



GLYP TODON MAGAZINE

N. 1 V. 1 - Dec. 2021

PAPER DUNGEONS

Discover everything from the
new expansion!

INTERVIEWS

Diego Bianchini &
Leandro Pires

THE LONG NIGHT

A Paper
Dungeons Tale

PROMOS

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material for
your game!

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Copywriting & edited by Márcio Botelho
Diagrammed by Kaique Messias
Review by Thiago Leite e Bruno Galeano
General manager: Diego Bianchini

Editorial – Why a game studio?

MeepleBR operates mainly in the Brazilian market of board games. Since 2016, we went through many changes and today MeepleBR is a known reference on quality and good games in our country.

At first, we worked only translating and distributing successful international board games, such as **Terraforming Mars**, **Root**, **Orleans**, and **Mombasa**. These titles were incorporated into our exciting and growing catalog, developed in synchrony with representative trends in the international board game market.

Translating and distributing games in Brazil are crucial and challenging activities for MeepleBR. However, now we feel an urge to go beyond.

It's time for us to create and develop our own board games, as well as to show them worldwide.

Our first step for achieving this goal was the launch, in 2019, of **Triora: City of Witches**, created by Michael Alves and published both in Brazil and Europe. Despite its solid and funny gameplay, *Triora* faced hindrances in the marketing campaign and important details were missed in the Kickstarter. For MeepleBR, it was an incredible opportunity to learn valuable lessons for the future.

Paper Dungeons: A Dungeon Scrawler Game was our next project. Launched in 2020, this board game received great reviews and conquered its own passionate fanbase. To MeepleBR this success shows not only our ability to overcome difficulties, but also the quality of Brazilian game design.

Creating games is fun. However, it demands hard work, attention, and lots of dedication. Imagine you have ten or more games in simultaneous development: problems will surely multiply exponentially!

In order to focus on the creative process only, we founded Glyptodon Game Studio.

Glyptodon Game Studio is dedicated exclusively to developing Brazilian board games. With a complete crew of game designers, developers, artists, and editors, our studio will bring to you all creative and interesting board games.

And the first issue of **Glyptodon Magazine** is part of this daring effort.

Our periodical will publish news about games in development, promo materials, market analysis, interviews, and much more.

By now you may wonder why we've chosen this name is for our studio?

Well, it's a long story and we need more time to explain the magic and mystery behind this prehistoric shell. In the next issue of *Glyptodon Magazine*, the secret will be revealed.

See you all in three months!

The Long Night

A Paper Dungeons Tale

It started unexpectedly.

Guards, bakers and fishermen were the first to notice the delay of sunrise. The cloudy autumn sky couldn't be the explanation for that strange darkness.

When the bells of the Prophet's Cathedral rang twelve times, feeling became certainty: we were living the longest night.

Terror grew in the following days.

It's been over a week now since we watched the sunrise for the last time. Looting, arson fires, and other crimes are multiplying in the city.

VENTIMA CITY: *Ventima is the biggest port city in the west. The city connects Leonia to the eastern lands and it is therefore the major harbor of the realm and home of great known fortunes. Although located within Leonian territory, Ventima enjoys wide political autonomy thanks to the support of a wealthy merchant bourgeoisie. Quarrels between Ventima's City Council and the Crown of Leonia were common, but today the city is loyal to queen Aldalia d'Leon. The prosperity enjoyed by Ventima attracts heroes all over the world as well as evil masterminds both in search for fortune, adventures, and glory.*

After ten days of silence, mayor Keelson called the Council of **Ventima**. As it is my duty, I attend the assembly in the Palace of Merchants in order to examine the situation.

And from the towers of the palace I can see black smoke and buildings burning in the poor side of the city.

Reverend Anterus

Before presenting the official position of the clergy about what was happening in the realm, Reverend Anterus of the **Prophet Church** says a prayer to enlighten our hearts.

Then he tells everyone assembled in the palace that darkness is a test of faith.

In the Book of Revelations we read the following passage: "When the infraworld evil is released by worshipers of the gold, the Kingdom of the Righteous will be challenged. Harvests will decay, rivers will dry, and only the faith will feed the peasants."

Into the darkness brought by the Long Night, some imbeciles among us don't admit our Creator is still righteously watching everything. They believe the One who created us cannot see without sunlight and therefore they are allowed to do unspeakable acts of villainy. They are not only fools, but they also defy the Creator.

PROPHET CHURCH: *founded by a mysterious spiritual guide one thousand years ago, the Prophet Church is the holy keeper of the realm. Almost every village or city in Leonia has at least one temple dedicated to this faith and priests of the church are prestigious figures to peasants and nobles alike. The main enemies of the Prophet Church are known as pagans and heretics: everyone who accepts a different god is called a pagan, such as the believers of old Volsco gods; while heretics are those members of the Prophet Church who challenge the authority of the High Priest. Both menaces are fought with zeal by the institution and several holy wars were fought in the name of the Prophet.*

REALM OF LEONIA: *approximately fifty years ago, Velda d'Leon unified the six realms of the continent and proclaimed herself Queen of Leonia. With iron hand, her dynasty brought stability, created solid bonds with the Prophet Church, and built a central government eager to surpass the greatness of the ancient Volsco empire.*

I received reports about invasions of abbeys and convents. Sacrilegious persons desecrated these places and stole the riches of the Prophet Church. Our answer to them needs to be strong.

