

PROMETHEUSAURUS USER GUIDE



HOW TO RUN AND PLAY THE SOFTWARE,
AND OTHER HELPFUL ADVICE TO FULLY
ENJOY THIS GAME.

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GAME STYLE AND INTRODUCTION

Welcome to Prometheusaurus! If you have ever played Settlers of Catan, this game is very similar in play style. Your goal is to obtain ten Points of Conquest to declare victory over your opponents. You can obtain Points of Conquest by building Rockets and Space Stations, or by finding certain Evolution Events.

While this game is very similar to the play style of Settlers of Catan, there are a few key differences that should be noted:

- Game tiles are square rather than hexagonal. This provides for a different sort of play element as you can get a maximum of four resource types per structure placement as opposed to three.
- The thief is not an element of this game. If a seven is rolled, a disaster strikes you and you will lose resources. Where sevens potentially had benefits in Catan, they only bring ill omens in Prometheusaurus.
- As the thief is not part of this game, armies do not exist either. However, there are still plenty of exciting developments in the form of Evolution Events that may help you regain resources or bring you more Points of Conquest.
- The additional points for Longest Road, Largest Army, etc. are not a part of Prometheusaurus. There are already enough ways to get Points of Conquest, especially with the speed one can acquire resources.
- A shop is featured in this game for collecting additional resources, as opposed to a trading feature. The shop randomizes each turn for more opportunities and strategic play.

We hope you enjoy playing Prometheusaurus!



STORY OF THE GAME

In a distant galaxy, the home planet of several dinosaur species is threatened by a cataclysmic impending meteor strike. Before their home is completely destroyed however, eight of the species build rockets and travel into space for their own survival. These eight species' leaders are known as the Prometheusaurs.

They travel the galaxy for quite some time, before happening upon a planetary system filled with the resources that aided their survival on their home planet. Each of the Prometheusaurs believes that this is their chance to finally start anew in a safe home for their species.

However, each of the Prometheusaurs soon worries there may not be enough resources to go around for all eight of the species. The feuding soon evolves into a race for each to best establish their colony within the planetary system.

The Prometheusaurs know that if they are able to develop ten Points of Conquest throughout the system, their species will be stabilized and able to survive and further thrive in the area.

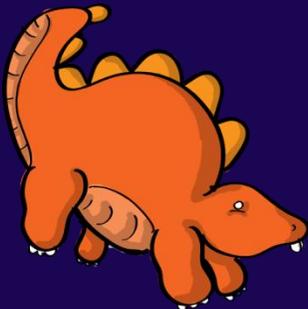
The race is on to see which of the eight Prometheusaurs will be the first to ensure refuge for their species!

MEET THE SAURS



BLARGER : Leader of the Iguanadons, Blarger’s favorite hobby is using her horn thumbs to post on her “blarg”. She’s childish at heart and loves to play games or do arts and crafts with the other members of her species.

TED THE DESTROYER : The T-Rex’s fierce leader is actually quite the gentle giant. When angered he is a force to reckon with, but generally he is just a bull in the China shop; his clumsiness and destruction perceived as terrorization.



GILLIGAN : This Stegosaurus promised his herd it was only going to be a two-hour tour of outer space, to try and keep them calm for the journey ahead. A bit slow to act, he has a kind heart and always tries to do what is best for his herd.

THORCHUPI : The Triceratops leader has quite the electrifying personality. With a wicked sense of humor but a gentle demeanor, the clan enjoys their leader’s powerful but fun attitude. They are unsure though of Thorchupi’s true gender.





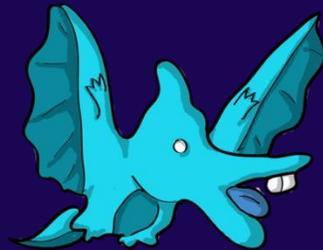
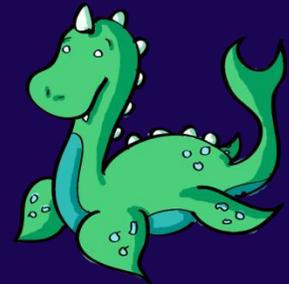
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MEET THE SAURS



LORD EDWARD III, THE VERDANT HOLDER OF THE POWER OF THE MACE : His regal title points rather obviously to his descending from the royal Anklyosaurus bloodline. A bit stuck up and pompous at times, when warmed up he is quite sweet.

