

# Ma GRRRRE zine

Issue 13 • January 2023



## RAUHA



### GRRROODIES

Special Tuck boxes  
and origami boxes  
for sleeves for RAUHA



# Special focus

# РАЛИНА



# Edito

Hello everyone,

The whole GG team wishes you a beautiful and happy new year! To begin this wonderful year, what could be better than taking you with us in the world of *Rauha*, our latest release in our Advanced Range that we launched with *Nidavellir*.

We also leave it up to you to discover the video made by Role'N Play for Lockdown. It is always a pleasure to share some time with them. You will also be able to discover the launch of "*Levons la tête de nos jeux*" (TN : *Let's get our heads out of our games*), a series of videos where you will accompany me to meet inspiring people in many ways!

It is the final stretch for the preparation for Cannes, so we have got to go, have fun reading!

Florian  
GRRRE Games



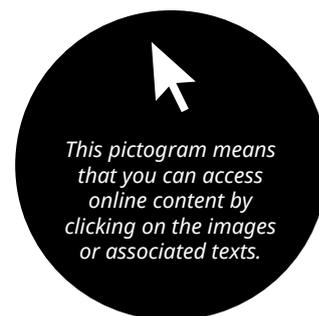
**The magazine that bears  
no resemblance to any other!**

MaGRRREzine #13  
January 2023

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and Twitter**



# Summary



## Special Report RAUHA

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- Presentation *Idavoll*
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# Special feature

## RAUHA

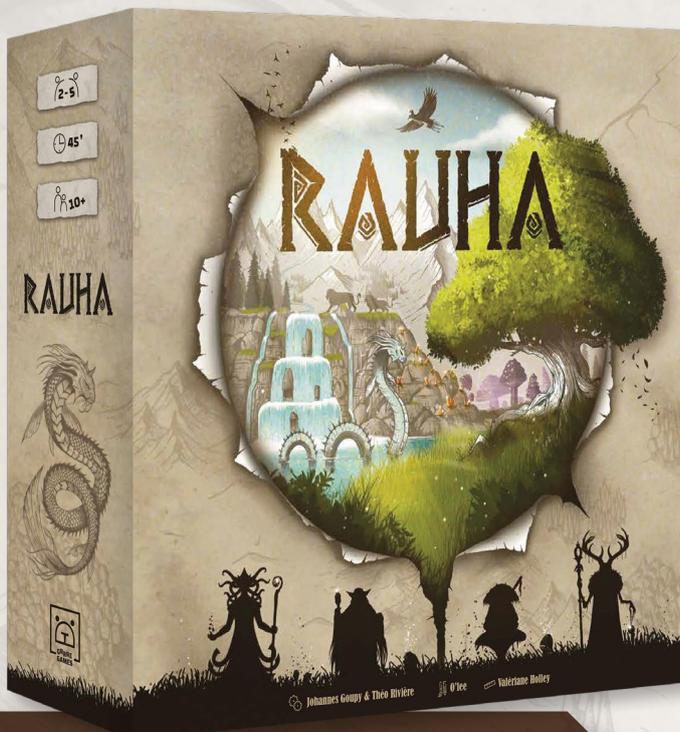
This year begins with an expected release in our advanced range at GRRRE Games with Rauha, a game by Johannes Goupy and Théo Rivière. Without further ado, dive into the original and abundant world of this game!



*Divine entities Biomes.*

# **RAUHA, or the promise of a world in harmony**

**Discover the behind-the-scenes of the creation  
of RAUHA through its different creation process steps  
decripted by its designers and illustrator.**



2-5 | 45' | 10+

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

## Available in retail

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.

### • 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

With an atypical card drafting system, welcome divine entities, develop your world and move your avatar around it to turn it into a cradle of energy, keeper of serenity and harmony for the centuries to come.

The game is divided into 4 rounds, each split into 3 turns of "draft" and 1 scoring Energy Points (= victory points) phase.

- Through each round, 4 Biome cards are placed in between each player.
- Take the cards on your left or on your right, according to the location of your avatar, and pick one.
- Clockwise, starting with the player who has the most Energy points, each places his or her card on the board, eventually paying its cost, and then activates all the Biomes in the column or the line facing the Avatar's location. Next, move your avatar clockwise.
- The alignment of the types of Biomes and Animals on your board will allow you to welcome Divine entities with unique abilities!

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



SLEEVES  
65x65mm

Find the sleeves  
compatible with Rauha on  
<https://grrre-shop.com>  
or in your favourite store



And discover  
this game  
in a few seconds  
right here!





# RAUHA

OUVERTURE DE BOITE



# RAUHA

EXPLICATION DES RÈGLES



# RAUHA

LA PARTIE COMPLÈTE



# The illustrations in detail

By O'lee

On the occasion of the release of *Rauha*, we asked O'lee to tell us about his work and his creative process for the game's illustrations.

## Presentation

Hello, my name is Elodie Evanno (aka "O'lee graphiste"). I have been a freelance illustrator for a couple of years already and I live in Brittany, near the Crozon peninsula. For a long time, I have practised black and white with ink, but now, I mostly work on my iPad (with a software called Procreate) and my drawing tablet, a true revolution for the time gained and for the creative process as well. So now, I deal with colour more calmly and it is a real pleasure.



O'lee



Packaging for LEGAST chocolate.

## Experience

After my studies at Ecole Pivaut, I have been a graphic artist, graphic designer, and web designer in many agencies in Nantes for a few years. Then, I started my own business and created my own brand of clothing. I was then noticed by several clothing surf and board sports brands (a sport that I practise from time to time on the peninsula) including a brand from Brest, that hired me for more than a year. Now, I am back to my first love, drawing, and illustration as a freelance illustrator. Nowadays, I work for different publishing companies for the cover of their books, but I also work for a Belgian chocolate maker, for motor shows, music bands ... and now board games. I am very happy to be able to work on different projects, it is diverse and highly fulfilling.

## Rauha: inspirations and research

It was the first time I've worked on a board game: GRRRE games gave me an opportunity and it was an extremely nice collaboration.

However, I had already worked with them on a first game, the GRRRignettes, a gaming banner (a kind of appetisers for the gaming industry and teamwork).

Then, they offered me to work on Rauha after a short brief about the board.

There were some cards, biomes, characters, shamans... As I had already worked on imaginary cartography for books or records, it was almost obvious to go on with this.



*Research and sketch of a character.*



*Sketches of the Biomes.*



*Sketch of the individual board.*

## The cartography and the Biomes

A first idea came rather quickly: make an isometric map to easily add the different worlds and biomes.

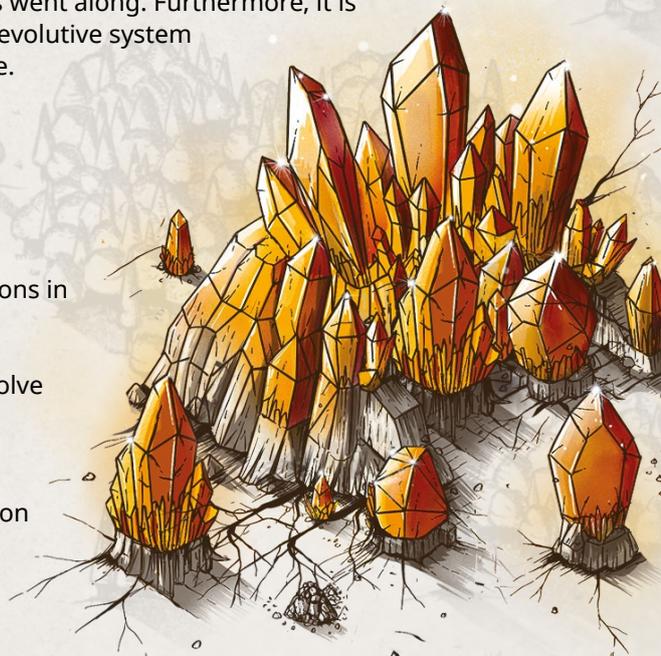
(Isometric map: map made from a grid, where the elements have a constant size, which allows moving anything anywhere without having to change its shape or perspective. It is commonly used in video games.)