When a sinner lives among us, all the righteous people are corrupted by his or her crimes. It's our duty to punish these outlaws and sustain law and order.

The members of this council are wealthy men and women. You are blessed by the Creator and have always lived in the light of the Prophet Church. In this harsh time, I beg you all to prove once more your faith: you all need to help the Church. Enforcing the law and making pious donations, you shall support the Church of the Prophet in its mission to enlighten the world with faith and hope.

Without the Church, we will all suffer and fall into an endless nightmare.

By the glory of the Prophet, the light will shine once again.

Lady Trinette

The words of the priest are received with alarm by the audience. Silence is deep, and I can hear tears and moans from the religious folks.

A few moments later, Lady Trinette representing the Crown walks to the center of the room and speaks about the general situation of the realm.

The Long Night isn't a local phenomenon. **Leonia** is in complete darkness: citizens across the whole realm, living in the fields, in the cities, or inside castles, have been deprived of sunlight since last week or more.

Darkness inspires boldness in criminals. Bands of orcs, goblins, and other terrible creatures attacked villages in the far reach of civilization: along The Great Road fields are burning and ashes cover the land like snow during the winter; inhabitants of small towns in seashore are hungry because their fishing boats didn't return; refugees arrive each day in Banc and they tell horrible stories about curses and monsters arising from the deeps of the Scar.



GRIZZLY MOUNTAINS: *the native dwarves of the continent are natural from the Grizzly Mountains, a chain of rocky, dangerous, and rich mountains in the north. Thousand years ago the dwarves founded a solid democratic system based on representatives elected by the clans and artisans guilds. The stability of the Mountain Republic made the dwarves tremendously rich and powerful allies for human rulers of Low Lands.*

The Lion Guard is spending all its time and resources to protect the realm, but our soldiers are at their limit. The situation is plain: our champions need your help.

Her Grace, Queen Aldalia d'Leon, enacted martial law and gave full powers to captains of the Lion Guard to enforce the law, confiscate vital goods and summarily execute promoters of chaos and anarchy.

The darkness inspires great terror, but our realm of Leonia is greater than our fears.

Ambassador Gark Blazingrock

Among the claps, I could to hear old merchants whisper, concerned about “confiscating vital goods”. But the general feeling is comforting: Ventima is in better condition than most parts of the realm.

The tinkle of golden coins caught everyone’s attention. Gark Blazingrock, the richest dwarf banker of Ventima, is in the room to speak. Ambassador of the **Grizzly Mountains**, he addresses the audience with his hoarse and resolute voice.

I just received a disturbing report about the difficult situation of my fellow citizens in the Republic. We dwarves are adapted to the darkness of tunnels and mines, and we don’t mind working without sunlight... but my brothers and sisters have noticed something terrible brought on by the Long Night.

Animals went crazy: iron moles don’t obey their keepers; carrier pigeons don’t return to their nests; even the magnificent wooly buffalos change their routes and miss the way to Anvil Pass.

As the representative of the Republic, I know it is worrisome for the Council of Ventima, the Prophet Church, and the Crown of Leonia to pay the loans you all owe to the banks of the Republic.

After the War of the Heretic, we dwarves have established a lucrative and happy alliance with humankind. You receive our money without great delays and in return, you all agreed to pay the right price for the loans we provide.

We dwarves deeply believe in our partnership with humans, and to show our goodwill the Banks League decided not to collect old fees now and to create a new credit line for the Crown and other organizations of Leonia. This credit is a simple way to finance your fight against this perilous situation.

Of course, banks will increase fees and add more guarantees in contracts, but it’s only a formality and I will explain these arrangements in the future.

Suffice to say: the Republic never abandons its allies in hard times. For the earth under my feet and for the honor of my lineage, I have spoken.



Ambassador Elaina of Mindartis

I don't know any merchant who likes to pay taxes, and surely the offer of dwarf gold to finance the Lion Guard looked like good news for everyone in the room.

But general attention is suddenly drawn to a mysterious masked person who came into the room. Each step is precise, similar to some magic rhythm or the hypnotic dance of a dervixe, and the smell of incense and spices overrun the place.

She draws from her clothes a small shiny object and holds it in front of her face. Some rookie guards show their swords, but if the elf was really attacking the Council, they didn't have any chance to survive.

But Elaina of Mindartis doesn't have a blade in her hands. She holds a Moon Mirror, which is a sophisticated piece of craftwork made by the elvish artisans of the **Free Cities of the Forest**. But the mirror was broken: dozens of small pieces of glass reflecting a distorted, desperate, and hopeless image.

As silent, as she entered the room, Elaina of Mindartis left.

Fear spread over those who understood the message of the ambassador. The Moon Mirrors are enchanted objects used by elves to stay in touch with their homeland. Lunar magic feeds these devices and shows everyone the great power of the Elvish Lords of the Forest.

If the mirror is broken, it can mean just one thing: the Long Night deeply affected elven magic. And probably the Moon Folk would then retire for their forestal fortress while the world goes mad.

Will we be able to survive without them?

Gran Master Sharran Silverscepter

Stomps of a staff hitting against the floor broke general paralysis. It is time to listen to the words of Sharran Silverscepter, representative of the Council of the Magic.

First, I would like to highlight to you all the important information about this type of event. It is not the first time that we heard of darkness in the middle of the day. A scholar who lived during the time of Emperor Donivald III, the wise Enitu of Azur, wrote essays about a phenomenon called eclipse.

