

Ma GRRRRE zine

Issue 10 • June 2022



UNPUBLISHED GAMES
TO PRINT



SUMMER SPECIAL!





Edito

Hello everyone,

In a few days, after our workshop with our distributor Blackrock Games and a magnificent, for the heat and joy to see you there, *Paris est Ludique*, we will finally be on vacation.

For the first time in almost 4 years, we are going to disconnect ourselves from GG and the whole team will be on vacation. We will see you again with pleasure in August to prepare our releases for the end of this year (*Lockdown*, *Fragments OUTSPHERE* and *Idavoll*) on which you will find descriptions in this magazine and a few other surprises.

I will leave you to enjoy this issue and have fun with the little games we have spread throughout this issue for this Summer!

Take care of yourself and have fun reading!

Florian
GRRRE Games

Le magazine qui a



de l'ours-e!

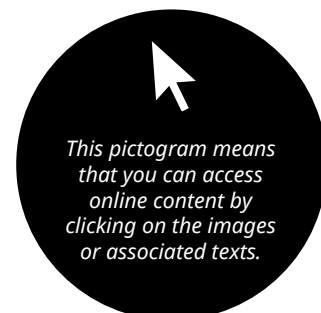
Credits

1

MaGRRREzine #10
June 2022

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Summary

Special feature Games!

Game n°1 *Fragments x Octorage*: The Octoman is coming!

Coming soon *Fragments OUTSPHERE*

Game n°2 *Cyrano* Game themed, poems that rhymes with GRRRE Games

Coming soon Focus on our future localisations

Game n°3 *Bingo Island* colourings

Game n°4 *Nidavellir* and *Thingvellir*: We play with words (and your knowledge)

Coming soon *Idavoll*

Game n°5 *Lockdown*, spot the 7 differences

Game n°6 *Connec'Team* Guess & Write - 2nd édition

Releases schedule

p. 27

Paris est Ludique, the program

p. 28

Let's talk!

p. 29

Answers to games n°4 and n°5

p. 33





FRAGMENTS

X OCTORAGE



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.



MEXICAN JUNGLE, 1971.

YOUR SMALL CREW OF MERCENARIES CAME TO LOOT THE JUNGLE FROM ITS FORGOTTEN TREASURES.

AS YOU ARRIVE IN A SECLUDED VILLAGE, YOU ENCOUNTER AN OLD NAKED MAN THAT SEEMS COMPLETELY OUT OF IT AND TALKS TO YOU ABOUT LOCAL LEGENDS:

«!POBRECITOS! DESPERTARÁS AL OCTOMAN Y TE DEVORARÁ! NO ENTRIES EN LA SELVA, ¡ESTOS TESOROS ESTÁN MALDITOS!»

YOU UNDERSTAND THAT HE WAS TALKING ABOUT THE OCTOMAN, AN OCTOPIAN CREATURE THAT HAUNTS THE LOCAL TALES. YOU DID NOT LISTEN TO HIM, EVEN MOCKED HIM, HOT-HEADED THAT YOU ARE!

YOU ARE NOW IN A CAVE, YOUR BAGS FULL OF RICHES. YOU STRANGELY THINK ABOUT HIM NOW THAT YOU HEAR A ROAR COMING FROM THE DEPTHS!

- Play a game with the POST-APOCALYPTIC words
- Take the theme card OCTORAGE
- Give to every player an OCTORAGE character





NORBERT

MASTER WITH EXPLOSIVES.
CRAZY AND WITHOUT FEAR, HE ALWAYS
HAS A CIGAR ON HIS LIPS.



COURTNEY

FORMER SECRET AGENT.
SILENT, FIREARMS EXPERT.



BRITNEY

CHEMIST AND BIOLOGIST.
SMART AND CHEERFUL, SHE PICKED UP
A STICKY SUBSTANCE THAT WAS COVERING
PART OF THE CAVE IN SOME VIALS.





PAMELA

MEDIC.
ATHLETE AND SHARP WIT.
DEEPLY HATES JOSÉ.



GILLES

FORMER MILITARY.
STRONG FELLOW WITH GREAT FIGHTING SKILLS.



JOSÉ

RICH INDUSTRIAL.
COLD AND UNPLEASANT.
HE IS ONLY ATTRACTED TO WEALTH.



THE ENCOUNTER

between the game **FRAGMENTS**
and the saga **OUTSPHERE** from Guy-Roger Duvert



2-6 | 45' | 10+

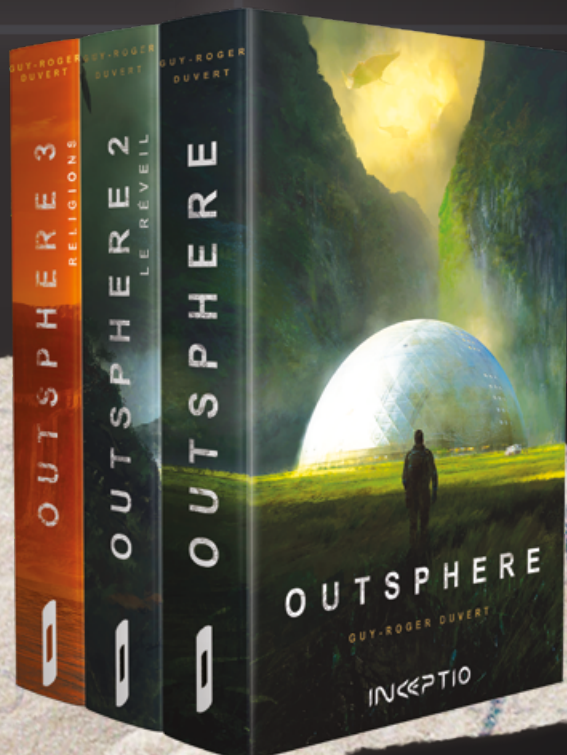
A game by
Jonathan Favre-Godal
and Théo Rivière
illustrated by
Magali Aude
and Raphaël Samakh.