With this, I could remove or add elements as things went along. Furthermore, it is a rather evolutive system over time.

It was not necessarily easy to draw the biomes and their evolutions in a space so small, but it was also a challenge.

The hardest part was to add elements so the universe would evolve without adding too much as I love details, that part was not the easiest...

So, I had many discussions with Florian and Valériane so I could be coherent with the story and the design. For the creation process, I did a global sketch, then I went on the character's creation quickly so I could determine the global universe.



## The characters and divine entities

These are the ones that give the game its tone and colours.

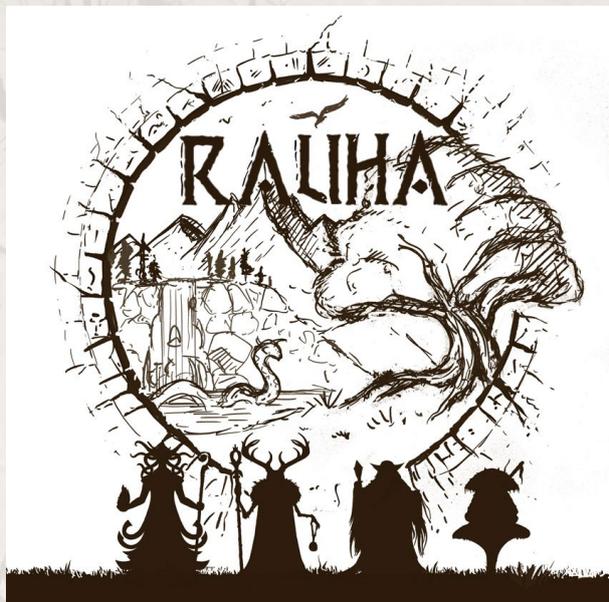
I enjoyed drawing about shamanism, and its mystical aspect (which matches my Celtics and Breton origin).

I had to create 7 characters, with 7 themes: forest, crystals, mushrooms, water, earth, sea, sky... So I have worked to give its own identity to each, non-gendered, with proper distinct colours.

We agreed pretty quickly on the characters (besides the water-related one as it was more complex, I did several tries to find the better approach).



Creation steps for two Divine entities, Animals and Biome.



## The cover

We went for a round shape as a reminder of the scoring board inside.

For the rest, I tried to reassemble all the biomes in a single drawing and the 4 characters in silhouette to keep a little mystery.

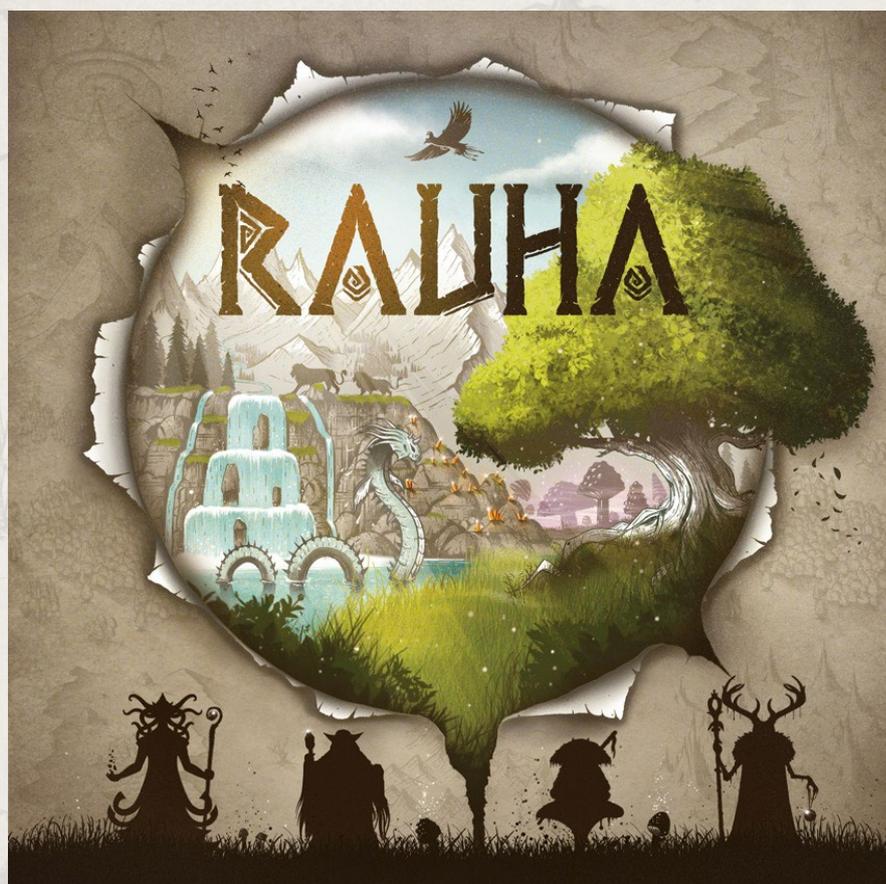
At first, I was using a stone circle a bit as a door (a small nod, surely unknowingly, to "Stargate").



Then, with Valérie and Florian, we decided to go for a torn paper style, as if the universe of the game was coming out of the box.

For the process, I work on a pencil sketch. Then, once it was validated, I directly coloured it on the iPad.

*Different creation steps of the cover until the final proposition.*





*Théo Rivière and Johannes Goupy*

## Interview

# Johannes Goupy and Théo Rivière

**Could you introduce yourselves in a few words for our readers who may not know you yet?**

**Théo** Hello everyone! I am Théo, and I have been a full-time board game designer for more or less 5 years, I am 31 and I live in the wonderful city of Brussels. In my life, I like to read, cook and play :)

**Johannes** Hello to all. I am Johannes, a passionate designer, I live nearby Grenoble. My creation instinct is guided by the gaming experience. What I like are card-driven combo games!

**How did you meet and how was this collaboration with *Rauha* born?**

**Théo** I met Johannes during a party at the Cannes game festival. I realised a bit later that he was one of the designers of *Queenz* that I liked. So, I sent him a message to congratulate him and he offered that we work together.

**What was the starting point of the game? A game mechanic? A feeling? A universe?**

**Johannes** The initial impulse of the game was around the desire to create a board-building game. We wanted a simple and accessible game but with a nice thoroughness and a good share of interaction. What we were looking for was feeling through a mechanic.

**Théo** Funny story, this board building concept comes from a prototype that I have been dragging for years and that I propose regularly to new co-designers a bit as an ice breaker. The final result is far from the initial idea but I am glad to see where this game brought us together.

**Did you have any particular desire in the game creation or did the flow of inspiration from one and the other guide you through the process?**



*Prototype de RAUHA.*

**Théo** On my side, I never have any particular desire, I am just following what is going on, my urges, and the ones of the people I work with. I also think that a game will, more or less naturally, tend towards its best version, so I am letting myself be guided by this flow.

**What did the first version of the prototype look like and was it very different from the final version of the game?**

**Johannes** *Rauha* is part of the game that had a short development period. We discussed what we wanted to do theoretically and made very quickly a first prototype. After the first couple of tests, the game gave us a powerful vibe. We straighten it in some places and boost it in others, but in the end, when

you play *Rauha*, you have a game close to what we had in mind in the beginning.

**Could you briefly describe us the difference?**

**Théo** As for the game mechanics, I stand with Johannes, the game has, in the end, not evolved too much. The GRRRE Games team brought to our attention some points and we balanced all of them, but the game is close to the prototype. The theme was different though. Our prototype was based on the development of a city in a Mesopotamian-themed desert. The theme worked but was classic, maybe a bit out of date for GRRRE game. We were glad to see it evolve (after a little research) to what it is today.



