

MINDS OF TITAN

The title 'MINDS OF TITAN' is rendered in a large, bold, white, blocky font with a 3D effect. The letters are set against a dark, textured background that looks like a wall or a planet's surface. Various sci-fi elements are integrated into the design: a scorpion-like creature is on the left side of the 'MINDS' row; a large, hairy, ape-like creature is climbing the 'S' in 'MINDS'; another scorpion-like creature is on the right side of the 'MINDS' row; a scorpion-like creature is on the left side of the 'TITAN' row; and a figure in a spacesuit holding a rifle is positioned between the 'I' and 'T' of 'TITAN'. The overall aesthetic is gritty and futuristic.

BY WESTWOOD ASSOCIATES

INFOCOM

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Mines of Titan

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Original Game Design: Louis Castle, Brett Sperry.

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Apple II Programming: Andrew Bagdanov.

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Sound: Paul Mudra.

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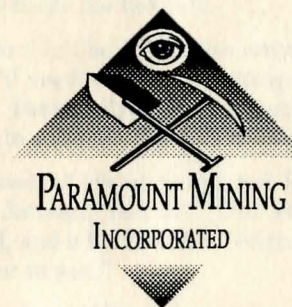
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Player's Guide to Mines of Titan



"Where humanity is our paramount concern"

.....

It was hard to keep my mind on what Cornellius Wrak, Controller of Primus, was chattering about, when my whole life was in ruins.

It was all so unfair—how little things added up. A tiny pebble no bigger than my thumbnail—a speck from the rings of Saturn!—had blown a hole in the main fuel tank as my supply ship entered the upper atmosphere of Titan. Normally, the sealant would have plugged the hole, but the feed line to the outer hull shuts down during final entry. So there I was, blowing my fuel reserves into space. What else could I do but jettison the cargo? Would they have been happier if I lost the ship *and* the mine equipment?

But they blamed me for the loss and forced me to hock my ship to pay for the equipment. My insurance company said they'll have a claims adjuster check things out as soon as possible. Probably in a year or two. Yeah. Right.

So here I am, stranded on Titan.

"You've worked with us before, Mr. Jetland," Wrak was saying as he studied my file on his monitor. "We can always use a person with your skills in our mines."

"Anything else available?" I asked. I'd become a Nomad roaming the frozen Titanian surface before I sold my soul to Paramount Mining, Inc.

"There's always free-lance bounty hunter," Wrak said with a smile, clasping his fat fingers together over his mound of stomach. "As a matter of fact, we do have rather an unusual situation here on Titan. We've lost contact with our newest project, the city of Proscenium. Because of the gravity of the matter, we Controllers are offering a handsome reward to the first party who discovers why the comm-links went down. Enough credit to reclaim your ship from customs. Sound interesting, Mr. Jetland?"

"Seems simple enough," I answered. "I'll do it." I started to rise from my chair, but Wrak's frown made me hesitate.

"If it were simple, we wouldn't be offering so large a lump of credits," he said with a sneer. "You'll need assistance getting to Proscenium . . . and more than a little luck. Personally, I doubt if you have the intelligence or the intestinal fortitude to succeed. Titan is no paradise."

He reached into the drawer of his vast desk and flipped a small pamphlet at me. "A present, Mr. Jetland," he said. "Our Visitor's Guide to Titan. My last copy, I'm afraid, and a bit tattered. Welcome to Titan, Mr. Jetland, and a good hunt to you."

Leaving his office, I wondered if Wrak meant I was to be the hunter . . . or the hunted.

Introduction

Mines of Titan is a role-playing adventure set in the 22nd century on Saturn's moon, Titan. In this role-playing game, you create and control a party of characters exploring the satellite. You develop your characters by improving their natural attributes and by adding new skills. Undertaking special missions during the game allows your party to build up the credits (the monetary exchange system on Titan) they will need for training and for purchasing more powerful weapons. To win the game, you must discover why contact with the city of Proscenium has been cut off. Success depends upon competence in combat, using your characters' skills to their best advantage, and tracking down the clues to solve the mysteries of Titan.

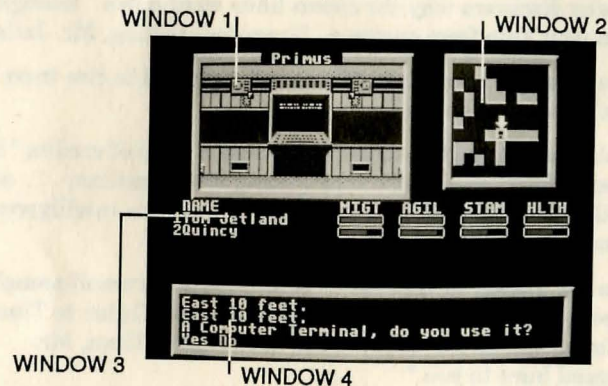
The first section of this booklet gives you information on how to play the game. The second section — "A Visitor's Guide to Titan" — provides useful tidbits about the world of the game, such as life-forms native to the satellite, maps of cities and the mines, and hints to help you along.

The Command Reference included in the game package contains instructions for booting up the game as well as keystroke commands.

The sealed envelope in the package contains information you may discover on your own during play. **DO NOT OPEN THE ENVELOPE UNTIL DIRECTED TO DO SO BY THE GAME!**

Maps and the Screen Layout

When your party explores a city or the moon's surface, the screen will appear as shown in diagram 1. The first window on the screen shows a three-dimensional picture of the area in front of your party. The second window shows an overhead view of the nearby surroundings. The third window lists the characters' names and uses horizontal bar slides to indicate their current conditions. The fourth window lists text messages. The mines and tunnel systems of Titan are always depicted from an overhead point of view. The game will automatically map the areas you visit, as described in "General Options," below.



Characters

You start off the game with Tom Jetland seeking recruits in a bar on Primus, the first city built on Titan. Not many people will want to join the party initially, but as your reputation grows, more recruits will become available. Recruits can be found in barracks, bars, restaurants, and lounges. Examine their backgrounds, interview them, and inspect their skills and attributes. A broad combination of skills and attributes is important for a successful party.

Characters gain *experience* through combat and successfully completing assignments. Gaining experience is important for improving skills and attributes. Also, *credits* (the medium of exchange on Titan) may be needed to improve a character. Credits are gained by successfully completing assignments, bounty hunting, gambling, and selling items gathered from dead foes. Bounties are listed at Police Stations and gambling occurs in Casinos.

When a character gains enough experience to raise a skill, you will be prompted with a message saying "So-and-so is eager to learn" when you inspect the character.

A dead character will remain with the party until dropped off at a police station or bar, barracks, lounge, or restaurant. You can transfer items from a dead character until he or she is dropped off.

Attributes

The characters in your party start off with certain human attributes — intelligence, strength, agility, and so forth — at various levels. The levels of these attributes are depicted, from low to high, by horizontal bar scales on the screen. These attributes can be raised in Personal Development Centers and Universities if a character has sufficient credits and experience.

Attributes Depicted at All Times

Might: A measure of a character's strength, this attribute determines what weapons he or she can carry. Stronger characters can carry heavier weapons.

Agility: A determination of accuracy and speed, agility is the most important attribute since it determines the number of moves a character receives in a turn of combat as well as the accuracy of ranged fire combat.

Stamina: How much physical punishment a character can take before performance is affected depends on his or her stamina. Once stamina is depleted, a character loses might and agility.

Health: This attribute is the average of a character's agility, might and stamina.

These attributes are represented on the screen by horizontal bar scales. Pay attention to the Health bar at all times. A green bar means the character is at full potential. If the bar reaches zero, the character is dead. In *Mines of Titan*, dead is dead and nothing can change this.

