

MaGRRRREzine

Issue 15 • October 2023



Releases, awards, pre-orders...

SPECIAL FEATURE



FALL 2023



Edito

Hello Everyone,

We are now entering the final stretch of 2023, which marks our 5 years of existence.

We put a lot of effort into 2022 so that 2023 would be exceptional and started many ambitious projects, such as the game jam with the Kaedama team and Camille Chaussy creating the Super Mini Box range.

However, the loss of Serge Laget early in the year has affected us a lot. It could not be any different with a person with many qualities that matter to us.

We also focused on finalising the games for late 2023 (*Syncro* and *Syntymä*) and the ones for early 2024 (*Gold'N Crash* and *5 Realms*).

We have not started a 3rd Bootcamp for designers, and there are some other projects that will stay in their boxes for a little bit more time. We have focused our videos on our games, and the web series "Getting our heads from our games" has been recorded upfront.

We put a lot of thought into what to do next with GRRRE Games. We had the opportunity to work with gifted creators to offer you games in 2024 that we have, as always, developed and published with our core and soul.

And I can assure you that we will keep honouring Serge Laget's memory.

For Serge!

Florian
GRRRE Games

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

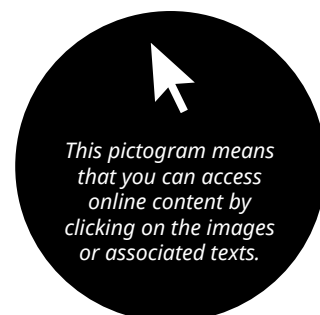


MaGRRREzine #15
October 2023

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*This pictogram means
French content.*

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Special feature Fall 2023 !

We must admit, we need to catch up! But it is a promise; we have a proper excuse: loads of new things to show you to keep you patient until the next holiday!





FLIP 2023 Awards ceremony

Bye-bye summer, hello autumn!

A focus is to discuss what happened to the GRRRE Team during these two months of summer holidays but also to introduce our future releases (and be careful, there is some pretty heavy stuff!)

So, where do I begin?

Festival, awards, arrival in stores, and preparation of the games to come: let us sum up what happened this summer.

Last July, we had the joy of winning the Publisher's prize in the "Reflexion" category of the Flip 2023 with *RAUHA*. The first award for a game we revealed last January, but also great happiness for all the team that was part of the creation of this game! A big thank you to Johannes Goupy, Théo Rivière and O'lee for their magnificent work.



This summer 2023 was also the time for the release of our first two localisations. First, the well-expected *The Artemis Odyssey*, a game by Bruno Faidutti and Serge Laget, illustrated by Cristian Romero. The core game mechanic is programming and it is about space exploration. Initially published by Grand Games Guild, it has been available in your favourite stores since June 2023.

Then *Hamlet*, a game by David Chircop and illustrated by Yusuf Artun, invites the players to bring life to their village by building a church in its centre. Initially published by Mighty Games, it has been available in stores since August 2023.

These two expert games have many strategic layers and offer high-quality components. We hope that you will like them and that they will offer you great gaming sessions.

Finally, summer did not only mean a holiday because we launched the pre-orders for the Royal Treasure and we worked hard to start the production of our two next releases which are expected for November 2023. Starting with *Syntymä*, an expansion for *RAUHA* from Johannes Goupy and Théo Rivière, illustrated by O'lee and *Syncro*, a game by Thomas Favrelière illustrated by Raphaël Samakh. We also gave the final touch to our first two games of our Super Mini Box range that will be released in February 2024 (and we almost did not tell you the exact moment when!)





Setting up at PEL 2023



The award ceremony for RAUHA, FLIP 2023

Florian and Thomas Favrelière deeply focused!



Award ceremony FLIP 2023



2-5 | 45' | 10+

An expansion by Johannes Goupy and Théo Rivière, illustrated by O'lee

Expansion

November 2023

As life springs again on Rauha, tiny critters, lurking in the shadows or in the bottom of the lakes, are appearing.