Prototype de RAUHA.

**Do you have other games planned together? If yes, which ones, with which publishers?**

**Johannes** Indeed, with Théo, we have one thing in

common, it is the energy that we put into games, and as this first collaboration worked well, we lit up a second candle very quickly. The game is *Nautilus Island* is to be released in the first semester of 2023 with FunnyFox. It is a game with a beautiful identity as well. And, good things come in three, there is a nice common project being discussed with a publisher, but hush, it is a secret.

**Any Designer tips to start properly at Rauha?**

**Johannes** One of the many things I love in this game is that you can win using many different strategies, and you could even change it throughout the game. The first important thing, this game has a powerful engine. It means that if you build a combo, the game will answer strongly, but you need to manage the setup of all that during the game. Next, there is only one kind of resource in the game: crystals. The management of this resource is essential, I would advise you to avoid a crystal shortage while playing. And in the same way, having too much crystal is counterproductive. Instead, you may have fortified your engine or gained victory points directly. Finally, it is a game with a major interaction component. I would advise you to keep an eye on what is going on around you to thwart the plans of the opponents. Therefore, you could steal the characters from the other players to slow them down or spoil your opponents from the cards they are looking for to slow down their combo engine.

**Théo** Johannes has been full of advice (and I am often not too good at playing my own games so I will let you discover the fineness of *Rauha* by yourself!).

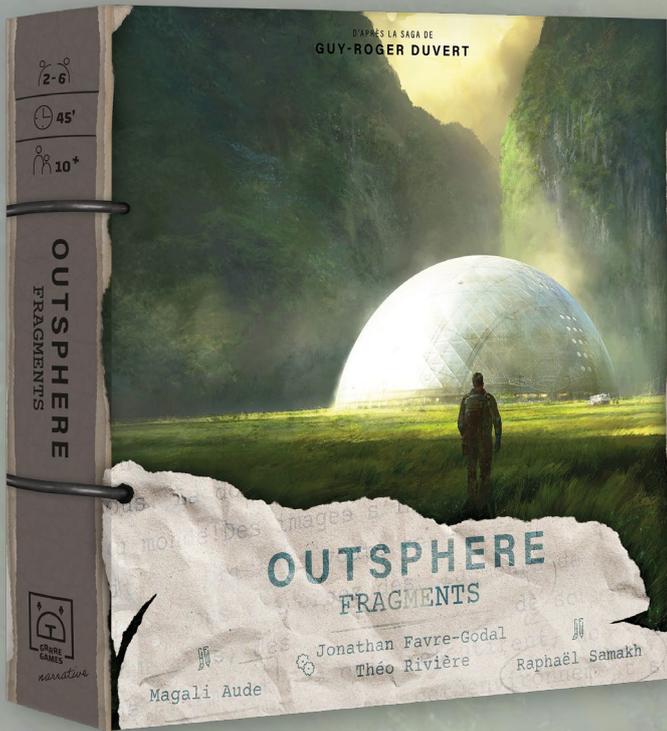


Trailer.



# What's new?

This month, let us sum up our latest releases, with different videos to introduce each game in detail! On the menu, we speak about *Fragments OUTSPHERE*, the *GRRRIGNETTES*, *Idavoll*, and a little bit more about *Lockdown* to spice things up.



2-6 | 45' | 10+

Un jeu de  
Jonathan Favre-Godal et Théo Rivière  
illustré par  
Magali Aude et Raphaël Samakh

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

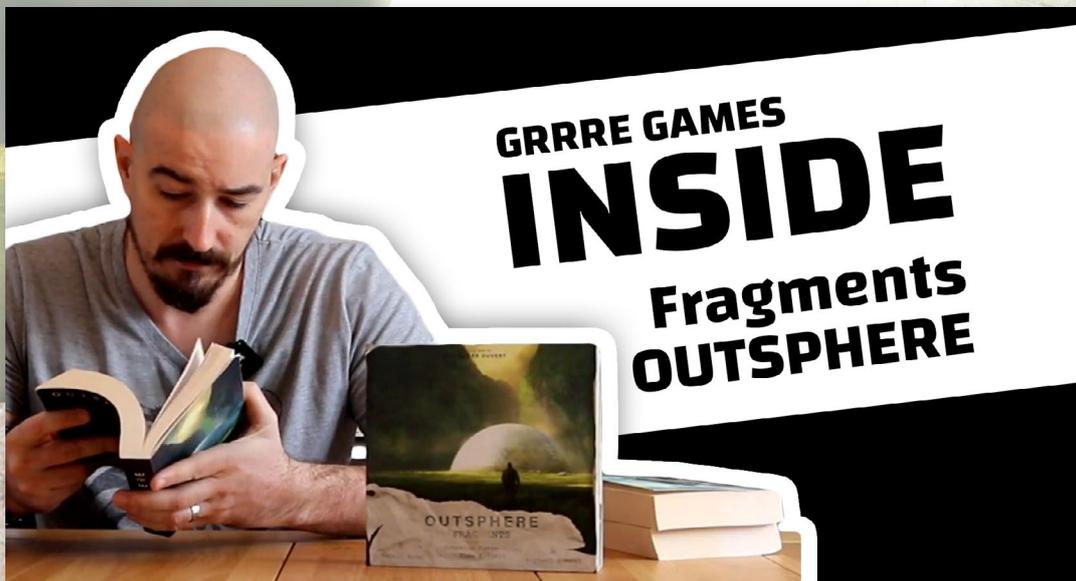
Dive into the universe of the OUTSPHERE saga from Guy-Roger Duvert. Search through your imagination, discover the secrets of Eden, this planet that should host Mankind.



Role'n play - #Fragments OUTSPHERE, the rules



Role'n play - #Fragments OUTSPHERE, the game: À la découverte de la Fourtruche



Inside #Fragments OUTSPHERE

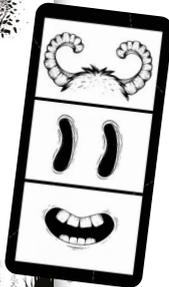
# THE FUN AND UNIQUE DECORATIVE BANNER



A game by Florian Grenier



On a table or pinned to a wall, with family or friends, competitively or cooperatively, you have only one goal, find the GRRRIGNETTES!

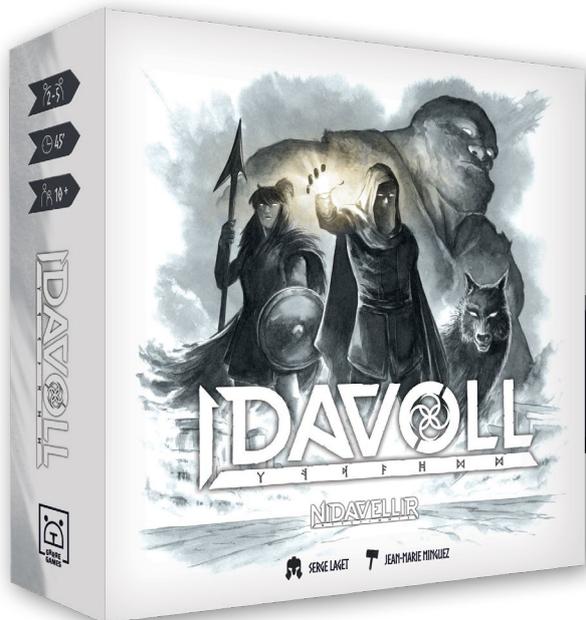


**Calie loved it!**  
Discover her Instagram post on her account!



Inside #GRRRignettes





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!

