



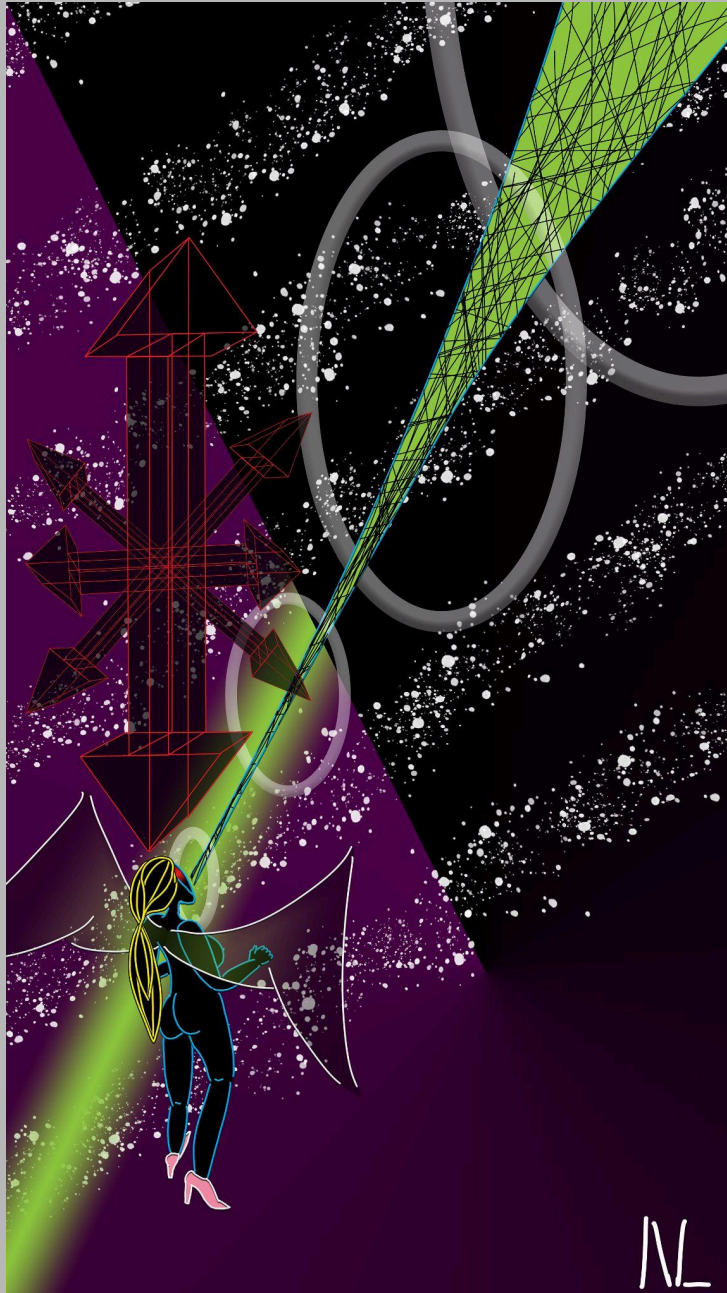
## **INTRODUCTION:**

Titan War is the world's first fully 3D printed tabletop wargame. The 3D printer is going through a watershed moment and the mass adoption curve is upon us. The future of miniature production is not in a factory, but at home by hobbyists themselves directly.

The cost of these machines continues to plummet while their capacity is ever increasing. Through the use of Resin Printing, and even high resolution FDM printing with an 0.2mm nozzle, we have reached production quality at home. Larger items like tanks, mechs, and monsters are even easier to produce with the standard 0.4mm nozzle on your typical basic FDM printer. These machines have become significantly more affordable than buying an entire army's worth of minis. With prices as low as \$350 and

even extremely capable 16k resin machines now in the \$500 range. While some larger format and higher quality FDM printers can still reach into the \$1000+ range, the value a hobbyist gains by printing their own items is paramount. Not only does it mean they don't have to wait for shipping, the modularity of every model goes through the roof. Adding a different weapon or item or pose to any model is as simple as downloading a different "bit" to add to any model. The tech stack for these machines will only continue to improve in quality, ease of use, and global availability.

