

TITAN

Rulebook: v1.4

PLAYERS: 1 a 4

TIME: 30 to 45 min

AGE: 16+

OBJECTIVE: Explore the surface of Titan to mine mineral veins and sell them in the market.

COMPONENTS:

Three game sheets.

5D6.

A pen

OPTIONAL: Three markers of different color
(Green, blue and red)

>>>> **Incoming message: "Welcome" Space-R Corp.**

Note: The information included in this email is confidential.

Welcome to the Space-R Corp family! If you are reading this it means that you have made up your mind and you are willing to fight for your dreams, losing your fear of enjoying a better life.

Space-R Corp is looking to build relationships of trust with professional freelancers like you in its expansion throughout the solar system.

If you decide to join us, Space-R Corp offers you:

- An opportunity to work with the Holding that revolutionized collaborative space mining.
- Access to the best space mining technology patented by Varsoff-Zhao Holding company.
- Temporary license to travel outside the Earth's orbit.
- Temporary license to work outside the Earth's orbit.
- Professional promotion opportunities.
- Good work environment and value-based remuneration.

>>>> **Incoming message: "Contract" Space-R Corp.**

You must accept the terms and conditions to continue. Acceptance of the terms and conditions implies the automatic signature of the standard confidentiality contract set by Varsoff-Zhao Holding and all its properties. Acceptance of the terms and conditions implies the voluntary resignation of the statutes of Space Work set by the UN in May 2043. To unlock the content of the message you must accept all the terms and conditions.

I accept all the terms and conditions.



PROTOCOL MANUAL FOR COLLABORATORS

WELCOME TO THE SPACE-R CORP FAMILY

>>>> Incoming message: "Welcome" Space-R Corp.

Greetings, <<USER>>!

You are already part of the Space-R Corp family, a subsidiary of Vasoff-Zhao Holding and one of the few leading companies in the space mining sector.

We are looking for entrepreneur people like you, people who want to fight for their dreams and are not afraid to improve their working conditions by being their own boss and setting their own schedule. That is why we have assigned you to the orbit of Titan, largest of Saturn's moons, which contains a high level of valuable resources for our company.

YOUR MISSION:

First you will have to make an **approximation from space to its surface**.

Next you will have to **study the terrain to find the veins** with the greatest selling value.

And then you must **extract, crystallize and store the chemical elements** you find.

And that's it, <<USER>>! At the end of the work you will only have to **calculate benefits and pay us the mech rental** before we pick you up... and you'll be closer to becoming your own boss!

REMEMBER YOUR MISSION:

PHASE 1: SURFACE APPROXIMATION.

PHASE 2: LAND EXPLORATION.

PHASE 3: BENEFIT CALCULATIONS.

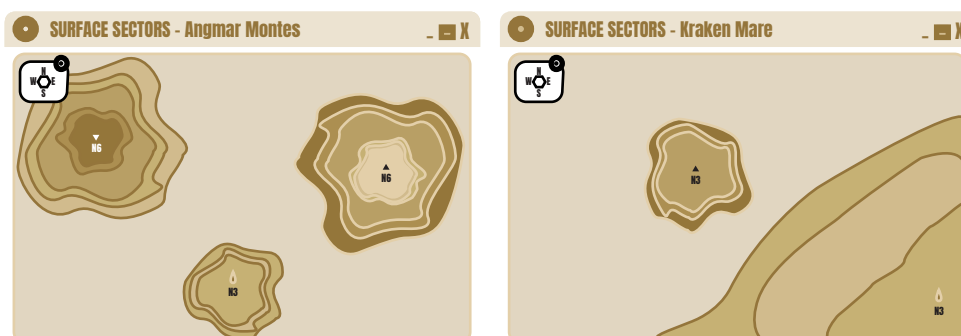
>> ATTACHED FILE -> SPACE-R CORP PROTOCOL MANUAL "TITAN" .PDF

PHASE 1: SURFACE APPROXIMATION.

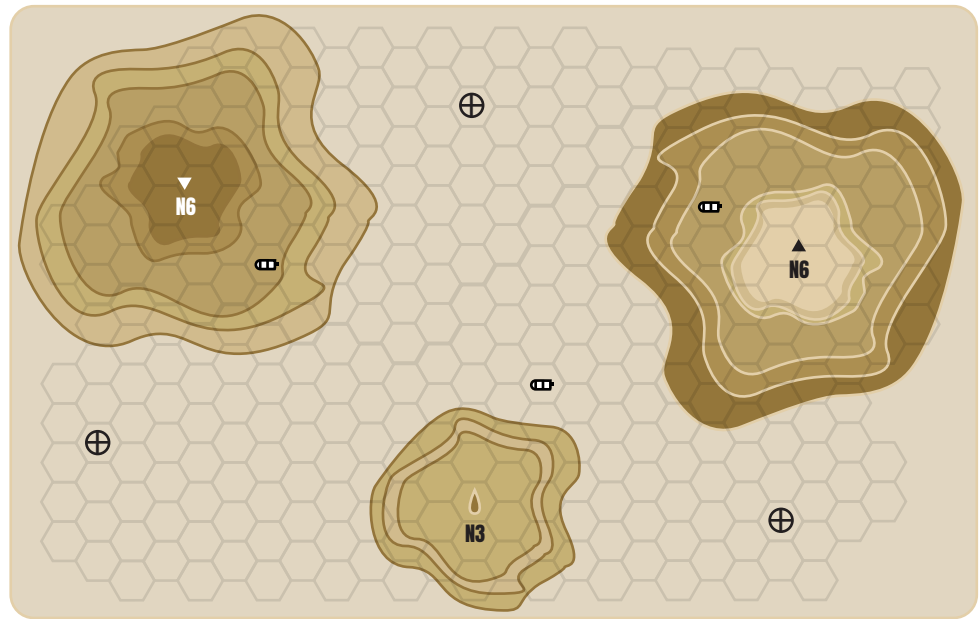
The first step to reach the surface of << DESTINATION: TITAN >> will be choosing the landing coordinates.

