

News

Reports

Interviews

GRRRoodies

# Ma GRRRRE zine

Issue 11 • September 2022



Special  
Feature

## LOCKDOWN

Manipulate your friends  
with nice-looking wooden  
game components!



New



FRAGILE





# Edito

Hello everyone,

After an extremely hot summer spent working on the localisation of *Hamlet*, we meet again for an intense September!

Full of stress and twists as you will feel with *Lockdown*, our latest release to be discovered in the special feature of this issue.

Thanks to Blackrock Games, our partner and your enthusiasm at Cannes for the first *GRRRIGNETTES* banner, you will have the opportunity to discover our Gaming Art concept in your favourite game store ! To mark the occasion, we will reveal the new banner made by Camille Chaussy.

Céline made a tremendous amount of work with our partners to obtain a full French production. What a treat !

Have fun reading!

Florian  
GRRRE Games

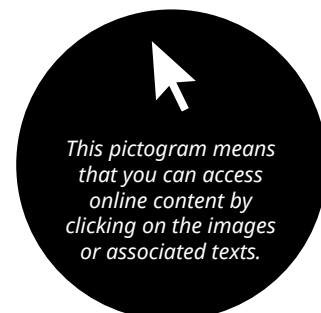


**The magazine that bears  
no resemblance to any other!**

MaGRRREzine #11  
September 2022

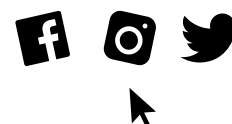
This magazine is offered  
to you free of charge  
**by GRRRE Games.**  
Cannot be sold.

All rights reserved.



This pictogram means  
French content.

**Find us on Facebook,  
Instagram and Twitter**



## Summary



### Special feature Lockdown

**Focus** Full presentation *Lockdown*

**Interview** Nicolas Normandon

**Special folder** *Lockdown*'s illustrations by Vincent Lefèvre

**p. 2**



### What's new ?

**Introducing** A new *GRRRIGNETTE!*

**p. 14**

**Release schedule**

**p. 19**



### On the networks

**Topic** The gaming GRRRATIN does its show

**p. 20**

**Let's talk!** Interview Thomas Favrelière

**p. 22**



### The GRRRoodies!

Traitor of the month *Lockdown* style  
*Lockdown* tuckboxes

**p. 27**

# Special feature

## Lockdown

Discover everything about Lockdown in these pages: an interview of the designer, explanations from the illustrator on the graphical choices, game teasers, rules, open the box, EVERYTHING!





*Believe-me, you do not want to switch places  
with the truck driver...*

# **There is nothing wrong in losing some friends if you have fun, right?**

**Nicolas Normandon, the treacherous games expert  
is back at the top of his game! Lockdown is all his wickedness  
compacted, ready to be delivered and transmitted to you, like a virus!  
You will learn, thanks to this game, that there are no “small victories”,  
that to be nice is useless and that to reveal your intentions, is dangerous!  
**Enjoy betraying each other!****





**RELEASED ON**  
**september 2022**

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 spared by the madness: iron curtains are still protecting you and there are a few cans left on the shelves. But the danger is also on the inside among these families that settled here the same time you did, ready to loot and betray if needed. How will you survive?









Lockdown is a semi-cooperative game that takes you into a horrific world overwhelmed by Monsters which you know nothing about ... besides their voracious appetite for your skinny little human bodies. Semi-cooperative means that you win alone, but you will have to help others to get there. You will create temporary alliances, you will lie, betray for the sole purpose of making sure that your family survives.



*Rules explained while playing Lockdown.*

**Each round represents a day through which you will vote to know:**

- Who has access to the stock of merchandises in the truck in the parking lot?
- Who will be in charge of the security cameras and can say where the Monsters are coming?
- Who will die during each attack of the Monsters?

**Each second, its dilemma.**

**To trust, or not to trust, unite or betray.  
Only the survival of your family matters.**

**DOWNLOAD THE RULES  
ON OUR WEBSITE.**

**(French and English version)**





Bienvenue dans votre nouveau chez-vous!  
un magnifique centre commercial comprenant  
toutes les commodités souhaitées!  
Attention à ne pas glisser sur les flaques de sang...

The Cold storage, to store  
the remains of the bodies after  
the Monsters attack.  
Otherwise, it makes the whole  
place stink.



