

Titanic™

Universal Games Inc.

AGES: 7 and Up 2 to 6 Players

OBJECT:

To collect your five pieces of PERSONAL PROPERTY, make your way through FIRST CLASS and be the first one to reach your LIFEBOAT.

CARDS & TOKENS

A player's Personal Property is the five items they must obtain before being allowed to enter the FIRST CLASS section of the ship.

ROOM KEY cards are obtained by entering the PURSER'S OFFICE and paying the BANKER \$80. The ROOM KEY card allows a player to enter their room (SUITE) and obtain their VALUABLES card.

VALUABLES cards are obtained by entering your SUITE once you've acquired your ROOM KEY card. There is no charge for this card.

LIFE VEST cards are obtained by entering the SAFETY OFFICE and paying the BANKER \$150. LIFE VEST cards state the side of the ship your LIFEBOAT is located on.

HEALTH INSPECTION cards are obtained by entering the INFIRMARY and paying the BANKER \$50.

PASSPORTS are obtained by entering the PASSPORT OFFICE and paying the BANKER \$100. PASSPORTS contain trivia about each passenger.

Another way to obtain Personal Property is by receiving a GOSSIP card or TELEGRAM with instructions on how to obtain the property.

When there are fewer than six players the PERSONAL PROPERTY cards for the characters not playing should be placed out of the game.

TELEGRAM CARDS

TELEGRAMS are shore-to-ship messages from friends and acquaintances. Some are bad, some are good. They should be placed face down on the WIRELESS ROOM on the board. There are only two ways to obtain a TELEGRAM:

1. Land on a TELEGRAM space on the board.
2. Receive a GOSSIP card with instructions to draw a TELEGRAM card.

After a TELEGRAM card is drawn it should be read aloud. The receiver should follow the instructions at the bottom of the card and then return the card to the bottom of the TELEGRAM deck.

BELLHOP TOKENS

BELLHOP tokens are used to run errands for the holder. Players should collect as many BELLHOP tokens as possible. They are especially useful in FIRST CLASS. These tokens may be used only once and then must be returned to the BANKER. Use a BELLHOP token in the following situations:

1. When a player receives a TELEGRAM or GOSSIP card, or lands on a space on the board, that requires them to go to a room that is inconvenient. They should give their BELLHOP token to the BANKER to retain their position on the board if desired.
2. IN SECOND CLASS: When a player lands on a "LOSE..." space or "FAILED HEALTH CHECK" space that requires them to return a piece of Personal Property. They should give their BELLHOP token to the BANKER to retain their piece of Personal Property if desired.

A BELLHOP token can only be obtained two ways:

1. When a player lands on a BELLHOP space on the board.
2. When a player receives a GOSSIP card or TELEGRAM stating that a BELLHOP token may be received from the BANKER.

BELLHOP tokens may not be used to pay debts or to avoid going to JAIL.

GOSSIP CARDS

Every player has a stack of GOSSIP cards that should be kept face-down in front of them. A player should not read their own GOSSIP cards. Cards should only be read by the receiver of them. A GOSSIP card should be given to another player in the following instances:

1. When a player lands on a GOSSIP space (They should receive a GOSSIP card from the player whose image appears on that space).
2. When a player occupies a space on the board and is joined by another player (The "new arrival" gives the first occupant a GOSSIP card).

When a GOSSIP card is received it should be read aloud so that everybody may participate in the gossip. Follow the instructions on the bottom of the card. GOSSIP cards should be returned to the bottom of the *giver's* pile. When there are fewer than six players the GOSSIP cards for the Non-playing Characters may either be ignored or handed out by the BANKER when necessary. If handed out by the BANKER, money owed by the Non-Paying Character should be paid out by the BANK and money owed to the non-playing character should be paid into the bank. Any transactions between the BANK and Non-Playing character should be ignored.

SECOND CLASS

SECOND CLASS is the entire aft (back) portion of the ship with the wooden floor, other than STEERAGE. Second Class passengers must never stray to the FIRST CLASS section without acquiring all five pieces of their Personal Property first. Second Class passengers are very busy getting all of their affairs in order so that they may advance to the FIRST CLASS area.

ROOMS

Rooms may be entered any number of ways, the most common being an exact roll of the die to put you *inside of the room*. The only exception to the "exact roll" rule is your suite which you may enter with any number high enough to place you *inside of your suite* (A player may choose to enter their suite to avoid landing on a "bad" space). Other ways to enter rooms are by receiving a GOSSIP card or TELEGRAM with instructions to proceed to that room. Landing on a "GO TO..." space requires you to proceed to that room immediately whether you want to or not. A player may opt to use a BELLHOP token to avoid going to a room.

PURSER'S OFFICE: This is where players purchase their ROOM KEY cards. Once this card is obtained a player may enter their suite to obtain their VALUABLES card.

SUITES: These rooms are the accommodations of their color-coded passengers and is where players obtain their VALUABLES card at no charge. They may only be entered by their own occupant and only after a ROOM KEY card is obtained from the PURSER'S OFFICE.

PASSPORT OFFICE: This is where players purchase their LIFE VEST cards.

SAFETY OFFICE: This is where players purchase their LIFE VEST cards.

INFIRMARY: This is where players purchase their HEALTH INSPECTION cards.

STEERAGE: Steerage is the barest of accommodations for Third Class passengers. When a passenger lands on a "GO TO STEERAGE" space they must move their playing piece to STEERAGE immediately and pay the BANKER \$200 to resume play as usual on their next turn. They also lose the HEALTH INSPECTION card if they have one. The only way to avoid going to STEERAGE is by using a BELLHOP token.

JAIL: Passengers spend the night in JAIL (lose a turn). They do not pay a fine. A player may leave JAIL by rolling any number higher than a one on their next turn.

FIRST CLASS

FIRST CLASS is the entire front of the ship starting at the marble of the Grande Staircase and including the POOP DECK. A passenger may enter FIRST CLASS only after acquiring all five of the Personal Property pieces necessary. Once a player has reached the FIRST CLASS section they are a First Class passenger. Players should place their Personal Property pieces inside of their PASSPORT and get ready to "Hob Nob" with the rich and famous. Money and BELLHOP tokens are all that is important now. Advance in one direction, your goal being the POOP DECK where your LIFEBOAT awaits you. But you must hurry. You are running out of time. First Class passengers proceed up the Grande Staircase and receive \$200 from the BANKER when they reach the bottom stair. A player may proceed up either side of the Grande Staircase. Any time a passenger is required to return to the SECOND CLASS section, later in the game, they should receive another \$200 at the stairs.

ROOMS:

Pass through the elegant rooms of FIRST CLASS following the arrows in the following order:

- * Gymnasium
- * First Class Lounge
- * Captain's Quarters
- * Smoking Room
- * Dining Room
- * Bridge

Follow the directions on each space as you move along.

GO TO...spaces: Any time a player is directed to go back to or advance to another room in FIRST CLASS they should move their playing piece to the arrow at the entrance of the room they are directed to.

PULLING A PLAYER TO YOUR SPACE: When a player lands on a "Dine with...", "Gamble with...", or "Dance with..." space they must choose any one FIRST CLASS passenger (Any playing piece in the First Class Section of the ship) and pull their piece to the same space. That player may be pulled backward or forward. The "Puller" should then give the new (and somewhat bewildered) arrival a GOSSIP CARD.

WINNING THE GAME...

The first player to enter the life boat (land on the red space) on their side of the ship, with an exact roll of the die, is the winner. Continuing the game to see who makes it second, third and so on is also fun. Second place may be given to the passenger who has the most money at the end of the game. The last player on the board goes down with the ship.

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