To do this, you must first choose in which SURFACE SECTOR you wish to land. From your current position, reentry windows allow the access to two sectors:

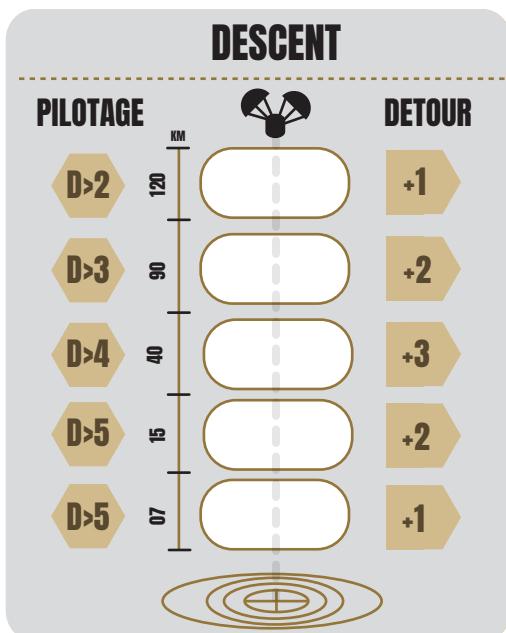
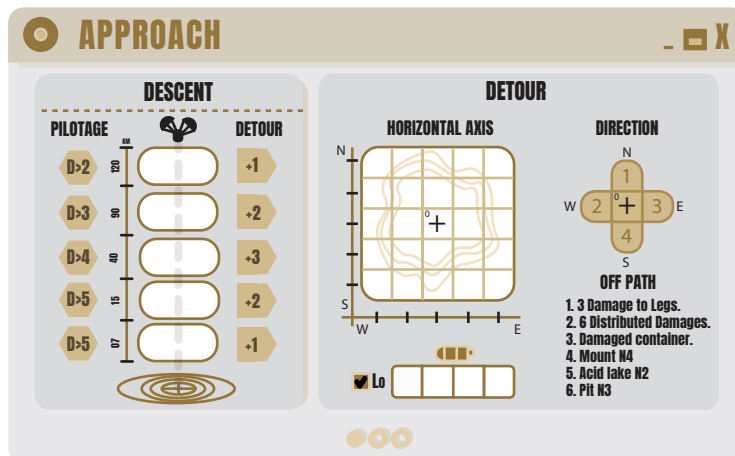
- Agnar Montes, with areas of elevation and depression.
- Kraken Mare, on the banks of an acid lagoon.



The second step to begin the descent will be to choose a LANDING POINT within the Sector. In this case, at Space -R Corp we recommend three points where chances of surviving the landing are higher.



You are ready for the descent, <<USER>>! Open the approach panel now to start landing maneuvers.



In the DESCENT panel you can keep track of the entry and landing maneuvers.

LAUNCH THE PILOT DICE(1D6) to control entry manually.

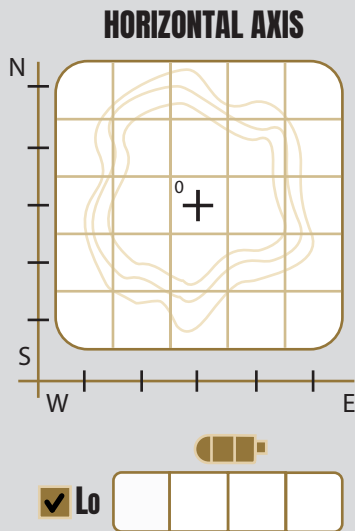
You must get an equal or greater result to be able to descend one level of altitude safely

Repeat the roll until you reach the satellite surface.

In case of failure, you will suffer a detour in the trajectory depending on the altitude you are at.

Check the panel DEVIATION to calculate the error before descending to next level.

DETOUR



- DIRECTION**
- OFF PATH**
1. 3 Damage to Legs.
 2. 6 Distributed Damages.
 3. Damaged container.
 4. Mount N4
 5. Acid lake N2
 6. Pit N3

In the DEVIATION panel you can correct the trajectory to remain centered on the landing coordinates.

In the HORIZONTAL AXIS panel you can view the limits of the safe landing. The perfect trajectory is marked by the symbol $0+$

Check the COURSE panel to check towards which Cardinal Point you suffer the deviation.

Depending on the result of the previous roll you will deviate to one cardinal point or another.

The number of squares that you will deviate will be determined by the DEVIATION corresponding to each altitude, of the DESCENT panel.

EXAMPLE BOT

To better understand the process, we have sent B.O.B., our Bot, to record both the success and failure processes during all maneuvers.

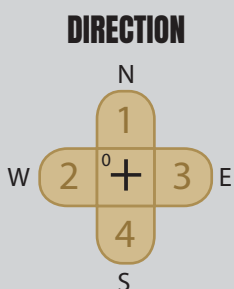
We have asked B.O.B to go down to Titan's surface to collect some samples. B.O.B has decided to land at the Landing Point located in the North, in the Sector "Agnar Montes."

Then B.O.B. starts the descent maneuver and throws 1D6.

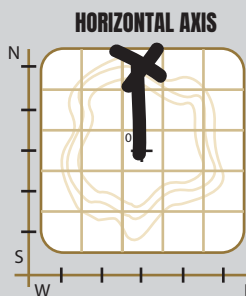
| | | | |
|-----------------|--|---------------|--|
| PILOTAGE | | DETOUR | |
| $D > 2$ | | $+1$ | |
| $D > 3$ | | $+2$ | |

As B.O.B. rolls a 2 he exceeds the required Pilotage at that altitude and descends correctly to the next level.

On the next roll, B.O.B fails and will deviate 2 squares in the HORIZONTAL AXIS.



Because a 1 was rolled, he will deviate towards NORTH.



B.O.B. will mark his new position in the HORIZONTAL AXIS: 2 squares to the north.

CORRECTING DEVIATION

You can correct the descent path to avoid leaving the safety zone for landing.

To do this, your landing module has 5 energy cells that will allow you to propel a square towards any cardinal point.

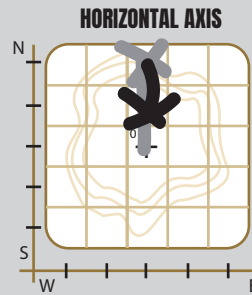
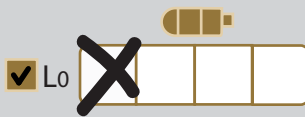
If you use one, you must mark it to indicate that it has been used up during the maneuver.



EXAMPLE BOT

B.O.B has no feelings, but it is programmed to be aware that it is a valuable property for Space-R Corps. So he decides to activate thrusters to correct its descent trajectory in the opposite direction.

B.O.B wants to reserve fuel, so it only consumes one cell and travels 1 square south.



| DESCENT | | |
|----------|----|--------|
| PILOTAGE | | DETOUR |
| D>2 | 20 | +1 |
| D>3 | 30 | +2 |
| D>4 | 40 | +3 |
| D>5 | 50 | +2 |
| D>5 | 60 | +1 |

B.O.B is now ready to perform the following piloting test at an altitude of 40 km.

He must get a 4 or more to maintain control of the descent.

WHAT TO DO IF YOU LEAVE THE SECURITY AREA

It is possible for Titan's strong winds to drag you out of the security zone because you have exhausted the module's fuel. In that case, you will lose control of the module and crash automatically.

