

Ma GRRRREzine

Issue 9 · April 2022



GRRROODIES!

Haiku variation of Cyrano

BINGO ISLAND IN ORIGAMI



**Special
feature**

Bootcamp

Also DISCOVER
the



and many
other surprises!



Editorial

Hello everyone,
The first three months of this year were extremely busy for the whole team with our Bootcamp for Designers, Cannes Boardgame festival, the release of *Cyrano* and *Bingo Island* and some work for a localisation you will discover through the next pages.
Thank you once again for your wonderful feedback that boosts us with energy !

Have fun reading !

Florian
GRRRE Games



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

Credits

1

MaGRRREzine #9
April 2022

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French content.*

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Summary



Special feature Bootcamp!

Focus The designers and their prototypes
Photo report

FIJ 2022 recap

What's new?

Presentation *Cyrano*

Interview Ludovic Maublanc

She tells The story of the cover of *Cyrano*

Contest The winning poems

Presentation *Bingo Island*

Contest Winning Tickets!

Release schedule



On the networks

Topic The Gaming GRRRATIN show



The GRRRoodies!

Origami tuck boxes for *Bingo Island*

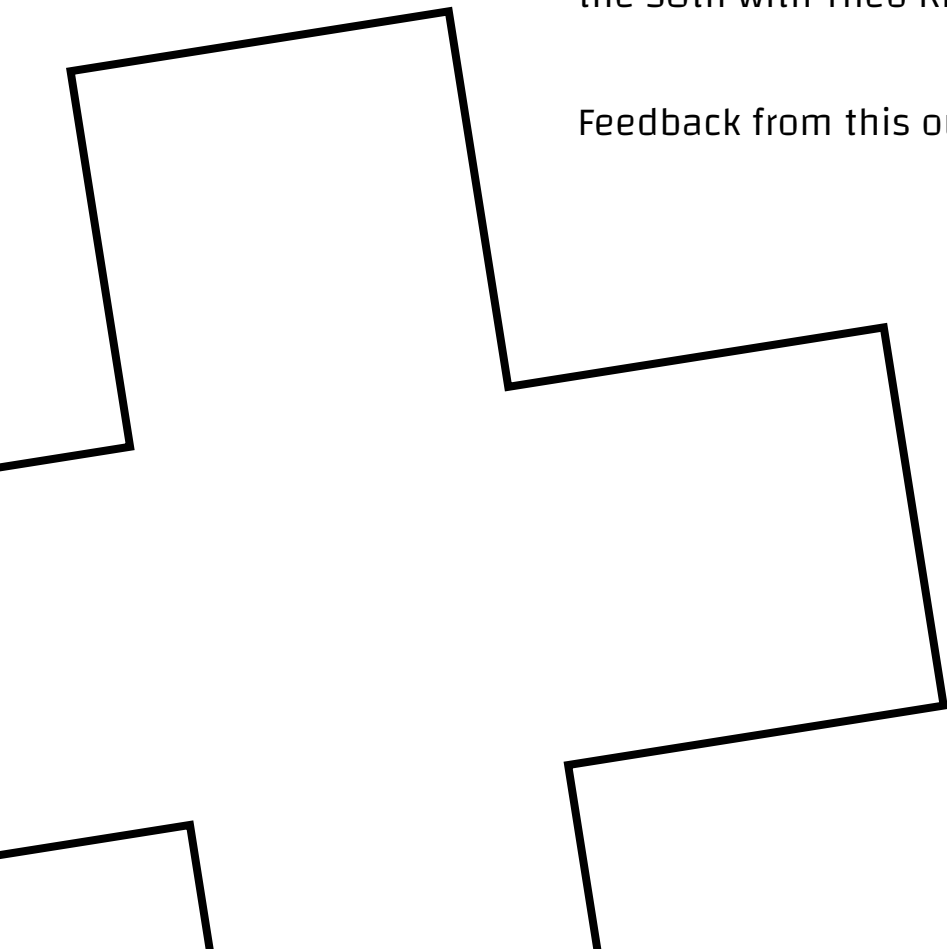
Haïku variation for *Cyrano*

Special Feature

Bootcamp

The first Bootcamp for Designers organised by GRRRE Games took place from January 27th to the 30th with Théo Rivière as a sponsor.

Feedback from this outstanding event!





Bootcamp - The Key class

Bootcamp 1st edition

This event, based on several modules, had the objective to give confidence to the designers themselves and their skills and also key points to stand out in a situation where the amount of designers is booming!

We welcomed 9 trainees and their prototypes.



JÉREMY BELZONS

PROTOTYPE: SPIRITS
2 players - Complex

Draft, combo and board creation for a fluid and nervous shaman duel.

Find out what he thought of the Bootcamp



DIOGO CARDOSO

PROTOTYPE: PIXEL COMMUN
3 to 6 players - Family

Fluid and smart cooperative party game mixing drawings, cubes and guessing.

After the bootcamp, he decided to create a designer group in French-speaking Switzerland. The first gathering will happen soon!



Find out what he thought of the Bootcamp



LAURENT CHOQUET

PROTOTYPE: CHRONOS
2 to 4 players - Complex

Worker placement, deck building and epic Titan fights with this expert semi-cooperative game.

Find out what he thought of the Bootcamp



THÉODORE FAUQUET

PROTOTYPE: LA MINE DES NAINS
2 players - Complex

A fluid and addictive mixture of bag-building and deck building.



Find out what he thought of the Bootcamp



THOMAS FAVRELIÈRE

PROTOTYPE: QUEEN BEE
2 to 5 players - Family/Strategy


A smart tile placement game, fluid, clever and moreish.

Find out what he thought of the Bootcamp



Thomas signed one of his Children's games following Cannes 2022!






MAXIME IACIANCIO

PROTOTYPE : MIX TAPE
2 to 5 players - Family/Strategy

A clever game with a game mechanic serving the theme.




Find out what he thought of the Bootcamp







Find out what he thought of the Bootcamp



ERWAN JOSSON

PROTOTYPE : ROAD 5
1 player - Complex

The crossover between a role playing game and a board game with excellent writing and universe creation.







OLIVIER MAHY

PROTOTYPE : DOMINO'S CUP
2 to 5 players - Children/Family

Build a race track with Dominos and show the others who is the best driver!

Game signed with Space cow at Cannes 2022!




Find out what he thought of the Bootcamp




Find out what he thought of the Bootcamp



ADRIEN PÉDRON

PROTOTYPE : TILIKAMBO
2 to 4 players - Firstly Strategy/Complex, then became Family/Strategy

Cube placement with objectives to build a shared board with 3D structures.



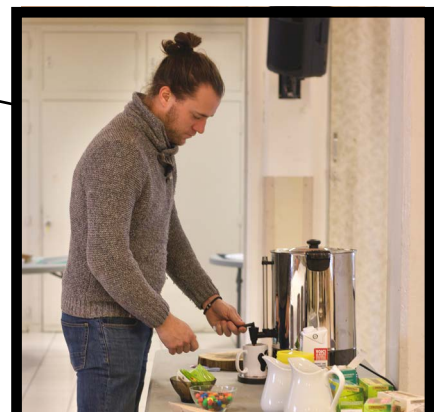
A wonderful human adventure who witnessed the creation of a bonded group in the banner of the 2022 class named "Key".

After the bootcamp, 5 designers were directed towards 3 publishers : Cocktail Games, Gigamic and KYF Edition. After Cannes, many publishers showed interest in their prototypes. This event gave them confidence and motivated some to go on this adventure. You will soon hear about their games, that's for sure!

As for us, we will keep on following them and be there for them if needed through 2022.

The Bootcamp in pictures

A few pictures taken by Adrien Ribeiro during the Bootcamp, between the tests, interviews, keynotes and coffee!



FIJ 2022 Recap

CANNES
FESTIVAL
INTERNATIONAL
DES
JEUX

STAND 06.05

Huge booth and a big team for us this year!
You were able to discover for the first time: *Cyrano*, *Lockdown*, *Idavoll*
and the *GRRRignettes* with also, all of our classics,
our mini games, *Nidavellir*, *Dany* and *Tales of Wonder*!



Stand presentation



The 2022 FIJ was...



CONTESTS!



ENCOUNTERS!

NEWS!



DESIGNERS
AND ILLUSTRATORS!



What's new?

In this issue, you will not have one but two new games to discover: on one hand, the reedition of the poetic *Cyrano*, on the other hand, a juiced up *Bingo Island* that will be a pleasure for the whole family!

And maybe other surprises to come...

As Cyrano,

wonder the crowds with your poetic genius and your speaker skills.
Inspire Love to a couple, as Roxane and Christian, who will be in love thanks to your cheekiness.