The divine entities see the emergence of new cults associated to the biomes and the newly appeared fauna.

Syntymä is an expansion for *RAUHA*.
Discover the Shaman cards that offer new possibilities and asymmetry to the players.

Change your games and strategies with 7 new Divine Entities.



A few words from the designers...



Théo Rivière
and Johannes Goupy

"We are delighted that you can from now on enhance your games of *RAUHA* with *Syntymä*. The expansion brings several new elements that will make you need to adapt even more. The new divine entities will compel you to change your strategies that you may have already explored and your Shaman will taint your game. Firstly, observe the different entities that are available for this game and think about your strategic guidelines according to these. They are also important in the base game and knowing how to use them properly is essential.

Also, keep in mind the ability of your Shaman and explore the strategy it offers, without, however, missing good opportunities. It is also important not to force your strategy. If the cards do not get out in the ideal order, adapt and do not go against all odds to optimise your Shaman. With this expansion, you will have the leisure to discover thousands of new possible combinations."

... and from the Illustrator

"For the new divine entities, I went with the material perspective for each character, anchored in their elements:

- The forest: a character made of wood, like a giant tree coming out of the ground (Groot's ancestor!)
- The mushroom: made of morels for the dress and girolle for the head,
- The mountain: made of rocks, and a stone mask,
- and of course, the crystals: a beautiful sumo, with Crystals inlaid, coming out of its cave,
- The new elder of the Earth: a rabbit with long claws and tusks, that lives mainly underground,
- The new elder of the seas: an octopus jellyfish that lives in the depths of the seas of *RAUHA*,
- The new elder of the skies: half owl, half fennec, a small bird with very big wings.



O'lee



As for the Shaman cards of *Syntymä*, it was a new challenge: starting with the Avatars pieces from the game and turning them into characters! So, I started with wooden masks then I tried to give them personalities and various ethnic groups according to their colours and shapes.

For their clothes, for some cards, I also drew inspiration from movies such as "The Lord of the Rings" or "Star Wars" (I will let you guess which ones:)))!



Sketches of Shamans

Despite the divinities, it is the characters that are coloured and not the background, this gives even more pep and allows a good differentiation between them and the other elements of the game!

I always have a "favourite one" graphically speaking (for instance, for the divinities it is the forest) but here, I must admit that I liked drawing all of them and bringing them to life.



Sketch of the divine
entity of the seas

I hope that the players of *Rauha* will find real pleasure in playing with these new cards! It was, once again, a real treat to work on the expansion *Syntymä*, enhancing the world of *RAUHA* with many new characters and imagining their roles and abilities... Thank you to GRRRE Games and the designers of *RAUHA* for trusting me :)"



2-5 | 15' | 10+

A game by Thomas Favrelière
illustrated by Raphaël Samakh

NOVEMBER 2023

SYNCRO is a game where you are not allowed to communicate with the other players. Synchronise with the other players of your team, manage your hand of Spell cards so you can defeat every monster of each level.



You are wizard who made a vow of silence.
You will have to face an unprecedented threat
and fight monsters that threatens the realm.

COOPERATE WITHOUT SPEAKING TO DEFEAT ALL THE MONSTERS!

1. At the beginning of the game, communicate by a gesture the potential of your cards.
2. In turn, place a card face down on the monster of your choice.
3. At the end of a turn, reveal all the cards that were played on the monsters and discover if your attacks were powerful enough to defeat them!

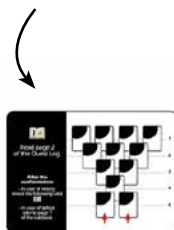
You must estimate the value that was played by the other players with limited information and communication.
Throughout the game, you will progress in the adventure, and you will unlock new effects that will spice the games up.
The game consists of 2 chapters with respectively 4 and 5 levels to finish in order to win the game!