You must roll 1D6 and check the corresponding table to see the damage caused during the rugged landing.

OFF PATH

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

With a result of "1": You suffer three points of leg damage.

With a result of "2": Distribute six points freely throughout the structure of the Mech.

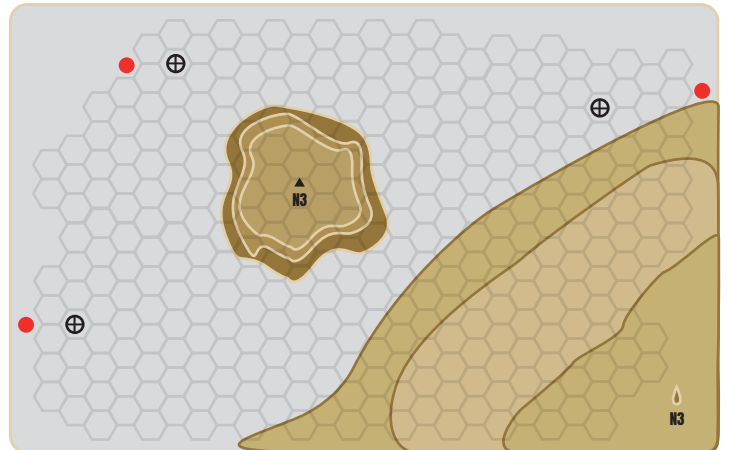
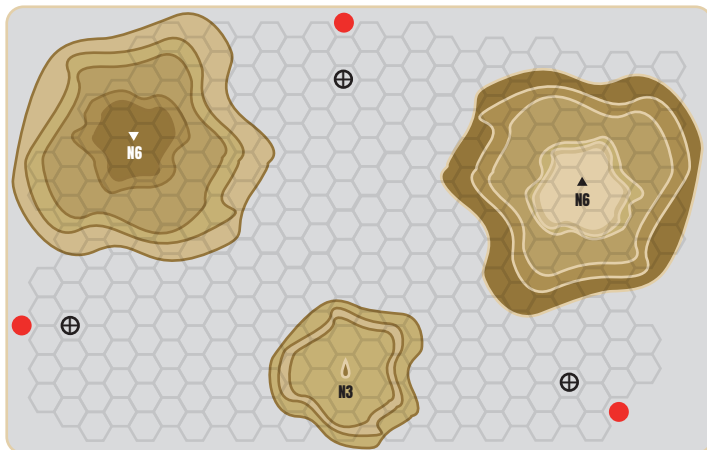
With a result of "3": A container is disabled and cannot be used for storage during mining phase CHECK THE DAMAGE SECTION IN THE MECH for more information.

With a result of "4": You land on a Level 4 Mount. CHECK THE LAND SECTION to descend.

With a result of "5": You land in a Acid Lake at depth 2. CHECK THE SECTION OF LAND to exit.

With a result of "6": You land at the bottom of a Level 3 Pit. CHECK THE SECTION OF LAND to ascend.

Once you have applied the damage, the Descent phase will end and you will appear at the outermost point near the edge of the chosen landing point. (Marked in red below)



REMEMBER THE PROTOCOL

- Choose Surface Sector.
- Choose Landing Point.
- Throw Pilot Dice.
- In case of Deviation, calculate the new course.
OPTIONAL: Burn fuel to correct deviation.
If you leave the security zone, calculate damage and place your mech in red dot outside.
- In case of success, lower an altitude level.
- Re-roll the Pilot Dice.

PHASE 2: LAND EXPLORATION

Once you have landed or crashed your module, you can start exploring the terrain. To do this, your MECH unit has an amount of available energy that you can consult in the SYSTEMS panel.

SYSTEMS
☐ X

SYSTEMS DAMAGE

DAMAGES LOCATION

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

-2 Mov -2 Mov
● Critical damage

✓ **E0**

☐ **E1**

CRITICAL DAMAGE

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

Temperature Fault

288,15° K 15° C
273,15° K 0° C

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

93,7% -179,5° C

Probes Vein

| | |
|-------------|--------------|
| 1. Nothing. | 1. Nitrogen. |
| 2. Ice. * | 2. H2O |
| 3. Vein. | 3. CH4. |
| 4. Vein. | 4. C2H6. |
| 5. Acid. ** | 5. C3H8. |
| 6. Nothing. | 6. Nitrogen. |

* Ice: Free Movement. ** Acid: 1/2 legs damage

In this panel you can monitor the System Damage, the location of the Damage, the temperature and the remaining Energy.

Your MECH has 40 available energy cells. With them you can move, explore the terrain and mine. But be careful! You must keep at least 3 units to be able to leave the satellite with your load. If you exhaust them, you will die of freezing and Space-R Corp will not be responsible for your body, nor your belongings.

✓ **E0**

But you are in luck! We have legally been forced to supply at least three other capsules of energy to each user and we will throw them on the surface during your re-entry. You can see them marked with the icon inside your SURFACE SECTOR map.

However, as time passes by, they will progressively deplete. So the first capsule (E1) that you capture will have 20 energy cells, the second (E2) will have 15 cells and the third one (E3) just 9 cells.

☐ **E1**

☐ **E2**

☐ **E3**

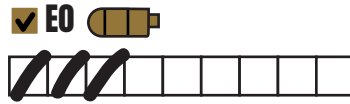
To pick them up, you just have to enter the same hex and our patented magnetic technology will install the power module automatically.

Space-R Corp always keeps the safety of its partners in mind.

By spending a cell of energy you can perform any of the following actions during the Exploration Phase:

- **Send a probe** to any terrain hex to discover its content.
- **Move** to a hex adjacent to your position.
- **Perform a Mining Rush.**

Once you have invested a power cell, mark it in its corresponding panel to indicate that it cannot be reused again.



SHIPPING OF EXPLORATION PROBES

You can send all the exploration probes you want to any terrain hex on your Sector map. But each launch will cost you an energy cell.

A exploration probe will reveal the hexagon content. This may not contain anything of interest, be frozen, have a mineral vein or a puddle of acid.

To check it, ROLL THE EXPLORATION DICE(1D6) and consult the Probes table of your Systems panel.

Probes

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

Then mark the result on the system map explored hexagon.

- If there is nothing, draw an X to indicate that it has been scanned.
- If there is ice, draw a square or paint it blue.
- If there is a vein, draw a triangle or paint it red.
- If there is acid, draw a circle or paint it green.

If you have found a Vein, the same probe will give you the information of its content. THROW THE DICE OF VEINS (1D6) and see the result in the Veins table of your Systems panel.