**TO BE RELEASED IN
November 2022**

FRAGMENTS is a game where you create a story of which you are the heroes.

Dive into the universe of the OUTSPHERE saga from Guy-Roger Duvert.

Search through your imagination, discover the secrets of Eden, this planet that should host Mankind.



"The ship went through space in dead silence. It went, smoothly, through skies that no human had explored before. Its hull, of a metallised brown, was in a perfect state.

The passageways were soaked in a cold and freezing silence. Suddenly, the metal and glass cylinders started shaking and the powerful lights installed on the ceilings, turned on. You emerge from your cryo-sleep as the Arch stops in front of Eden."

Embodiment the characters from the OUTSPHERE saga, and live an adventure full of twists through 5 secret envelopes to unlock!

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

Your mission: create OUTSPHERE and save Mankind.



HIGHLIGHTS

A cooperative roleplaying game without any game master nor preparation, focused on the narration and the power of imagination of your group.

Infinite replayability

Short rules

It is not required to know the book to play this game.

Cyrano

Game themed



To your pens poets!
In this version of Cyrano, each game becomes a theme
from which you have to imagine a poem.
Create a quatrain (4 lines) on this theme,
always using the provided rhymes underneath each box!



Share your poems on the social networks
with the hashtag #cyranoété!



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Cyrano



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Cyrano



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Cyrano



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Cyrano

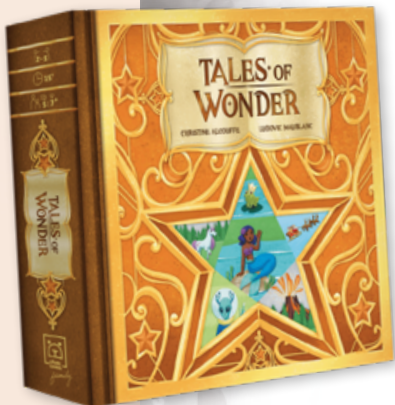


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Cyrano



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Cyrano



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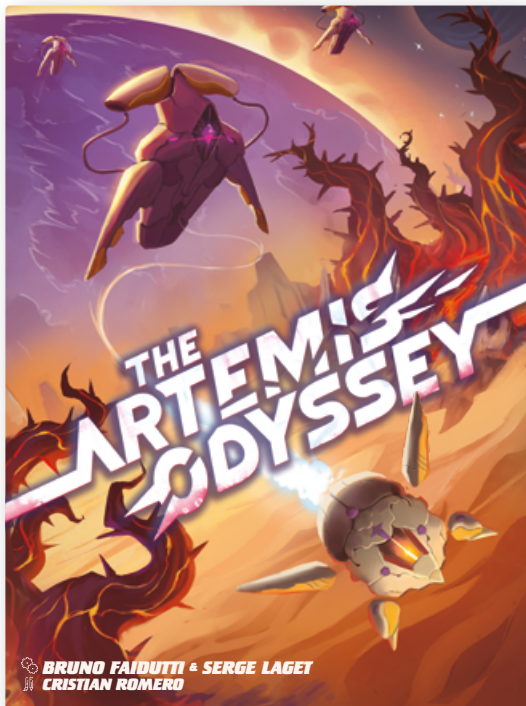
-our



Focus on our future localisations

In 2023, we develop our international range by localising, for the first time, two favourite titles at once:

The Artemis Odyssey and *Hamlet*!



**A game from Bruno Faidutti and Serge Laget
Illustrated by Cristian Romero**

In *The Artemis Odyssey* you play as a Company who explores systems far away. Deploy ships, terraform planets, build colonies and factories, discover Alien artifacts and become the civilisation of the future.

The Artemis Odyssey is a competitive game based on an original programming mechanic.

1. Each Company plays Action cards on a common board.
2. Each Action card benefits all the players, giving an advantage to the player who played it.

