

# Ma GRRRREzine

Issue 16 · December 2023



Live with  
the whole team!

## LE GRRRE MOMENT

DECEMBER 6TH

Lots of prizes  
to be won!

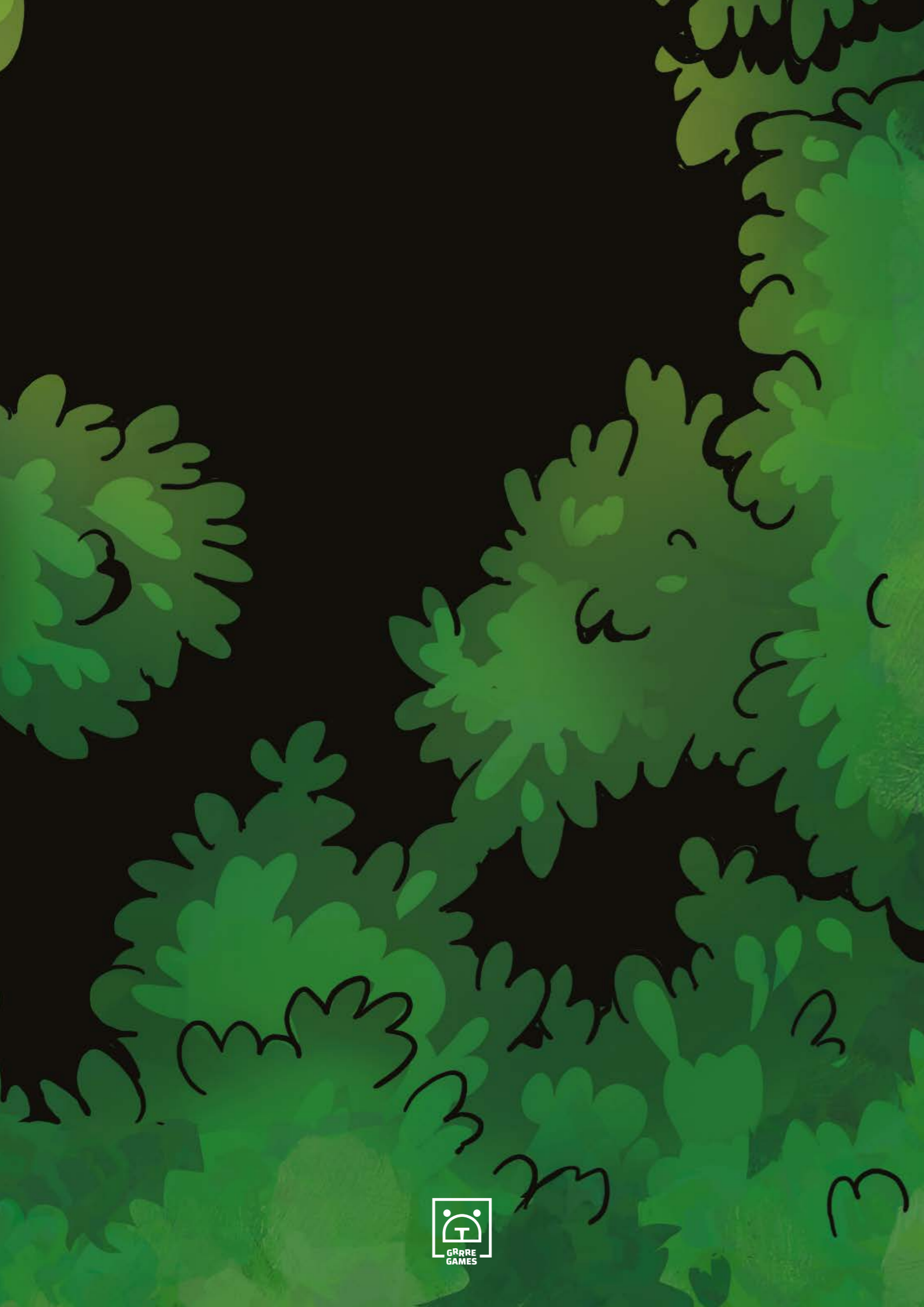


# Christmas special!

## SYNCRO

Special  
feature





# Edito

Hello everyone,

Christmas is just around the corner!  
This fabulous time of year is the perfect time to spend an evening playing games, with a hot drink, in the company of friends or family.

Make the most of this wonderful time, these moments are precious.

After our next Twitch live show on December 6th, which promises to be an epic moment, we're going to take a short break and come back fully loaded in 2024 with the projects that have given us such pleasure to develop and publish.

GRRRE Games is embarking on a new era, much to our delight and hopefully yours too!

Happy reading and good gaming with GG!

Florian  
**GRRRE Games**



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

MaGRRREzine #16  
December 2023

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# Summary

## **SYNCRO special report**

- Report** *SYNCRO*, or the experience of cooperation
- Interview** Raphaël Samakh talks about the illustrations
- Interview** Thomas Favrelière
- Presentation** *Syntymä*

**The GRRRE Moment** Live special!

## **GRRRE SHOP**

The Christmas shop

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Origami boxes

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# SYNCRO

## Special feature

Released just a few weeks ago, *SYNCRO*, the little cooperative sensation by Thomas Favrelière and illustrated by Raphaël Samakh, is finally unveiled.



*The horde of Monsters*

## **SYNCRO, or the experience of cooperation**

**Take a behind-the-scenes look at how SYNCRO came to life, as the game's designer and illustrator explain the various stages of its creation.**



2-5 | 15' | 10+

A game by Thomas Favrelière  
illustrated by Raphaël Samakh

**AVAILABLE IN SHOPS!**

**SYNCRO is a game in which you are not allowed to communicate with your playing partners. Synchronise with the people in your team and manage your hand of Spell cards to destroy all the monsters on each level.**

**COOPERATE WITHOUT SPEAKING TO DEFEAT ALL THE MONSTERS!**



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!



# The illustrations in detail

By Raphaël Samakh

To mark the release of *Syncro*, we asked Raphaël Samakh to tell us about his work and his creative process for the game's illustrations.

## Presentation

My name is Raphaël Samakh, I studied illustrations for 4 years at the HEAR in Strasbourg and I've been a freelance artist for 4 years now.

As an illustrator, I play between two artistic fields, with one foot in games, children's and literary illustration and the other in contemporary art. Alternating between these two areas regularly leads me to create bridges, passages that bring together two cultures/practices that are all too often dissociated.

For me, drawing is not defined by a style; like our world, it is in a perpetual state of metamorphosis. These possible transformations allow me to adapt to different projects and imaginations (games, subjects, themes, exhibitions, commissions, drawing performances, etc.) using a wide variety of techniques, both traditional and contemporary (etching, monotype, gouache, dry techniques, inks, washes, watercolour and digital drawing and painting techniques, etc.). The aim is never to draw what we see, but what we understand about our world and its different interpretations.