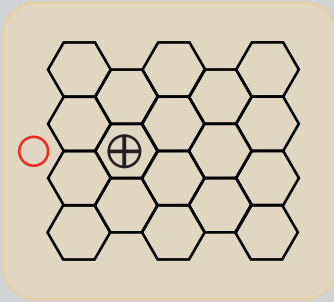
Vein

1. **Nitrogen.**
2. **H2O**
3. **CH4.**
4. **C2H6.**
5. **C3H6.**
6. **Nitrogen.**

With a result of a "1" you find Nitrogen.
With a "2", it is Water.
With a "3", Methane.
With a "4", Ethane.
With a "5", Propylene.
And with a "6", Nitrogen.

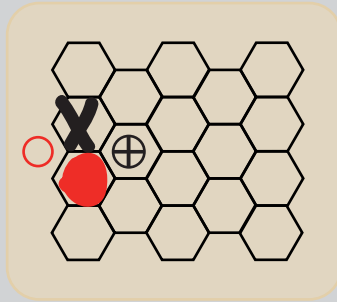
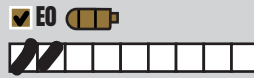
Each of these elements will have a different selling value, depending on the Market demand Check the Mining section to calculate which one is more profitable!

EXAMPLE BOT





After a rugged landing, B.O.B. is in the red dot closest to your initial landing point.

It decides to send two probes to the adjacent hexagons investing two energy cells.




B.O.B. rolls the PROBE DICE to check the content of the hexagons.

 The first roll is a "1". When checking in the table of Probes, it sees that there is nothing and leaves a mark to indicate that the hexagon has already been explored.

 In the next roll he gets a "4". According to the Probes table it is a mineral vein, so it paints its contents red.

Now B.O.B. wants to know the element in the vein as well, so it rolls the VEINS dice and checks the result in the VEINS table.

 Obtains a "3", it finds out that it is Methane, according to the Veins table.

OPTIONAL: You may not want to mine after exploring a vein.

In order not to forget the element corresponding to that particular vein, you can write a number inside it to return later to extract it.

Use the Vein Table to assign the corresponding number to the type of item.

REMEMBER THE PROTOCOL

- Choose a hex to explore.
- Spend a cell of energy.
- Roll the Probe Dice.
- Check the hexagon content.
- Draw the symbol or paint the hexagon with the corresponding color.
- If you have found a mineral vein, roll the Vein Dice.
- OPTIONAL: write the vein type number in the hexagon.

DISPLACEMENT BY LAND

By spending a cell of energy you can move to any hex adjacent to your position.

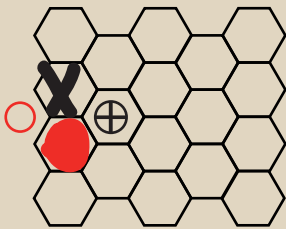
When entering the hexagon you must apply the corresponding effect.

Probes

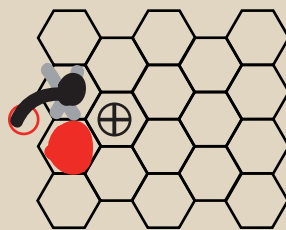
- 1. **Nothing.** With a "1" or a "6", you receive no penalty.
- 2. **Ice. *** With a "2", ice skate and move to the next hex for free.
- ▲ 3. **Vein.** With a "3" or a "4", you step on a fragile vein and receive a point of leg damage.
- ▲ 4. **Vein.** With a "5", you receive 1/2 point of leg damage when entering and 1/2 point of extra leg damage for every action you take while in the hexagon.
- 5. **Acid. ****
- 6. **Nothing.**

It is possible to enter a hex that has not been explored before. Once inside you must roll 1D6 and compare the result in the Probe Table to consult the hexagon content and apply its effects.

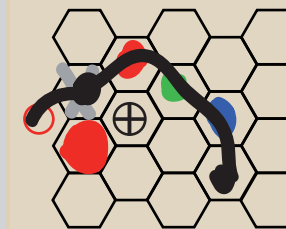
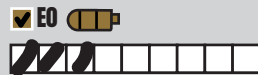
EXAMPLE BOT



B.O.B. decides to ignore the vein for the moment and continues advancing on the ground.



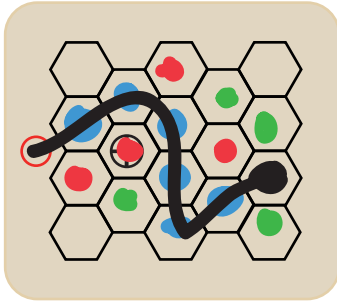
Since he does not want to risk much at the moment, he decides to advance to the exploded hexagon where there is nothing, spending a cell of energy.



But by taking a look at the clock, B.O.B. has verified that it is not fulfilling the minimum work quota, so it decides to run blindly across three hexagons.

As he advances and spends energy cells, B.O.B. goes into a hex with Vein, one with Acid and one with Ice.

At the end of the movement, B.O.B. has spent 3 energy cells, has received 1 point of leg damage for crossing a vein, 1/2 damage on the legs for the acid and has moved four hexagons by skating on ice to end in a empty hexagon.



If you find several adjacent ice hexagons, you can slide through all of them spending only one energy cell.

Displacement cost: 1 energy cell.



The first ice hexagon you enter does not matter. You have full freedom to move between ice hexagons without expending energy.

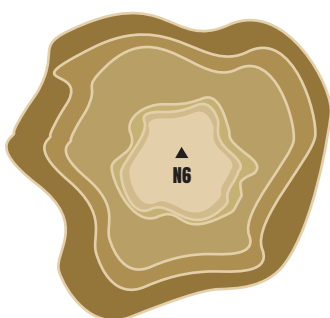
Displacement expenditure: 4 energy cells.

GEOGRAPHICAL ACCIDENTS

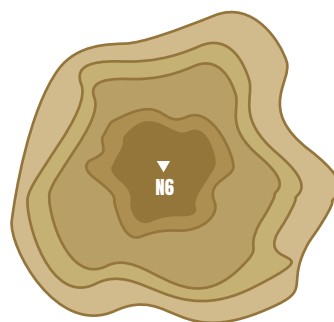
Titan's relief is dangerous and aggressive. You can find Elevations, Depressions and Lakes of acid.

The height and depth can be very varied, but you can check it with a simple glance at your sector panel.

The symbol ▲ indicates that it is an elevation and the number indicates the height of its levels.
 The symbol ▼ indicates that it is a depression and the number indicates the depth of its levels.
 The symbol 💧 indicates that it is an acid lake and the number indicates the depth of its bed.



