

## **Titan Containment Breach:**

You are the last surviving member of your crew operating a hostile alien research facility located on Saturn's moon Titan. Your mission is to establish a connection with the facilities rover Cronus, avoid the hostile alien Cerberus, and repair the communications tower to organize your rescue. The player will operate a terminal in the facilities control center. The different "rooms" are represented as virtual pages on the terminal.

Initially, for the lock and key puzzle the player will have to solve the Cronus administrator control password based on hints and partial answers scattered across three database pages. By digging through the data and piecing together the answer, the player will have access to control the Cronus rover. Three failed attempts will lock access to the rover and result in a game over.

Then, the player will control the rover with two options; move to a nearby room, or lockdown a nearby room for up to three moves. Every time the player takes an option, Cerberus moves to a random room nearby, and if he destroys Cronus the game is over. For the location-specific mechanism, the player needs to get to the network link and repair it allowing access to the communication tower. After, they need to reach the tower and send an SOS to request rescue, winning the game.