Raphaël, signing Fragments at FIJ 2022

## The creative process

First of all, I need to understand the project, what the universe is, the 'lore', who the target audience is, and what the publisher wants.

### • DEFINE A GRAPHIC STYLE

Once I've immersed myself in the project, we can move on to choosing the graphic style. Some publishers will want a graphic style that already exists in my portfolio, while others will give me carte blanche to define the visual identity that the game will take on.



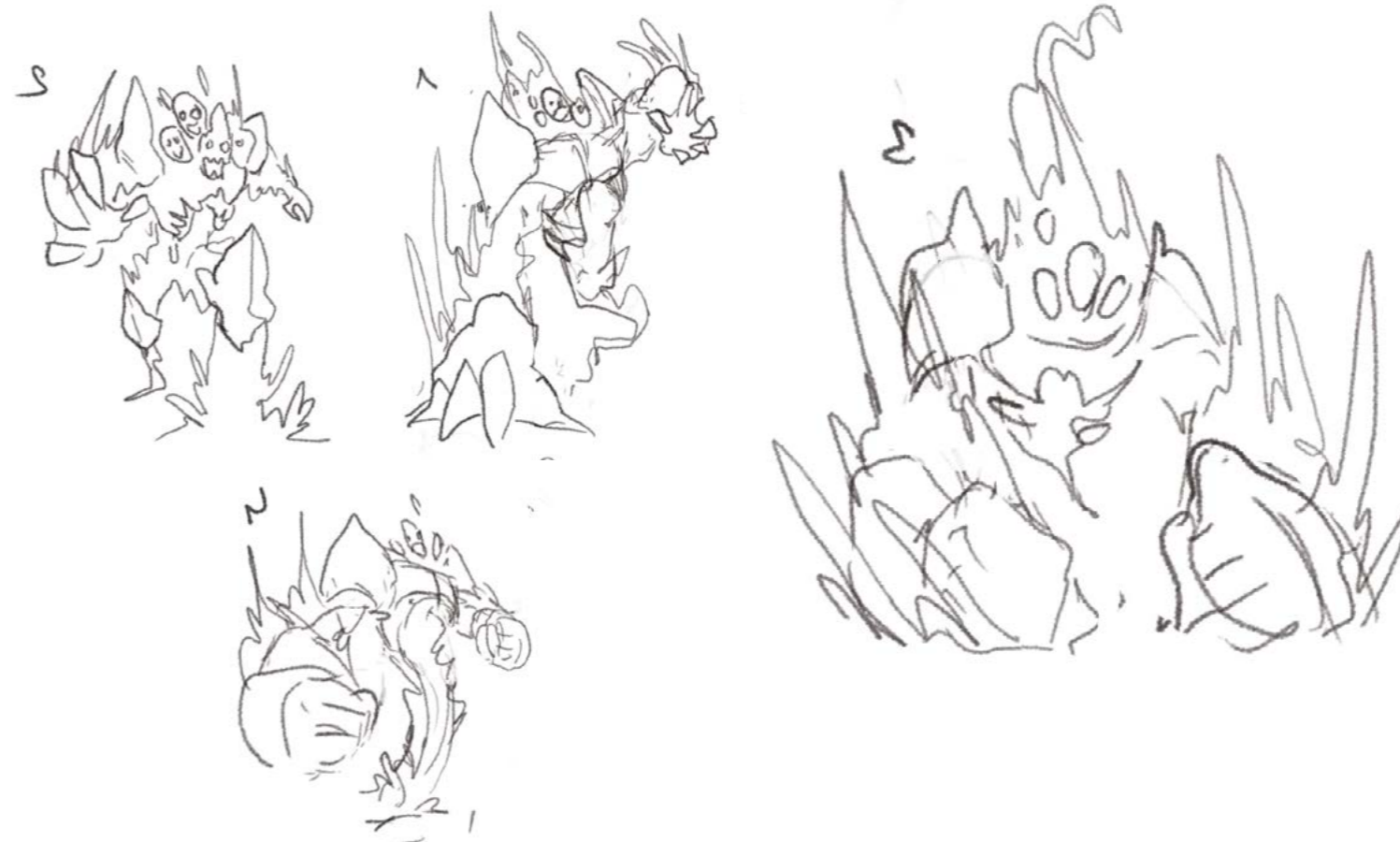
The idea we agreed on with GRRRE Games was to have rather dynamic illustrations. So I favour poses with strong foreshortening. I then work on the details of the sketch: I add the little elements that will make my character 'unique'.

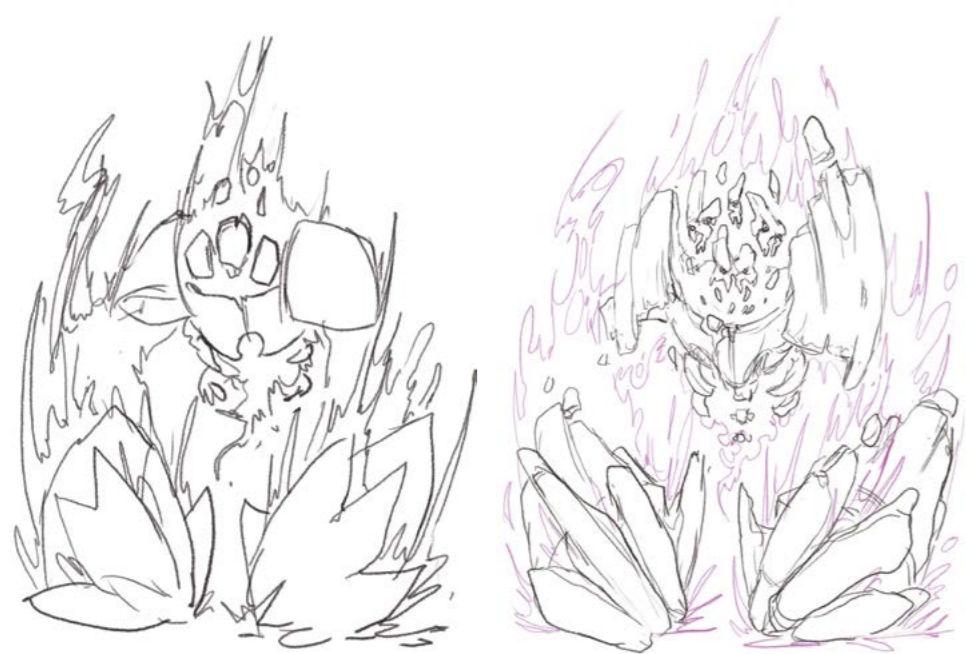
### • RESEARCH

Following this, I do a few pieces of illustration. The idea of these mini-illustrations is to give an overall impression of the illustrations for the project.