QUEEN MATHAIR : A Plesiosaurus monarch, Mathair treats her clan more as her own children than subjects. Tolerant but fiercely protective, she will stop at nothing to ensure safety and a happy life for her clan wherever they go.



IVAN THE PTERRIBLE : Ivan leads the Pterodactyl tribe with strength and mounds of ferocity. He is a champion jouster with his fierce beak skills, and also an ace flier who has proven his worth in several competitions.

leader of the brontosaurus clan, believed
to be genderless, very little known, causes strange instances
to occur whenever he is near others, possibly an alien
life form,insufficient data found, error, exiting.



JOINING A GAME

To start your game of Prometheusaurus, first ensure that there is a server for you to connect to. If there is not, you may need to start one.

STARTING A SERVER : Navigate to the server directory for this program and utilize the command “\$play/start” in your terminal. The server will begin on port 9000. To connect multiple computers to the server you have started; find your computer’s IP address to give to the other clients.

STARTING A CLIENT : Navigate to the client directory for this program.

Operating System Compatibility: OS X (Mountain Lion tested), Windows x64 (Windows 8 tested), and Linux (Ubuntu 12.04 and Fedora 17 tested).

You will require JAR capabilities, specifically Java 7-9 or greater.

Start the native packages like a normal application for your OS.

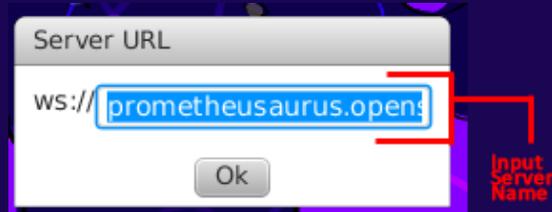
You can also run the JAR (if applicable to your download) using the standard Java run command line “java -jar Prometh.jar”.

After you have started a server and connected your client, the game should begin at a title screen. You can begin the game by pressing the “New Game” button, or access/be referred to this PDF by clicking “Tutorial”.



Game startup screen after the executable has been run

JOINING A GAME



Server URL Dialogue after "New Game" is selected

Once the "New Game" button has been clicked, a Server URL Dialogue will appear. Here, the name of the server should be input by the client. Once you have properly typed in the server name, the "Ok" button should be clicked to connect.

So long as your access to the given server is not denied or the server name has not been mistyped, you should be able to connect to a game server. Once connected, you can begin setting up your user information and start playing Prometheusaurus!



User Setup Dialogue after "New Game" is selected

After you select and connect to a server, a User Setup dialogue will appear. In the username entry area, you should type in the username you would like to have displayed during the game. This should be a name that would be distinguishable to your friends as you, so they know if they're in a game with you. This name will show up on the player list, as well as when it is your turn.



JOINING A GAME

After entering a username, you may select the Prometheusaur that you would like to play as during the game. This will be the color that your structures display as on the board, as well as the color shown behind your username when it is your turn.

Once you have established your color and name for this game, select the “Ok” button at the bottom of the dialogue.

The game may then have a dialogue telling you to wait for other players. Until more players connect to the server, you will have to wait. Once more players connect; the game will wait a few seconds to ensure no more players join your specific game, and then begin.



NAVIGATING THE BOARD



Game Display Window for General Gameplay

After all clients for the current game have connected, the general gameplay board will appear. This board should look similar to the board above for navigation purposes, but may alter slightly with various version releases. However, the general areas and their uses will remain the same.

CURRENT TURN: This module displays whose turn it is currently, with the background being that player’s color.

DICE ROLL: Shows the current roll for the turn. On a players turn they can roll by pressing the “roll” button.

CHAT WINDOW: You can type messages to the other players to be displayed here. Send them by clicking the small button in the lower right of the module.



NAVIGATING THE BOARD

SHOP: Click the “shop” button to open up a shop dialogue screen showing all the things you can trade.

EVOLUTION EVENTS: This window displays any evolution events you are currently holding that provide you Points of Conquest, and has a “buy” button allowing you to purchase a new Evolution Event.

PLAYER LIST: Shows all the players’ usernames that are in the current game.

STRUCTURES WINDOW: This window shows the price for each type of structure, and the number of each structure you currently own.

RESOURCE WINDOW: Shows each type of resource, and how many of each you currently own.

GAME BOARD: Displays all planet tiles and player pieces in the game.

PLANET TILE: A resource filled planet with the number roll required to obtain resources from it in the corner.

