

HASHBANG, INC.



**ATOMIC
TITANS**

Gameplay &
Controls v1.3

Skin Selection

When first downloading ATOMIC TITANS, you will get to choose from 3 free skins.



New Gameplay - Jackpot Mode

In the Jackpot battle mode, engage foes in blistering combat, seize their cogs, and venture to the vault where you can turn in your hard-earned spoils for points.

Your character is equipped with a backpack to keep count of your cogs and informs your competitors of what you might drop upon elimination. At the start of each round players also get a free shield to protect them as the game starts.

Listen for the Jackpot announcements to find the big cog drops.

All players will be assigned to a squad in this build, and will qualify or be eliminated together.

The top three players will be granted crowns .. vanity play, or instant target, you decide ;)

COG DROP FROM TRAP KILL



SHIELD



VAULT CHECK-IN



Gameplay “Jack Pot”

When a player is carrying a large number of cogs and they get killed, all those cogs will drop. The game will create a marker and you will hear an announcement, some are more creative than others but all family friendly.

If you are brave, head to the JACKPOT. Expect plenty of action as players collect cogs, inevitably meet their end, and contribute to the overall chaos in the area.

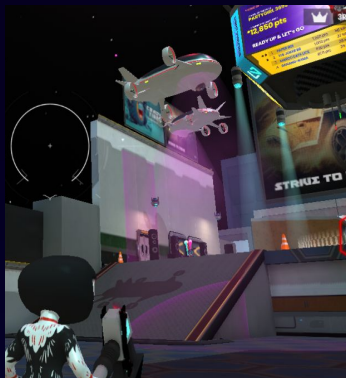


Gameplay “King of the Hill & Drones”

In the King of the Hill game mode, you'll race against rival Titans in a quest to capture the coveted crown. Navigate treacherous traps, outsmart enemies, and charge your way to the scoring zone.

Players not only rack up points for controlling the Hill, but also score bonus points by emoting. These emotive bonuses elevate the gameplay to a whole new level of excitement.

The Drones of the Hill objective has similar elements of King of the Hill, only with killer drones added to the map to make it even more difficult to score points. Evade the cameras to stay alive, or give an opponent a little shove and let the drone do the dirty work.



Game Cadence

1. Join a Squad or jump into a game from the Main Lobby
2. Pre-match timer
3. Gameplay
4. End Sequence “Elimination”
5. Scoreboard



Controls

Keyboard

- Move - Strafe Left "A", Forward "W", Down "S", Strafe Right "D"
- Jump .. Space Bar
- Sprint .. Shift
- Slide .. Sprint + S

Mouse

- Steering
- Left click to Aim, release to throw

Joystick (sliding not enabled yet)

- Left Stick .. move and strafe
- Left Stick Button .. sprint
- Right Stick .. steer and aim (known issues)
- Right Trigger Attack
- Jump "B"

Emotes

- Open input wheel "F"
- Hot Keys 1-2-3-4-5-6



Weapons

Shove

- Simple yet effective. When you don't have a weapon equipped, a timely shove into the water, off the roof, or into a trap can show somebody you care (about their cogs).



Knife

- The forward charge, multiple uses, and damage are great for kills or getting to the vault quickly.



Grenade

- Aim and throw, but time carefully it has a fuse.

Axe

- Can lock onto players, great for tagging somebody about to do a vault check-in.

Hammer

- When you need to get the job done, give it a swing. Area damage and a nice big jump.

Chainsaw

- The master of damage, the chainsaw has limited range but it does crazy damage to anyone close. Might be a good option when standing on the vault.



Features

Locker Room - Change character skin and assign emotes

Store - Purchase skins, emotes, and currency

Armory - Upgrade weapons

Friends - Add friends and accept invites

Profile - Quests, Badges, and change your player name

Settings - Quality level, resolution, windowed, gamma, audio, leave match, quit game, view your IP address



Known Issues

There will be intermittent bugs, or crashes with a larger number of players (we are in development), but the game plays great with 1 to 4 players. The team is testing with up to 16 right now, but at launch we will support up to 48.

- ★ Controls .. joystick works in game, not menu
- ★ Invite Friends .. coming soon
- ★ Bots occasionally stand idle (easy kills)
- ★ If the game host leaves the game, the game ends for all players
- ★ Gamepad not fully hooked up (joystick works in game but not in menu, some features like slide not assigned)
- ★ In app purchases are turned off, play the game to earn currency for skins and weapon upgrades
- ★ No weapon upgrades yet for the Chainsaw
- ★ Occasional delays or lockups between rounds



Contact & Support

Feedback: comments@atomic titans.com

Report Issues: support@atomic titans.com

Or submit a request through the Settings Support Tab within the Game Menu

