





studios  
about this game

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Printing instructions:

- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

ATTENTION! THE TREACHEROUS PROMETHEUS, MANKIND'S BENEFactor, HAS STOLEN THE FIRE FROM THE GODS AND PLANS TO GIVE IT TO THE PUNY HUMANS. OUR LORD, THE MIGHTY ZEUS, HAS CALLED UPON ALL OLYMPIANS TO CHASE AND CAPTURE HIM. GREAT REWARDS AWAIT FOR WHOEVER IS MOST HELPFUL IN THIS PURSUIT.





## OVERVIEW


There are two kinds of tiles in the game: **letters**, which are used to identify players (*each player is given a letter*); and **numbers**, which are used to keep track of Prometheus' path and the traps laid out to get him (*numeric tiles are shared by all players*).

All tiles have a direction marked by an arrow, and must be laid out so they make a chain (*called Prometheus' path*).

On each player's turn, he'll lay down a **number**, which marks how many steps until Prometheus falls into a trap – but since the Titan can predict the future, traps will just force him to make a turn. *For example, if you play the number 2 tile, it means two steps from now Prometheus will have to change course – turning either left or right.*

To clarify, consider the chain . The bold numbers show when Prometheus would take a turn: the first one is two steps away from number 2, and the second is five steps away from number 5.

On his turn, a player may also lay down a **letter**. These tiles aren't traps – instead, what they do is allow you to claim a trap as your own, so you'll earn points for it. For example, consider the chain . *In it, player 'A' has claimed the trap set by the number 2.*

Actually, when you **claim a trap**, you score one point per number that points to the trap you just claimed. *For example, in the chain , player 'B' just scored 3 points (he triggered the first three numbers: 4, 3 and 2). In this manual we used asterisks to indicate points earned.*

In the game, instead of using asterisks, what you do to keep score is to **lay a numeric tile facing down**, just in front of your letter, for each point you earned (we'll call those **markers**). So the above chain would have three markers in front of B.

When the game ends, each player must count how many markers they have following their letters. The player with the highest count will have pleased Zeus the most and wins the game.

## SETTING UP



Each player gets a set of 5 letter tiles, which allows him to identify the traps he triggers. Players also randomly get 5 numeric tiles. Player 'A' goes first.

## THE GAME TURN

On your turn you must follow the commands below in the order they're presented:

1

You **may place a letter, if you want**. You may do it to trigger traps and score points, but you may also do it just to mess up the order and avoid having other players trigger traps.

*For example, if the chain laid out is  you may play a letter, making it  (notice that no asterisks follow the A letter because it didn't trigger any traps, and it is not in bold because there was no turn). Adding a numeric tile (which is required in the next step) then prevents your opponent from scoring two points.*

2

Second, you **must place a number**.

You should keep in mind that **when you trigger a trap, either with numbers or letters, Prometheus takes a turn**. This means you must place the tile turning left or right, and the chain will follow in that direction. **This is not the case with markers** (those tiles facing down used to keep score). Those ignore traps and, thus, don't make turns.

By controlling Prometheus' path, you may make him crash (or avoid it) to your own advantage.

3

**Draw numbers until you have 5** of them. If there are no more tiles, don't draw – the game ends after all numeric tiles are played, not when all of them have been drawn.

## WINNING

If Prometheus' path collides with itself or with a natural obstacle (i.e. the edge of the table), then the game ends. It also ends after all numeric tiles have been played. Each player then counts the amount of markers following their letters. Whoever scores higher wins Zeus' approval and the game!

In case there's a draw, the winner is the player who scored last among those who scored highest.

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# PROMETHEUS

## GAMEPLAY EXAMPLE

To illustrate the gameplay, we've added this small example of a three player match.

Since he is winning, 'C' tries to run Prometheus against the chain, thus ending the game.

Prometheus runs against the chain. Players then count their points and 'C', having scored 3, is declared winner.

Because his opponents were careless, 'C' could score 2 points.

'C' places flipped numeric tiles to mark his points.

(Note that the first markers are not affected by the traps. This means Prometheus won't make a turn.)

'B' tries to direct Prometheus away from a collision course.

'B' sacrifices a letter so that his opponents won't score.

'C' points one more trap to the same space, hoping to be the one to activate them.

To prevent 'A' from scoring, 'C' played a letter and then, in the same turn, a number.

This is the first tile, played by player 'A'.

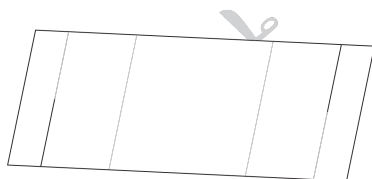
Because a numeric tile triggered the trap, its player did not score.

