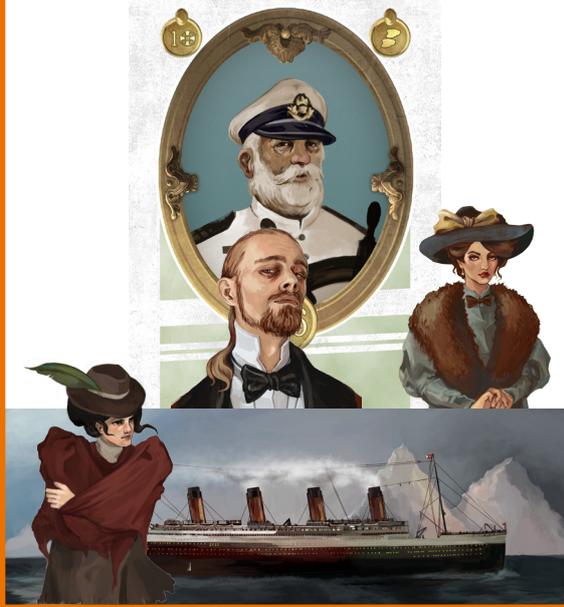


SOS TITANIC

SOS Titanic



1-5 players



from 8 years old



20 min.

Category: Card game

Theme: Titanic's shipwreck

Size: 160*230*50 mm

Components:

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

Languages: English, French, German,

Release date: September 2013

RRP: 16 €

The theme

April 14, 1912 – 23h40 – North Atlantic - R.M.S. Titanic strikes an iceberg. The water immediately floods into the boat's compartments and the ship is listing to starboard in a worrying way. No hope about her outcome. On board, it is a widespread panic. Alone, or co-operating with other crew members, show presence of mind and do the right thing to save as many passengers as as possible. Time is short...

Game's Mechanic

SOS Titanic is a co-operative game whose mechanic is based on the well-known game of patience. The players embody crew members, each one has a special ability.

On the ship, the passengers are pictured on numbered cards. They have to be guided and arranged in order in a line, so that they could board a lifeboat.

Each round, the active player can either try to set up the evacuation by arranging the passengers in the lines or do a special action such as equalize the lines or save time. Each time a player fails the evacuation, the shipwreck goes one step further.

The game ends on the 12th stage. Then the score of the team is the number of saved passengers.

The game designers

- Ludovic Maublanc & Bruno Cathala -

Bruno and Ludo 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.

Selling points

A classic game rediscovered in an original way

A strong theme supported by an appropriate mechanic

Easy to learn

A deliciously addictive gaming experience

A interesting solo version



Ludonaute

The games of the Ludobox range take the players to mythical or legendary worlds or extraordinary situations. They make them live a playful trip, through their theme but also through their mechanic. The artwork plays a leading role in this range, since visuals are of paramount importance for the immersion in a unknown world.

Ludobox



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