### • SKETCHES

Once the graphic style has been defined, I can start working on the first sketches, looking for character positions and designs. I never stop at a single sketch, even if I already like it.





**• INKING**

Next comes inking, a fairly easy stage, but one that can take a long time depending on the graphic style (this is when I listen to a lot of music, podcasts and other audio elements).

**• COLOURING**

When it came to colouring this graphic style, I preferred to start by making a mask that would prevent it from sticking out: it saves a lot of time on this kind of illustration.

We wanted bright, vibrant colours but within a certain range so that the player could tell at a glance what type of monster he was dealing with. At the same time as I work on the colours, I define the direction the light is going to take. And I added the shadows.



**• FX**

One of my favourite parts is when the illustration comes into its own. I add blurring effects to accentuate the perspective, lights or even small reflections that are almost imperceptible, but which overall will transform the image.



**GRRE GAMES NOTES**

Raphaël did a fantastic job and his creatures exuded incredible strength. As SYNCRO is aimed at a more family-oriented, mass-market audience than games like Nidavellir and Rauha, we conducted a series of tests with the target audience and our partners (distributors and game shops). We received a lot of feedback about difficulties in reading and identifying the monsters, which led us to develop the visuals by zooming in on the characters and changing the colours to get closer to monochrome. Although we prefer the richly coloured versions, editorial work sometimes requires us to make more ergonomic choices.



Prototype n°1



Final card



Thomas at the chalet of Un monde de jeux



Flo, Céline and Thomas at Vichy 2022

Interview

# Thomas Favrelière

**Can you tell us how you came up with the idea for Syncro?**

**Thomas** After playing Regicide with Flo at the Bootcamp in January 2022, I liked the cooperative monster-battling aspect, but the application aspect bothered me a bit: you had to write down your cards each time to get the effects, which I thought broke the rhythm of the game, and you had to beat one boss at a time. That's where I left it, but I kept the game in the back of my mind.

Then the beginning of the year rolled around and the Vichy games festival was fast approaching. And that's when it all clicked, 20 days before the festival: I started jotting down my ideas, making visuals of cards with characters from a video game, and I had a game that made sense, but before presenting it to publishers, I had to have it tested.

On Tuesday, 10 days before Vichy, the first test of my OUTPOST game took place with my neighbours (Yohann and Julie). We play the first game with the cards face up. Well, OK, that's too easy! I suggested that they play another game, but this time the cards would be face down. The game took a completely different turn and everyone liked it. I worked on it on the other evenings of the week and on the weekend. And I'm starting to make my publishing appointments for Vichy.

On Wednesday evening, another test happens with some friends (Charles and Sabine). I explained the rules of the game to them, and during the game, I often re-explained the different powers of the monsters, which undermined the experience of the game.

The next day, I started creating different levels. An explanation of one monster effect per level, starting of course with the green monsters that make you draw cards. Several levels were then created, with different layouts, bosses of varying degrees of strength and artefacts to be won depending on the difficulty of the level and the bosses.

Thursday was the last final test before Vichy. I went to see some friends (Rémy and Marlène) and showed them the game and the different levels. We went through several levels in a row, and the game worked well, they loved it and so did I!

Friday, off to Vichy! On Saturday we met up with Flo and Adrien from the Grrre Games team. Flo was thrilled with the game and went straight to testing it with the whole GRRRE team that evening. I couldn't present it to the other publishers because I only had one version of the game.

On Sunday, I waited for Flo and his team to return, and Adrien started to tell me that I had a full schedule and that I could present it to other publishers... I was very disappointed but remained positive nonetheless because I believed in this game... Suddenly Flo came up to the table and asked me if I was all right. He was surprised and said: "Why the long face? We're signing your game, it's so cool! And then the emotional rollercoaster! I was so happy! The following week the contract was signed. Then, 1 year later, SYNCRO was presented in Vichy. The story had come to a full circle.

Of course, there was some development in the meantime! Well, we worked on it all the same! Finally, thank you to the GRRRE Games team for this wonderful adventure.

## GRRRATIN LUDIQUE

Thomas Favrelière et SYNCRO





2-5 | 45' | 10+

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

Available in store

Syntymä is an expansion for Rauha.

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 a the newly appeared fauna.



Rules



Syntymä by Le Renard Ludique

# LE GRRRE MOMENT

The whole GRRRE Games team is looking forward to seeing you on

# 6 DECEMBER

for a special Christmas live event!



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

Léo,

With Flo,

Valériane,

...et Camille !

Céline,

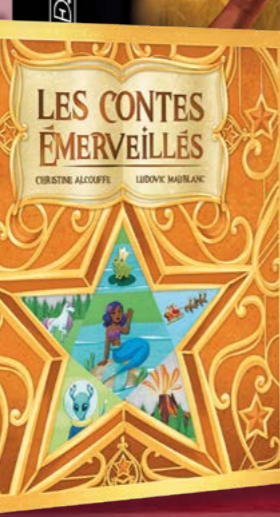
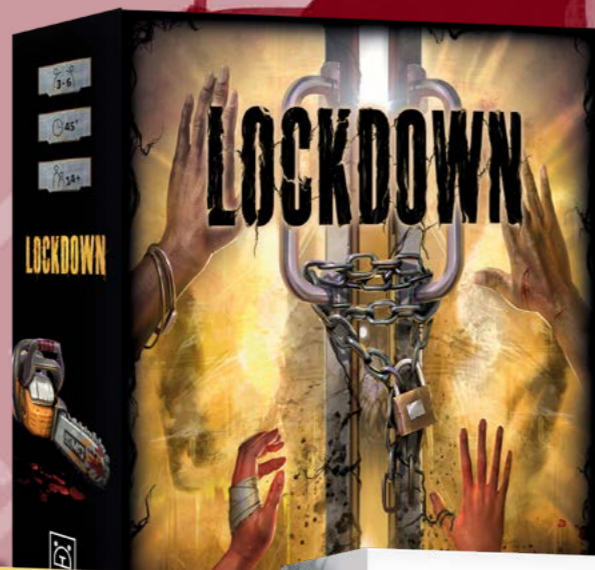




# GRRE SHOP

**GGNOEL23**

Enjoy a 15% discount  
on the entire shop!  
Valid from 04/12 to 31/12



# ADVANCED RANGE

## NIDAVELLIR, THINGVELLIR and IDAVOLL

Game and expansions by Serge Laget  
illustrated by Jean-Marie Minguez

2-5 | 45' | 10+

The Shadow of Fafnir the dragon, spreads over Nidavellir. Sent by the King, search the Kingdom's taverns to form the most powerful battalion. Simultaneous bids, collections and combinations in a dark and captivating universe for 2 to 5 players.