During an eclipse, sunlight disappears for a few moments in a small area of the continent. Eclipses are regular phenomena and it's possible to predict these events by calculus and astrological observation:

FREE CITIES OF THE FOREST: *elves have a semi-nomadic lifestyle and their maps are very difficult for humans and dwarves to understand. In order to enable contacts and commerce, these masters of lunar magic built a stationary city, the gorgeous Mindartis, a perfect place to bring elves closer to other people of the continent. Many ballads and legends talk about the wonders and dangers that lie in the middle of the forest. Don't disrespect the secrets of the elves.*

COUNCIL OF THE MAGIC: *magic is capable of creating both horrors and marvels. To avoid hubris, the wisest wizards of the world founded the Council of the Magic. It is an organization responsible for identifying, training and regulating magical practices in a safe way. Members of the council share knowledge gathered by generations of wizards and hold great power in their hands. The Council of the Magic has quarrels with the Prophet Church, but both organizations fight the same enemy: dark magic practitioners.*

to the ancients, eclipses are natural phenomena resulting from the movement of the celestial objects in the sky.

But the Long Night is different from a regular eclipse. We have been for more than ten days without sunlight. Furthermore, the descriptions of Lady TrINETTE and both the ambassadors indicate an enormous area of darkness, incompatible with any natural eclipse.

Ladies and gentlemen, we are facing a force capable of completely stopping the natural movement of celestial objects. Something so powerful that it halted the sun, the moon, and the stars for days.

To sustain my hypothesis, I call personal observations and facts gathered here by those before me: lost fishing ships, lacking of tide and wind; animal behavior severely affected by this crazy situation; and the disappearance of the moon since the beginning of the Long Night.

We are then brought to a fundamental question: is the Long Night an odd accident or a wicked scheme, created by a person, organization, or entity who will benefit from chaos and darkness in our world?

To answer this question we need undaunted spirits willing to find the truth. The dangers are tremendous and they will surely test the skills of these adventurers. Whoever accepts this burden will fight against powerful new enemies. And I can't guarantee these heroes will survive.

But I can assure, their sacrifice will give us hope to face evil. In the darkest hours, we need heroes.

THE RUINS OF VOLSCO: before the ascension of the Prophet Church, the continent was ruled by the Volsco Empire, a thriving network of cities, temples, and roads. The emperors of Volsco were proud of their power and prosperity. But all their glory suddenly collapsed, leaving behind ruins and fragments of the riches of the past. Historians debate the causes of the collapse: a terrible plague, some other natural cataclysm, a divine curse, or a magical hecatomb are common hypotheses. To the bold adventurers, it doesn't matter. They explore the ruins of the ancient empire for the treasures and challenges hidden for centuries





The Kingdom of LEONIA



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The Kingdom of

LEONIA

VIEW

LEANDRO PIRES

Leandro Pires is a skilled designer. Since *Rock'n Rool Manager* (2016), Leandro's first published game, he has been working on well-known projects like *Tsukiji* (2017), and *Paper Dungeons* (2020).

In this interview, Leandro talks about game designing, the origins of *Paper Dungeons*, and its ongoing work on the first expansion for this game (with a release forecast for 2022).

Like most game designers, I suppose you started out as a gamer. Am I right?

Since childhood, I have always loved playing games. I discovered modern

tabletop games more than ten years ago. At first, facing hundreds of possibilities, I realized a personal desire to create something new. Two years later, I decided to develop my first own game and started to work on the prototype. Less than a month later, I showed the game to some friends of mine and they liked it. It was the seed for *Rock'n Roll Manager* and the beginning of a dream: working with game designing.

Your games are thematically different from each other. Would you say it's a conscious choice or just a coincidence?

When I have an idea for a new game, I start developing its mechanic core. After some time, when the project is set, I look for some unusual and flashy themes to capture the public. At this point, the chosen theme will guide the development of the whole game: I tune the mechanics in order to well fit into the theme. It's a nice way to smooth the gameplay.

***Paper Dungeons* is a big hit worldwide. Whence did the idea for the game come from?**

The main objective for me was always to develop a more complex roll&write game, filled with combo possibilities, and to offer a more challenging experience for the player. At first, I tried two different themes, but when the dungeon crawling concept appeared, the game changed for the better. Since then, new ideas have emerged, and the link between mechanics and theme became stronger than ever.

What were the biggest challenges you faced until the final product?

A tremendous challenge was to take replayability to its maximum. The pre-printed board showed me a certain tendency in the game to produce repetitive matches. The idea of using variable dungeon



setups solved this problem: I spent a lot of time elaborating dozens of different powers, abilities, objectives, and dungeons, always to ensure a new experience in each adventure.

Another great challenge was balancing the game. A large number of variables may lead to prevailing combos, weak cards, boring abilities, and unfairness. Hundreds of playtests (done alone or with brave comrades) were run to adjust the score and statistics of the game.



What sets Paper Dungeons apart from other roll & write style games?

First, I think the theme and art draw attention. Then, the complexity of the gameplay, with a player sheet full of details and possibilities, arouses curiosity: most people aren't familiar with so many details in this kind of game.



The success of Paper Dungeons has created a buzz about its announced expansion. What updates will this expansion bring to players?