Attributes Determined by Inspecting a Character

Wisdom: This attribute reflects perception and intuition. Higher wisdom may give a character an edge in different situations.

Education: This is the ability of a character to learn academic skills. The level of this attribute may limit how much a character can learn in a field, such as medicine.

Charisma: This attribute indicates not only a character's good looks but also his or her charm and ability to convince others to do what is asked. It is very helpful in avoiding unwanted confrontations.

Sex: Male or female. Sex has no effect for game purposes.

Age: The current age of a character. Older characters begin with more experience than younger ones, but they usually lack the might and stamina of youth.

Skills

Characters you recruit will have different skills at different levels. For example, a recruit from the police department will have some level of skill in wearing battle armor and using handguns. Skills can be added and increased. Some, such as gambling, are increased through experience alone. Other skills can be enhanced at various places on Titan (for example, at a Combat Training Center, University, or Computer Center) if a character has the credits and is ready to learn.

While a large party is more noticeable and may attract more foes (possibly more vicious ones), its size also allows you to have "specialists" — for example, someone highly adept at medical skills or a highly trained programmer who can dig deep into the system to discover important information. A large party of inexperienced characters may often prove ineffective and may also draw unwanted attention.

The following skills can be acquired or improved:

Administration (Administ): The ability to persuade people — especially authorities — often comes in handy.

Arc Gun: This combat skill is used with weapons that spray chemicals or chemical fires in controlled arcs.

Automatic Weapon (Auto): This combat skill is used with automatic weapons.

Battle Armor (Bttl arm): A character must be trained in a variety of ways to use servo-assisted battle armor.

Blade: This combat skill is used in hand-to-hand combat with all types of blades, from switchblades to short-swords.

Cudgel: This combat skill is used in hand-to-hand combat with handheld weapons, such as bats, lead pipes, and rubber hoses.

Gambling: The better a character's gambling skill, the more he or she knows about the rules and odds of the games.

Golum: Golum armor is used mostly by elite police forces and requires special training. Each suit is specifically molded and tuned for its user.

Handgun: This combat skill determines how well a character can load, aim, and fire all types of handguns. The better the skill, the more powerful the handgun a character can carry.

Medical: With all the dangers on Titan, it's wise to have at least one character proficient in this skill. A higher skill level allows a character to purchase advanced healing items, which are particularly useful when no hospital is nearby.

Melee: This combat skill is used in hand-to-hand combat with fists.

Mining: Because Titan is a mining colony, most inhabitants have some skill in this area. Better miners may detect unsafe passages in mines and may be able to assist in cave-ins.

Programming (Program): The better a character's computer programming skills, the more he knows of computer systems and how they work—and how to hack more deeply into the system.

Rifle: This combat skill is used with all types of rifles. The better the skill, the more powerful the rifle a character can use.

Street: A character's street-wise skill is often useful in talking thugs out of combat.

Throwing: Throwing items (knives, grenades, and so forth) and projectile weapons (bows, grenades launchers, and so forth) are covered by this skill.

Items

While attributes and skills reflect a character's capabilities, *items* are equally important to a party. Each character can carry up to nine different kinds of items. Often a character can carry more than one of an item type. For example, a character may be able to carry 10 grenades as one item and then also carry eight other kinds of things. Carried items are listed on each character's summary.

Your party can also possess objects and information in addition to the items they carry. Such objects can be examined by using the Preferences menu (see "General Options" for more details).

Weapons can be bought and sold at Munitions Stores, and more powerful arms can be acquired as combat skills are raised. Vac-suits (necessary for exploring the surface) and armor are available at Armories. Repair Shops will pawn any items your characters have collected and are also excellent sources of information and gossip.

General Options

When your characters are not engaged in combat or inside a city building, you can call up the options list below by pressing the spacebar or **Enter**. The options available are:

Continue Adventuring: Exits the option menu and returns you to the game.

Inspect a Character: Calls up the character summaries that show each character's attributes, skills, credits, and items. Once a character summary has been called up, you can inspect any other character by typing his or her number (1-6).

Use an Item: Allows a character to employ an item in his or her inventory. Some items can be used only in specific situations — for example, weapons are used only in combat.

Preferences: The game can be customized as you wish through this list of preferences. Note that they apply to your whole group. The preferences offered are:

- **Exit:** Allows you to leave the group options and return to the general options list.
- **Sound On/Off:** Toggles the sound effects on or off. "Y" means your sound is on; "N" means it is off.
- **Combat Order:** You can change the order in which your characters enter combat. This option is also used to change your party's marching order as they move through mines and tunnel systems.
- **Combat Speed:** Controls the speed at which combat occurs. Press the spacebar to select the options menu and then the speed from 0 (fastest) to 9 (slowest). Note that in the beginning you may wish to run combat slowly to learn battle strategy from the computer.

- **Save Maps:** Saves maps of the areas where your party has entered. Available options are: "Always," which always saves your maps for you without prompt; "Never," which never saves any maps; and "Prompt Me," which prompts you whenever your party leaves an area or when you save a game.
- **List Group Items:** While technically not an option, a list of objects and information picked up by your party as a group (for example, a code needed to enter the mines) can be viewed with this selection.

View Map: Shows a full-sized map of the area your party is moving through. An arrow appears on the map to indicate your party's location and their heading. Use the keyboard to scroll around this map.

Examine This Area: Allows your party to search an area up close in order to find things they might otherwise have overlooked.

Transfer Items: You use this command to move items between characters. A list appears when you select this option:

- **Transfer Items:** You will first be asked which character will transfer an item. When you select that character, his or her item list appears on the screen. You can select items individually or use the "Transfer All" option to move the complete inventory of items to another character. Once an item is selected, you can "Transfer" it to another character, "Drop" it (remove the item forever from the game), or "Cancel" the transfer.
- **Pool Credits:** Credits of all characters are pooled together and given to the character you select.
- **Distribute Credits:** All credits in your party's possession are distributed as evenly as possible among the characters.
- **Done:** All non-transferred items remain with their owner, and you're returned to the general options screen.

Save Game: Up to five games may be saved on the player's disk. Each character's current attributes and skills will be saved, as well as items, credits, and location. Maps may be saved optionally (see "Save Maps" under "Group," above). See the Reference Card for more details.

Load Game: Use this option to load a previously saved game. See the Reference Card for more details.

Combat

You select the level of complexity for combat. You can let the computer run the whole show or you can control each character's movement and target selection (this is known as tactical combat). When first playing the game, you may wish to let the computer run several combats so you can study what is involved. Eventually, you will want to take control because, even though the computer plays out battles to the best of its ability, the tactics it selects may be quite different from the ones you would select in a given situation.

Characters and their opponents act simultaneously, giving combat a life-like feel. If the computer is controlling the combat and you don't like the way it runs your characters, press the spacebar. Control of the combat will revert to you on the next turn.

Tactical Combat

When a combat situation occurs, you'll be given several options. Once your party is confronted by foes, you'll first be asked if you want tactical combat. Sometimes your party will be able to walk away from battle; other times they'll have no choice but to fight. If your party is forced to have combat, you have the option to run it as a tactical combat or to select "No," in which case the computer plays out the combat as it sees fit, using the best weapons your party possesses. You'll next be asked if you wish view the combat. If you answer "Yes," the computer plays out the whole battle for you; otherwise, it resolves the combat and skips to the conclusion.

If you decide on tactical combat, you'll be offered a number of options. A white box appears around a character (in the order in which he or she performs actions in a turn) to indicate the one to whom you are currently giving orders.

A character with a high agility level can move and use one or more weapons in the same combat turn.

Combat orders are described below:

Move: The agility level determines how far a character can move in a turn. Using the keyboard, move the white box surrounding the character to wherever you want him or her to go and then press the spacebar.