COOPERATE WITHOUT SPEAKING TO DEFEAT ALL THE MONSTERS!

A game of Syncro, it is...

A different setup of monsters
at each level to renew the
gaming experience.

A quest log full of
surprises and adventures
by your side all along
the game.

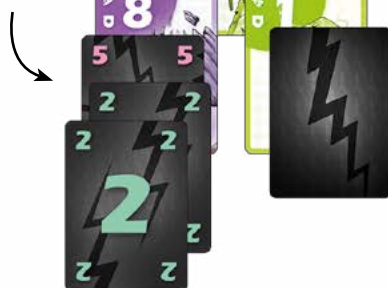


1	x4
2	x8
3	x6
4	x5
5	x3



A horde of monsters
is always ready
to attack you!

Epic fights what will offer
you and your team glory
and success (or not!)



A leader who will
launch the attack!



Spell cards that each player plays
face down with no communication
with the other players.

**... and loads of other surprises
to be discovered throughout the game!**



Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, Théo rivière



Camille Chaussy, Valérieane Holley

GOLD 'n' CRASH



**COMING SOON
JANUARY 2024**



Last April, we did a Game Jam with Team Kaedama
and the illustrator Camille Chaussy.
At the end of this 3-day intense and amazing adventure that we streamed
live on Twitch, a game was born!

Discover this game in our new Super Mini range in January 2024!

The pre-orders are over!

The pre-order campaign for the Royal Treasure and the playmat has been over for just a few days. And, as for the last pre-orders, you were there!

The pre-order campaign for the Royal Treasure and the playmat has been over for just a few days. And, as for the last pre-orders, you were there!

Since the last Deluxe edition of the Royal Treasure was sold at the Cannes Festival 2022, the whole team was eagerly expecting the moment when it would be, once again, possible to offer you this product. And as it has been a long time to wait for some of you, we used this opportunity to offer you another surprise!

For the first edition of these pre-orders, a limited edition of an Artbox was available as well as special sleeves for *Nidavellir* and *Thingvellir* (these are always available on our GRRRE Shop: www.grrre-shop.fr). For this edition, we have prepared a neoprene double-sided playmat. Its cut will perfectly match the shape of the Royal Treasure Deluxe. Its double-sided print will allow you to play with one or two expansions.

We would also like to give a GRRREAT THANK YOU for your trust and unfailing support! It is thanks to you that we can keep on offering you new quality products as a part of board gaming and its universe.



PRE-ORDERS* DELIVERY PLANNING

June
to September
2023

September
to November
2023

November
2023

December
2023

Pre-orders on
the GRRRE Shop

Treasures and
Playmats production

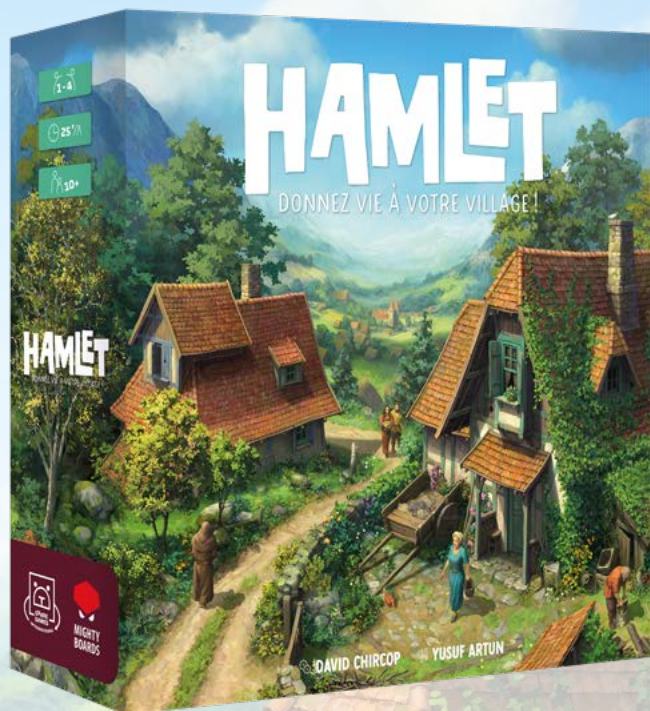
Product
transportation

Order
delivery

* This theoretical planning may change according to printing or transportation duration.