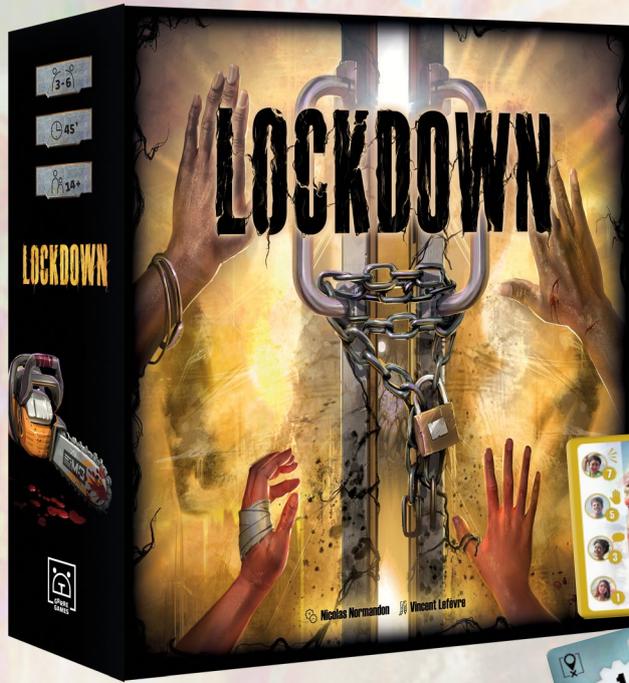


Discover our shorts on Youtube  



The game.





3-6 | 45' | 14+

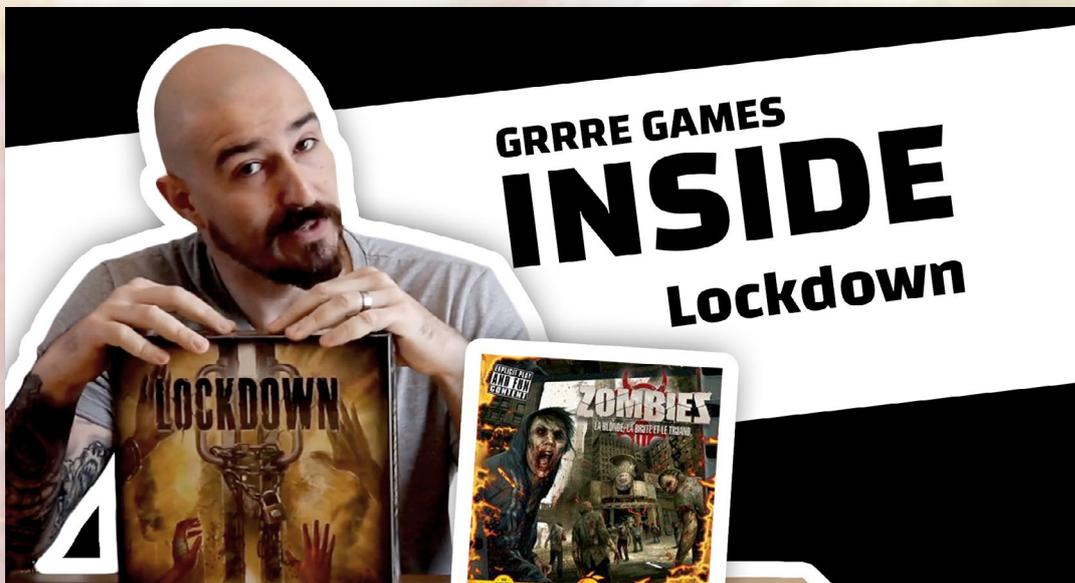
A game Nicolas Normandon  
illustrated by Vincent Lefèvre



Role'n play - #Lockdown, the rules



Role'n play - #Lockdown, the game



Inside #Lockdown



# PLANNING des sorties



**DEVELOPEMENT**  
Game play and  
Artwork

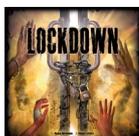
**FILES FINALISATION**

**PRODUCTION**

**ARRIVAL IN STORES**

## LOCKDOWN

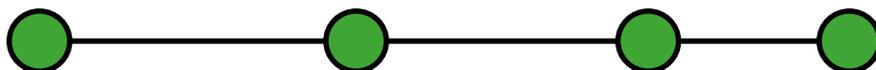
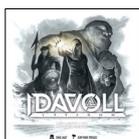
Nicolas Normandon,  
Vincent Lefevre



**In stores!**

## IDAVOLL

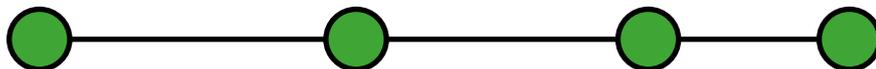
Serge Laget,  
Jean-Marie Minguez



**In stores!**

## GRRRIGNETTES

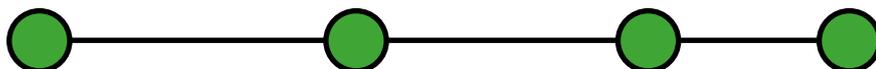
Florian Grenier  
Camille Chaussy  
O'lee



**In stores!**

## FRAGMENTS OUTSPHERE

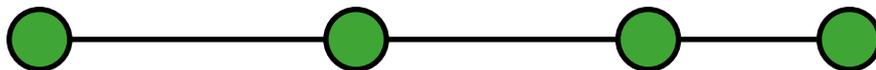
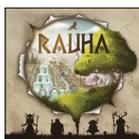
Jonathan Favre-Godal,  
Théo Rivière,  
Magali Aude,  
Raphaël Samakh



**In stores!**

## RAUHA

Johannes Goupy,  
Théo Rivière,  
O'lee



**In stores!**

## THE ARTEMIS ODYSSEY

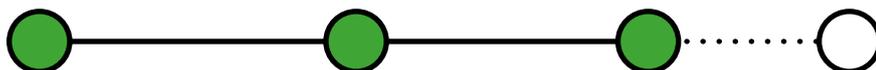
Bruno Faidutti,  
Serge Laget,  
Cristian Romero



**Forecast:**  
In 2023

## HAMLET

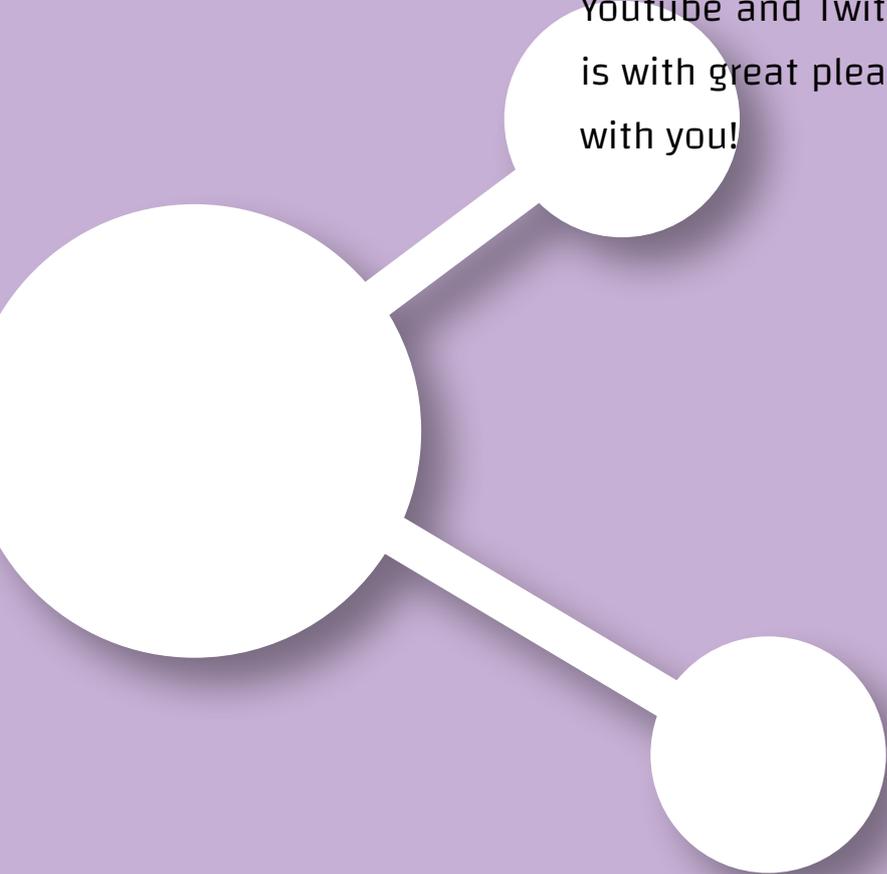
David Chircop,  
Yusuf Artun,  
Sara Campos



**Forecast:**  
In 2023

# On the networks

We have been preparing new things for the Youtube and Twitch channels for months, and it is with great pleasure that we share all this now with you!





