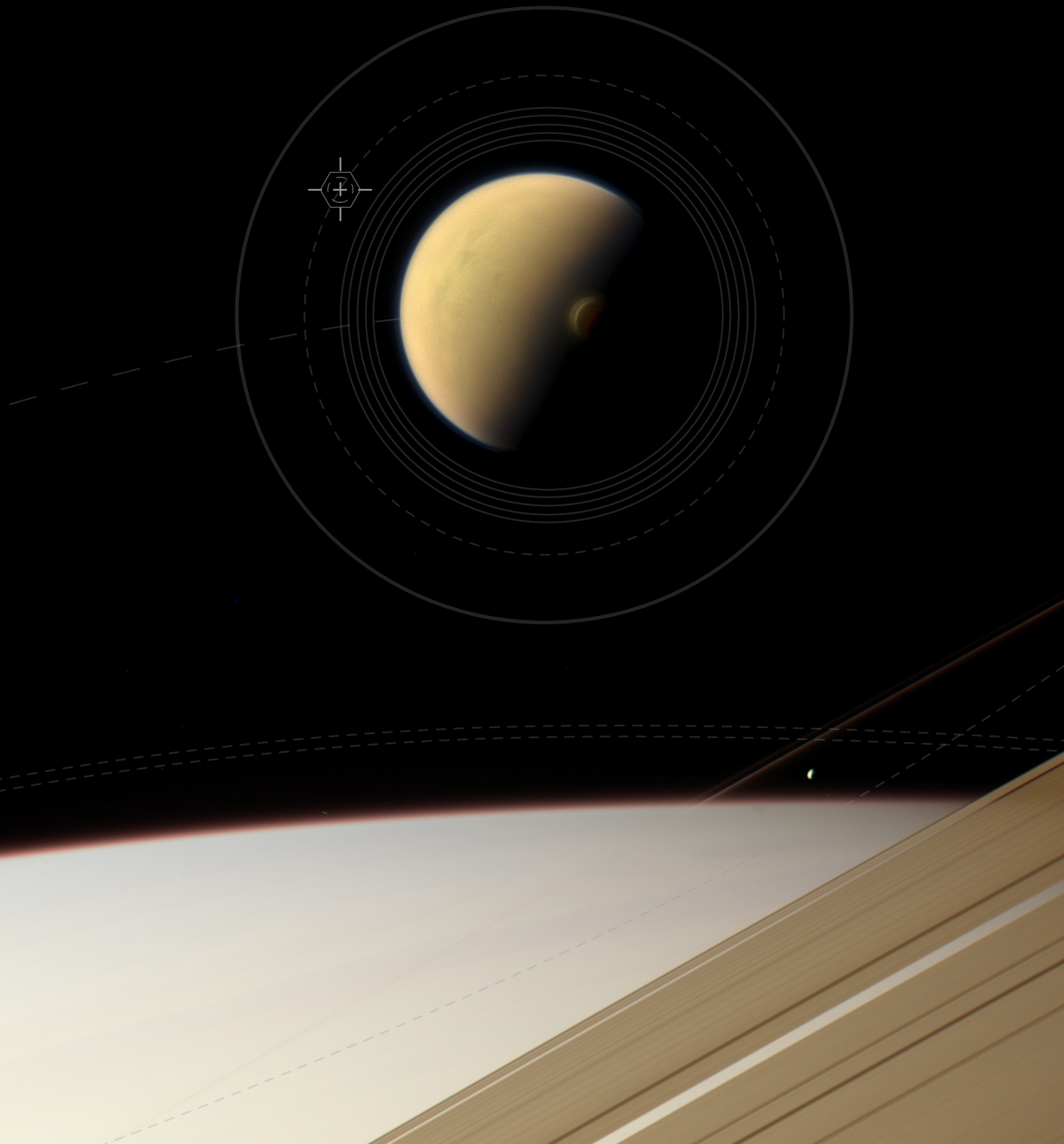


Design & Art: Alby Ojeda

TITAN

The R&W space mining game.



APPROACH



DESCENT

PILOTAGE

D>2

120 KM



D>3

90



D>4

40



D>5

15



D>5

07



DETOUR

+1

+2

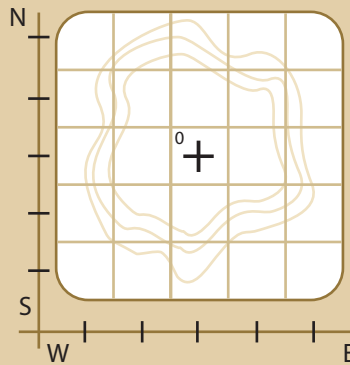
+3

+2

+1

DETOUR

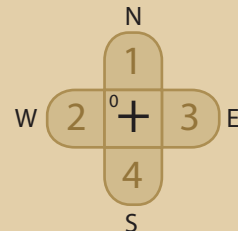
HORIZONTAL AXIS



Lo



DIRECTION



OFF PATH

- 3 Leg Damage.
- 6 Distributed Damage.
- Damaged container.
- Mount N4
- Acid lake N2
- Pit N3