What's new?

They were released, but you have not seen them?
Or are you wondering about what is inside?
Let us do a precise presentation of our two
localisations *Hamlet* and *The Artemis Odyssey*!



1-4 | 25' | 10+

**A GAME BY DAVID CHIRCOP
ILLUSTRATED BY YUSUF ARTUN**

**IT IS A COMPETITIVE GAME
IN WHICH YOU BRING
YOUR VILLAGE TO LIFE.
EARN YOUR STRIPES WHILE
DEVELOPING IT TO HAVE THE HONOUR
OF BECOMING THE FIRST
ADMINISTRATOR OF THE CHURCH
ONCE THE CHURCH IS COMPLETED!**

You build the village together and the winner is the person who has the most prestige points and who has contributed most to its growth.

Each turn, move your villagers along the roads and score prestige points when you:

- activate the buildings,
- produce and transform the resources,
- build bridges, roads and buildings,
- fulfil the market's orders,
- deliver the construction site of the church.



Hamlet – Video by Renard Ludique



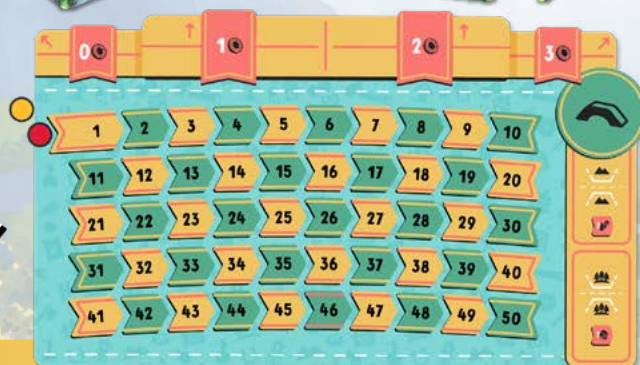
THROUGHOUT THE GAME,
DRAW TILES TO UPGRADE AND
MAKE YOUR VILLAGE BIGGER.



EARN LEVELS OF MASTERY
AND AWARDS ACCORDING
TO YOUR ACTIONS
IN THE VILLAGE.



BUY TILES AND FOLLOW THE
ADVANCEMENT OF YOU AND
YOUR OPPONENTS ON THE
SCORING BOARD.



MOVE YOUR DONKEYS
AND YOUR VILLAGERS ACROSS
THE VILLAGE TO GENERATE
RESOURCES.

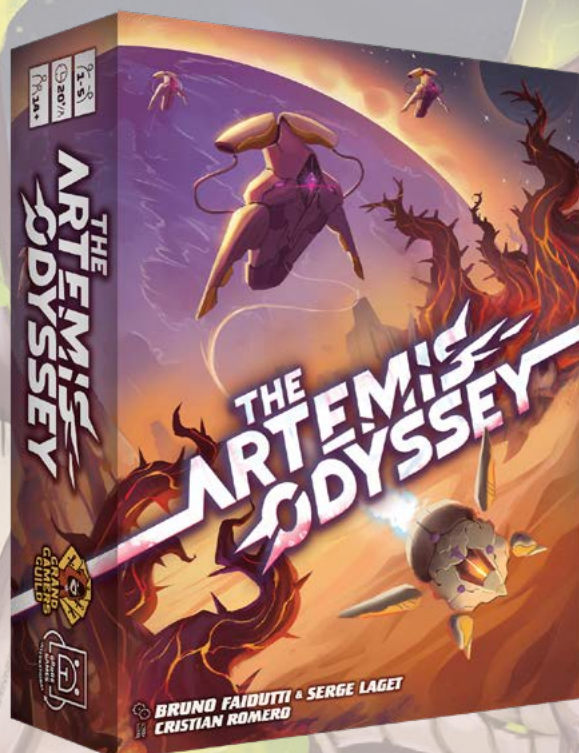
PLACE TILES,
CONSTRUCT ROADS AND
DISCOVER OUTSTANDING
SITES TO SCORE POINTS.