Elevation



Depression



Lake

If you wish, you can climb or slide through an Elevation or a Depression to reach areas of interest. You can also send probes and explore the hexagons, regardless of their height or depth or if it is an Elevation, a Depression or a Lake of acid.

Ascending or descending a geographical level has no additional cost due to the low gravity of the satellite. However, the maneuver will cost damage to your Mech.

- Ascending an Elevation or a Depression will produce 1/2 point of damage to one arm for each level you wish to overcome.
- Descending an Elevation or a Depression will produce 1/2 point of damage to one leg for each level you wish to overcome.
- Moving through a Lake of acid will produce 1/2 point of damage for every action you take while being in an acid hex. The place of damage will depend on the depth you are at. CHECK THE DAMAGE SECTION IN THE MECH.

MANAGE DAMAGE AFTER A REENTRY ACCIDENT

Have you lost control of your Module and collided with the top of an Elevation?
Automatically apply two damage points, one on each leg to descend.

Have you fallen to the bottom of a Depression?
Automatically apply a point of damage to one leg and two to an arm to climb.

Have you fallen into an Acid Lake?
Apply 1/2 point on each arm, 1/2 point on each leg and 1/2 point on the head to exit.

EXAMPLE BOT

B.O.B. needs to climb the mountainside of an Elevation N6 because he wants to grab an Energy Pod.



To ascend from the first hexagon to the second, B.O.B.'s Mech will receive 1/2 point of damage in one arm as it rises from N0 to N1.

In the next step, he will receive 1 damage point to the arm as it enters hexagons with levels N1 to N2 and N2 to N3 because he must take extreme care in the maneuver.

Finally, he moves towards the hexagon with the Energy Pod that is located at N3 with a small slope N2. Therefore he will receive 1/2 point of damage since he keeps moving to a hexagon with a difference of levels (N2 to N3)

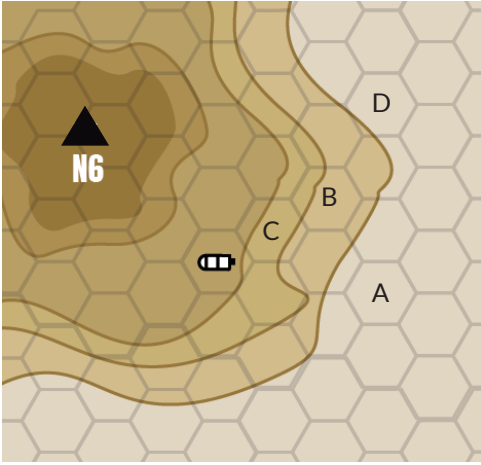
Once he grabs the cell, B.O.B. is about to descend.

In the first hexagon he suffers 1/2 point of damage to the arms since it rises from an N2-N3 to N3.

In the second hexagon he suffers 1 point of damage to the legs since he is descending an N3, N2 and N1 relief.

In the third hexagon, he will suffer 1/2 point of damage to the legs when going from N1 to N0. And finally, it will enter a last hexagon without being damaged.





NOTE: When in doubt about how many damage points to apply, look at the number of isolines within a hexagon.

Apply 1/2 point for each line inside it, no matter how small the line segment is.

Example:

A: No line -> 0 damage.

B: 1 line -> 1/2 point of damage.

C: 2 lines -> 1 point of damage.

D: 1 line -> 1/2 point of damage.

MINING RUSHES

You can initiate a Mining Rush at any time, spending a power cell, whenever you are adjacent to or inside a hexagon that contains a mineral vein.

Mining consists of two processes:

- PERFORATION.
- STORAGE.

+ The Drilling Process.

To drill a mineral vein, roll 5D6 up to five times in a row. A drill will succeed if you get the required results for a given element, which you can check on the DRILLING panel.

MINING
._ X

DRILLING

Market:

| | | | |
|---------------------|----------------------------|-----------------------------|-----------------------------|
| 10Gk \$ N | 10Gk -10k \$ CH4 | 10Gk -20k \$ C2H6 | 20Gk -20k \$ C3H6 |
| Nitrogen | Methane | Ethane | Propylene |
| | | | |

Coordinates:

1k \$
H2O

Water

| | | |
|--|--|--|
| | | |
| | | |
| | | |
| | | |





For Nitrogen, you will need a "1" and a "6".
 For Methane, you will need a "2" and a "3".
 For Ethane, two "2".
 And for Propylene, you will need two "1".

But you must be careful! If during your five Rush rolls you accumulate three results from those marked in the red boxes, drilling will be canceled and your Mech will receive damage.

MINING
- □ X

DRILLING

Market:

| | | | |
|--|---|---|--|
| <p>106k \$</p> <p>N</p> <p>Nitrogen</p>  | <p>106k - 10k \$</p> <p>CH4</p> <p>Methane</p>  | <p>106k - 20k \$</p> <p>C2H6</p> <p>Ethane</p>  | <p>206k - 20k \$</p> <p>C3H6</p> <p>Propylene</p>  |
|--|---|---|--|

Coordinates:

1k \$

H2O

Water

| | | |
|--|--|--|
| | | |
| | | |
| | | |
| | | |

For Nitrogen, you will need a "1" and a "6".
 For Methane, you will need a "2" and a "3".
 For Ethane, two "2".
 And for Propylene, you will need two "1".

When you accumulate three red box results during a rush, roll the SYSTEM FAILURE DICE (1D6) and check its result in the SYSTEM FAILURE panel of the MINING window.

X3: SYSTEM FAILURE

1. Arm damage. (+1)
2. Explosion in container (12 cells)
3. Blocking (Energy -2)
4. Blocking (Energy -3)
5. Arm damage. (+2)
6. Explosion in container (18 cells)

With a "1", you suffer 1 point of damage to one arm.
 With a "2", a container explodes and 12 storage cells are disabled. Mark with an X 12 spaces that you won't be able to use to store mined mineral.
 With a "3" you suffer a jam and spend 2 energy cells.
 With a "4" you suffer a jam and spend 3 energy cells.
 With a "5" you suffer 2 damage points to one arm.
 With a "6", a container explodes and 18 storage cells are disabled. Mark with an X 18 spaces that you won't be able to use to store mined mineral.

If there is damage to the system, you will lose all the accumulated results and you will have to re-spend an energy cell to start drilling from the beginning.

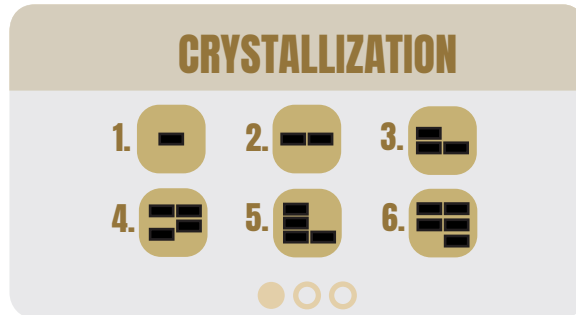
If there is no damage to the system, but you have not been able to accumulate the necessary results for each element, you will have to re-spend a cell of energy to start the drilling process from the beginning.

