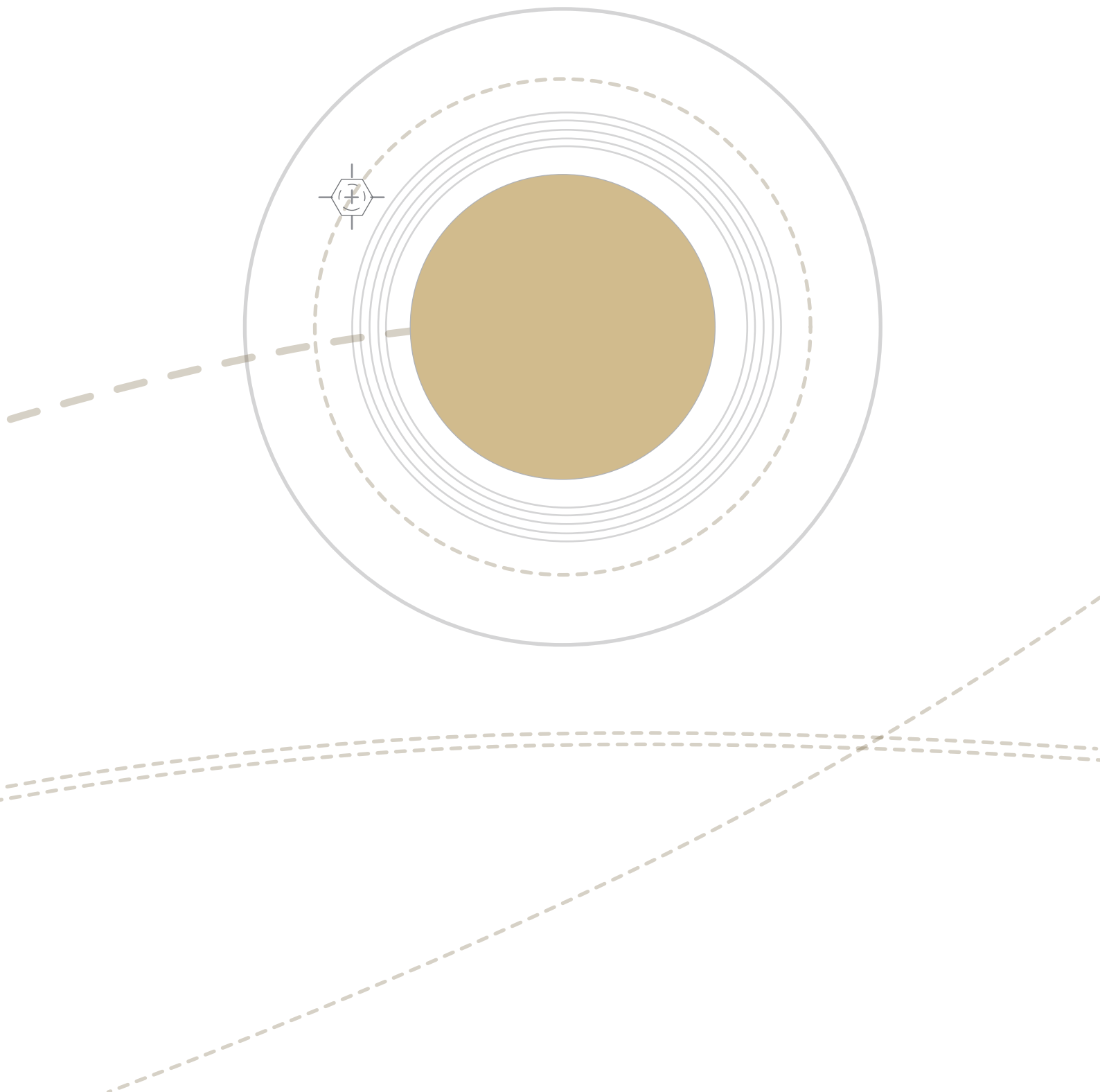


Design & Art: Alby Ojeda

TITAN

The R&W space mining game.



APPROACH



DESCENT

PILOTAGE

D>2

120

D>3

90

D>4

40

D>5

15

D>5

07



DETOUR

+1

+2

+3

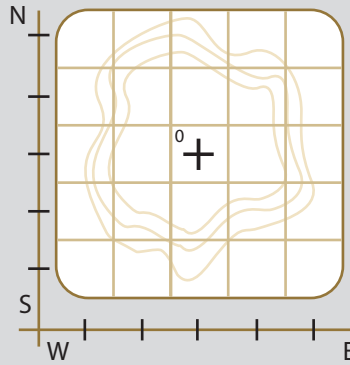
+2

+1



DETOUR

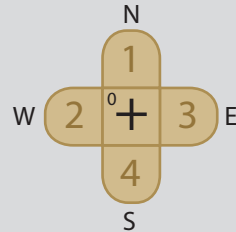
HORIZONTAL AXIS



✓ Lo



DIRECTION



OFF PATH

1. 3 Leg Damage.
2. 6 Distributed Damage.
3. Damaged container.
4. Mount N4
5. Acid lake N2
6. Pit N3