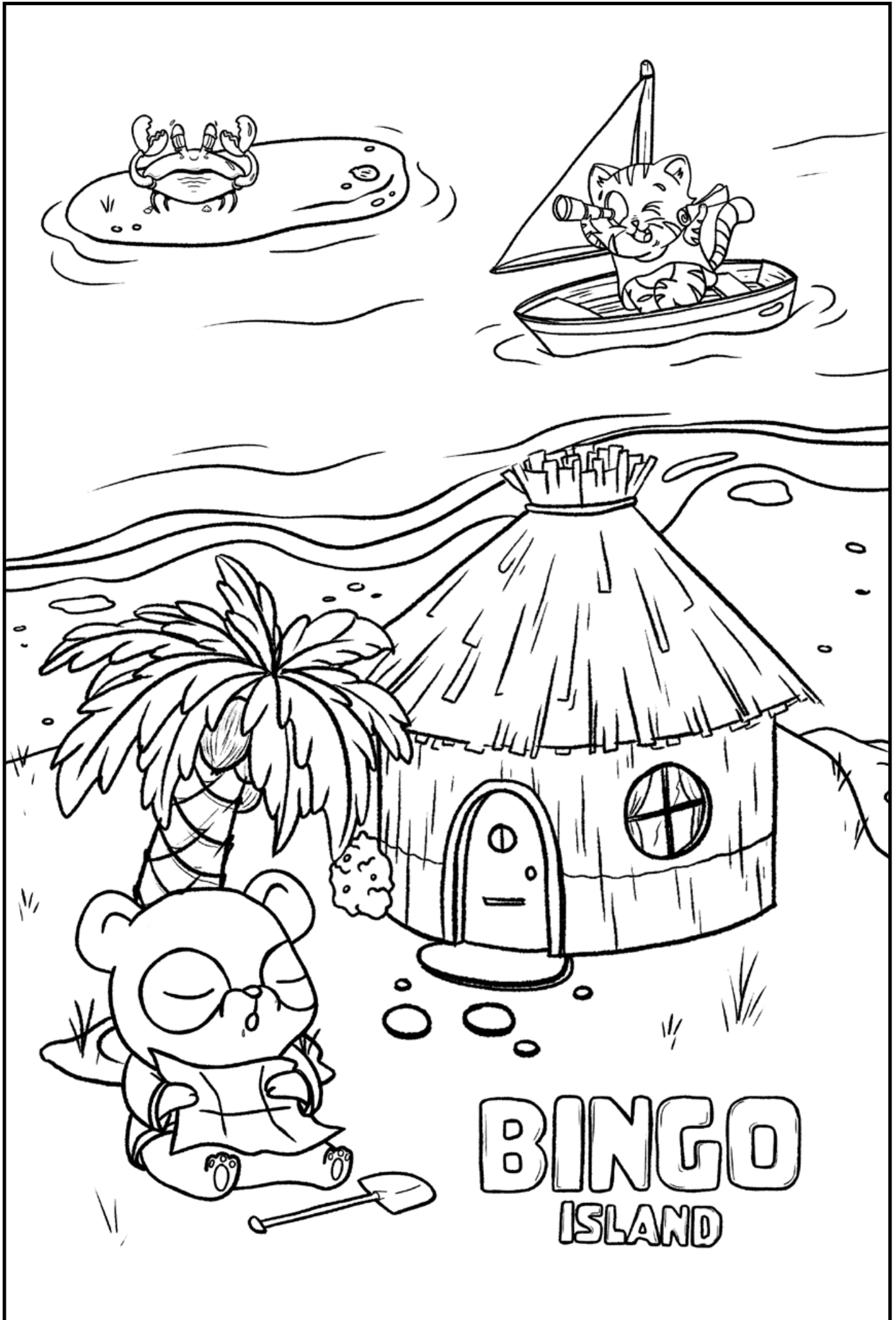


Non definitive visuals

**A game from David Chircop
Illustrated by Yusuf Artun**

Hamlet is a competitive game where you and your friends are going to turn a hamlet into a village with its beautiful church in its centre.

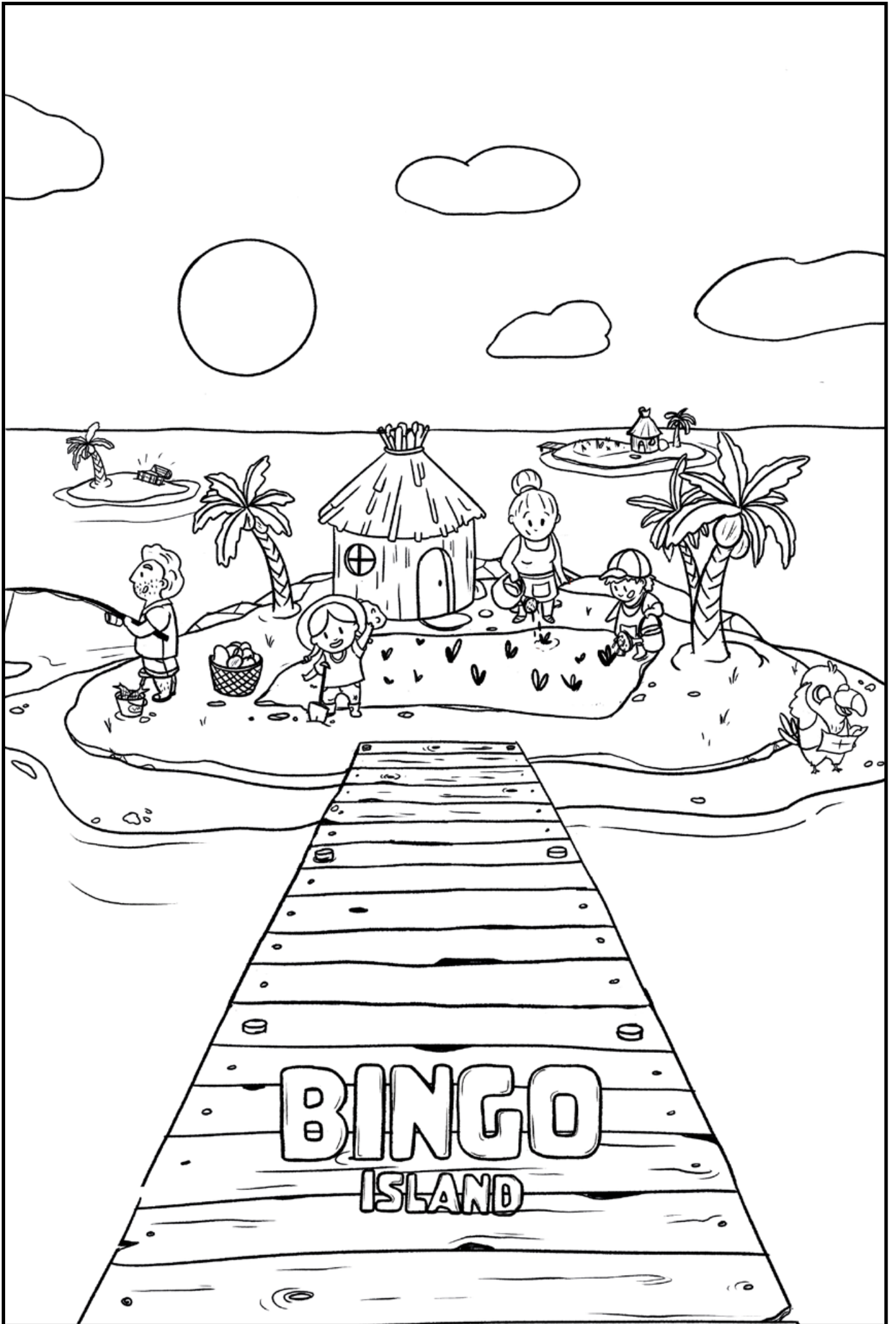
It is a game for initiated players, using atypical and smart resources creation and sharing mechanics that will surely appeal to many of you!



