

The Little Prince

RISING TO THE STARS

The game of the film



20'

20 minutes



2-6

from 2 up to 6 players



6+

6 years old and up



Press kit



Ludonaute™

The film

The story of the film

It is a story of a story.

It is the story of a daring and curious little girl who lives in an adult world. It is a story of an eccentric and mischievous aviator, who has never truly grown up.

It is the story of the Little Prince that is going to gather them in an extraordinary adventure.

This adventure, it is a travel through the stars to look for the little blond-haired boy.



The characteristics of the film

The film, *The Little Prince*, is going to be released in France the 29th of July.

Directed by Mark Osborne (*Kung Fu Panda's* director), this is both the adaptation of a literature masterpiece and the tale of an adventure.

The film is featuring well-known actors such as Marion Cotillard, James Franco, Rachel McAdams...

The film was presented to the Festival de Cannes the 22nd of May, in an out-of-competition screening, and was welcomed by thunders of applause and a true emotion.

Laist.com:

The English version [trailer] just dropped—and it's a longer and charming one complete with some big-name actors voicing the characters. If you're anything like us, you'll get a little giddy with childlike wonderment when you watch this one.

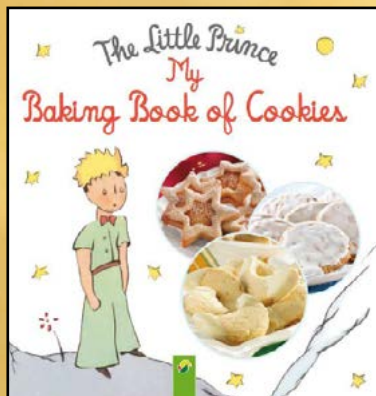
Promotion of the film

The film has a budget of 10 billions of euros dedicated to communication and marketing.

Many communication campaigns had been led on different types of media : posters, TV, radio, children press...

The goodies are declined to every shape : soft toys, books, games, mugs...

There will be another campaign when the DVD is going to be relased, creating a new actuality for the game.



The publisher and the designers



Ludonaute is a little french publisher founded in 2010 by a couple of passionate core gamers. They have published 11 games with one common point : imaginary and escapism. Each game has been made to allow the players live a story, an adventure in a strong thematic universe which is always beautifully illustrated.

An award-winning publishing house

Ludonaute's work has been rewarded by several prizes, such as the game of the year in France. They also have been nominated to the *Spiel des Jahres* in Germany, for which the results will be released at the beginning of July.

Why publishing the game of the *Little Prince* film?



Ludonaute already published a game about the Little Prince : *The Little Prince - Make me a planet*, so it was natural to join the adventure of a new game about the film.

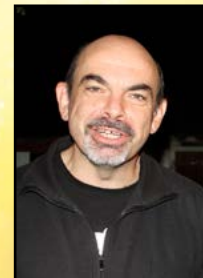
The authors

Antoine Bauza



He is the rising star in the game industry, working on roleplay games, video games or board games. *7 Wonders*, *Hanabi* or *Ghost Stories* are some of his successes.

Bruno Cathala



Bruno Cathala has been creating games for 10 years. He has become someone important in the field thanks to his games *Mr Jack*, *Cyclades*, *Kamon* or *Dice Town*.

The game

from 2 to 6 players
6 years old and up
duration of the game : 20'

Principle of the game

In *The Little Prince - Rising to the stars*, each player pilots a plane and goes looking for the Little Prince.

Following the path of the Little Girl of the film, the players live a wonderful travel in space. Leaving the house of the Grand Father, the aviators goes through the frontiers of imagination and try to reach the Little Prince's planet. Would they all success ?

Along the path, the pilots catch stars which lie on some clouds and Story tiles. At the end the player who owns the more stars wins the game.

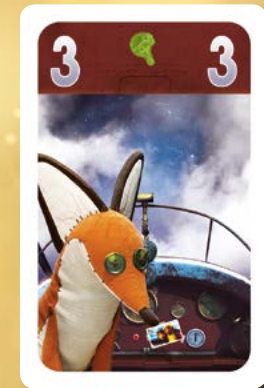


A fun and beautiful design

The board of the game is composed of 8 parts to put together in a different way for each game. The set-up is already a game, like a puzzle. This board can be up to 1,20 meter long.

Contents:

- 8 Route parts
- 5 Paper plane tiles
- 18 Story tiles
- 12 Telescope tokens
- 36 Star tokens
- 12 Grand-father cards
- 48 Fox cards
- 6 wooden Planes



How to play?

Crossing the board...

By playing cards, the players move **from clouds to clouds**. At each stop, if the player is alone on his cloud, he can collect stars or look through the telescope and steal some stars from the other players. On some clouds, the players can earn more move cards, which allows to go further on the board.



...but not as if it was a race

Even if the first player to reach the Little Prince's planet earns a bonus, the players focus more on **making steps at the right place, at the right moment**. Three passing points can be found along the path: they are the imagination frontiers which offers to everyone who cross them a Story tile bearing stars. The first player to cross the frontier chooses a tile. The followers have less choices.



The last will be the first

The originality of the game lies in the rule that it is always the last player on the path who plays first. This way, **none of the players is left behind** and all stay in the race until the end. This rule and the three frontiers is what makes the game tactical. Knowing when to wait, being the last on the path in order to cross first the frontier are the key to victory.



Unexpected meeting

When a player stops his plane on the same cloud than another player, he doesn't get any profit of the cloud. However, he stands on the other plane and steal a card from the hand of the other player. Then, he chooses the cards he wants to give back. It is a good occasion to lower the movement possibilities of the other players. Moreover, the plane on the top (the last one to have arrived) is the first one to leave.

The rules:

<http://www.data.ludonaute.fr/lepetitprincefilm/rulesEN.pdf>

Distribution of the game

List of the distributors by country

The game is going to be distributed in about 15 countries. It will be published in July 2015 in France and during Q3 and Q4 elsewhere.

Here are the contacts of the distributors:

Italy — Asterion Press — <http://site.asterionpress.com/contatti.php>

Germany — Asmodee GmbH — <http://de.asmodee.com/ressources/footercontenu/index.php?mode=contact>

Poland — Rebel — <http://www.rebelgames.eu/x.php/7,375/Contact-us.html>

Greece — Kaissa — <http://www.kaissagames.com/contact/epikoinonia-2553.htm?lang=el>

Romania — LexGames — <http://www.lexgames.ro/contact.html>

UK — Esdevium — <http://www.esdeviumgames.com/contact/>

USA — Asmodee US — <http://us.asmodee.com/ressources/footercontenu/index.php?mode=contact>

Quebec — Distribution Dude — <http://distributiondude.com/index.php?loc=con>

Czech Republic — Rexhry — <http://www.rexhry.cz/kontakt>

China — Asmodee China

Korea — Happy Baobab — <http://www.happybaobab.com/home>

Japan — Hobby Japan — <http://hobbyjapan.co.jp/>

Belgium — Asmodee BE — <http://be.asmodee.com/ressources/footercontenu/index.php?mode=contact>

France — Asmodée — <http://fr.asmodee.com/ressources/footercontenu/index.php?mode=contact>

Available resources & Contact

Resources for the press

<http://www.ludonaute.fr/pressefr/?lang=en>

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