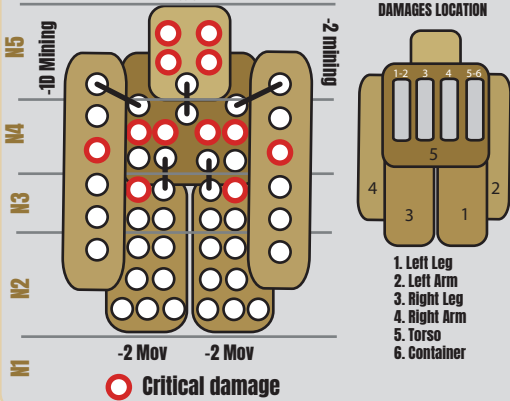


SYSTEMS



SYSTEMS DAMAGE

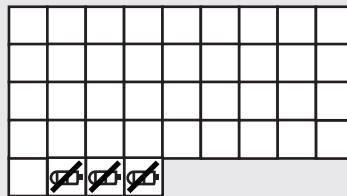
LOG OFF



DAMAGES LOCATION

1. Left Leg
2. Left Arm
3. Right Leg
4. Right Arm
5. Torso
6. Container

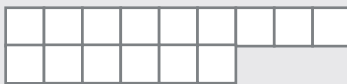
✓ E0



□ E1



□ E2



□ E3



CRITICAL DAMAGE

1. Damage +1
2. Energy -1
3. Temperature -2
4. Temperature -2
5. Energy -2
6. Damage +2

Temperature Fault

288,15⁰ K

15⁰ C

273,15⁰ K

0⁰ C

- Energy cost: +1
- Damaged container.
- Energy cost: x2
- Total freeze.

93,7⁰ K

-179,5⁰ C

Probes

1. Nothing.
2. Ice. *
3. Vein.
4. Vein.
5. Acid. **
6. Nothing.

* Ice: Free Movement.

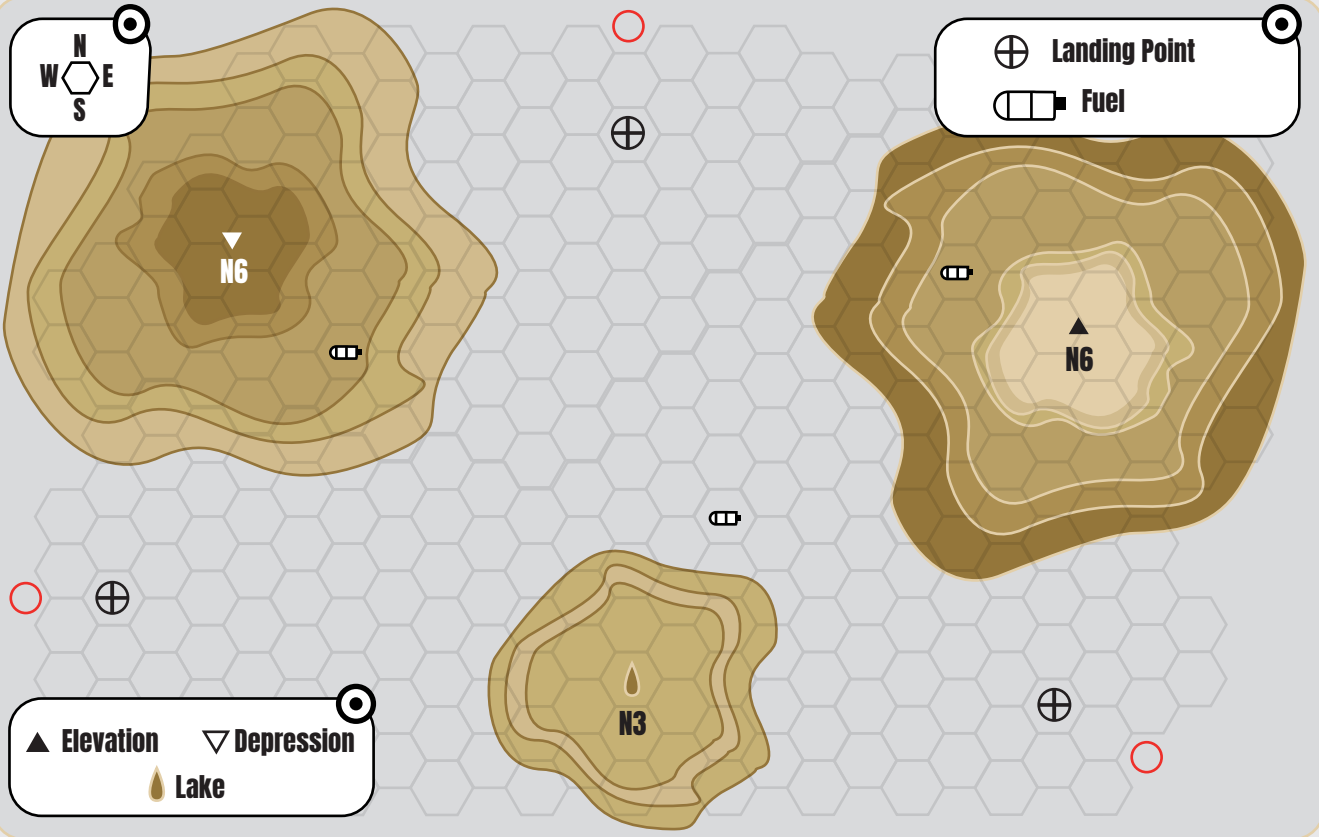
Vein

1. Nitrogen.
2. H2O
3. CH4.
4. C2H6.
5. C3H8.
6. Nitrogen.

** Acid: 1/2 legs damage



SURFACE SECTORS - Angmar Montes



SURFACE SECTORS - Kraken Mare