BINGO

ISLAND





BINGO

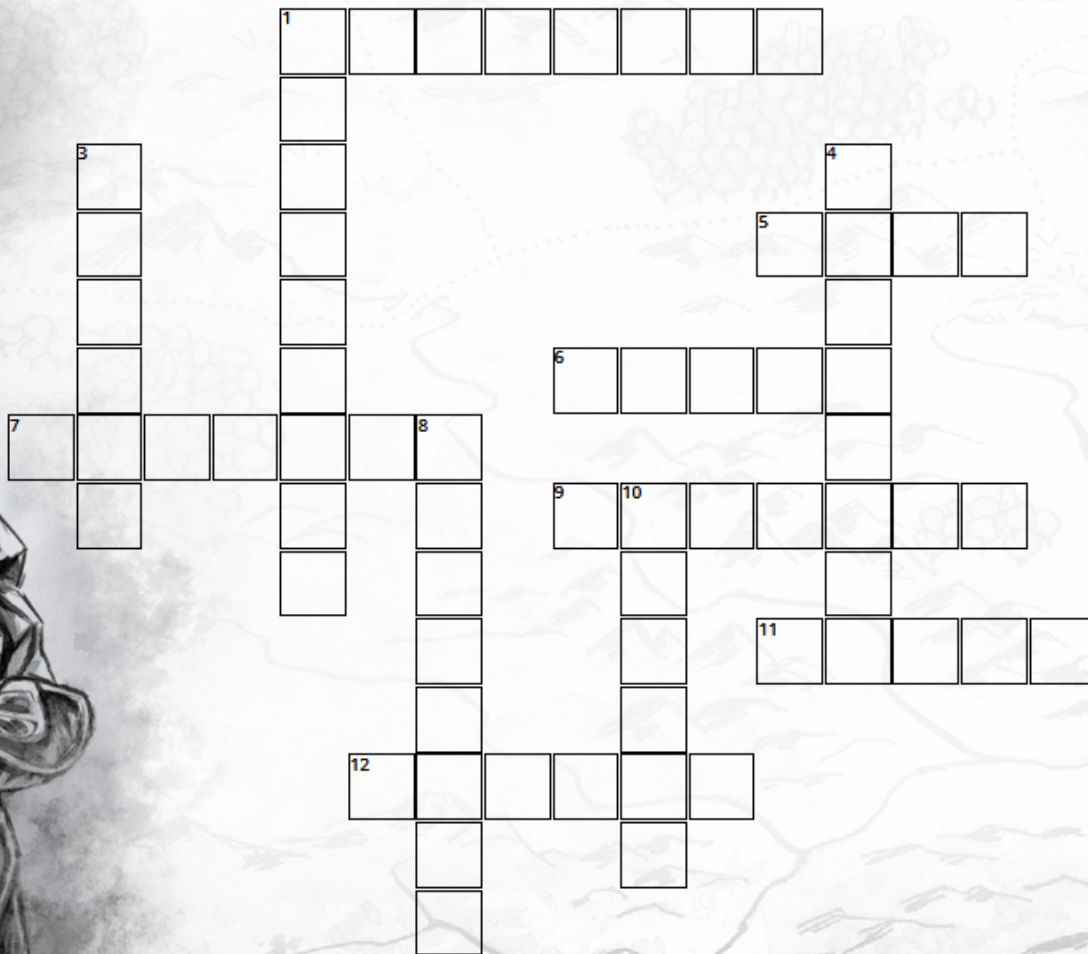
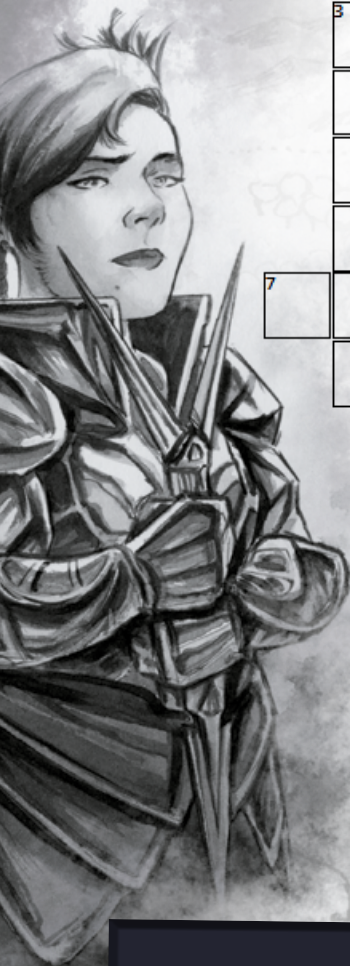
ISLAND



NIDAVELLIR

И У Ч Д Ы К М Я Р

CROSSWORDS VERSION



HORIZONTAL

- 1. Blacksmiths dream about it, but this one has magical powers (Thingvellir)...
- 5. Whether they are from a class or without any, they always know how to be useful.
- 6. The Treasure is packed with these!
- 7. Zoral's favourite tool.
- 9. It is coming in November 2022!
- 11. Blacksmith Hero with glasses.
- 12. Enemy n°1!

