

The honeymoon continues!

TEDDY'S HEAD Magazine



2 FREE



TEDDY'S HEAD™

www.teddysheadgames.com

Comics

THE SURPRISE

Special Content

HAPPY ANNIVERSARY!



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HAPPY ANNIVERSARY!

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HOW CREEPY ART IS BORN

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A NEW GDR

HAPPY BIRTHDAY TEDDY!

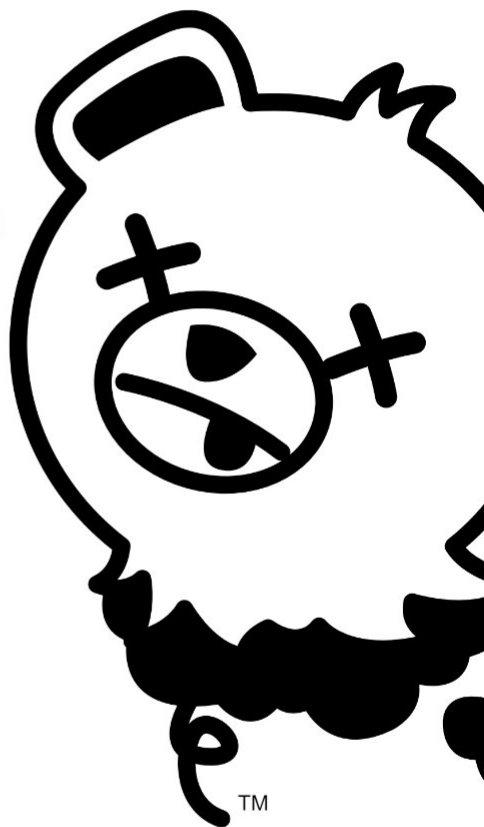
"How quickly this little bear grows!" We often repeated this phrase to ourselves as time passed and **Teddy's Head Games** took small steps, with great satisfaction.

This is the first anniversary since the project was made public, so we thought of events and activities for all the Nerds who are passionate about games like us.

The antics of Teddy David and Teddy Lisa continue in a fantastic new **comic**. You will also see how the scary illustrations of the **Tenebris Liber** gamebook and the new **Tenebris Vinum** project were created.

Furthermore, we will reveal some details of a new project that we are creating together with Sezhes, creators of the video game Frail Hearts: Versicorae Domlion.

Good game!





ONCE UPON A TIME...

Here at **Teddy's Head** we like to indulge ourselves in the brainstorming phases. The only rule we have while inventing our games is to create something **unique** and **fun**. From the beginning, however, we felt that we needed something more, something that would entertain you even when you're not playing. From here the two characters whose story you will read in the following pages were born.

BEFORE YOU START READING

This is the second chapter of a **fun story** that you can experience through the chapters that will be published with each new Magazine. But not only that, even on our social pages you will find these crazy protagonists always ready to entertain you.

We invite you to follow us on the **teddysheadgames.com** website and on social media to stay up to date and never miss an episode. Soon Teddy David and Teddy Lisa will have to deal with threats worthy of the best battle shonen!





TEDDY'S HEAD™
Games



Chapter 2

THE SURPRISE

IN A SECRET PLACE, IN THE DEPTHS OF THE EARTH.