A game from Angèle and Ludovic Maublanc,
illustrated by Camille Chaussy

3-9 | 45' | 10+

Highlights

Short and accessible rules with a quick setup.

No need for any poetic talent to play: it requires originality, good spirit and benevolence.



Feedback from players about Cyrano



At each round, roll 2 Rhyme dice and 1 Theme die in the centre of the table. You will write short poems to reunite as much broken hearts as possible in order to win the game. For that, you will have to show originality and good taste!



Cyrano's trailer



1. *Creating the poem*

Start the creation of your quatrain (4 lines poem) matching the given theme and the 2 imposed rhymes.

2. *Originality of the poems*

In turn, starting with the person who rolled the dice, recite your poem. Once the poem is over, the poet must announce, clearly, his or her 4 words used at the end of each verses. The other persons must then tell if they have used some of these words.

3. *Beauty of the poems*

Vote for the most beautiful poem. Count up to 3 and point towards the person who, according to you, recited the most beautiful quatrain. Climb down the ladder of hearts for each person that voted the same as you.

When the game is over, the person who filled in the most complete hearts on his or her sheet is declared greater poet.



Cyrano, second game from the Narrative range after Fragments.

Interview

Ludovic Maublanc



Hello, could you introduce yourself in a few words for our readers who may 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 amongst them, for the more renowned, *Mr Jack*, *Cash n' Guns* or *Draftosaurus*.

How did you get the idea of creating a game based on poetry? What is the story behind the game?

Ludo I have been creating games for twenty years and, when I started, I wanted to create games on all the topics, as soon as I had the slightest bit of idea. I was quickly eager to design a game based upon rhymes but I had no idea how to make it work. The idea stayed in that state for a very long time. It clicked when I was thinking about it for the hundredth time. By limiting the poem to a quatrain, it was easy enough to evaluate the originality of the chosen words around the table, a little bit like the Scattergories. This gave me a first way of counting points, based on the originality. But the quality of the poem needed to be put in the spotlight as well. I would not avoid the phase when the players vote for their favourite poem. But I did not want to give points to the one who got the most votes.

This never works! The answer was to tell that each player scores points according to the amount of players that voted the same way as they did. Therefore, you would really vote for the best poem instead of voting for the player you would like to see winning.

I then found myself with 2 different ways to score points and the fact of reuniting them reminded me of the balcony scene in *Cyrano* when the 2 lovers have to meet each other. I had the base idea that now needed to be worked on. I then talked about it with Angèle, my partner at the time, who was already helping me a lot with game design. She graduated in literature and we improved the game together, found the theme, the rhymes.

What were the difficulties or creation steps of the game?

Ludo *Cyrano* is rather representative of games you think were just designed by themselves. Besides

the few years where I had the idea in mind, the development of the game was pretty straight forward. I remember that during the first tests, the games were a bit long, so I shortened the score track to make the game more dynamic.

Of course we had to find the proper rhymes and themes, and I thank Angèle once again for the work she has done there. When Grrre Games offered us to release the game a second time, we thought in the first place that it would not need too much work... After all, the game was over at the time and we were very happy with it. But the publisher wanted to change the rhymes and theme cards for dice. Nothing surprising, especially as the first prototype was with dice. That allowed us to keep the rhymes and themes we liked most! Finally, the test on this new version allowed us to slightly change the scoring system to modernise all that and put *Cyrano* up to date.

Is it required to know how to write poetry to play? Are any specific skills required?

Ludo Indeed, the idea of "let's make a game where you need to write poems" may seem intimidating. But *Cyrano* does everything to make the exercise as easy as possible. The 2 game mechanics to score points have been designed so you can win without having any talent at all in poetry.

After all, it is simply a search for 4 words that the other players did not think of and narrate a quick story around each of them. No need to be a genius... We now let Corentin Lebrat speak to prove it to you:

Je suis monté sur une chaise (I stood up on a chair)
Pour changer une ampoule (To change the light bulb)
Je n'étais pas très à l'aise (I was not at ease)
Le bricolage ça me saoule (Tinkering bothers me)

Then, listening and benevolence from the players will suffice to enjoy this all together

It seems that *Cyrano* is an excellent way to develop self confidence and benevolence with its way of playing and scoring. Do you agree?

Ludo Indeed, *Cyrano* develops creativity, you quickly find yourself eager to find the rhyme that will surprise and make everyone laugh... So yes, *Cyrano* boosts self confidence.

The behind-the-scenes story of Cyrano's cover

By Camille Chaussy

For the release of the game *Cyrano*, the GRRRE Team offered me to show you the behind-the-scenes on the illustration for the cover of *Cyrano*, so here we go!

Debriefing and first game of Cyrano

The project started with a meeting at GRRRE Games. We started with a game of *Cyrano* to set the mood and feel the game, a great game, and we laughed a lot!

Then followed a debriefing about the general mood GRRRE Games wanted to display in the cover. The idea was to create an illustration that would remind poetry, onirism and, ideally, with a touch of modernity.

For the style, I straight away thought about the work I had done for the cover of the *Isle of Pan*. The GRRRE Team was up to have the same mood, a little bit watercolour, less digital and maybe a little bit more "poetic" in the render.

Once the graphical style was determined, we went on with the message the cover should deliver. The game is called *Cyrano*, it was difficult not to make him appear! We also had to keep in mind that the main idea of the game is to reunite two lovers thanks to poetry. The box had to look like a book as the stunning game *Tales of Wonder*. It had to give the impression of having a book in your hands, even when you open the box.



First sketch

First sketches

So I went with the idea of using Cyrano's emblematic figure, a big nose with a large hat and feather. This figure in the background suggested *Cyrano* and created a second level reading with the scene with the two characters in the dream-like scenery. This idea allowed to keep *Cyrano* and the main idea of the two lovers finding each other. To add a little touch of modernity, we can see buildings in the background. It was important to emphasise on the poetry, and, therefore, add symbols as poetry scrolls around the two characters as well as a feather to represent the writing underneath the title.

Once the sketch has been validated by the GRRRE Team, we could move on the colouring step!

Colouring

I noticed that the figure had a better highlight on a dark background, I, then, went on this lead by putting a few colours to quickly give an idea of the general atmosphere to the GRRRE Team. Once the coloured atmosphere was agreed on, I went on with the last step, the colorization of the illustration in detail and the creation of the title.



Colouring



Colouring



Final cover

To finish

I loved working on this wonderful game by Ludovic and Angèle, it was a new opportunity to work on a less digital render on a more dream-like theme. A great thanks to the GRRRE Team for its trust and good mood, a real treat to work together!

Cyrano

Résultats du concours spécial Saint-Valentin!

L'amour ne s'écrit pas il s'esquisse
Et tout doucement il affabule
Séduisant par le jeu de ses délices
Tous rêvent de se nicher dans sa bulle!

Bravo Manon_lgc

De notre histoire d'amour, voici le préambule.
Je te déclare ici, sans aucun artifice,
Qu'un regard a suffi pour que je te chérisses,
Et, depuis, qu'en mon être, un ardent amour brûle.

Bravo Aurelie_dlbr

Oh mon bel Hercule,
Si je t'attrape, je t'... hérisses !
Je voudrais que tu me divertisses,
Et que tu me montres ton ... matricule !

Bravo Loris Bosquet

Follow us on the
social network so you
do not miss any of our
news or contests !



WELCOME TO BINGO ISLAND!

YOU PLAY AS ISLANDERS ON AN ISLAND FULL OF WONDERFUL RICHES. HARVEST, ATTRACT FRIENDLY ANIMALS AND LOOK FOR PRECIOUS TREASURES. BUT BEWARE OF THE CRABS ! AT THE END OF THE GAME, THE ISLANDER WITH THE MOST GOLD COINS WINS.



A GAME FROM CORENTIN LEBRAT AND LUDOVIC MAUBLANC ILLUSTRATED BY VALÉRIANE HOLLEY

2-4 ♥ 15-20' ♥ 6+

RELEASED ON APRIL 1ST



DISCOVER THE BEAR GRRRE EXCLUSIVELY IN YOUR STORE!



HIGHLIGHTS

Short rules with illustrated examples

Modular length

Uses the senses of observation, placement and touch

A game for the whole family, playable from 6 years old with adults or from 7 years old on their own



Bingo Island trailer





Un Monde de Jeux - On explique et on joue!



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.

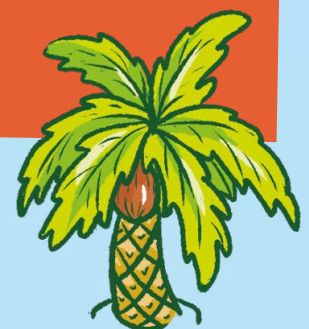
The Islander with the most gold coins wins!



