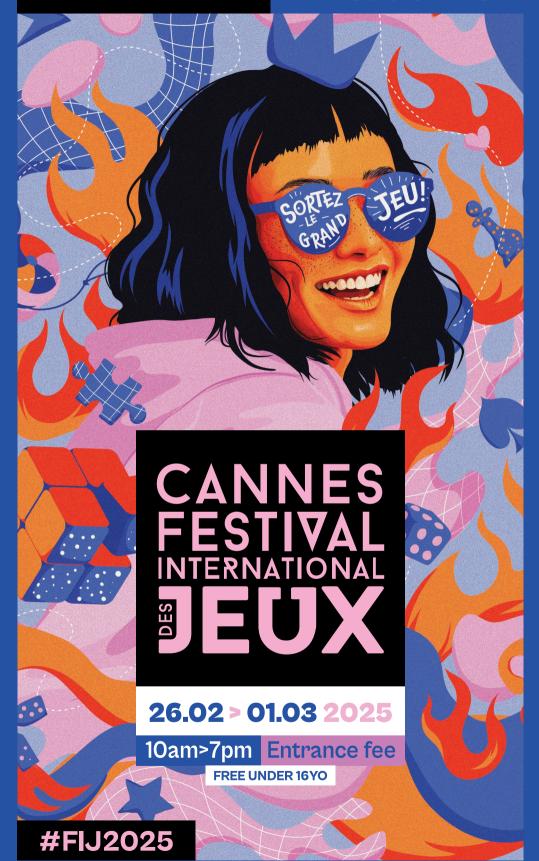
Professional Guide

Welcome!



festivaldesjeux-cannes.com



















Nos vies, nos amours, nos éclats de rire, nos emmerdements. Tout ce qui se passe ici est sur ici



Le média qui vit comme nous, ici.





WELCOME TO CANNES FOR THE 38TH INTERNATIONAL GAMES FESTIVAL'S EDITION

350 EXHIBITORS

60.000som OF BOOTH AREAS

85.000 VISITORS

4 AS D'OR PRICES

5.000 PROFESSIONALS

14 CONFERENCES & DEBATES

On the occasion of the 38th edition of the FIJ, the City of Cannes and the Palais des Festivals et des Congrès, become for one full week, the center of international entertainment.

This year again, the Festival has developped its offers inside the walls and outside: on the esplanade, the rooftop and the beach with entertainement areas, exhibitons, games' tournaments for a unique journey.

Whether you are a casual gamer, an avid gamer, a keen competitor or just curious and thirsty for new discoveries, everything has been thought so that you can enjoy a full experience.

350 animation areas: authors, illustrators, editors, distributors, games' associations... all gathered on more than 60.000sqm (representing 9 football fields!) to present the latest novelties, prototypes and classic games!

AN INSIDE PLAYGROUND OF MORE THAN 33.000 sqm:

- Exhibitions Hall, located on level -1 and 0, host games for everyone: the general public, children, families and experts.
- The Rotonde des Imaginaires, still hosts role-playing games, miniature and Wargames.

Exhibitions are also shown in these different areas.

OUTSIDE, THE FESTIVAL CONTINUES TO DEVELOP!

Best-sellers, tournaments, outside games, games recycling point, exhibitions, signing sessions liven up the Village all day long. Discover a large range of foodtrucks to please everyone.

Don't leave without an official souvenirs of the Festival: our stores are located at the level -1 and in the Village Festival area.

Once the sun sets, discover and play the games of tomorrow at the unmissable Les Nuits du OFF.

2025: A BIGGER EDITION!

NOVELTIES 2025!

• The rooftop of the Palais des Festivals opens its door! Come and play in a labyrinth on the theme "Alice in gameland"; reach different foodtruck stations and enjoy a breathtaking view on the Croisette Boulevard!

The outside Village develops:

tournaments, meetings, exhibitions and signing sessions are to be found in this area.

SPECIAL FESTIVAL GAME EDITION - UNANIMO

"UNANIMO CANNES PARTY"
FIJ 2025

Each edition has its own game!

Guess about what the other players are thinking and be unanimous on 8 words! Cards with a special quote for Cannes have been added to this limited edition.

Unanimo Cannes Party: to be found in the official Festival stores.

Price: 15€ VAT included.

Get a 50% discount on the game by showing your Suquet or Lérins business pass, at the official store. One time offer until stock lasts.

GALA EVENING AS D'OR-JEU DE L'ANNÉE

Awards ceremony of the As d'Or-Jeu de l'Année 2025 prices: on Thursday 27th of February at 8pm Grand Auditorium Louis Lumière.

Two possibilities to follow and experience

this unique event: join the theatre by walking up the outside stairs leading to the Grand Auditorium or from the Village Festival: a giant screen will show live the ceremony, in the heart of the Festival Village.

ANNES

Feeling hungry? Some foodtrucks will stay open so you can grab some food before and during the ceremony. (no food allowed in the theatre).

Access guaranteed for the Croisette business pass holders, if by the stairs between 7pm and 7:30pm) and within the limit of available seats for Suquet and Lérins business pass holders.

Doors open at 7pm.

NUITS DU OFF

NEW 2025!

Two evenings are exclusively dedicated to authors with a business business pass. (More info on page 20)







THE VILLAGE FESTIVAL KEEPS EVOLVING!