New things on our Youtube channel!



As the passion that unites us, boardgame, is a time-consuming and sedentary hobby, we invite you to raise your head out of your games to come with us to meet inspiring people!



Levons la tête de nos jeux - Trailer



Levons la tête de nos jeux - 1st episode



On the agenda of this Youtube novelty: some "Lifestyle", gastro-nomy, nutrition, well-being, and many other topics! We hope you will like these time-out moments in the GG universe! Discover right now the trailer as well as the first video of this new series.

# In 2023, let's Twitch!

Our Twitch channel has been back in business for a few weeks now and we are delighted by your welcome! On the agenda:



## LIVE GAMES WITH GUESTS FROM THE GAMING WORLD...

What's better than to play with one of the designers of a game to discover its fineness as well as some fun facts about the game creation?

Designers and illustrators are joining us for live games where the viewers can also discuss and get involved in the game if possible!

Come to share these gaming moments around a screen with us.

(Re)discover the VODs of our two first live games of Idavoll and Cyrano meanwhile our next game happens.



## ... AND SOME EVENTS IN IMMERSION!

GRRRE Games is also about meetings and discussions that we would like, more and more, to share with you.

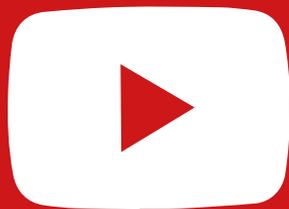
Lately, Léo set up all his streaming gear at our Bootcamp: the participants were able to speak live about their prototypes and their experience, but also the team and other speakers.

Watch these two VODs of this event right now on Youtube!



**Trailers, rules, Insides,  
games, shorts...**

**Discover all our videos on**



[youtube.com/@GRRREGames](https://youtube.com/@GRRREGames)

**You too, come spend**

**LE GRRRE  
MOMENT**

**with us on our**



[twitch.tv/grrre\\_games](https://twitch.tv/grrre_games)

Download the previous issues of the MaGRRREzine on our website!

In the November issue, we wrote about the GRRRINGNETTES and their making in Grenoble!  
We also mention our latest releases and still some exclusive GRRROODIES.

An extract!



Click on the cover to download it.

QUOI DE NEUF PAR ICI ?



GRRROODIES

Étiquettes à coller pour les GRRRINGNETTES  
Tuck boxes spéciales sleeves Nidavellir et extensions

Quoi de neuf par ici? | 20



Satellite pour accueillir les cartes Biomes

Marqueurs +100

Cristaux

Trou noir pour la défausse

Entités divines à accueillir

Spores

Votre avatar



# 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!

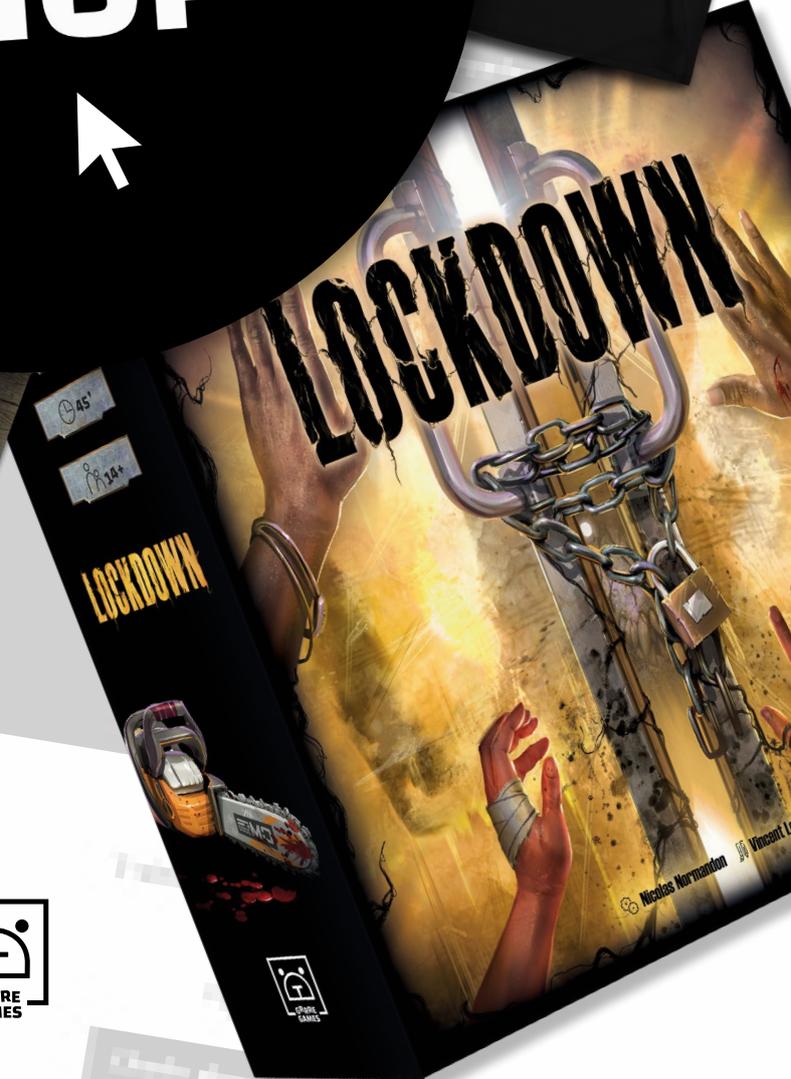
The app allows to play: it will draw cards for you and will challenge you to find on the chosen banner the matching *GRRRIGNETTE* in a hypnotic musical atmosphere created by Zirio (cf. *Interview of Zirio*, p.10).

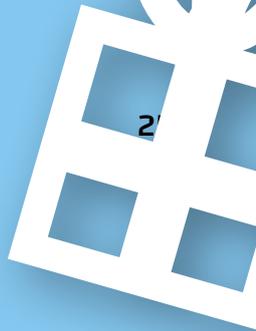
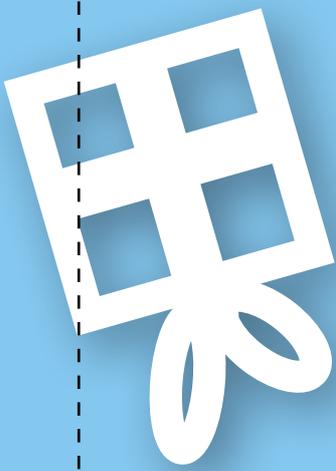
GAMING  
ART



