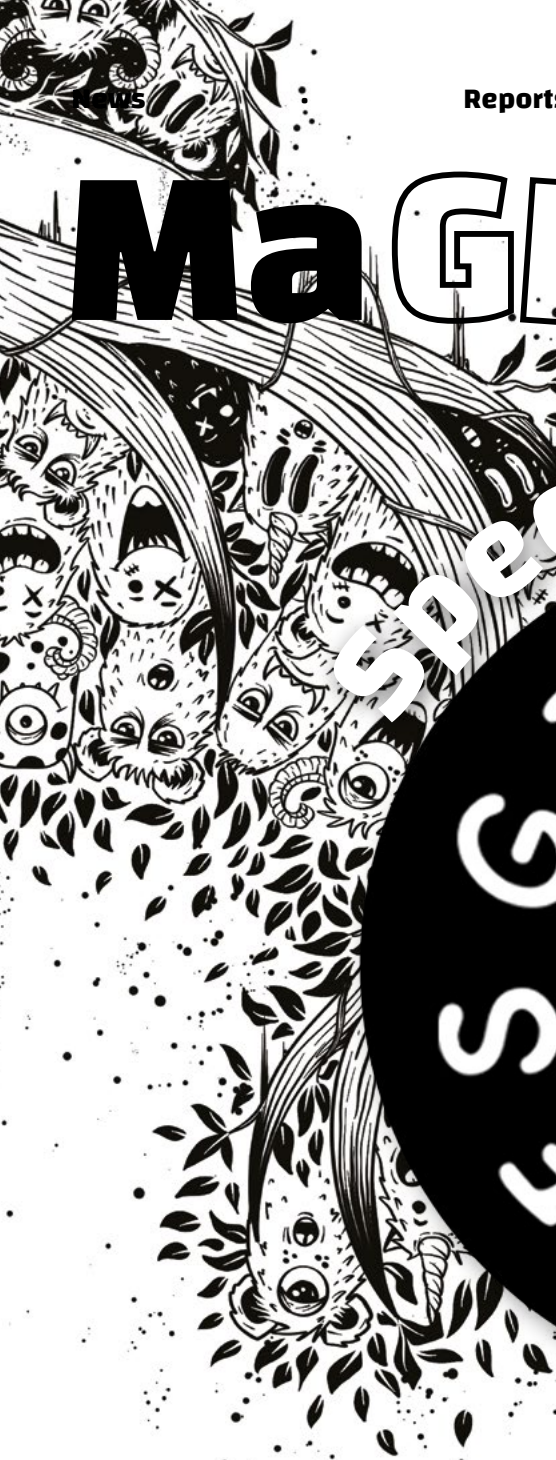


Ma GRRRRE zine

Issue 12 • November 2022



SPECIAL FEATURE





GRRROODIES

Stickable labels
for GRRRIGNETTES

Special Tuckboxes
Nidavellir
and its expansions
with sleeves



**WHAT'S NEW
AROUND HERE?**



RAUHA

NIDAVELLIR

SPHERE FRAGMENTS



Edito

Hello everyone,

Between the release of *Lockdown* and *Idavoll*, we spent our evenings and week-ends folding and packing the *GRRRignettes*!

A long and tedious work, we must admit! But, we were moved by the energy of this fabulous project that means a lot to us, made in France, in Grenoble.

We created GG to enjoy ourselves, and 2022 delighted us.

Allowing us to show you our ideas about two mythical games: *Cyrano* and *Lockdown* (formerly called *Mall of Horror*), to work with Inceptio Editions and Guy-Roger Duvert for the adaptation of *OUTSPHERE* and, finally, going back to *Nidavellir* with Serge Laget and Jean-Marie Minguez with *Idavoll*, has filled us with joy!

I hope you will enjoy playing it as much as us.

Have fun reading!

Florian
GRRRE Games



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

Credits

1

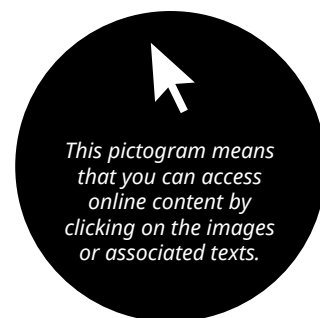
MaGRRREzine #12
November 2022

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Adrien Ribeiro

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Presentation *Fragments OUTSPHERE*
Presentation *Rauha*
Presentation *Lockdown*

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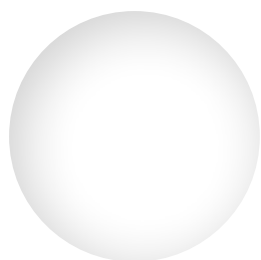
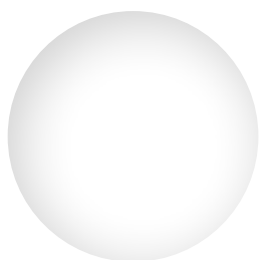
Shipment labels for the GRRRIGNETTES
Special Tuckboxes *Nidavellir* and expansions with sleeves

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Special feature

French Manufacturing

Discover the backstage of the manufacture of
our *GRRIGNETTES*.





Banners being checked.

The GRRRIGNETTES, gaming banners from Grenoble!

**We show you the backstage of this gaming
and human adventure.**

The backstage of the manufacture

Discovering the *GRRRIGNETTES* from Grenoble!

Last February, at FIJ 2022, we showed you this gaming ufo called *GRRRIGNETTES*. It was a visual graphical discrimination game using an app and produced in very small quantities. (100 copies only!) Thanks to the very warm welcome you gave to this gaming and decorative banner, we have decided to develop our production so we can give you access to this in your usual game store without any changes of its identity: a high-quality and original product made of fibre and made in France.

But before anything else, what are the *GRRRIGNETTES*? It is a sublime banner in fiber showing an original illustration from talented artists and is also a visual graphical discrimination game twisted and addictive!

The app allows to play: it will draw cards for you and will challenge you to find on the chosen banner the matching *GRRRIGNETTE* in a hypnotic musical atmosphere created by Zirio (cf. *Interview of Zirio*, p.10).

GAMING
ART



A game by Florian Grenier





Printing on transfer paper step.

The banner

Printed and stitched by Blues Brodeurs, in Sassenage, Grenoble area.

**Blues
Brodeurs**



Stitching of the hem.

The packaging

These stunning boxes are produced by FP Mercure Packaging in Saint Marcellin, fifty kilometres from Grenoble.

FP
mercure
PACK & PLV



Boxes folding.



Afternoon folding and packing.

The conditioning

French manufacture implies a significant raise of our manufacturing costs and it was vital to reduce the intermediates. So, we had to fold the boxes and banners by hand and package the whole.

It took us 1h to 1h10 to fold 100 boxes and 50 minutes to fold the banners and seal the boxes. We had, overall, to package 3000 boxes, mainly the two of us.

We had a great month of October XD! When we believe in a project, we dive in at 100 %!

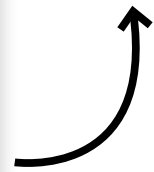
Part of the team from Blues Brodeurs with Céline.







by O'lee



"For the *GRRRIGNETTES*, we started with an idea of drawing I had made for an association (cf. *hazy sketch*).

From there, Floiran had an idea for a game, to find characters as fast as you can using an app: The *GRRRIGNETTES* were born!

