

Metis

Metis is a pure strategy game in which you guide your priests in exchanging power with each other to ultimately wrest control of your opponent's temple of Metis.

Your priests all have varying degrees of power. Those with greater power can make sweeping movements greatly altering the course of the struggle. Lesser priests, while more limited in might, are able to move more freely.

Movement

A piece can move horizontally, vertically, or diagonally exactly the number of spaces as the value currently on the die. After you move, transfer power with the pieces you jumped (see below).

Landing on pieces: You may land on a piece (yours or your opponent's) only if your piece has a higher value than the one it is landing on. The piece that you land on is destroyed. The capturing piece gains +1 power.

Power Transfer

As pieces move over one another, they exchange power. You give (10) power from your moving piece to each of your own pieces that you jump. Your piece takes (1) power from each enemy piece it passes over.

Underpowered and Overpowered pieces: During movement, if a piece falls below (1) power, it has become underpowered and is removed from the board. Likewise, if a piece gains more than (6) power, it has become overpowered and is removed from the board.

Winning

There are two possible ways to win Metis.

1. Occupy seats in your opponent's temple of Metis. There are two areas in each player's temple: the inner chamber (darker) and the outer chamber (lighter). Occupying a seat in the inner chamber is worth 2 occupation points. Occupying a seat in the outer chamber is worth 1 occupation point. You must hold 8 occupation points to win the game.
2. Destroy your opponent's pieces until she has three or less (making the above goal impossible for your opponent).

Score

Your score at the end of the game is the number of seats that you captured from your opponent minus the number of seats she captured from you.

Strategy

- Position pieces in the center of the board where they have a better chance of exchanging power with your other pieces. This also gives you a greater opportunity to block an aggressive move by your opponent.
- If you have the chance, position a (6) in your own temple. A (6) is very difficult to dislodge from power.
- Do not overlook moves in which you would cannibalize your own priests. Sometimes these moves are your best alternative.
- Do not accumulate too many high value pieces as this will lesson your mobility.