ROOFTOP OF THE PALAIS DES FESTIVALS



- **ALICE IN GAMELAND**: explore a playful labyrinth of 400sqm on the roof of the Palais des Festivals! Investigate, resolve enigmas and interact with surprising characters inspired by Alice in Wonderland. A collaborative challenge where each choice has an impact on your game.
- POCK': come and do a Pock' in preview! Looking for a fun moment with your family or with your Pockets? Join the Rooftop (Terrasse Lérins) from Thursday 2pm to Sunday 7pm.. Discover Pock': an outside game that will create sensation in your garden! Let's pock'!

TENT FIJ AS D'OR, SIGNINGS AND EXHIBITIONS

- As d'Or-Jeu de l'Année: enjoy an area dedicated to the games nominated and prized at the As d'Or selection 2025, entertained by the Association Troll de Jeux and test in preview these games!
- **Exhibitions:** Les Poilus, 10 ans d'émotions -Le train dans les jeux de société - Jeux de rôle : 50 ans d'histoireS- Game design D'Eleusis au Ludovortex : 70ans de jeux "Re-créatifs" -Le jeu est culturel.
- Meetings and signings: meet your favourite authors and/or illustrators, in the official tent of the Festival in the heart of the Village. Share thoughts, a unique moment and leave with a souvenir from them!

ANIMATION CARSON & FRIDA

Enjoy the wandering game offered by Carson & Frida in the heart of the Village. Join and participate to the animations offerded all day long: "La Cérémonie d'Ouverture", "L'Échec du Jeu", "Le Jeu de l'Amour Vrai", "Plaisir du Jeu".

SNCF VOYAGEURS STUDIO

SNCF Voyageurs celebrates the 20th anniversary of the As d'Or price for "Les Aventuriers du Rail"'s game.

Chigais .

Play at the Studio SNCF Voyageurs as if you were onboard a train and discover a selection of Games nominated for the "As d'Or-Jeu de l'Année".

TCG ASMODEE'S VILLAGE

Find your trading card games: Altered, One Piece, Pokémon, STAR WARStm: Unlimided, but also a tournament area and a dedicated shop in the TCG Asmodee's Village.

TOURNAMENT "THE UNMISSABLE OF ASMODEE"

Join and participate the tournaments of the following editors: Days of Wonder, Libellud, Next Move, Repos Production and Space Cowboys in the tournament area.

GEORGE: BLIND TEST

Try to win each day your game by testing it!
Challenge yourself as a team: 6.000 french and international songs, turn your phone into a buzzer and select the playlist according to your age and preferences! With GEORGE, the blind test becomes a real boardgame. Full time animation in the heart of the Village.

TOURNAMENT DISNEY LORCANA

Join the competitive universe of Disney Lorcana Trading Card Games. In a limited format, alone or as a team, go down through the Mer Azurite and try to win exclusive gifts during one of the tournaments organised on Saturday $1^{\rm st}$ of March.

TOURNAMENTS AND CONTREE TENTS

All the tournaments organized during the Festival are taking place at the tent "Tournaments" and "Contree" on the beach in the heart of the Village Festival.

TOYS COLLECT

In France, 1 to 3 toys end to the trash every second and 440 000 tons are in home storages. The association Rejouons Solidaire acts to limit this waste by, at the same time: upgrading them and creating work opportunities for persons with social and professional difficulties. Give a second life to your games and toys by participating to this supportive collect, next to the ticketing office tent of the Festival.



PRACTICAL INFORMATION

- SECURITY: Vigipirate initiative in place. Attendees will be required to submit to a bag security check and metal detection.
- ENTRANCE: dedicated entrance according to your business badge. (Croisette, Suquet, Lérins or Exhibitors)
- DRINKS: only 50cl plastic water bottles as well as metal water bottles are allowed. Multiple water fountains are at your disposal across the venue.
- MANDATORY DEPOSIT TENT: voluminous personal items such as heavy backpacks, helmets, scooters, suitcases, strollers must be dropped in our free-of charge baggage deposit tent outside the venue. (At the Maritime station, next to the general public entrance and pass privilege entrance)
- ANIMALS: only guide and motor skills assistant dogs are allowed inside the Festival.



PROFESSIONAL AREA

The Festival provides all professionals with a dedicated area where they can meet, exchange ideas and discuss the latest developments in the world of entertainment.

In this area, you will find a lounge bar and the "2025 new releases and previews" showroom, which highlights the latest in gaming news (with the help of the association À l'adresse du Jeu). Showroom area.

Free access on presentation of a business pass, from Wednesday 26th of February to Saturday 1st of March, according to the opening hours of the business fair. Glass roof of the Grand Auditorium (exceptionally closed at 5pm on Thursday 27th of February).

MEDIA AREA

Accredited media will have access to a private area to help them organise their meetings and interviews. Press badges are compulsory and accredited professional escorts are permitted. Only Press business pass holder will have acces to the Festival until Sunday 2nd of March.

PRIVATE AREAS - 26.02 > 01.03

In order to simplify access to the Festival and exchanges between all the professionals of the game industry, the Festival has three distintos offers for professionals: Croisette, Suquet and Lérins business pass. (The Lérins business pass is a 2025 novelty: its purpose is to identify better the artists of the games: authors and illustrators)

All the professionals can meet the exhibitors in rented business offices. (please note: Suquet and Lérins business pass holders: with appointment only)

SPOT YOU ON THE SITE:

