

Readme. Version 1.1.

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Math Combat Challenge.

Info: https://titandscompany.com

Manual: https://titandscompany.com/manual-english-version/ (pad controls included).

Spanish version: https://titandscompany.com/math-combat-challenge-manual-version-espanola/

Contact: https://titandscompany.com/contact-us/

Math Combat Challenge is a math game, a survival, a first person shooter, and a starship combat game. There are three initial arenas, two more to come for free after release in next three months.

Important: points, statistics and achievements are only stored if you finish all the static math panels, and play with the help drone off. Use the help drone to learn how to play in the Stadium. When finished, it will deactivate itself (you can reactivate it in the config panel if you want to). Practice the game deactivating enemies also in the config panel.

Once the tutorial is ended you will have access to the Titan Arena. The Titan Arena is a surface area, but quite different from the Stadium Arena.

This is a game for fun, but it has an educational element included of course. But the most important thing about Math Combat Challenge is combat against yourself: your desire to finish the math problems against your survival.

Please read the manual and videotutorials for questions about the game.

Before entering he Asteroid arena, please read how to control the ship and weapons.

You can play with keyboard or a pad. We recommend a pad for better control of the starship.

We plan to add many more features, and we thank you for your support. This is an indie game with a extremely minimal team, but we want to give you the best experience: enjoy math problems and survive in hostile environments.

Math Combat Challenge is inspired by the novel “Messenger of the Nastrond” and the Spanish Aesir-Vanir saga of scifi books. All the elements and books that appear in the game are used with permission.

Enjoy the Math Experience. And remember: math problems are key to win.