If you've selected a location your character cannot reach in one turn, the message "Too Far. Try Anyway?" will appear. You can try to have the character reach the spot anyway, and the computer will plot the course of movement over a series of turns. This option can be changed at any time. If you respond "No," you can start plotting the character's movement anew.

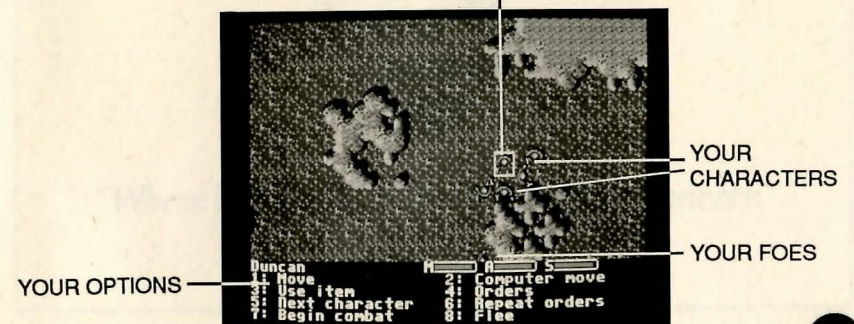
If you move the white box onto a location where a foe is standing, there will be a prompt:

- **This Spot:** Choose this option if you want the character to move to the location you selected, regardless of who is standing there.
- **This Opponent:** Choose this option if you want your character to pursue this opponent until close enough for hand-to-hand combat.

Computer Move: The computer controls the character for one turn. You can control the character on the next turn if you prefer.

Use Item: You can select a carried item (usually a weapon) the character will use. More agile characters may be able to use several items in a turn. Some items, such as armor, are always in use.

THE CHARACTERS YOU'RE CURRENTLY GIVING ORDERS FOR.



.....

Orders: Actions you assign a character to perform in the next turn are listed in order. Unless a character is continuing an action from a previous turn (such as moving), this display will be blank at the beginning of a turn. After viewing your orders, you can choose:

- **Orders OK:** You're satisfied with the orders on the screen.
- **Delete Last Order:** You want to remove one or more orders you've assigned the character, starting with the last order on the screen.
- **New Orders:** You want to override all previous orders and assign new ones to the character.

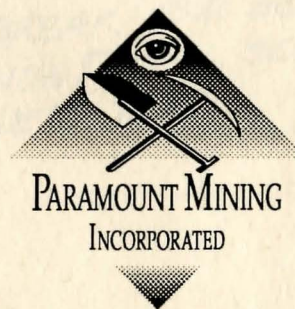
Next Character: Once you're satisfied with the orders you've assigned a character, use this command to move to the next member of the party.

Repeat Orders: Select this option if you want the character to continue what was done in the last turn. Note that a character who has been instructed to follow and attack a dead opponent may do nothing instead.

Begin Combat: Use this command to let the fighting begin.

Flee: Discretion is sometimes the better part of valor. There are a number of fearsome opponents on Titan whom your characters may want to avoid fighting. However, there will be times when you cannot flee, much as you'd like to. When engaged in hand-to-hand combat, fleeing is nearly impossible.

Visitor's Guide to Titan



"Where humanity is our paramount concern"

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Welcome to Titan!

Paramount Mining, Inc., welcomes you and your family to Titan. This guide will help you as a new employee in our company or as a visitor to adapt quickly and comfortably to your new home and become a member of our little "family."

Titan, one of the far outposts of civilization in the solar system, is still an untamed world of wonder. Windswept crimson deserts, with sand composed of hydrocarbons, dominate the landscape. Through the beautiful red haze of the atmosphere, you can glimpse the sun surrounded by a halo of methane ice crystals. Titan is almost terrifying in its primordial beauty.

Yet, under the guidance of Paramount Mining, Inc., this "last frontier" is finally being tamed. The fierce native wildlife that once threatened our settlements is confined almost completely to the surface, while the subsurface and its vast riches are now the domain of man. Titan, with its vast cities and forward-looking social plans, has been and will continue to be a model of efficient, effective space colonization.

As the human race continues to expand ever onward toward new frontiers in other solar systems, Titan will remain Sol's last stepping stone to the stars. And Paramount Mining, Inc., will remain in the vanguard of interstellar exploration, making life on new planets as safe — and productive — as it is on Titan.

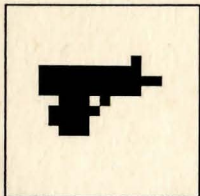
*GIVE ME A BREAK! PMI SCREWED UP
TITAN AND NOW THEY'LL SCREW UP
OTHER PLANETS TOO!*

A Brief History of Titan

The Voyager probes that flew by Titan in the late 20th century revealed a satellite just waiting to be explored. Clouded in a thick reddish-orange shroud and showing abundant hydrocarbons in the atmosphere, Titan seemed the one place in the solar system besides Earth that might support life. The first NASA landing on Titan in 2042 revealed, tragically, that life did indeed exist beyond Earth. The first reports of proto-amoeboid life-forms were greeted joyfully by scientists everywhere, and as other species were discovered in abundance, it soon became evident that Titan supported life in almost as much diversity as old Earth. Unfortunately, the first astronauts were unprepared for the very large creatures roaming the Titanian ice plains — predators that made little distinction between burrowing animals and investigating scientists. O'Neill Spaceport is named in honor of the brave leader of the NASA expedition who gave his life in the cause of exploration.

The loss of that expedition almost led to the collapse of NASA. Fortunately, however, Paramount Mining, Inc., stepped forward and agreed to help underwrite the space agency. Under the aegis of Paramount Mining, NASA was revitalized, and the exploration and colonization of the solar system has continued unabated.

Titan — and, indeed, the rest of the solar system — might never have been settled except for the first NASA expedition's discovery of SOL-R-GARD™, a compressed hydrocarbon unique to this satellite. This unique material absorbs the intense radiation of solar flares and re-emits it as plain light. Despite the costs and dangers involved, Paramount Mining committed itself to developing this resource and established its first base on Titan. Since SOL-R-GARD is concentrated in large veins deep under the surface, it has been only natural to exploit the vast subterranean tunnel systems occurring throughout the moon.



INGRAM MA10A1S

Round: 9mm or .45 ACP

Barrel Length: 5.75"

Overall Length: 10.5"

Weight: 6.25 lbs.

Not only do the tunnels allow miners easier access to the SOL-R-GARD deposits, they also keep the inhabitants safe from the native Titanian predators that dominate the surface.

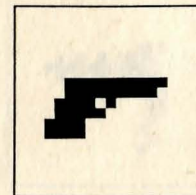
TRY TELLING THAT TO THE SCORADS!

The first base on Titan, Primus, was established in 2089 and quickly became the focal point for Paramount Mining's new social experiment. With its initial 95% male population, Primus was a rather rough place to live. However, Paramount Mining, as an equal opportunity employer, strongly encouraged families to emigrate to Titan. Further, with additional manpower still in demand, the Company has recently begun working with correctional facilities throughout the solar system; men and women with criminal records are welcomed to start over again, their pasts wiped clean the moment they land on Titan and sign up with Paramount Mining. The resulting mixture of rugged individualists, strong family units, and reconstructed souls has created a unique society, well adapted to life at the farthest reaches of human settlement.

THIEVES, PIMPS AND CUT-THROATS!

The Facts on Titan

Titan is the seventh moon of Saturn, revolving around that beautiful planet at an average distance of 1,222,000 kilometers once every 15d 22h 41m. Until the O'Neill expedition actually landed on the surface, it was thought that Titan presented one face to Saturn at all times. We now know that the moon rotates twice on its axis every three orbits, so the whole surface receives some warming from sunlight (although not much).



