

N. 5 V. 1 - DEC 2022

GLYP



TODON

MAGAZINE



TRIORA

Join the witches' party

PAPER DUNGEONS

Face the Legend of Kramps

BRAZIL IMPERIAL

Fight to control the Fortress of the Three Wise Men

LUNA MARIS

A very special gift

ELETRIKA

Earn money with Christmas lighting

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The year 2022 was very remarkable for all of us at **Glyptodon Game Studio**.

Besides the several events that happened in the Brazilian and international scenery - which were many and intense: the cooling down of the Covid-19 pandemic, large-scale military conflict in Europe, estrangement between the major world powers, the most heated Brazilian elections in recent history, and an out-of-season Football World Cup - we had a year full of learning for our young game studio.

The first learning concerns the need to learn to live with differences. Each person is a particular universe, full of ideas, experiences, and knowledge. Respecting the differences within a creative team is sometimes a challenge, but it is fundamental to make a project grow and present new and surprising visions.

It was also crucial to learn the importance of communication. Good ideas are worthless if you can't communicate them to your audience. This goes for family, friendships, and, of course, game development.

Finally, we learned to take pride in our work. When I say proud of our work, I am not referring to the final product, but to the whole process that begins with the initial idea, goes through development, and culminates in the release of a game. The work is exhausting, but we can see ourselves in this work and realize how much we grow as individuals at each step of this collective work.

We hope that in 2023 we can continue this learning process, releasing new games and sharing our love for playfulness with you.

The Glyptodon Game Studio team wishes you and your family happy holidays.

See you in 2023.



MICHAEL C. ALVES

TRIORA

CIDADE DAS BRUXAS

OPTIONAL CHRISTMAS RULES

By Michael Alves

Christmas has arrived in Triora as well. While the population begins to prepare for the celebrations, the witches are getting ready to throw their own party!

This promotional material presents two variant rules for Triora: City of Witches, both reflecting the Christmas theme and adding a special spice to the game. These rules generate changes in the game strategies and can be used independently of each other or together.

FATHER CHRISTMAS

The Inquisitor is in a holiday mood, and is handing out presents to the people of Triora, but the Witches are ready to steal the presents to throw their own party!

- ✚ Whenever the **Inquisitor** makes a move leaving a region he will place 1 silver coin in the place he left.
 - 🌲 Place a coin in the circle of that region.
 - 🌲 It does not block familiars or witches.
 - 🌲 If the Inquisitor does not leave a region, he does not place coins.
- ✚ The **first Witch** who moves into a region with a coin must take it for herself.
 - 🌲 This coin is received as an extra bonus, in addition to all the other effects of the region.
 - 🌲 Familiars do not collect coins.
 - 🌲 The Witch does not need to spend the region's activation resources in order to collect the coin (similar to the Witch's Bonus).



THE WITCHES' PARTY

The witches are preparing a big party to celebrate their victory over the Inquisitor. Each witch must contribute with coins to make the end of the year magical.

✂ At the beginning of the game, place one of your hexagonal markers on the Ruin Points track at 0.

🌲 Use it to determine how many coins you have donated so far.

✂ At the end of each Witch's turn, a donation of any number of coins can be made, as long as you have this amount of coins.

🌲 Advance the hexagonal marker placed on the Ruin Points track equal to how many coins you have donated.

✂ At the end of each round, the Witch who has donated the most coins receives 1 Living Dead or 4 Ruin Points (player's choice). And the Witch in second place receives 2 Ruin Points.

🌲 After receiving the points, **do not reduce** the value of the hex markers. It marks the total amount donated during the match.

🌲 In case of a tie both Witches in that position receive the **total value**.

Example: **The Red Witch** has already donated 5 coins during the match, the **Blue Witch** has donated 3, the **White Witch** 3, and the **Green Witch** 1 coin. Since the **Red Witch** is first, she chooses to receive 4 Ruin Points. The **Blue** and **Green** Witches are tied for second, so both receive 2 Ruin Points. And the **White Witch** gets nothing.

✂ This bonus will be applied normally at the end of the last round, but will not give any further end-of-game scores.





**PAPER
DUNGEONS**



THE LEGEND OF **KRAMPS**

a Paper Dungeons Christmas Story

Rules by Thiago Leite • Story by Márcio Botelho



Have you ever heard of **KRAMPS?**

Kramps is a snow fairy who relentlessly pursues the miserly who have not helped his community. Kramps goes out hunting on the night of the Winter Solstice on the back of Sobov, an evil reindeer that feeds on the bones of the creatures captured by its master.

After being captured by Kramps, the miser will be taken to the monster's fortress and tormented by his faithful Coal Golem, the terrible Uholny, a creature born in the realm of nightmares and who never tires of bringing pain to his captives.

The only way to appease Kramps' rage is with wooden toys, for the monster recognizes the goodness in the hearts of those who give them to children.

Many people think that the Legend of Kramps is just a story invented by halfling toymakers to sell their products during the winter, but just in case, it is not good to leave the house on the night of the Winter Solstice.