As this letter did not trigger any traps, its player didn't score any points.

According to this manual's notation, this match is described as:

3 5 C 3 2 B 4 3 4 2 C \* \* 3 2 B 3 5 5 B \* 4 C \* 2 X

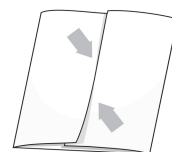
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cut in the dotted line

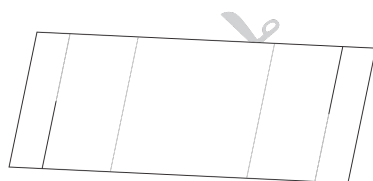
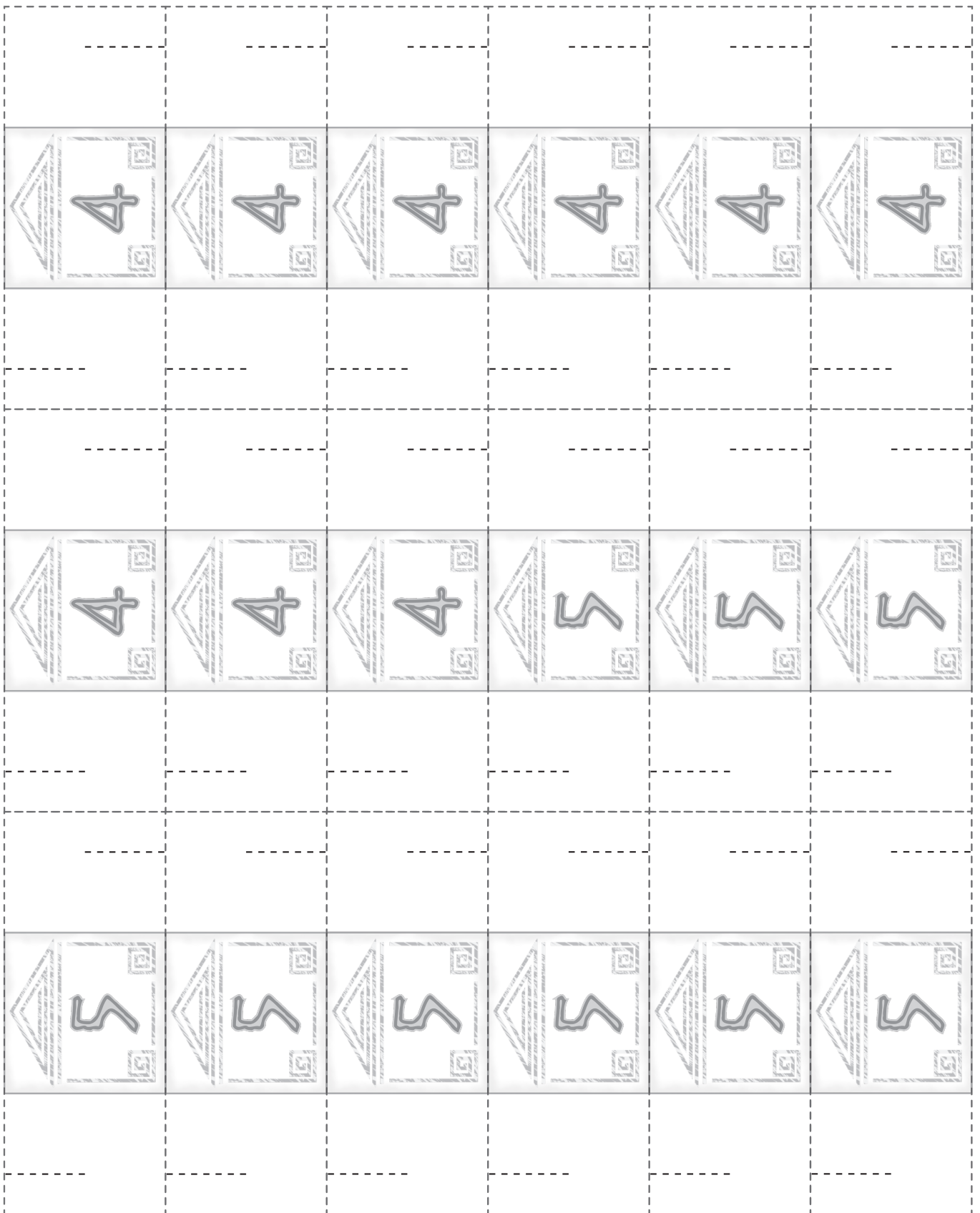


fold the sides



lock the tabs





cut in the dotted line



fold the sides



lock the tabs





