign it a Story token. This token is then placed face down after the whole team saw it. The game then goes on until all Story tokens have been played.

CHAPTER 2

The storytellers, in turn, pick one of the characters of the story and tell what happened by including the symbol he or she thinks is assigned to it. The game ends when all Story tokens have been revealed.

In case of failure, the sky darkens because of stormy clouds and in case of success, the sky shines with many stars.



COOPERATE TO AMAZE THE TALES!

HIGHLIGHTS

- Quick rules ·
- A family game with children aged 5 or more ·
- Involves imagination, cooperation and memory ·



THE COLLECTION OF TALES

THE COLLECTION OF TALES



Trailer from Tales of Wonder



Un Monde de Jeux - We explain and play!



A game with the family!





Interview

Christine Alcouffe & Ludovic Maublanc

Hello, could you introduce yourselves in a few words for our readers who, maybe, do not know you yet?

Ludo Hello, I am Ludovic Maublanc. I have been a game designer for more than 15 years. I have designed around fifty games, notably Mr Jack, Cash'n Guns or Draftosaurus.

Christine I am Christine Alcouffe and I am an illustrator in many different fields, including board games. I am mostly known for Paper Tales, Yōkai or Pharaon.

Christine, you are an illustrator and also the designer of Tales of Wonder. Could you describe your first experience as both designer and illustrator ?

Christine It was rather straightforward in fact! One day, in a small festival, we were chatting with Ludo and we asked ourselves if the tandem designer-illustrator could have a positive effect in the creative process of a game. We've discussed the type of mechanics that would be best for that, and Ludo worked on the prototype. One thing leading to another, Tales of Wonder was born. I started very early to think about the graphics of the games even if the actual realisation of the illustrations was only done once the main gameplay was set. Which allowed me to consider different styles before ending with the one you can discover in Tales of Wonder, which I think is the best for the gaming experience.

Ludovic, could you describe to us the working experience with the artist that illustrates the game from the beginning of the process ? Did that change your designer experience a lot?

Ludo In fact, not that much. Usually a two-headed creation process goes through a first phase of discussion and ideas exchange around what we want to do together. Then comes the moment where I like to think by myself, test some things before I can present the results of my thinking to my co-designer. That's what happened with the tales.

Then, once the initial idea had been validated between us, I focused a bit more on the game mechanics while Christine worked on finding the graphical universe. But that was not as separated as that. Christine tested the mechanics on her side and I have done some suggestions for the characters. It was great teamwork.

Could you describe the game in one sentence ?

Ludo Tales of Wonder is a cooperative game in which the players will create, together, a tale, serious or funny, staging many surprising characters.

Christine Nothing better :)

According to you, what are the highlights of the game ?

Ludo I think that children will love the characters and have fun creating their own adventures. The parents will find a means of discussion with the little ones to know their imagination... and between adults the players will enjoy creating wacky and crazy stories.

Christine It is the intergenerational aspect! From 5 years old, everybody can have fun telling stories together and use the game to use your creativity!



From left to right : Aline, Ludovic, Christine and Florian in the middle of the game

The birth of Tales of Wonder

By Christine Alcouffe

If you read this MaGRRREzine you may know that already, but Tales of Wonder has been released recently! It is the first time I am officially a co-designer (with the friendly Ludovic Maublanc), and Illustrator. This unusual double-hatted situation raised some stylistic questions a little bit different from my previous project, in which I only had to focus on the illustration perspective. I will take the opportunity to tell you today what choices we made throughout the creation process, the specific constraints of the game and the path to final realisation.

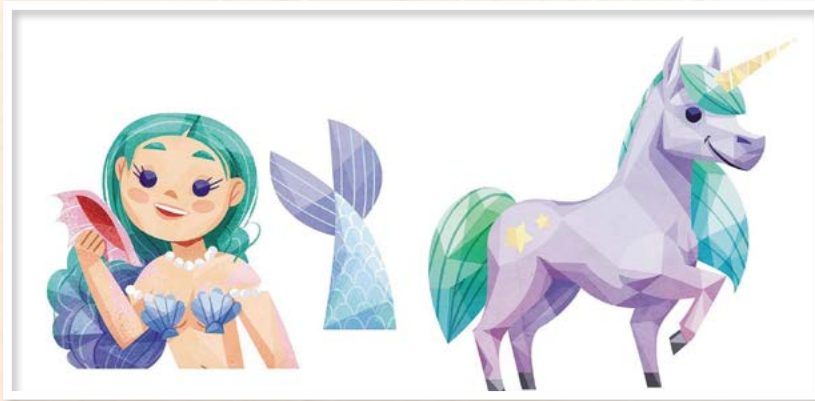


At the beginning, there was the prototype...

Quickly, after our first ideas and discussions about the Tales, Ludo worked on the creation of the prototype, so we could test the game with real players and witness its potential. He gathered pictures free of rights on the internet in order to tinker a board and it was rather efficient! The first tests and feedback turned us towards a family game that would allow children and adults to use this as a medium to tell stories.