ROAD AREA: The long areas on the sides of planet tiles are spaces where roads can be placed by a player if they have enough resources.

ROCKET/SPACE STATION AREA: The smaller corner squares between road connections are where a player can place rockets or space stations.

RESOURCES, PLANETS, STRUCTURES

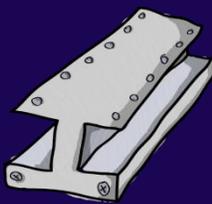
Resources are supplies that can be gathered from the planets within the system to help the Prometheusaurs build structures and survive.

You can view how many of each type of resource you possess during the game in the resource window of the toolbar.



Space Cows are domesticated, and are a great resource for any flourishing space civilization. Any off branch of the colony will want space cows to aid in their survival.

Meteors are filled with valuable mineral ores. They can be used to fortify structures, and some valuable minerals in them can help strong trade flourish. A developed civilization will want meteors.



Steel is necessary for building roadways for safe space travel, and for the framework of rockets. Its strength and resilience makes it a great building block for starting to develop civilizations.

Food Cubes provide surplus nourishment for large civilizations that may run short with space cows alone. Developing rockets and space stations will definitely need to stock food cubes.



Electricity is a necessity for powering roads and rockets to provide safe space travel. The key energy resource for the Prometheusaurs, electricity should be one of the first resources they seek.

RESOURCES, PLANETS, STRUCTURES

Planets within the planetary system are the areas in which the Prometheusaurus can search for resources to further develop their colony. By strategically placing their rockets and space stations at the corners of planet intersections, they can maximize resource collection.



Space Cows can be cultivated from planets similar to this. They seek shelter in the giant barns, and enjoy moon-walking about the planetary pastures all day.

Meteors can be found on these planets. The ground and mountainous regions are rich in ore, and any sort of impacts that break rock off simply add to the planetary meteor belt.



Steel is located on planets like this. These mechanized planets have evolved to be entirely coated in steel. Surely the residents here won't notice a bit going missing in your travels.

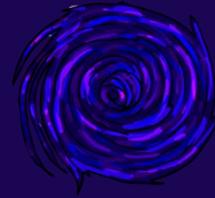
Food Cubes can be gathered here. These mysterious planets are entirely coated in yummy goodness, and most certainly have something that almost everyone will find tasty.



Electricity charges surround these planets. The strange clouds covering them constantly are causing lightning storms, giving the air a strange static feel. Harness all kinds of power here.

RESOURCES, PLANETS, STRUCTURES

Black Holes are deep voids where nothing at all can exist. There are no resources to be gathered here, and the Prometheusaurus should try and be careful not to get too close to them.....



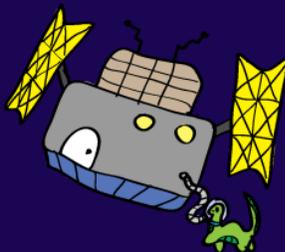
Structures are built by the Prometheusaurus in order to develop their species and obtain more resources and Points of Conquest to further growth of their colony.

You can view structure costs and how many structures of each type you have in the structures window of the toolbar.



Roads allow the Prometheusaurus to travel safely between their own civilizations. Alternatively called starways, they are comprised of electric-powered rails built between stars. They require one steel and one electricity to build. While worth no Points of Conquest, they are an important asset for development.

Rockets are the Prometheusaurus' main method of shelter and resource collection. They can be situated between planets for easy access to resources by the dinosaurs living within. They require one space cow, one electricity, one steel, and one food cube to be built; and are worth one Point of Conquest.



Space Stations are super shelters for the dinosaur colonies to live in. The residents of Space Stations are so happy with their more luxurious life, that they collect twice as many resources. They require three meteors and two food cubes to build, and are worth two Points of Conquest.

EVOLUTION EVENTS

Evolution Events are the Prometheusaurus equivalent of Catan’s Development Cards. They allow for special, positive events to occur on a player’s turn...for a resource cost. If a player barterers one space cow, one food cube, and one meteor, they can take a chance to further evolve their colony.

To purchase an Evolution Event, the player must click the “Evolution Event” button in the toolbar. If they do not have sufficient resources, the popup dialogue will inform them. However, if they do, it will prompt reminding them of the cost and asking whether they wish to continue. Selecting “Ok” will deduct resources and display the purchased Evolution Event.