SPECIAL RULES



CHRISTMAS VILLAINS

The vulnerability of the villains in this promotional dungeon (Evil Reindeer, Coal Golem and Kramps) is chosen by the player at the time of the villain combat (turns 3, 6 and 8). You **cannot** select the same hero twice. Mark the chosen hero with a circle over it to make sure you don't select it again.

SOLO MODE

In solo mode, the villains act even more ruthlessly: In addition to collecting a few gems, as in the Missing Gems variant (Paper Dungeons Rulebook pg. 15), they will remove from the game ALL potions and magic items not collected by the player.

At the end of Round 3, mark an 'x' over all the potions on the dungeon map that you have not collected. At the end of Round 6, mark all uncollected pieces of magic items with an 'x'.

COLLECTING GIFTS

Whenever you receive a potion or a piece of magic item on the dungeon map or by villain reward, you can choose not to note this in its usual place, but rather by painting a square next to the life points column.

The Gift Tree (located at B7) should be drawn during step 2 of the match preparation. It gives the player who passes through the tree first three gifts (you must paint three squares to the left of the life column). Like the gems, more than one player can collect the gifts from the tree in a round, but players who have not reached the gift tree by that time should mark it with an "x" and will not receive any gifts if they pass by it later.

At the end of the game, the player who has collected the most gifts, i.e. has accumulated the most squares next to the life points column, receives 25 glory points. The second place player receives 12 glory points. In case of a tie, divide the glory points by the number of tied players (rounded down).

SOLO MODE.

In Solo Mode, if you collect 20 or more gifts, you will receive 25 glory points. If you collect less than 20 and more than 10 gifts, you will receive 12 glory points at the end of the game.

Do not receive any glory points if you collect less than 10 gifts.



The wealthy Mister Scrooge never believed the legends and decided to keep his tavern open on the night of the Winter Solstice.




The old miser did not go unnoticed and aroused the fury of the winter creatures.

Despite his heart of stone and bad reputation, adventurers have decided to gather together to break into Kramps' Fortress, rescue Scrooge, and make a tidy profit in the process.

The task will be dangerous, for the Fortress is guarded by an **EVIL REINDEER**, the fearsome **COAL GOLEM**, and **KRAMPS** himself.

The adventurers hope to get some gold, a good glory, and even wooden toys to win the favor of the village.

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 **1 D2**
 **2 A4**
 **3 E7**

EVIL REINDEER

 **P1**
?
x2


 **-3**
 **1**
A B

 **9**  **2**
 **3**

 **13**  **4**
 **2**

 **17**  **6**
 **1**







CHALLENGE

(LEADERBOARD)

In the last issue, we promote a Challenge, using the promos of past Issues.

Here are the results:

CHALLENGE #1 - **BLOCKED DUNGEON**

Promo Published in Issue #1

NAME	SCORE
bloodredshadow	128
laraya	124
naohan	116
madmihi	107
jcancam	104
oscar114	102
basti aus hamburg	101
raulcg1987	88
abendoso	85

CHALLENGE #2 - **SHADOW DUNGEON**

Promo Published in Issue #2

NAME	SCORE
bloodredshadow	132
abendoso	124
naohan	122
madmihi	118
laraya	117
oscar114	103
basti aus hamburg	102
jcancam	100

CHALLENGE #3 - **MAGIC BARRIER** ✨

Promo Published in Issue #4

NAME	SCORE
bloodredshadow	117
madmihi	117
naohan	115
laraya	114
oscar114	107
basti aus hamburg	104
abendoso	102
jcancam	95

3 MONTH CAMPAIGN LEADERBOARD

NAME	SCORE
bloodredshadow	377
laraya	355
naohan	353
madmihi	342
abendoso	311
oscar114	309
basti aus hamburg	307
jcancam	299
raulcg1987	88

Congratulations to **@BLOODREDSHADOW**, our mighty champion, your name will be in many bard songs!!

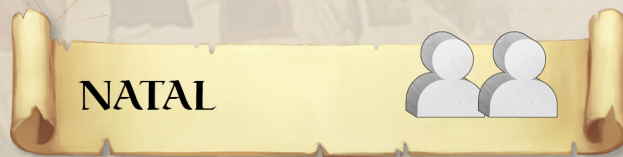
Thanks to everyone that played, and to Madmihi that organized this challenge!
See you in the next challenge!



2 Players



Map



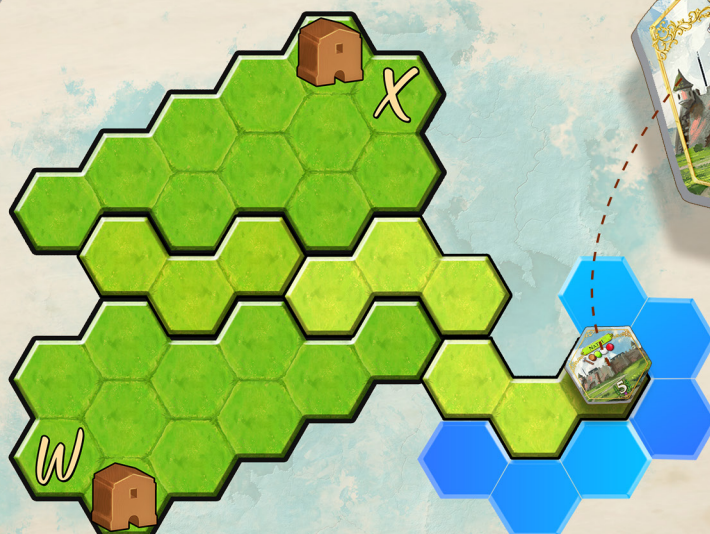
Combat Chance XXXX

The Fortress of the Three Wise Men, founded on December 25, 1599 in the city of Natal, is under attack! Achieving this strategic position will be crucial to Victory.