At this point, the main elements and the graphical issues were set : an accessibility for the whole family, the illustration in support of the storytelling, a theme around the fairytales to speak to all audiences (including the geeks, teenagers and adults).

At this point, I have already made some graphical tests on characters. I am always rather happy with these little creatures, but sadly, I realised, through the making process of the illustrations that the stylisation could be less comprehensible in game. The tiles are compact, so you need to be efficient and clear otherwise you may affect the game feel.



First graphical tests

Signature of the game and publishing process:

After testing the prototype for some time, we were lucky enough to sign the game with GRRRE Games, with the feeling that they would be true creation partners. It may seem insignificant said like that, but as I am used to arrive on a project at an already advanced step (Most of the time, games are already fully developed and they only need a few tweaks in the rules when I start illustrating a project), the fact that I could discuss graphical choices from the beginning and as an equal changed things for me.



As I was saying earlier, I started the characters in the style of the test you have seen before realising that, sadly, that would not be the best for the game feel. I then started researching again until I found what you know now:

-In the game, there are no character names, nor text, so you need the picture to give all the information needed for the adults and children to stage these characters in their adventures. We have selected characters and places in that way, favouring an efficient figure and contrasted colours so that everybody could be identified within the tile size.



Step by step graphical evolution of the Unicorn character



It was also important for me and the team to have a representative game, with racialised characters, a man-women equity and a redistribution of the gender (as the zombie ogress <3).

For the icon tokens, I kept it very simple, to keep the symbolic aspect of the pictures that helps bring a wide variety of things in the stories in each game. Same thing for the characters, they are not in any specific situations, to avoid limiting their part as a hero or a villain, or in a precise scenario from game to game.

- We chose a strip structure for the background as it allows the players to dispatch the characters on the proper background. I had to reason myself and make a rather simple scenery so that the tiles could be put anywhere horizontally without creating any graphical bug. I preferred to avoid ornamentals (little flowers, an animal in a tree in the forest, fishes in the river) to keep the focus on the tiles played during the game and avoid that the players dodge these areas to favour the scenery over the story.

- As a common thread of the illustrations, you will find my love for textured paper. It is a particularly good match for this game as we are in a fairy tales theme, with storytelling in the centre of the game. (And little scoop, the name of my first prototype was the *Tales of Paper*, as a little wink to *Paper Tales*).

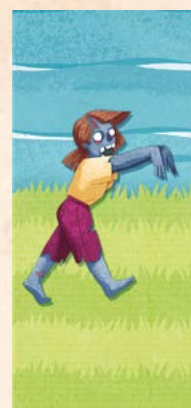
- Finally, for the box, GRRRE Games suggested a beautiful box that opens like a book to keep the theme all the way. I played along by adding the structure of book-binding, embossing, the leather aspect of a grimoire and a little keyhole...



Side of the box

To conclude

I was very happy to go on this adventure with Ludo, Flo, Céline and Valérieane. I hope you will enjoy discovering *Tales of Wonder* and to tell beautiful stories with your family (or with your friends for less general audience stories :p).
Good games!



Character tiles:
The zombie and
the ogress





2-6 | 45' | 10+

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

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



Un Monde de Jeux - We explain and play!

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.

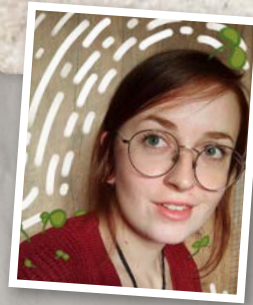
At each game, you will get a character that you will define in a few seconds so you can launch yourself into the adventure.

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.

Interview

Magali Aude



A few words of introduction?

Magali Hi ! I am Magali Aude, aka Noir.aude on the web and I am a freelance illustrator/graphic designer.

Could you tell us about your background?

Magali I am a novice illustrator. I graduated from the ESA Games school in 2021 and I have always loved to draw since my childhood. It has almost been a year since I started the freelance adventure as an illustrator/graphic designer and I learn from that daily.

Could you tell us about your style and inspirations?

Magali I mainly have two styles, one rather cartoon, full of colours, childlike and another one more serious and half-realistic. I juggle between the two styles according to the mood to keep a balance and prevent any overdose of one or the other. However, I like to discover and try new styles and universes, that is why I like working as a freelancer. I am often involved in different styles and universes.

For the inspirations, it is periodical, but I would say that ancient oriental culture inspires me a lot, in fact, it was the theme of my end-of-year project, precisely the Mesopotamian mythology by adding a pinch of fantasy and modernity. However, many other universes are of interest to me, mediaeval fantasy, post-apocalyptic, video games (*The last of us*, *God of War*, *Fable*, *Bioshock*...) but also painting and mostly nature. In the end, there are many different things that inspire me.