The main idea is to increase the level of challenge. After all, players have been gaining experience and are ready to defeat new and powerful threats. I think the biggest innovation is the side quest system. It's both a new method to use dice and to guide your path during dungeon crawling. Each player receives different side quests. Another important addition is the treasure box. The player will prepare the group to defeat unknown enemies, and, after beating them, he or she will gain access to glorious artifacts. But you need to be fast because the first to get there the best loot.

Will game rules be changed by this expansion?

The expansion will change some rules and add innovative ways to obtain glory points and to win the game. Most of the new rules are variants of original game rules, and players will be able to decide which rules to use in a match.

In which stage is the development of this expansion?

Actually, the project is in the final stage of development. The core mechanics are solid, and we are running balance tests. About art, Dan Ramos is working with us and improving graphic quality to a new and impressive level.



Fantasy universes are full of characteristic elements such as spells, enchanted animals, secret halls in dungeons, and more. There will be room for them in future expansions for Paper Dungeons? It's possible these elements will be shown in future expansions for the game. Other ideas are on the table right now and it's a matter of time for bringing up new materials. If you want to go deeper into the dungeons, don't worry: cool stuff is on its way! I enjoy working on Paper Dungeons and it will be a pleasure to develop these ideas for the players. I hope you all will enjoy the novelties in the game.



FIRST EXPANSION

Paper Dungeons: The Long Night is the first expansion for the roll-and-write game created by Leandro Pires.

The background event is the Long Night, a mysterious phenomenon which keep the sun from rising. Because of that minions and villains are fortified and ready to defeat the heroes. Also, a new selection of monsters rises and menaces civilization.

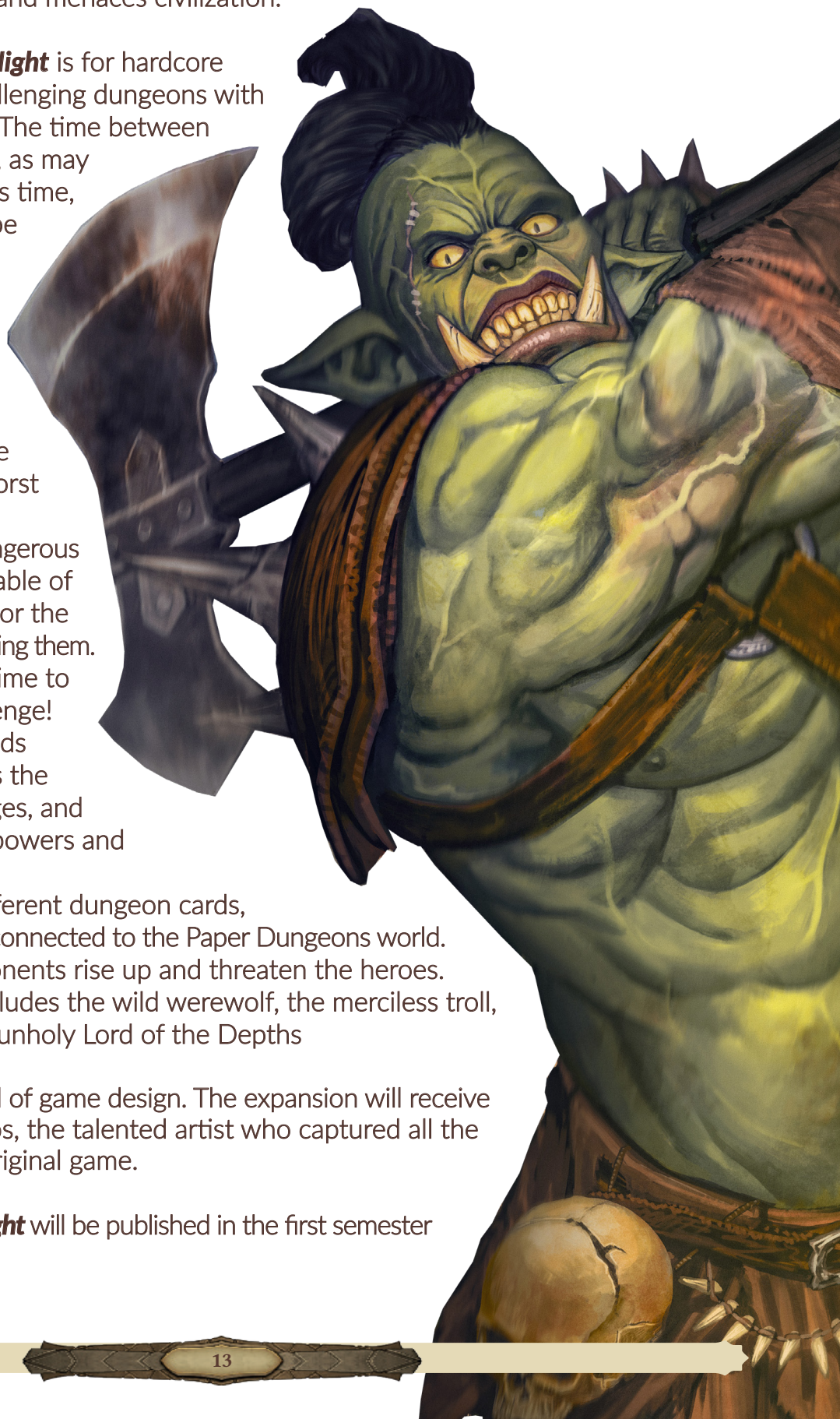
Paper Dungeons: The Long Night is for hardcore players who want more challenging dungeons with great dangers and rewards. The time between player actions may increase, as may the use of Resurrection. This time, every movement needs to be planned.