THE REVIEW FROM PLATEAU MARMOTS

"*Bingo Island* is, from our point of view, a wonder of a game for the family. You truly have fun as an adult (because Bingo is, in fact, always fun) where children discover new game mechanisms that change the randomness into something much more developed and satisfying."

Plateau Marmots



TO CELEBRATE THE RELEASE OF BINGO ISLAND, GO ON A TREASURE HUNT!

(AND THIS IS NOT A JOKE)



WIN A PRIZE BY FINDING ONE OF THE 3 TICKETS HIDDEN AMONGST THE BOXES!

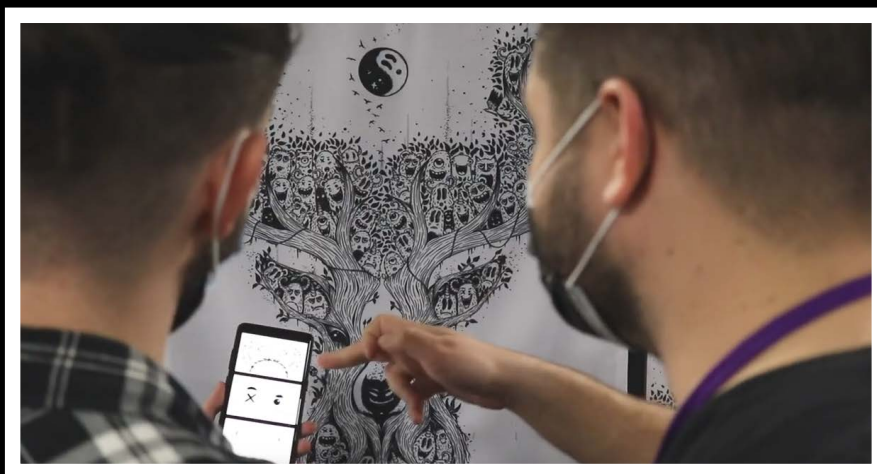
FOLLOW US ON THE SOCIAL NETWORKS TO DISCOVER THE PRIZES TO BE WON



GRRRIGNETTES

A game by Florian Grenier illustrated by O'lee

**They are small and magical.
They slip everywhere, even in your homes.
You have to find them to stop them.
As home decor and in game,
the GRRRignettes will keep you busy!**



GRRRIGNETTES played at Cannes

It is a superb textile poster picturing an original illustration from talented artists and a visual discrimination tricky and addictive game!

The app allows you to play, it will pick cards for you and will challenge you to find the matching Grrrignette on the poster. You will find the detailed rules in the dedicated menu.



Available here.





Catchy and stressful music from Zirio des Ziris!



Playable alone, with family or friends!



Game fan, put some fun in your decor!

How to play?