Do you have any other current projects, if yes, could you tell us something about it?

Magali Yes, I currently work on illustration and the cover of a book and for a Biocoop (Organic foodstore) which desires mural illustrations everywhere in their shop and I still give drawing private tuition and workshops with children/teenagers. So my work is diverse but that stimulates my creativity!

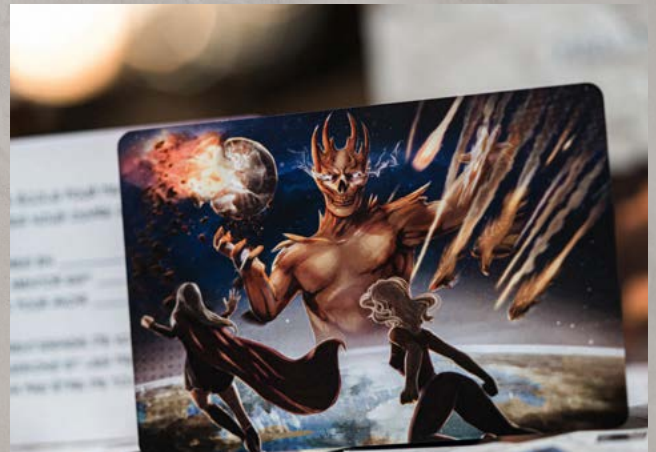
In the meantime, I develop communication around my work, leaflets, business cards, a website and, soon I hope, sales of cards for every occasion (birthday, birth, Halloween, Christmas...) and other artistic creations...

Could you tell us about your work and collaboration with GRRRE Games on Fragments?

Magali The collaboration with Grrre Games started just after my graduation, thanks, notably, to Serge Laget (Nidavellir) who was a panel member in my class. I thank them, once again, for the opportunity they gave me!

Everything went quickly and with no worries, remotely, we hit it off pretty well, Céline and Florian were nice and mostly friendly, I was hooked straight away by their project Fragments, I found the idea of some kind of easy and accessible RPG awesome.

I particularly liked the fact that you had two parallel universes and, furthermore, two different artists united in a single game.



Theme card "The protection of our world and Galaxy" illustrated by Magali Aude

Could you describe the style used, and the intention behind your art?

Magali The style used for Fragments is rather semi-realistic, colourful, mixing the universes of comics and superheroes. I rarely drew an urban environment so it was challenging, but that was what I liked about it. The intention was to have two styles and universes different in the box. As for me, I wanted to remain coloured and that you could understand straight away that you are dealing with superheroes or supervillains. It was important to have diversity in the characters so that everybody could find themselves, identify and create their own stories. All of that with slipping a few superheroes references (Up to you to find them!).



Interview

Raphaël Samakh

A few words of introduction?

Raphaël Hello, my name is Raphaël Samakh, I am 25 years old, and I have been a professional illustrator and artist for roughly a year and a half. I grew up in the Hautes-Alpes surrounded by animals and artists XD.

I am keen on drawing, an activity which is the best means of communication for me to express my point of view on the world(s) whether they are real or not. I like the idea that some of my pictures may trigger stories and new fantasy for the readers, players or spectators.

Could you tell us about your background?

Raphaël I have been drawing since I was a child. I was lucky enough to grow up in a family of artists that always supported me despite the doubts and the difficulties of this path.

I think it was in High School that I knew that I wanted to become an illustrator; I must admit that I spent more time drawing than listening to my teachers.

After the A levels in 2014, I integrated the Decorative Arts School of Strasbourg (HEAR) for 4 years in the illustration section. I got my Licence (dnap) but never got to the Master (dnsep), I was not feeling at my place in this school. So I decided to travel in Eastern Europe (Romania, Bulgaria, Greece ...) for a year. That trip was for me a fulfilling year for inspiration and humanity. When I got back, I had the choice between going back to my studies or starting to work, I told myself, since I am going to struggle, as well get over with it, but that was before the arrival of the Covid situation the same year. It was a blessing in disguise; I think that it was during the lockdowns that I have learned the most while drawing. I spent my days on my graphic tablet preparing for what would come next, and here I am!



Theme cards of the Post-Apocalyptic universe illustrated by Raphaël Samack and Campaign notepad

Could you tell us about your style and inspirations ?

Raphaël Drawing has an infinite amount of possible graphics and styles, so why have only one ? What I like is finding a style that suits the best way possible that needs to be illustrated. In my opinion, a graphic says as much things about the lore that the story tells.

Of course, it is not always easy and it will not work every time, but that is where I found the most gratifying with drawing: when I find, discover and invent a style specific to a universe.

I have plenty of influences. I could not say who inspired me the most so here is a list of artists, authors

and illustrators of whom I admire their work:

Illustrators :Mike Mignola, Mathieu Bablet, Alberto Breccia, Sergio Toppi, Marc-Antoine Mathieu, Karl Kopinski,

Artists: Giuseppe Penone, Ernest Pignon-Ernest, Kim Jung Gi, Alphonse Mucha, Eliza Ivanova

Authors: Alain Damasio, H.P Lovecraft, Bernard Werber, A.E. Van Vogt.