LEVEL 5

VERRIÈRE CALIFORNIE: GIGAMIC

LEVEL 4

AUDITORIUM I: TRIBUO AUDITORIUM J:IFI I O SALON CROISETTE: PIXIE GAMES / SCHMIDT

AUDITORIUM B: AU7OU AUDITORIUM C: NEOLUDIS AUDITORIUM D: RAVENSBURGER AUDITORIUM E: PTS AUDITORIUM F: LUDISTRI **AUDITORIUM G:** FABRYKA KART AUDITORIUM H: MOB VANGUARD B+3: BLACKROCK GAMES **ESPACE RUE INTÉRIEURE:** OYA FOYER DEBUSSY BALCON: NEOLUDIS FOYER GRAND AUDITORIUM BALCON: FOYER PRESSE SALLE DE RÉDACTION 1: SMART SALLE DE RÉDACTION 2: BLACKROCK GAMES SALLE DE RÉDACTION 3: WILSON JEUX SALLE DE PRESSE: RAVENSBURGER

FOYER DEBUSSY ORCHESTRE (until 02.03): ASMODEE FOYER GRAND AUDITORIUM ORCHESTRE: ESPACE PROFESSIONNEL TOSCAN DU PLANTIER: IELLO

LEVELO

OFFICE 12: MEKADOTO OFFICE 14: CAPTAIN GAMES OFFICES 15 & 20: BLUE ORANGE OFFICE 17: ON JOUE-TU **OFFICE 18:** KOREA BORDGAMES OFFICE 19: MONOLITH OFFICE 21: POKÉMON





GIVE YOURSELF A LITTLE TREAT AND ENJOY THE FOOD SPECIALITIES SUGGESTED BY OUR FOODTRUCKS!

- AU COMPTOIR À RACLETTE (sandwiches, burgers and hot dogs made with cheese)
- CHEF LE CHAT (burgers and hot dogs)
- DRUIDIX (sweet or salted crepes bretonnes)
- L'INSTANT GIVRÉ (churros, sweet crepes and ice cream)
- OKAMINO ENKAI (japanese specialities, ramen, gyozas with or without meat)
- PORZIONE FOOD (pizza slices and foccacias)
- SAM COVER (churros, crepes, waffles)
- TONTON BURGER (burgers and hot dogs)
- VERY GOOD TRUCK (bagels, hot dogs, grilled cheese with regional products)
- YVONNE DINER (burgers, hot dogs, wraps)



PAVILLON GOURMET
IS THE OFFICIAL FOOD PARTNER LOCATED AT THE BARS IN THE EXHIBITIONS AREAS, IN THE TENT OUTSIDE AND IN THE PROFESSIONAL AREA.





THE AS D'OR-JEU DE L'ANNÉE IS THE CULTURAL LABEL **OF REFERENCE** FOR BOARD GAMES.

The label rewards the best board games published and distributed on the French market over the last 15 months. The As d'Or-Jeu de l'Année label is designed to draw the public's attention to the diversity of games and to reward games that have great appeal, are capable of providing seductive power, a real gaming pleasure for both occasional and regulars players.

The quality of the materials, the smooth functioning of the mechanisms, the legibility of the rules, the aesthetics of the game, the creativity of the authors and the often universal theme should stimulate the imagination of the player and contribute to making the game a genuine cultural object that enriches our heritage.



A 2025 EXCEPTIONAL JURY

REKNOWN PROFESSIONALS OF THE GAMES INDUSTRY AND JOURNALISTS

The 2025 jury is composed of Boris Courtot (1), Vincent Dedienne (2), Damien Desnous (3), Marie Giordana (4), Pierre-André Joly (5), Sandra Lebrun (6), Bérengère Prévost (7), Eva Szarzynski (8) et Nathalie Zakarian (9).

After testing over **522** games during **4900** games play and **3648** hours of tests, the jury of the Cannes International Games Festival has selected 12 of them for the 2025 "As d'Or-Jeu de l'Année" award on the 28th of January. Among these excellent games, all representative of the creativity and diversity of the game's industry, the jury delivered 4 prizes: As d'Or, Children, Intermediate and Expert! Discover the selection and the winers 2025 in the Festival tent in the Village Festival and on the As d'Or-Jeu de l'Année booth at level -1. (Booth 02.02)



AS D'OR-JEU DE L'ANNÉE CATEGORY

CAPTAIN FLIP

FOR A CROWN

ODIN



Authors:

Remo Conzadori, Paolo Mori Illustrators: Aucomte Publisher: Plavpunk Distributor: Asmodee

Players: 2 to 5 8+ years Duration: 20 min.



Author: Maxime Rambourg Illustrator: Paul Mafayon **Publisher:** Repos Production Distributor: Asmodee

8+ vears

Duration: 30 min.

Authors: Gary Kim, Hope S. Hwang.

Yohan Goh Illustrator: Studio Crocotame Publisher: Helvetiq Distributor: Wilson Jeux

Players: 2 to 6 7+ years Duration: 15 min.

AS D'OR-JEU DE L'ANNÉE "CHILDREN" CATEGORY

MIMOSE & SAM

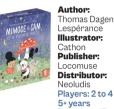
LES ÉCLAIRTOUT

Authors: Hialmar Hach.



Giulia Ghigini Fábio Frencl Publisher: Loki Distributor: Players: 1 to 5

6+ vears Duration: 15 min.



Author: Thomas Dagenais Illustrator: Cathon Publisher: ocomuse Distributor: Neoludis

Authors: Jérôme Soleil, Emilie Soleil Illustrator: Marko Renko Publisher: Auzou

OPÉRATION NOISETTES

Distributor Interforum Players: 1 to 4 3+ years Duration: 10 min.



AS D'OR-JEU DE L'ANNÉE "INTERMEDIATE" CATEGORY

BEHIND

HARMONIES

KRONOLOGIC PARIS 1920



Author: Cédric Millet Illustrators: Maud Chalmel Pierô. Martin Vidberg Duhlishan: Kvf Editions

Distributor: Asmodee

Players: 1 and + 10+ years Duration: 30-60 min.