1 – Install the free mobile app on your phone



Available on the
l'Appstore

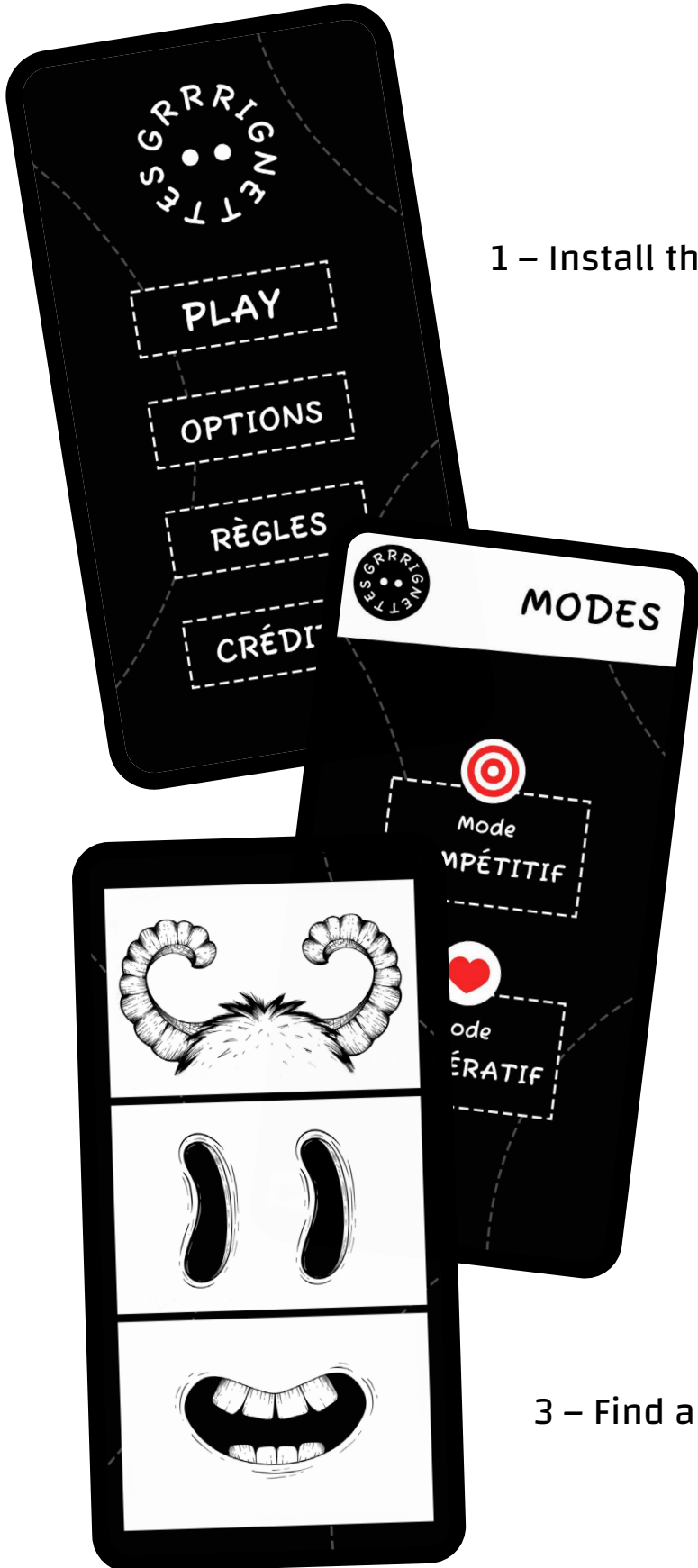


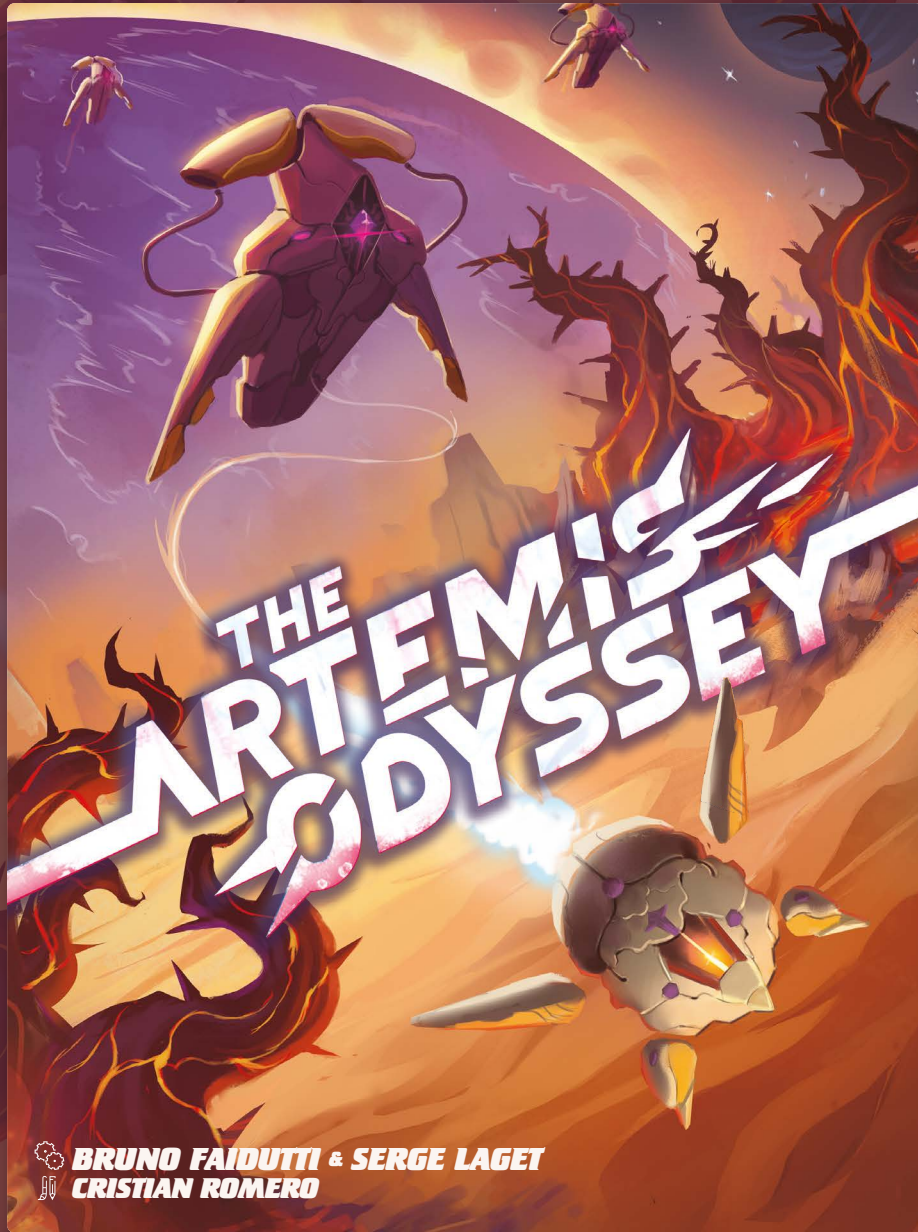
Available on the
le Playstore



2 – Pick Cooperative
or competitive game play

3 – Find all the GRRRignettes!

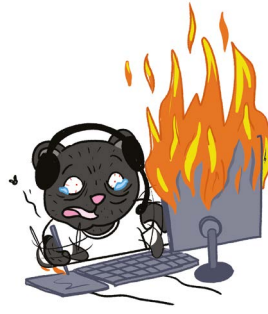




FRENCH VERSION

Available in 2023

Releases schedule



DEVELOPEMENT
Game play and
Artwork

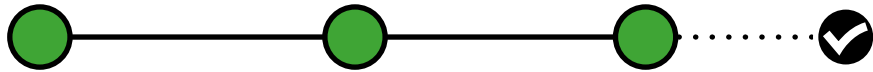
FILES FINALISATION

PRODUCTION

ARRIVAL IN STORES

CYRANO

Angèle,
Ludovic Maublanc,
Camille Chaussy



In stores

BINGO ISLAND

Corentin Lebrat,
Ludovic Maublanc,
Valérie Holley



In stores

FRAGMENTS OUTSPHERE

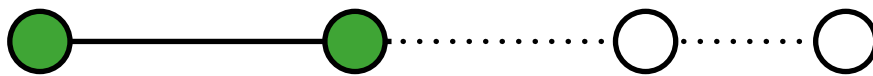
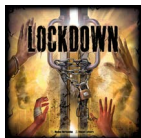
Jonathan Favre-Godal,
Théo Rivière,
Magali Aude,
Raphaël Samakh



Forecast:
2nd semester
2022

LOCKDOWN

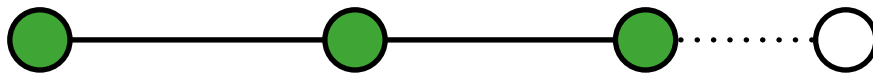
Nicolas Normandon,
Vincent Lefevre



Forecast:
September
2022

IDAVOLL

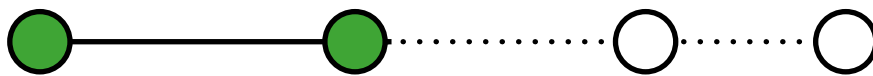
Serge Laget,
Jean-Marie Minguez



Forecast:
November
2022

RAUHA

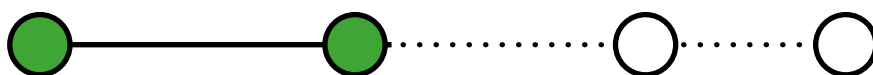
Johannes Goupy,
Théo Rivière,
O'lee



Forecast:
1st semester
2023

THE ARTEMIS ODYSSEY

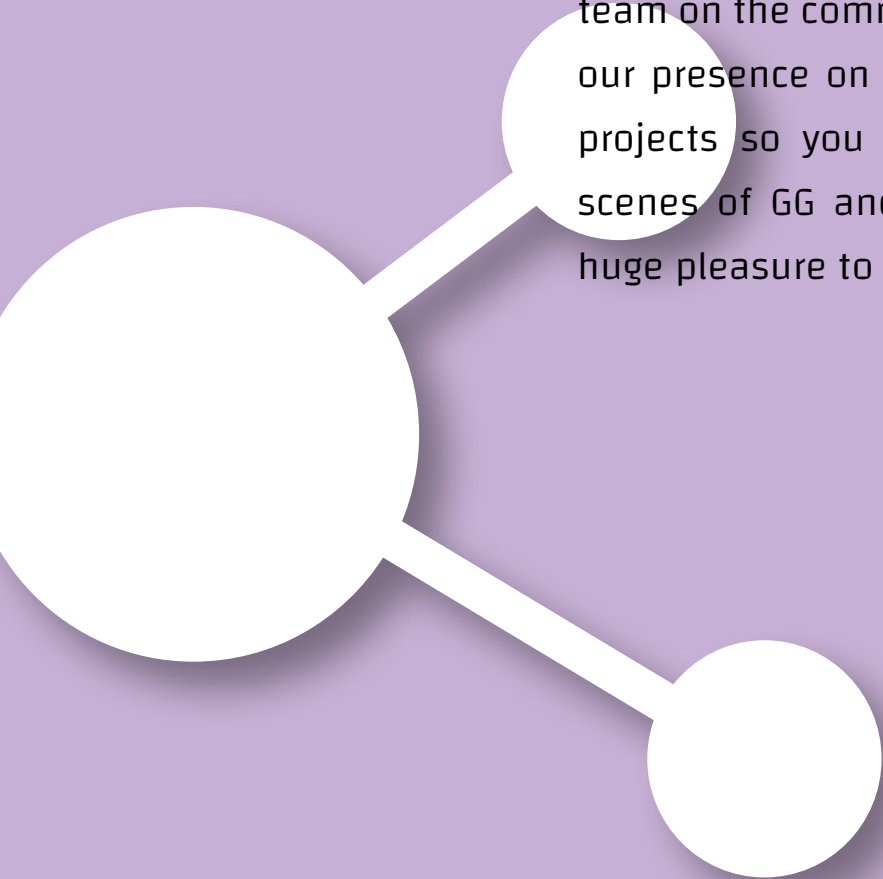
Bruno Faïdutti,
Serge Laget,
Cristian Romero



Forecast:
2023

On the networks

With the arrival of Adrien strengthening the team on the communication aspect, we increase our presence on the social networks and other projects so you can discover the behind-the-scenes of GG and other great people we have huge pleasure to work with! Thank you to them!



THE GAMING GRRRRATIN

Find the new episodes of our video series dedicated to people that are part of the gaming industry.



Episode 3 *Camille Chaussy*

Camille Chaussy is the illustrator of the game *Cyrano*, and for this new episode of the Gaming GRRRatin, she nicely accepted to answer our questions.

In this video, you will discover how an end of study project indirectly allowed her to arrive in the board game industry, the tip harder to apply but mandatory to meet people and find some job and a question for which "she cannot say more of it will end badly...!"



Find the previous episodes [HERE](#)



INSIDE

The latest news and everyday activities of GRRRE Games, it's this way!



Find GRRRE Games
on youtube!



Download the previous issues of the MaGRRREzine on our website!

In the issue of December, you will find new interviews from designers and illustrators who worked on our latest games, the story behind the creation of *Tales of Wonder* and other unique contents!



Click on the cover to download it.

The Gaming... takes his sh...
ests coming from the Gaming wo...
on of the gaming industry and the...
Episode 1
Théo Rivière
Théo Rivière is the f...
Gaming GRRRatin.
In this exclusive inter...
shares what truly mo...
game design.
Also tells us about I...
and with Jonathan Fa...

16
What's new?

Signature of the game and publishing process:
After testing the prototype for some time, we were lucky enough GRRRE Games, with the feeling that they would be true creation par... significant said like that, but as I am used to arrive on a project at an... (Most of the time, games are already fully developed and they only r... the rules when I start illustrating a project), the fact that I could discus... from the beginning and as an equal changed things for me.

Coma
3-6 | 15' | 8+
A game from Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, Nicolas Dury, Théo Rivière illustrated by Nolade
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!

SUPER CATS
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.