Do you have any other current projects, if yes, could you tell us something about it?

Raphaël I have currently several projects, I am currently in artistic residency at Port-de-Bouc for the Art centre Fernand Léger. It is a residency about "resilience" that will lead to an exhibition with 3 other artists from May 6th to July 2nd 2022.

So if you come by Port-de-Bouc around those dates, come by, it is going to be great!

I also work on a book with writings from several prisoners. A very interesting project that comes from a couple of interventions in the prison environment.

There is also Pachamama, a project with Sit down! Editions. It is a board game about Inca culture and the Pachamama divinity. But I do not know when it should be released.

And of course, I have loads of personal projects on which I work when I have time and motivation, but I will not say more for now.

Mysteryyyyyyyyyyyyyyy...

Could you tell us about your work and collaboration with GRRRE Games on *Fragments*?

Raphaël *Fragments* is the first game I have illustrated, and I thank GRRRE Games a lot for contacting me and trusting me on this project.

The relation we had through the realisation of the project was highly constructive, back-and-forth exchanges full of attention and good advice from both sides.

I discovered GRRRE Games during the Cannes festival in 2019 through a mutual friend on Lalune. We discussed a bit but we could not, at the time, go on anything solid, so when Florian got in touch with me again,

I was thrilled that he remembered my work and that he thought of me for *Fragments*.

I could not have hoped for a better spot for my first project and I hope the excitement went both ways.

One single small regret I have is that I still have not played *Fragments* with the designers and publishers. But that should happen soon!

Could you describe the style used, and the intention behind your art?

Raphaël When Florian contacted me, he spoke about a picture from my portfolio, one of the first digital drawings I have made: a readable style without too many details in a steady mood, as if the time had stopped around the main characters. Neutral scenes with no dynamic action that would allow the players to let their imagination run to define their own actions.

The idea was to give the players the widest overview possible of each of the contexts without influencing their imagination too much. I did not want them to identify a specific type of zombie, a weapon, an action or a well-defined environment.

A striking example is when I illustrated the natural apocalypse (rise of the sea level, glacial era, etc) GR-RRE Games suggested that I drew the Statue of Liberty half covered in ice. That would have been a great reference to the Planet of the Apes or The day after tomorrow. But that would anchor the context to the USA and I found that it would be a pity to lock the players in that geographical and cultural context. GR-RRE Games responsively, heard that and understood my opinion and we decided together to stay with a neutral building covered in ice, poorer in references but richer for the imagination.

Then, I wanted to properly differentiate each of the pictures while keeping the same general ideas: wide shot, a few characters (anonymous) and details needed for the comprehension of the environment. It was the colour that gave the most shades between each of the illustrations: 4 coloured scales, 4 seasons, 4 apocalypses.

Side of the box



On the networks

With the arrival of Adrien to reinforce the team on the communication aspect, we intensify our presence on the social networks and also the projects so you can discover the GG backstage and the lovely people we work with, with a lot of pleasure! Thank you to all of them!



The Gaming GRRRRATIN makes his show!

Our guests coming from the Gaming world deliver us their own vision of the gaming industry and their way of working.



Episode 1

Théo Rivière

Théo Rivière is the first guest of our new section, the Gaming GRRRatin.

In this exclusive interview, he gives us his vision and shares what truly motivates him in modern board game design.

He also tells us about his new game Fragments co created with Jonathan Favre-Godal.



Episode 2

Ludovic Maublanc

For this second episode, it is Ludovic Maublanc that does us the honour of his presence.

During this interview, he speaks about his peculiar way (and what truly drives him) to create board games.

He also gives a lot of information about his future projects and a full presentation of his last game Tales of Wonder which was just released.

Finally, he gives the best advice and main mistakes to avoid when you are a novice designer working on their prototype.



Find GRRRE Games
on youtube!



THE NEWS!

What is going on on our networks? A summary in pictures.



KamiMai selected in the Top 10 mini-games from Es-tu Game?



The events



More funny giveaways!



Exclusive offers on the GRRE shop



Tales of Wonder and Fragments in the 2021 Christmas list of Un monde de jeux



News of our games

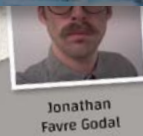
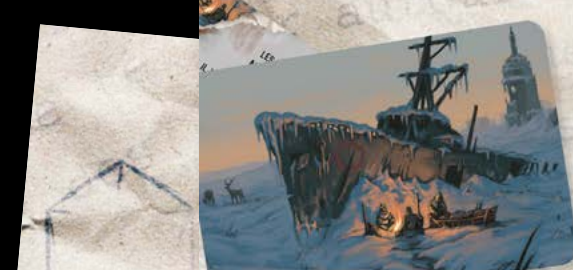


Download the previous issues of the MaGRRREzine
on our website!