AND MOST OF ALL,
DELIVER THE CHURCH!

EARN GOLD COINS SO
YOU CAN RECRUIT MORE
VILLAGERS AND DONKEYS.







1-5 | 20' | 14+

**A GAME BY BRUNO FAIDUTTI
AND SERGE LAGET
ILLUSTRATED BY CRISTIAN ROMERO**

*You are a Company that aims
to explore far-away systems.
Deploy starships, terraform planets,
build colonies and factories,
discover alien artefacts and become
the future civilisation.*



Become the greatest Company in the galaxy by discovering new planets and setting up thriving trading posts. Your exploration is accomplished through a clever system of hidden planning on a shared board.

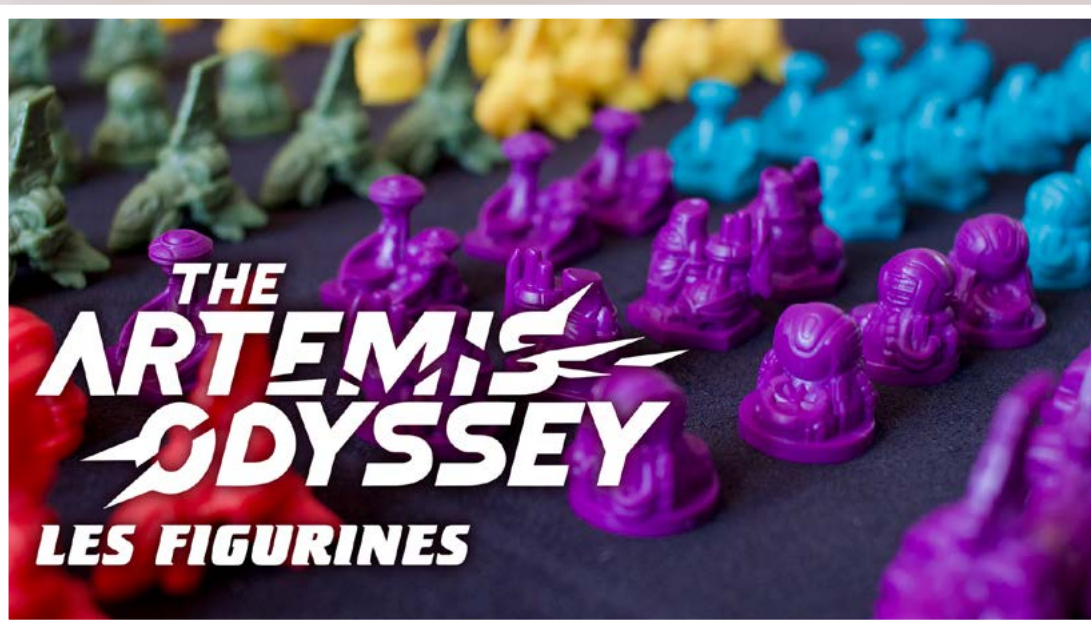
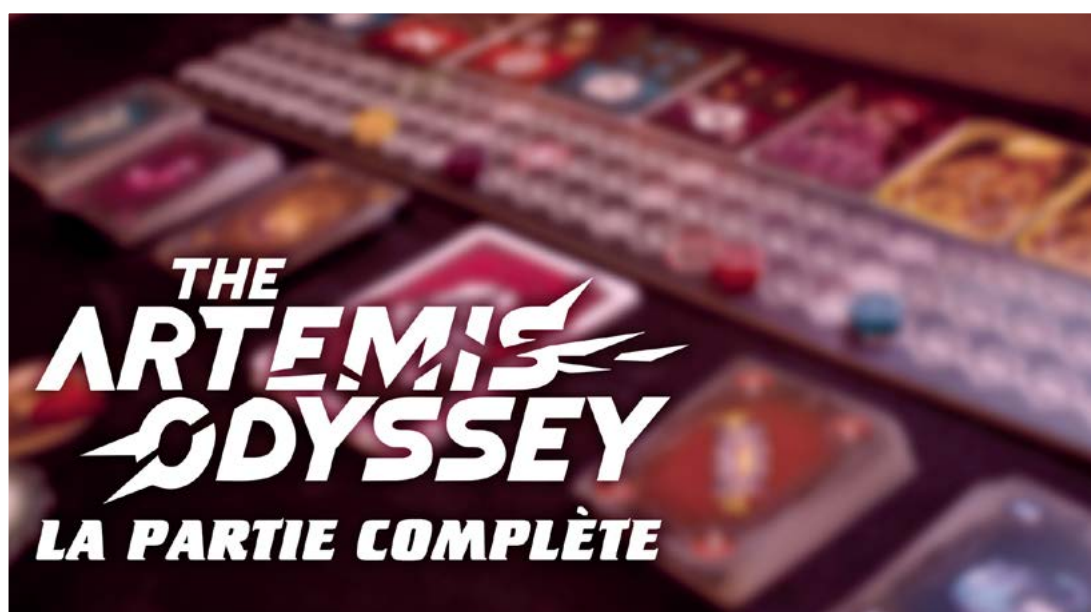
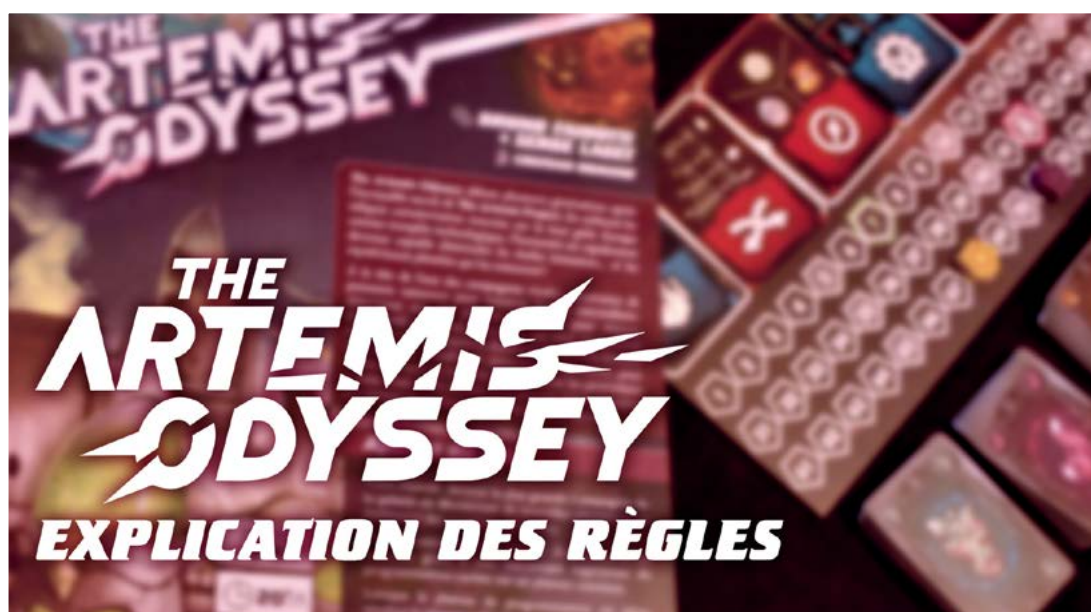
When the planning board is full, it is resolved in sequence...with all players benefiting from each others' plans! By anticipating what your opponents want to do next, where they want to go, and how they want to score, you'll be able to squeeze the most out of your efforts, and ensure that your faction builds the greatest star-spanning network of them all!