S&W MODEL 645 AUTOMATIC

Round: .45 Caliber

Barrel Length: 5"

Overall Length: 8.7"

Weight: 37.6oz.

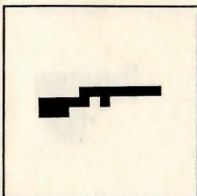
Since Saturn circles the sun at an average distance of 1428 million kilometers, radio communications with Earth can take anywhere from about 1 hour 3 minutes to 1 hour 20 minutes in each direction. Space travel has improved considerably since early days, when it took *years and years* to reach Saturn. But even now it takes a minimum of six months to reach Europa station off Jupiter (when the planets are favorably aligned), while a nonstop trip to Earth still requires almost two years of travel in cryogenic suspension.

Larger than the planet Mercury, Titan has a diameter of 5120 kilometers and a surface area of approximately 82.3 million square kilometers. Yet, with its low density, Titan's gravity is only one-seventh that of Earth's.

With an average surface temperature of -180 degrees Celsius (-290 degrees Fahrenheit), the Titanian atmosphere is almost 86% nitrogen, 5.7% methane, and 5.4% argon, with trace constituents of hydrocyanide, cyanoacetylene and other gases. The surface pressure is about 1.6 bar, or almost one and one-half times that on Earth. If you were to spend much time on the surface (not recommended), you would see an almost continual reddish snow of complex organic compounds falling everywhere across the surface. Over geological time, this organic matter has created a surface layer several kilometers deep. The exotic organic compounds buried under the surface are more precious than diamonds, and they are the reason Paramount Mining has established its settlements on Titan.

Life on Titan

Despite its distance from the sun, Titan has a wide variety of life-forms. The basis for life on the satellite is a unique half-plant, half-animal proto-amoeboid which traps water crystals from the atmosphere and



70P "PAPOOSE" TGT RIFLE

Round: 22LR

Barrel Length: 16.25"

Overall Length: 35.25"

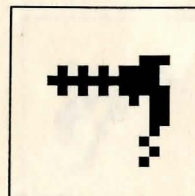
Weight: 3.75 lbs.



Crushers: These bi-pedal, land-roving creatures are from 1 to 2 meters tall and are characterized by a greenish olive skin covered with a mat of thick, bristly hair.



Dust Worms: Brown sand-burrowing creatures between 2 and 5 meters long with a thick skin that's as hard as metal, dust worms move just below the surface, where they hunt smaller animals. Crushing blows seem to be the most effective form of attack on these creatures.



PARC 47-A ARC GUN

Round: 400V electric field

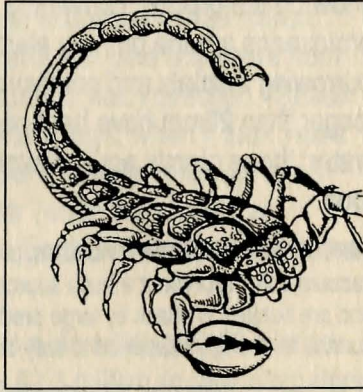
Barrel Length: 375mm

Overall Length: 412mm

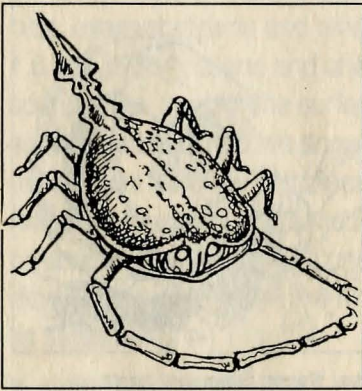
Weight: 107 g



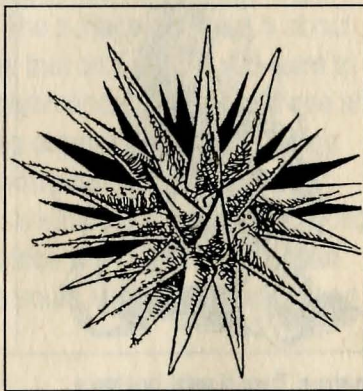
Sand Lions: These huge predators (1.5 to 2 meters at the shoulder) are covered by flat, grey scales and are distinguished by a powerful exterior mandible capable of biting a creature in half. Sand lions are the largest animals known to exist on Titan.



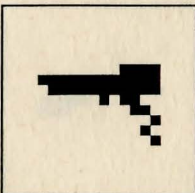
Scorads: Large animals approximately 2 meters long and 1 meter wide resembling giant purple lobsters, scorads are capable of emitting a kind of electro-neurological wave that is painful to all living things within its radius. Scorads are thought to be the most intelligent of indigenous life on Titan.



Thrasher: These amorphous creatures resemble large jellyfish and possess whiplike tentacles that have been seen to extend as far as 3 meters. The outer body is hard, but the underside is soft and porous and secretes a substance that leaves a noticeable trail.



Urchins: These echinoderm-like creatures are about 1 meter in diameter and have hard shells with long, brittle spines. The urchin's spines are poisonous and can be fired with deadly accuracy. Urchins have a ferocious nature and are rarely the victims of predators.



S&W HARROWER BLASTER

Round: 2.1 mj and sonic pulse
Barrel Length: 512mm
Overall Length: 685mm
Weight: 233g

IMPORTANT WARNING: More deadly than native Titanian life-forms, because they are human, are "Nomads," unreconstructed criminals and disgruntled ex-miners who have adapted to life on the moon's surface. Their highly modified vac-suits convert the Titanian atmosphere into breathable air, recycle expelled water, and hold concentrated protein and vitamin supplements. Nomads are considered extremely dangerous and should be avoided.

The Controller Is Your Friend

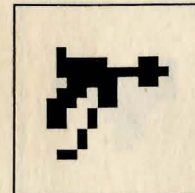
There are no local governments *per se* on Titan. Instead, each city is under the jurisdiction of a Paramount Mining Controller, who is responsible both for local mining operations and for the health and welfare of the civilian population. The Office of the Controller serves many functions on Titan: labor mediation, judiciary, human resources, mine supervision, administration, and finances. Whatever your problems or complaints, go to your local Controller's office for quick and satisfactory resolutions.

IF YOU CAN EVER GET IN TO SEE THE JERK!

The Police Are Your Friends

The Police Department is a division of the Office of the Controller and is responsible for the safety of the civilian population. There are several police stations in every city, strategically placed so that officers can reach the scene of any emergency in just a few minutes.

Titan is currently undergoing a transition in security forces. Originally, when the first bases were established on the satellite, military forces were needed to protect the population from the Titanian predators. Now that the cities are completely underground and well protected from surface creatures, the military is being phased out in favor of the civilian police force. We ask your patience during this period of transition.



PTECH F-4 FLAME THROWER

Round: 65.4nz
Barrel Length: 386mm
Overall Length: 652mm
Weight: 216 g

Although disrespect for the law was once common among early settlers, attitudes have changed tremendously in recent years. However, because certain individuals — especially Nomads — persist in taking the law into their own hands, the Police Department, in conjunction with the Office of the Controller, has set up a bounty system to help identify and apprehend known criminals. Information about this system may be obtained at your local police station.

IMPORTANT WARNING: Golum armor is reserved specifically for the elite police force. It is a felony for any citizen without the proper training and authorization to possess Golum armor. Remember, each suit of Golum armor is molded specifically for the user and is therefore useless to anyone else.

Computers and Security

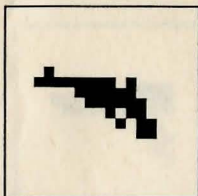
Paramount Mining has established computer stations at numerous locations throughout each city. Rather than worry about cash transactions, citizens are encouraged to use the computers to record financial transactions. In addition, the computers act as a public bulletin board as well as a private mail delivery system. Once you have been given your computer code, do NOT forget it.

