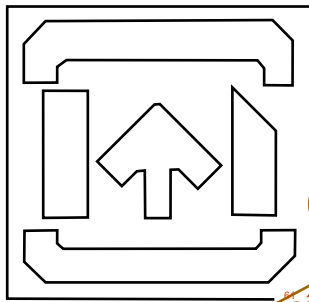
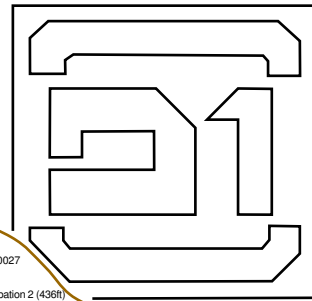


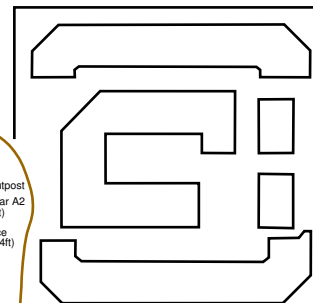
RESERVOIR



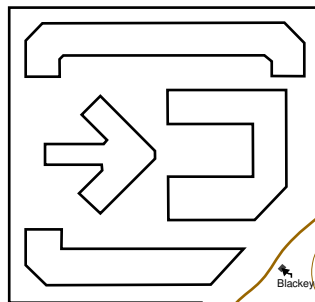
HIGHRISE



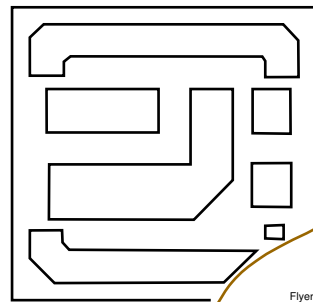
DOWNTOWN



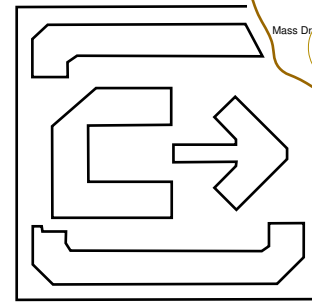
ALPHA



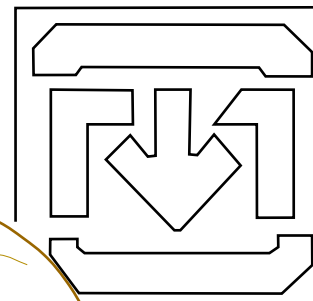
RIVERSIDE



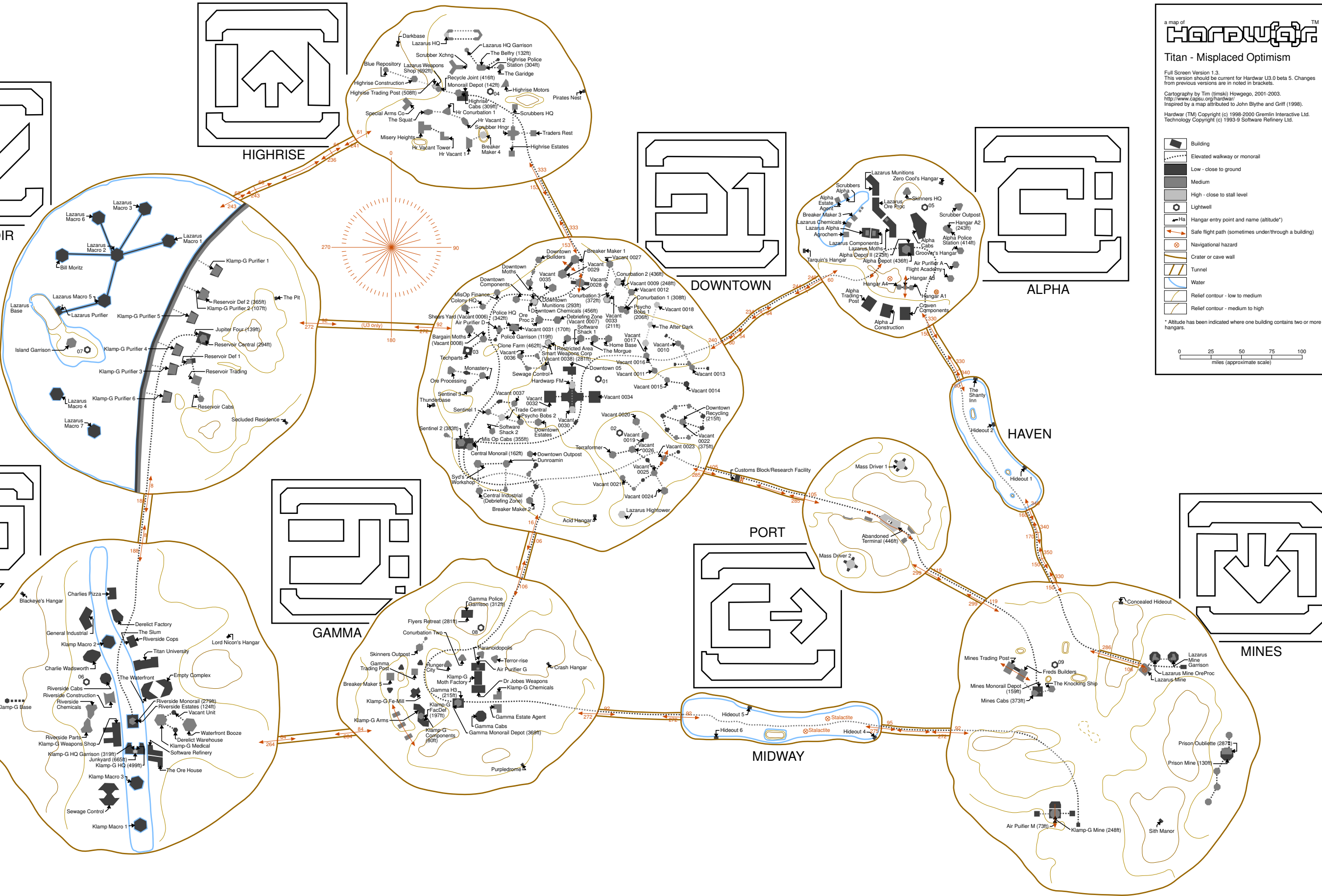
GAMMA



PORT



MINES



a map of **Hardwar**™

Titan - Misplaced Optimism

Full Screen Version 1.3.
This version should be current for Hardwar U3.0 beta 5. Changes from previous versions are in noted in brackets.

Cartography by Tim (timski) Howgego, 2001-2003.
<http://www.capsu.org/hardwar/>
Inspired by a map attributed to John Blythe and Griff (1998).

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- Building
- Elevated walkway or monorail
- Low - close to ground
- Medium
- High - close to stall level
- Lightwell
- Hangar entry point and name (altitude*)
- Safe flight path (sometimes under/through a building)
- Navigational hazard
- Crater or cave wall
- Tunnel
- Water
- Relief contour - low to medium
- Relief contour - medium to high

* Altitude has been indicated where one building contains two or more hangars.

0 25 50 75 100
miles (approximate scale)