The Artemis Odyssey is a competitive game based on original planning game mechanics: each company will play Action cards on a shared board, these will be revealed in a predefined order and will profit all the players, giving an edge to the person who played it.



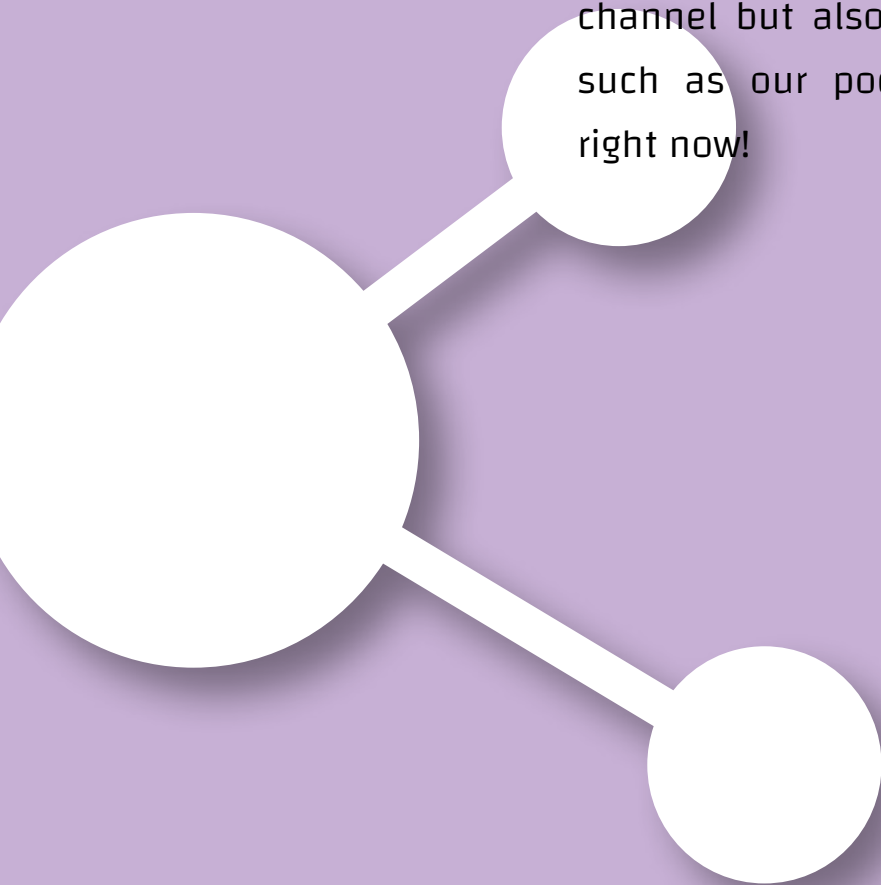
The Artemis Odyssey - Video by Renard Ludique





On the networks

Each month, we offer you videos on our YouTube channel but also other news on the networks, such as our podcast that you can listen to right now!



Speak little, Speak podcast!

In our last issue, we introduced our new podcast series about the gaming world. Discover or rediscover right now the last episodes we have released since.

CARPE DIEM

4 episodes

CARPE DIEM

Mathieu « On joue-tu ? »



CARPE DIEM

Johannes Goupy



CARPE DIEM

Es-tu Game ?



CARPE DIEM

Camille Chaussy



In this podcast series, Florian, Valérieane and Sly, a sports coach, are discussing the lives of different actors in the board gaming industry, their conception of happiness and what makes them happy. A true moment of relaxation and conviviality!