In the September issue, you will find a focus on the special anniversary of GRRRE Games, a presentation of Fragments with an exclusive interview of the designers, an exclusive GRRROODIES for KamiMaï and many other surprises!



Click on the cover
to download it.



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...
games, so I acc...
this project.



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





www.grrre-shop.com
The Mini range
is available on the
**GRRRE
SHOP**

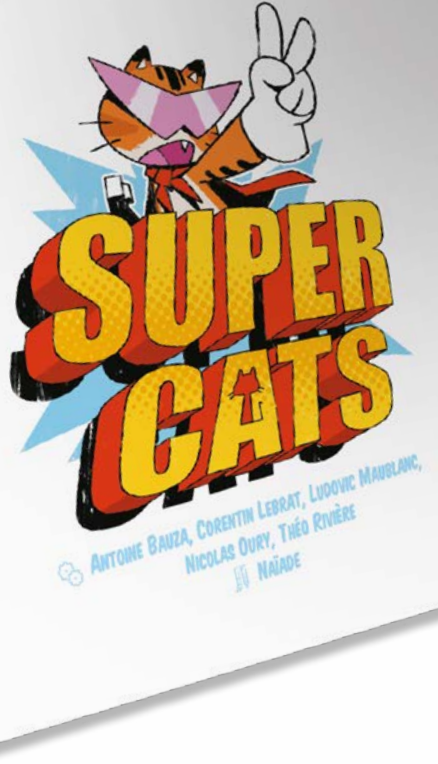
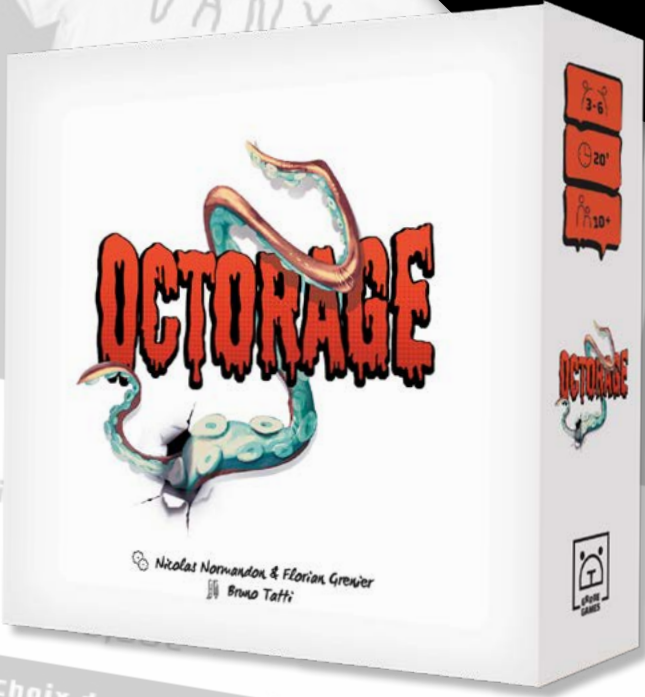
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choix des options

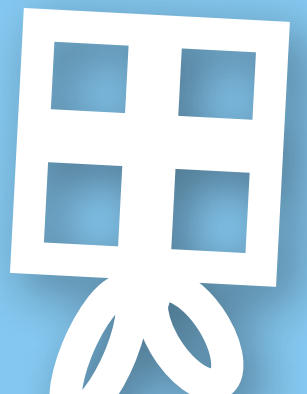
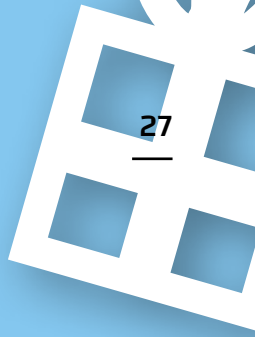
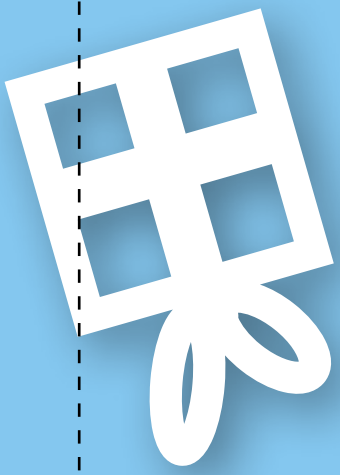


choix des options



The GRRRRoodies

Gifts to thank you all!





Origami tuck boxes to print



This month, we offer you origami tuck boxes for the Tales of Wonder to store the different elements of the game that may move in the box.

FOR THE BOTTOM:

Print the 2 following pages in **Recto/Verso, real size**.

> To check if the size is right :once printed, the central rectangle is 14,2 cm x 7,5 cm.

We advise using between **100 and 120gr sheets of paper**.

