

5/7/97 - original distribution of these files

Files were uploaded to the incoming folder of Asimov.

Disk images: mot-a.dsk - disk side 1

mot-b.dsk - disk side 2

are currently there for download via:

ftp://ftp.apple.asimov.net/pub/apple_II/incoming/

Mines of Titan

Mines of Titan is a science fiction role playing game developed by Westwood Associates and released under the Infocom label. The game chronicles your characters' attempts to determine what happened to the underground Titanian city of Proscenium.

Files

mot.txt	this file
mot-a.dsk	disk side 1
mot-b.dsk	disk side 2
motpg.html	Players Guide
motvg.html	Visitor's Guide to Titan
motsd.html	Secret Dossier
motref.txt	game command reference sheet

The Secret Dossier

This collection of documents SHOULD NOT BE READ UNTIL INSTRUCTED TO DO SO BY THE GAME. Originally, the documents were contained in a sealed envelope distributed with the game.

Player's Guide

This is a somewhat incomplete write-up of the original MOT documentation. Also included here is the game's introduction, which establishes the main character's identity and mission.

missing sections:

Maps and the Screen Layout

General Options

Tactical Combat

Visitor's Guide

Selections from the original Visitor's Guide to Titan. The italicized comments after some sections are written in the documentation in a hand written style font. Supposedly comments made by the Guide's previous owner.

missing sections:

The Facts on Titan

Life on Titan

Computers and Security

The New Frontier
1001 Friends and Amusements
A Strong Mind and Healthy Body
In Case of Medical Emergency

Maps

The original MOT documentation included maps of all the cities and mines and caves except the lower levels of the Proscenium mine. These are not included here. And, honestly, they weren't very useful anyway.

Copy Protection

The only copy protection that Mines of Titan has occurs when attempting to learn certain abilities. It will ask you to in some way identify an attribute of the gun whose picture is shown. The weapon's picture and related information are included at the end of the Visitor's Guide.

Playing the Game

These disk images are known to work with ApplePC. However, I found that it would except no input unless the cycle counting option was enabled.

CONTROLLING THE GAME

All Mines of Titan commands are executed by means of simple key presses or joystick movements.

When you encounter a menu, move the highlighted bar up and down in the menu using the joystick, up and down arrow keys, or W for up and Z for down. (You can also use I for up and M for down). Choose the highlighted selection by pressing the joystick button, the spacebar, or the RETURN key. Note that the bar will initially highlight one selection -- this is not a hint or a pre-selected choice.

Any Yes or No menus can be responded to with the Y and N keys; or by highlighting the appropriate response using the joystick, the left and right arrow keys, or A for left and S for right, then pressing the joystick button, the spacebar, or RETURN key. (You can also use J for left and K for right.)

As long as you're not in combat and no other menu or window is on the screen, pressing the joystick button, the space bar, or the RETURN key will bring up the General Options Menu.

When the computer shows you a descriptive passage or an informational display, it will wait for you to examine it. To continue game play, or to go on to the next screen, press any key.

MOVEMENT

Depending on your computer, you control your party's movement by key instructions or joystick movements. Joystick movements are as you would expect them to be. From the keyboard, you can use the arrow keys and/or letter keys for movement. Note that movement in cities and on the surface differ from movement in mines and tunnels.

Letter Key/Arrow Key	Movement in Cities and on the Surface	Movement in Caves and Tunnels
W/I/Up	Ahead	Turn/move north
A/J/LEFT	Turn left	Turn/move west
S/K/Right	Turn right	Turn/move east
Z/M/Down		Turn/move south

AUTO-MAP LEGEND

Mines of Titan includes an auto-mapping feature that creates and updates maps of places you visit. Selecting VIEW MAP in the General Options Menus brings up this map. To return to the game, press any key.

The auto-maps of cities use letters to differentiate establishments on Titan. The Auto Map Legend can be called up on any computer terminal during the game. The legend includes the key for the letters.