They Think Your Tractor’s Sexy: The space cows love a dinosaur that knows how to drive a tractor, and it seems that one of your colony members has learned just how to do that. 5 space cows join your herd and are added to your resources.

Intergalactic All-You-Can-Eat Buffet: A good buffet is hard to find, but one of your dinosaur scouts seems to have located just the spot. It doesn’t seem like the staff will notice you slipping five food cubes away for later use.



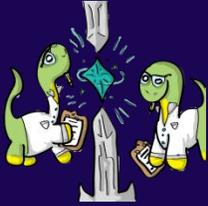
When You Wish Upon a Star: It seems your dreams really do come true. Whether it’s spirituality, positive thinking, or just pure luck, one of your dinosaurs has wished on a falling star, and five meteors just so happened to fall at his feet.

The Punday Thief: It’s not exactly certain whether you should be proud of your colony members or slightly worried, but they seem to have developed both a sense of humor and criminal professions. One of your “ninja thieves” has smuggled five steel.



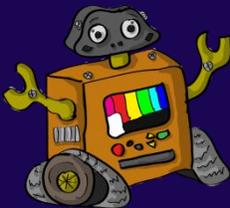


EVOLUTION EVENTS



Calibrate the Energies: Some of your colony members seem to have developed a knack for the sciences, and are re-engineering some of your ships power supplies. Their minor tweaks have saved you five electricity for future use.

Steve the Pizza Guy: Everybody loves a good pizza party. And this strange non-reptilian fellow seems to have just the thing. The pizza and fun puts your colony into such a good mood that they gather up one of each kind of resource with their boosted morale.



Robot: Bee boop boop. Boo boop bop. Your technologies have advanced enough that you've built yourselves a robot! This will most certainly aid in your survival. Obviously this is a major development, and so it's worth one Point of Conquest.

Satellite: Communicating with the other rockets and space stations in your colony for information and updates can be hard. Luckily, one of your colony members has built a satellite! With the amount this will help in survival, it's worth one Point of Conquest.



Philosoraptor: Of course, what is survival without an inquisitive mind pondering how the colony can thrive? The Philosoraptor helps your colony think from a different perspective. Knowledge is so important; it's worth two Points of Conquest.

Tarot-Raptor: One of your dinosaur scouts stumbled upon this strange psychic. Whether you believe in mystic powers or not, she seems to be able to not only see your future roll, but also charm you to obtain "double the fortune" from it. Woah.



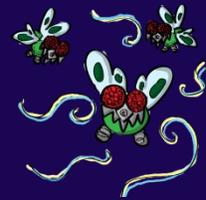
DISASTER ROLLS

Disasters occur any time a seven is rolled. For all the luck the Prometheusaurus normally have gathering resources, it seems inevitable that misfortune must fall occasionally. Of course, the most resilient will still bounce back and claim conquest and safety for their species despite the lows of their venture.



Fording the Intergalactic Void: You'd think that better judgment might prevail, but sometimes depth perception isn't all it's cracked up to be. One of your resource carriers dropped into a void, losing five space cows they were herding.

Cyber Locusts: It seems even space isn't free of pests. The food storage on your space ships doesn't seem to quite be prepared for an infestation of this size. The locusts swarm and eat five food cubes before they can be successfully eradicated.



SCORE: -1000



Bad Game of Broderoids: Sometimes classic arcade games can get a little frustrating. Unfortunately, one of your colony members took a bet with buddies on high scores a little too far. Crashing ships into the resource supply, he destroyed five meteors.

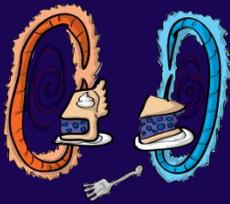
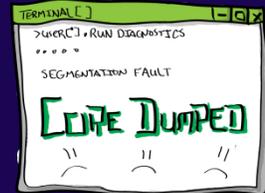
Erect Statues in Your Honor: It appears your dinosaur colony was a little overzealous at how great you are. Of course, you loved the attention, and allowed the plans for your statue to continue. The miscalculation in steel needed cost five steel from the resources.



Blackout: One of the power systems has malfunctioned, causing complete grid blackouts across your colony's ships. As the dinosaurs rush to fix it, the extra charges required to reboot the system cost five stored electricity.

DISASTER ROLLS

Segmentation Fault: Even the best programs can fail at times. While attempting to recompile after the core was dumped, it would appear the program also decided to dump one of each type of resource into space as it was erring. Lovely.



