

# PROMETHIUM

## A Game by Pascal LOUVION



2 to 4 players



12 +



25 min / player



1896, somewhere in Antarctica, an international expedition discovers an unknown ore, with exceptional physical properties. They bring their discovery to Europe, which has a worldwide effect and starts a new industrial Revolution!

The players embody investors who will have to be smart to become the new pioneers of the industrial revolution. They will have to recruit the best experts, produce the best materials, and find the best sources of funding, to build the most advanced machines of the time and become the richest businessman of the modern world!

## Main Strengths :

- Innovative mechanics to buy resources
- A strong theme with a Steampunk / industrial world
- Two goals to achieve: to imagine projects and to carry them out by creating the necessary Promethium ore in different ways.
- A lot of different strategies (quantity and quality of the projects to achieve) based on the resources targeted and obtained.

## Track Record :

- Ludinord 2017 : Winner of « Strategy » Award
- Paris est Ludique 2017 : Selected in the « Experts » category
- Fous du Jeu 2017 : Finalist
- Protolab Cannes 2017 : Selected