A Armory	R Repair Shop
B Bar, Loung, Restaurant, or Barracks	S Speeder Transport Center
C Computer Center	T Combat Training Center
D Person Development Center	U University
G Gambling Casino	W War Game Room
H Hospital	X Exit to Surface
M Mine Elevator	? Computer Terminal
O Controller's Office	! Munition Store
P Police Station	

Player's Guide to Mines of Titan

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

It was all so unfair--how little things add 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 inot 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 fore 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 a year or two. Yeah. Right.

So here I am, stranded on Titan.

"You've worked with use before, Mr. Jetland," Wrak was saying as he sudied my file on the monitor. "We can always use a person with your skill in the mines."

"Anything else available?" I asked. I'd become a Nomad roaming the frozen Titanian surface before I sold my sould 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 their city of Proscenium has been cut off. Success depends upon competence in combat, using your character's skills to their best advantage, and tracking down the clues to solve the mysteries of Titan.

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!**

Characters

You start of 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 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 "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 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 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 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 you 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.

Skills

Characters you recruit will have different skills at different levels. For example, a recruit from the police department will have some 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 "specialist" -- 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: 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 Weapons: This combat skill is used with automatic weapons.

Battle Armor: 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 game.

Golum: Golum armor is used mostly by elite police forces and requires special training. Each suit is specifically modeled 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: 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, grenade 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 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.

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 times your characters have collected and are also excellent sources of information and gossip.

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 know 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 abilities, 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.

Visitor's Guide to Titan

Paramount Mining Incorporated

"Where humanity is our paramount concern"

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 no 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 system occurring throughout the moon. 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 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 into 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 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 statellite, 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.

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.

Setting Up House

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.

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 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 completed 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.

working proscenium is suicide!

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INGRAM MA10A1S

Round: 9mm or .45 ACP

Barrel Length: 5.75"
Overall Length: 10.5"
Weight: 6.25 lbs.

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S&W MODEL 645 AUTOMATIC

Round: .45 Caliber

Barrel Length: 5"

Overall Length: 8.7"

Weight: 37.6 oz.

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70P "Papoose" TG RIFLE

Round: .22LR

Barrel Length: 16.25"

Overall Length: 35.25"

Weight: .75 lbs.

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PARC 47-A ARC GUN

Round: 400V electric field

Barrel Length: 375 mm

Overall Length: 412 mm

Weight: 107 g

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S&W HARROWER BLASTER

Round: 2.1 mj and sonic pulse

Barrel Length: 512 mm

Overall Length: 685 mm

Weight: 233 g

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PTECH F-4 FLAME THROWER

Round: 64.4 nz

Barrel Length: 386 mm

Overall Length: 652 mm

Weight: 216 g

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PEACEKEEPER .375 MAGNUM

Round: .357 Magnum

Barrel Length: 6"

Overall Length: 11.125"

Weight: 46 oz.

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UZI SEMI AUTOMATIC PISTOL

Round: 9 mm or .45 acp

Barrel Length: 115 mm

Overall Length: 240 mm

Weight: 1.73 kg.

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PTECH L-14 LASER CARBINE

Round: 1.25 megajoule pulse

Barrel Length: 410 mm

Overall Length: 620 mm

Weight: 175 g

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BERETTA MODEL SB-92F

Round: 9 mm

Barrel Length: 4.92"

Overall Length: 8.54"

Weight: 34 oz.

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S&W MODEL .44 MAGNUM

Round: .44 Magnum

Barrel Length: 10.625"

Overall Length: 16"

Weight: 53.2

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HK 790 MASTER PISTOL

Round: .85 megajoule pulse

Barrel Length: 6"

Overall Length: 7.3"

Weight: 28 oz.

IPM266NG

1-006453I225 654NDH23 6/Y/9

ATTN Controler Computer FYEO hard copy.....

DATE 06/02/61, 1321.....

CMD: Print copy, erase core memory, execute.....

CORE MEMORY LIST: CMP

GMM296PCS

1-006900I231 990NDH23 6/K/7

ATTN Cornellius Wrak, Controller Primus

DATE 05/28/61, 0421.....