The expansion includes:

- **Treasures** - find awesome artifacts, valuable gems, and other unbelievable items. But beware! It'll be necessary to fight the worst minions in the dungeon.
- **Side quests** - receive dangerous secondary missions, capable of generating lots of glory for the heroes capable of completing them.
- **New player sheet** - it's time to face the maximum challenge! The new player sheet adds advanced traps, modifies the location of secret passages, and includes new character powers and magical items.
- **New Dungeons** - 12 different dungeon cards, including new storylines connected to the Paper Dungeons world.
- **New villains** - dark opponents rise up and threaten the heroes. The complete gallery includes the wild werewolf, the merciless troll, the cursed hag, and the unholy Lord of the Depths

Leandro Pires remains ahead of game design. The expansion will receive illustrations from Dan Ramos, the talented artist who captured all the marvel and fantasy in the original game.

Paper Dungeons: The Long Night will be published in the first semester of 2022.



PROMO MATERIAL - PLAYER SCORE

Paper Dungeons first expansion will include a table with eight different power levels to evaluate the player's performance in solo mode.

With this score, it will be possible to check your personal performance at the end of the game and discover if your group of heroes is capable of defeating the forces of evil.

Are you a great champion or just a peasant?

Look at the score and discover!

<i>Below 50</i>	<i>Peasant</i>	<i>You aren't an adventurer, just a common citizen who decided to invade a dungeon. Probably some of your partners didn't survive this trip.</i>
<i>51 to 60</i>	<i>Beginner</i>	<i>You are not really ready to handle threats and enemies in adventures, but probably your partners and you survived... it's something, isn't it? Prepare yourself for the next expedition and try again.</i>
<i>61 to 70</i>	<i>Village keeper</i>	<i>Commoners are astonished by your tales and celebrate your feats in the local tavern, yet your name is far from being part of the greatest sagas.</i>
<i>71 to 80</i>	<i>Adventurer</i>	<i>Definitely you are above the average. Your path to the elite champions is long, but after each mission, your powers and wisdom increase.</i>
<i>81 to 90</i>	<i>Hero</i>	<i>Your achievements are worthy of knowing. Merchants and travelers praise your experience and courage, and they tell stories about your deeds everywhere they go.</i>
<i>91 to 100</i>	<i>Champion of the Realm</i>	<i>Heroes in this level are celebrated on all continents. Probably you were already invited to integrate elite groups like the Lion Guard.</i>
<i>101 to 110</i>	<i>Veteran</i>	<i>The numerous quests you faced greatly increased your efficiency and power. Adventurers like you are assembled to decide the impossible situations and to destroy the worst nightmares.</i>
<i>111 to 120</i>	<i>Legend</i>	<i>You are one of the greatest heroes of all time. Your conquests are legendary and inspire new generations of heroes to follow your steps and fight for justice and goodness.</i>
<i>Above 120</i>	<i>Epic</i>	<i>Your powers are above mortal scale and only can be described as divine. The worst villains shiver at the mention of your name. In fact, dragons, liches, and all kinds of monsters fear your skill, tenacity, and superior strategic mind.</i>

PROMO MATERIAL - BLOCKED DUNGEONS

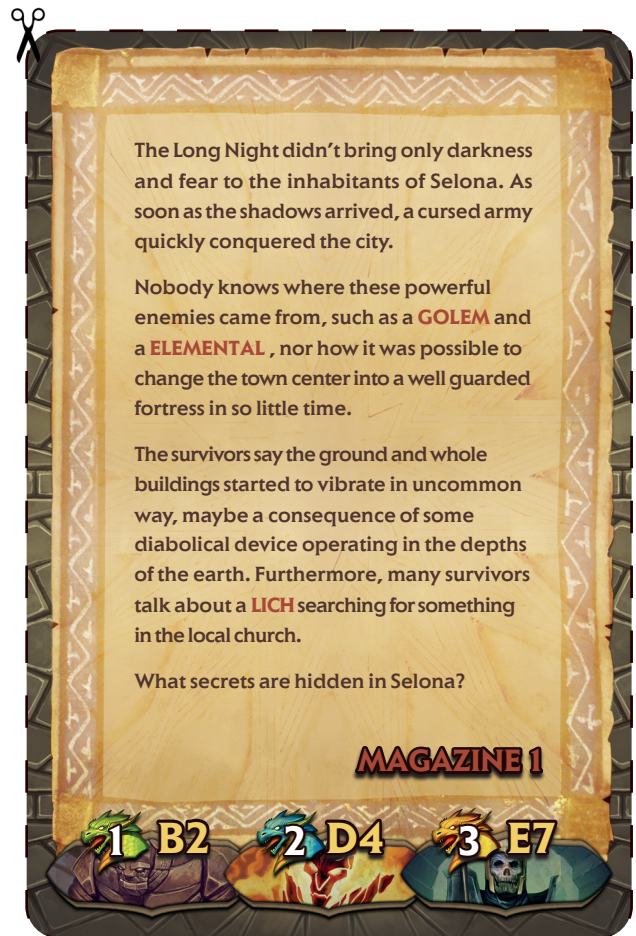
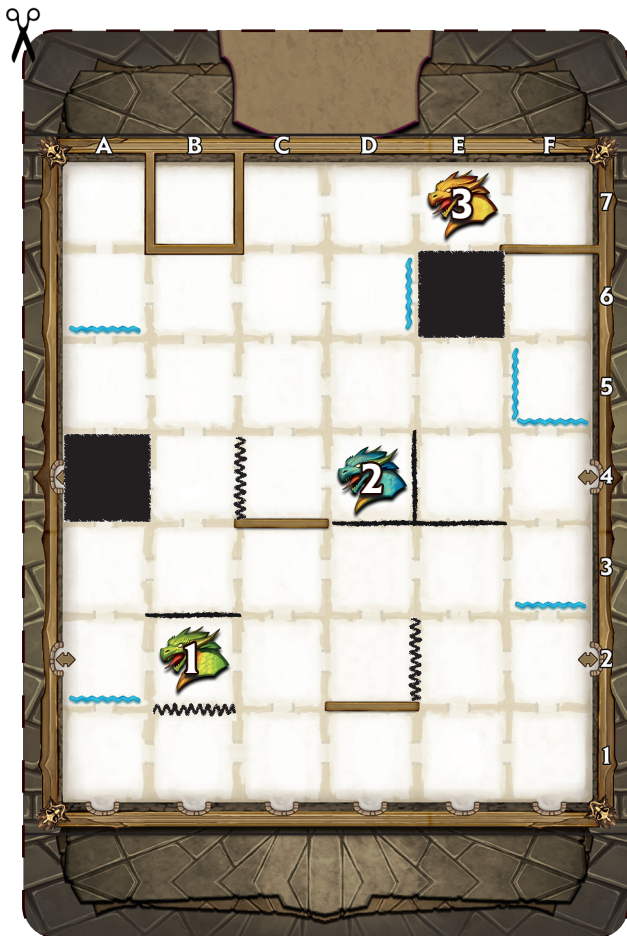
The new dungeons will include advanced challenges: **Blockaded Rooms** and **Additional Watercourses**.