Every new release can be purchased "on demand" and the hobbyist can get directly to the fun part. Printing, assembling, and painting their new model.



**MISSION STATEMENT:**

**“DON’T BE GREEDY!”**

*Titan War is creating the world’s most engaging, competitive, sustainable, and fun Tabletop Wargame. While empowering any creator’s involvement with an Open License and focusing directly on the 3D printer.*

**Always made by gamers for gamers!**

## **COMPANY ORGANIZATION:**

To maintain the game world, active rules sets, world lore, and artistic direction many things will need to remain in the core company. This central operation and primary direct employment “Benefit Corporation” will also be the central clearinghouse for license enforcement and any license related disputes or conflicts. To create a solid foundation of primary lore, world building, and extended campaigns this work must be done in-house. Maintaining a competitive and engaging tournament environment will need to be managed centrally as well. Anything produced and managed by the company will be referred to as the Titan CORE(Central Operations Rules & Etcetera).

The Titan CORE will have stakeholders in the form of directly employed workers, commissioned creators, and founding members. Once the creator’s guild is formed they will also have a stake in rules arbitration and game world advancement. Ultimately the final say in game architecture and rules progression will be led by the Titan CORE. Upon its formation the Creator’s Guild will develop bylaws for rules disputes and arbitration with the Titan CORE. In addition to the salaries of CORE members, any profits will be shared amongst all CORE members on a meritocracy share-based system. The Titan CORE profit share will also include contributions to the Creator’s Defence Fund. This company can never be publicly owned in a standard company format. Public shareholders are antithetical to the long term sustainability of the hobby, company, and the brand. No later than seven years after its foundation the company will be transferred into an irrevocable trust run by a select committee. With committee members taken from the Creator’s Guild and the Titan CORE. This will ensure an indefinite and sustainable existence for many years to come. This hobby and this game are bigger than any individual creator and it must never fall under the control of any “for profit” corporation.

Any models produced for Titan War from its first day shall always be useful and available for play. Under no circumstances is any model to ever be eliminated by a rules change.

## **OPEN LICENSE:**

To ensure the highest quality content possible and reduce piracy one of the primary systems for Titan War will be an Open License. The open license will always be free for anyone who wants to join. The license will be operated as a “use license,” and to maintain the Titan CORE infrastructure and company a 10% charge on all licensed sales is to be collected by the company.

To ensure a creator’s license remains in good standing all dues must be paid monthly with a report of any and all sales. Any license holders found in violation of license dues will face disciplinary action up to and including revocation of their license. This will be several steps down a disciplinary action path and the last ditch resolution.

Our hope and desire is to never revoke a license, but to maintain the integrity of the game and our creators this is an unfortunate step that may have to be taken.

Any license holder must meet our “standards of quality,” and may not infringe on any other existing IP or the designs of another creator in the Open License. All meshes and models must be made by a human. Large Language Models aka “Artificial Intelligence,” produced models or meshes are strictly prohibited. Our license is meant for real creators and real humans making real works of art.

Piracy in the modern digital world is unfortunately inevitable. Wasting valuable resources punishing creators for making content related to any brand is foolish and malfeasant. The best answer to piracy is to make purchasing and enjoyment as easy as possible for trusted and reliable customers. There will always be some people that pirate our content, but those people were not going to purchase our content in the first place. To ensure that our customers understand that they are purchasing legitimate files from us we will create a single shopping point for all digital files at [TitanWar.org](https://TitanWar.org). Any other merch or content may be sold outside of our ecosystem under the Open License, but only with prior authorization from Titan War. Ensuring a single point of sale for digital files will streamline licensing dues and make ease of enforcement and understanding for the community easier. If you see files for sale anywhere other than there they aren’t licensed. Period.