PNT: communications with proscenium completely lost
at 0215 STOP review last message soonest STOP

GMM296PLD

4-906906I231 990ROY23 6/A/7

ATTN Cornelius Wrak, Controller Primus

DATE 05/28/61, 0436.....

PNT: read and deep bury proscenium last message STOP
"....anyone?safety barrier breachedmonsters,
never seensend helpcomm-link invadedhelp,
help, help..." STOP your opinions? STOP

CBM400PCS

1-087500I231 990NDH23 6/R/0

ATTN Cornellius Wrak, Controller Primus

DATE 05/28/61, 0730

PNT: police recon squad dispatched proscenium as advised
STOP transceiver messages filled with panic buttons by
cops STOP 'monsters and mutants', 'pouring out of the
tunnels', 'stacking human bodies like logs' STOP
what is happening here? STOP

GMP779DUF

3-006900I231 990NDH43 7/n/7

ATTN Cornellius Wrak, Controller Primus

DATE 05/28/61, 1554

PNT: confirm joint controllers meeting STOP primus 5/29
STOP will bring all materials on proscenium for review
STOP suggestion to deep bury all proscenium panic transmits
has been implemented STOP cover story of satellite cable
breakdown inserted to network via my sysops STOP must
receive advise from paramount hq, geneva, by meeting STOP

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PARAMOUNT MINING, INC
JOINT OFFICES OF THE CONTROLLERS
PROGENY, TITAN

Summary of the Joint Controllers Meeting: 5/29/61, 0700-1300

1) Combined infopaks from all Controller offices were mashed through computer central in search of unusual events in and around Proscenium recently. Initial search proved inconclusive.

2) Recovery and analysis of infopaks from office of Hal Yu, Controller of Proscenium, were finally accomplished via Paramount HQ's override of deep core security. Sifting after mash produced the following relevant points:

A. A large tunnel complex 6 kilometers SSE of Proscenium's Alpha Adit was discovered 5/13/61 by miners. From their report to Controller Wu; "The walls of the tunnel were quite smooth, almost as if manufactured, and there was a logical layout to the tunnels that must have been created by someone -- or something -- intelligent. We began mapping the tunnels as best we could. There are many levels and they seem to go on forever. After three hours of exploration, we entered a large room where we encountered an unknown Titanian creature. The thing was huge, about 4 meters high by 3 meters wide and deep. It seemed to vibrate as we drew near, but did not otherwise move. We had little time to explore the creature because we all began suffering massive headaches that throbbed in time with the creature's vibrations. Sketches of the tunnel system were lost during the hasty retreat."

B. Beginning the day after the discovery of the tunnel complex, Proscenium miners began to report sightings of new Titanian lifeforms. According to Controller Yu's infopaks, these new creatures were unlike any encountered before. All were discovered to be predators and were quite difficult to kill. Several more sketches of these new creatures were scanned into Yu's report to Paramount HQ. It was noted that this report was not made available to the other Controllers.

3) With the approval of Paramount HQ, the Controllers were granted access to the private infopaks of all citizens and visitors on Titan. In particular, they sought all maps of caves and tunnels not recorded in the central core. Only one such map was located: a rather extensive cave system near Primus, drawn by a spelunker. Several unknown species have been sketched on the rough maps.

4) A search of descriptions of rare Titanian creatures turned up the enclosed medical report, describing the autopsy of a "jelly balloon." Controller Wrak of Primus pointed out that no further sightings of this creature had been made since the autopsy. The doctor's final speculation that this creature might be capable of intelligence was forwarded to Paramount Mining HQ, Geneva, for further evaluation.

5) As a stop-gap measure to control panic among the population, the Joint Controllers issued a statement that all communications with Proscenium had mysteriously stopped.

6) The Joint Controllers decided to pass on all information gathered to the office of the President of

Paramount Mining, Inc. Transfer of data was accomplished by coded radio communications.