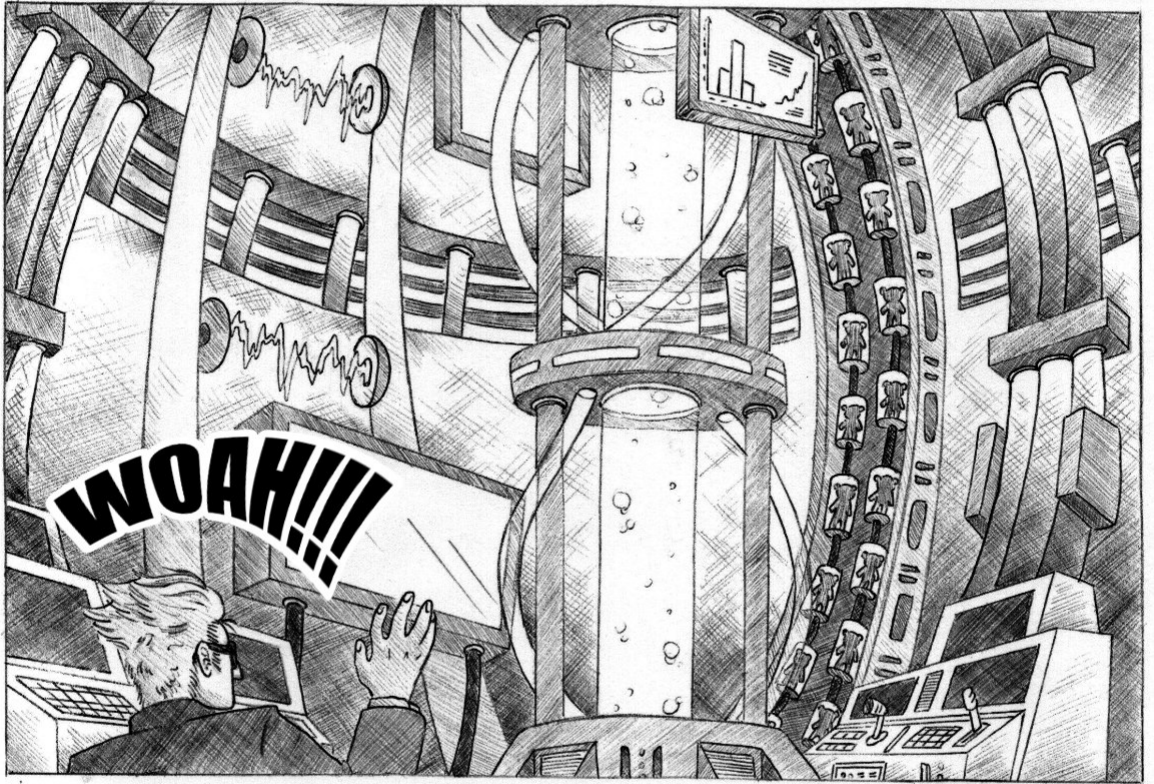
...AND YES, I TRUST YOU, I KNOW YOU HAVE YOUR BIG PLANS. BUT CAN WE KNOW WHERE WE ARE GOING?

YOU DO NOT SEE? WE ARE GOING THERE.

OK, BUT WHAT DOES IT MEAN ABOUT THERE?

I'M CONFUSED...

YOUR CONFUSION WILL END AS SOON AS YOU SEE WHAT'S BEHIND THE DOOR.

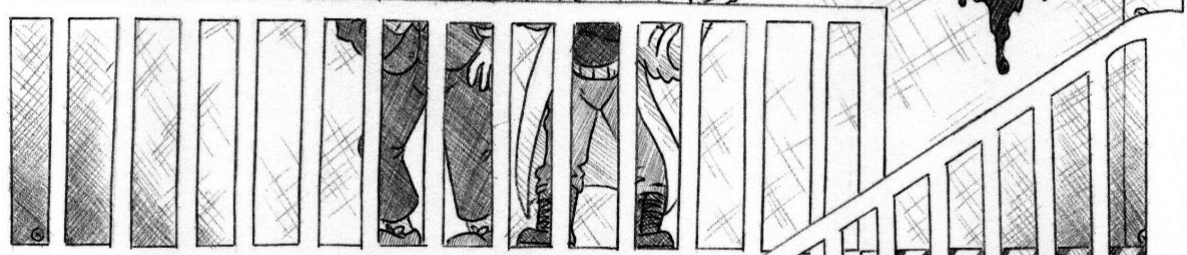




WAIT, IT'S TOO DARK IN HERE!

COME ON, YOU WIMP, I ALSO PUT IN THE LEDS, HURRY UP!