VERTIKAL

- 1. Name of the people of Thingvellir.
- 3. Sign of the first tavern.
- 4. It shines and resolves ties.
- 8. In this kingdom, there are no Players...
- 10. Name of the Queen of Nidavellir (Thingvellir).

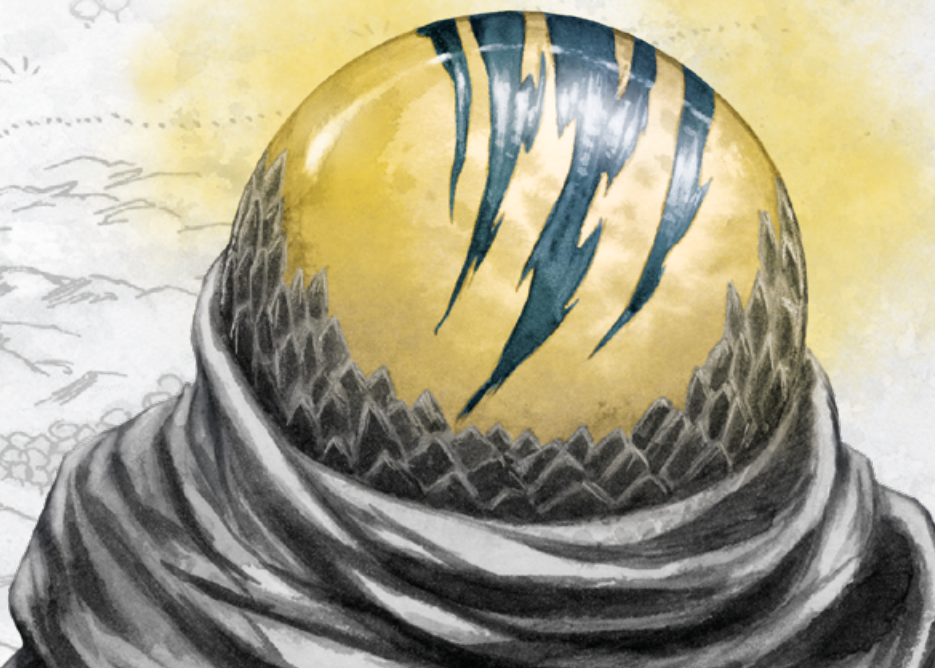


THINGVELLIR

V	A	V	X	B	S	E	F	X	W	W	V	A	I
C	W	J	U	I	L	R	R	M	U	U	E	W	E
S	B	G	A	Z	D	O	B	J	V	F	G	P	F
A	V	V	J	R	S	L	H	T	B	Y	V	I	P
K	B	A	H	A	N	V	A	C	D	Y	I	O	D
V	V	D	L	Q	L	G	F	N	O	H	S	B	R
H	I	H	M	I	C	L	L	X	R	X	I	W	A
V	D	O	J	O	N	R	A	O	G	C	R	K	U
O	O	F	O	R	C	N	H	R	F	G	G	K	P
N	F	U	L	X	U	K	T	G	H	I	T	R	N
J	N	D	L	Q	H	G	Y	C	I	O	R	A	I
Y	I	C	N	X	M	E	R	U	W	L	R	N	R
E	R	E	I	V	S	N	W	D	J	S	H	N	J
V	E	D	R	F	O	L	N	I	R	V	B	B	H

WORD SEARCH VERSION

Draupnir
 Hofud
 Mjollnir
 Vedrfolnir
 Vidofnir
 Gjallarhorn
 Jarnglofi
 Svalinn
 Vegvisir



THE WICKED AURA OF FAFNIR KEPT ON SPREADING DESPITE THE HEROIC RESISTANCE OF NIDAVELLIR. WHEN THE PLAINS OF IDAVOLL WERE BURNT DOWN, ODIN, FURIOUS, CALLED FOR A GATHERING AND WENT TO WAR !



2-5 | 45' | 10+

An expansion from Serge Lajet illustrated by Jean-Marie Minguez

IN NOVEMBER 2022,
THEY ARE COMING.
BE READY.





It is the 2nd expansion for Nidavellir.
The second tavern welcomes, throughout the 3 first rounds of Age 1: **Norse gods, Giants, Valkyries** and **Mythological animals**.



Each type of creatures has a different functioning:

- the power of the **Norse Gods** may be activated once per game,
- the **Giants** capture Dwarves to trigger their power,
- the **Valkyries** grow stronger with specific triggers,
- the **Mythological Animals** strengthen your class columns.

The game is one round longer.

It is up to you to draw power from them to win the game.

THE EXCLUSIVE SLEEVES
FOR THE CARDS OF THIS
EXPANSION ARE INCLUDED!



LOCKDOWN



ORIGINAL ILLUSTRATION



SPOT THE 7 DIFFÉRENCES !