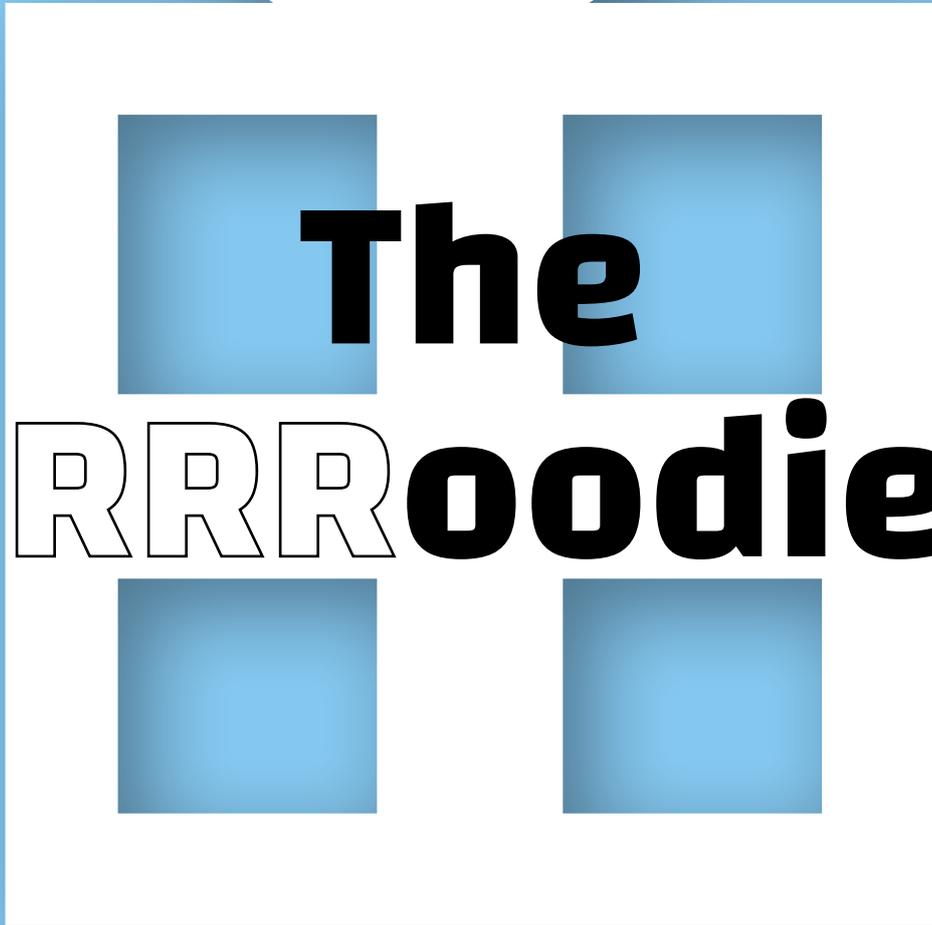
A game by Florian Grenier



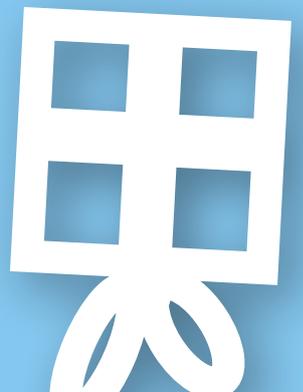




**The**  
**GRRRR**oodies



Gifts to thank you all!





## Les boîtes origamis à imprimer

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

### FOR THE BACKGROUND:

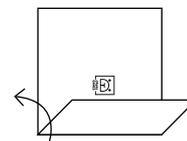
Print the following 2 pages on **both sides, at actual size**.

The recommended paper thickness is between **100 and 120gr**.

The information written in brown will be hidden by the folds if the folding steps are correctly followed.

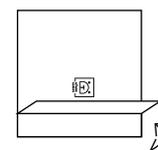
#### STEP 1:

- Place the sheet face down (i.e. the GRRRE Games logo should be facing you, it will be at the bottom of the box), choose a side to start with and then fold along line #1.



#### STEP 2 :

- Make sure you mark the fold along line #2 towards the inside then open.

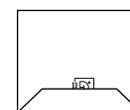
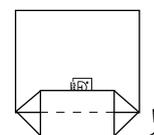


#### STEP 3 :

- Fold the corners inwards.

#### STEP 4 :

- Fold where you marked the fold in step 2.

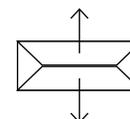


#### STEP 5 :

- Repeat the same steps on the other side.

#### STEP 6 :

- When both sides are folded, form the box by opening both sides. You can mark the corners with your fingers.

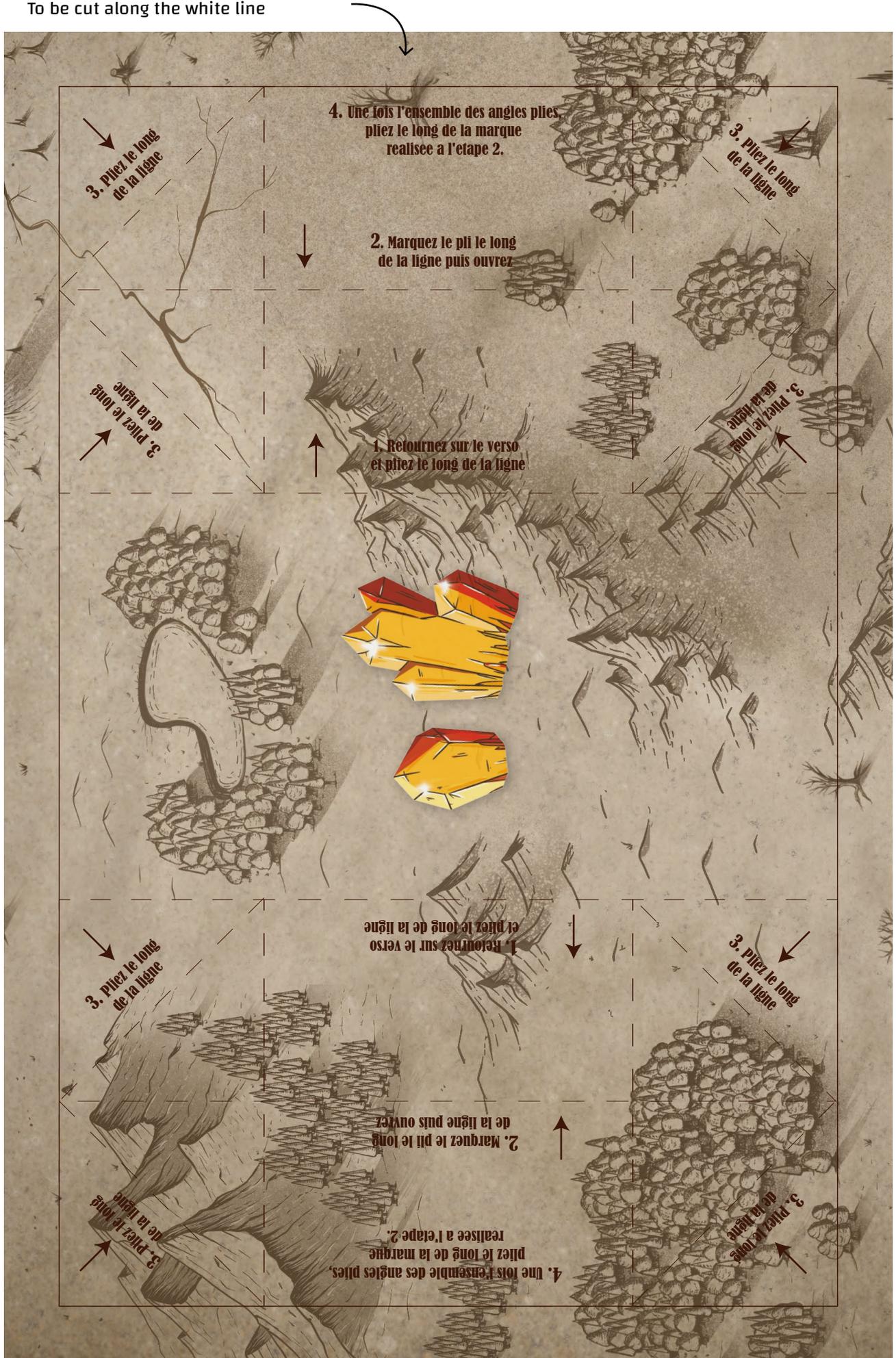


To learn more about the techniques of origami to pack your games, do not hesitate to join the group [LES LUDISTES ORIGAMISTES](#) that offers countless ideas and tutorials!