Paramount Mining is always looking for trained system operators (“sysops” for short), and educational courses in computer engineering and programming are available at the Computer Center in your city.

IMPORTANT WARNING: Attempting to break into the computer core (“hacking,” in the vernacular) is strictly forbidden. Anyone suspected of such illegal activity is subject to arrest.

“The New Frontier”

Titan, along with many other Paramount Mining colonies, retains a strong flavor of the “spirit of the Old West.” That you are willing to leave Earth indicates that you have a pioneering spirit, that you look at life as an adventure, and that you are unafraid to meet danger face-to-



PEACEKEEPER .357 MAGNUM

Round: .357 Magnum
Barrel Length: 6"
Overall Length: 11.125"
Weight: 46 oz.

face. And though Titan is becoming more civilized every day, there is still room for strength of will and individual courage.

Unlike other Paramount Mining operations, citizens of Titan are allowed — even encouraged — to carry arms. Even though the cities are almost 100% safe, there is still the possibility of a Titanian creature entering a populated area. Therefore, every citizen is encouraged to buy at least one personal weapon and get trained in its use. The following weapons have been certified as legal for all citizens:

Blades: Knives, short-swords, and energy blades. Switchblades, while not forbidden, are not well received on Titan. It should be noted that knives, which can be classified as thrown weapons, are not restricted in use.

Cudgels: Bats and lead pipes are quite effective against dustworms. The use of rubber hoses is discouraged but not forbidden.

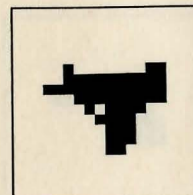
Handguns: All firearms designed to be held and fired with one hand are legal.

Missile Weapons: While not strictly illegal on Titan, use of weapons with a launching mechanism that propels an object across a distance is not encouraged. Bows and blowguns are often used by big-game hunters, but grenade launchers, which also fall in this category, are to be used only by the police and the military.

Rifles: Sports rifles, sniper rifles, and even the latest in laser carbines are allowed. Note that you may have to prove your experience and marksmanship to purchase more powerful rifles.

The following weapons are considered too dangerous for citizens. Special training and permits are required for these weapon types:

Arc Guns: These weapons include all those spraying chemicals or chemical fire from the barrel in semi-circular arcs.



UZI SEMI AUTOMATIC PISTOL

Round: 9mm or .45 acp
Barrel Length: 115mm
Overall Length: 240mm
Weight: 1.73 kg.

Automatic Weapons: These weapons include all those using an automatic or semi-automatic mechanism allowing rapid fire from a magazine. Uzis, model 10 rifles, and pulse lasers fall into this category.

Thrown Weapons: Weapons which can be thrown or propelled without the aid of a launching mechanism fall into this category — for example, throwing knives and grenades. (Molotov cocktails, which have been discovered on Titan, are illegal.) While technically also considered thrown weapons, hand knives do not fall into this category.

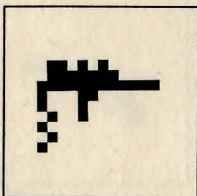
Weapons and ammunition can be purchased at the munitions shop in each city. Protective vests, vacuum suits, and body armor can be acquired at the armory. There is at least one repair shop in every city.

IMPORTANT WARNING: Visitors are requested not to travel on Titan's surface unless well armed and trained in advanced combat techniques. Because of the lack of oxygen on the surface, normal explosive Earth weapons are useless on Titan. All Titanian firearms use special oxidizer bullets.

1001 Friends and Amusements Await You

To truly make Titan feel more like home, Paramount Mining has helped establish many restaurants, cocktail lounges, and amusement centers in every city. These establishments are open 24 hours every day.

If this is your first visit to Titan, you will easily be able to make new friends. Most Titanians are gregarious and eager to meet new people, and in social situations they will be more than willing to talk about their life experiences. You are warmly invited to visit the police stations, Controller's offices, military barracks, and computer centers at any time.



PTECH L-14 LASER CARBINE

Round: 1.25 megajoule pulse

Barrel Length: 410mm

Overall Length: 620mm

Weight: 175g

Gambling is permitted on Titan, but only in two forms: slot machines and Keno. There is a strict 20 credit limit on all bets. If you have never gambled before, here are the simple rules to the games:

Slot Machines: The easiest thing in the world! Just place your bet, from 1 to 20 credits, and pull the handle. Printed on every machine are the winning combinations and the payoffs. Enjoy!

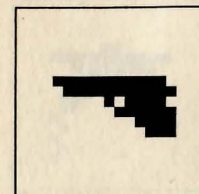
Keno: A little trickier, but what payoffs!. After placing your bet, you select 1 to 7 numbers on the Keno table. The computer selects 20 winning numbers. If half the numbers you selected (or more) are among the winning numbers, you win! The more winning numbers you select, the higher your payoff! The keno board advises you as to the payoffs for each selected bet.

QUIT WHILE YOU'RE AHEAD!

A Strong Mind and a Healthy Body

Paramount Mining cares about your personal development. Each city of Titan is required by charter to set up a university where all citizens may enroll in courses. The more fully developed a person you become, the higher you will rise within the organization of Paramount Mining, Inc. Each course in each field of study uses Paramount Mining's patented DYNA-CRAM™ learning system; what used to take months of study at a university on Earth can now be compressed and taught (with 95% retention rate) in just a few hours via DYNA-CRAM.

Employees of Paramount Mining are eligible for special discounts. However, all new students will be welcomed, although each course will require payment in credits. It should be noted that a student may be



BERETTA MODEL SB-92F

Round: 9mm

Barrel Length: 4.92"

Overall Length: 8.54"

Weight: 34 oz.

denied enrollment in certain courses until prerequisites are met.

Personal development centers are also available. Here you can keep your body in shape. Because gravity on Titan is only one-seventh that of Earth, newcomers especially should force themselves into a strict regimen of physical exercise to maintain muscle tone and overall vigor. These centers are free for all employees of Paramount Mining; visitors must pay a fee to use the equipment.

It is strongly recommended that all people — employees and visitors — practice and improve their skills with weapons at a combat training center. A nominal fee covers basic expenses. Experienced marksmen — particularly prospective employees in the military or the police force — will be allowed to train with weapons not normally permitted to Titanian citizens.

IMPORTANT WARNING: Only citizens with Controller Agent status are permitted to use war game rooms. The simulations in the war room are extremely dangerous because they are as realistic as possible. Contact your local Controller Office for details on acquiring agent status.

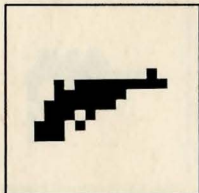
In Case of a Medical Emergency

Hospitals are located at several strategic locations in every city on Titan. Medical treatment and supplies are available at hospitals at a nominal fee.

In addition, since the need for trained medical personnel is so great, each hospital offers medical training to all citizens of Titan. Trained individuals are permitted to purchase advanced medical supplies at hospitals.

Setting up House

New employees of Paramount Mining are assigned housing during contract negotiations. Visitors must find their own quarters since living



S&W MODEL .44 MAGNUM

Round: .44 Magnum
Barrel Length: 10.625"
Overall Length: 16"
Weight: 53.2

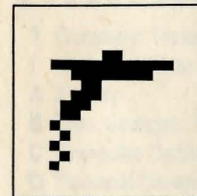
space is at a premium in each city.

After arriving at O'Neill Spaceport, newcomers are whisked via speeder transport to the Office of the Controller in Primus for customs inspection. Paramount Mining employees receive a speeder pass good for one week's free travel; visitors must purchase passes as needed. The speeders should be used for all surface travel on Titan because they are safe.