Get hold of the two expansions to add mythological creatures, mercenaries, heroes and heroines to the base game!

**DISCOVER NIDAVELLIR HERE!**

**DISCOVER THINGVELLIR HERE!**

**DISCOVER IDAVOLL HERE!**



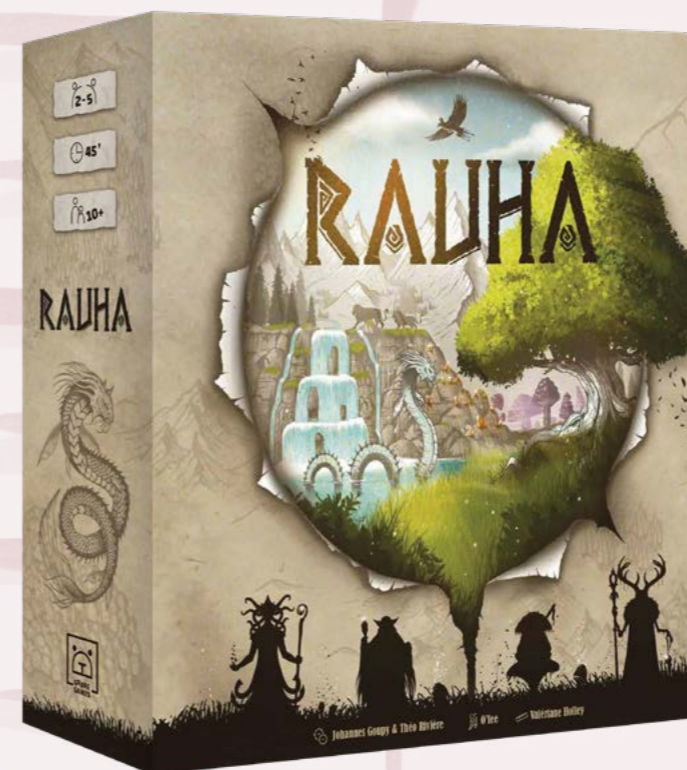
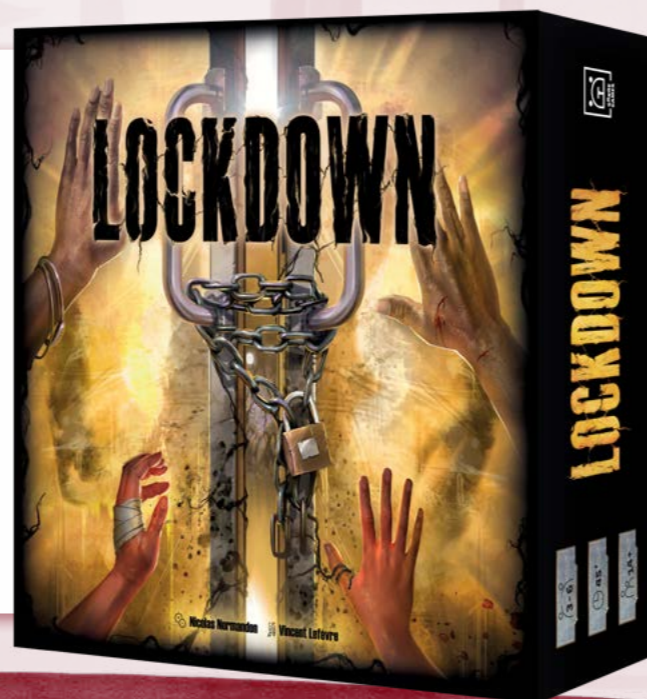
## LOCKDOWN

A game by Nicolas Normandon  
illustrated by Vincent Lefèvre

3-6 | 45' | 14+

Lockdown takes you into a dark and oppressing future. Several families, confined in a mall, are fighting against creatures which no one knows anything about. In this semi-cooperative game, you will have to do everything you can to save your family, even if it means betraying your game partners.

**DISCOVER IT HERE!**



## RAUHA

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

2-5 | 45' | 10+

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.

**DISCOVER IT HERE!**

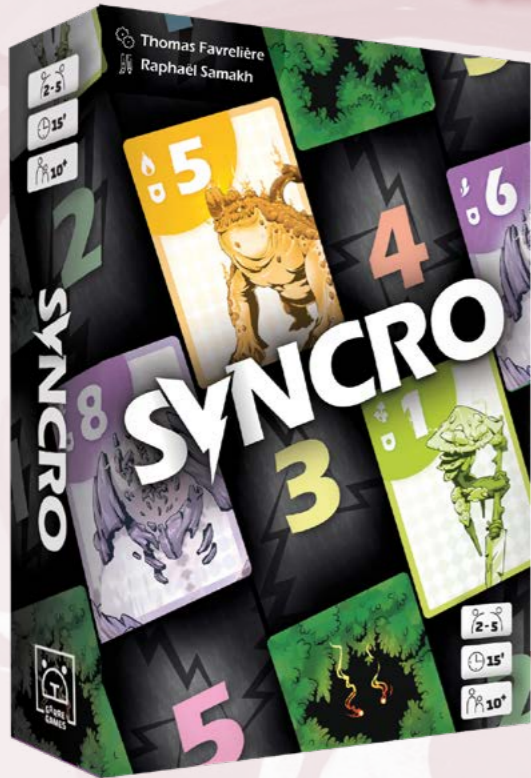
As life springs again on Rauha, tiny critters, lurking in the shadows or in the bottom of the lakes, are appearing. The divine entities see the emergence of new cults associated to the biomes a the newly appeared fauna.

**DISCOVER IT HERE!**



# ADDICTIVE

## RANGE



### SYNCRO

A game by Thomas Favrelière  
illustrated by Raphaël Samakh

2-5 | 15' | 10+

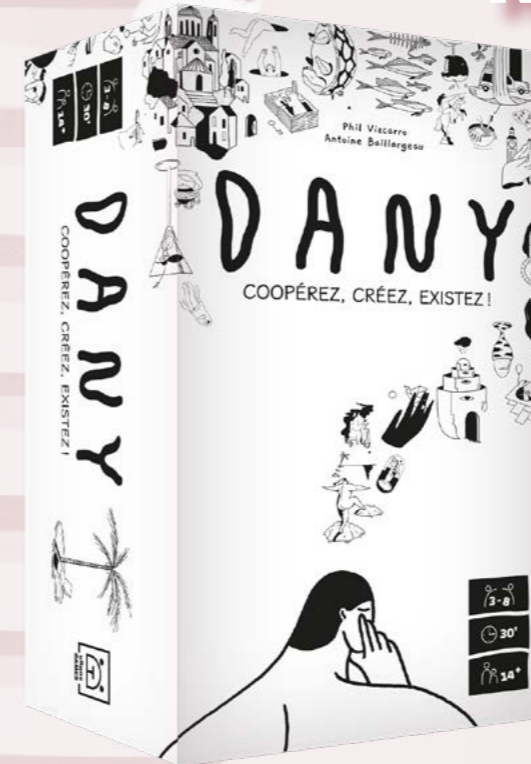
SYNCRO is a game where you are not allowed to communicate with the other players. Synchronise with the other players of your team, manage your hand of Spell cards so you can defeat every monster of each level.