**Wooden  
components to  
discover and  
manipulate!**

Its spotless  
toilets!



Its toy store,  
useful to occupy  
the children.



Its clothes shop at the  
height of fashion,  
"Cachou & Co."!



Its luxurious  
surveillance room.



Its colourful parking lot, with no  
means of protection as the  
truck driver can testify.

Its glass-walled  
hall... good idea!



Unboxing of the game and presentation of the game components.







Interview

# Nicolas Normandon

**Hello, could you introduce yourself in a few words for all the readers who may not know you?**

**Nico** So, I am Nicolas Normandon. I have been a Gameplay Programmer and Content Director at Ubisoft for 22 years now... Ouch, that stings a little! Aside from that, I have committed a few board games over the past few years, amongst them, the excellent *Octorage*. I am also Content Director at KYF Edition.

**Lockdown is a new version of *Mall of Horror* released in 2005 by Asmodée. Could you talk about the creation of this project from 2005 to 2022 ? Could you tell us the differences between these versions ?**



Mall of Horror.

**Nico** Here is the great saga of "Zombie Trilogy" as I can call it now (even though there are no zombies in *Lockdown* but monsters)!

Everything started in 2004 with one of my first prototypes. I was trying to use the plastic zombies from *Zombies* by Twilight Creation. I had a wonderful board (with illustrations stolen from work).



My first ideas were... exotic... mainly with a flick game where the ones getting out of the buildings were devoured (you had to push the other to make room for yourself). But quickly, the reference to Romero's films just had to be there. The zombies are not the danger, the other players are... I kept the idea of the locations with a limited number of spaces. But you would have to vote to know who would get eaten. The idea of the vote is widely inspired from *Rette Sich Wer Kann*, a German game very naughty as well. Everything took off fast from there. I was proud of the idea of the action cards that you loot in the truck. Each turn, you vote to know who would draw 3 cards, keeps one, discards one and gives one to any other player. From the beginning of the game, you have to make friends and enemies... that is the key of the game.

After the release of the first opus (*Mall of Horror*), a second version came out : *City of Horror* by Repos Production. With Cédric and Thomas, the 2 bosses, we went with a pumped-up version. In my mind, it was the difference between *Alien* and *Aliens*. *City of Horror* would be luxuriant: 3D components, loads of powers, twists and explosions... and, of course, hoards of Zombies. I am proud of these two versions that, with the same rules, offer an experience of their own.



A game of Lockdown, Cannes 2022.



Today, I am looking forward to the release of the Lockdown. Lockdown is the third iteration of the game. With Flo, a huge fan of the first version of the game of *Zombies*, we wanted to come back to a minimalist game as the first iteration, a concentrate of pure wickedness and betrayal. Firstly, we wanted to remove everything that was not useful, clean the game a bit (especially the end of the game that could turn out to be long in the first version). Without adding any rules, we wanted to add a narrative touch in the wicked spirit of the game. But I will tell you more about that later on.

### What are, according to you, the highlights of *Lockdown*?

**Nico** A refined version of the initial game: quick to play with a liking for another game.

A very mean game with a lot of interaction.

A magnificent art direction and some crazy quality game components.

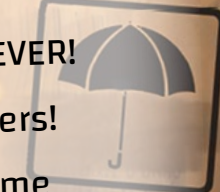
The narrative endings and their game variants. These are the main additions to this version. We did not want to create a campaign or some legacy elements but we wanted to add a little narrative on the side.

Depending on the situation at the end of the game, you will be able to read a piece of story (very well written by my brother Richard). Each special ending (20 different in total) gives an even more mean game variation.

## LITTLE STRATEGIC GUIDE

### THE 10 TIPS TO SURVIVE IN A MALL THROUGH THE END OF THE WORLD.

1. NEVER trust the others, never!
2. Manipulate the other into thinking they need you.
3. Do not speak too much...
4. ... but whine a lot so that the others feel sorry for you.
5. Keep your weapons carefully without revealing them.
6. Learn how to lie confidently.
7. Do not listen to my advice EVER.
8. Do not team up with Flo... EVER!
9. The others are the Monsters!
10. What happens in the game stays in the game...  
but if you vote against me, we will not be friends for long!



Si il s'agit  
relancez le  
être fermé.  
Personnag



# Focus on the illustrations

by Vincent Lefèvre

For the release of *Lockdown*, Vincent Lefèvre, the game's Illustrator, comes back on his career and creative process.