Interplanetary travel is, as everyone knows, very expensive and therefore quite limited. Visitors should confirm their return tickets immediately upon arrival on Titan; if a ticket is not used at the scheduled time, it becomes null and void, and another ticket must be purchased at full price, subject to availability. Employees whose full-term contracts have been completed will be allowed to purchase off-world passage tickets at half price; employees who break their contracts will have to purchase full-price tickets and wait until space is available on a transport.

If this is your first visit to Titan, you may wish to visit all four cities. Until the speeder extension to Proscenium is completed, however, travel to that city is extremely limited. It should be noted that all cities on Titan are built in former mining shafts, and therefore their layouts may seem odd. The older cities of Primus, Progeny and Parallax may seem particularly disjointed to first-time visitors because of their helter-skelter construction. The Joint Office of Controllers is currently considering plans to make the layout of the new city of Proscenium much more regular.

Primus: This is the first city constructed on Primus and is the pride and joy of Paramount Mining, Inc. Despite heavy criticism from Earth's leaders as to the dangers of indigenous life-forms, the company proved



HK 790 MASTER PISTOL

Round: .85 megajoule pulse
Barrel Length: 6"
Overall Length: 7.3"
Weight: 28 oz.

that a city could not only be built on Titan but could also be made almost 100% secure. This city in particular retains much of the pioneer spirit of its original settlers.

SECURE FROM CRITTERS BUT NOT FROM HUMAN PREDATORS!

Progeny: Established after Primus, Progeny now has the highest population rate of the three complete cities. Its large police force and better-organized layout make this city the safest on Titan.

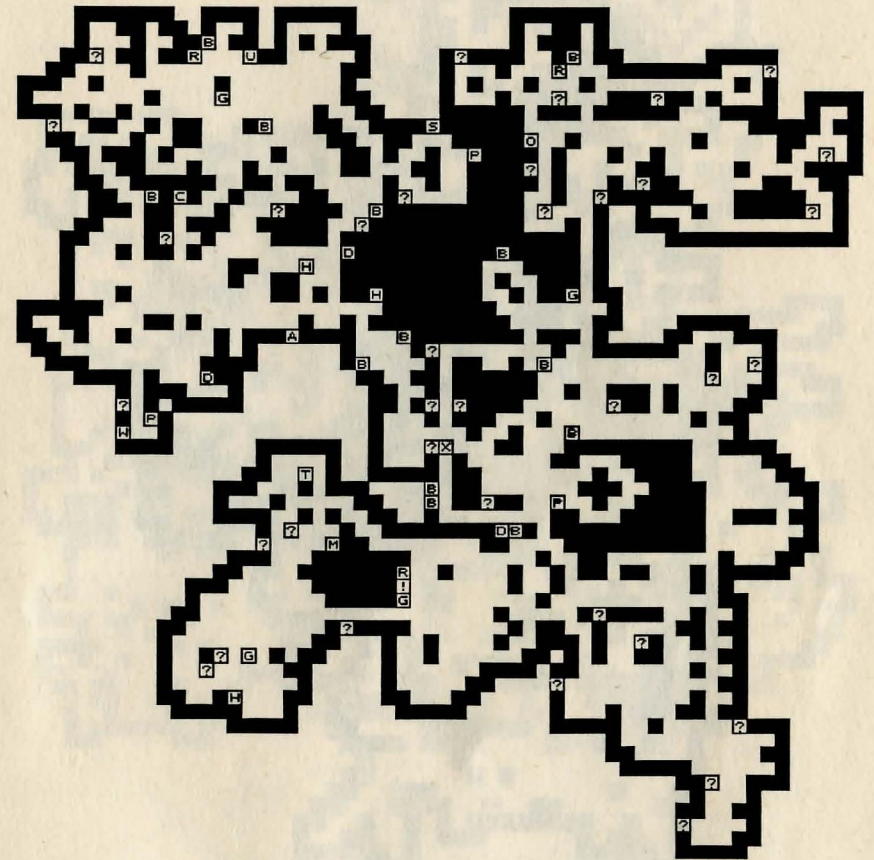
SAFE IS A RELATIVE TERM!

Parallax: Here the spirit of the "Old West" is still very much alive. The newest of the completed Titanian cities, Parallax, is still expanding. As it is the current "frontier" of Titan, there is a certain danger in living here. Paramount Mining is beefing up the police and military forces in this area to make it secure for families.

NOMADS PURCHASE ILLEGAL FOOD AND ARMS HERE!

Proscenium: Already planned to be the largest city on Titan, Proscenium is still in the "outpost" stage. The extensive SOL-R-GARD veins in the area have created the largest mining operation on Titan, and as veins are exhausted, the city of Proscenium expands. Once completed, Proscenium will be a multi-level wonder, unlike the other Titanian cities which are all one level. Paramount Mining employees who agree to work in the Proscenium mines will be rewarded with the largest apartments.

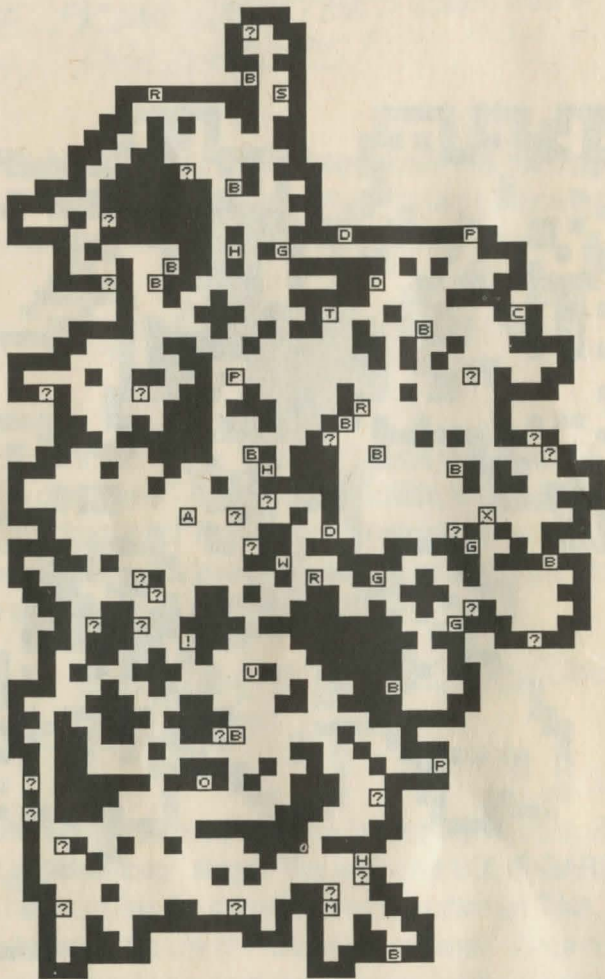
City Map of Primus



Legend

- | | | |
|------------------------|--------------------------|---------------------|
| ? Computer Terminal | G Gambling Establishment | R Repair Shop |
| ! Munitions Shop | H Hospital | S Speeder Transport |
| A Armory | M Mine Shaft | T Combat Training |
| B Bars, Lounges, Etc. | O Controller's Office | U University |
| C Computer Center | P Police Station | W War Games Room |
| D Personal Development | | X Exit to Surface |