You find one promotional Dungeon Card for your regular matches of Paper Dungeons. It can be used with the components of the base game.

During the second step of the setup (*Rules*, p. 2), besides marking the rooms with villains and the black walls, you must completely mark the indicated rooms in the Dungeon Card (A4, E6) and draw zigzag lines to signalize additional watercourses (B2, D2, B4).

The *blockaded rooms* can't be crossed in any way. Not even magical items, like Khar Medallion and Intangibility Cloak, can help you in this case. To continue your exploration, you will need to turn around the blockaded room.

Additional watercourses are similar to original water areas in the dungeon: usually you can't pass through this area, but the Khar Medallion avoids this limitation.



Build an Empire

BRAZIL

IMPERIAL

Take on the role of great monarchs of the past and show your valor! You will land in a vast and rich territory, but the road to prosperity is filled with challenges.

In *Brazil: Imperial* you need to construct buildings, manage resources, explore the land, develop trade, forge alliances with powerful personalities and recruit a strong army to protect your interests against the rival leaders.

If you make the right choices, you will progress to a more advanced Era, receiving new options of development and Victory Points. At the end of the game, the best monarch receives the title of Emperor of Brazil, founding an age of prosperity, enlightenment, and peace!



Overview

Brazil: Imperial is a civilization game for 2 to 4 players. The core mechanics are area majority, variable player powers, worker placement, and modular board. Developed by **Mundus Studio**, *Brazil: Imperial* invites players to construct an empire in Brazilian territory between the 16th and 19th centuries.

The game has a medium to hard complexity and combines elements of eurogames and 4x games. This mix creates an unique experience of gameplay lasting from 120 to 150 minutes.





Setup

Starting the game, each player chooses one available monarchs to play. This choice directly affects gameplay: some monarch are strong in combat, others are great explorers, and there are also those who make science a priority. At the same time, players need to pick up individual game boards and components referring to the chosen monarchs.

The map is then placed in the center of the table and every player receives cards with tasks. If you complete these tasks, you can advance to another Era. The players start in the First Era and need to advance to Second and Third Eras in order to unlock more powerful constructions.

Last but not least, the players need to choose wherein their empire will be built. From humble beginnings, each player will have the opportunity during the game to create an amazing Empire.

Action Phase

Brazil: Imperial has two different phases at each the player's turns: action phase and movement phase. In every turn, players can participate in one or two phases.

In the action phase, players have 7 possible actions in the Action Arches. You can manage these actions in your individual game board.

Summon – you can summon 1 military unit to explore or to defend your territory.

Frame – frame cards bring famous historical figures; and buying these cards may grant you special powers and Victory Points.

Build – if you want to establish a great empire, you need to build as many constructions. as you can (farms, mines, and cities are some of the possibilities). Building is essential to generate resources.

Renovate – an old building can be restored to produce new resources.

Manufacture – basic resources (wood, sugar cane, cotton, or coffee) can be used to make more valuable products and these products generate Victory Points and improve your Action Arches.

Port – if your empire is poor, go to the port and receive a small amount of basic resources.

Market – you can sell your basic resources receiving gold and special cards to improve your empire.



Movement Phase

Now it's time to move your troops on the map!

The movement phase allows you to explore hidden places or to attack the other players. Battles are fought at this phase: a simple check between the troops involved in the conflict defines winner (cards can be used to increase or decrease chance and change the course of the fight).

The game continues until one of the players reaches the Third Era. After that, points are counted and the player with more points is declared Emperor of Brazil.