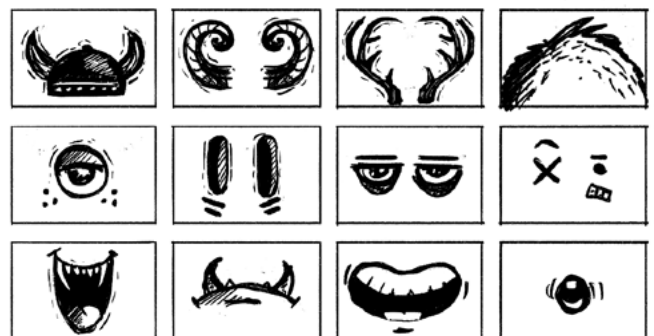
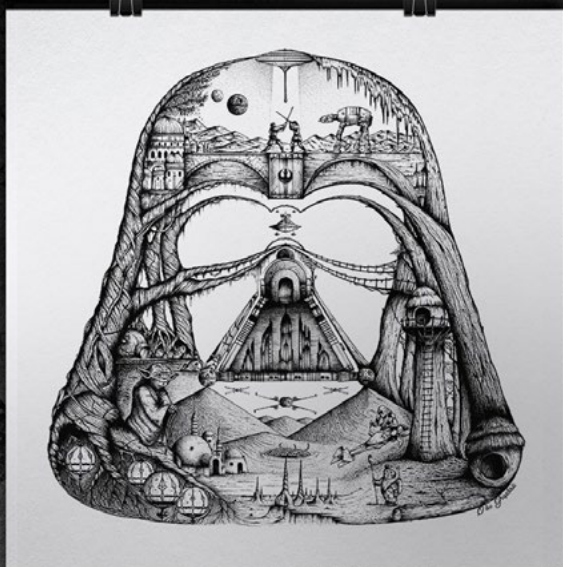
So I started sketching a few drafts with a dual reading as I like doing: a drawing within a drawing (cf. Darth Vader's helmet I made a few years ago).

As I love animals, I went with a stag head. The idea was to make a tree that would look like a stag.

Inside, I had fun making different doodles in the branches and roots (the english word doodle is a kind of drawing used in "Doodle art", using repetition and filling of shapes).

The hardest part was not to make twice the same doodle and to avoid too complex drawings. Therefore I used a colour code, so I did not get mixed up.

A very pleasant conundrum in the end and a real treat to draw!"





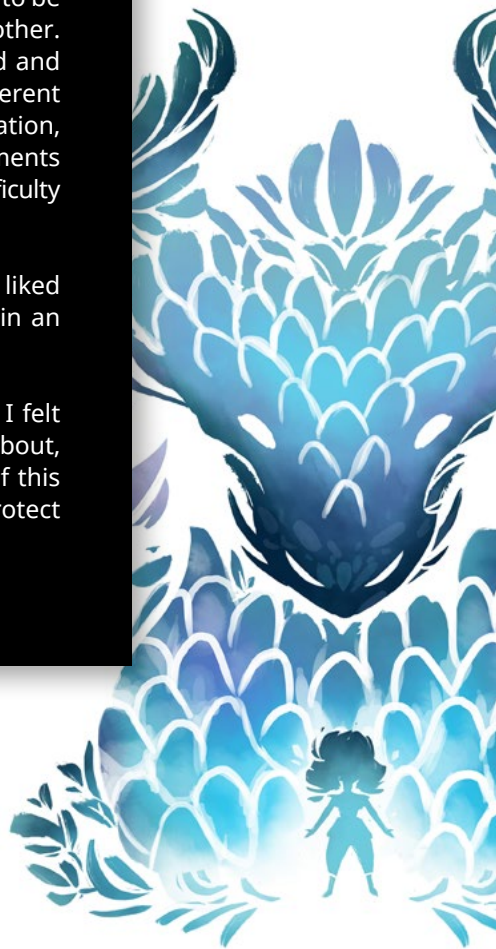
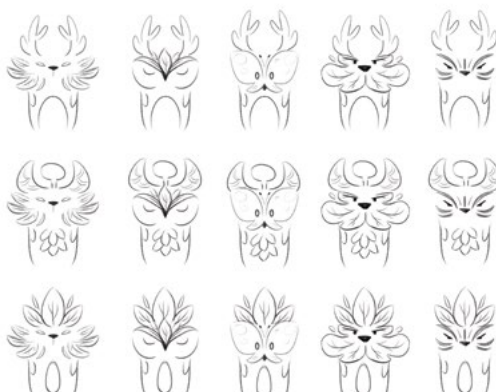
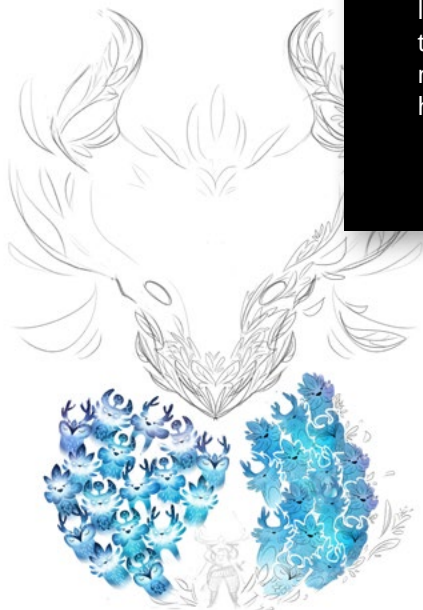
by Camille Chaussy

"I loved playing the *GRRRIGNETTES* with the beautiful version by O'lee, so when the GRRRE offered me to do a coloured version of the *GRRRIGNETTES*, I was thrilled to be part of this adventure.

This project was particularly challenging and interesting as I could do anything I wanted but I had to keep a clear readability of the illustration. Each *GRRRIGNETTE* had to be easily recognisable and easy to distinguish from the other. They have to be made of three parts (here hat, head and necklace) with, for each of the different parts, 4 different swappable versions. As I was colouring the illustration, I also had to find the right amount so that the elements would stand out but not too much to keep a proper difficulty in the game.

As for the composition of the illustration, the GRRRE liked a lot O'lee's version with the idea of an image within an image.

So I proposed a big dragon made of *GRRRIGNETTES*. I felt like creating a visual linked to a place that I care a lot about, the forest. And for the main character, the keeper of this magical place that summons the forest spirits to protect her."



Interview

Léo, aka "Zirio"



Photo credits: @steve.kgt

Hi Léo, could you introduce yourself for our readers? What do you do for a living? Where do you live? What are your hobbies?

Léo Hello everyone, I am, until proven otherwise, a human named Léo, born and living in Marseille.

Now, I spend a lot of time in a studio for my solo project Zirio. This latest project focuses on electronic music, mostly dancy and or rhythmic, melodic and thought-out.

There is also Ziris, a duo of melodic techno fuelled with a cinematic will (in the musical sense) that we developed with my friend Guillame (@Fainst) and the Cabaret Aléatoire in Marseille.

My relationship with sound has been there since I was little (if you meet me, ask me about the Chinese pans). It became a professional thing the year of my 22 summers where I started working for a post-production company as a Sound designer. I was able to mature my experience there with a wide variety of media related to sound such as movies (long and short), ads, cartoons, documentary, video games...

For more than 7 years, my chain of sound and social experiences kept on forging my creative desire I live with daily (and often keep me awake at night).

How did you meet GRRRE Games ?

Léo The encounter with the GRRRE'tmosphere (wow... that marketing moto, that sounds so lame) happened at Cannes Game Festival in 2019, when *Dany* came out. It was my first Cannes Festival and *Dany* was one of the main reasons I came (I swear it's true, I did not receive any checks to say any of that.). Then, the same year at Paris Est Ludique, I spoke to Flo and introduced myself with my Instagram pseudonym as we were following each other, we exchanged a few messages. The rest happened quite naturally. I met them during festival, we chatted, we met each other on the networks and exchanged through them.

This sincere simplicity though our correspondence confirmed the idea I had about their publishing philosophy, humane and passionate.

What was your part in the birth of the GRRRIGNETTES and was your work on this game?

Léo As in a cartoon, I developed the sonic universe of the GRRRIGNETTES with a methodology that consists in imagining a whole sonic aesthetic with as a single starting point, a picture. In that case, the fantastic illustration by O'lee.

To understand this approach properly, you need to know that a cartoon, before it reaches the sound studio, has, at best, only voices to go with it. All the other things have to be imagined and created to define a unique sonic universe.

For example, if you see somebody walking on sand, you expect a very specific sound.