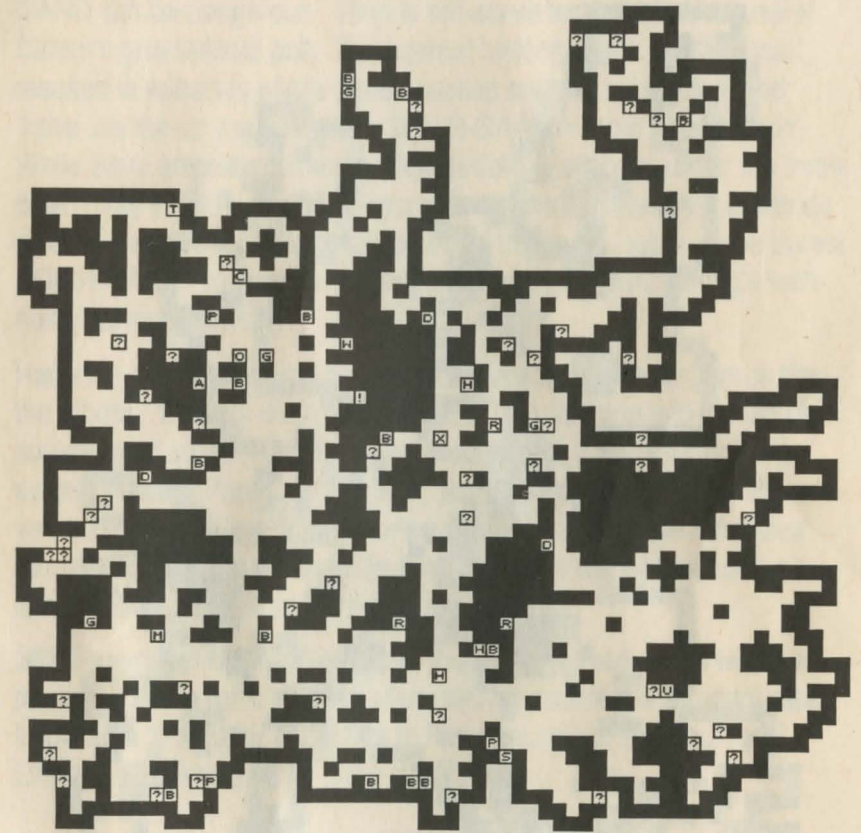
City Map of Progeny



Legend

- | | | |
|------------------------|--------------------------|---------------------|
| ? Computer Terminal | G Gambling Establishment | R Repair Shop |
| ! Munitions Shop | H Hospital | S Speeder Transport |
| A Armory | M Mine Shaft | T Combat Training |
| B Bars, Lounges, Etc. | O Controller's Office | U University |
| C Computer Center | P Police Station | W War Games Room |
| D Personal Development | | X Exit to Surface |

City Map of Parallax



Legend

- | | | |
|------------------------|--------------------------|---------------------|
| ? Computer Terminal | G Gambling Establishment | R Repair Shop |
| ! Munitions Shop | H Hospital | S Speeder Transport |
| A Armory | M Mine Shaft | T Combat Training |
| B Bars, Lounges, Etc. | O Controller's Office | U University |
| C Computer Center | P Police Station | W War Games Room |
| D Personal Development | | X Exit to Surface |

City Map of Proscenium



Legend

- | | | |
|------------------------|--------------------------|---------------------|
| ? Computer Terminal | G Gambling Establishment | R Repair Shop |
| ! Munitions Shop | H Hospital | S Speeder Transport |
| A Armory | M Mine Shaft | T Combat Training |
| B Bars, Lounges, Etc. | O Controller's Office | U University |
| C Computer Center | P Police Station | W War Games Room |
| D Personal Development | | X Exit to Surface |

Working for Paramount Mining, Inc.

Chances are that you have been hired by Paramount Mining for your skills as a miner. Highly trained personnel are greatly respected and desired on Titan. As you have probably been warned, mining SOL-R-GARD can be dangerous. Titan is still active tectonically because of Saturn's gravitational pull. The internal heating of the satellite has resulted in volcanos where plates overlap and are subducted, and these are the very spots where SOL-R-GARD is most often formed. While there are still undepleted SOL-R-GARD deposits under the three older cities of Titan, the new Proscenium mine, situated as it is astride an active sub-surface fault, has provided the richest loads of the purest SOL-R-GARD. Here is the leading edge of Paramount Mining's technological innovation.

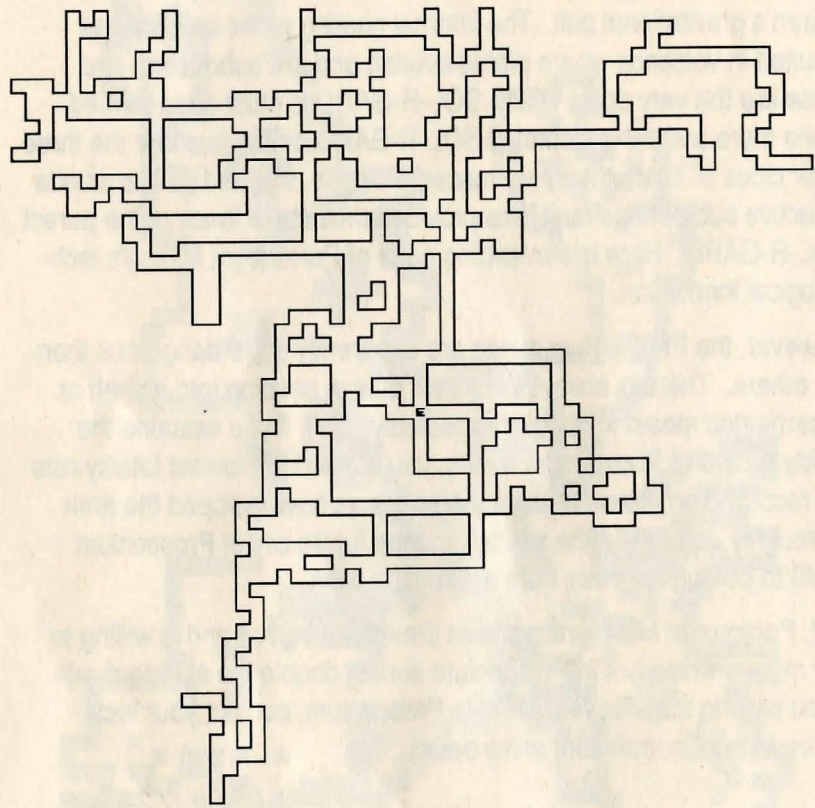
However, the Proscenium mines are apparently more dangerous than the others. There is always the threat of lava seeping into a shaft or superheated steam venting unexpectedly. Still, if you examine the safety record of Proscenium mines, you will find the lowest fatality rate yet recorded on Titan. Highly tuned sensors have mapped the area thoroughly, allowing mine shafts (and the future city of Proscenium itself) to be dug far away from active fault lines.

Still, Paramount Mining recognizes the risks involved and is willing to pay miners who work in Proscenium almost double the standard rate. If you wish to transfer your skills to Proscenium, contact your local Office of the Controller for more details.

WORKING PROCENIUM IS SUICIDE!