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).



www.grrre-shop.com

GRRRE SHOP

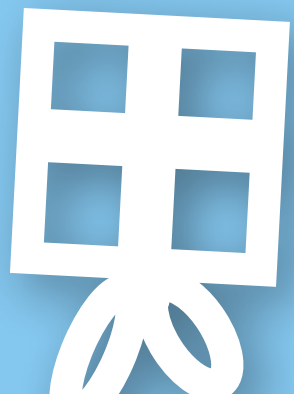
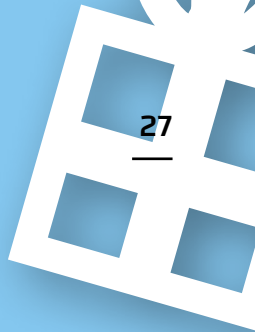
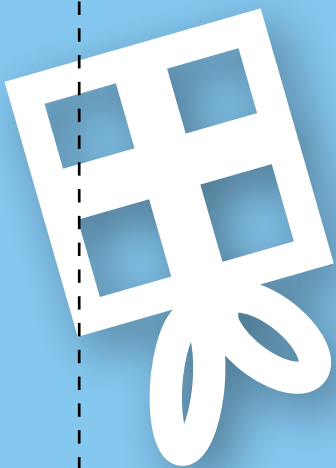


choix des options



The GRRRRoodies

Gifts to thank you all!



BINGO ISLAND



Origami tuckboxes to be printed



This month, we offer you origami tuckboxes matching Bingo Island to store the different elements of the game that may move in the game box.

POUR LE FOND :

Imprimez les 2 pages suivantes en **Recto-Verso, à taille réelle.**

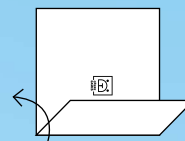
> Pour vérifier si la taille est correcte: une fois imprimé, le rectangle central mesure 14,2 cm x 7,5 cm.

L'épaisseur de papier conseillée est **entre 100 et 120gr.**

Les informations écrites en blanc seront cachées par les plis si les étapes de pliages sont correctement respectées.

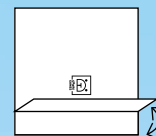
ETAPE 1:

- Placez la feuille face intérieure devant vous (c'est-à-dire que le logo GRRRE Games doit être face à vous, il sera au fond de la boîte), choisissez un côté pour démarrer puis pliez le long de la ligne n°1.



ETAPE 2 :

- Marquez bien le pli de la ligne n°2 vers l'intérieur puis ouvrez.

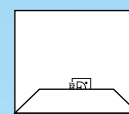
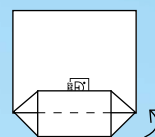


ETAPE 3 :

- Pliez les angles vers l'intérieur.

ETAPE 4 :

- Pliez à l'endroit où vous avez marqué le pli de l'étape 2.

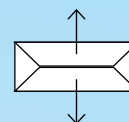


ETAPE 5 :

- Reproduisez les mêmes étapes de l'autre côté.

ETAPE 6 :

- Lorsque les 2 côtés sont pliés, formez la boîte en ouvrant les 2 côtés. Vous pouvez marquer les angles avec vos doigts.



POUR LE COUVERCLE :

- Imprimez à nouveau les 2 pages suivantes en **Recto-Verso, à l'échelle 105%.** Vous obtiendrez une forme légèrement plus grande qui pourra s'emboîter facilement sur la boîte préalablement montée !

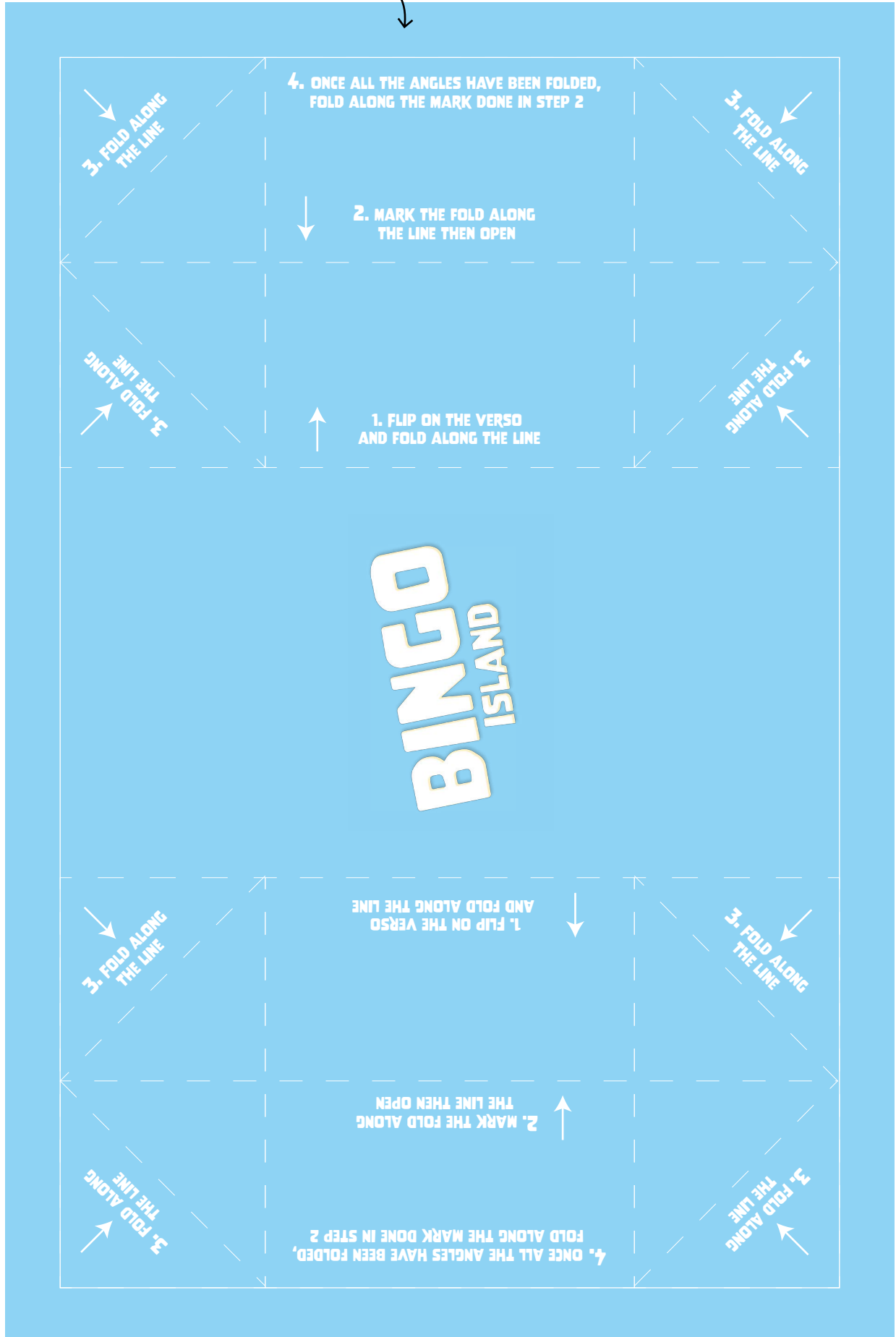
We advise you to do 2 big boxes (pages 29 et 30) to contain all the small elements of the game (1 for the Tools token and the Friendship medals, 1 box for the different ressources) and 1 small box for each type of Animal tiles (the top and bottom part are on the same page).

To learn more about the techniques of origami to pack your games, do not hesitate to join the group [LES LUDISTES ORIGAMISTES](#) that offers countless ideas and tutorials!