## Introduction

My name is Vincent Lefèvre and my nickname is Ptitvinc. I didn't go too far to find it, it comes from my childhood, a mix between Vincent and my size, which is not too big.

I have been a full time Illustrator/concept artist for 5 years now, and I live next to Paris with my wife and 9 year old boy.

I do fighting sports, airsoft and I love metal music, movies and traveling.

I am what is called a digital painter, I have done my first digital painting 15 years ago now. I mainly work on a digital pad and I specialized myself in imaginary semi realistic illustration.

My style is a mixture of painting and photo bashing in order to be as close as possible to natural lights and colours.



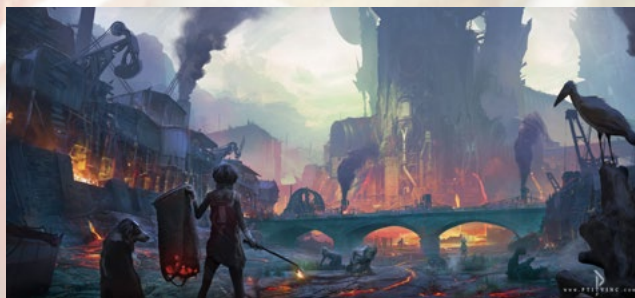
Vincent Lefèvre at PEL 2022.



## The experiences

I started as an independent artist making illustrations for different playing card games and book covers ( Fantasy and science fiction) for publishers, and I spent quite some time illustrating miniatures for board games.

I now work for a company involved in video games and movies. I was hired as the main concept artist. I have the luck to work on interesting licenses and to express all my creativity by making concepts of characters, creatures and even keyarts.



Personal illustrations.



## Lockdown: inspirations and research

It was a real pleasure to work with GRRRE Games on this game.



Reference illustration for the artistic direction for Lockdown.

In fact, I was fully aware of the theme and style the team was looking for, which was semi realistic with a sprinkle of a survivalist fantasy. We all fell for a personal illustration *Man of Thai* I had made at the time. I had done a pretty deep artistic research work on this one, an interesting mix of realism and abstraction: we started from this to conceive a unique style for the game.



Details of the illustration.

## The Monsters token

It was when I created the Monsters token that we gave the game its final tone. We had done some tests on the shapes, which was round at first. We found it not scary enough, it did not match the survival aspect of the game; that is why we turned to a more angular shape, a bit like broken glass. That shape gave a more dangerous touch to the Monsters straight away.

And as you will see, one of the propositions directly matched as it allowed us to keep a mysterious and disturbing aspect with the different creatures of the game! It is the most efficient illustration for the players to feel the threat! Proposition number 6 was the one as the others were too explicit and would not leave any room for the imagination of the players. That is how it went for the artistic direction of the game.



FORMES RONDES



FORMES TRIANGULAIRES

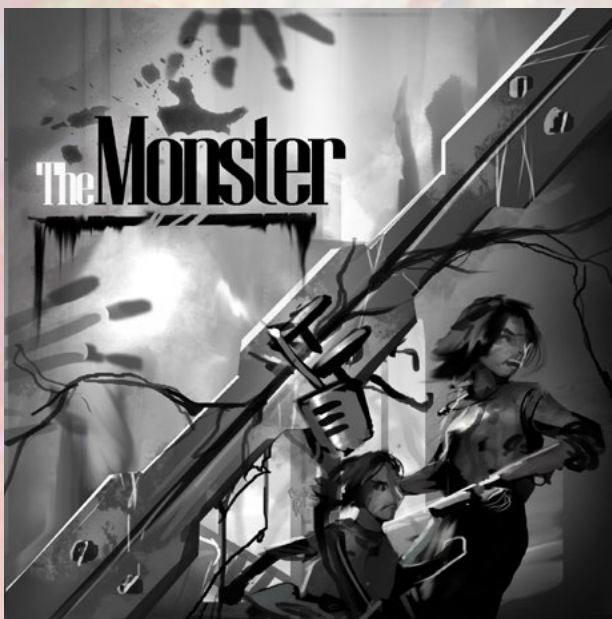


Tests for Monsters token and the final version.



## Creation of the cover

The steps of the creation of the cover were rather standard, in a way that we had to find the good idea that would highlight the theme and the artistic style while keeping the plot of the game.