(and take some time to admire
the art from Vincent Lefèvre)

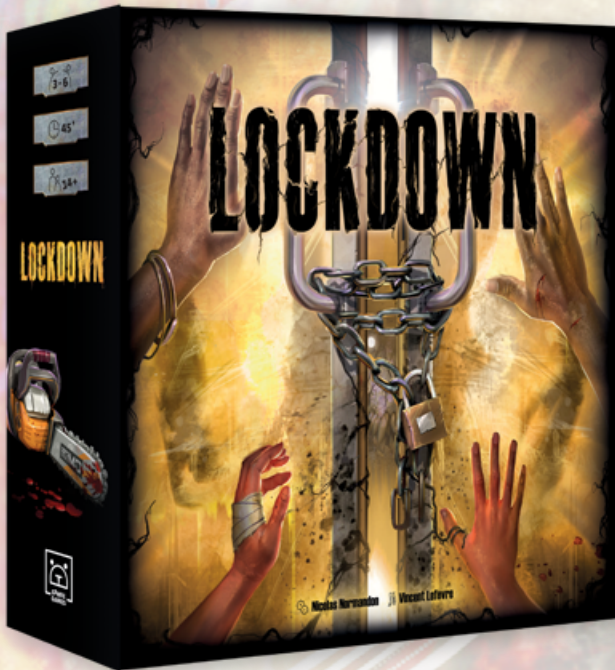


MODIFIED ILLUSTRATION



A BIG GAME OF JERKS FOR HALLOWEEN!

Playing is good, yell at each other is better!



3-6 | 45' | 14+

Un jeu de Nicolas Normandon
illustré par Vincent Lefèvre

TO BE RELEASED
beginning of October 2022



Why you are going to like it?

Lockdown is a semi-cooperative game that takes you into an horrific world overrun with Monsters of which you know nothing... besides their ferocious appetite for your little skinny human bodies. Semi-cooperative means you win alone but you have to get help from the others to do it. You will create temporary alliances, you are going to lie, betray only to be sure that your family survives.



The game components are a real pleasure to look at and play with!
More information in Inside #5



Summer 2023, South of the United States of America.

No one knows exactly how things started. The corpses that were found dismembered and devoured in the empty lots, the hysterical messages on social networks, the appearance of the first Monsters, more and more of them, the useless deployment of the army, the depletion of the supply, the bunkers and useless hideouts, the howling anywhere at all times, the collapse of the world. By chance, you have managed to save your loved ones and find refuge in a mall. But the danger is also inside among these families that settled here the same time you did, ready to loot and betray if needed. How will you survive?

Each turn is a day during which you will vote to know:

- Who has access to the merchandise stock in the truck in the parking lot?
- Who will be in charge of the security cameras and can tell you where the Monsters are arriving?
- Who will die during each Monster's attack?

At each second, its dilemma.

To trust or not to trust, join forces or betray. Only the survival of your family matters.



HIGHLIGHTS

- A strong theme
- A constant tension and an ever-present interaction between the players
- 21 different endings written by the writer Richard Normandon
- 20 game variations to be unlocked
- Tiles and tokens on printed wood



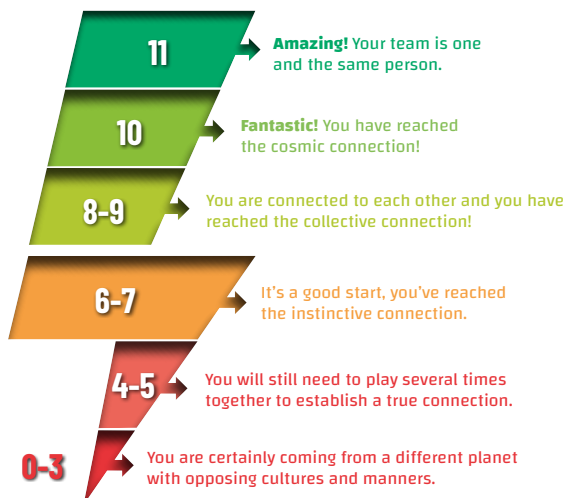
CONNEC TEAM

GUESS&WRITE

Find our Connec'TEAM in a special Summer GUESS & WRITE version.

We have pre-setted some cards and you have to play the validation phase with imposed connections!
What a challenge!

- Write down the names of the players above each Help card. The brackets tell the connection pairs.
- The first player is called the Team Captain. The pair with the Captain picks a vertical connection to be validated.
- The connection pair may take several seconds to think, then each member of the duo enters in connection: they look at each other, put their forefinger together and count up to 3 then say, at the same time, the word that comes to their mind.
- Then pass onto the next pair and do the same thing. Keep on until all the connections have been crossed.



End of game

When all the connections have been crossed, sum up the points scored and compare it to the sheet here above (modified scale for the occasion).

Success

Both words announced are the same:

cross the vertical connection and put a 1 at the bottom of the column. If you have made an objective, cross it and put a +1 next to it.

You may only make one objective per connection, so if two objectives or more can be done, choose one and you will have to make the others later in the game.

Failure

Both words announced are different:

cross the connection and put a 0 at the end of the column.

Note: The word that is given must not be one of the words on the cards nor a word with the same root.

The word can be a compound word, a trademark, a verb, a name, a proper name, etc. It must have a link with the cards of the connections. Failure to respect all this would void the point just scored.