Place the city piece "Natal" on the space indicated as in the image below during the preparation of the game. Understand this construction as a **city dominated by your opponent!** To conquer it you must initiate an attack against the city. After that, the player dominates it as long as he has units on it. If you remove your units from this city, you must attack again in the future. If another player tries to dominate it while there are adversary units in this city, the units will fight each other, without the city's Combat Force being added. The player who wins the combat over this city will control it.

If you want to enter or leave one of the locations indicated by the blue hex, spend a free movement or the extra movement of the Reform Action (at the edge of the map, or entering or leaving a water space).

*Add the water pieces to the locations indicated by the blue hexagons.



LUNA MARIS



CHRISTMAS
GIFT

By Ricardo Amaral



The visionary billionaire Elano Almíscar is having a bad time. After having problems with his remote control cart and suffering from a very noisy Blue Bird, Mr. Almíscar has decided to improve his public image.

And what is the best way to be well-liked by society?

To be a gentle and kind person? To practice philanthropy? Paying the taxes owed to the government?

None of the above. Everyone knows that the best thing to do is to invest in space exploration!

The team at SpaceY, Mr. Almíscar's rocket company, decided to get into the Christmas mood and give the astronauts new modules for the Lunar Colony as a gift.

Unfortunately SpaceY suffered a staff cutback and the team got a bit confused and ended up installing the modules in somewhat inappropriate places.

This is a set of variant rules for the preparation of the Luna Maris game. These variant rules can be used alone or in conjunction with other variants (such as the Defective Mat featured in the June 2022 Glyptodon Magazine, or the promotional ones that come in the game box).



SETUP



During step 8 of the setup, after taking the 5 advanced modules and distributing them in the corresponding spaces of the project area, you must take 2 more advanced modules.

The two drawn modules start the game installed in the colony from the beginning of the game. However, they will be installed in swapped locations.

Example: you have drawn the **laboratory** and the **industrial complex**. The upgraded laboratory sits on top of the industrial complex printed on the board. And the upgraded complex sits on top of the laboratory printed on the board.

The rest of the game remains unchanged.



Eletrika

SPECIAL

Christmas

VARIANT RULES

By Thiago Leite

RESERVE STRUCTURES

Speculation in the energy market is a constant element that has increased the value of some of the structures of the electrical grid. Those who know how to take advantage of the market fluctuations can make a good profit.

Any time you can place an influence marker to reserve a location on the map, you can choose to place your influence marker next to the type of structure you wish to reserve, rather than reserving a piece of land. You cannot reserve a structure type that is already reserved. When you reserve a structure type, you take a short-circuit marker and leave it in front of you until the end of the game.

The first player to build that structure type will grant the player who made the reservation the MW number of the influence marker. If the player builds the structure himself, he collects the marker, but does not receive the additional MW.

FOR EXAMPLE: *the red player places his 2 MW influence marker near the towers, and picks up a short circuit marker, placing it in his play area. Since the green player intends to stick with the strategy of forming a set of towers, he builds another such structure on the map and grants 2 MW to the red player who collects the influence marker.*

NOTES

1. If you have two short-circuit markers in front of you you can no longer reserve structures.
2. Only one structure can be booked at a time.

Christmas TREE

The companies responsible for the power grid have decided to contribute to the installation of beautiful Christmas decorations during the holiday season.

When powering up structures, you can place one of your influence markers under one, and only one, city structure, even if it doesn't have your (meeples), even the city may not have (meeples). This indicates that you have sponsored the building of a large Christmas tree in that city.

Your influence marker will stay under the city structure until the end of the game. At the end of the game, you will receive the number of MW equivalent to the Influence marker placed in that city.



NOTE

You can use both variants at the same time in your Eletrika matches

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 playtest; 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, playtests aim to improve user experience.



FILE PREPARATION

Rule book is last reviewed, 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 game production begins.



FINISHED

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

COMING SOON



Eletrika

Construct energy lines and manage hydroelectric power.



**PAPER
DUNGEONS
SIDEQUEST
EXPANSION**

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

CULTIVE

Cultivate an ecological farm with Brazilian native species.



MARAJÓARA

Archaeologists searching for Amazon ceramics.

**STREET
ART**

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.



PROJECT NPC

Help the community... and make a good profit..



**PROJECT BOSS'
DREAM**

A cooperative exploration experience.