Publisher: Libellud Distributor: Asmodee Plavers: 1 to 4 10+ years Duration:: 30 min

Author: Johan

Duration:: 15 min.



Authors: Fahien Gridel Yoann Levet Illustrators:

Arch Anolar, Yann Valeani Publisher: Origames Distributor:

Neoludis Players: 1 to 4 10+ years Duration: 30 min.



AS D'OR-JEU DE L'ANNÉE "EXPERT" CATEGORY

KUTNÁ HORA

DAYBREAK



Illustrators: Johan Papin, Son of Alan. Mads Berg Edward Tuckwel Publisher: CMYK HifuMiyo, Holly Warburton,

Distributor: Players: 1to 4 10+ years Duration: 60-90 min

Authors: Matteo Menapace Matt Leacock

Denis Freitas,

Wenjia Tang,

Kento lida

Oiima Abalaka

Xuetong Wang,



Authors:

Pavel ďarosch, Petr Caslava Illustrators: Štěpán Drašťák Milan Vavron,

Ondřei Bystroň.

Roman Bednář **Publishers:** Czech Games Editions

lello Distributors: Czech Games Editions, Iello

Players: 2 to 4 13+ years Duration: 30 min./player.



SANKORÉ

Authors:

Fabio Lopiano Fernandez-Grandon Illustrator:

lan O'Toole Publisher:

Super Meeple Distributor:

Neoludis Plavers: 1 to 4

Duration:: 30 min./plaver.





THURSDAY 27TH OF FEBRUARY

10AM / AUDI A JEAN MINEUR - 3RD FLOOR

ROUND TABLE DISCUSSION: THE ADDED VALUE OF THE GAMES LIBRARIES FOR THE WORLD OF BOARD GAMES by the Association des Ludothèques Françaises

Do you have questions regarding the work made by games library? Regarding the public going there? Or even regarding the differents partnerships settle in the world of board games? Welcome to this round table discussion, gathering games libraries and author testimonies.

With: ALF Paca Association des Ludothèques Françaises

11:30AM / AUDI A JEAN MINEUR - 3RD FLOOR

THE SECRETS OF BOARD GAME MANUFACTURING – FROM IDEA TO FINISHED PRODUCT by Fabryka Kart

Discover the fascinating journey of board game manufacturing—from the initial concept to the final product in players' hands. In this session, we will unveil the key stages of the manufacturing process, share insider tips on optimizing quality and costs, and explore the latest innovations in ecofriendly game production. Whether you are a publisher, designer, or industry enthusiast, this talk will give you valuable insights into bringing your board game ideas to life. Do not miss the chance to learn the secrets behind successful game manufacturing!

With: Magdalena Bronikowska, sales representative at Fabryka Kart

4PM / AUDI A JEAN MINEUR - 3RD FLOOR

THE OVERPRODRUCTION, A NECESSARY EVIL? by the Festival with Forgenext partnership

Thousands of new games arrive on the market every year, each game with a common hope: to catch the attention of the public. But this abundance, sign of a creative and dynamic industry, brings new questioning: overload in the shops, ecological issues, difficulties for publishers and authors to stand out from this competition and even sometimes, frustration for the players. Today, we can question ourself on the causes and consequenses of this overproduction. Is it the sign of a good healthy market or a run for success, which can at the end ruin the industry itself? What kind of compromise could be found to create that balance between creativity, innovation and stability? For this talk, we gathered experts, publishers and distributors who will share their thoughts on a common passion.

With: Severine Lara, CEO Hasbro Europe - Gauthier Althaus, Iello - Benjamin Dambrine, Gigamic - Mathieu d'Epenoux, Cocktail Games.

FRIDAY 28TH OF FEBRUARY

10:30AM / AUDI A JEAN MINEUR - 3RD FLOOR

RETHINK THE GAME: ACCESSIBILITY AND REPRESENTATION OF DISABILITY by Cap'Games

How to make board games accessible to everyone, while offering a playful and inclusive experience? Tonnerre de Tuiles: a family game adapted to all the public, that integrates characters with handicap, invites us to think about this question. By gathering the actors of the game's industry who have been working on this subject, this round table discussion will cover three domains: the representation of characters with a handicap in the games, the accessibility of the rules and components, and the technical, social and economical challenges faced by the authors and publishers who want to offer an inclusive moment in this game experience.

With: Sarah Favaron, director of Access+ Studio, Asmodee - Xavier Merand, Chairman of the association Accessijeux - Eloise Messac, coordinator of l'Oiseau Jeu, ludothecaire et vice-presidente of ALF - Cap'Games, creator of an accessible and inclusive game Tonnerre de Tuiles, search in a project lead at the college Saint-Jean (Morbihan).

10:30AM / HI5 STUDIO - 5TH FLOOR

COULD THE ROLE PLAY. PLAYED ON A TABLE. BE PSYCHOTHERAPEUTIC?

Results from a study led by the CHUV Lausanne in Switzerland

During the last years, several studies have been made regarding the use of role play as a psychotherapeutic tools. During this conference, a medical study based on a role play and its efficacity to reduce at the same time: social anxiety and the use of video games will be presented.

With: Pr. Dr. Joel Billieux, Professeur de Psychologie Clinique et Psychopathologique (Universite de Lausanne)

11:30AM / HI5 STUDIO - 5TH FLOOR

THE BOARD GAMES AS A MEDIATOR ON SUPPORT OF PAINFUL FAMILY LINKS: EMPIRICAL APPROACH IN CHILD PSYCHIATRICS AT THE HOSPITAL CENTER OF VICHY by the CHU Vichy

The main purpose of this talk is to share a though regarding a mediatized multifamily-welcome device by the board game, settled in an ambulant version. The health-care period has been build to tighten links after specific meetings sessions between adults and children. We want to go through the interests and limits of this action.