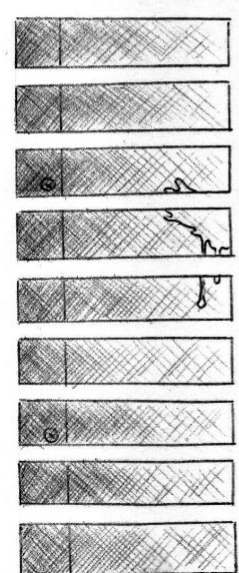
MIND THE GAP



BLEH

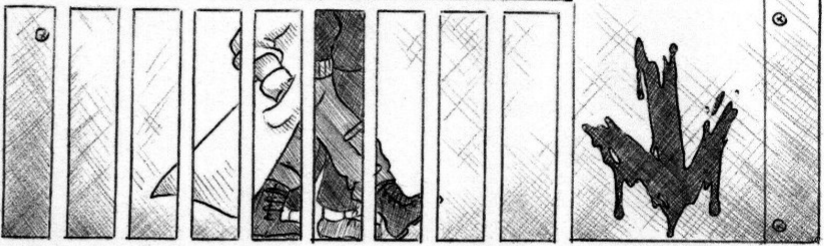
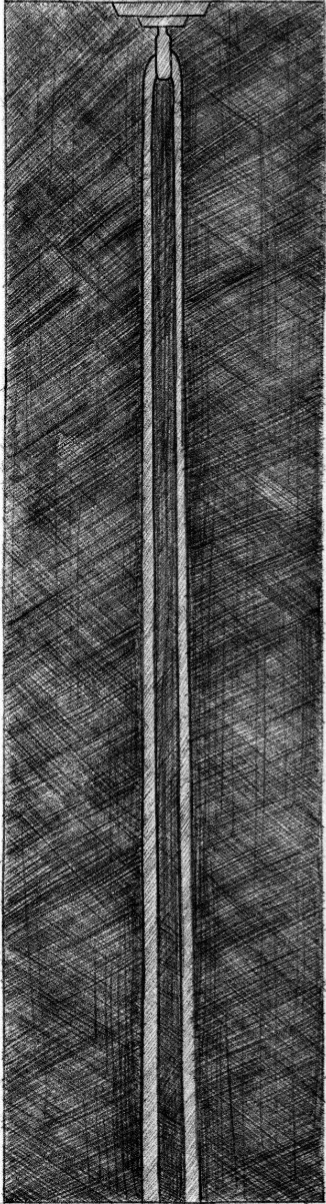
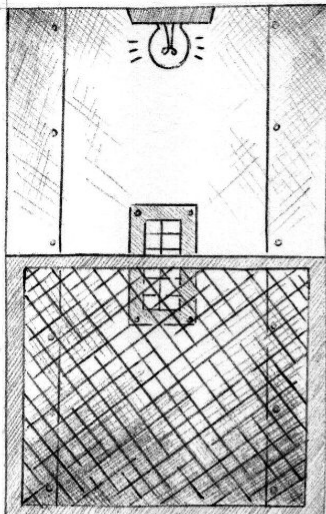
MADAME, BEWARE OF THE STEP.