Sketch N°1

The cover was made with digital painting technique: without drawing any lines, I mostly proceed with masses and shapes that I paint inside afterwards. It is a different method from traditional sketching, but it allows to visualise straight away the depth and different layers of a drawing. This allows me to sculpt my shapes and to obtain a more realistic rendering without any sketch lines that would have given a cartoony style to the box.

As you can see, we made 3 black and white sketches before we could find the right mix, but the choice was rather quick. We wanted to keep the players in the plot without revealing too much of the game. So we kept a yellow abyssal texture with a glimpse of the danger that lurks through the adventure. Once again, the choice of the sketch number 3 was the right one!



Sketch n°2



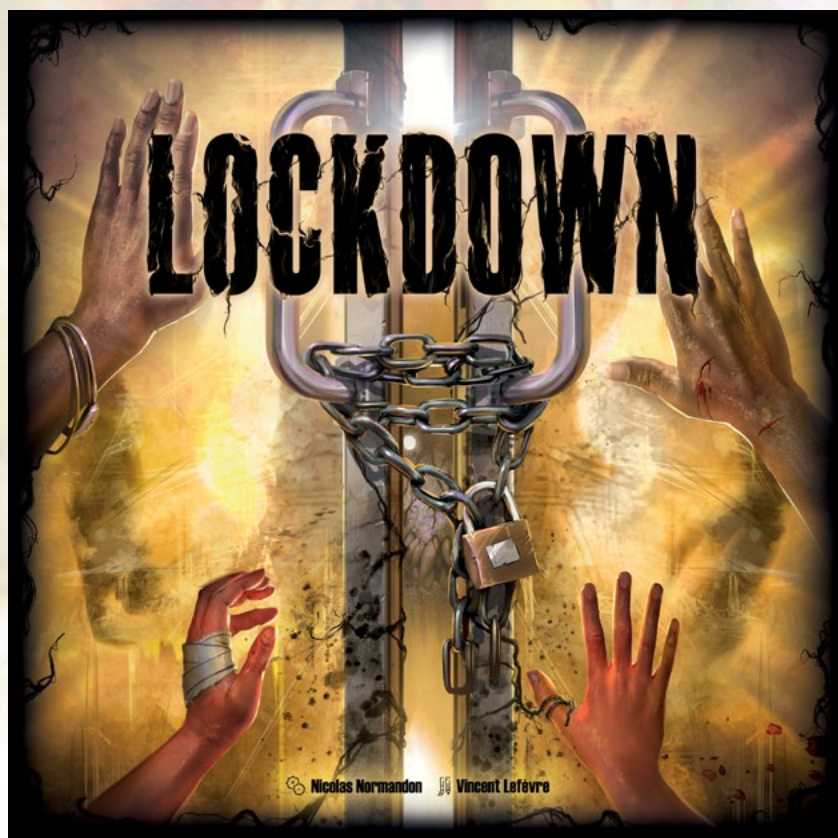
Sketch n°3 - Final concept





Final drawing with the temporary title.

*Note from GG:*  
*Confined was ruled out as it was too close to the French word and was hard to pronounce for most of the people we asked. In the end, the name was not catchy enough.*




Final cover.





# What's new?



Born with the idea to fully mix art and game, the *GRRRIGNETTES* are a true Gaming art concept! The team worked tirelessly so you could enjoy this original concept designed and produced in Grenoble.





# GRRRIGNETTES

by Camille Chaussy

GAMING  
ART

On a table or on the wall,  
with family or friends,  
against each other or all together,  
only one goal:  
find the GRRRIGNETTES!

THE ORIGINAL AND PLAYFUL  
DECORATIVE BANNER.



Made in  
France in



A game by Florian Grenier



64 different little critters  
slipped into the illustration.

## How do you play?

**1.** Install the free app on your mobile phone.



Available on  
the App Store



Available on  
the Playstore

**2.** Choose Competitive or Cooperative game play.

**3.** The app displays a GRRRIGNETTE.

**4.** Find it as quickly as you can!

**5.** Start again to find more of them!



Catchy and stressful  
music from  
Zirio des Ziris!