If you manage to accumulate all the necessary results for each element, the Storage process will begin. If you still have available rolls, you can reserve the dice with successful results and continue rolling the rest until the five dices are rolled.

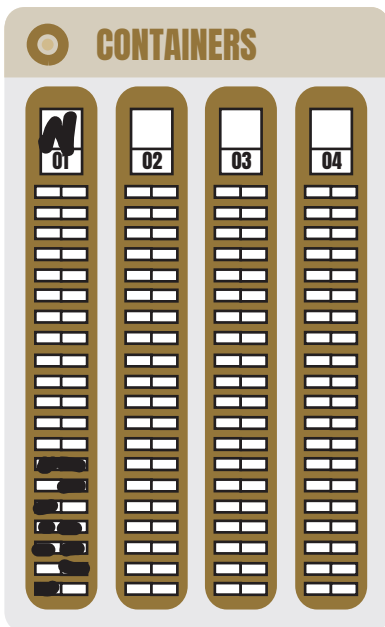
+ The Storage Process

If the Drilling Process has resulted in one or more successes, the Mech will automatically begin to crystallize the collected elements and you can store them in any of the 4 available containers.

To begin the process, launch a CRYSTALLIZATION DICE (1D6) for each success and check in the CRYSTALLIZATION TABLE the shape the different crystallized elements will take.



Then, draw that shape inside one of the containers, filling available storage cells.



You cannot mix different element crystals in the same container because of security reasons.

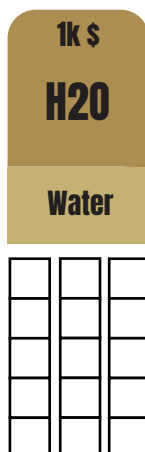
Be sure to note down on each container the element that it contains to avoid accidents.

You do not need to use each container for different elements. You can focus on a single type of element and ignore the rest.

You cannot force crystallization. If there are free spaces between the rocks, you must keep them in the space of the container.

Once the Storage Process is finished, it will be considered that the Vein has been exhausted and you will not be able to continue extracting more ore. Mark the vein hexagon on the SURFACE screen with an X to indicate its new status.

Coordinates:

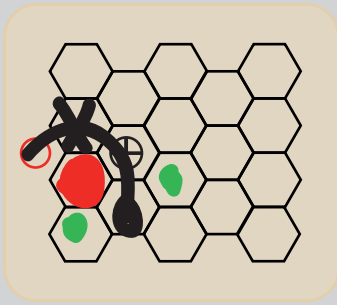


It is possible during the scanning process for a probe to find water on the surface of the satellite.

In Space-R Corp we are not interested in harvesting water, yet, but we will pay for the information of the coordinates where it is found, in case we decide to establish a colony on the satellite in the future.

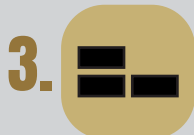
If you find a water vein, you should only mark with an X its coordinates in the PERFORATION window.

EXAMPLE BOT



B.O.B. decides to start a Rush on the Nitrogen Vein, adjacent to its position. Nitrogen needs a "1" and a "6" and will fail with three results of "2".

He spends 1 energy cell and rolls 5 dice. He gets as a result a "1", a "6" and two "2"s. That means that Drilling is a success.

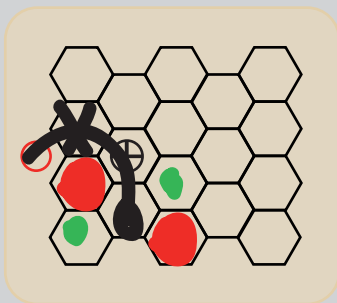


Then the Storage Process begins. To do this, B.O.B. roll the Crystallization Dice and gets a "3".

According to the Crystallization Table, the mineral retains this specific form.



To store it, B.O.B. decides to use Container 1 exclusively for nitrogen and stores the rock in it.



After exploring another adjacent vein, B.O.B. finds Propylene, which requires two "1" results.

He rolls the dice 5 times and gets "1", "1", "6", "6" and "6".

With three "6" results a System Failure occurs, and thus drilling is automatically stopped.

B.O.B. rolls the System Failure Dice and gets a "4".

X3: SYSTEM FAILURE

1. Arm damage. (+1)
2. Explosion in container (12 cells)
3. Blocking (Energy -2)
4. Blocking (Energy -3)
5. Arm damage. (+2)
6. Explosion in container (18 cells)

That means that the Mech suffers a general jam and will need to invest 3 energy cells to restart the entire system.

So he will have no choice but to do it because he does not want to disappoint the company more than it has already done.

Then B.O.B. will spend an extra energy cell again to begin the process since the Propylene vein is still intact.

REMEMBER THE PROTOCOL

- Spend an energy cell.
- Roll 5D6.
- Set the necessary results for each element aside.
- If you don't get them, the vein remains intact.
- If you get 3 negative results, apply System Failure damage.
- If you get the required results, store the elements.
- Roll 1D6 to crystallize the elements.
- If you get several successes, roll 1D6 for each of them.
- Draw the crystallized shape on the container.

PHASE 3: CALCULATE NET PROFIT

Congratulations, <<USER>>! You have completed the most complicated part of the job! Now the most enjoyable part begins: calculate net profit!

If you have managed to survive work and have enough energy to escape the satellite's gravity well with all your cargo, you will be able to access the Market and sell everything you have mined.

In that case, open the MARKET section within the PERFORATION window, roll the MARKET DICE (1D6 or 2D6) and write down the value of each of the elements that Space-R Corp needs.

MINING

DRILLING

Market:

| | | | |
|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
|----------------------|----------------------|----------------------|----------------------|

| | | | |
|-----------------|----------------|---------------|------------------|
| 1D6k \$ | 1D6k +10k \$ | 1D6k +20k \$ | 2D6k +20k \$ |
| N | CH4 | C2H6 | C3H6 |
| Nitrogen | Methane | Ethane | Propylene |

Coordinates:

| |
|--------------|
| 1k \$ |
| H2O |
| Water |

For Nitrogen roll just 1D6 and multiply by 1000 dollars.

For Methane, roll 1D6, multiply by 1000 dollars and add another 10,000 dollars.

For Ethane, roll 1D6, multiply by 1000 and add 20,000 dollars.

And for Propylene, roll 2D6, multiply by 1000 and add 20,000 dollars.