With: Isabelle Bertrand, Psychomotricienne DE - Damien Falkouska, expert in board games - Laetitia Martin, Psychologue clinicienne, Therapeute psychanalytique de groupe et de famille - Emmanuelle Sourdon, Infirmiere DE - Pierre Zelanti, Psychologue clinicien, Docteur en Neuropsychologie du developpement de l'enfant.

1PM / AUDI A JEAN MINEUR - 3RD FLOOR

CHEATING: BETWEEN SELFISHNESS AND ALTRUISM. WHAT IF THE BEST CHEATERS WERE NOT THE PERSONS YOU WERE THINKING ABOUT? by FM2J (Formation du Jeu et du Jouet)

How well can you handle playing with a cheater? Are you more disposed to cheat with your friends or a close family member? Where is the limit between cheating and subverting the rules? Through this interactive conference-debate, you will discover the social and psychological goal linked to cheat, you will learn how to be a good cheater and how to face one. **With:** Timothe Roux, In charge of the "Create, Publish, Sale"'s area at FM2J - Cedric Guevraud, Docteur en science de l'education et Gerant FM2J.

2:30PM / AUDI A JEAN MINEUR - 3RD FLOOR

TO PLAY FOR EXPLORING: FROM A SOCIAL EXPERIENCE TO DYS DISORDERS by Cama in Lab

by Game in Lab

Thomas Franco Pinto (PhD student at the Game in Lab) will present the first results of his thesis on the thematic: the playful moments in family with a child with DYS disorders. Pr. Heiket Baldauf-Quiliatre and Dr. Isabel Colon de Carvajal will present a resume of their work: the reasons why we like to play.

With: Thomas Franco Pinto - Pr. Heike Baldauf-Quilliatre - Dr. Isabel Colon-de-Carvajal.

5PM / HI5 STUDIO - 5TH FLOOR

SEARCHING FOR REAL ON THE LOST TIME ISLAND: LET'S USE THE GAME TO TALK ABOUT THE RISKS RISING FROM THE USE OF SCREENS WITH YOUNG CHILDREN FROM 7 TO 12 YEARS OLD by CHUV Lausanne

On a paradise island sprinkled with traps, face the Captain Haddic and his crew: they are not stealing gold but your attention and time. Find the mystery of the island with lost time and enjoy an escape game at the same time! Ready for boarding? In this game, children are brought to talk and spend the time without screen access; but also to think about strategies, to learn to ask help from adults when facing a problem related to screen images (as for example: chocking images, inapropriate contente...) all that, while having fun.

With: Dr Melina Andronicos, Psychologue - Cheffe de projet, centre du jeu excessif, Service de medecine des addictions, Centre hospitalier universitaire vaudois (CHUV).

12 13

SATURDAY 1ST OF MARCH

10AM / AUDI A JEAN MINEUR - 3RD FLOOR

GAME DESIGN AND EVOLUTIVE RULES: FROM ELEUSIS TO LUDOVORTEX, 70 YEARS OF RECREATIVE BOARD GAMES

OLNIs: the conference will go through thirty innovative games: games where you need to guess the rules: from Eleusis and Crazy Time to UnboXed / games with immaterial and material limitations for multiple rules: from Das Spiel to Mexican Hold'hum / games with an evolutive rules: from Tempête sur l'échiquier and Démocrazy to Fluxx / creativ-play factory: from 504 to the Potion Magique. The talk will be followed by a workshop where you can test and try some of these games.

With: Vincent Bonnard, author - Michel Van Langendonckt, maester-assistant in social siences at the Haute Ecole Bruxelles-Brabant.

12PM / AUDI A JEAN MINEUR - 3RD FLOOR

FROM THE PUBLISHING OF A GAME, EVOLUTION OF THE INDUSTRY DURING THE LAST 20 YEARS by the Festival with Forgenext partnership

Between two decades, the game's industry has known a true revolution: going from a specialized market of a few passionates to an industry attracting today a public with no borders. The innovation has changed the creation process, the way to distrubute the games, but also the experience of the players. Board games have never been as lively and creative as today. In this conference we will try to understand the challenges and opportunities the industry face, and also, maybe, to envisage its futur.

With: Thomas Provost, co-fondateur de Repos Production, then has created a new publishing society with Antoine Bauza - Philippe Mouret so he can talk about the rebuilt of Asmodee and Lab4Games - Natalie Ritzdorf who has established the society Palladis games with a first pretty success: Biotopes - Sophie Gravel, founder of Filosofia, Plan B ten Maintenant Final Score.

2:30PM / AUDI A JEAN MINEUR - 3RD FLOOR

LOST IN TRANSLATION by the Festival with Forgenext partnership

The globalization of board games is a true fact today and the same game can be offered on the market in severals languages, for a public who doesn't have the same culture. To adapt a game, the work is not only based on a translation: it is also a work with the mechanicals, the visual elements so that the game adapts itself better to a different public. Some changes are easy to make but some others are facing real obstacles linked to local references, beliefs. What are the creative, economic, and cultural choices to adapt a game to a new public? What are the strategies used by publisher so that a game finds its new public but still sticks to the original version, without losing the soul of the game?

With: Mathieu Riviero, Traslator - Antoine Pronos, Transludis - Davis Spichala, Lucky Duck - Pierre-Francois Llorente, Jello.

