NOTES ON THIS EDITION

This edition of The Grumpy Nisse was designed specifically with intention to be made available as a print and play edition. There are two aspects that determine that: 1) a completely different artwork style. 2) The game is not yet in its final version.

This game was designed during the pandemic lockdown when my partner and I were discussing a few game ideas she had. There was one in particular that I thought was a great idea but she didn't want to pursue. So I started tweaking a few of its elements and this card game emerged. Because of the pandemic, we at Agie Games had decided not to publish anything this year, as we suspected that most, if not all, events were going to be cancelled (which we now know to be the case), and for a small publisher such as ourselves, it would have been too heavy a financial burden to have a new game manufactured that we wouldn't have been able to expose to you at these shows. So we decided that this game would be a great game to publish as a print and play for you to enjoy, to stay connected with Agie Games, and hopefully help you get through the current year which for many is proofing to be trialling.

In regards to 1) the artwork style, we wanted to try something completely different from what we had done with the previous three titles before it was too late to start experimenting. This way we felt we would be able to open a door to experimentation on the visual identity that we are yet to establish for Agie Games. We also asked Karina to try and keep the illustrations simple for this version but nevertheless be evocative and thematic. She did an amazing job and put in a lot more effort than what we had asked her to do. In that sense, we can say that this most certainly is an Agie Games game.

Then, before publishing the game, we wanted to make sure it was the best game it could be, and so, having the artwork covered with Karina's amazing talent, we kept playtesting it. New ideas started emerging and we started adding small things to the game. This brings us to 2) The game is not yet in its final version. The print and play edition is the first iteration of the game and the version we played the most so far. We think it is a lot of fun and whilst it seems straight forward at first, the events on the progress track add an interesting twist to the game. We call these "pressure points", as they can mix-up the card drafting at the start of the game. Once players get more accustomed to the events, they will want to negate certain cards to their opponents instead of securing another one for themselves.

As we make this first iteration available to play, we will keep developing the game further and update the files on BGG and the Agie Games website as we feel comfortable with the balance of new cards. New cards will not be added to the deck, instead they will replace current cards in the deck. Again, these are and will be mostly designed to mix-up the deck-building part of the game as well as add further "pressure points" to the game play.

You are invited and welcome to add your own ideas to the discussion thread that will be initiated on BGG. We will keep that discussion updated with current ideas and card effects that we are testing at any given time, organise polls about new abilities, etc.

So as it stands this game is still a work in progress. You can think of it in a similar way as happens with video games, where publishers keep developing a title that was published and make dlc (downloadable content) available to their games. So until there is a new significant update, please do enjoy the game's first iterations and do share your thoughts with us.

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THE STORY BEHIND THE STORY

The theme of this game is a very personal one, although I think many of you will probably relate to it. My partner and I have always been actively pursuing many different hobbies and interests. Whilst we wouldn't always share the same interests we would always keep each other company whilst pursuing them. Then came our son. We had no idea what to expect of course, but what we did know was that we wanted to find the time to continue investing in the things we loved doing before he arrived and keep being creative and active. In our minds we would just bring our child with us everywhere we went and he would soak up as much from those experiences as possible.

Some of these interests we were still able to pursue, many though were possible only to the one, whilst the other took care of our son. We found that it was becoming increasingly challenging to do all those things we did at the same rate and intensity that we were used to. If it wasn't because one had to look after the baby, it was because we had grown fatigued from many sleep-deprived nights…

My partner is writing a new travel book at the moment, we both love photography, we both love board games, I started Agie Games two years ago, and all these things are still important to us, however none of them is more important than our son, so he naturally takes precedence over everything else. Now as he started growing from new-born into baby and then baby into toddler we started observing all the shifts in his personality and his demand for attention increased by the minute. If I don't give him my undivided attention whenever requested… he gets real grumpy!! Also, because he needs be looked after at all times only one of the two of us (myself or my partner) are allowed to go out and about in pursue of their passions at a time… as he grows older I'm sure he will be able to join us in these adventures, but for now I stay home a lot with him so my partner can dedicate time to photograph what she needs for her book. We effectively spend less time together now that he's here. What a grumpy nisse!

It was this observation that I thought would be nice to convert into a fairy tale style story and I'm happy the way it turned out. I think it will also make a nice memory to look back to when our son has grown into a more independent human being and we can laugh about the crazy choices we made when he was so dependent… I hope you enjoy the story in the game.

Pedro.

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