Face extérieure

À découper le long de la ligne blanche

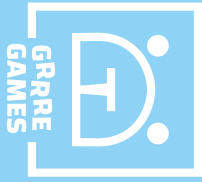
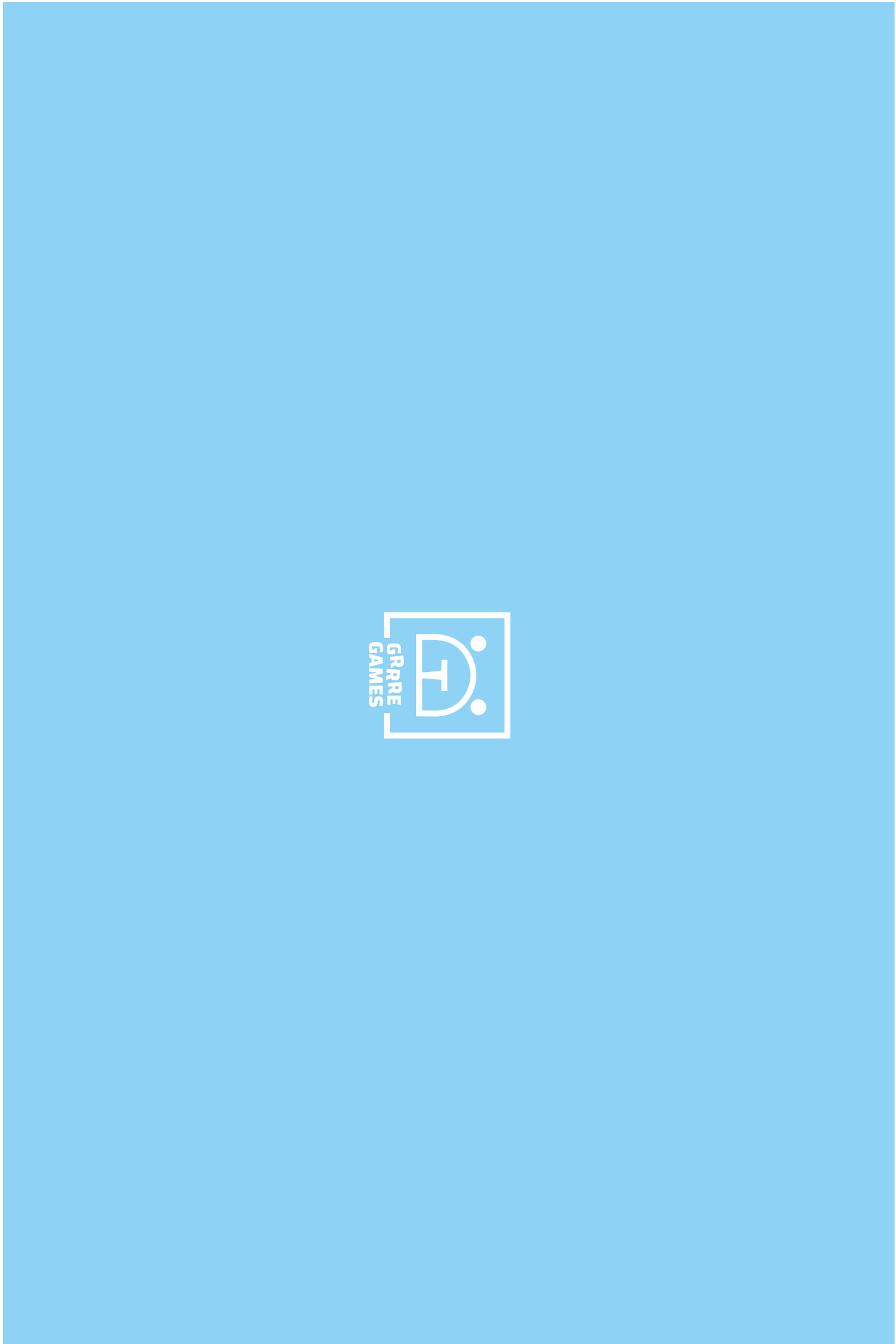


[Tuto](#)