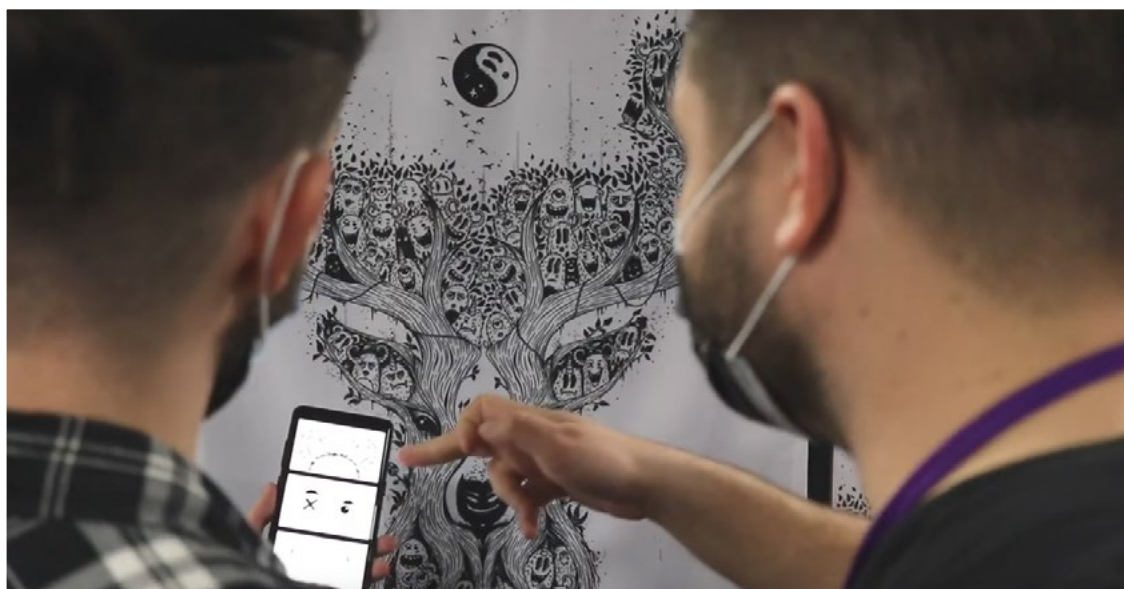
Playable alone,  
with family  
or friends!

Game fan, put some  
fun in your decor!





*Trailer of the GRRRignettes*



*The GRRRIGNETTES at Cannes!*





# OUTSPHERE

## FRAGMENTS

NOVEMBER 2022





# Releases schedule



**DEVELOPEMENT**  
Game play and  
Artwork

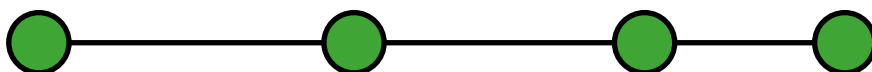
**FILES FINALISATION**

**PRODUCTION**

**ARRIVAL IN STORES**

## LOCKDOWN

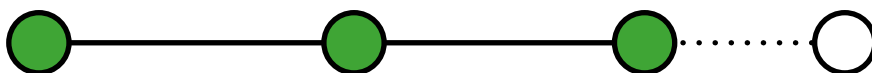
Nicolas Normandon,  
Vincent Lefevre



**In stores!**

## GRRRIGNETTES

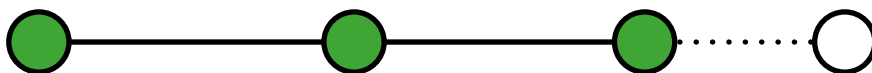
Florian Grenier  
Camille Chaussy  
O'lee



**Forecast:**  
October /  
November  
2022

## IDAVOLL

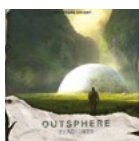
Serge Laget,  
Jean-Marie Minguez



**Forecast:**  
October  
2022

## FRAGMENTS OUTSPHERE

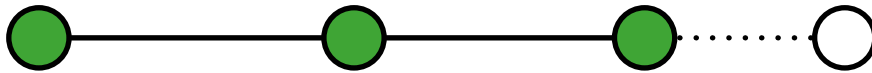
Jonathan Favre-Godal,  
Théo Rivière,  
Magali Aude,  
Raphaël Samakh