But that is also when the subconscious gets into the game. This step in sand is not just identified by our hearing but with a stimulation multi-sensory:

- Sight: We see the foot in the sand, and we identify where the sound is coming from,
- Touch: We have memorised the feeling of sand on our skin,
- Smell: The smell of iodine if the scene is on the sea-side...

That challenge, as a sonic illustrator, is to make people feel several feelings in one: Hearing.

So we would work a "basic" sound and exaggerate it by mixing it with other sounds (that, most of the time, would have no link at all with the first one) to trick our subconscious.

Add to that a personal and a creative touch that matches the aesthetic of the project and its narrative will.

So, for the GRRRIGNETTES, the graphical design was already very strong. It already laid the architecture of a poetic and funny atmosphere.

As for the steps in sand, I first tested several sonic sketches. Elements that belonged to my vision of an imaginary collective.

Then, to add some emotions and reinforce the universe of these charming little critters, I had my pinch of sand, the one, I hope, that adds a few XP points to the soul of the project.

Could you tell us how to follow you and discover your creations?

Léo

*One link to rule them all,
One link to find me,
One link to bring them all,
And in my creativity bind them.*

<https://linktr.ee/zirio>

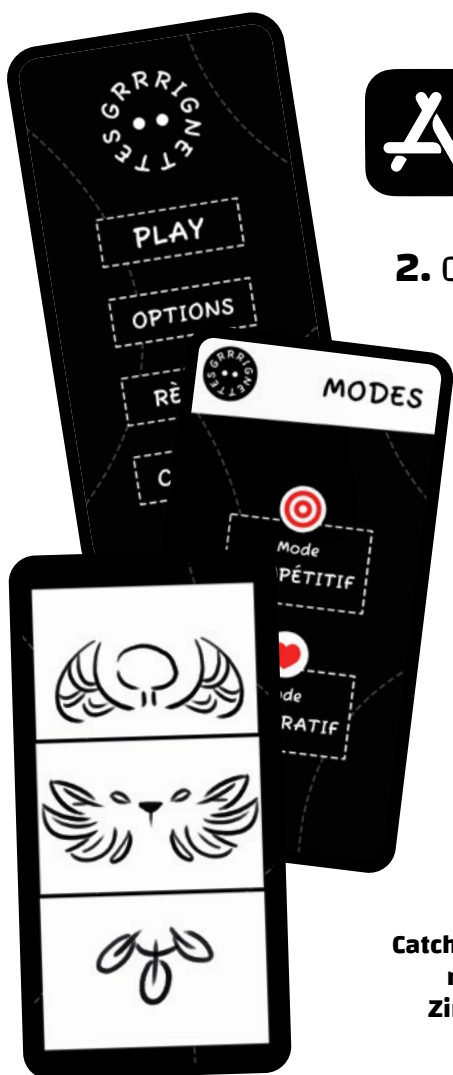




64 different little critters slipped into the illustration.

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!

What's new?

GRRRIGNETTES, Idavoll, Fragments Outsphere, Lockdown: a packed end of year but everyone will have their pick!

Dive into a role-playing game with no game master thanks to *Fragments OUTSPHERE*, betray joyfully and survive the apocalypse in *Lockdown*, and keep on the *Nidavellir* adventure with *Idavoll!*



2-5 | 45' | 10+

An expansion from Serge Laget
illustrated by Jean-Marie Minguez

Requires the *Nidavellir* base game
to be played.

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!



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.**



THROUGH THE FIRST 3 TURNS OF AGE 1, SWAP THE DWARVES OF THE DANKING DRAGON TAVERN WITH CREATURES FROM IDAVOLL!

PICK A CARD THAT WILL ALLOW YOU TO STRENGTHEN YOUR STRATEGY FOR THE REST OF THE GAME.



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.

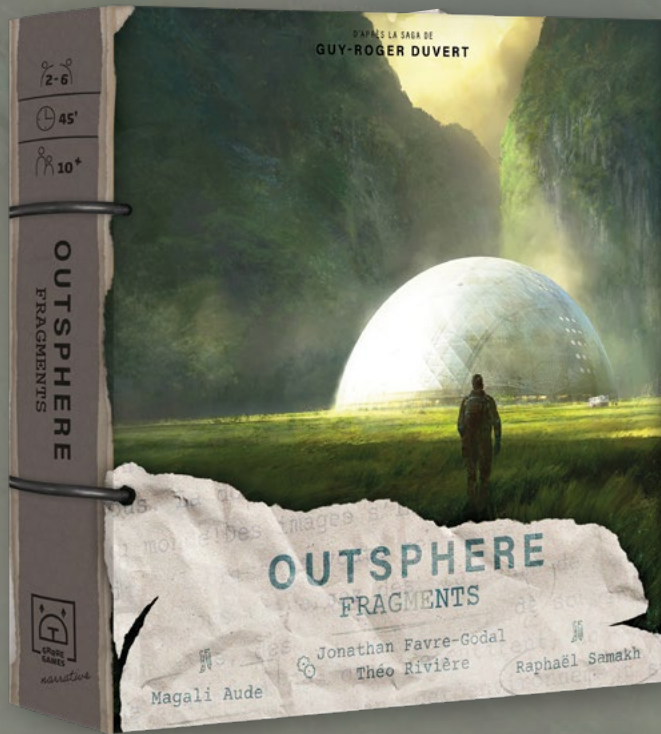
SLEEVES FOR THE EXPANSION



Finally, sleeves, especially designed for the expansion, are directly included in the box of Idavoll!

You may find the special sleeves for Nidavellir and Thingvellir exclusively for sale on <https://grrre-shop.com>.





2-6 | 45' | 10+

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

**TO BE RELEASED IN
December 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.

Embody 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.





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



2-5 | 45' | 10+

A game from Johannes Goupy
and Théo Rivière
illustrated by O'lee

**After millennia of aridity,
life springs again on Rauha.**

As a venerable Shaman,
move your avatar around your world
to shape it and turn it into a cradle
of life energy.

