

**PRESS RELEASE**  
JANUARY 2020

**Release**  
March 2020

**Game Designer**  
Florian Sirieix

**Illustrator**  
Shanshan Zhu

**Publisher**

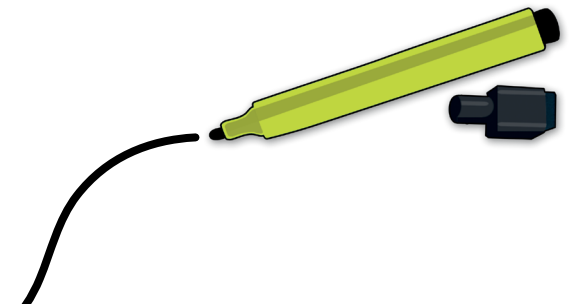


# WHAT'S MISSING?

New Game



**WHAT'S MISSING?** is a game of imagination and art in which players have to draw so that their friends can guess a picture. But instead of drawing the actual picture... they will draw everything around it! If you want to win, being smart is more important than being a good artist.



# THEME

**WHAT'S MISSING?** is composed of three difficulty levels of cards which represent all kinds of things such as objects, real or fantastic animals, fruits, vegetables, characters like a samurai or a zombie, musical instruments...

The game's goal is to draw elements that will help other players to guess the image on your card. You can draw its environment, complete it by adding one or more elements, associate ideas, etc. Your goal is to create the most obvious and simple connection between the image that you just picked and your drawing. You've understood, it is not to be Picasso or Rembrandt but to be the smartest. And it is in your interest as if nobody can find the image you lose the card plus a card that has already been won. To win you must be the player with the highest number of cards at the end of the game...

The game is interactive, creative and above all it brings emotion! You are proud when you discover your hard level card and immediately have the idea of the century. You are under pressure when you're the last player to draw and that everyone else starts counting down to 0. Then you are happy when it is your turn to reveal your masterpiece or downright baffled when nobody guesses the image and there are even some mockery on your drawing talent. Fun is guaranteed with this game!

**DRAW WHATEVER  
YOU WANT\*!**

\* EXCEPT THE IMAGE TO GUESS...

**WHAT'S  
MISSING?**  
...FROM MY DRAWING



# WHAT'S MISSING?



## HOW TO PLAY?



7+

3-6

20'

### Key strengths

- A game where ingenuity is more relevant than talent for drawing
- For the entire family thanks to the 3 difficulty levels of cards
- Premium content

Each player picks a card in one of the three common decks. They keep it secret by using the top page of the Sketch Pad as a cover and place it beneath the transparent plastic sheet in the position they want.

The goal is to draw elements that could be around the picture of your card, so that the other players can guess what it is. When all the players but one have finished drawing, they can start a 10 second-countdown. The Draw phase ends. Note that it is strictly forbidden to copy the original drawing that is represented on your card. You cannot write, only draw: no letters nor

numbers.

Then, one at a time, players remove their secret card and show their drawing to others; they try to guess what is missing...

The first player to give the correct answer wins the guessed card and keeps it faceup in front of them.

If nobody finds the correct answer for your drawing you must discard your card AND one of the cards you previously won as well, if you had any.

After 7 rounds the game ends and the player with the most faceup cards in front of them wins the game.

### Technical details

- Release: March 2020
- MSRP: 25,00€
- Quantity per package: 6
- Dimensions: 240x24x50mm
- Weight: 750g
- EAN: 3760269591400

*Made in China*



### In the box

- 240 Illustrated Cards
- 6 Sketch Pads
- 6 Whiteboard Markers
- 1 Game Rule



# WHAT'S MISSING?

## GAME DESIGNER

Bright and generous, Florian Sirieix lives his hobby as Game Designer with passion. Teacher in Montpellier, he promotes in his class the game as a medium of exchange and personal development.



Florian Sirieix

## ILLUSTRATOR

As a big fan of Miyazaki's works, Shanshan Zhu's dream was to become a 2D animator. After her training at the EMILE COHL school in Lyon, she joined Xilam studio where she is Animator of cartoons. She is also an illustrator to make dreams come true!



Shanshan Zhu

## ORIGIN OF THE GAME

The idea of **WHAT'S MISSING?** came to Florian the night before his move, going to bed... Very late! He just finished to pack the boxes, had a vehicle to collect at 8am and yet... He did not find better than having this foolish idea at 1am: "What about creating a game of drawing where you must not draw the answer?" And bam, that was the beginning of something. Eyes wide open in the dark, boiling brain, he gets up, makes a prototype, goes back to bed. It's 4:00, everything is well... **WHAT'S MISSING?** was born.



# WHAT'S MISSING?

## WHO ARE WE?

**Ludonaute** is a board game publishing house founded in 2010 in Istres by two passionate players. For 9 years it has been publishing board games at a rate of one to three titles a year. Among the best known there is *The little Prince*, *Make me a planet*, a first success in 2013, *Colt Express* that has won the Spiel des Jahres and the As d'or prizes, a game where you embody a renowned thief, *Yggdrasil Chronicles* a cooperative game that brings you into the nine Worlds of the Nordic mythology...

Today, Ludonaute has 4 employees and 17 published games. For the entire Ludonaute team, the game is an excuse to spend a memorable moment together, to share an adventure around a table where you become an actor, to laugh and to escape.

*Thank you for your support and we remain at your entire disposal for any further information.*

### In numbers

- 9 years of existence
- 17 games published
- 15 distributor countries
- 4 employees
- 1-3 games a year

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