7) The Joint Controllers recessed until new orders are received from the company headquarters.

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Dissection Report

1. The digestive system of this unknown creature (nicknamed "Jelly Balloon") resembles that of most other Titanian creatures. The heat generator nodule connects directly to the water storage nodules and to the food conversion nodule (i.e., liver). Solid and liquid wastes are trapped inside special bubbles and are probably excreted as the creature moves.

2. The reproductive cell contains DNA-like strands. Unable to determine if creature reproduces by meiosis or by procreation. A pseudopod could be used to deposit sperm inside a female... if there are two sexes, as in other Titanian species.

3. The simple neural network found in all other Titanian animals is missing from this creature. Indeed, at first examination, this specimen doesn't seem to have a brain. However, closer examination reveals a highly developed cell network enclosed in elastic cartilage (called a "notochord" in diagram); hundreds of bubbles, small and large, connect to the central notochord.

This is pure speculation, but an argument could be made that this is the creature's neural network and brain system. Perhaps these bubbles are the creature's brain cells. If so, the creature has a huge brain as compared with other Titanian creatures. Indeed, as measured by total volume, its brain is much larger than a human brain. Except that the creature is protoamoeboid in shape and therefore unable to use tools, I would venture to suggest that it could be intelligent.

A pity they didn't capture the Jelly Balloon alive. Wouldn't it be wonderful if these things turned out to be as intelligent as a whale or a chimpanzee?

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Paramount Mining Incorporated

"Where humanity is our paramount concern"

The Office of the President

31 May 2261

You idiots!

Of course those "jelly balloons" are intelligent! Our biolabs ran a simple Shoefeld Test on the information you supplied us and came up with a 73% probability that the creature you chopped up is

sapient! Why didn't you morons perform your own test?

Also 100% probable, in my opinion, is that native Titanians don't take lightly to having on of their own minced up by barbarians like us. Perhaps by now it's penetrated your thick kulls that the Titanians are responsible for the "mutants and monsters" that destroyed Proscenium! That big creature-thing found in the tunnel complex near Proscenium may be the cause. Our brave human "colonists" are going to be decimated by the Titanian "natives" protecting their homelands.

This is a public relations nightmare! The Second United Nations have been after us for years to "spread out assets among the Fourth World Nations." Now you've handed every one of our enemies, competitors, and rivals a stick to beat us into the ground! Titan -- and SOL-R-GARD -- are lost to us!

Well, it's time to form our own circle of wagons and cut bait while there's time. As much as I'd love to leave you idiots there to stew in your own juices, it's more important to save the reputation and future of Paramount Mining, and that means I've got to bail you out.

Here's exactly what you are to do:

1. Download the computer core onto disks and get them aboard the fastest transport you can find. Forward the disk to Geneva headquarters. All other Paramount Mining, Inc. files and company records must be saved. I hereby give you permission to commandeer every form of space transport on Titan for this purpose.
2. Destroy all physical evidence you've gathered. There must not be a shred remaining to connect us with this disaster. Cornie Wrak, my dear nephew, I'm warning you especially, because your memory lapses have been so notable in the past.
3. Shut down all mining operations on Titan. Perhaps we can at least delay another disaster this way.
4. To avert suspicion from us, offer a reward to the first man to discover why communications went down with Proscenium. Thank heavens, the speeder system to Proscenium was not yet operational when this disaster occurred. You might get one or two fools brave enough to walk to Proscenium from Parallax, but they won't come back. This should buy us time.
5. As much as I would like to order the general evacuation of Titan, it is simply not possible. Saturn is in a poor position in its orbit relative to our other bases, and so transport ships will be few and far between for the next 18 months. I suppose, for the sake of the Paramount Mining chain of comman, I'll have to allow you clown off Titan with the company files... much as I'd love to let you suffer the same fate as those innocent civilians. Cerese station will be alerted of your expected arrival in five months.

I want you off Titan in three days. Get cracking!

Sincerely,
Theodore Farnsworth
President