The Pie is a Logical Fallacy: It would appear your automated, super-friendly test taking system decided your dinosaurs didn't do as well as they should. As punishment, it also told them they were adopted, and proceeded to destroy half of all resources.

Dysentry: Oh dear, it would seem that your colony has suffered greatly from a horrible pandemic of this disease. With workers out sick and resources still being needed, it would appear all you've been left with is one of each collected resource.



USING THE SHOP

The space shop is a wonderful place where surplus resources from all over the galaxy can gather to be traded for. Of course, you'll need resources of your own to obtain anything, but you never know; some of the shop keepers don't quite talk with each other, and you may be able to turn huge resource profits with coinciding deals!

The space shop offers new deals every turn, so it is definitely a wise choice to continue to check back, especially if you are in need of specific resources!

To open the shop, click on the "shop" button in the toolbar.



The shop dialogue screen appears after clicking the shop button

Three deals are offered in the shop on any given turn. The resource and number displayed to the left is what you must give to receive the resource and number on the right. So in the above shop dialogue, one food cube can be traded by the player to obtain two steel.

Clicking the "=>" arrow between the two resources in an offer will complete the transaction, and your resources will be added and subtracted accordingly.

You must click the "Okay" button to close the shop dialogue. As the arrow commits a purchase, "Okay" can be used to simply exit the shop without buying anything.

THE FIRST TURN

The first turns in a game of Prometheusaurus are a bit different than the normal gameplay and flow of turns.

After the game begins, the players will be listed in general turn order in the player list. The player who goes first is the first player who connected to the server.

Players will go in order through the list, placing their initial space ship and road on the board at any desired road area and rocket/space station area (so long as the road and rocket are next to each other in placement) available on the board. This means that the first player gets first pick, second gets second pick, and so on.

When clicking on an area to place a road or rocket, a dialogue will appear asking if you are sure you would like to place your piece here. Select okay to confirm, or cancel to select a different location. After a player has placed their beginning pieces, they must press the “end turn” button under the dice window in the toolbar.

After all players in the list have placed their first rocket and road however, the order reverses for placing their second starter pieces. That is, the last player gets to place their second rocket and road first, and the first player places last. This way, initial placement of structures is done in a fairer manner, so the last player can still have some ideal placement.



A rocket and road must be touching at all times, but starter rocket and road “sets” can be separate from one another to allow more placement options during actual gameplay.



THE FIRST TURN

On this “first turn”, no other actions can be done save for placing the initial rockets and roads. The first turn is more of a set up for all players before the game begins, but there is some strategy to it depending on how you choose to play. For more ideas and tips, please refer to the “tips and tricks” page.

The initial rockets are each worth one Point of Conquest, so each player will begin the game with two Points of Conquest before play has even truly begun. After each player has placed their two rockets and two roads, gameplay will begin in the normal circular fashion, with the first player in the list starting.

WHAT TO DO ON YOUR TURN

When it is your turn to play, your username will appear in the current turn window with your character color as its background.

The first thing to do on your turn is roll the dice. Click the “roll” button in the dice window to view your roll. If any of your placed rockets or space stations are touching the corner of a planet with the number you rolled, you will obtain resources from that planet (one resource per rocket and two per space ship touching the planet). If a seven is rolled, a disaster will occur.



Example of structure placement and electricity resource collection for green if a 4 is rolled

After rolling the dice and collecting or losing resources, you have a few options. If you have sufficient resources, you may buy a road, rocket, or space station and place it on the board. Placement is identical to placing roads and rockets on the first turn; you must click on the desired location, and a dialogue will appear. After selecting okay, if you have sufficient resources they will be subtracted and your structure will appear on the board.

Placing a space station is actually an upgrade on an existing rocket. To place a space station, click on a rocket to have a dialogue appear. If you have sufficient resources to turn the rocket into a space station, your resources will be subtracted and the space station will appear.

WHAT TO DO ON YOUR TURN

Rockets may only be placed at either end of an existing road, and roads may only be attached to an existing rocket. Thus, it is ideal to have strategically placed roads and rockets at the start of the game, so as not to box yourself in.

You can also choose to purchase an Evolution Event for sufficient resources by clicking the “Evolution Event” button in the toolbar. You may also make trades in the shop by clicking the “shop” button.