**Forecast:**  
November  
2022

## RAUHA

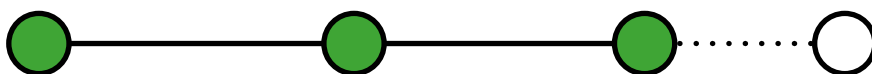
Johannes Goupy,  
Théo Rivière,  
O'lee



**Forecast:**  
January  
2023

## THE ARTEMIS ODYSSEY

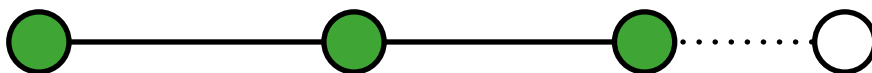
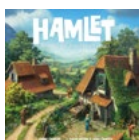
Bruno Faïdutti,  
Serge Laget,  
Cristian Romero



**Forecast:**  
2023

## HAMLET

David Chircop,  
Yusuf Artun,  
Sara Campos

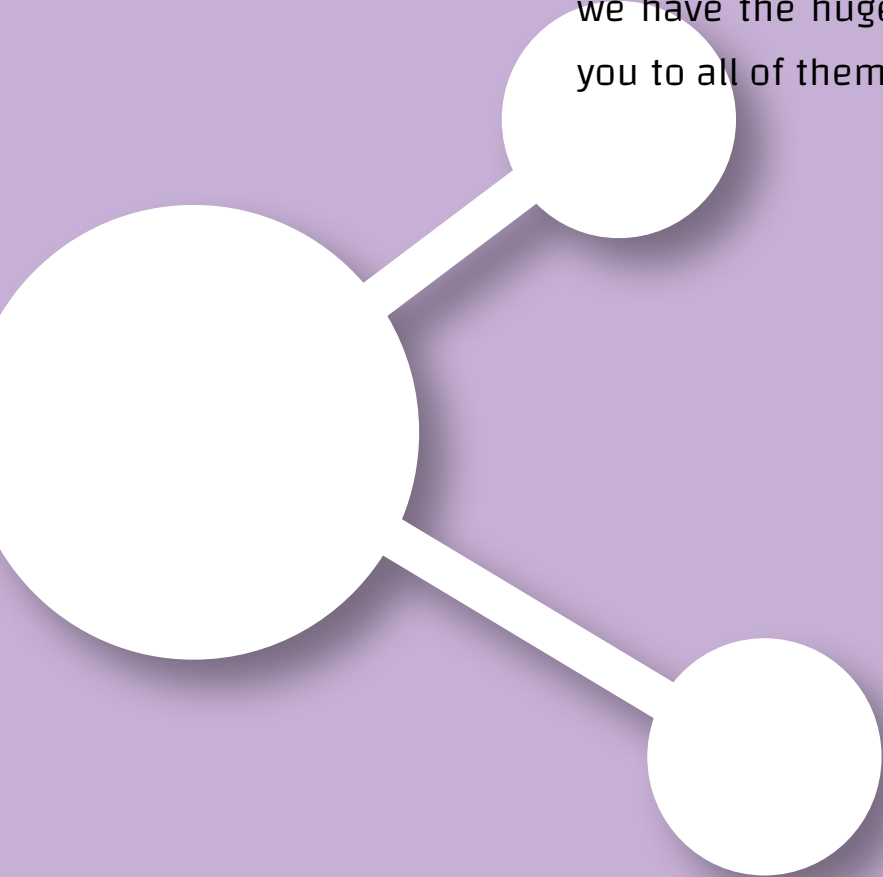


**Forecast:**  
2023



# On the network

Discover the backstage of GG and great people  
we have the huge pleasure to work with! Thank  
you to all of them!





# THE GAMING GRRRRATIN

## Episode 4

Corentin Lebrat



In this episode, Corentin talks about what drives him to create games.

He also talks about Bingo Island that was released not long ago, and that will be available on *Un jeu dans ma classe* (a website whose objective is to list the pedagogical tools developed by board game publishers to help teachers, therapist find games that can be used in their activity).

Finally, he reveals a story about how he met Antoine Bauza and shares his best advice to new designers.

## Episode 5

Vincent Lefèvre

New episode with Vincent Lefèvre, *Lockdown's* illustrator that has a focus done in this MaGRRREzine.

You will, amongst other things, discover his career and how he ended up in the board game industry, how we found him and wanted to work with him and some of his tips for young illustrators so they can be noticed (that allowed him to be noticed when he started).



Find the previous episodes [HERE](#)



Find  
**GRRRE Games**  
on youtube!