To be released
January 13th, 2023

• Highlights •

Short rules for an intense and strategic game

An atypical card choosing system

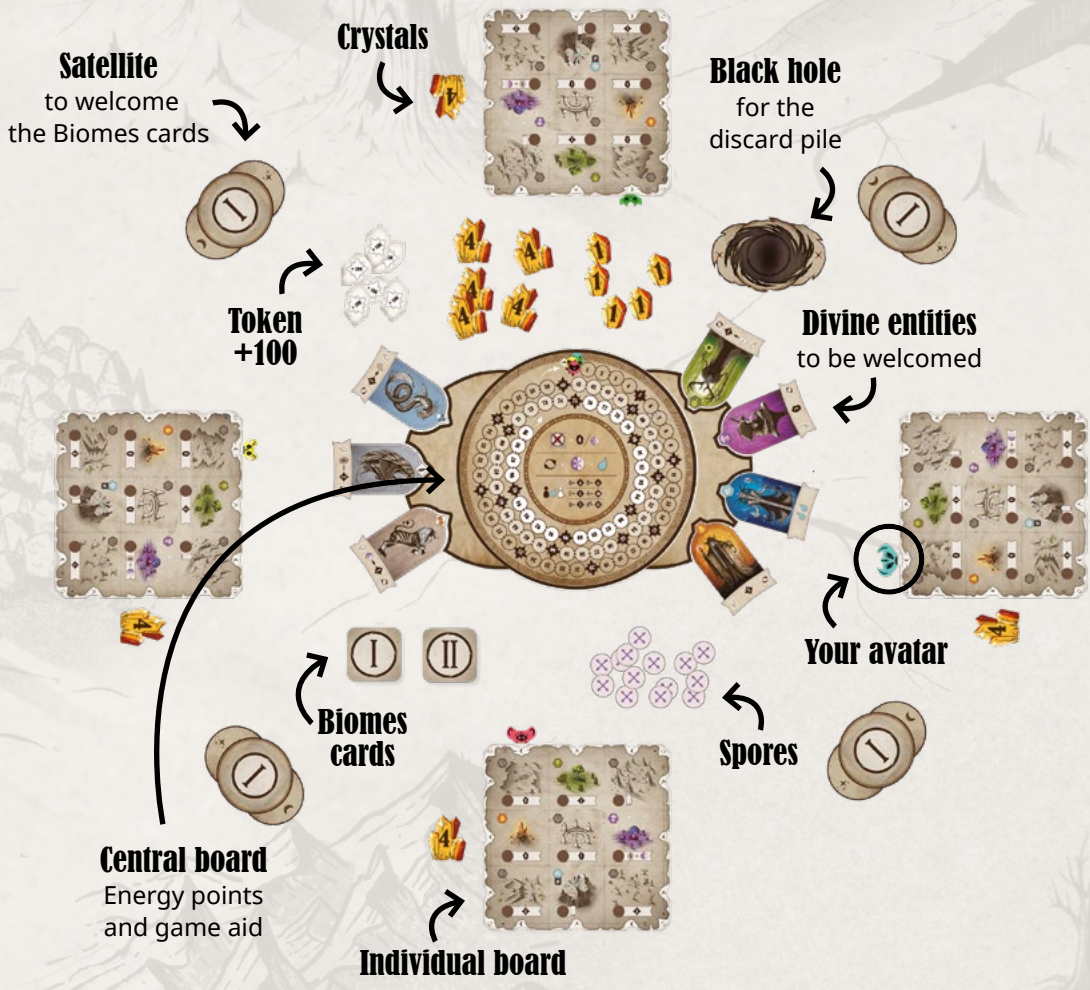
Constant indirect interaction

As exciting from 2 to 5 players,
without any change to the rules



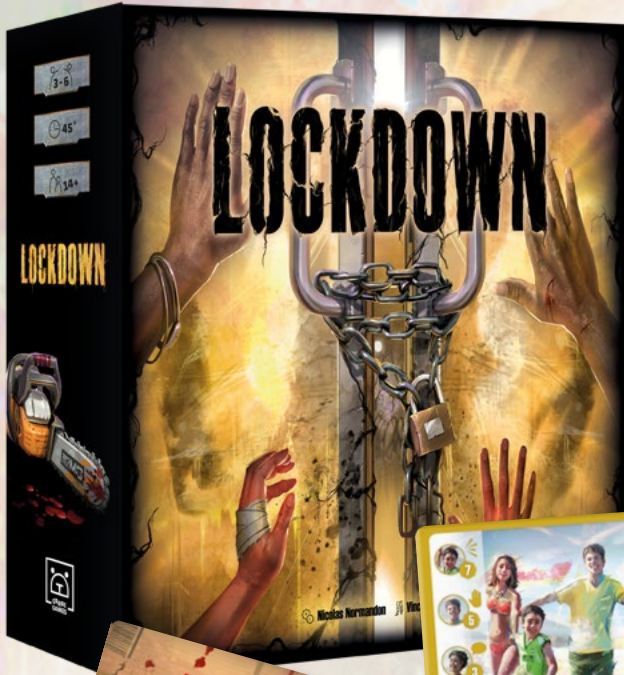
Teaser of RAUHA.

How do you play?



Using a singular drafting game mechanic, welcome divinities, develop your world and move your avatar around to turn it into a cradle of energy, keeper of serenity and harmony for the centuries to come.





3-6 | 45' | 14+

A game from Nicolas Normandon
illustrated by Vincent Lefèvre



Do you like games with a gripping atmosphere with tough choices?

Try LOCKDOWN!



Rules explained while playing Lockdown.



The game.



GRRRE GAMES DECLINES ANY RESPONSIBILITY WITH THE LOSS OF YOUR FRIENDS. MOREOVER, WE ADVISE YOU TO PLAY WITH THE ONES YOU LIKE LESS TO PREVENT ANY REGRETS.

Releases schedule



DEVELOPEMENT
Game play and
Artwork



FILES FINALISATION



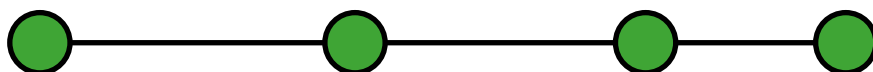
PRODUCTION



ARRIVAL IN STORES

LOCKDOWN

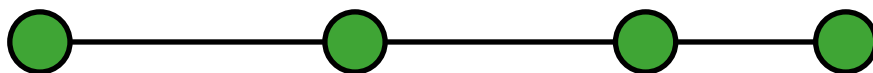
Nicolas Normandon,
Vincent Lefevre



In stores!

IDAVOLL

Serge Laget,
Jean-Marie Minguez



In stores!

GRRRIGNETTES

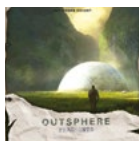
Florian Grenier
Camille Chaussy
O'lee



In stores!

FRAGMENTS OUTSPHERE

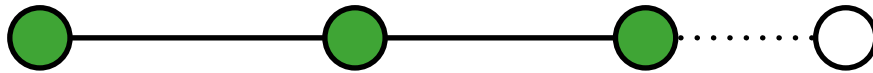
Jonathan Favre-Godal,
Théo Rivière,
Magali Aude,
Raphaël Samakh



Forecast:
December
2022

RAUHA

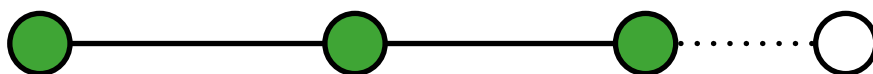
Johannes Goupy,
Théo Rivière,
O'lee



Forecast:
January
2023

THE ARTEMIS ODYSSEY

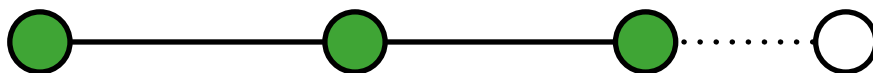
Bruno Faidutti,
Serge Laget,
Cristian Romero



Forecast:
In 2023

HAMLET

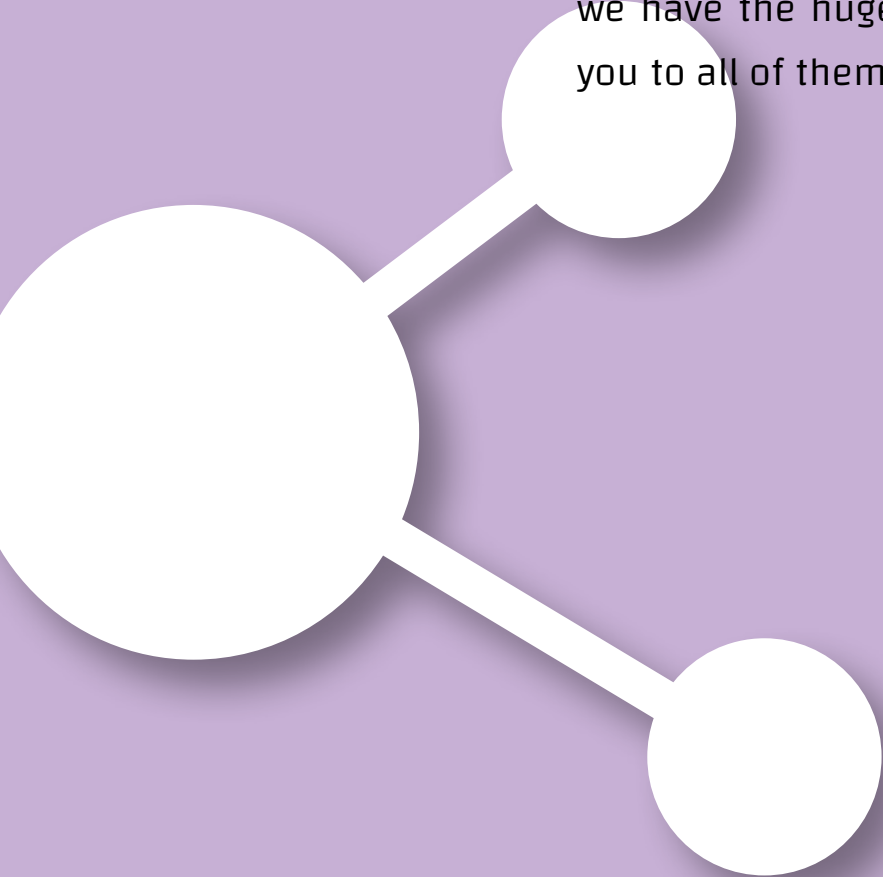
David Chircop,
Yusuf Artun,
Sara Campos



Forecast:
In 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!