Help cards

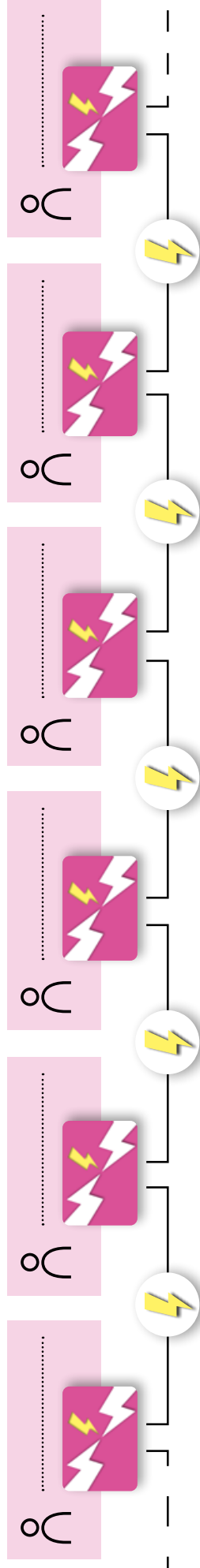
A member of the team can cross his or her Help card to assist a pair of players and count up to 3 then announce, at the same time, the word they have in mind.

If two out of three have given the same word, the connection is checked.

If nobody gave the same word, it is a failure.

With two players, cross the Help cards, you will not be using them.





Validate a connection of 3 cards or more

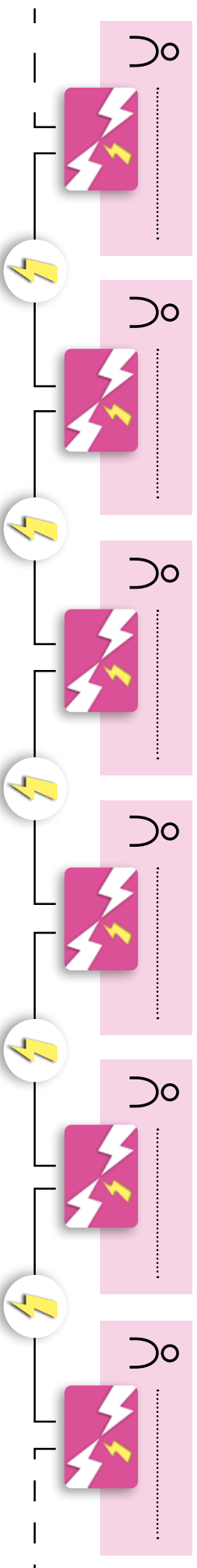
Validate 2 connections in a row

Validate the last connection of the game

<p>Winter</p>	<p>Happy</p>	<p>Close to the fire</p>	<p>Festive</p>
<p>Painful</p>	<p>At the beach</p>	<p>Animal</p>	
<p>City</p>	<p>Cinema</p>	<p>International</p>	
<p>Scary</p>	<p>Fantastic creature</p>	<p>Science fiction</p>	
<p>Summer</p>	<p>Cold</p>	<p>Precious</p>	
<p>Holidays</p>	<p>Games</p>		
<p>Hot</p>	<p>Colorful</p>		
<p>Hobby</p>	<p>In nature</p>		
<p>Beverage</p>	<p>For adults</p>		

$$= \dots + \dots + \dots + \dots + \dots + \dots + \dots + \dots + \dots + \dots + \dots + \dots + \dots + \dots = \text{Total} = \dots$$

+



Validate the first connection of the game

Validate 2 connections in a row

Validate a 3-player connection

Smelly Smelly Smelly Smelly Smelly	Furniture Furniture Furniture Furniture Furniture	Sport Sport Sport Sport Sport	At school At school At school At school At school	Kitchen Kitchen Kitchen Kitchen Kitchen	Event Event Event Event Event	In a bag In a bag In a bag In a bag In a bag	Jungle Jungle Jungle Jungle Jungle	Small Small Small Small Small
Nowadays Nowadays Nowadays Nowadays Nowadays	Bathroom Bathroom Bathroom Bathroom Bathroom	Bedroom Bedroom Bedroom Bedroom Bedroom	Clothing Clothing Clothing Clothing Clothing	Television Television Television Television Television	Big Big Big Big Big	Urban Urban Urban Urban Urban	Food Food Food Food Food	Animal Animal Animal Animal Animal
				In the past In the past In the past In the past In the past	Africa Africa Africa Africa Africa	Trip Trip Trip Trip Trip	Fruit Fruit Fruit Fruit Fruit	On a mountain On a mountain On a mountain On a mountain On a mountain
								Europe Europe Europe Europe Europe

..... + + + + + + + =

Total =



Releases schedule



DEVELOPEMENT
Game play and
Artwork

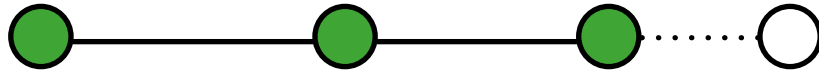
FILES FINALISATION

PRODUCTION

**ARRIVAL
IN STORES**

GRRRIGNETTES

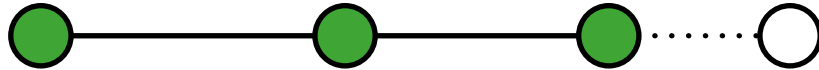
#1 by O'lee
#2 by Camille Chaussy



Forecast:
September
2022

LOCKDOWN

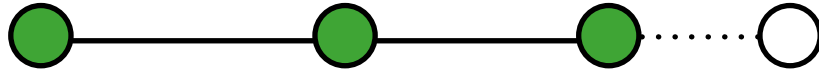
Nicolas Normandon,
Vincent Lefevre



Forecast:
October
2022

**FRAGMENTS
OUTSPHERE**

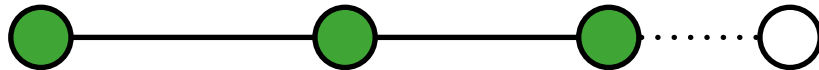
Jonathan Favre-Godal,
Théo Rivière,
Magali Aude,
Raphaël Samakh