# People talk about it!

It is happening in the board game industry, so we talk about it here!

Interview

## Thomas Favrelière ↗

**Hello Thomas, could you introduce yourself to our readers ? (Region, work, hobby, passion...)**

**Thomas** My name is Thomas Favrelière, native from the north of the Deux-Sèvres (79), assembler carpenter within the family company. A fan of board games since I was a child, I changed my job at the end of 2019: now, I am a game master in the Dé en Bulle game library of Bressuire (79) and board game designer.

**You are showing *Queen Bee* in many festivals. It has been very well received. Could you tell us more about it and the prizes it got ?**

**Thomas** Following the feedback of Théo RIVIERE and all the GRRRE Games team, I enlisted in Prototype contests in different festivals. *Queen Bee* finished 2<sup>nd</sup> at the Alchimie du Jeu at Toulouse, 3<sup>rd</sup> at Paris est Ludique and to finish in style, 1<sup>st</sup> at the FLIP with the *Coup de cœur du public*. Following those prizes, some publishers got in touch with me.

**Did you find a publisher?**

**Thomas** Well yes, *Queen Bee* found a publisher. A new publisher based in Rodez that is called Two Mantas. *Queen Bee* will be released under a different name and should be available in stores in 2023.

**You were part of the first GRRRE Games Bootcamp at the beginning of the year. *Queen Bee* was already pretty advanced. Did this experience have any impact on the game ? Your way to show it to the public and publishers?**

**Thomas** *Queen Bee* was pretty advanced but it evolved a lot thanks to the bootcamp, the public's feedback and the test games in the game library where I work. But the Bootcamp experience allowed me to unlock many things in my prototype. Mostly the way I approach publishers, how to contact them by email, how to do video presentations... Thanks to the different topics that were addressed, I was able to get around fifteen meetings at the

Cannes festival with different publishers.

**Do you have other games being published? If yes, can you talk about it (release date, publisher, name and kind of game)?**

**Thomas** After my meetings in Cannes, I managed to have my first contact for a children's game that will be published by Blue Orange, to be released at the end of 2023 or beginning of 2024. I have many prototypes being studied by several publishers. So I am currently in a prototype creation phase to present them to the publishers at Vichy's board game festival.

**If you feel like adding anything, feel free to do so!**

**Thomas** Florian, you are beautiful, tall and muscular... Nope, not that, just kidding!

If I may add something, the Bootcamp allowed me a huge step forward in the gaming industry and opened a lot of doors for me with extremely nice contact with Théo and you. The circle is getting bigger everyday.



Note GG:  
Breaking news!  
The cover and new name of *Queen Bee* was revealed by Two Manta!



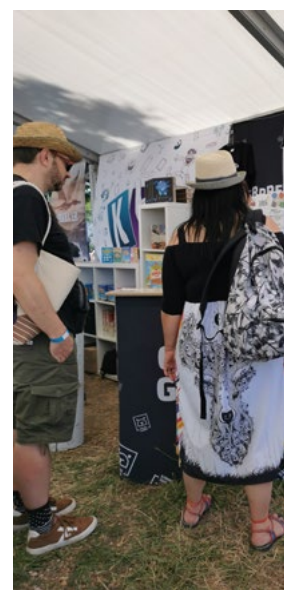


# Paris <sup>est</sup> Ludique !

23



Summary of PEL





Download the previous issues of the MaGRRREzine on our website!

In the June issue, you will find many exclusive games to be printed so you can have fun at home or at the beach!

An extract!

Click on the cover to download it.



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

To your pens  
In this version of Cyrano, each game  
from which you have to in  
Create a quatrain (4 lines)  
always using the provided rhymes u