One of the most awaited games of the year

Brazil: Imperial has stunning art, lots of high-quality components, and solid mechanics. It is probably the most hyped Brazilian game of 2021 and it will be published in 11 different languages, a real milestone for game design in our country.



INTERVIEW

DIEGO BIANCHINI

Diego Bianchini is a well known name in the Brazilian board games community. He is one of the founders of **MeepleBR**, a key game publisher in our country, and responsible for translating and distributing in Brazil great international games, such as *Terraforming Mars* and *Clans of Caledonia*. Diego oversees the company's catalog, MeepleBR's international partnerships, and the development of Brazilian projects by **Glyptodon Game Studio**.



Diego is passionate about games and a great connoisseur on the theme. He can talk for hours about mechanics, market tendencies, game designing, and artists. Diego breathes and lives for board gaming.

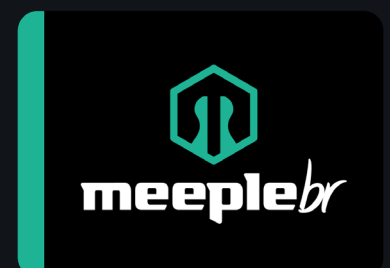
In this interview, we chat about his trajectory as MeepleBR CEO, as well as the creation of Glyptodon Game Studio and what he expects for this new enterprise.

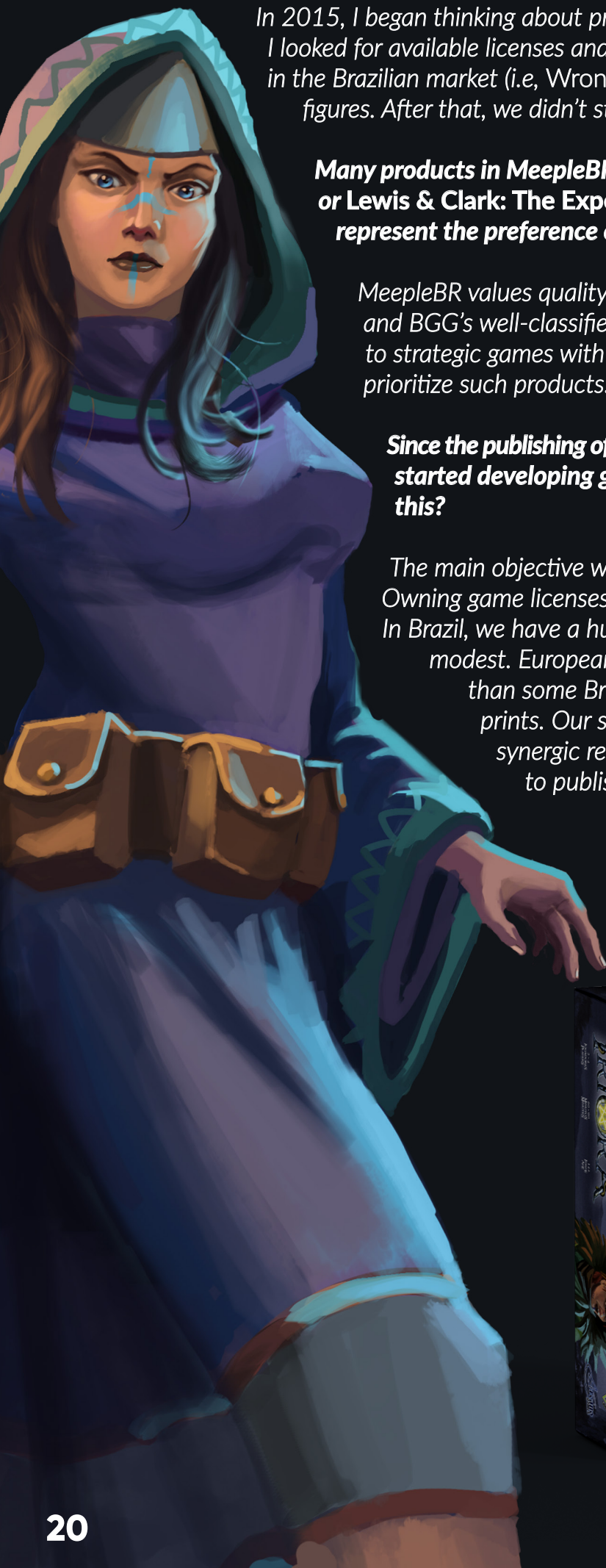
Tabletop games are probably an important part of your life. When did you start in the hobby?

I started around 1995 playing Dungeons & Dragons, Advanced Dungeons & Dragons, and one of my favorites, Magic: The Gathering. Traditional board games such as Risk were also part of my introduction to the hobby. Later I met Carcassone, Catan, and Zombicide: a real turning point for the Brazilian game market

How did MeepleBR come about? What were your first published products?

One of my favorite games by 2014 was Lord of Waterdeep and I remember watching a YouTube video about custom wood meeples. I was delighted. Unfortunately, it could not be found anywhere in stock. I had the idea then of drawing and crafting my custom meeples. I talked to a friend and together we created a few acrylic meeples, selling them on Facebook groups. After that, I made contact with Brazilian game publishers in order to produce components for their products.





In 2015, I began thinking about promoting international games in Brazil. I looked for available licenses and finally, in 2016, our first game was launched in the Brazilian market (i.e, Wrong Chemistry), a small game about geometric figures. After that, we didn't stop growing!

