

"Harmonies", create your landscape to welcome animals

Poitiers – February 9th. On April 19th, Libellud invites you to discover "Harmonies". In this new board game by Johan Benvenuto and illustrated by Maëva Da Silva, strategy and development are combined with emotion, involvement, and the pleasure of watching a peaceful space grow to welcome life. A serene experience to be shared with friends or family.

At the heart of the game

"Harmonies" captivates with its innovative mechanics: 3D landscape creation, tile placement, and pattern development. Each decision impacts the ecosystem you create, offering a deep and satisfying gaming experience. The game includes a solo mode and an "expert" mode, adding the spirits of nature to the game's animal cards.

A beautiful story and essential values

Harmonies is not just any game. Yes, you will draw tiles and compete with your opponents to create the best combinations... But the experience goes much further. Because Harmonies is a real ode to nature, to the balance between fauna and flora. It doesn't play on rivalry between species and essence, predation, or the will to power but on the necessity of harmony among all elements of an ecosystem. As explained by Maëva Da Silva, illustrator and art director: "In Harmonies, there's no distinction between 'small' and 'big' animals. All are important, all contribute to the beauty of the landscape. It's very important that the game reflects what is a reality in nature." And humans? "Humans intervene in this landscape, but only in the form of tokens that mean 'shaped material'. Their imprint manifests as buildings, integrated into the natural environment. But there are no 'human' cards among the animals. This leaves players the possibility to invent their role. Some imagine designing a landscape around their house. Others see themselves from a demigod's point of view, creating a small garden of Eden to welcome life. We didn't want to intervene too much or guide participants in this reflection, so as not to limit their imagination. In this aspect, the game is a blank page." A hymn to creation, Harmonies is also a fantastic playground for creativity.

Cards like paintings

The visual harmony of "Harmonies" lies in its sublime illustrations, which celebrate nature and beauty, inviting players to immerse themselves in an enchanting miniature world. "I started from the emotion that animals give me," explains Maëva Da Silva. "The lion, for example, is both a big cat and an impressive, cold, and solitary figure. I imagined it coming out of a river, its mane tousled. That's how the drawing came to me. We also wanted to preserve the balance between animals and the landscape, in the illustrations. One does not steal the spotlight from the other. The landscapes are just as important in the cards as the beasts that inhabit them. I imagined backdrops as flat surfaces, like theater sets, with a lot of variations of patterns and textures. And above all, always prioritizing ergonomics. It's a game, after all!"

To remember:

- Innovative and strategic: its game mechanics stimulate both reflection and creativity.
- A work of art: its exceptional artistic direction signed by Maëva Da Silva.
- For everyone: Accessible to novices while captivating experienced players thanks to its tactical depth.

"Harmonies" is more than a game; it's an invitation to build, explore, and dream.

A game by Johan Benvenuto illustrated by Maëva Da Silva.

1-4 players; 30 minutes; from 10 years old

Release on April 19th

www.libellud.com

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About Johan Benvenuto

Johan Benvenuto introduces himself by highlighting his diverse background: previously a competitive swimmer, biomechanician, and poker player, he has now transitioned to creating games. He mentions collaborative projects like Cortex Challenge, Lost Seas, Secret Identity, and Cowboy Bebop: Space Serenade as part of his multifaceted portfolio. However, "Harmonies" stands out as an exception in his career, being his first solo creation.

About Libellud

Libellud, a French board game publisher and member of the Asmodee Group since 2008, quickly made its mark on the market with the success of its first game, Dixit. In a decade, the Dixit franchise has become essential, with over 12 million copies sold in 40 languages worldwide. Based in Poitiers and employing 19 people, Libellud is dedicated to developing original games focused on imagination, sharing, and dreams, such as Dixit, Loony Quest, Mysterium, and Dice Forge, thus reaching both families and experienced players. For more information, visit libellud.com.