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Map of Primus Mine



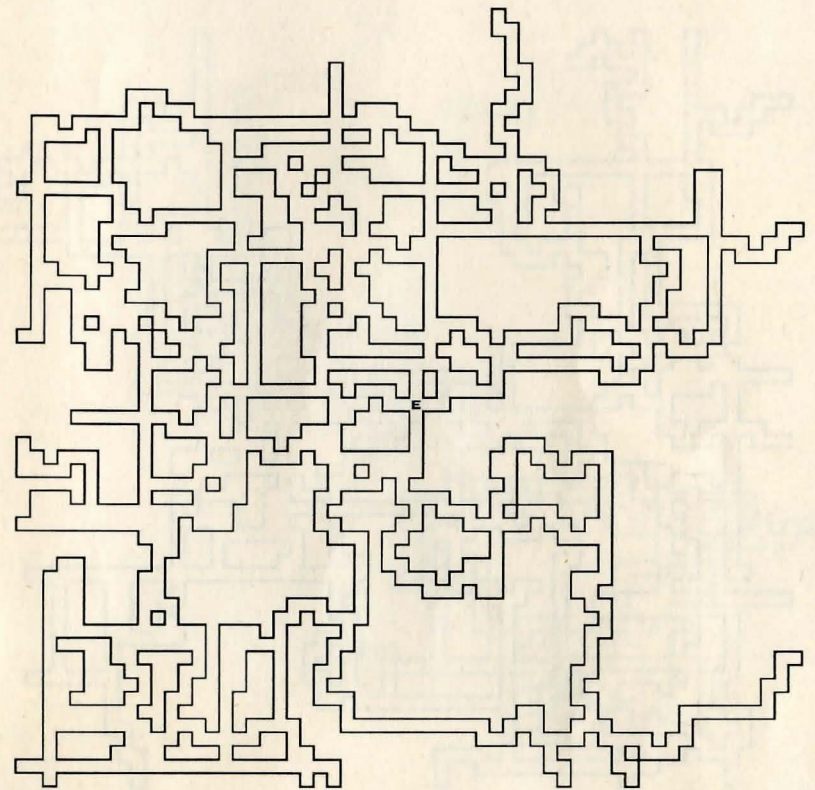
Legend

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E Elevator Shaft

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Map of Progeny Mine

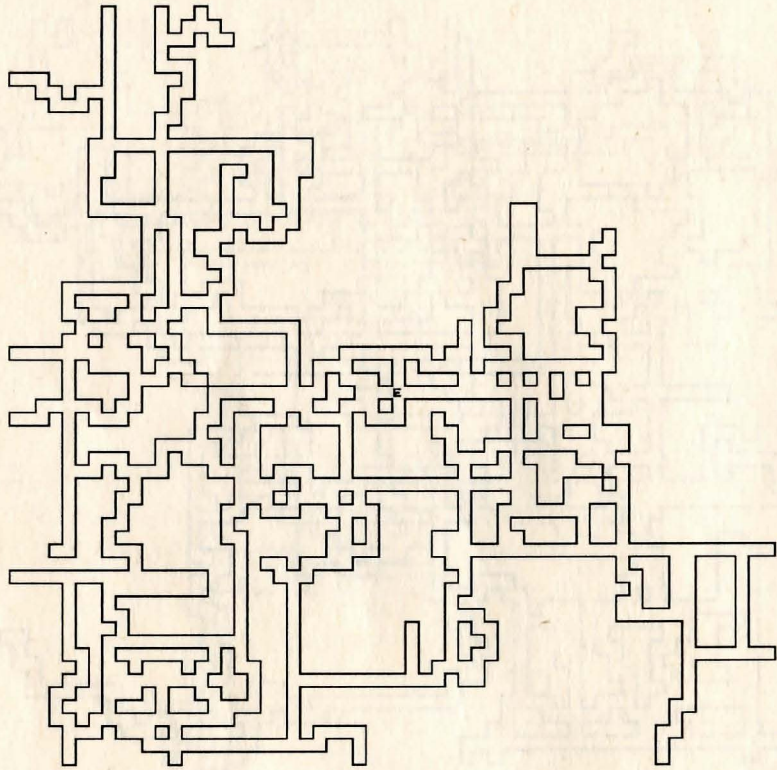


Legend

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E Elevator Shaft

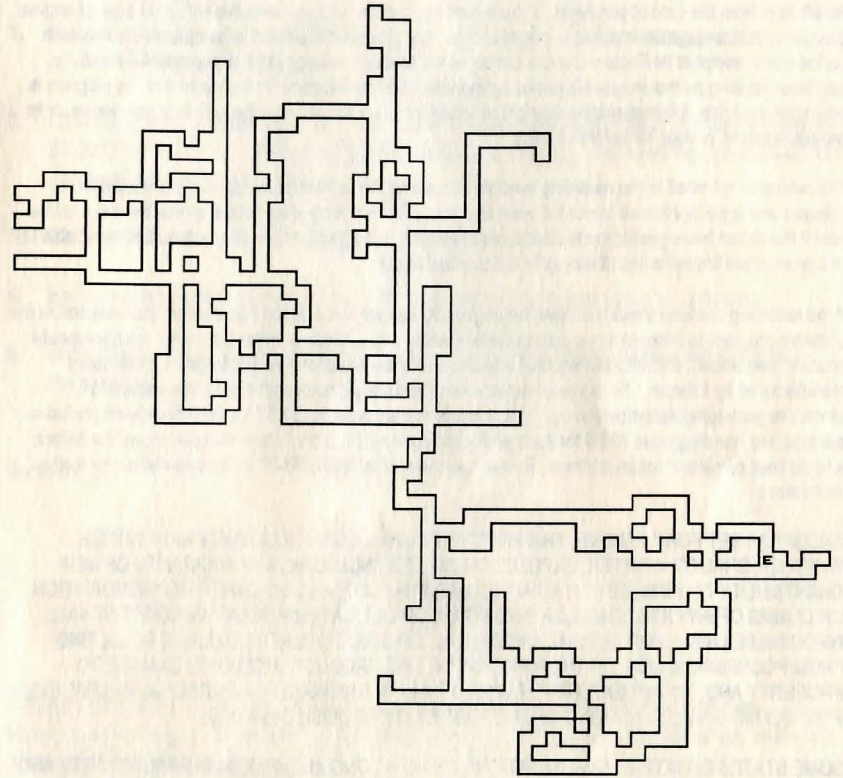
.....
Map of Parallax Mine



Legend

.....
E Elevator Shaft

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Map of Proscenium Mine



Legend

.....
E Elevator Shaft

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Infocom warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Infocom agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the program is still being manufactured by Infocom. In the event that the program is no longer available, Infocom retains the right to substitute a similar product of equal or greater value, or to provide a refund of your full purchase price.

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If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Infocom at the address noted below with a check or money order for the appropriate amount (see below), and Infocom will mail a replacement to you as long as the program is still being manufactured by Infocom. To receive a replacement, you should enclose the defective medium in protective packaging accompanied by: (1) a check or money order for \$7.50 for the first diskette (includes postage and handling) plus \$3.00 for each additional diskette; (2) a brief statement describing the defect; and (3) your name and return address. Please see the special "RETURNS" information below for further instructions.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE INFOCOM. IN NO EVENT WILL INFOCOM BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF INFOCOM HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

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RETURNS

Registered mail is recommended for returns. For best service, please be sure to —

1. Send only the defective medium and, for service under the 90-day warranty, a photocopy of your dated sales receipt.
2. If the initial 90-day warranty period has expired, please enclose a check or money order for \$7.50 U.S. for the first diskette or cartridge (includes postage and handling), plus \$3.00 for each additional diskette returned.
3. Enclose your return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you encountered with the software.
5. Write the name of the product and the type of computer system you have on the front of the package.

Send to:

WARRANTY REPLACEMENTS
Infocom
P.O. Box 3047
Menlo Park, CA 94025

NOTE: Do not send any other materials which are essential to the use of the program. Infocom assumes no responsibility for the return of original product packaging or any materials other than the replacement medium.

INFOCOM LIMITED WARRANTY

This warranty is limited to the hardware components of the system. It does not cover software, data, or any other items that are not specifically mentioned in this warranty. The warranty is void if the system has been modified, misused, or subjected to abnormal conditions. The warranty is also void if the system has been used in a manner that is not intended by the manufacturer. The warranty is limited to the original purchaser of the system. The warranty is not transferable. The warranty is subject to the terms and conditions of the limited warranty agreement. The warranty is not applicable to the system if it has been used in a manner that is not intended by the manufacturer. The warranty is also void if the system has been modified, misused, or subjected to abnormal conditions. The warranty is limited to the original purchaser of the system. The warranty is not transferable. The warranty is subject to the terms and conditions of the limited warranty agreement.

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G-224-03