MINES OF TITAN

> **Type:** Science Fiction Role-Playing
> **Difficulty:** Intermediate
> **Systems:** MSDOS (384K; CGA, EGA, VGA/
>   MCGA, Tandy 16-color; no sound board
>   support), Apple (128K)
> **Company:** Westwood/Activision

Westwood went beyond merely adapting *The Mars Saga* from C64 to MSDOS format, for they moved the story to a Saturnian moon, invented three new mini-quests and enhanced the game system. Your main goal is still uncovering the mystery of Proscenium base, from which all communications have mysteriously ceased. The focus is on exploring, fighting and character development, but your party must occasionally interact with non-player characters to obtain information and items. Tampering with computer files (which require the correct codes) is another activity, and there are other skills to master as you dig to the bottom of this mystery. Far below Titan's surface, you'll ultimately face down a bevy of blobs in the mother of all blob battles. The graphics, both aerial-view and 3-D, are fair, but nothing to write Earth about. You can let the computer direct the tactical combat, or individually control each character's actions. Auto-mapping is unusually good, allowing you to save maps of every place you've visited. This feature, combined with maps in the manual and an easy-to-use interface keyboard, makes *Mines of Titan* appealing to role-playing newcomers and to veterans who thrive on combat and weapons.

Walkthrough

Primus

Hire the character with the highest *gambling* skill. Buy a flak jacket at the armory nearby. Go to the gun shop, which is to the south and west, and see Cybil. Take the job, and you'll get 1,000 Credits. Go next door to the casino.

Casino

Save before entering, then play Keno 100 times, betting one Credit each time, then check your *gambling* skill. Play Keno again, this time betting 20 Credits each time. Always bets on numbers 33, 34, 35, 36, 37, 39, 26. The easy way to gamble is to start betting, then place a weight on the space bar; return to the computer in 30 minutes. Save each time you win big. Gamble till you have 140,000 Credits. Save as soon as you leave the casino, or you'll be killed.

Training, Weapons and More Party Members

Go to the training center for additional *handgun* training. Then return to the gun shop and buy more powerful weapons. Go to a bar or lounge and hire two more characters. One should have high *programming experience*. Primus has several hospitals where you can buy injections and bandages. At least one character should acquire *medical* training. Get new characters battle armor or flak jackets at the armory. As soon as possible, get your *programming experience* up to the point that you are registered in

the war game room. Do so at the university (on north wall) or at the computer center. You can also increase your intelligence at the university (this lets you learn more).

The War Game Room and More Preparation

Train in *automatic weapons* until you can handle particle beam guns. Have the Programmer train in *Golum* (one session only). You'll soon have Golum armor from battles with officers. Finish mapping Primus, building up your skills to include Level 1 *mining* at the university, *programming* at the university or computer center, and *throwing* at the combat training center. At the physical centers, increase Stamina, Might, etc., and improve enough in *medical* skill to acquire at least Kit A. (Kit C is the best.) To get rid of undesired weapons and other objects, either pawn them at a repair shop or recruit a new party member, then give them to him and dismiss him.

Obtaining a Laser

Get a laser unit before surfacing from Primus. To do so, go to Progeny and get the mine shaft code from the computer terminal. Enter the mine to get the laser, which is due west of the entrance. To reach it, look at the map on page 35 of the manual and go W past two north passages. Take the third passage going north, then W, zig-zagging till you reach the west wall. Then move S and a little W. Save often, in case you get lost. You can check your progress with the mapping device. While in Progeny, go to all the repair shops and bribe the clerks to get information.

To the Surface: The Finder and the Vents

Find the nomads (to the south), who'll give you the finder in exchange for the disk Cybil gave you. Follow the finder to locate the box, where you must use the laser unit (by examining the area). *Mining experience* is also necessary here, in order to discover vents that lead to the caves. Go due S till you find two balloon-like objects, then head back up to the vents and Primus. If you want to explore both caves, the vent down is at the extreme bottom-center section. (Map carefully so you can find your way back.)

Parallax and Golum Armor

Head for the computer center to see the sysop. Next go to Parallax and see Derahand in the casino just east of the exit to the surface, and buy Golum armor for 10,000. Then go to training center and say **G2ck4** sent you in order to get training. Return to Primus.
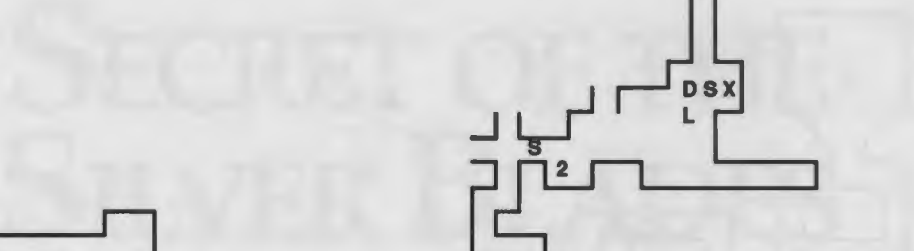
Primus, Cain and the Speeder Pass

