

Magical Hackers present

P R O M E T H E U S

- T H E F I R E T H I E F

20150430

Version 1.5

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<http://www.indiedb.com/games/prometheus-the-fire-thief>

Table of Contents

1. Changelog
2. Introduction
3. Controls
4. Items
5. Other Magical Hackers games
6. Credits

1. Changelog

20150430 - Version 1.5

- Fixed weapon hitboxes
- Added music and sound effects volume settings
- Fixed attack sometimes not responding to input
- Added basic joystick support

20150401 - Version 1.3

-Fixed bug caused by last update which caused the walk animation to stop completely sometimes

20140502 - Version 1.1

- Fixed bug where the Centaur would disappear if you hit him quickly after he appears
- Fixed bug that made the walk animation too fast sometimes

20140331 - Version 1.0 Release

- Easier to walk down stairs
- Added nondemo areas, enemies, items and bosses
- Added enemy knockback
- Added epilogue

- Changed Prometheus sprite
- Tweaked some enemy damage outputs and healths
- Added map

20131112 - Version 0.3 Alpha

- Left and right inputs can now be used to walk up and down a stair once Prometheus has entered it
- Nerfed Zeus from 40 to 30 hp
- Bug fixed where the animation speed would be stuck at 0 when leaving a staircase
- Hitboxes now better represent sprites on enemies and bosses
- Added kbinput 4.0-extension support and ability to configure controls
- Getting hit while on a staircase will not cause Prometheus to fall down now
- Stair code improved in general
- Prometheus now walks to the first step of a staircase instead of instantly teleporting there when you press up
- Tweaked jump code
- Damage knockback tweaked
- Added gold coin worth 5 coins to make grinding for money easier
- Added Erymanthos area with new enemies, NPC's and a new boss
- Added various new weapons and items
- Added save/load feature
- Fixed screen tearing
- Upgraded to the much better GameMaker: Studio audio system
- Added title screen
- Added new music by Dan Butler
- Added checkpoints. You now start at where you entered the last room after dying

20130926 - Version 0.1 Alpha

- First demo version released

2. Introduction

Prometheus - The Fire Thief is an action adventure retro game set in ancient Greece. As the player you assume control of the titan Prometheus. After stealing the fire from the Gods of mount Olympus, Prometheus must travel all across Greece and outside its borders, battling hideous mythological monsters to gain access to mount Olympus once again. Once there he seeks to have revenge on Zeus who has turned him into a mortal.

3. Controls

Left and right arrow keys/Joystick left and right....Walk left and right
 Down arrow key/Joystick down.....Duck
 Up arrow key/Joystick up.....Use door
 Up and down arrow keys/Joystick up and down.....Walk up and down stairs
 Left control/Joystick button 1.....Attack/advance text/talk to NPC
 Spacebar/Joystick button 2.....Jump

Enter/Joystick button 3.....Start/open or close inventory
Z/Joystick button 4.....Activate secondary item/open save dialog (while in items menu)
Escape.....Exit game
T.....Bring up Town Portal menu (only available once you own the Town Portal item).

The keyboard controls can be configured in the options menu. Prometheus currently has basic joystick support, but if you wish to configure your joystick/gamepad, turn the joystick off in options and download JoyToKey: <http://joytokey.net>

---*** HOW TO SAVE ***---

1. Using the default control scheme, first press enter to open the inventory screen
2. Once there, press Z to open the save dialog
3. Choose a file to save on, then press left control to save
4. Move the marker to EXIT and press left control again to exit the save dialog.

4. Weapons and items

Minor items dropped by enemies

Heart.....Fills one health slot
Coin.....Used to buy items
Gold Coin.....Worth 5 coins
Magic Bottle.....Refills 25 percent of the magic meter
Arrows.....Gives 5 arrows for the bow.

Major weapons and items

The Cudgel.....The rather weak but trusty weapon Prometheus starts out with
Magic Orb.....Extends life meter by one slot and gives full health
The Fire.....A powerful ability to grant humankind. Used to illuminate dark caves
The Wings of Icarus...Allows Prometheus to jump higher than usual while equipped. Expends a small amount of magic energy each time it is used
Shield.....Can be bought at the store in Erymanthos for 30 coins. Allows Prometheus to deflect most physical projectiles
Sword.....Given to Prometheus after a certain task has been completed. Inflicts more damage than the cudgel
Magic Sword.....Inflicts even more damage than the sword
Magic Shield.....Can deflect most nonphysical projectiles that the ordinary shield cannot
Blood Rain Scroll.....Damages Zeus the second time you fight him
Rare Flower.....Grows somewhere in Greece
Bow of Hercules.....A powerful ranged weapon
Gem of Medea.....Stuns undead warriors when used
The Golden Fleece.....Halves all damage taken
Sandals of Theseus....Increases Prometheus's speed

Horn of Perseus.....Calls upon the winged horse Pegasus when you need him the most
Vial of Ichor.....Fills the health meter when used. Fill it up with ichor at fountains spread across Greece
Cauldron of Apollo....Allows Prometheus to travel overseas
Town Portal.....Can be bought in Kolchis Town. Allows the player to teleport to any of the three towns in the game for a small amount of magic energy.

5. Other Magical Hackers games

Also from Magical Hackers: Mega Man 42, a free Mega Man fan game!
<http://www.indiedb.com/games/mega-man-42>

Keep an eye out for the upcoming retro shooter Mission: Afghanistan! To be released fall 2015.

6. Credits

Design, programming, graphics...Daniel "Servadac" Jonsson
Music.....Dan Butler
Beta testers.....Kenneth Blaney and InSomnis