**DISCOVER IT HERE!**



# PARTY GAMES

## RANGE



### DANY

A game by Phil Vizcarro  
illustrated by Antoine Baillargeau

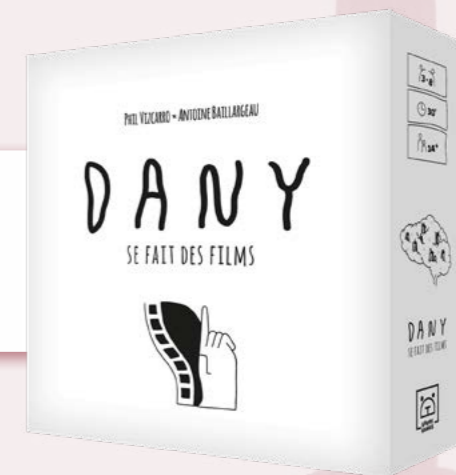
3-8 | 30' | 14+

In this game of cards and communication, play as Dany or one of Dany's multiple personalities. To exist, they must communicate between them, using Dany's memories. Dany must try anything to make them fail and disappear forever.

**DISCOVER IT HERE!**

In this stand-alone version of Dany, discover his Reason and play with the titles of key pop culture films.

**DISCOVER IT HERE!**



It's time to take advantage of the last boxes in the Mini range with Supercats, Octorage, Connec'Team and KamiMai!

**DISCOVER IT HERE!**

# LOCALISATION

## RANGE



### HAMLET

A game by David Chircop illustrated by Yusuf Artun

1-4 | 25' | 10+

This is a competitive game in which you bring your village to life. Earn your letters of nobility as it develops so that you can have the great honour of becoming the first person to administer it when the church is completed!

**DISCOVER IT HERE!**

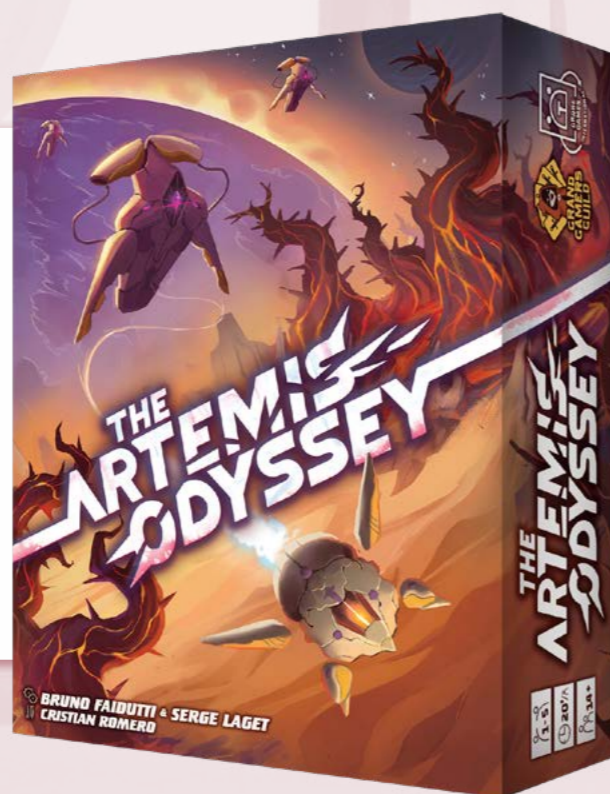
### THE ARTEMIS ODYSSEY

A game by Bruno Faidutti and Serge Laget  
illustrated by Cristian Romero

1-5 | 20' | 14+

In The Artemis Odyssey you play as a Company whose aim is to explore distant systems. Deploy ships, terraform planets, build colonies and factories, discover alien artefacts and become the civilisation of the future.

**DISCOVER IT HERE!**



### CYRANO

A game by Angèle and Ludovic Maublanc  
illustrated by Camille Chaussy

3-9 | 45' | 10+

As Cyrano, wonder the crowds with your poetic genius and your speaker skills. Inspire Love to a couple, as Roxane and Christian, who will be in love thanks to your cheekiness.

**DISCOVER IT HERE!**

### FRAGMENTS

#### et FRAGMENTS OUTSPHERE

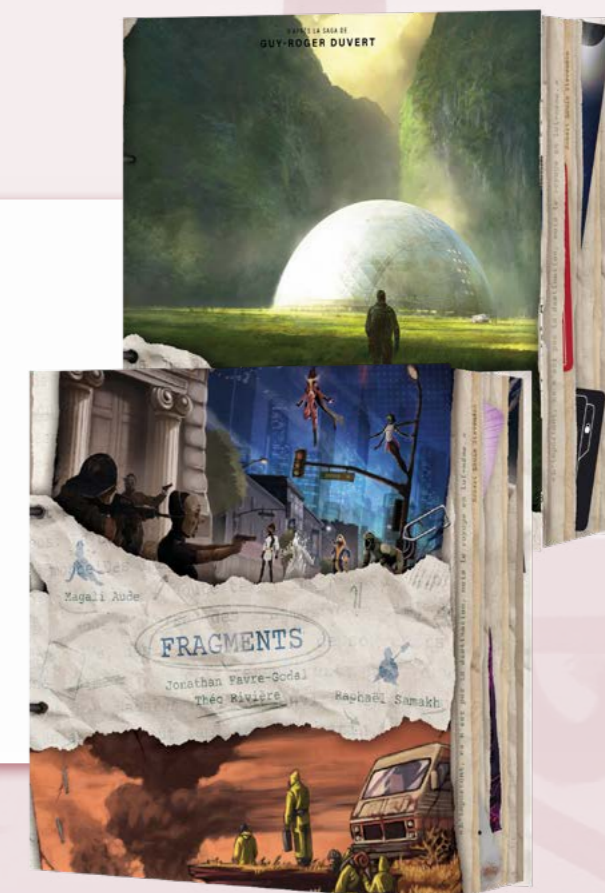
Games by Jonathan Favre-Godal and Théo Rivière  
illustrated by Magali Aude and Raphaël Samakh

2-6 | 45' | 10+

Cooperative role-playing games, with no game master, with no preparation, focused on storytelling and the power of your group's imagination.