Share your poems on the social  
with the hashtag #cyrano



2-6 | 45' | 10+

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

TO BE RELEASED IN  
June 2022



# FRAGMENTS

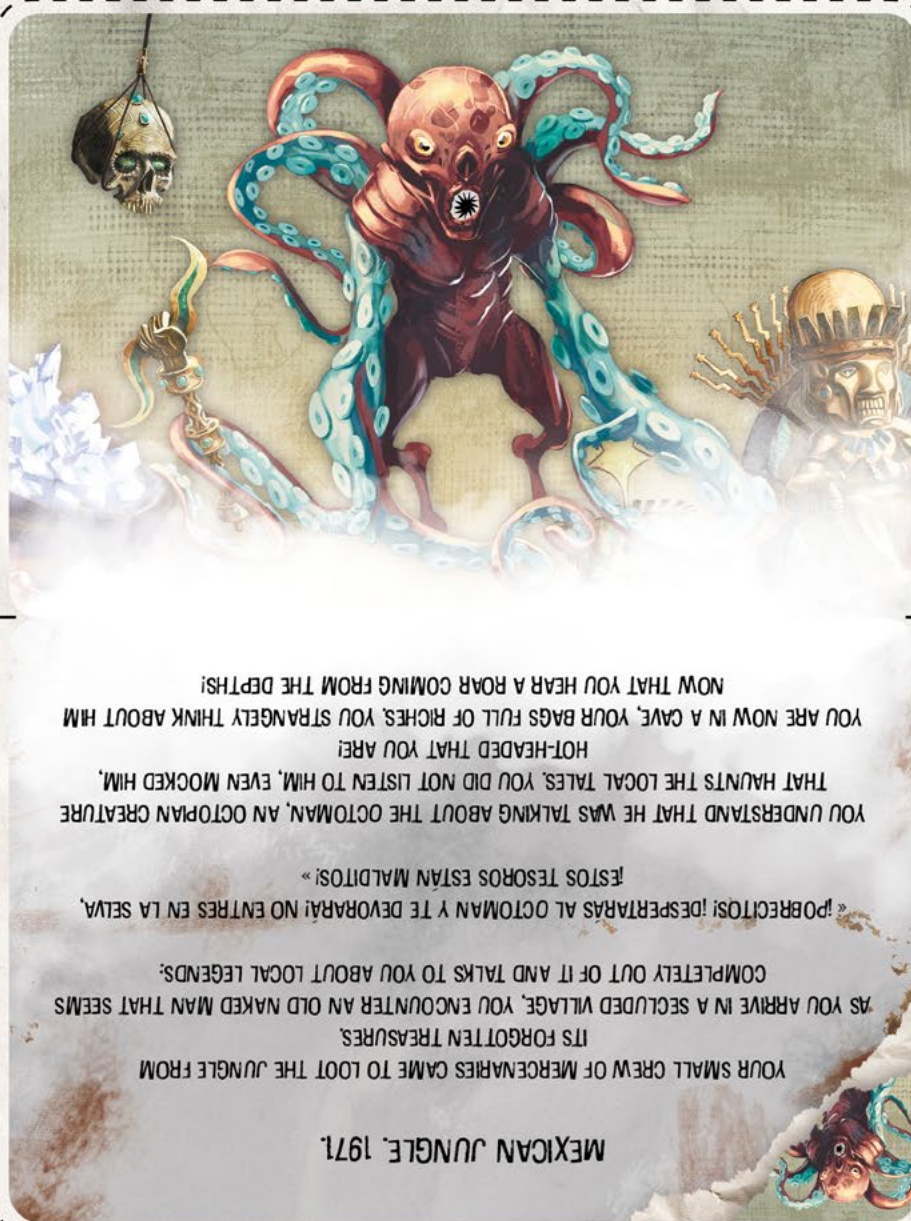
X

## 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.



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







choix des options





# Les GRRRRoodies

Gifts to thank you all



# LOCKDOWN

Stick the picture of the biggest traitor of your group!





# Tuckboxes

to print

This month, we keep on with the GRRRE Games tuckboxes with boxes to put your Object and Epilogue cards from *Lockdown*!

**Our advice:**

- Print the tuck box on thick paper (around 200g) in recto, real size and glue the bottom to strengthen the whole.
- Graze the paper with a box cutter (without pushing too much) on the areas to fold to get neat folds.







# Find all of our games on our site!

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

**[www.grrre-games.com](http://www.grrre-games.com)**



[ACCUEIL](#)

[NOS JEUX ▾](#)

[TÉLÉCHARGEMENTS](#)

[GRRRIGNETTES](#)

[MAGRREZINE](#)

[VIDÉOS](#)

[SHOP](#)

[À PROPOS](#)

[EN](#)

# GRRRE GAMES

## À DÉCOUVRIR



[Tous nos jeux](#)



[News](#)

[Dossiers](#)

[Interviews](#)

[GRRRoodies](#)

# Ma GRRREzine

GRRRE QUOI ?