

# SOS TITANIC

«THE MULTI-PLAYER PATIENCE»



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## GAME RULES:

[http://www.ludonaute.fr/titanic/pdf/sostitanic\\_rules\\_EN.pdf](http://www.ludonaute.fr/titanic/pdf/sostitanic_rules_EN.pdf)

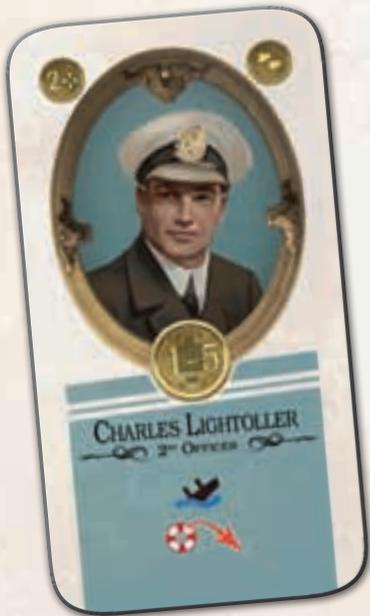
## PICTURES PACK:

<http://www.ludonaute.fr/presse/packSOSTitanic.zip>

# A CO-OPERATIVE GAME FOR ALL AUDIENCES

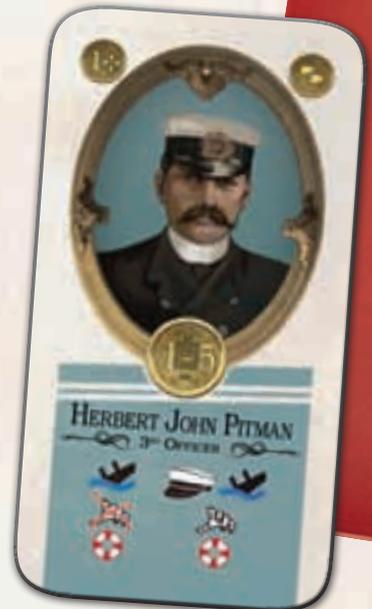
SOS Titanic is a co-operative game. That means that the players **play together** against the game. There are no losers or only winner at the end of the game. You win or lose all together.

Each player is a crew member of R.M.S. Titanic. This gives him a role and a **special ability** during the game.

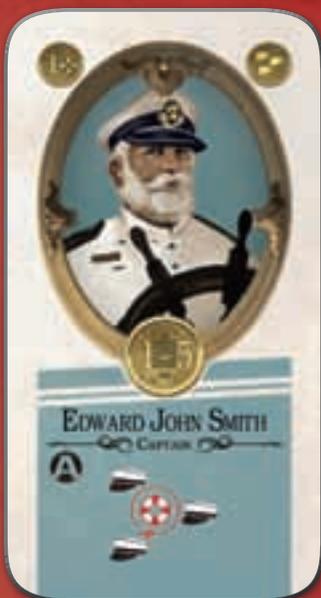


SOS Titanic is particularly well-suited to play **with your family**. The adults can help the children, there is no defeat frustration for the latter. The team needs the help of all its members to win.

*Because of its mechanic, SOS Titanic can be played solo too. With its easy and quick set-up, it is a nice activity during solitary breaks.*

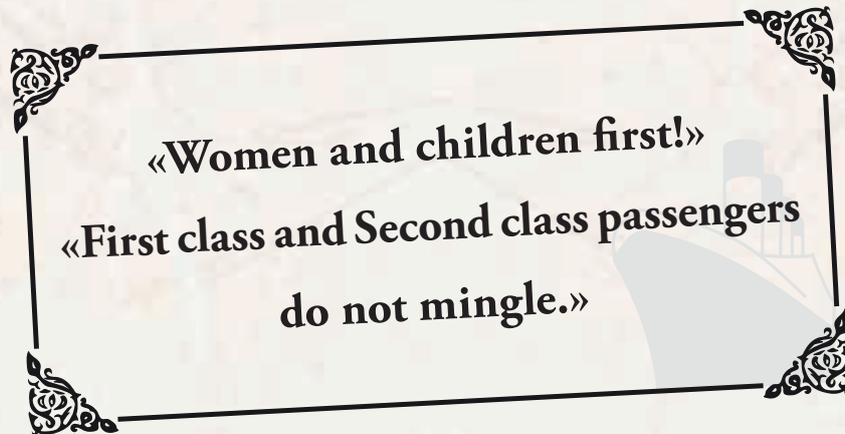


Core gamers can also be interested. Where cabin boys try to save as many passengers as possible, experienced crews attempt to increase their score. Each game is a **new challenge**.