Many products in MeepleBR's catalog are euro-style games like Orléans or Lewis & Clark: The Expedition. Is this a personal choice or does it represent the preference of the Brazilian public?

MeepleBR values quality: our catalog has plenty of awarded games and BGG's well-classified titles. We do have a personal inclination to strategic games with low randomness and our customers indeed prioritize such products.

Since the publishing of Triora: City of Witches, in 2019, MeepleBR started developing games. What motivated the company to do this?

The main objective was to strengthen identification with our brand. Owning game licenses is crucial to companies in peripheral markets. In Brazil, we have a huge potential market, but consumption is quite modest. European countries whose total population are smaller than some Brazilian states can however absorb larger game prints. Our strategy is then to establish a two-way trade, a synergic relationship: we search for international licenses to publish games in Brazil and offer Brazilian games to be launched by partners abroad.



Launched during the 2020's Spiel.digital, Paper Dungeons was the first big hit of MeepleBR in the international market. How big is this success?

In terms of Brazilian games, Paper Dungeons quickly became a hit. In a few months, the game will be available in 13 different languages. Paper Dungeons already had two successful prints and the third is on its way, together with the first expansion for the game.

The success of Paper Dungeons is a combination of many aspects: its solid gameplay; the fabulous art of Dan Ramos; a popular theme for many players; and well-balanced matches. I hope it continues to be a success in the years to come.



Another game developed by MeepleBR, Brazil: Imperial, is definitely hyped. In your opinion, what generated this expectation?



Brazil: Imperial is the next hit! Its hype is huge in our country and in other markets around the world. The game theme, its marvelous art, and the idea of a 4x game to be played in 100 minutes will make this game a success. For me, it's impossible to look at the game on the table and don't fall in love with its vivid colors and illustrations.

Like Paper Dungeons, Brazil: Imperial will be available in 11 different languages at the publishing date

Developing games is now an important activity to MeepleBR. How does the creation of Glyptodon Game Studio relate to this?

We plan to spend more time and resources on creative work and to achieve this goal is crucial to establish a game studio. We can then assemble a team exclusively focused on developing great games.

In short, we want to show how gifted Brazilian professionals are and then assume then a more relevant place in the world's tabletop game market

Will the studio focus on creating Brazilian-themed games?

Glyptodon won't focus exclusively on Brazilian-themed games, but we will surely favor Brazilian graphics and themes. In my opinion, art and design are key points to the success of a product. We choose promising artists outside the central places for board game like Europe and the USA, and this determination gives us a strong visual identity which we want to preserve.



How many professionals are part of the Glyptodon Game Studio?

Today we have seven different people dedicated directly to the studio. Besides this team, there are a bunch of artists, diagrammers, and other collaborators, who work with us on specific projects. In a few weeks, we shall present each one of our talented professionals involved with Glyptodon Game Studio.

And could you tell us which projects are being developed right now?

We already have three published games, *Triora: City of Witches*, *Paper Dungeons*, and *Brazil: Imperial*. Three other games are in the final process of art and production, *Luna Maris*, *Eletrika*, and *Grafto*.

Furthermore, we are working on *Paper Dungeons'* first expansion, called *The Long Night*, as well as the long-awaited *1890: National Railroad Plan*, and another seven projects in different stages of development.

A good number for a young game studio, isn't it?

It's a fabulous number! And we are always searching for new and exciting games to publish. It's a fundamental and delightful part of our work.

Last but not least, can you tell us what is your favorite project by Glyptodon Game Studio?



I have a couple of favorites in the next releases.

Eletrika is a strategic game in many ways similar to chess with large doses of tactics and fun. It amuses me in every match, and I know for sure you all won't forget *Eletrika* on the shelf.

But my personal bet is *1890: National Railroad Plan*. This game was attractive even before the developing process. *1890* is now closer to an euro-style game, presenting a new experience to 18xx fans as well as a solid and fun game to all players. It will be a fresh enterprise for strategic-game enthusiasts. Stay tuned!



STAGES OF GAME DEVELOPING



New project - the game is still a prototype and we are working to set the core mechanics, game flow, and potential visual identity



In development - the game is in play-test; this phase is essential to establish game rules, find mathematical balance and evaluate possible game modes.



Art & Design - game rules are now consolidated and it's time to establish the visual identity of the product; in this phase, play-tests aim at improving user experience.



File preparation - rule book is revised by the last time, blind tests and final adjustments are made on the files to print.



In production - all files are sent to the factory and after evaluation of the printed proofs, the production of the game begins.



Finished - the game is finally ready for sale and distribution by us or our partners in other countries.

COMING SOON



Euro 4X game based on Brazilian colonial and imperial history

LUNA MARIS

Coordinate astronauts and mining operations on the Moon.



Eletrika

Construct energy lines and manage hydroelectric power

Paper Dungeons: The Long Night

Explore new dungeons, complete side quests, and find the treasure box.



Marajoara

Archaeologists searching for Amazon ceramics

Grafito

Street artists compete among themselves to rule the walls of the city.

1890: National Railroad Plan

Build railroads and make your fortune investing in Brazilian railway companies



Project Zeppelin

Duel between civilizations in a fantastic world

Project Barn

Moles and rabbits dig tunnels and compete for carrots

Agroforestry

Cultivate an eco-friendly farm with Brazilian native species



Project Boss's Dream

A cooperative exploration experience

Project NPC

Help the community... and make a good profit