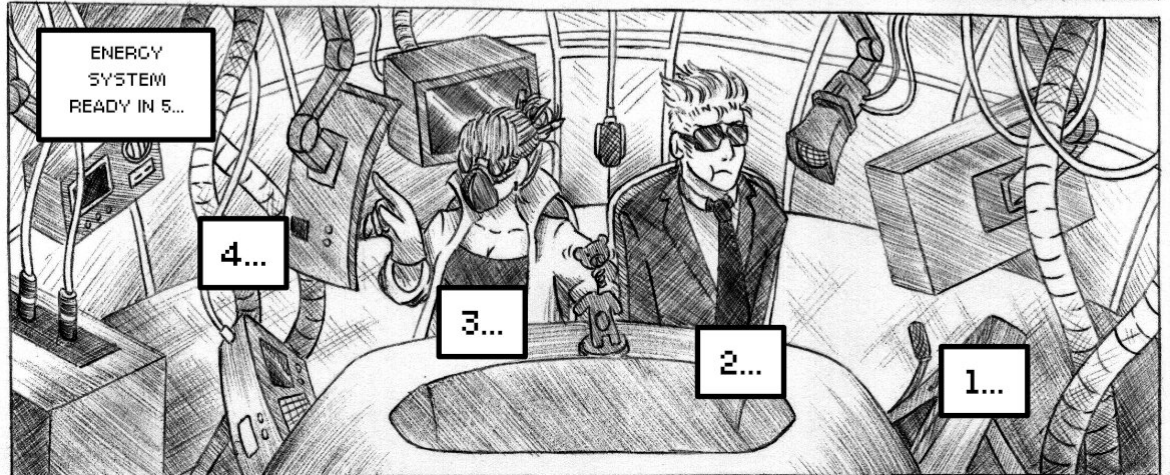
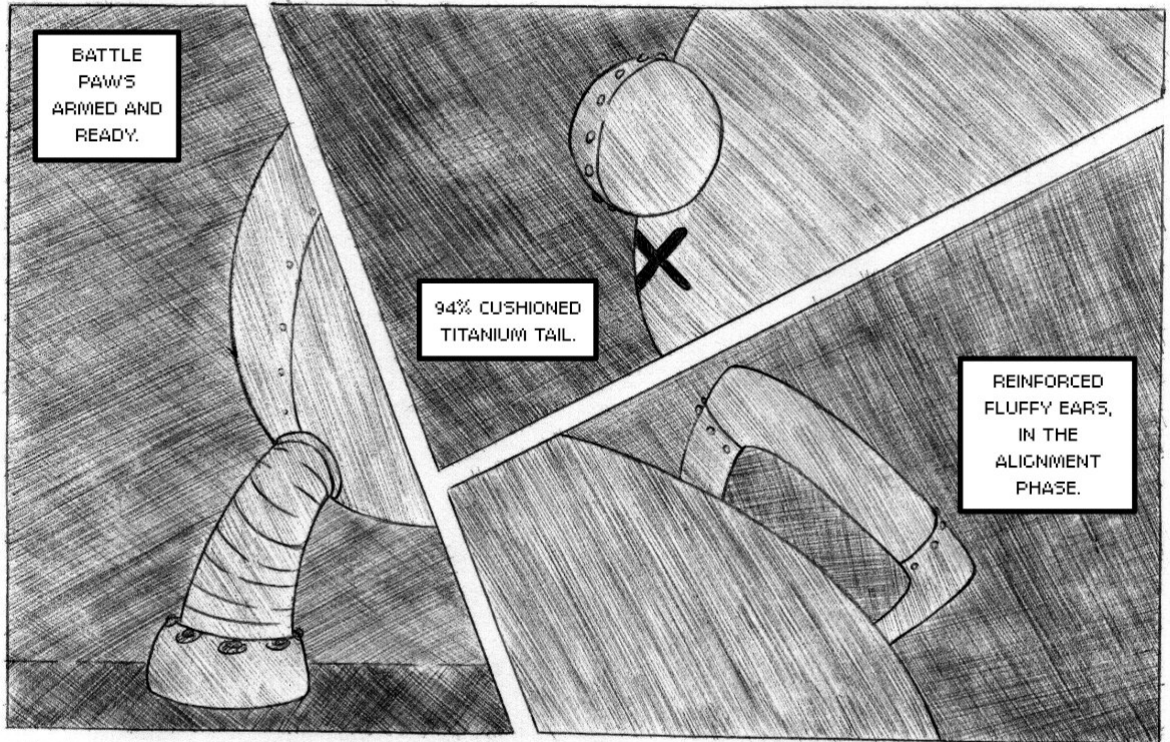
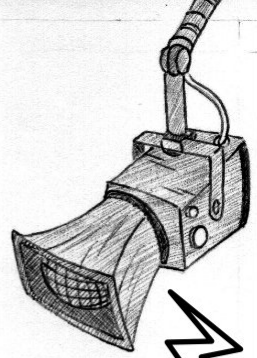
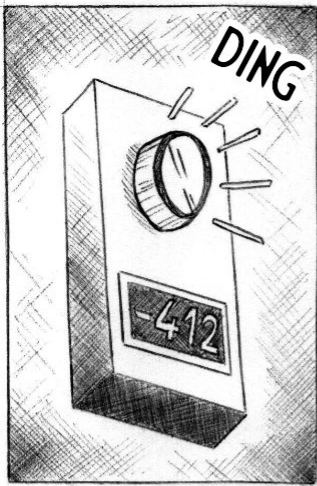
I KNOW IT'S THERE, I BUILT IT.



CAN YOU AT LEAST GIVE ME A CLUE OF WHERE WE ARE GOING? A LITTLE ONE...

NO COMMENT!





TEDDYZORD OPERATIONAL
TEST SUCCESSFULLY
EXECUTED.