**Bottom - Exterior side**

To be cut along the white line



[Help](#)

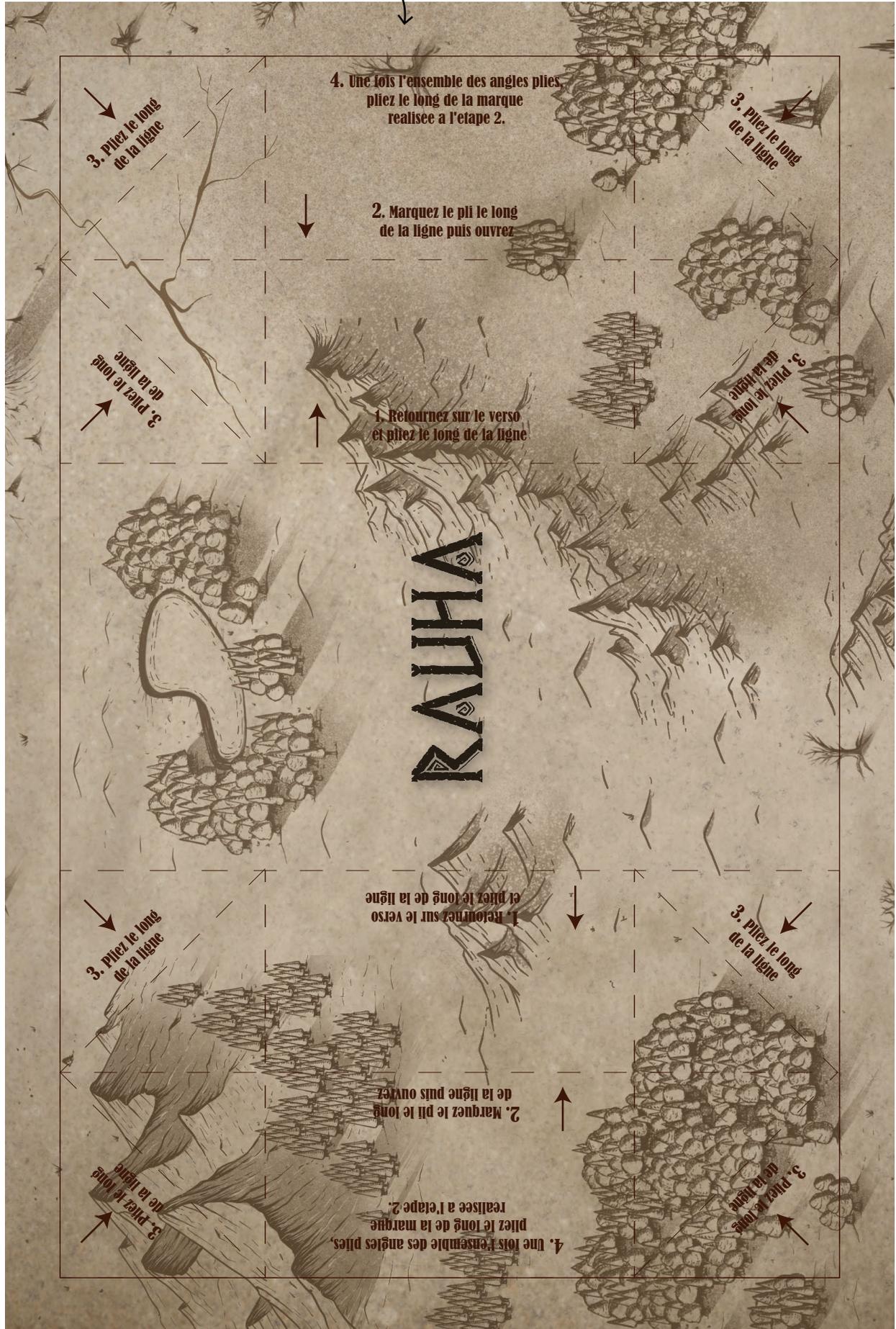
Crédit vidéo: OrigamiAko



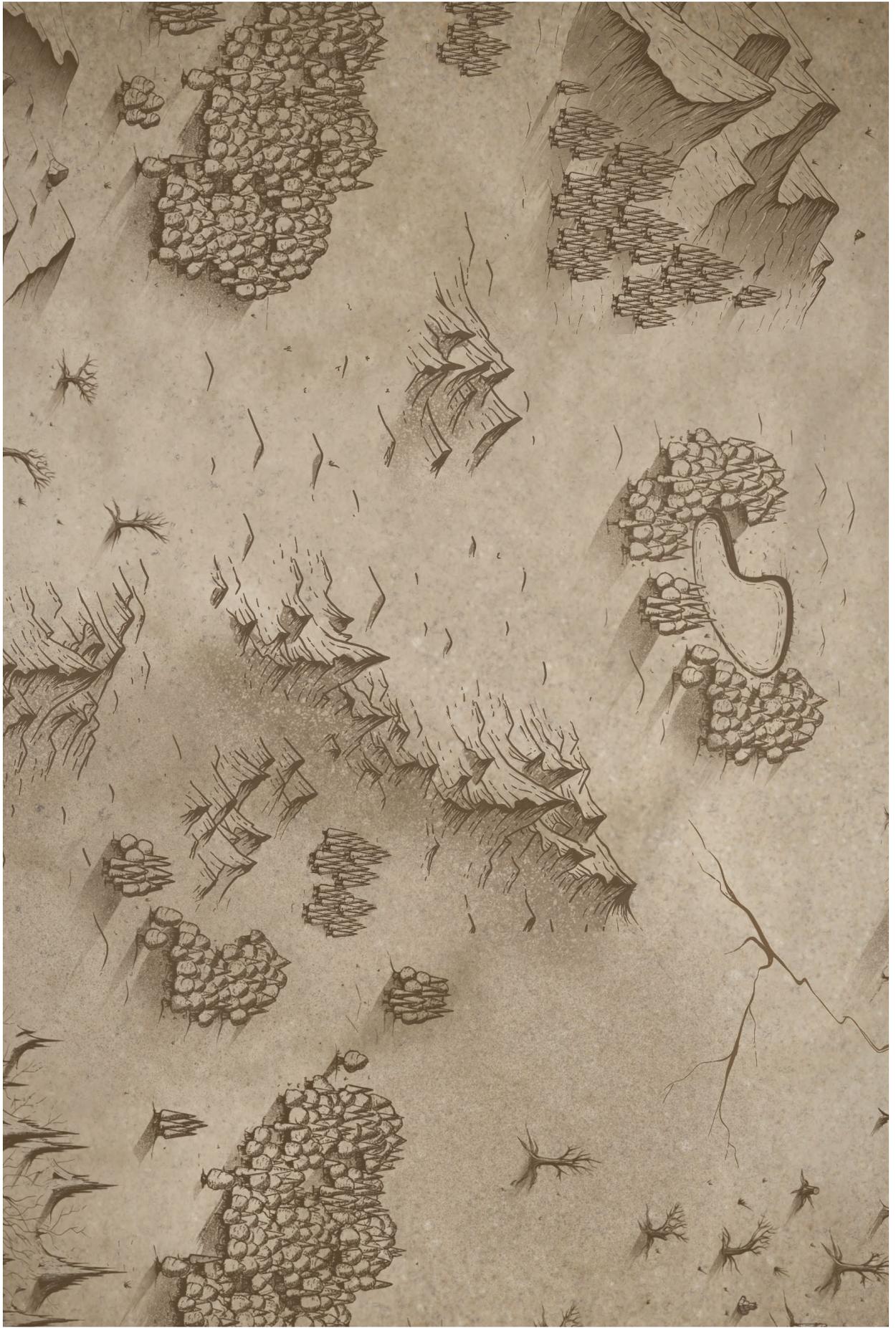


**Bottom - Exterior side**

To be cut along the white line



Bottom - Interior side



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



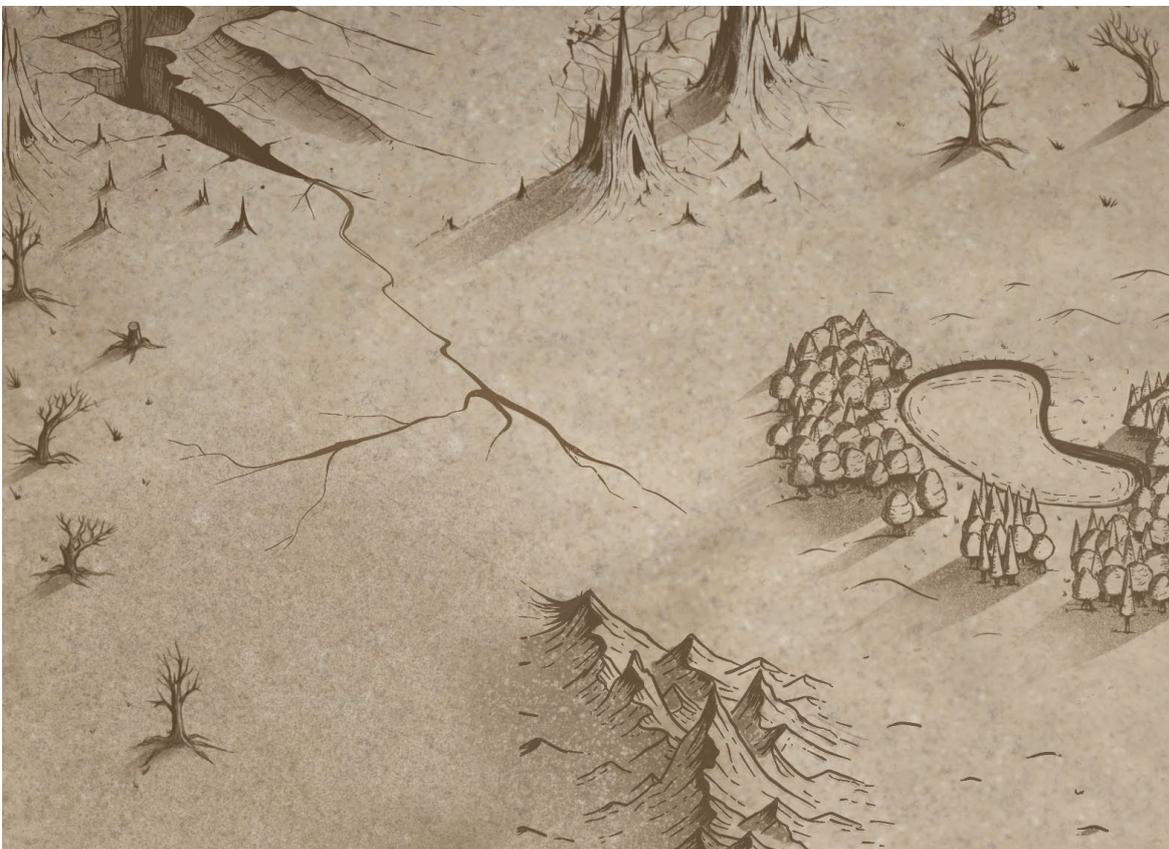