Remember that by locating veins of water you will automatically receive 1000 dollars per registered coordinate.

EXAMPLE BOT

B.O.B. has managed to escape miraculously from << System: TITAN >> and now he wants to sell his cargo.

To find Market's demands, he rolls 1D6 for Nitrogen and gets a "6". That means that right now Nitrogen can be sold at \$6000.

He rolls 1D6 for Methane and gets a "3", that is, \$13,000.

Rolls 1D6 for Ethane and get a "1". Its price is \$21000.

Finally, he rolls 2D6 for Propylene and gets a "2" and a "4". That is, \$26,000.

MINING



Market:

6000

13000

21000

26000

Coordinates:

1D6k \$
N
Nitrogen

1D6k +10k \$
CH4
Methane

1D6k +20k \$
C2H6
Ethane

2D6k +20k \$
C3H6
Propylene

1k \$
H2O
Water

Once you have calculated the price for each element in the Market, you will only have to calculate the value of your cargo. To do this, count the number of storage cells that you have marked in your containers and multiply it by the corresponding dollars.

To keep the accounting up to date, you will have to fill in the Electronic Invoice of your PROFIT Panel.

| CONCEPT | VALUE | UNITS | SUBTOTAL |
|-----------|--------|-------|----------|
| H2O | 1000\$ | | |
| Nitrogen | | | |
| Methane | | | |
| Ethane | | | |
| Propylene | | | |
| TOTAL | | | |

First, enter in the VALUE column the price for each element in the Market. Then, write in the UNITS column the amount of storage cells that you have occupied in the containers with each element.

Then you just have to multiply both values and add dollars up!

The result will be the total value of your cargo!

| PROFITS | | | |
|-----------|-------|-------|---------------|
| CONCEPT | VALUE | UNITS | SUBTOTAL |
| H2O | 10000 | 2 | 20000 |
| Nitrogen | 6000 | 12 | 72000 |
| Methane | 13000 | 6 | 78000 |
| Ethane | 21000 | 20 | 420000 |
| Propylene | 26000 | 1 | 26000 |
| TOTAL | | | <u>598000</u> |

However, we are not done yet. You must remember that Space-R Corp and Varsoff-Zhao Holding are small family businesses that, like you, have a vocation and passion for mining.

We are also having a hard time with the current crisis and we barely cover expenses, so we have no choice but to retain a fixed percentage of your benefits for paperwork and equipment rental. It hurts us more than you! :'(

To the money obtained during the sale in the Market, you must subtract the expenses of the mission. The rental of the Mech has fixed costs. If you have damaged any of the parts of the Mech, you must pay the corresponding insurance. You must also subtract the corresponding fixed taxes that the State always steals from the benefits. It doesn't let us breathe!


If the result is positive, the difference will be credited to your account within 90 days.

If the result is negative, you must add that amount to the expenses of your next mission, which you must perform on a mandatory basis.

Only when you have settled your debt with the company, you can receive benefits in your account.

| COSTS | | |
|-------------------|----------|--------------------------|
| CONCEPT | VALUE | SUBTOTAL |
| Mech rental | | \$100,000 |
| Arms insurance | \$30,000 | <input type="checkbox"/> |
| Legs insurance | \$40,000 | <input type="checkbox"/> |
| Systems insurance | \$50,000 | <input type="checkbox"/> |
| Taxes | | \$500 |
| TOTAL | | <input type="text"/> |

CRITICAL DAMAGE

Each time you receive damage in a system marked in red,  regardless of whether it is 1 point or 1/2 point, you must make an extra roll on the CRITICAL DAMAGE table and add the effect.

CRITICAL DAMAGE

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

With a result of a "1", you will receive an extra damage point in the same sector.

With a "2", you must spend a cell of energy immediately.

With a "3" or a "4", the internal temperature of the Mech will decrease by 2 levels.

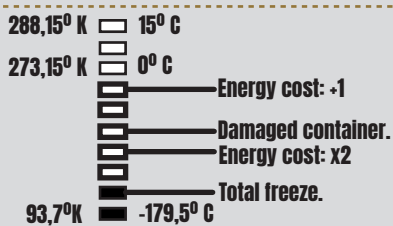
With a "5", you must spend two energy cells immediately.

And with a "6", you will receive two extra damage points in the same sector.

TEMPERATURE DAMAGE

Your initial temperature level is 15°C or 288.15°K. As the internal temperature drops below 0°C or 273.15°K, the systems will collapse and accumulate global effects on your Mech.

Temperature Fault



Energy cost +1: All actions will cost you an extra energy cell.

Damaged container: You automatically lose all content and won't be able to store anything in it.

Energy cost x2: All actions cost two times their normal cost

Total Freezing: All vital system disengage and you die.

DRILLING DAMAGE

During the Mining phase, problems that cause damage to your Mech may arise. Remember that if you accumulate up to 3 negative results, depending on the element you are extracting, a SYSTEM FAILURE will occur.

X3: SYSTEM FAILURE

1. Arm damage. (-1)
2. Explosion in container (12 cells)
3. Blocking (Energy -2)
4. Blocking (Energy -3)
5. Arm damage. (+2)
6. Explosion in container (18 cells)

With a "1", you suffer 1 point of damage to one arm.

With a "2", a container explodes and 12 storage cells are disabled. Mark with an X 12 spaces that you won't be able to use to store mined mineral.

With a "3" you suffer a jam and spend 2 energy cells.

With a "4" you suffer a jam and spend 3 energy cells.

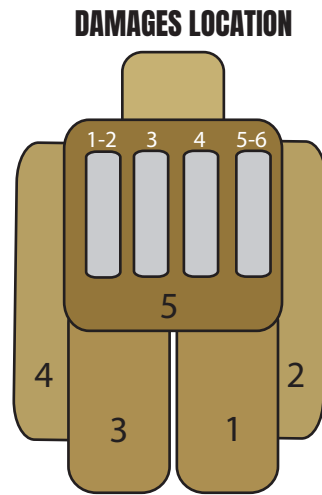
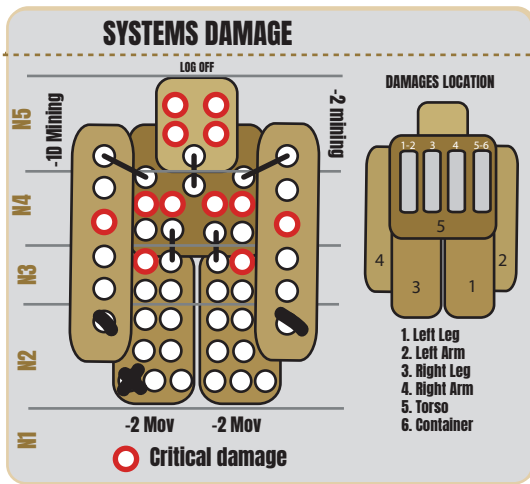
With a "5" you suffer 2 damage points to one arm.

