

# PRISM



A mostly-cooperative adventure for up to five wizards



## Imprisoned

The Great Wizard War is ending. Your capture and imprisonment has jeopardized your chances of winning.

Now you must race through the prison's traps and monsters, building up to one of the portals which will ultimately lead to freedom.

Each night, your captors interrogate you, getting one step closer to winning the war. Escape before it's too late!

## Mechanics

- Cooperative Play
- Dice Rolling
- Action Point Allowance System
- Variable Player Powers
- Prisoner's dilemma
- Voting

## The Magic of PRISM

- The game's difficulty scales to any size and shape board a game designer wishes to create with the included hexes
- Players can fight alongside each other, even taking action when it's not their turn
- Any number of players can win, or none at all

## Components

- 61 Prison room hexes
- 36 Monster-fighting dice
- 36 Equipment Cards
- 24 Spell and Loot Cards
- 47 Interrogation and Response Cards
- 5 Wizard meeples
- 48 Energy cubes
- 8 Player boards and 4 Enemy score boards
- 15 small wooden disc markers
- Monster life dice and spot markers