Forecast:
November
2022

IDAVOLL

Serge Laget,
Jean-Marie Minguez



Forecast:
November
2022

RAUHA

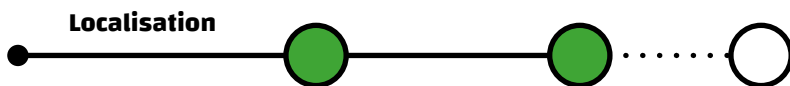
Johannes Goupy,
Théo Rivière,
O'lee



Forecast:
1^{er} Semester
2023

**THE ARTEMIS
ODYSSEY**

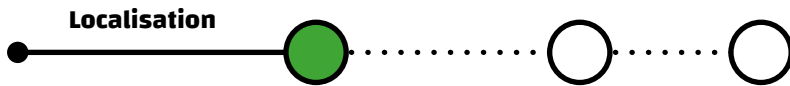
Bruno Faidutti,
Serge Laget,
Cristian Romero



Forecast:
2023

HAMLET

David Chircop,
Yusuf Artun



Forecast:
2023

FAFNIR

Serge Laget,
Jean-Marie Minguez



Forecast:
2023

Paris est Ludique !

Paris est Ludique on the 2-3 July 2022!

Come and meet the full GG team and play the following games:



Let's talk!

It is happening in the Gaming World, so let us talk about it here.

In the same line as the Designer's collective in France, a new group has just been created in French Speaking Swiss thanks to the initiative of Diogo Cardoso.



Named LACS: Ligue des Auteurs.trices des Cantons Suisses (League of Designers from Swiss Districts), it has for purpose to bring together board games designers and help the ones that want to start creating board games in French speaking Swiss. The aim is also to ease the communication between the different actors of the gaming world (players, illustrators, publishers...) and promote all the gaming events of the country.

To ease the exchanges and announce all the events, a discord has been setup. Whether you are Swiss or not, creating games or not, it is open to everyone curious to follow up close or from far away what concerns gaming creation in Switzerland!

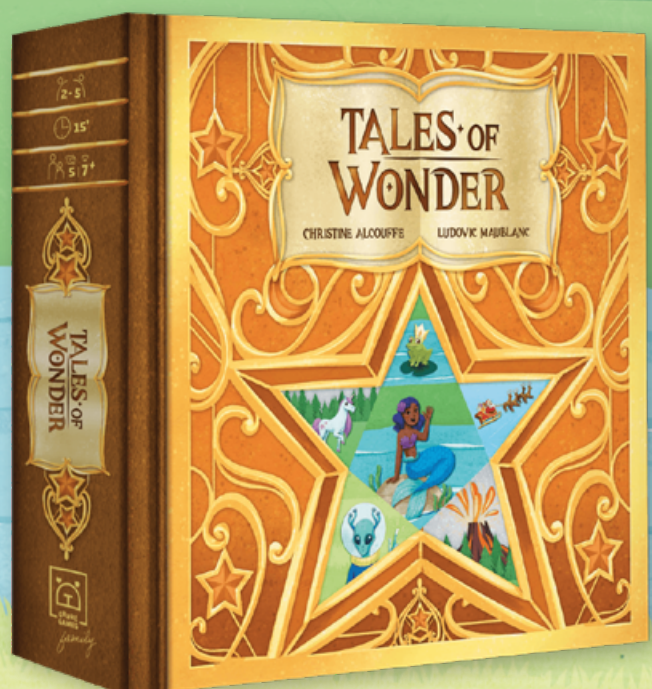
Discord: <https://discord.gg/G59gnQEBZC>



Tales of Wonder has been nominated in the "Children" category of the FLIP 2022.

This year, the Festival Ludique International de Parthenay is from the 13th to the 24th of July 2022.

Tales of Wonder is a game from Ludovic Maublanc and Christine Alcouffe



Download the previous issues of the MaGRRREzine on our website!

In the issue of April, you will find exclusive interviews around Cyrano, a focus on the BOOTCAMP, exclusive videos, GRRROODIES to be printed and many other things...



Click on the cover to download it.



The Bootcamp in pictures

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





www.grrre-shop.com

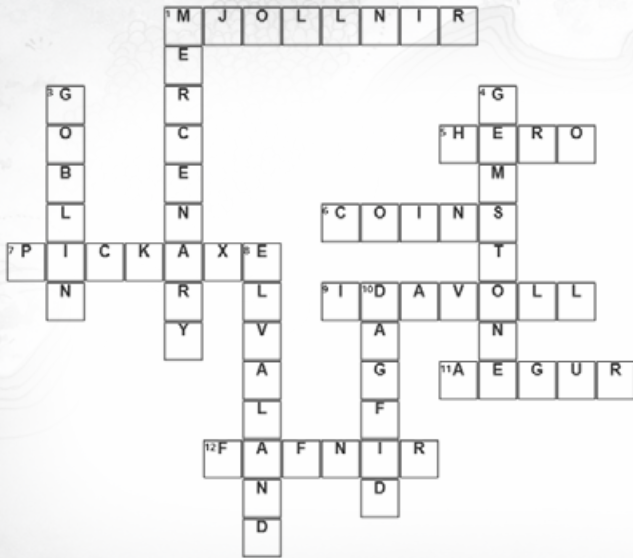
**GRRRE
SHOP**



choix des options

CROSSWORDS ANSWERS

WORD SEARCH ANSWERS



LOCKDOWN

THE 7 DIFFERENCES

1. Line of paint
2. Spotlight
3. Hands mark
4. Light
5. Glass separation
6. Shadow of a monster
7. Flower pot.





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

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Our Games



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is here!