

This is the story of a Blue Orange



that creates great board games



2005

Timothée and Jalal create **Jactalea** to publish games invented by Timothée's father.



1999

Thierry DENOVAL, the inventor of Gobblet, and creator of Blue Orange.

2002

Thierry then creates Blue Orange Edition in Caen. He invents and explores games for Blue Orange USA.

2012

Timothée, Jalal and Thierry meet in Essen.

They realise that they share the same values and the visions of what makes an excellent board game.



2013

Timothée, Jalal and Thierry partner up: Jactalea changes its name and becomes **Blue Orange** to distribute the games worldwide apart from the USA, Australia, Canada and New Zealand.

Nowadays



Blue Orange

- Defines the editorial line of its games
- Publishes and distributes its games internationally (excluding the US, Canada, Australia and New Zealand)



Blue Orange USA

- Defines the editorial line of its games
- Publishes and distributes games in the US, Canada, Australia and New Zealand



Blue Orange Edition

- The research and development centre of the Group



tribuo

- Distributes board games in France, in particular Blue Orange games and not only

2021

tribuo

The creation of **tribuo**, a French company distributing all the Blue Orange range and not only; localisations of worldwide Partners included in the range.

More than
160
games published

Present in
64
countries

Over
2M
games sold annually

More than
80
partners