# A WELL-KNOWN BUT REVISITED MECHANIC

You need to save as many passengers as possible by setting up the evacuation of the vessel!  
But two rules must be respected:



SOS Titanic is based on the patience's mechanic. This popular game, also known as solitaire or Klondike, has various forms, electronic or with playing cards.

The players have to take numbered Passenger cards and then arrange them by class, separating First class (cards with purple background) and Second class (cards with yellow background) and:

- in descending order on the vessel's decks - in the lines
- in ascending order in the life boats – comparable to the Aces

The passengers who are in the lifeboats at the end of the game score as victory points.



SOS Titanic brings a tactical depth to this «well-oiled machine», by adding the action cards. The players can use these cards at their turn instead of taking cards. This way they can manage the random set up and check the chance in taking cards.

## AN IMMERSIVE AND ABSORBING THEME

The Titanic shipwreck is probably the most sadly notorious maritime disaster. Its huge scale and quickness marked everyone's minds and moved people.

On 10 April 1912, R.M.S. Titanic leaves Southampton in England heading westwards towards New York for her maiden voyage. She is designed to be the last word in comfort and luxury.

On 14 April 1912, at 11:40 p.m. the starboard side of the passenger liner strikes the iceberg, creating a series of holes below the waterline. On board there are **1324 passengers and 889 crew members**. Evacuation takes place in utter confusion; there are too few lifeboats. Only 700 persons will survive.

In SOS Titanic, you will have the power to rewrite History and save all the passengers. To do so, you need to provide perfect cooperation and a great deal of anticipation.

The historical crew would have scored 19 points.



How about you?

# A UNIQUE CONTENT THAT TELLS THE STORY

The game booklet recounts the shipwreck step by step. Turn the pages and play the event film. This content allows the players to view the passing of time. Page after page, pressure is rising, action is urgently needed.

60 various faces from the past are on the playing cards, reminding us that the shipwreck is an historical event.



## SEASONED AND FRIEND GAME DESIGNERS

### BRUNO CATHALA

Bruno Cathala first worked as an engineer in industry. But he now fully devotes himself to his passion: game design. Born in 1963, he has lived in Haute-Savoie (France) since 1986. As a prolific designer, he had about 50 of his games published. He notably designed or co-designed *Shadows over Camelot* (Days of Wonder – 2005), *Jamaica* (Gameworks – 2007) or more recently *The Little Prince* (**Ludonaute – 2013**).



### LUDOVIC MAUBLANC

Ludovic Maublanc started with game design when he was mere a youngster. this young French game designer never lacks in imagination to design strange gaming objects. He is best known by designing *Cash & Guns* (Repos Production – 2005) et *Casse toi pauv'con* (Cocktail games – 2012).

Bruno and Ludovic are used to design games together, and it goes right for them. They created together games such as *Mr Jack*, *Dice Town* or *Cyclades*. «Fun and smart» could be a good description of their duo.

# INFORMATIONS

**Number of players:** from 1 to 5

**Age:** from 8 years old

**Game duration:** 30 minutes

**Category:** Card game

**Theme:** Titanic's shipwreck

**Box size:** 160x230x50 mm / 6.3x9.0x1.9 inches

**Contents:**

- 90 cards
- 1 spiral booklet Titanic
- 1 rules leaflet

**Languages:** French, English, German

**Available via**

Esdevium games (United Kingdom)

Heidelberger Spieleverlag (Germany)

**Release date:** October 2013

**Retailer Recommended Price:** 20€

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