SO DO YOU
LIKE THE
SURPRISE?

YES I LIKE IT. BUT
PLEASE... DON'T DESTROY
THE COMICS SHOP!

SMASH!

WOF!

WOF!

WHAT'S BINGO,
HAVE YOU SEEN
A KITTEN?

COMICS

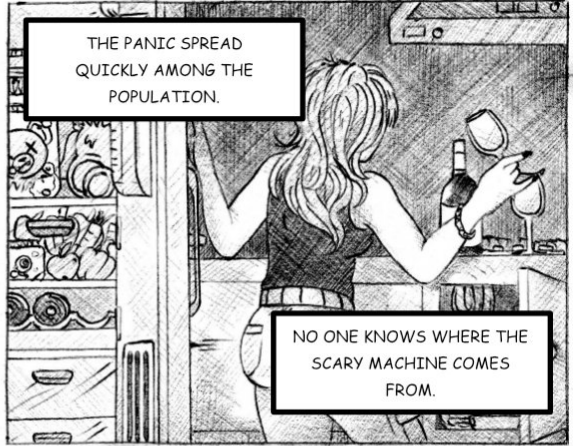


A FEW HOURS LATER



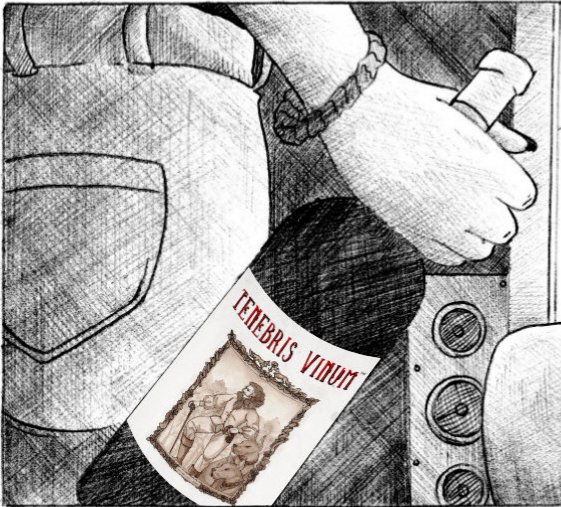


THE AUTHORITIES WERE UNABLE TO MANAGE THE EMERGENCY.



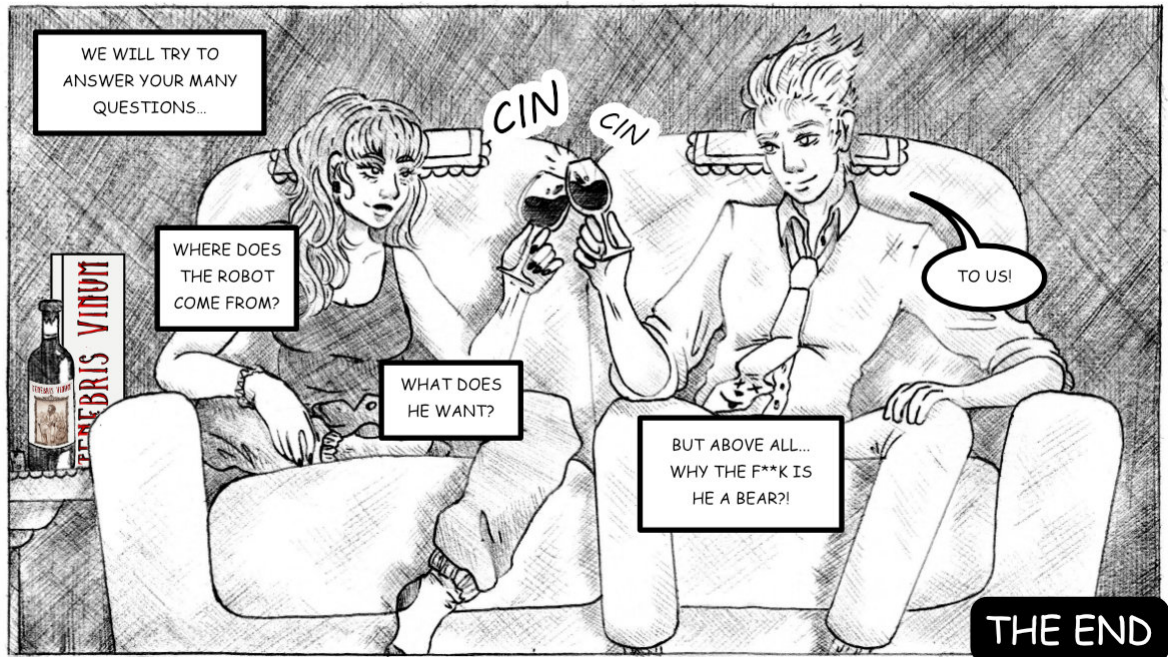
THE PANIC SPREAD QUICKLY AMONG THE POPULATION.