Our latest news!

SUPPORT US,
SUBSCRIBE!




Trailer, game explanation, Inside, interviews, and much more...
Subscribe to the GRRRE Games channel!



êtes-vous prêt
ire pour sauver
otre famille ?

LOCKDOWN

DAVOLL


MISE À JOUR DE L'APPLICATION DISPONIBLE !



TELÉCHARGEMENT GRATUIT SUR
APPSTORE & PLAYSTORE



Follow us on social networks to be aware of our news in real time!

Get to know Léo who hosts the GRRRE Games Twitch channel. A moment to exchange, ask questions and get exclusive news before everyone else!



TURN 1/5
AVEC JEAN-MARIE MINQUEZ !

PARTIE EN LIVE
02/11/2022





Download the previous issues of the MaGRRREzine on our website!

In the issue of September, you will find an exclusive focus on *Lockdown* with interviews of the designer and illustrator, but also exclusive GRRROODIES !

An extract!

Click on the cover to download it.



People talk a
It is happening in the board ga
industry, so we talk about it here

Thomas Favrelic
you introduce yourself to
, work, hobby, passion...)

Thomas Favrelière, native
ix-Sèvres (79), assembler
company. A fan of board
changed my job at the
ne master in the Dé en
e (79) and board game

Cannes festival with
Do you have othe
If yes, can you talk a
sher, name and kind

Thomas After my meet
to have my first contact
will be published by Blue
of 2023 or beginn
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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 how he...



before we
was rather quick. We
the plot without revealing too much of the adventure.
Once again, the choice of the sketch number 3 was
the right one!





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 ?

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.



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).

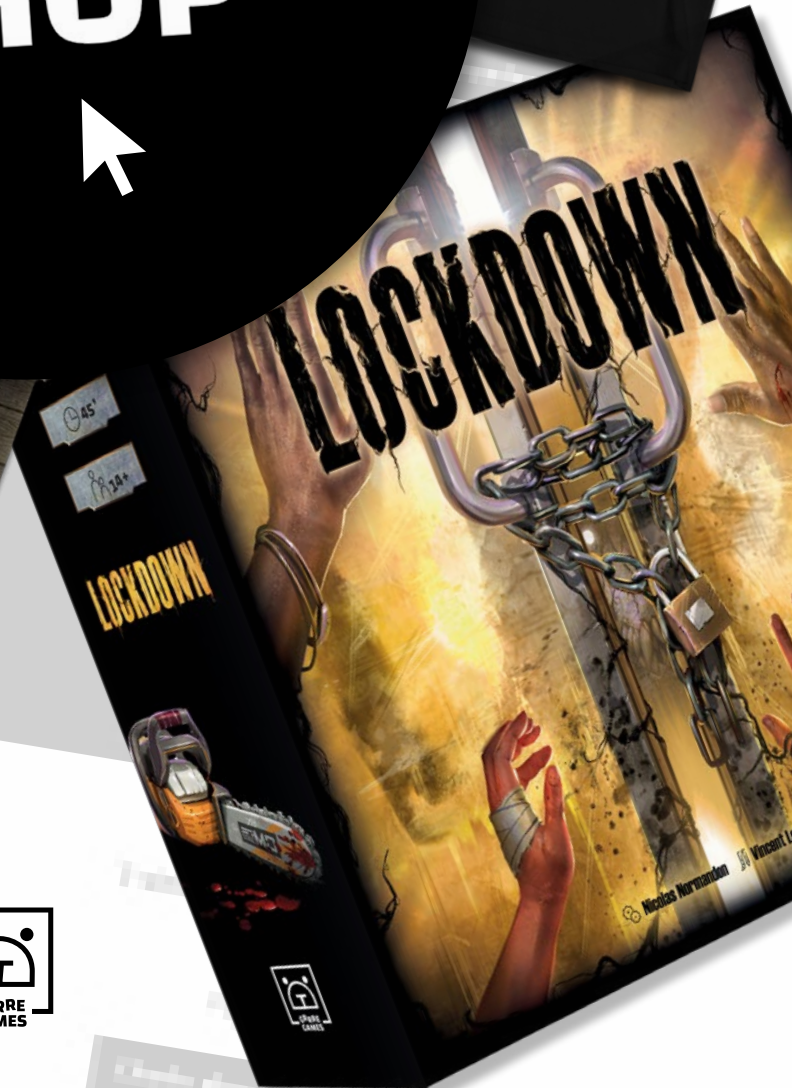


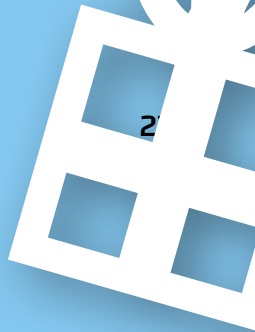
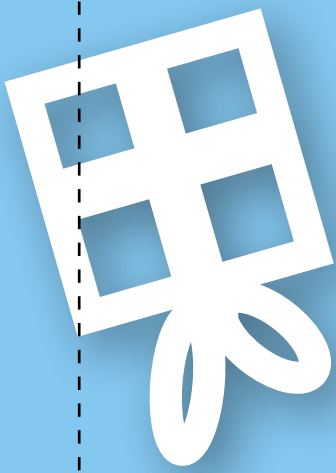
A game of Lockdown, Cannes 2022.