ON JOUE

1 episode

Come and listen to our games in a podcast with Florian, Céline and Valérieane! To start the adventure, listen now to a game of Fragments Outsphere...



GRRRATIN LUDIQUE

2 episodes

In the GRRRATINS LUDIQUES, different people are coming to our mic to discuss the different jobs involved around board games to better understand this evolving industry.

GRRRATIN LUDIQUE

Entre éditeurs



GRRRATIN LUDIQUE

Entre auteurs/autrices



What about a meeting
every month around
an online game?

LE GRRRE MOMENT

It's a date: once a month, on Wednesday night, Florian and Léo gather on Twitch to share a game of Nidavellir, with or without expansions, or Rauha on BGA with you.

An ideal moment to speak about a bit of everything, news, strategies, bets on who will win the game, or simply to share all together... Sometimes, a board gaming guest could be with us and could share things with us and answer your questions.

Do not miss our next meeting by following us on the different networks: Facebook, Instagram, X and Discord.



Watch our latest live replay
on Twitch or Youtube!



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



Discover all our videos on
youtube.com/@GRRREGames

Join our community now!



Access the link below:
<https://discord.gg/qsgUwgr5A>

Download the previous issues of our MaGRRREzine
on our website!

An extract!

Click on the cover
to download it.

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MaGRRREzine

Issue 14 • April 2023



BOOTCAMP
2nd EDITION

Presentation of participants

The bootcampers
tell their tale

A look back
on the
**GAME
JAM**



What's
new?

THE STRATEGIC GUIDE

RAUHA

Strategic guide | 8

The art and the way to do the proper at the right time

Master your economy so you have all the crystals you
available to be covered so you can take 1 or more entities.
your opponents have to align biomes. With control of the
entities and avoid losing the gain of an entity that would leave
by an opponent. It is always better to play last, try to make th
on the scoreboard to be in that position but not much ahead th

The divine entities: the

Strategic guide

The most obvious strategy is the water sources and its famous 15 VP. It's a strategy that is not that profitable and, in addition, easily countered. Indeed, if you look closely at the way it works, you'll understand that the strategy is effective if you score 15 VP at a scoring phase, less often would be useless, so players do not look for more 5 different water sources, which more often than an abundance of crystals is not profitable. This means that, in most cases, for the player who has the least sources, taking 1 source just before a scoring phase is enough to reduce the gains of the other players with several sources. Another possible counter is to seize VUORI, the mountain entity that could even turn the tide. A water strategy boosted by the power of marine animals is strong but risky. Furthermore, you would be racing ahead on the score and being the first player is not an advantage.

Nota GG :
be the first player exposes you to the theft of Divinity at key
the last turn before a scoring phase.



Focus on the winning strategies!

***RAUHA* is a strategic game with simple rules for an “Advanced” game. But all its depth comes from the capacity of the players to set up one or several strategies during the game to match the cards they get to optimise their strategy or counter the ones of their game partners.**

Between the possibility to prevent our neighbours from having some cards and steal the divine entities from our opponents, *RAUHA* offers a nice slice of interaction. If your objective is to maximise your points and claim victory, you will have to keep an eye on your opponents to thwart their plans.

The core, the mechanic

But what is making *RAUHA* different is that it was designed with a “Board building” mechanic. But beyond the word itself is the aim of making a combo game with, instead of the well-known “Deck building”, a game mechanic that allows the players to control the activation and the triggering of the combos.

Indeed, in most deck-building games, you look to include cards that will combine and hope to draw them for the rest of the game to trigger these combos.

In *RAUHA*, not only you can rest assured that these combos will trigger but also you can anticipate when they will trigger with the movement of the Shaman token around the board. It is, sort of, our answer to the randomness of the deck-building mechanic.

Johannes Goupy at FIJ 2023.





Find all our games on our website!

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

www.grrre-games.com



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