Go to the surface and get the box. Return it to Cybil for a reward. Go to the police station to read about the bounty. Go to the university, then the training center. Go N of the center to catch thieves and get a reward. Go to the hospital for supplies. See the dying man and find out about Cain, who will tune your finder to beam in on the Martian device. Go to the sysop and take (or buy) the interface. Go to the terminal, clean up your records and get the speeder pass. Head for Progeny to see Cain at the university, then see the sysop at the computer center and get the box.
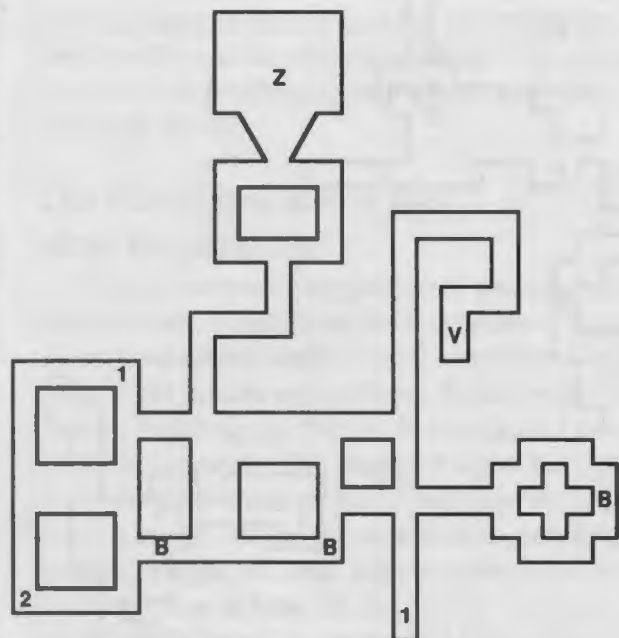
Parallax

At Parallax, go to the police station (only after you've cleaned the records in the computer, as described in the preceding section). Then go to the armory, kill Cybil and get a reward. Get two more characters and outfit them with Golum armor. Train them fully. Map Parallax, saving often.

The Final Battle

Go to the surface of Parallax and use the finder (tuned by Cain) to locate the entrance to the caverns. Enter the caverns and follow the maps provided here through the three caverns and two tunnels to the final battle. (You start each map at (V), a vent up, and go to the (X), which is a vent down to the next cavern or tunnel. In Cavern Three, go to (E), an elevator that leads to the mines of Proscenium. From there, follow the map on page 37 of the game manual to the vent in the northeast corner, which leads into Tunnel One.) Use flame throwers to slow the blobs, then wipe them out with chem guns, arc weapons, Mind Melt and Mind Blast.
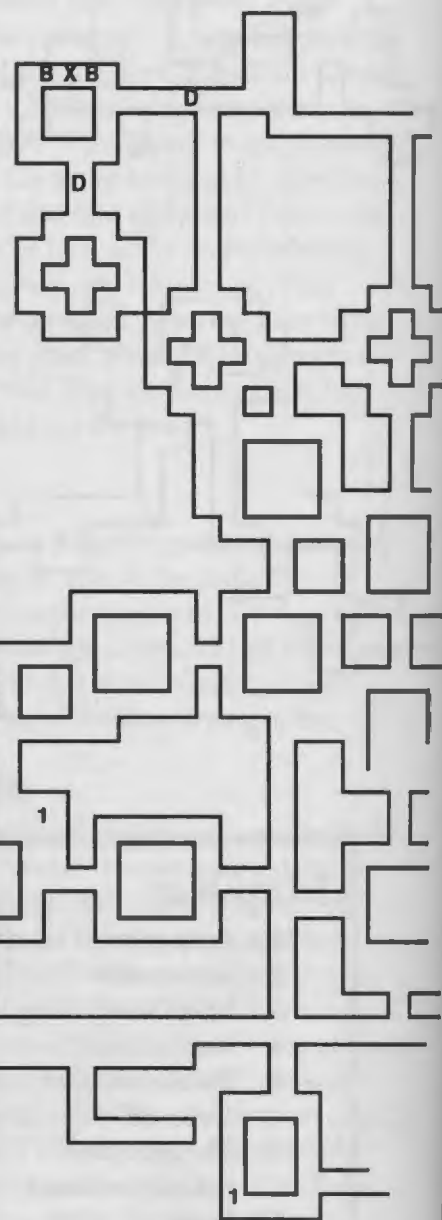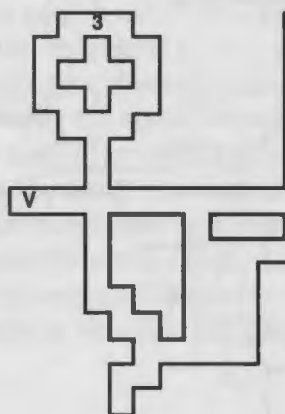
Cavern 1

DSX
L
S
2
S
1
X
L
D
LD
L
L
S
4
3
D
V
Start
D

Cavern 2

D
S
L
L
L
L
V

Map Key

1 Buzz gun
2 Reaver rifle
3 Mind Melt
4 Render
B Biolab cell
D Door cell
E Elevator (need
    remote terminal)
L Lava
S Steam
V Vent up
X Vent down

Cavern 3

S E L
E
S
L
B
3
L
L
L V L
L
D

Tunnel 2

Map Key

1	Buzz gun
2	Reaver rifle
3	Mind Melt
B	Biolab cell
D	Door cell
V	Vent up
X	Vent down
Z	Final battle

Tunnel 1

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	= a		6	= y
2	= e		7	= r
3	= i		8	= d
4	= o		9	= s
5	= u			