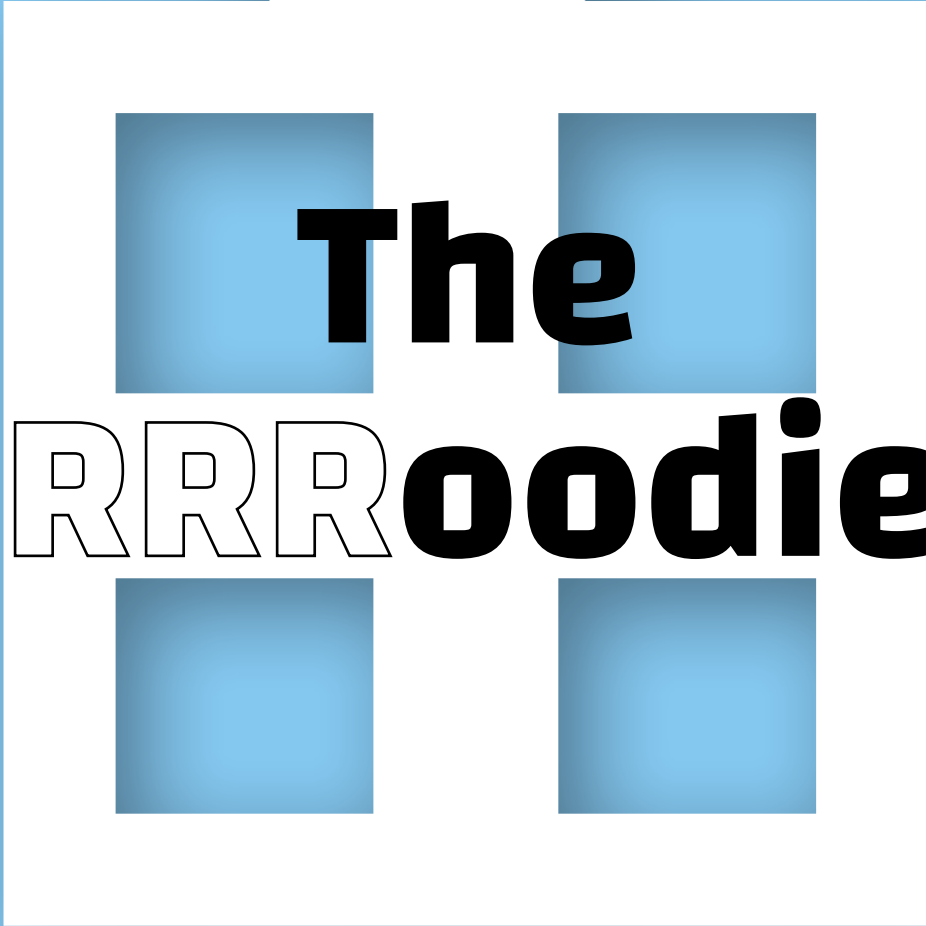
www.grrre-shop.com

GRRRE SHOP

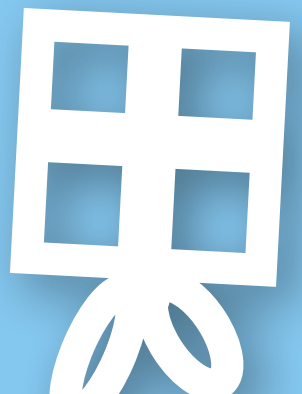




The
GRRRRoodies



Gifts to thank you all!



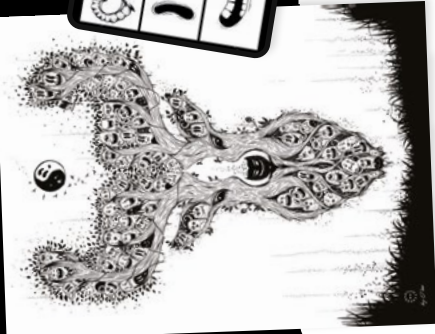
Special sticker labels GRRRIGNETTES


The GRRRIGNETTES box has a perfect shape to be shipped!

1. Print the label on self-adhesive paper.
2. Write a kind word, as well as the recipient address in the dedicated area.
3. Stick the label on the back of the GRRRIGNETTES box.
4. Put the appropriate stamp on it.
5. Ship the box to delight your loved ones!


A game by Florian Grenier
64 different little critters
slipped into the illustration.

by Olive







AppStore





PlayStore

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









Made in France

Contents: a 84 x 60 cm fabric banner with a hem which can be hung on the wall with a curtain rod (not supplied).





A game by Florian Grenier

64 different little critters
slipped into the illustration.

by Camille Chevassé



Four horizontal lines for writing, with a dashed line above the top line.



Contents: a 84 x 60 cm fabric banner with a hem which can be hung on the wall with a curtain rod (not supplied).



AppStore



PlayStore

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

A game by Florian Grenier

64 different little critters
slipped into the illustration.

by O'lee



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AppStore



PlayStore

A large fabric banner template with a dark blue border and a white center. The banner features a yellow sun-like shape on the left with a circular logo containing the text 'GRRRIGNETTE'. The center has a dashed line for a hem and several horizontal lines for writing. On the right, there are logos for 'GRRRIGAMES', the French flag, and the Grenoble logo. The banner is decorated with small yellow stars and dark blue pointed shapes.

Contents: a 84 x 60 cm fabric banner with a hem which can be hung on the wall with a curtain rod (not supplied).



Made in France





A game by Florian Grenier
64 different little critters
slipped into the illustration.

by Camille Chaussey



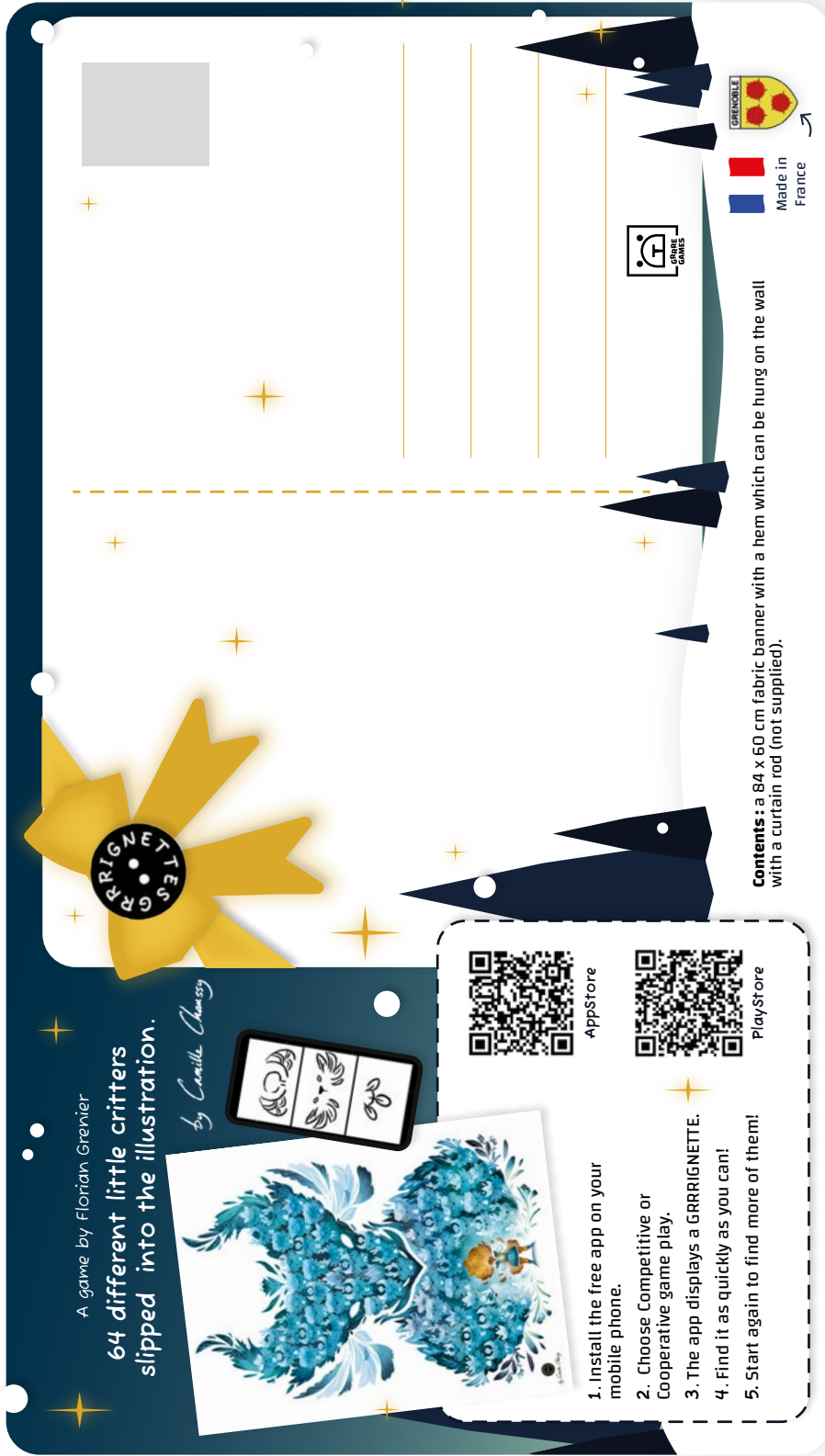
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Contents: a 84 x 60 cm fabric banner with a hem which can be hung on the wall with a curtain rod (not supplied).