NO ONE KNOWS WHERE THE SCARY MACHINE COMES FROM.



THE CITIZENS HAVE ASKED THE MAYOR TO MOBILIZE THE NATIONAL GUARD.

IN THESE TIMES OF UNCERTAINTY WE AT CHANNEL NEWZ WILL KEEP YOU UPDATED MINUTE BY MINUTE.



WE WILL TRY TO ANSWER YOUR MANY QUESTIONS...

WHERE DOES THE ROBOT COME FROM?

WHAT DOES HE WANT?

BUT ABOVE ALL... WHY THE F**K IS HE A BEAR?!

TO US!

THE END



HAPPY ANNIVERSARY!

A year ago Teddy began his adventure in the digital world with the opening of the social pages and the website as we know it today. Twelve months have passed and we can say that the time has come to celebrate our achievements!



THE MAGAZINE

With the launch of the website we published the first issue of Teddy's Head Magazine, with the first episode of the adventures of Teddy David and Teddy Lisa.

In that issue our two friends met and love blossomed (at the first attempted murder). We were happy to see their love story continue in the pages of this issue with the reveal of a giant Teddyzord.

Who knows if it will be enough to conquer the world, or if perhaps an enemy is lurking in the darkness. Something tells us we'll have to wait until the next issue to find out...



OUR GAMES

When Teddy's Head Games was revealed to the public we announced the development of two games: **A Sick Card Game** and **Tenebris Liber: Horror Gamebook**.

We have since completed development on our spine-tlingling gamebook. Since quality is our first objective, we took all the time necessary for the review, having a slew of testers try it. We are therefore close to announcing the date of the **Kickstarter** campaign where you can finally get your hands on this fantastic gamebook.

We have also started a collaboration with the **Mazzucato International** wine producer which you can learn more about in the following pages.

We also have another news that we are proud of: We have joined forces with **Sezhes** to develop an **RPG** based on their video game **Frail Hearts: Versicorae Domlion**.

The new year promises to be full of games!





UNLEASH YOUR CREATIVITY!!!

So far we have shown you our creativity, how about showing us yours? On the opposite page you can see the cover illustration which we left in black and white to allow you to color it. You can photocopy it or color directly on it, the important thing is that you have fun.

SHOW US WHAT YOU CAN DO

Don't forget to show us the result of your work. Share your colored drawing on social media and don't forget to tag us so we can see it. We can't wait to be amazed!





TEDDY'S HEAD[™]
Games

TENEBRIS LIBER™

Horror Gamebook

How creepy art is born.

We often say, when we talk to our friends, how we would behave in a certain situation: "I would never have done this", "I would never have gone that way", "I would never have put my name in the Goblet of Fire".

Thanks to **Tenebris Liber** you can put your judgment to the test. Page after page you will give life to your personal nightmare, you will have to make important choices to survive and escape from the place where you are held prisoner.

In the next pages you will see some of the illustrations created for this Gamebook and you will discover curiosities relating to their creation.