The information written in white will be hidden by the folds if the different folding steps are done correctly.

STEP 1:

- Place the sheet with the inside part in front of you (this means the GRRRE Games logo must be in front of you), pick a side to start and fold along line n°1.

STEP 2:

- Mark properly the fold of line n°2 towards the inside then open.

STEP 3:

- Fold the angles towards the inside.

STEP 4:

- Fold where you have marked the fold in step 2.

STEP 5:

- Do the same steps on the other side.

STEP 6:

- When both sides are folded, shape the box by opening both sides. You may mark the angles with your fingers.

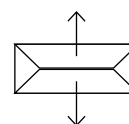
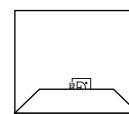
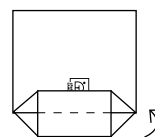
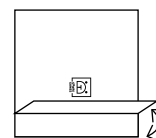
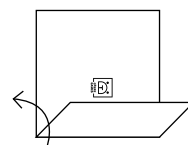
FOR THE COVER:

- Print, once again, the 2 following pages **Recto-Verso with a scale at 105%**.

You will obtain a shape slightly bigger so that it can fit easily on the previously done part!

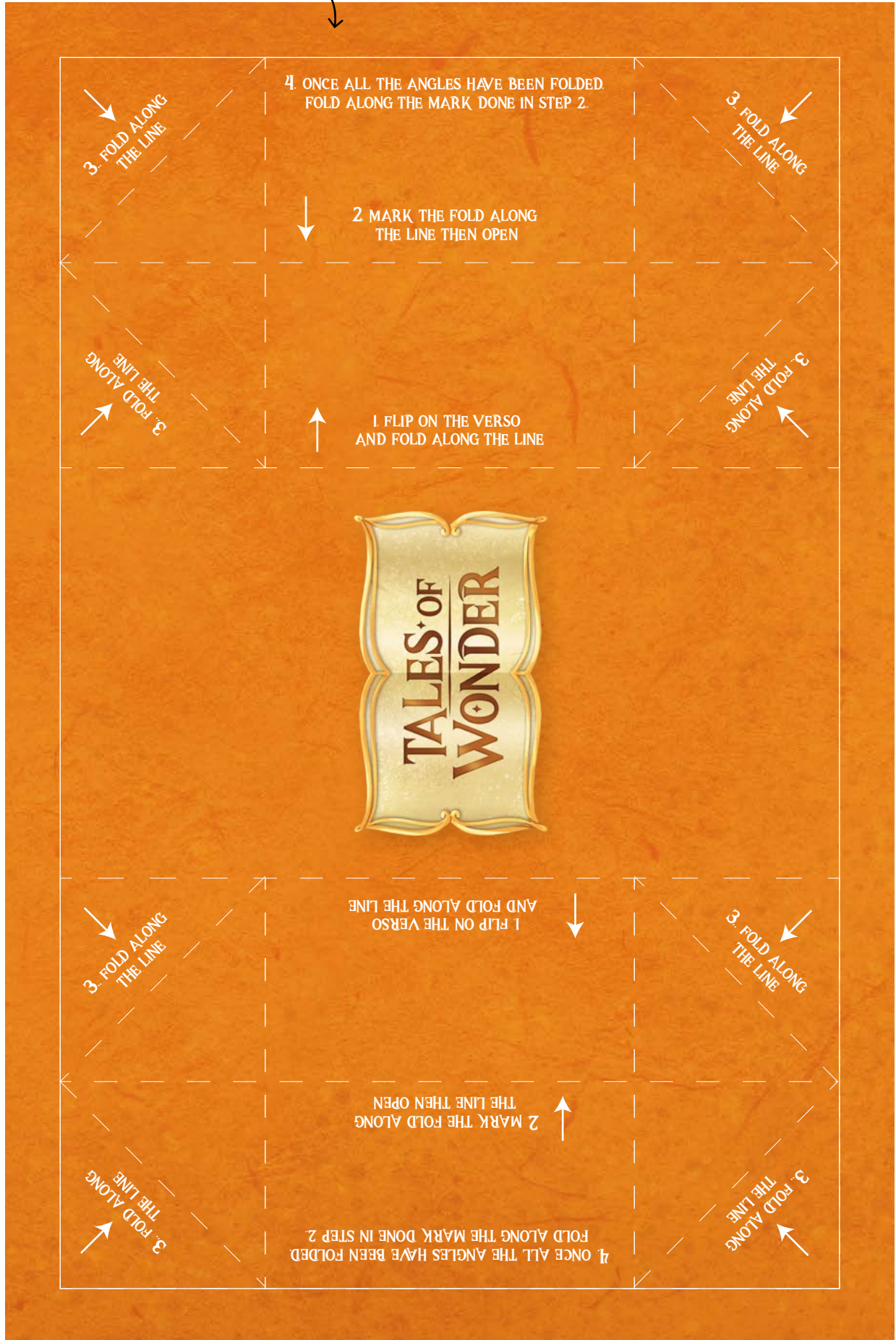
We advise you to do 3 boxes to store all the small elements of the game: 1 box for the Story tokens, Clouds and Stars, and 2 boxes for the Character tiles (30 tiles per box).