The special Nidavellir tuckboxes for the sleeves

to be printed

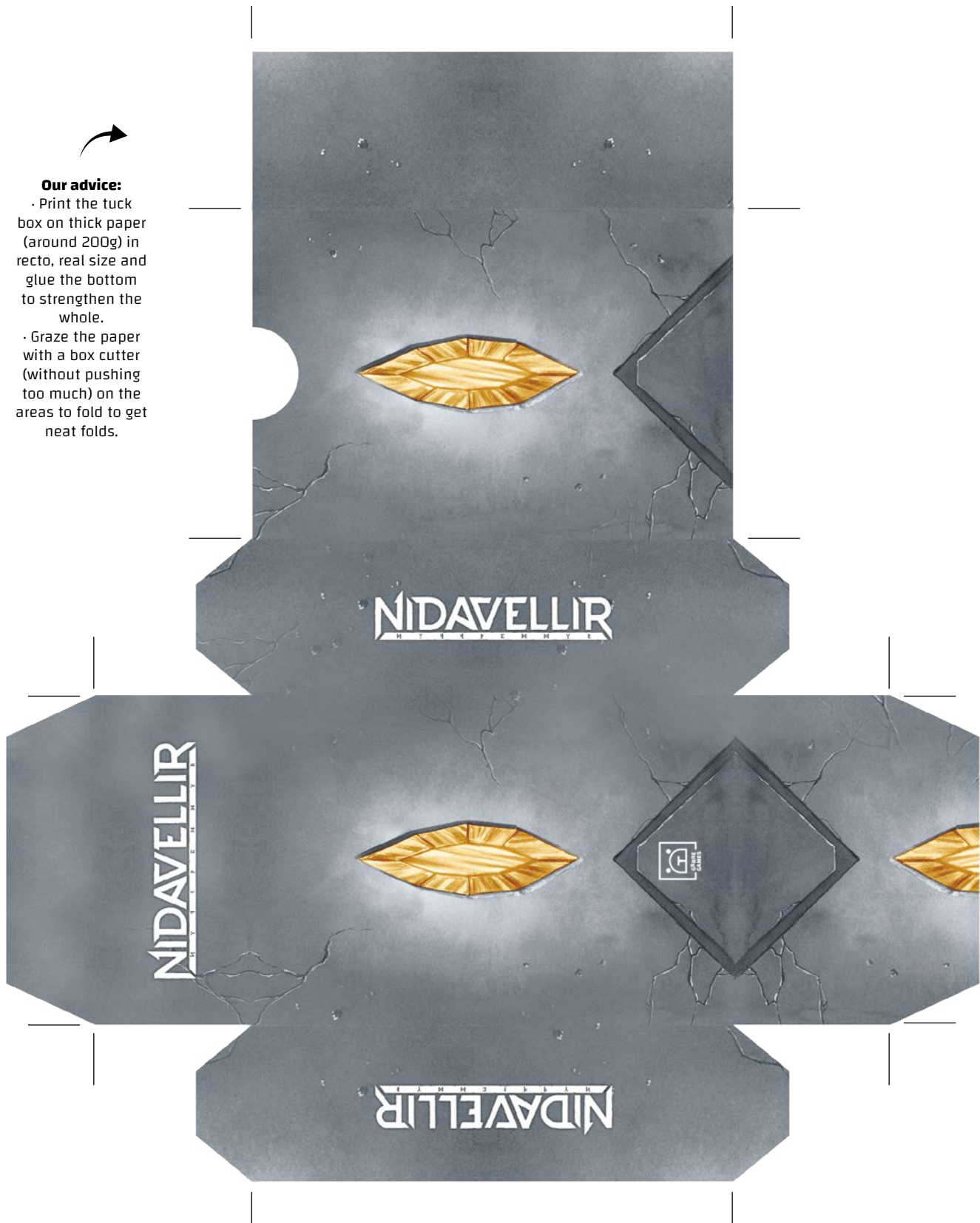
This month, we keep on the GRRRE Games Tuck boxes with boxes to pack your Nidavellir, and its two expansions, sleeved cards!