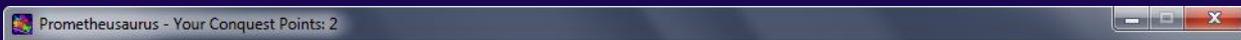
You may continue every action after the roll as many times as you wish or are possible in one turn. Once you have completed your actions for the turn, click the “end turn” button below the dice roll window.



WINNING THE GAME

The game continues with each player taking turns until one player reaches ten Points of Conquest. At this point, it is known that their colony will be able to survive, and they are declared the winner.

You can view how many Points of Conquest you have at any time by looking at the top bar of the game application's window. Next to the Prometheusaurus icon and name, it will say "Your Conquest Points: #", with # being the number of Points of Conquest you currently possess.



Example of the Points of Conquest application window bar (Windows screen cap)

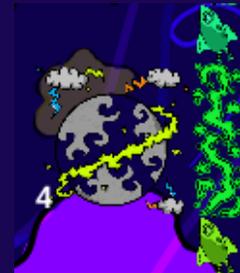
Your Points of Conquest are not updated until you end your turn, and you do not win the game until you successfully end the turn on which you obtain ten Points of Conquest. Thus, during your turn you will need to keep track of your points (if you are, for instance, trying to obtain three in one turn to win the game when you end your turn). However, upon ending your turn you will successfully see the correct Points of Conquest number along the top window bar.

Once a player reaches ten Points of Conquest, a dialogue will appear stating the winner's username and that they have won the game. This dialogue will appear for ten seconds (for bragging rights, of course), then the Prometheusaurus application will close.

TIPS AND TRICKS

When playing Prometheusaurus, you may find yourself falling into a specific play style, or wanting to experiment with other play styles. These tips and tricks are designed to help you think more strategically about your game play.

- Knowing that a rocket must be connected to a road and vice versa is a key factor in play style. A player may choose to “block off” other player’s development with strategically placed roads and rockets of their own.
- Of course, it is important to note that roads of one color can “curve” around a rocket of a different color. For instance, if an aqua rocket is sitting in front of a green rocket and a green road (as in the example image shown), as long as the paths are not blocked, the green player can still place roads to either side of the aqua rocket and continue developing, just not directly through it. This makes completely blocking another player difficult, but it is also an important strategic note for those being blocked and those blocking.
- Depending on play style, your initial rocket placement can be critical. If you want to ensure collection on many turns, you may opt to place rockets at locations of maximum different dice roll numbers, so as many dice rolls as possible yield resources. You may also choose to place rockets in areas with a diverse selection of resources to maximize variation in collection. You may choose to place on several of the same types of numbers so one or two key rolls yield huge returns. Or, you may choose a combination of these styles or invent your own. It is important to consider how you feel you best play the game, and start your strategy at your rocket placement.
- Placing initial rockets and roads near or far apart on the board can also further aid in play style. Farther apart rockets may allow more branching out possibilities, but closer together rockets could allow easier domination of a single area. Again, these are play style choices to consider.



Oh, and $e=mc^2$ is a pretty nice formula...I wonder if Einstein would enjoy practicing playing this game...



ABOUT THE DEVELOPERS

This game was developed as part of the Team Software Project class at Michigan Technological University in Houghton, Michigan. In the Fall 2012 course offering with Ruihong Zhang, “Group 1” decided upon making a Settlers of Catan style game, in space, with dinosaurs. Thus, Prometheusaurus was born.

The team was comprised of:

Steven Danowitz: A Computer Science major who wishes he could do a cut-back drop-turn, listens to metal music, and loves sky fish.

Christopher Leer: A Computer Science major who really enjoys sports and being probably the sanest of us all, but sometimes forgets his own name.

Kelly Helhowski: A Computer Science major who has been dubbed the “Pun King”...and that’s no joke. He also believes in the heart of the cards.

Corbin Uselton: A Software Engineering major that loves to program, make copious movie/TV references, and is apparently quite a good cook.

Briana Bettin: A Computer Science major with an application area in Marketing Multimedia/HCI and a fondness for unicorns, Pokémon, and sparkly things.

Emily Christ: A Computer Science major with a minor in Mathematics who has a love of all things Hello Kitty, Harry Potter, and Disney Princess movies.

For information or concerns regarding Prometheusaurus, the team can be emailed at teamsoftware-2012-group1@mtu.edu (@mtu.edu).

For more information on Michigan Tech, please visit www.mtu.edu, or for information specific to the Computer Science (CS) department, cs.mtu.edu.