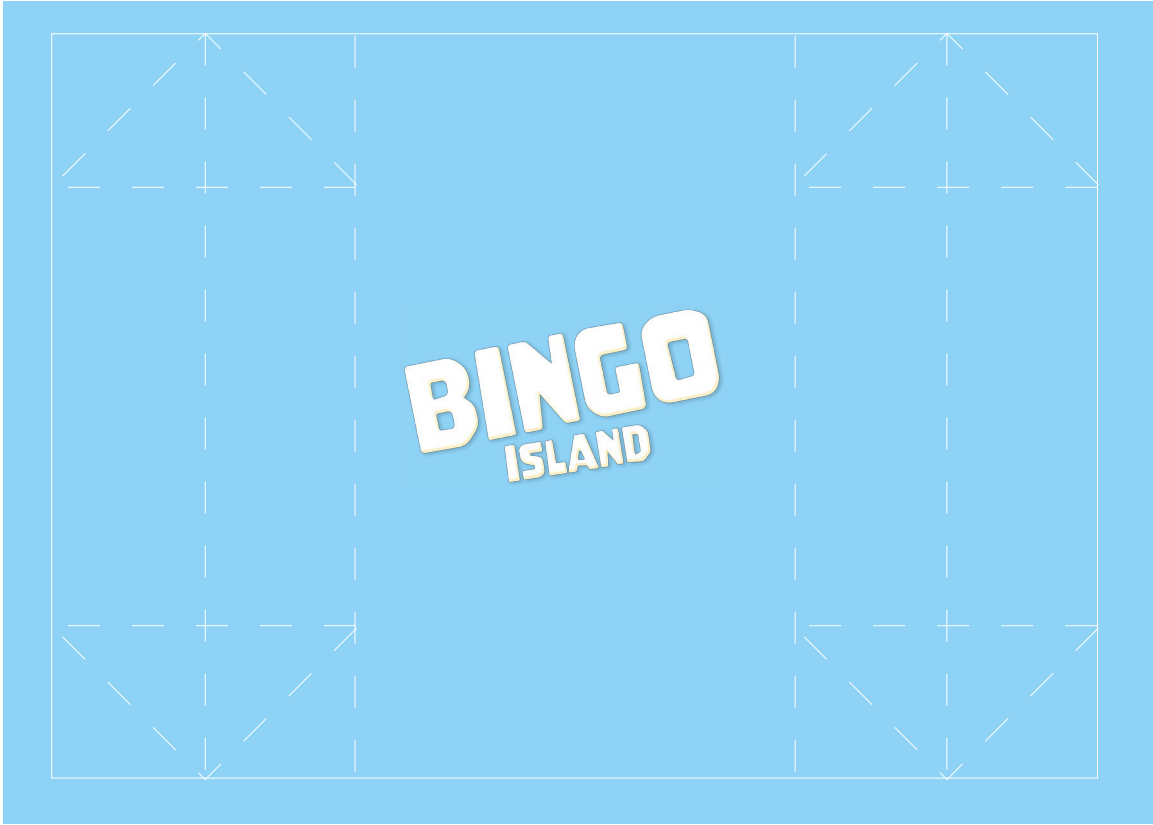
Crédit vidéo: OrigamiAko



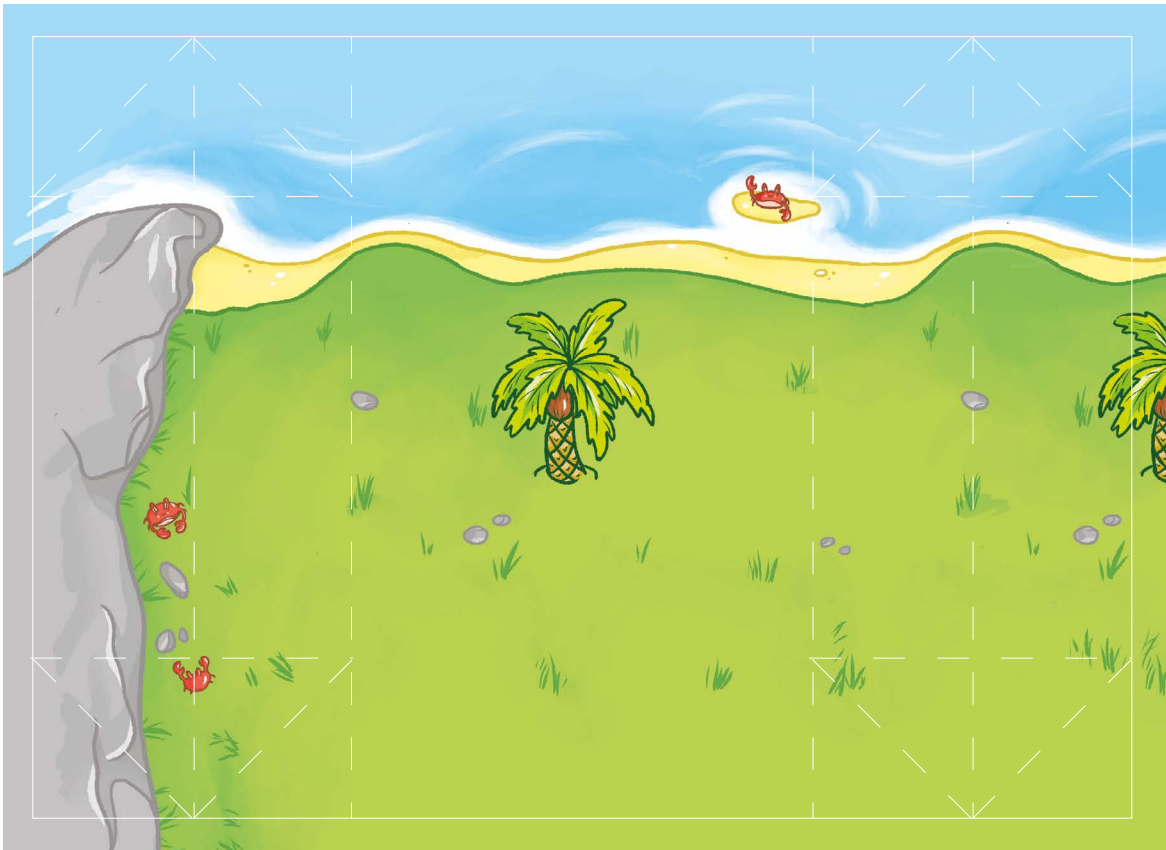
Face intérieure



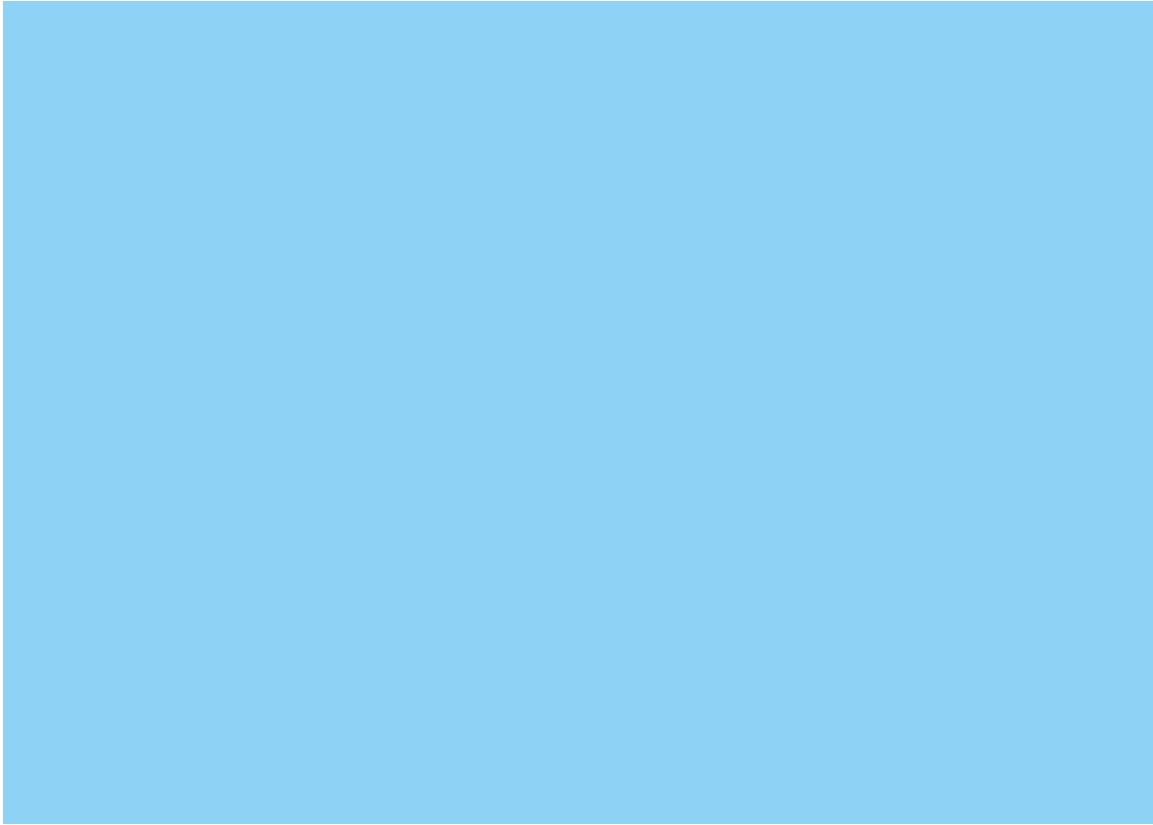
Exterior side - Bottom



Exterior side - Top



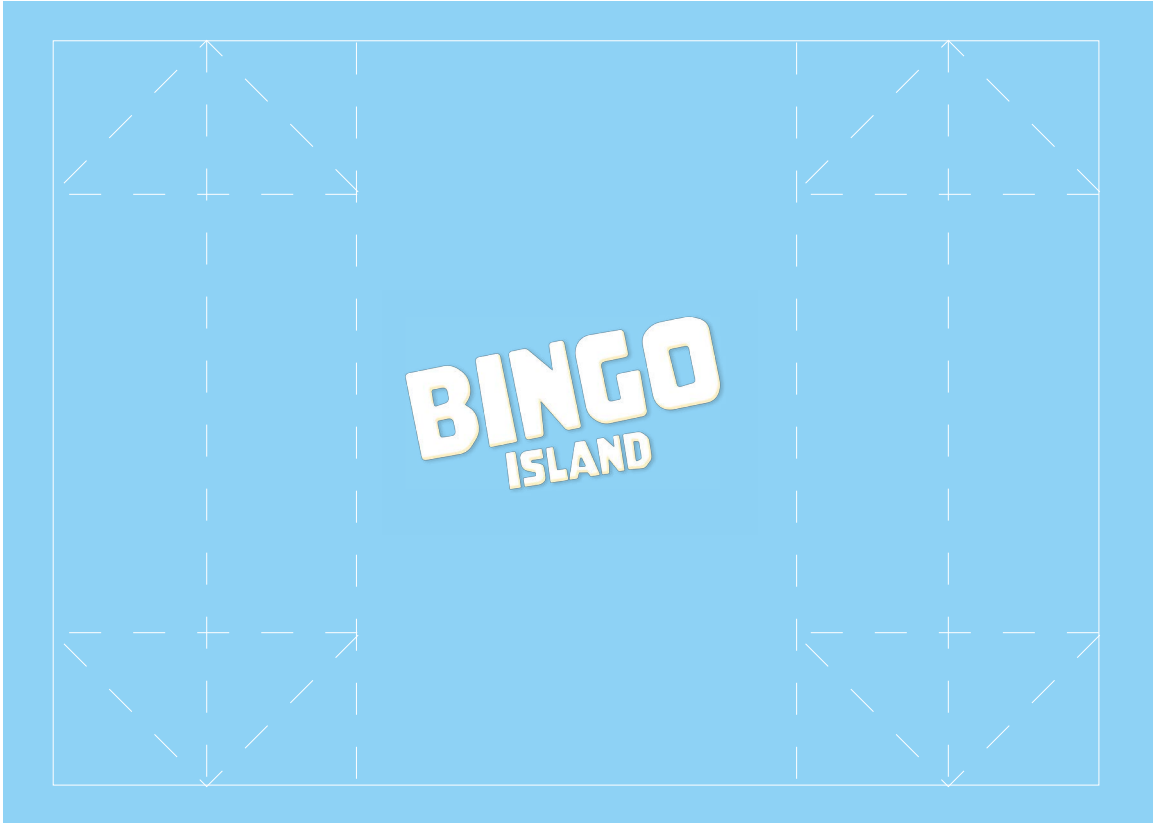
Exterior side - Bottom



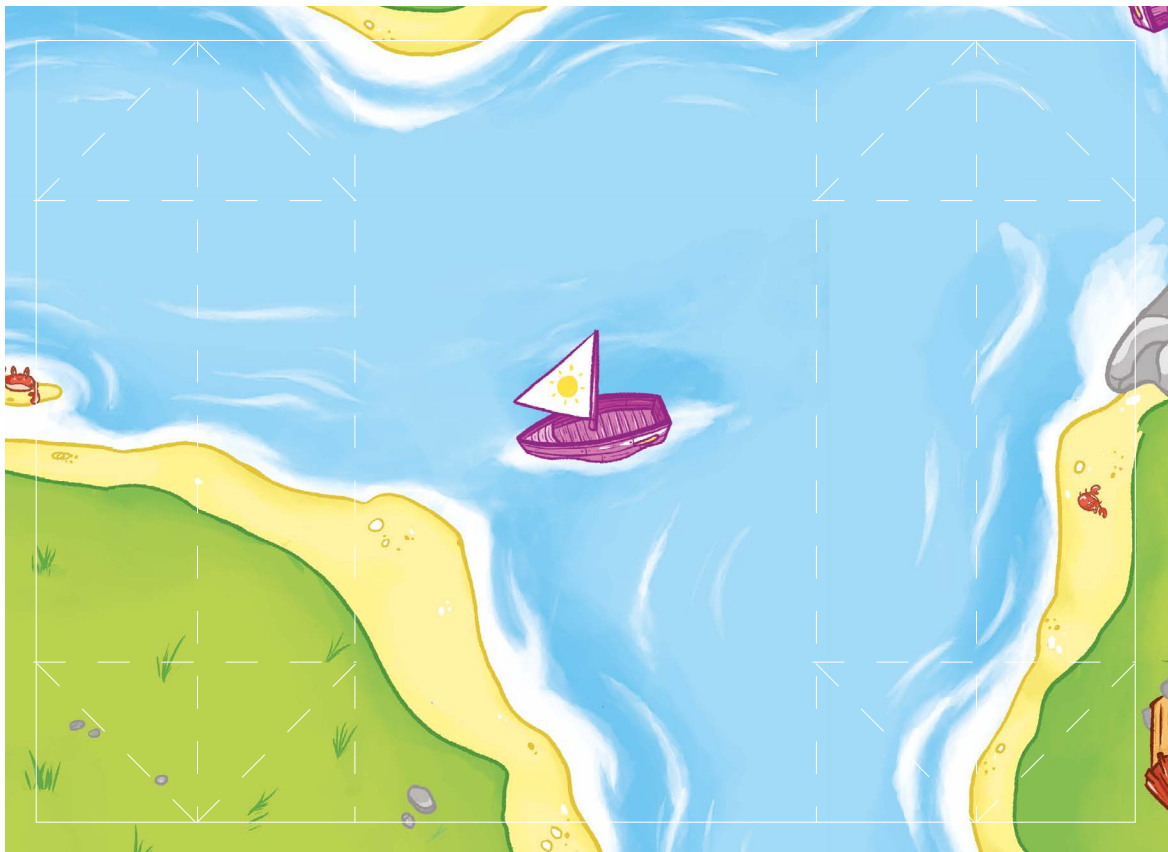
Exterior side - Top



Exterior side - Bottom



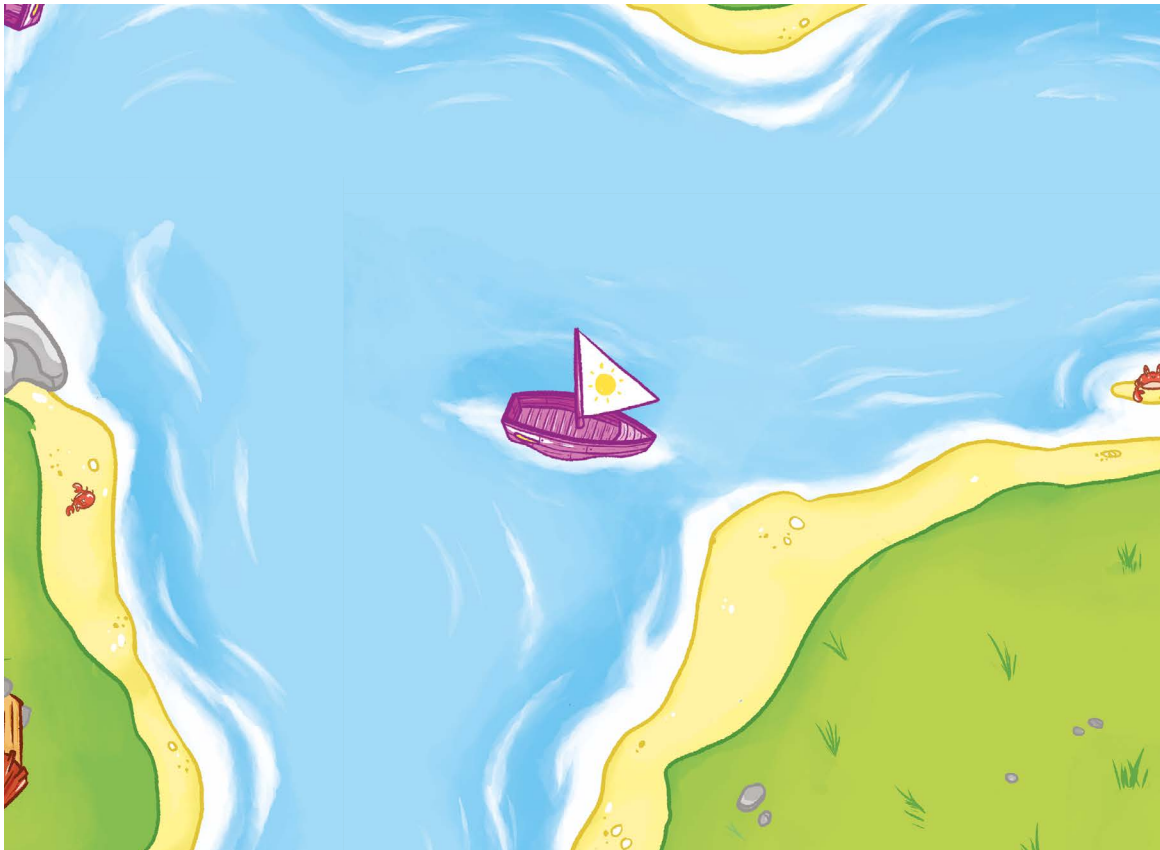
Exterior side - Top



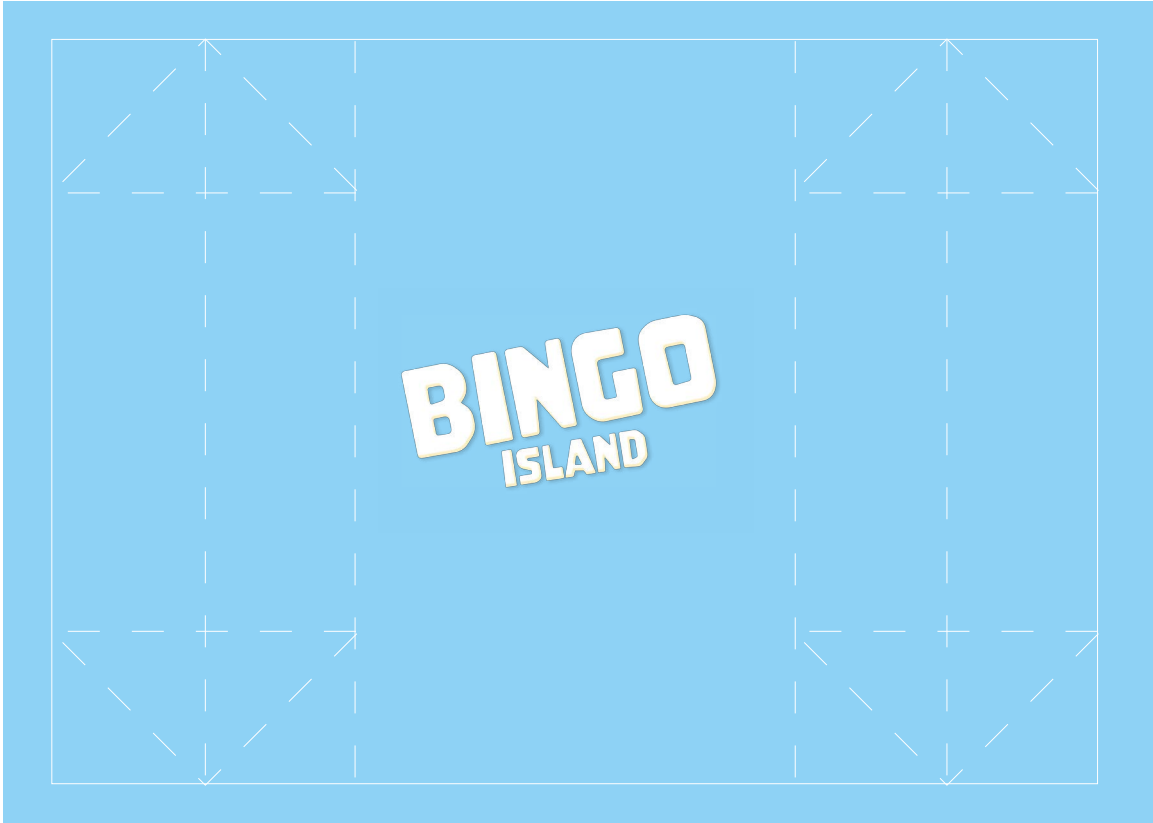
Exterior side - Bottom



Exterior side - Top



Exterior side - Bottom



Exterior side - Top



Exterior side - Bottom



Exterior side - Top





Cyrano



This variant offers you a new way to play *Cyrano*, by creating Haikus, small poems of 3 lines, instead of quatrains.

Haiku Variation

It is about writing a poem with 3 different rhymes.

Example:

**“The evening orchid
a hidden fragrance
blooming white.”**

Yosa Buson

For this variation, the game goes as usual with the following changes:

- at the beginning of phase 1. *Writing of the poems*, roll 3 Rhyme dice instead of 2,
- in phase 2. *Poems originality*, you may score a maximum of 3 points.





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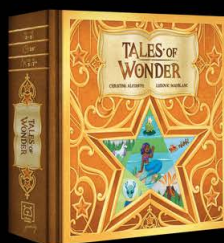
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