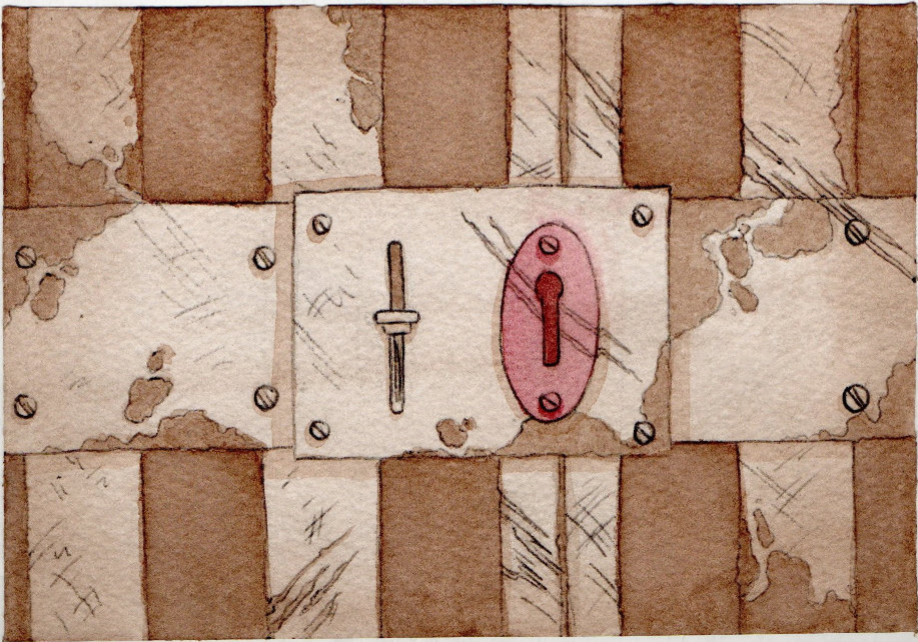
“Has anyone ever told you that when you are a guest you have to behave in a certain way?”



All the illustrations created for Tenebris Liber are done completely by hand. They were then scanned to insert them into the gamebook.



Brown watercolors were used for coloring to give an original tone to the illustrations. The only other color used was red, to highlight some details.





To enrich the 120 pages that make up
Tenebris Liber: Horro Gamebook, 37
illustrations were created.



TENEBRIS VINUM™

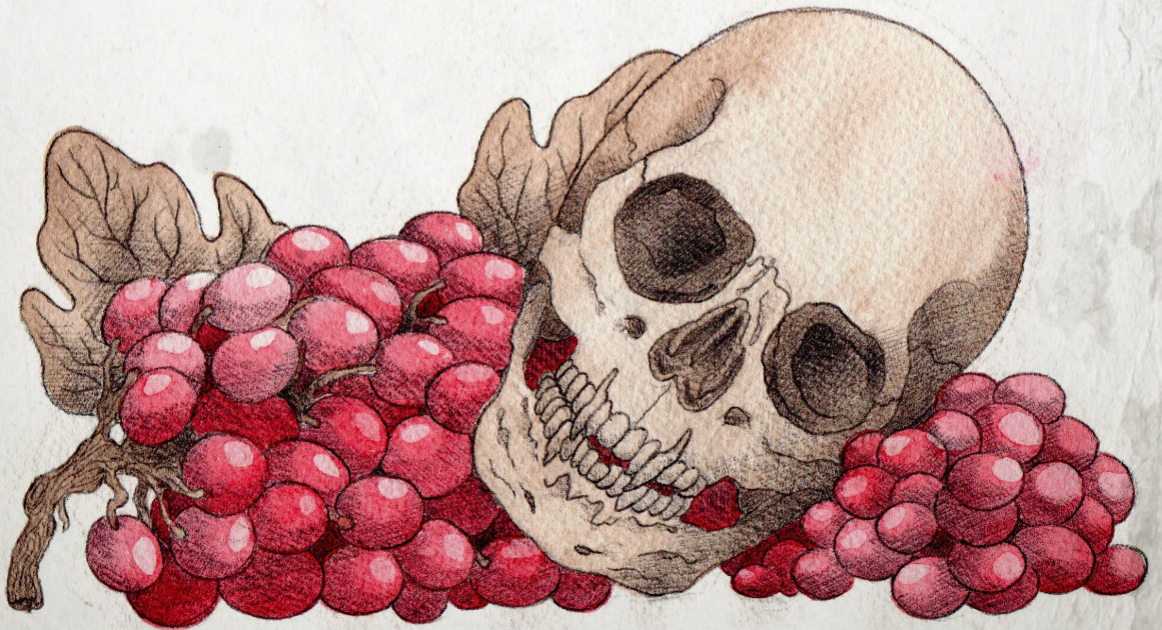
A bloody collaboration.