With a "6", a container explodes and 18 storage cells are disa-

CONTAINER OR DAMAGED BODY

It may happen that during the descent or mining phase, some container suffers partial or total damage or you are forced to distribute damage.

To find which container or area is damaged, roll the DAMAGE LOCATION DICE (1D6) and consult the Damage Location Diagram in the SYSTEMS window.



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

TO LOCATE DAMAGE IN THE BODY:

- If you get a "1", the Left Leg is damaged.
- If you get a "2", the Left Arm is damaged.
- If you get a "3", the Right Leg is damaged.
- If you get a "4", the Right Arg is damaged.
- If you get a "5", The Torso is damaged.
- And if you get a "6", one of the containers will be damaged.

TO LOCATE DAMAGE IN CONTAINERS:

- If you get a "1" or a "2", the first container will be damaged.
- If you get a "3", the second container will be damaged.
- If you get a "4", the third container will be damaged.
- If you get a "5" or "6", the fourth container will be damaged.

A container may be partially damaged due to a system failure, or be completely disabled due to receiving too much damage. When this occurs, mark the damaged Container or Storage Cells in red.

DISTRIBUTE LOCALIZED DAMAGE

In the event that the damage affects a limb but it is not indicated which one in particular, roll the DICE OF DAMAGE LOCATION (1D6).

If the result is in an specific limb, mark the damage on it. Otherwise, you are free to distribute it across the limbs of the same type.

DISTRIBUTE DAMAGE POINTS

As you receive damage, you can freely cross out 1 point or 1/2 point across the entire limb.

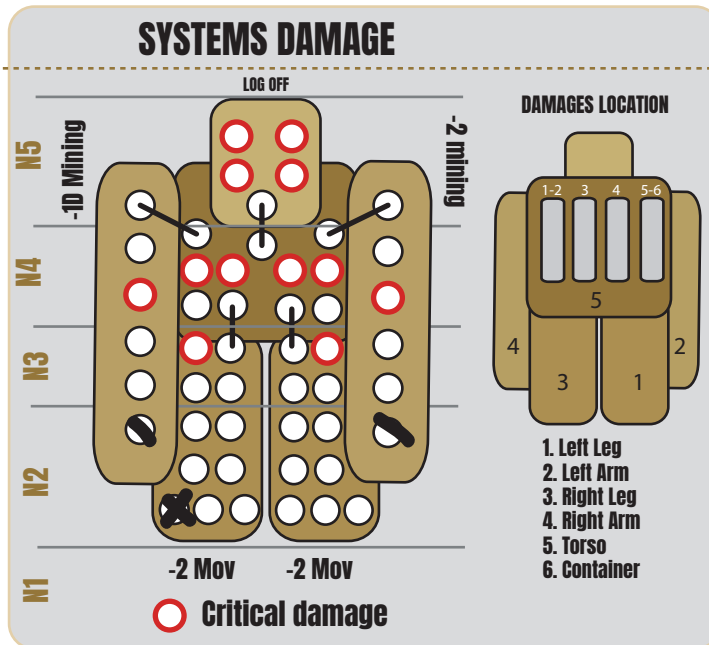
You can distribute 1 point by marking two systems with an / or only one system with an X.

But remember that once all the systems in that limb have received a point of damage, all the damages that you receive in said limb, will pass directly to the Torso or even to the Head.

DAMAGE BY HEIGHT OR DEPTH

The System Damage panel indicates the height at which the Mech will receive damages, for instance, when entering acid lakes of varying depth.

Consult the Diagram to assign damage to the specific height. If all the systems at the specific height have been totally damaged, systems immediately above them will get the damage points.



A height N1 will be considered at ground level.

A height N2 will affect half of the legs and the fists of the Mech.

A height N3 will affect the second half of the legs and forearms.

A height N4 will affect the second half of the arms and the torso.

A height N5 will affect the shoulders and head of the Mech.

FOR YOUR PERSONAL SAFETY, SPACE-R CORP RECOMMENDS YOU THE USE OF HELMETS AND GLOVES.

ANNEX: GAME MODES

SOLITARY MODE

TITAN is a game designed primarily as a Mech's dashboard for a single player.

To start playing you only need to print the three pages that represent the control interface of your Mech.

The main objective of the solitary mode is to extract minerals to sell them and profit. To do this you can descend and explore the planet as many times as you want, until you finish shearing the two sectors.

But remember that every time you leave the satellite to start the market phase, you will have to pay the company the rent of the Mech and the corresponding insurance. Therefore, it will not be enough just be lucky and find good streaks to overcome your benefits in each game. You will also have to take into account the demands of the company.

COMPETITIVE MODE

For games with two to six players, you will only have to print one copy of page 2 "Surface Sectors" and one copy for each player of pages one and three, "Approach" and "Mining".

In this way, the exploration of each hexagon will be available to the other players, where each one will have to mark their position and the content explored for each one.

In addition, the values of the items in the Market must be calculated at the beginning of the game so that they are the same for all players.

The rest of the game will work exactly the same:

+ DESCENT PHASE. Each player will choose a landing point within each sector. In the event of a dispute for the same point, each player must roll a dice and whoever gets the highest score may keep the chosen point.

Once decided, the descent phase will begin simultaneously. Each player will use their own dice to calculate the descent and their deviation.

Only when all players have landed or crashed, will the next phase begin.

+ LAND EXPLORATION PHASE. The players will play simultaneously, performing the tasks of exploration, movement and rush. But the exploration and movement information will be drawn on the same Sectors sheet.

For convenience, each player should have their own 5D6 pack and a different colored pen to indicate their position on the surface. Only when all players have left the surface or have died, will the next phase begin.

+ PHASE OF BENEFIT CALCULATIONS: Market value of items will be calculated for all players equally. For this, any player will make the corresponding rolls so that everyone writes down the values on their pages and performs the profit calculations.

Each player must calculate their own winnings separately.

However, the player who has obtained more benefits will not have to pay the MECH rent or the insurance, as a motivational premium from the company.

Instead, the one who must pay it will be the player who has obtained the least benefits, as a message of improvement by the company. In this way, you must pay the rent and insurance of your MECH and that of the player, although it will be in the red when paying the debt.

TITAN is a game engine that can receive new expansions in the future to explore other sectors of the satellite, explore other moons and asteroids and even travel through the solar system.

If you liked it and want to continue playing, write us to communicate your interest and we will continue to expand the universe of the game.

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