**DISCOVER FRAGMENTS HERE!**

**DISCOVER FRAGMENTS OUTSPHERE HERE!**



# GRRRIGNETTES



## GRRRIGNETTES

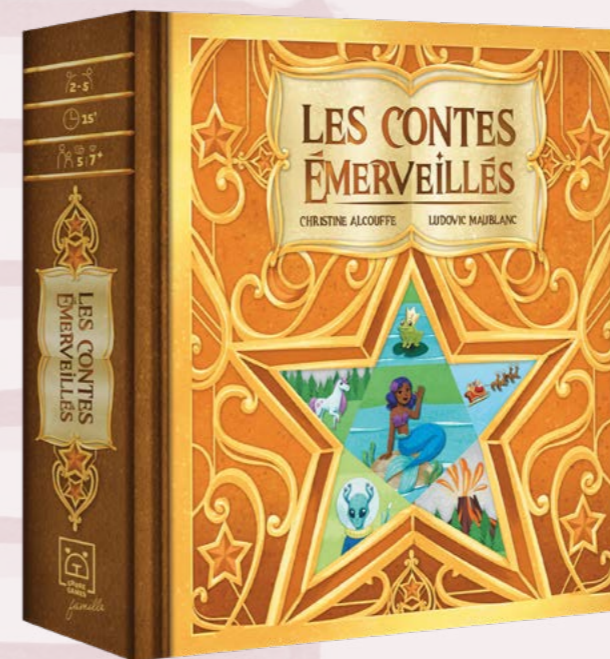
A game by Florian Grenier

Sur une table ou accrochée au mur, en famille ou entre amis, en compétition ou en coopération, vous n'avez qu'un seul objectif: trouver les GRRRignettes!

**DISCOVER THE STAG BY O'LEE HERE!**

**DISCOVER THE DRAGON BY CAMILLE CHAUSSY HERE!**

# FAMILY RANGE



## Tales of wonder

A game by Ludovic Maublanc and Christine Alcouffe

2-5 ★ ⌚ 15' ★ 👤 5+

The fairytales are all topsy turvy! A magical tornado has shaken everything up. Create new stories to help the fairytales and gather enough stars to give them back their sparkle.

**DISCOVER IT HERE!**

## BINGO ISLAND

A game by Corentin Lebrat and Ludovic Maublanc  
illustrated by Valérie Holley

2-6 | ⌚ 45' | 👤 10+

Welcome to Bingo Island! You are islanders and your island abounds with fabulous wealth. Cultivate the soil, persuade your friends, the animals to join you and find precious treasures. But beware of the crabs!

**DISCOVER IT HERE!**



Download the previous issues of our MaGRRREzine on our website!

In the October issue, we take a look back at the events of the summer, releases, prices, pre-orders for the Royal Treasure and lots of other fun news!

An extract!



Click on the cover to download it.

Th  
ar

The pre-order campaign and the playmat has been...  
And, as for the last pre-

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 Nidaveilir and Thinnvellir. It was available in a limited quantity, and it was a great success.



Théo Rivière and Johannes Goupy

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 ground: made of mores for the dress and giroille for the... and a stone mask, with Crystals inlaid, that



# 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!)



Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, Théo rivière

Camille Chaussy, Valériane 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 GRRRRoodies

Gifts to thank you all!

# Origamis boxes

## to print

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

### FOR THE BACKGROUND:

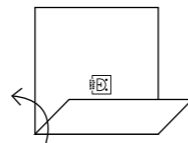
Print the following 2 pages on **both sides**, at actual size.

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.

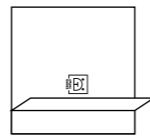
#### STEP 1:

- 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.



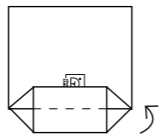
#### STEP 2:

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



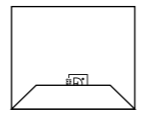
#### STEP 3:

- Fold the corners inwards.



#### STEP 4:

- Fold where you marked the fold in step 2.

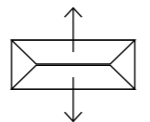


#### STEP 5:

- Repeat the same steps on the other side.

#### STEP 6:

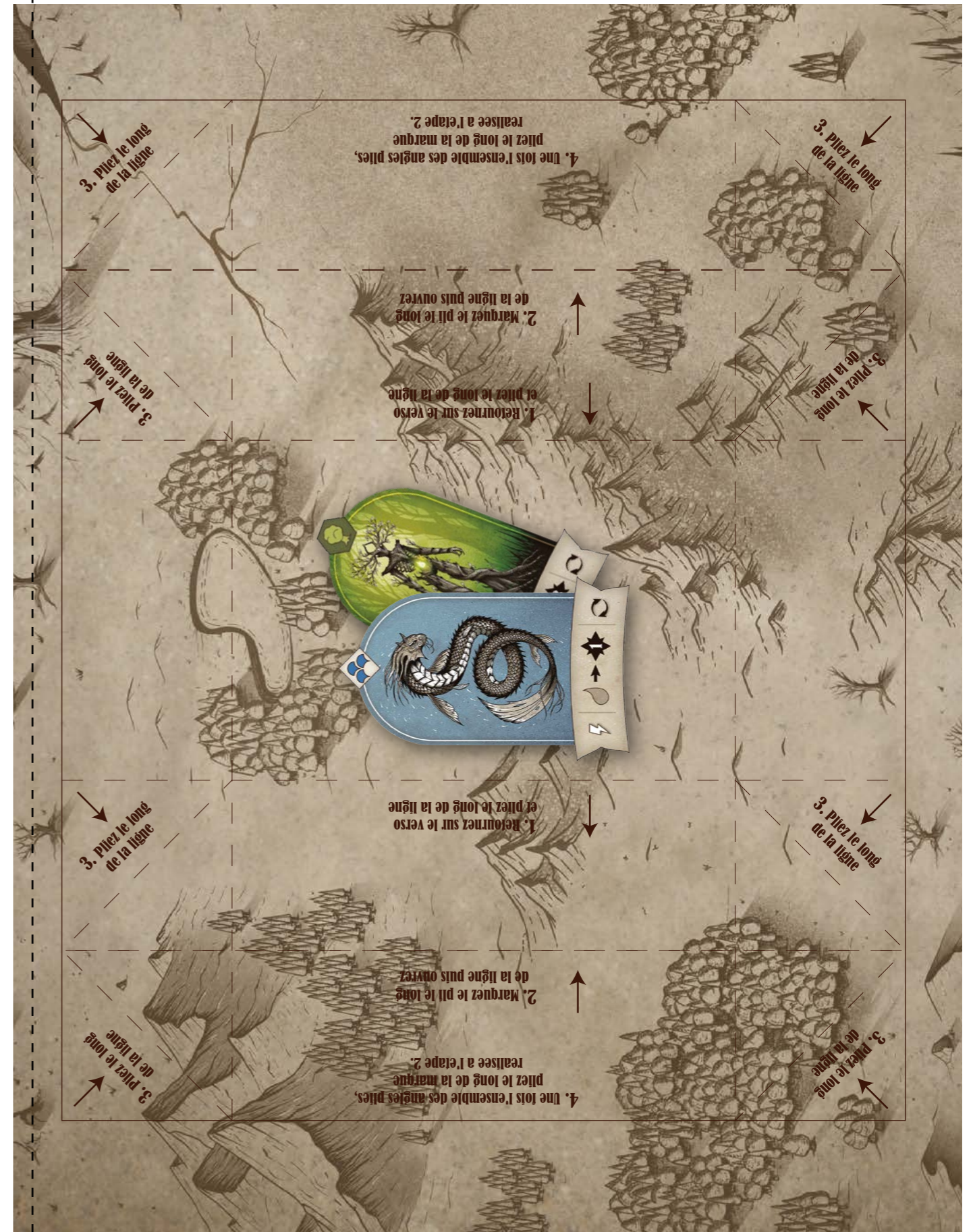
- When both sides are folded, form the box by opening both sides. You can mark the corners with your fingers.