Making games means creating experiences to make people feel strong emotions. This characteristic is shared with wineries that produce wines capable of making people feel emotions and bond. On the other hand, uncorking a bottle and toasting to celebrate an event allows you to deepen the bond you have with your friends.

From this union of intentions was born the collaboration with the **Mazzucato International** winery for the creation of **Tenebris Vinum**. This project consists of the creation of a collection of wines that will have labels containing unpublished illustrations and will be sold together with **Tenebris Liber: Horror Gamebook**.

We can't tell you anything else at the moment, but in the following pages you will find some of these fantastic illustrations.

"Tenebris Vinum
was born from a
union of intentions"



sezhes

ROLE PLAY GAME

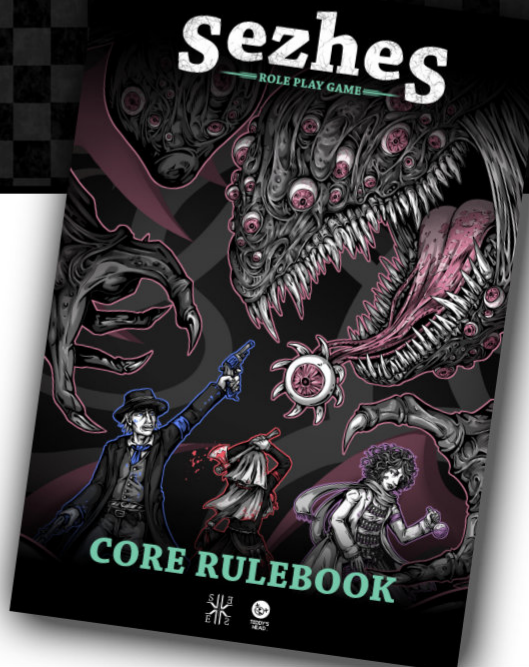
A NEW RPG

A dark new role-playing game is on the horizon. However, this is not the classic fantasy game with dungeons and dragons.

In Sezhes RPG you will experience deadly adventures in the world of Frail Hearts: Versicora Domlion as you solve mysteries, face corrupted creatures and acquire powers that will elevate you to a supernatural entity. However, you will have to be careful not to let your own powers consume you or even worse, kill your friends in the process.

A UNIQUE STYLE

The game system is totally original and created from scratch. It does not depend on any other system and its immediate rules allow you to play immediately without learning difficulties.





NEW CLASSES

Sezhes GDR has eight classes available, five of which are the transposition of the classes present in the video game. The others are new classes such as the soldier and the sex worker, which will give you even more freedom in creating your character.

LETHAL ENEMIES

Every self-respecting RPG has epic enemies for players to face. Sezhes GDR is no exception and offers a Bestiary with 42 cards including human enemies, animals, abominations and lethal Bosses.



The game manual will be divided into different sections including one dedicated to the narrative world. You will be able to discover all the places of the city of Gris and those who live there. Then there will be sections dedicated to the basic rules, classes and the bestiary.

We set out to create a game system that is easily understandable by all players. You will therefore not have to read pages upon pages just to create the character or level him up.

sezhes

— ROLE PLAY GAME —



CORE RULEBOOK



QUESTIONS & ANSWERS

We have collected the most frequently asked questions and given you answers. As with all our games, if you have any questions you can email us at info@teddysheadgames.com.

WHEN IT COMES OUT?

We are currently writing the rules. We are therefore in the Game Design phase. When we have finished writing we will move on to the testing phase and once we have obtained excellent feedback we will announce its release.

WILL SEZHES GDR HAVE ONLY ONE MANUAL?

Yes, one manual will be everything you need to play. You won't have to buy manuals after manuals to get the complete experience. The Bestiary which is usually sold separately is already integrated with the regulation. With the creation of new video games set in the world of Sezhes, we do not rule out the possibility of creating expansions.

HOW MANY PEOPLE CAN PLAY?

It will be important for one person to be the Game Master and manage the adventure for the other players. Technically there can be an infinite number of players, but we recommend staying between 3 and 10, including the Game Master.

**Our
mission is to
make your life
a playful
HELL!**



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