4PM / AUDI A JEAN MINEUR - 3RD FLOOR

THE PSYCHO SOCIAL COMPETENCES AS A CHALLENGE by Act in Games

The game as a tool of development (social and personal) for a human being. A lot of aptitudes are necessary to face life challenges, to know, to live together or even in the society... All those aptitudes to learn and still having in mind to keep its own balance and individuality.

With: Emilie Candeiller, specialized educator - Karine Minidre, specialized in relationals tools and communication games - Thibaut Quintens, owner and founder of Act in Games, author and publisher of board games.

5:30PM / AUDI A JEAN MINEUR - 3RD FLOOR

WORK BUSINESS: SERIOUS GAME DESIGNER: THE CREATION OF BOARDGAMES TO HELP COMPANIES by Serious Games Designers Syndicate

Through testimonies of professionals and university works of Suzon Beaussant, come and discover the serious game designer work. What are the profils, careers, skills needed to do this work?

With: Suzon Beaussant - Vincent Vignot - Marie Le Rhun.



TOURNAMENTS FOR EVERYONE

TRADITIONAL GAMES TOURNAMENTS

(more info on the Festival website > program)

- **CHESS** from mon. 24.02 to sun. 02.03 Salon des Ambassadeurs – 4th floor
- **CONTREE** from wed. 26.02 to sun. 02.03 contree tent on the beach.

BOARD GAMES TOURNAMENTS

Registeration on booths or directly under the tournaments tent on the beach

- MEURTRE SUR LE PLATEAU MAUVAIS
- JOUEURS from fri. 28.02 to sun. 02.03 from 10:15am to 6:30pm
- MACHU PICHU from fri. 28.02 to sun. 02.03 from 10:15am to 4pm
- TOWER-UP MONOLIGHT fri 28.02 from 2:30pm to 6:30pm
- DEFIS NATURE PROTECT
 THE TOURNAMENT BIOVIVA

fri. 28.02 from 10am to 7pm, sat. 01.03 from 10am to 4:30pm and sun. 02.03 from 10am to 7pm

VALE OF ETERNITY – BLACKROCK

sun. 02.03 from 10:15am to 12:30pm and from 3pm to 5:15pm

• VILLAINOUS – RAVENSBURGER sun 02.03 from 1:30pm to 5:30pm

SEALED TOURNAMENTS DISNEY LORCANA TCG (SET 6)

More informations and registrations on fanfinity.gg/disney-lorcana-2/ Under the tournament Disney Lorcana tent. sat. 01.03: 2v2 in team: 4 rounds from 9am to 1pm 1v1: 5 rounds from 2pm to 6pm

THE UNMISSABLE OF ASMODEE TOURNAMENTS

Under the "the unmissable of Asmodee" tournaments tent

- LES AVENTURIERS DU RAIL EUROPE fri. 28.02 from 11am to 1:30pm
- **SPLENDOR (NEW EDITION)** fri. 28.02 from 11am to 1:30pm and sun. 02.03 from 11am to 1:30pm
- **7WONDERS** fri 28.02 from 2pm to 4:30pm
- LE SEIGNEUR DES ANNEAUX:

DUEL POUR LA TERRE DU MILIEU fri. 28.02 from 5pm to 7pm and sat. 01.03 from 5pm to 7pm

- **SPLENDOR DUEL** fri. 28.02 from 5pm to 7pm and sat. 01.03 from 5pm to 7pm
- HARMONIES sat, 01.03 from 11am to 1:30pm
- **AZUL** sat. 01.03 from 11am to 1:30pm
- **HEAT** sat. 01.03 from 1:30pm to 5pm
- **DICE FORGE** sun. 02.03 from 11am to 1:30pm
- CHALLENGERS sun. 02.03 from 2pm to 4pm

SIMULATION GAMES TOURNAMENTS BY THE GRAAL

Informations and registrations on booth L2.03 or directly under the tournaments tent on the beach

- WARGAMES sat. 01.03 from 9am to 4:30pm and sun. 02.03 from 9am to 7pm
- **JEUX DE RÔLE** fri. 28.02 from 9pm to 3am sat. 01.03 from 9pm to 3am and sun. 02.03 from 12pm to 5:30pm

THE "CARRÉ HISTOIRE" DISCOVER HISTORY THROUGH GAMES

FOUR PUBLISHERS - AJAX GAMES, SHAKOS, NUTS PUBLISHING AND SEMPER VICTOR - HAVE JOINED FORCES TO OFFER YOU A PLAY AREA COVERING EVERY PERIOD IN HISTORY.

A host of easily accessible games are presented by a team of experienced animators. Discover new releases, test prototypes, take part in Smart tournaments or replay the classics published by these publishers. **Stand 04.07**

CARRÉ HISTOIRE

14

LEVEL-1MAP

Exhibithion area lev-1







JEUDÉLIRE DISTRIBUTION

JEUX FK

07.06

LES JEUX DE BRIDGE

LES LUDOGITES

04.06

12.09

05.10



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LOKI	12.02	OLD HEN GAMES
LONGPACK GAMES&TOYS	13.05	OLDCHAP GAMES (
LUCKY DUCK GAMES	03.01	OLESTUDIO
LUCKY DUCK GAMES	05.01	OLÉMAINS GAMES
<u>LUDI LIGHT</u>	18.02	ORIGAMES (
LUDICALLY	09.01	ORIGAMES
LUDO FACT GMBH	06.15	OTHELLO
LUDOMIT	04.15	(FÉDÉRATION FRANÇAISE)
LUDONAUTE	08.10	OWARE SOCIETY
LUMBERJACKS STUDIO	08.08	PALLADIS GAMES
L'UNIVERS DU BONBON	25.04	PARALLÈLE
MACHU PICHU	13.10	PIXIE GAMES
MAGICRAFT CO.,LTD	04.08	PLATO MAGAZINE
MAH-JONG	02.23	PLAYIN