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!



**Top - Exterior side**  
To be cut along the white line



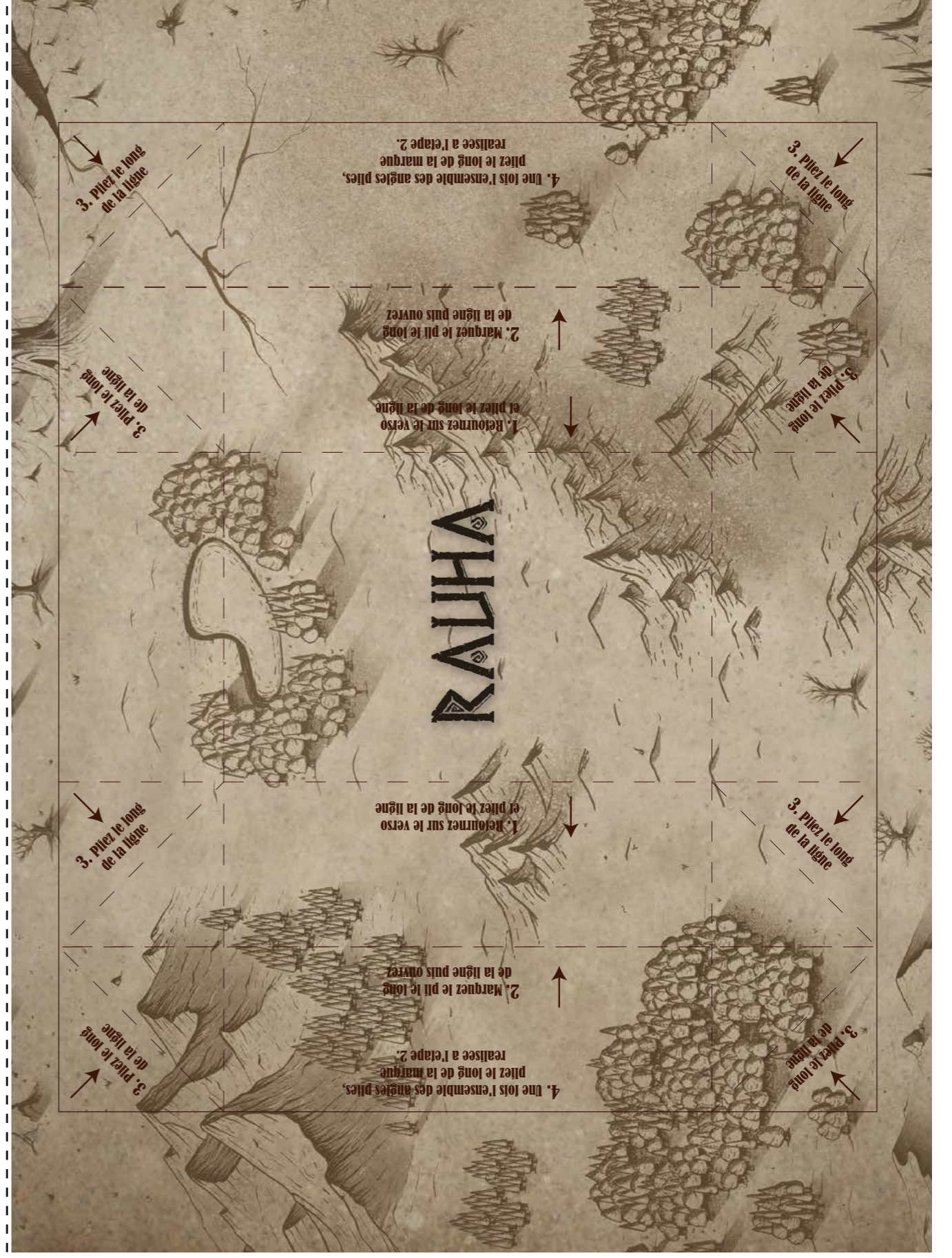
[Help](#)