*And if, despite our efforts, we have lost you with our explanations, you may still have a look at the short detailed video which could help you.
Video credits : OrigamiAko*

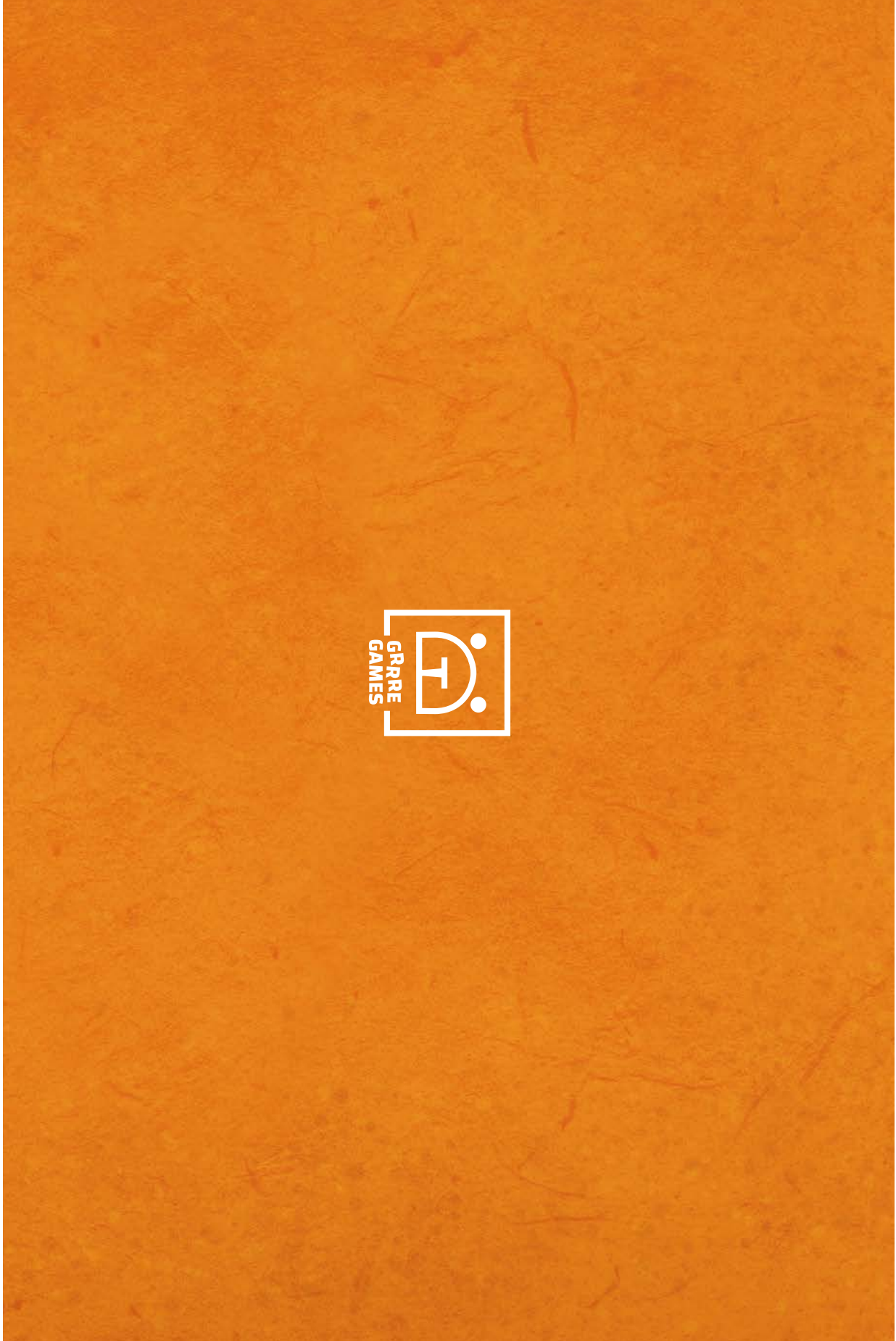


Outside side

To be cut along the white line



Inside side



FRAGMENTS



X

SUPER CATS

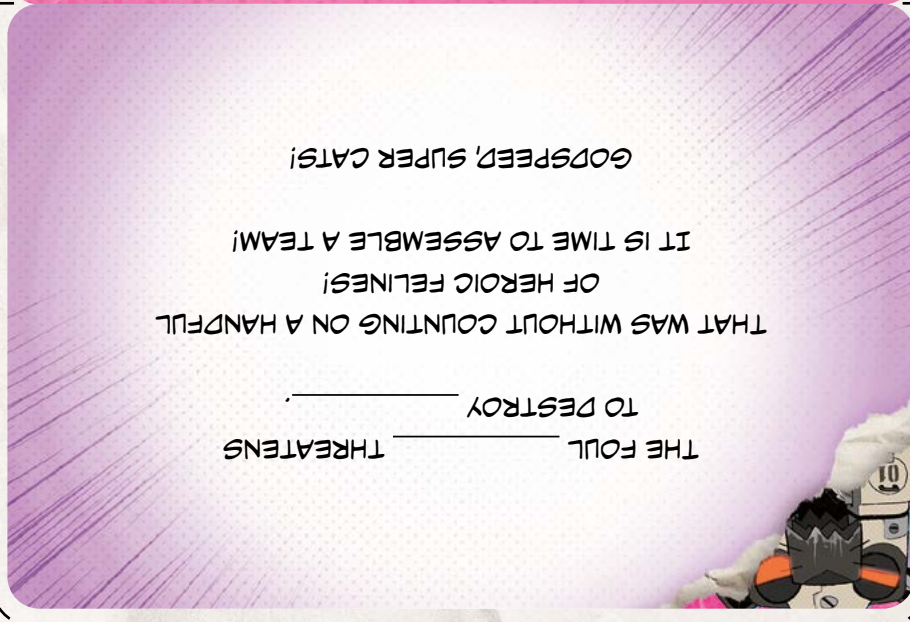
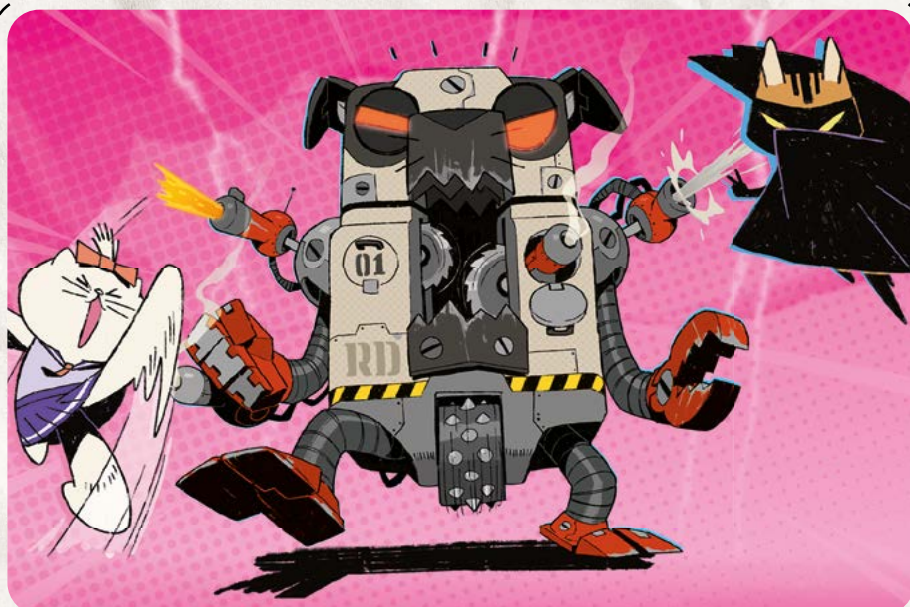


The mean Robodog is back! The Super Cats have decided to invite themselves in the Fragments universe to get rid of him once and for all.




Our advice:
 · Print the card on a thick sheet of paper in single recto real size and glue the 2 faces together.

· Skim the paper with a cutter (without pushing !) in the places to fold to get clean folds.



- Play a game with the Word cards from the DIMENSION OF EXTRAORDINARY PEOPLE
- Take the SUPER CATS Theme card
- Give each person a SUPER CATS character cards






MY NAME IS _____

MY FUR IS _____

MY POWER IS _____

PEOPLE LOVE ME BECAUSE _____






MY NAME IS _____

MY FUR IS _____

MY POWER IS _____

I AM CHARISMATIC BECAUSE _____





MY NAME IS _____

MY FUR IS _____

MY POWER IS _____

I WAS ABANDONED BECAUSE _____





MY NAME IS _____
MY FLUR IS _____.

MY POWER IS _____.

I DO A LOT OF _____.



MY NAME IS _____
MY FLUR IS _____.

MY POWER IS _____.

I BELIEVE IN _____.



MY NAME IS _____
MY FLUR IS _____.

MY POWER IS _____.

WHEN I WAS A KITTEN _____.





Find all of our games on our site!

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

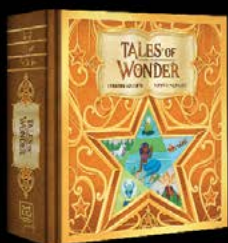
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GRRRE GAMES

TO DISCOVER



[Our Games](#)



MaGRRREzine
is here!

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.](#)

GRRRE GAMES

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