POLYGONE ORIGAMI	15.07
POPTALKS	07.05
PROXI-JEUX	05.09
RANDOLPH	26.02
REJOUONS SOLIDAIRE	04.17
RESINES ESTEREL AZUR	04.22
RETRO GAMING	04.05
RISE TCG	05.11
RIVALS - UNKIND GAMES	03.08
RIVIERA GAMES	17.08
ROSE NOIRE EDITION	06.11
SAVANA	06.01
SCHMIDT SPIELE GMBH	05.10
SERIOUS GAMES	21.01
SITDOWN! GAMES	17.04
SKYJO	08.07
SOFA EDITION	09.08
SORRY WE ARE FRENCH	24.01
SPIELMATERIAL.DE	04.14
SPIN MASTER GAMES	17.02
SPIRAL EDITIONS	10.04
SQUARE MOON	06.14
STARRY GAMES	03.07
STRATI-GAMES	03.09
STUDIO H	24.02
SUBVERTI	19.01
SUPER MEEPLE	05.05
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ARTS & HUMANITÉS

WANNAGAME

WHATZGAMES

WILSON JEUX

YKANOLY STUDIO

WOGAMAT*TAPIS DE JEUX

WARDICE

WIDYKA

Y A QU A

ZACATRUS

PLAYTE

POK'IN GAMES

POLYGONE ORIGAMI

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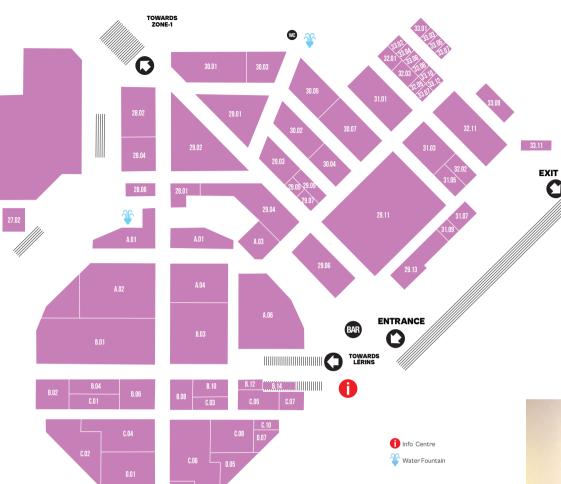
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ROTONDE RIVIERA MAP

Exhibiton area lev O



ROTONDE RIVIERA

2F SPIELE	33.10
ACTARUS	28.0
APORTA GAMES	33.0
ARCHONA GAMES	33.0
ARKHAM SOCIETY	29.0
ART X POLLO TOSSIT	
ASMODEE BOUTIQUE	29.0
ASMODEE-5 MINUTES MYSTER	RE C10
ASMODEE-ACCUEIL	B1:
ASMODEE-BAR CLANDESTIN	D0:
ASMODEE-CASTLE	C04
ASMODEE-CATAN	B08
ASMODEE-EXPLODING KITTEN	
THE SHOW	CO:
	C0
ASMODEE-HAPPY MOCHI	B0
ASMODEE-KELP	B1
ASMODEE-KIDS	<u>C0</u>
ASMODEE-L'ATELIER	CC
ASMODEE-LOST ISLAND	B0:
ASMODEE-LOUP GAROU	_D0
ASMODEE-LOVE LETTER	D0
ASMODEE-SAIL	CO:
ASMODEE-TAVERNE	DC
ASMODEE-VOYAGE TEMPORE	L_C0
ASMODEE-WARGAMES	B04
ASPIC GAMES	33.1
AUZOU	30.0
BAR	B1
BAR	33.1
BIOVIVA EDITIONS	30.0
BOARDGAME ARENA	
BOUTIQUE IPA	33.0
CHILIFOX GAMES	
COCKTAIL GAMES	
DAYS OF WONDER	
DJECO	

DUJARDIN/JUMBO	29.04
EDGE	A01
EDGE	A01
ENVIES ENJEUX	A03
ETOILIUM	31.09
FNAC	32.11
GOAT STUDIO	32.07
GRAIL GAMES	33.05
GRAVITRAX	29.13
HATHOUSE STUDIO	32.02
IGIARI	29.07
KENDI GAMES	32.05
KIWIZOU	31.05
KOLOSSAL GAMES	33.03
KYF EDITION	30.02
	28.06
LA GRANDE RÉCRÉ	29.06
L'ECOLE DES LOISIRS	28.01
LIBELLUD	A04
L'UNIVERS DU BONBON	33.11
L'UNIVERS DU BONBON	B14
MATAGOT	32.03
MAUDITS CADEAUX	
CURSED GIFTS	
NATHAN	29.04
NEXT MOVE	A06
NO LOADING GAMES	
PITCHOUN MEDIA	27.02
PLAYPUNK	29.09
PLAYPUNK	
	31.07
REPOS PRODUCTION	
SENTOSPHÈRE	29.01
SMART	29.11
SPACE COW	
SPACE COWBOYS	
STONEMAIER GAMES	
	33.04
VTECH	
WINNING MOVES	30.05