Crédit vidéo: OrigamiAko



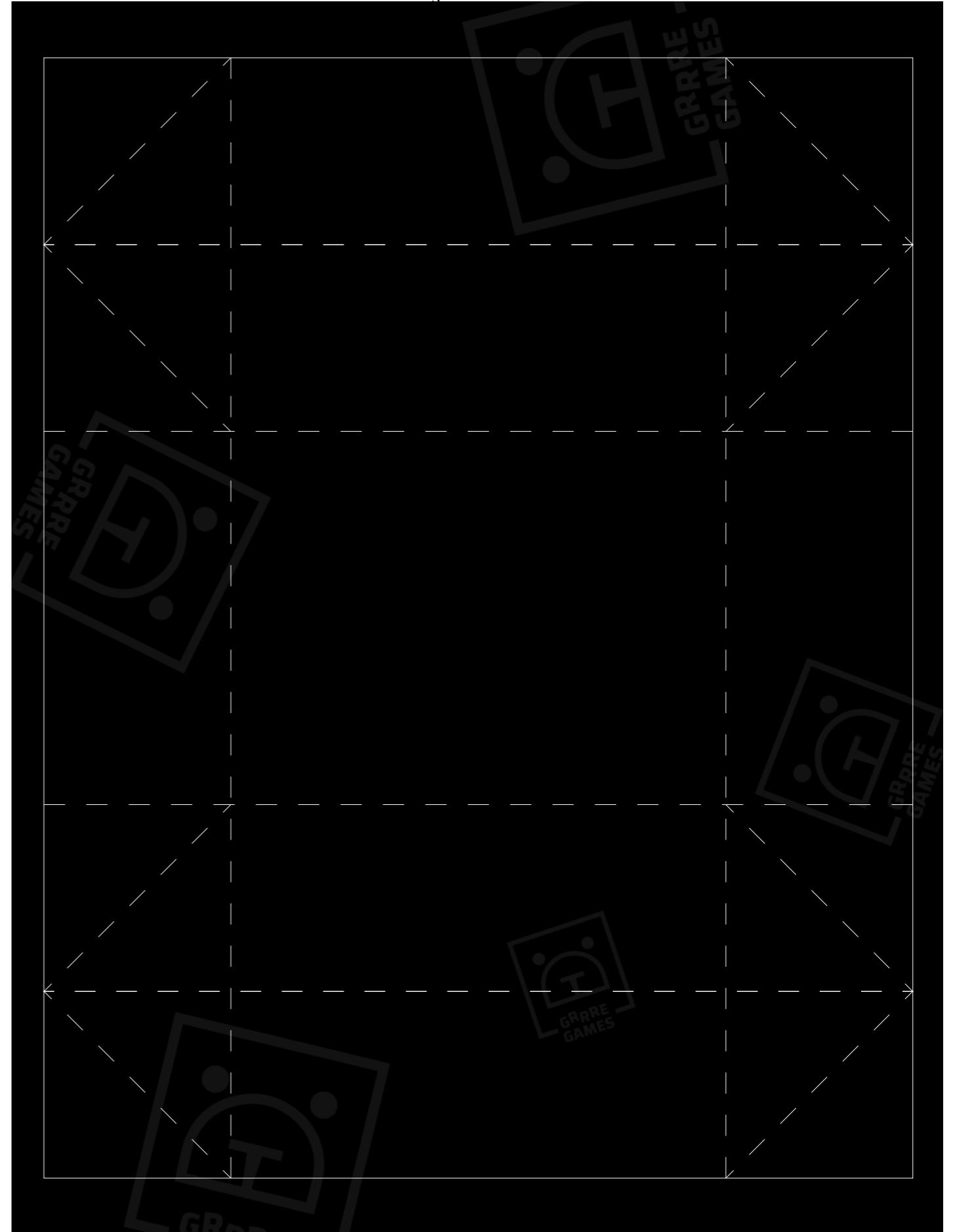


Bottom - Exterior side  
To be cut along the white line

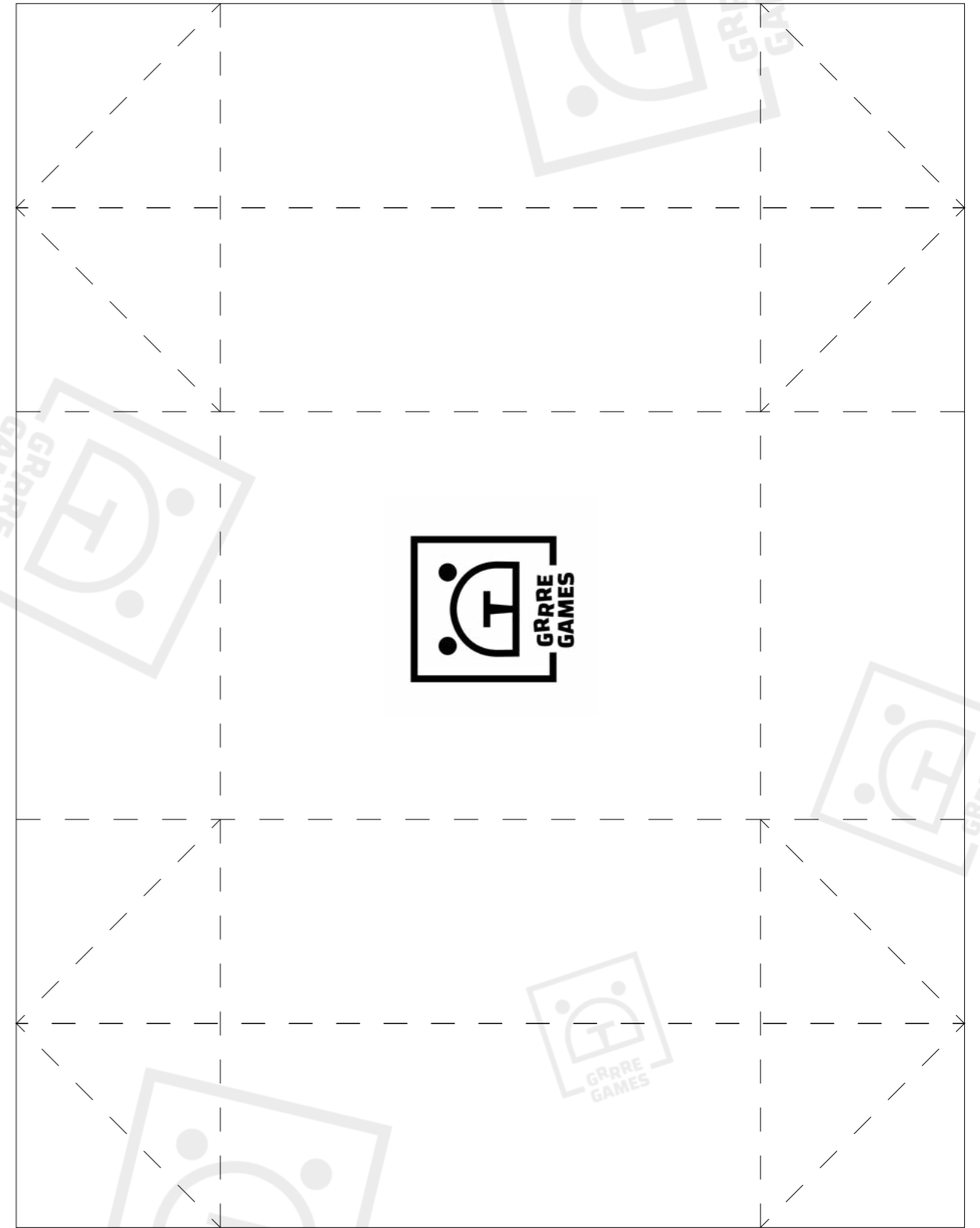




**Top - Exterior side**  
To be cut along the white line



**Bottom - Exterior side**  
To be cut along the white line





www.grrre-shop.com

**GRRRE SHOP**





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)



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# GRRRE GAMES

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# Ma GRRREzine

## GRRRE QUOI ?