

Ludonaute

Ludonaute publishing

Ludonaute is a small French game publisher. Listed in his catalogue, there are now 5 board games and card games, with a common determinant: **imagination**.

Ludonaute publishes each one of his games with the aim of making the players live a story, an adventure in a thematic world supported by a **beautiful artwork**.

The Ludonaute's games are shared in 2 ranges:

- the Ludobooks (Crimebox investigation and Phantom), in which games and short stories are associated in the same product
- The Ludoboxes (Offrandes, yggdrasil, Shitenno), board games with a mythological or fantasy theme.



The Little Prince

Make me a planet

Our new game, The Little Prince-Make me a planet, fits into the second range but it has its source in the Ludobook range. Indeed, the goal of the designers was to transcribe the world of the masterpiece, by means of a **rich and easy to play game**.

The game uses the original artwork of Antoine de Saint-Exupery and, as the novel, it is aimed to everybody, **adults as well as kids**. The game goes all over the Little Prince's poetic and timeless galaxy and meet all the characters that made its success: rose, sheep, baobab trees...

www.ludonaute.fr

The Little Prince

Make me a planet

 Antoine Bauza & Bruno Cathala

 Antoine de Saint-Éxupéry

Ludonaute 



2-5 players



from 8 years old



25 min.

Category: Tiles

Theme: The Little Prince's novella

*Size: 160*230*50 mm*

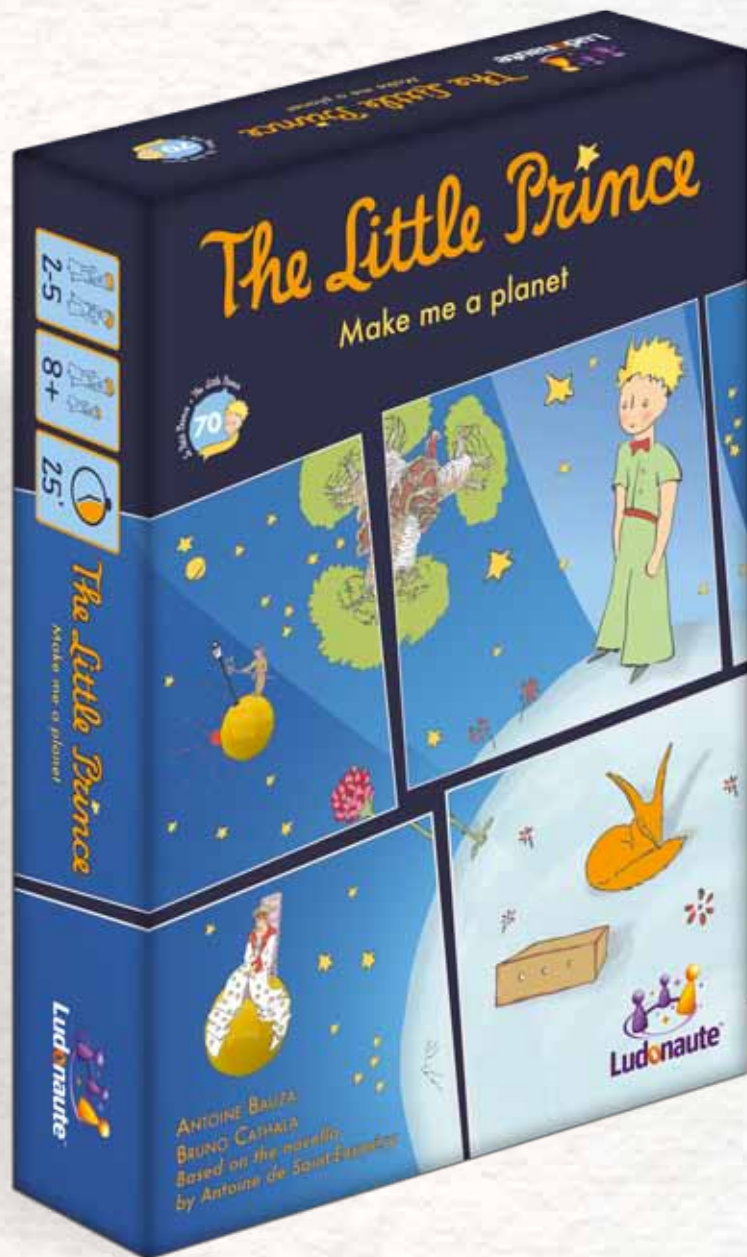
Components:

- 80 tiles
- 5 score markers
- 1 rules leaflet

Langue: English, French, Spanish, German, Polish...

Release date: March 2013

RRP: 20 €



Goal of the game

Each player has to make the “prettiest” planet imaginable in order to score the maximum victory points.

If you please, make me a planet.

Each planet is made of 16 tiles:

12 planet tiles on which there are items that give you victory points (sheep, sunrise, rose...)

4 moons, with the characters who grant you points depending on the various items on the other tiles.

The Little Prince scores 3 points for each type of sheep on the planet and 1 point per box.

“If you please, draw me a sheep.”



Beware of the volcanoes

Before appointing the winner, you have to determine which player has the most volcanoes on his planet.

The latter loses as many victory points as he has of volcanoes.

“He carefully cleaned out his active volcanoes.”

The King scores 14 points if there is only one rose on the planet, 7 points if there are exactly 2 roses on the planet and no point if there 3 roses or more.

“But in herself alone she is more important than all the hundreds of you other roses: because it is she that I have watered.”

The player with the highest number of victory points is declared the winner.

How to play?

In a game, there are 16 rounds in the course of each player is going to take a tile to build his planet.

At the beginning of the game, the first player takes as many tiles as there are of players, for instance 4 tiles if there are 4 players. Then he takes one of them. And he appoints the next player.

The appointed player takes a tile among the 3 remaining ones. Then he appoints the next player. The latter takes one of the two remaining tiles.

At last, the last player takes the last tile to make his planet. He has no choice, but he becomes the first player for the new round.



Beware of the baobab trees!

At any moment of the game, if a player has got 3 baobab trees on his planet, he must turn those 3 tiles over.

«Children,» I say plainly, «watch out for the baobabs!»

He loses the benefit of the items present on those tiles.



You go on playing until the planets are complete.

Selling points

- The games fully matches the wonderful world of the Little Prince.
- The **70th anniversary** of the Little prince's release is the appropriate moment to publish this game, in tribute to this dear character who left his mark on our childhood.
- The contents are **very easy to set up**, the rules easy to understand, the game duration is moderate.
- The **inter-generational** theme and the simple but not simplistic mechanic permit all the kinds of people to meet around the table.
- Each game offers a new challenge, making a different planet each time.
- The RRP of **20€** suits every one's means.



The game designers

- Antoine Bauza -



He is a rising star of the games creation, working on role-playing games, Video games or board games. *7 Wonders* or *Ghost stories* are two of his greatest successes.

- Bruno Cathala -



As a recognized author, Bruno Cathala has been designing games for more than 10 years. To his credit, various games such as *Mr jack*, *Cyclades*, *Kamon* or *Dice Town*.