ROTONDE LÉRINS

ARKHANE ASYLUM L2.04
DEADCROWS L3.0
GRAAL ACCUEIL L2.03
GRAAL INVITÉS JEUX DE RÔLE L3.12
GRAAL JDR ET JDP L5.03
GRAAL JOUTES
THE GUARDIANS SABRE LASER L5.02
GRAAL WARGAMES
ET FIGURINES L5.0
HASBRO / AVALON HILL L5.08
HUNGRY MONKEY GAMES L4.02
LE PLUMIER DES CHIMERES L3.02
LES ATELIERS DE L IMAGINAIRE L3.06
LES DÉS DE SILANA L2.0
LES XII SINGES FOR THE STORY L1.02
MIINDA L3.08
MONOLITH L5.06
ODONATA ÉDITIONS L4.03
RADIO FRANCE L2.02
RACKHAM L5.04
REPLIQUANT L4.04
SBG EDITIONS L4.0
THE HOARD L3.04
TOREK BORDGAME
AND WARGAME ACCESSORIES L3.10
TROLLS DE JEUX L6.02
WIZARDS OF THE COAST L4.06





THE NUITS DU OFF: DISCOVER THE GAMES OF TOMORROW

FROM TUES. 25.02 TO FRI. 28.02

Many authors are waiting these evenings to present their latest prototypes that might become the big games of tomorrow!

Free entrance until lam, within the limit of available seats.

NUITS DU OFF TENT ON THE BEACH

TUES.25.02: 100% B2B evening WED. 26.02: only for authors with a business pass

NEW 2025!

THURS. 27.02 AND FRI. 28.02: tables booking are open for everyone



ET SI VOUS ÉTIEZ À UN PAS DE L'AVENTURE ?

VENEZ JOUER

STAND

05.04





THE GRAAL D'OR FRIDAY 28 FEBRUARY AT 5PM

Ceremony awarding the best roles games books published during the last literary year. For the 7th edition, 18 publishing houses have participated to the competition suggesting 30 books, splitted in 3 categorie: republishing, international creation and french creation. AUDI A JEAN MINEUR 3RD FLOOR







3









A FESTIVAL OF **SOLIDARITY** AND **RESPONSIBILITY**

Every year, the Palais des Festivals et des Congrès de Cannes makes a commitment to society by organising events in aid of associations and partnerships with various organisations. All areas are accessible to people with reduced mobility. The Festival's organisers are constantly introducing initiatives such as thuse of water bottles to limit the use of plastic bottles, selective sorting in the exhibition areas and, of course, the fight against waste.

GIANT LOTTO BINGO ADRIEN ASSOCIATION

The Festival hosts the traditional Giant Lotto on Saturday 1st of March, in aid of the Adrien Association, which helps sick children in the PACA region.

REJOUONS SOLIDAIRE

Rejouons Solidaire is an association that contributes to a responsable and environemental activity, by offering a second life to games and a second chance to persons ir precarious situation (by hiring them).

EVENTS ORGANISED BY THE ASSOCIATION ACCESSIJEUX

This association, set up in 2015, is to make the leisure of playing board games more inclusive for players of all ages and with various disabilities. **Booth 08.01.**

LA FRESQUE DU CLIMAT

Do you want to take action for the climate but don't have the time to become a climatologist?

The "Fresque du Climat" collaborative workshop enables you to understand the essential climate issues so you can take action. Already 1.4 million participants in 156 countries! **Booth 04.19.**

AMNESTY INTERNATIONAL

An association committed to the fight to promote and defend human rights around the world, presents its human rights discovery game, Déhudékoi?, which allows you to find out more about the content of the UDHR of the UDHR (Universal Declaration of Human Rights of 1948) in a fun and varied approach in a friendly setting. **Booth 04.18**.

RÉSINES ESTEREL

This association, which has the professional integration of people who are far from employment as its primary objective, recycles the various used communication media of local authorities, including those of the FIJ, and diverts them from their original use to transform them into daily life products. Do not miss the opportunity to bring home a unique souvenirs of the Festival. Booth 04.22.

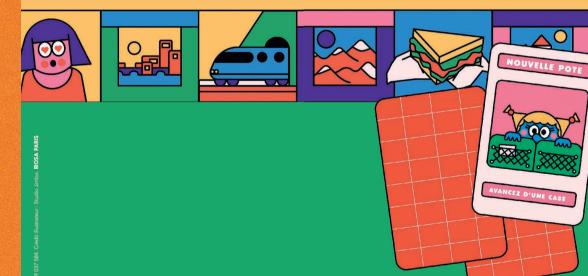
ACCESS + BY ASMODEE RESEARCH

In order to make the game as universal as possible, the Access+ studio is working in with health professionals to develop a range of games for people with cognitive difficulties. According to a study, the team selects games: the equipment, rules and difficulty are reworked and adapted to make the game accessible for as many people as possible.

CAP'GAMES

A mini-company made up of 15 3rd year students who have created an inclusive, eco-responsible board game suitable for dyslexics and people with motor disabilities. The profits from the publication and sale of their game will be donated to the association «la démarche de Loane» and will also enable the inclusion of pupils with disabilities at the Collège Saint-Jean in Guidel. **Booth 08.13.**





SNCF Voyageurs, partenaire du Festival International des Jeux à Cannes.



THE FESTIVAL GIVES YOU THE CHANCE TO GIVE A SECOND LIFE TO YOUR NECK STRAP AND BADGE HOLDER. In order to do so, drop them in the storage bins at your disposal at the exit of the Festival (leave it the last day you attend the Festival)





- ALWAYS IN THE GAME -



Throughout the fair, our team eagerly awaits your visit at **Auditorium G**.



Fabryka Kart - European Manufacturer since 1947



Make memories, not waste. With Ecofriendly Game every move is a move towards ecology.