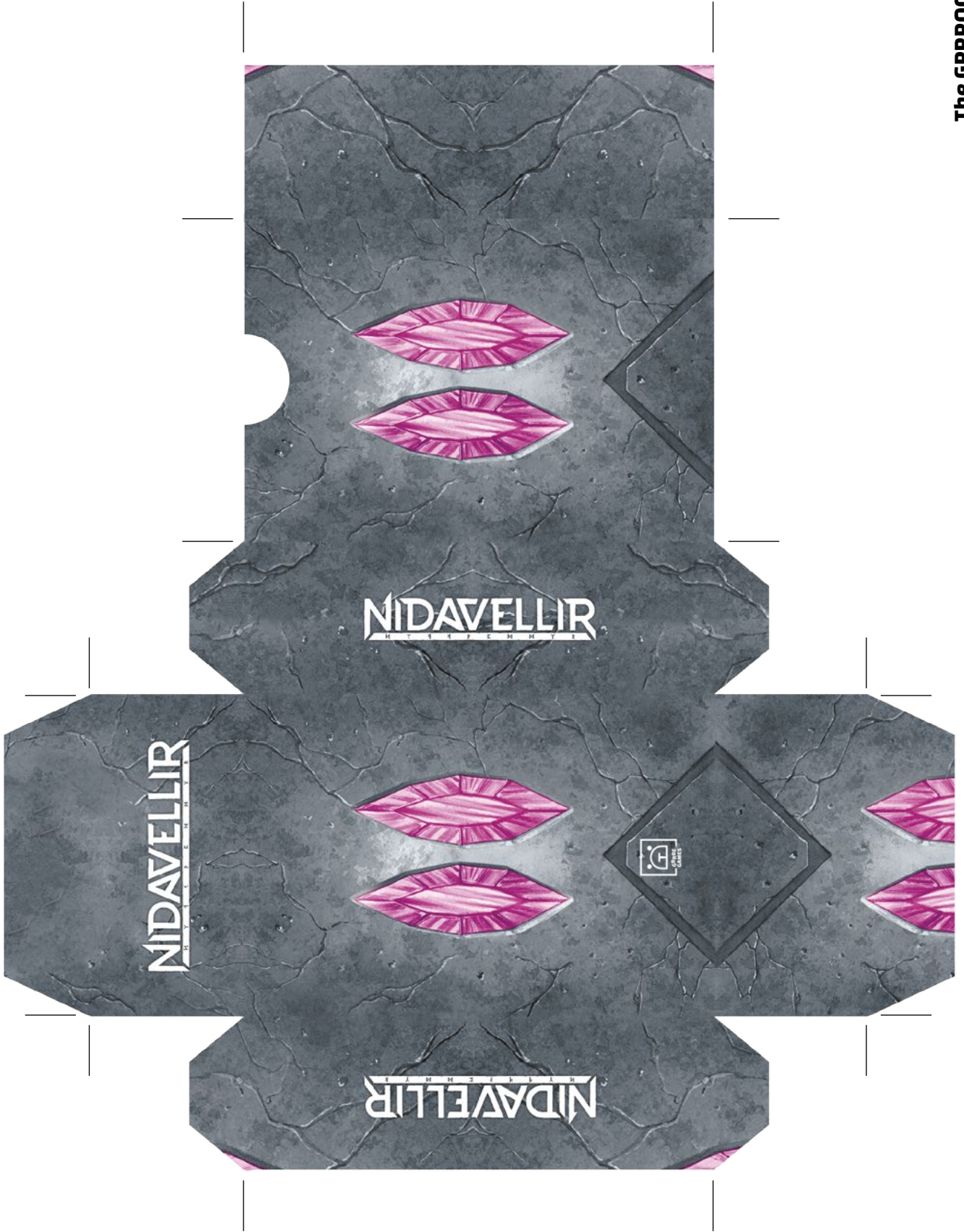


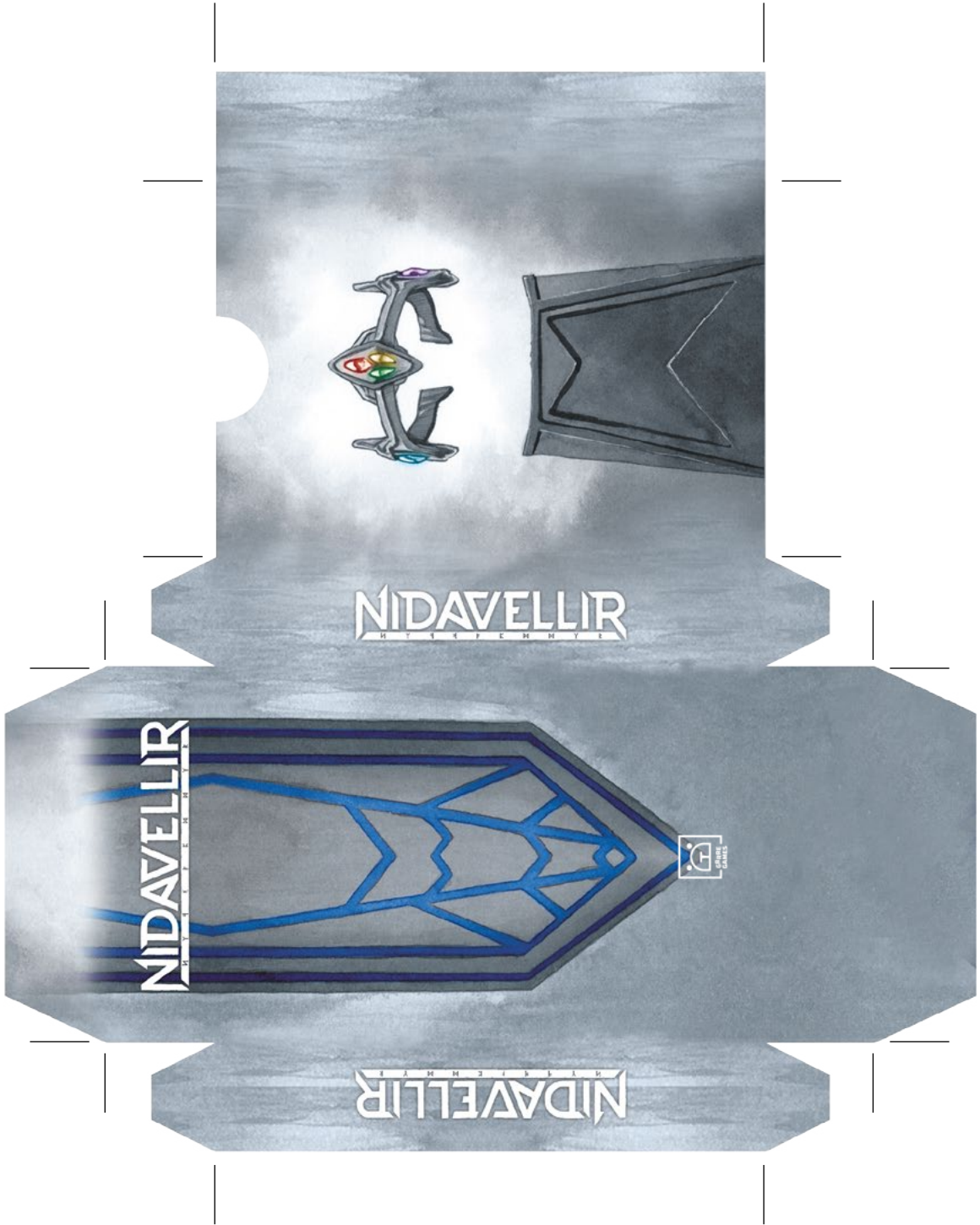
Our advice:

- 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.





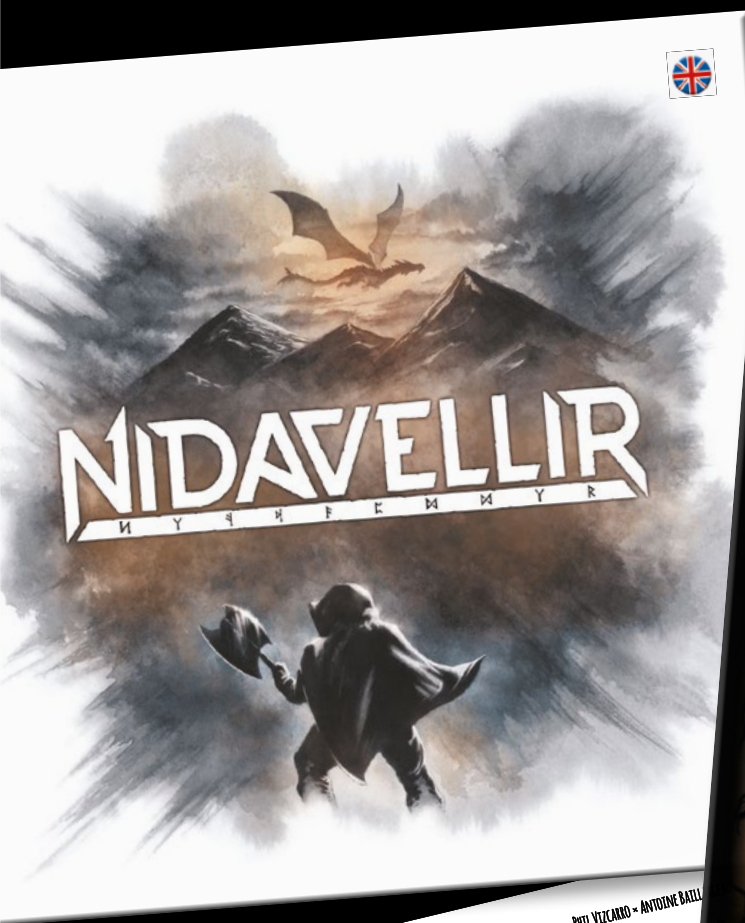






The rules of all our games may be downloaded from

<https://www.grrre-games.com/telechargements/>



Goal of the game

You play as poets. You will write short poems to reunite as much broken hearts as possible in order to win the game.

Rules

1. Creating the poems

2. Originality of the poems

3. Beauty of the poems

The Quatrain

Each round, the person who has the bags: Rhyme dice and rolls it in the centre of the table and rolls them in the centre of the table.

Then, the person who has the bags: Rhyme dice and rolls it in the centre of the table and rolls them in the centre of the table.

Then, the person who has the bags: Rhyme dice and rolls it in the centre of the table and rolls them in the centre of the table.

Prologue

"The first contacts are telling you a lot about the universe you are currently in, the situation you are in but also the character you embody."

RULES

Flip the chosen Theme card and read it out loud. Together, agree on the words to fill in the blanks.

In turn, read your character card out loud filling in the blanks as you wish.

Example of a game start

1 year ago the dead started rising from their graves. Institutions as we knew them were overthrown as the zombies invaded the world. We gathered 10 people and we created together a community in a camp away from the cities in the vectors.

20 minutes, 10 years, a generation, etc.

My name is Valeriane, I am 50 years old. I own a bag full of trinkets from my previous life. I own a strong temperament that allows me to impose myself as a natural leader for this camp.

The story begins

The person who starts the game is the last one who had a feeling of déjà-vu. Then, in turn, clockwise, each storyteller plays.

To play consists in drawing a Word card and telling a fragment of the story inspired by the word that was just revealed: a feeling, an action, a place or a secondary character... The only limit is your imagination.

Then, it is the turn of the next person to draw a word card and tell a fragment of the story.

THINGVELLIR

This expansion can be confusing because behind its very simple rules is hidden a multitude of new mythologies. We recommend that you take the time to familiarize yourself with the base game before playing Thingvellir adventures. Starting directly with the expansion added to the base game could make your choices difficult and / or random, and it would be in order to counter what your partners do.

IDAVOLL

It will change your game habits and we advise you to play one or two games with the base game and Idavoll before you add Thingvellir. This expansion involves characters that are a lot more powerful and iconic than your heroes, but do not forget that without the base game, Idavoll would be a lot less fun!



Find all of our games on our site!

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

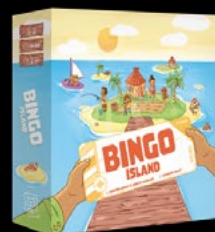
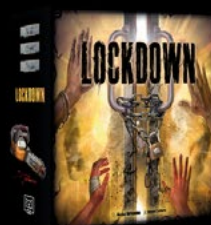
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