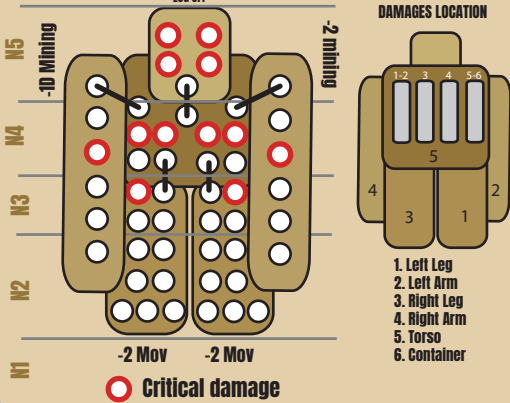


SYSTEMS

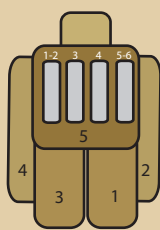


SYSTEMS DAMAGE

LOG OFF



DAMAGES LOCATION



- Left Leg
- Left Arm
- Right Leg
- Right Arm
- Torso
- Container

E0



E1



E2



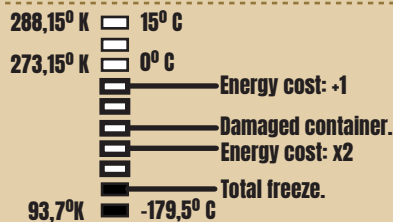
E3



CRITICAL DAMAGE

- Damage +1
- Energy -1
- Temperature -2
- Temperature -2
- Energy -2
- Damage +2

Temperature Fault



Probes

- Nothing.
- Ice. *
- Vein.
- Vein.
- Acid. **
- Nothing.

* Ice: Free Movement.

Vein

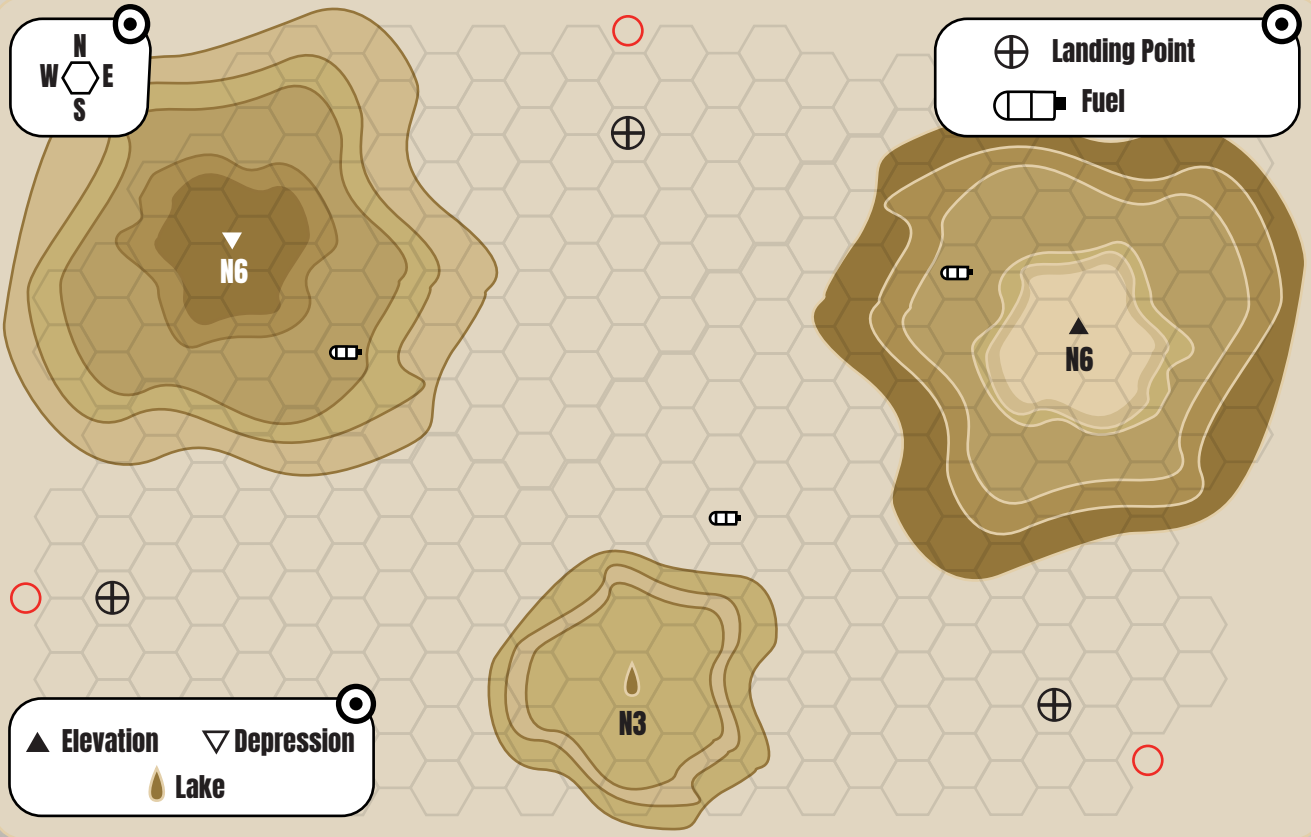
- Nitrogen.
- H2O
- CH4.
- C2H6.
- C3H6.
- Nitrogen.

** Acid: 1/2 legs damage



SURFACE SECTORS - Angmar Montes

- □ X



SURFACE SECTORS - Kraken Mare

- □ X