Exterior side - Top



Exterior side - Bottom



Exterior side - Top



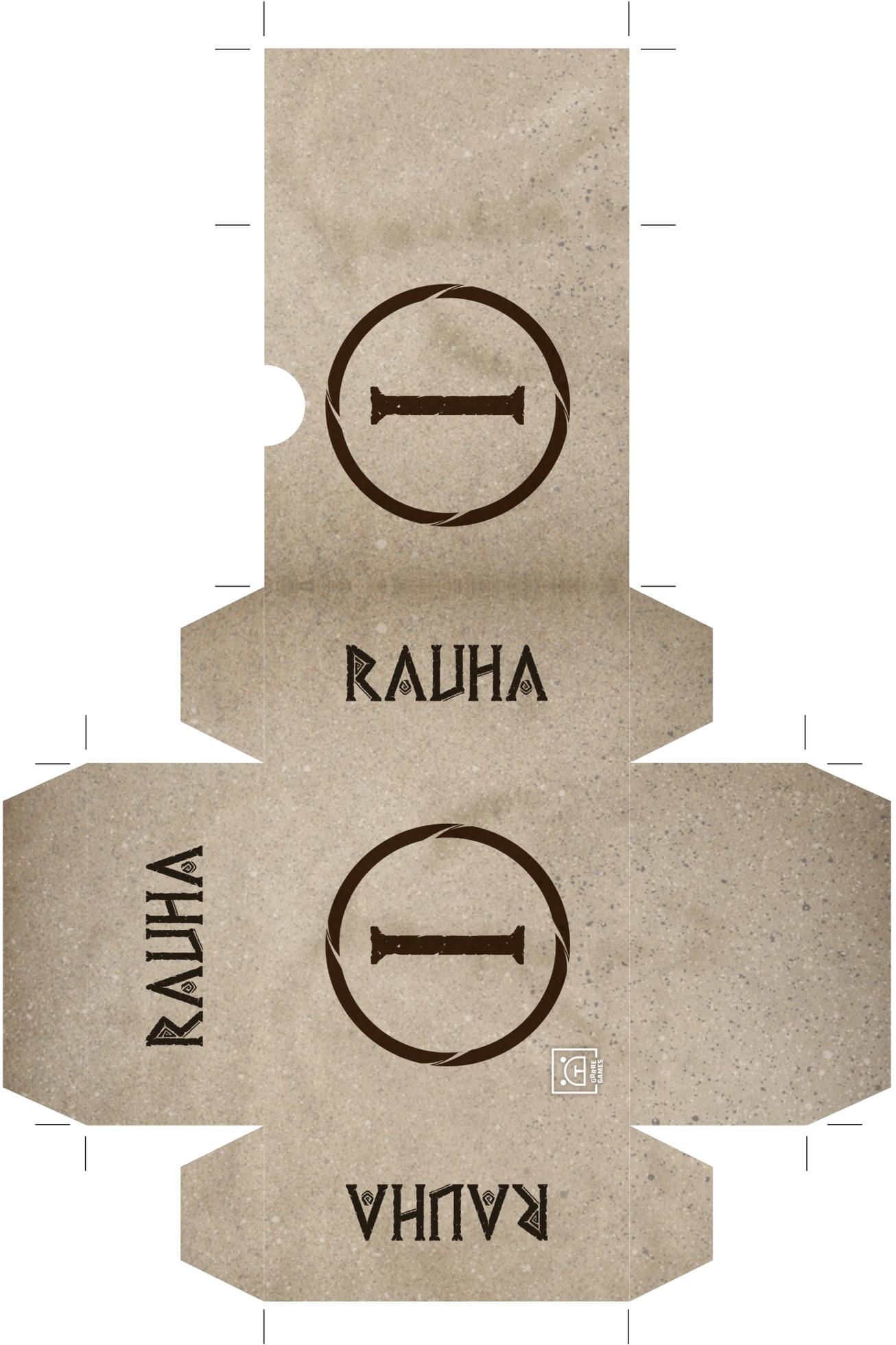
**Headband for the Divinities**

# The Tuckboxes special sleeves for Rauha

to be printed

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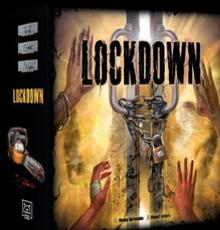
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