We will have to take a defensive stance against other entities in the larger market since many of them are highly litigious. A primary function of the Titan CORE dues is to create a Gamers Defense Fund to shield us and our artists from unprovoked litigation. Anyone with a license in good standing will have our legal team and funding available should they come under litigation for their models. As long as they are found to be in proper use of our license we will use that fund for their defense. The same goes for any litigation towards the Titan CORE team and infrastructure. We fully expect certain bad actors in the industry to litigate and we refuse to allow them to bully us or other creators in the space. This is one of the most important functions of the Titan CORE, and through collective action we can maintain our own IP platform without being giant assholes to independent creators and makers. It’s very easy to do if you’re not greedy!

Maintaining the ability for any creator to interface with our game and lore will dramatically increase quality and creative expression across the entire platform. Competition in a well regulated market is the best driver for innovation and quality. Without the necessity to always and only make profit by selling models directly we can remove the focus from incremental rules advancement to a sustainable, well balanced, competitive, and engaging game.

## **TITAN CORE MEDIA:**

Creating compelling and interesting media for the game world and world setting is one of the primary functions of the Titan CORE. This includes game lore, short stories, novels, visual art, short animations, and longer format videos for a compelling and engaging story foundation. The funding and organization of these projects will be handled in-house by Titan CORE members with some additional resources and media commissioned from independent artists and contributors.

Open License holders may create items in these veins, but they must be approved by the Titan CORE. We will have a ton of leeway in this game world for just about any angle of modern sci-fi, however we do need to make sure that the quality is sufficient and that players and lore enjoyers understand which of these media are coming from independent license holders versus the Titan CORE.

## **CREATORS GUILD:**

In order to ensure creative continuity and quality it is imperative that the Open License holders maintain their own guild. This is to make it impossible for the Titan CORE to ever over power the independent creators for Titan War. This body will not be available upon initial start-up but it must be created and formed no later than two years after the game's launch. This independent body will maintain its own bylaws and governance. Initial formation will be led by the Titan CORE members, but the long term intention for the Creators Guild is to be a counterweight to the Titan CORE. The Creators Guild's primary function is to make sure the independent creators' needs are met and their voices are heard sustainably for the indefinite future.

## **INDEFINITE FUTURE:**

The intention is for Titan War to create a sustainable platform that can continue to exist free of the malfeasance of the corporatized "money bugs," and the Large Language Model degenerates. "Artificial Intelligence" is not intelligent and calling it that is an insult to every thinking person on this planet. It is the latest in computerized malfeasance and sloth. Its capacity to parrot our own words back at us is not what they present it to be and integrating with those systems in any form of media is certain to ruin the creative capacity in any project. The hobby does not belong to them, it does not belong to any of us. The hobby is bigger than any of the individual parts and if we work collectively we can maintain it indefinitely. This requires diligence, vision, hard work, and collective action. We must be audacious and seize the window of opportunity



we have at this juncture. The monopolization and consolidation will only continue to degrade our lives and our hobby if we do nothing.

Post formation and adoption we will have the collective resources for media production like full length movies and even video games. We may even gather the resources and infrastructure for the production of our own injection molded plastic models. When we get to that point we will handle production in those arenas very differently than the money bugs. It is easy to ensure scalpers cannot access your items, and ensure that anyone who wants them at a fair market price has access to them. This is a very long term possibility and we may never even need to go this route. By always adopting a forward thinking projection and focus on creator driven content and sustainability we can secure the future of our hobby for all. Without the need to cow-tow to the whims and endless demands of rules escalations, re-writes, and model eliminations. One of the most offensive things the industry does is tell creators and hobbyists that they can no longer use a model that they poured their time, money, and creative output into. This is antithetical to the creative experience and totally unnecessary if you follow one simple rule: **“DON’T BE GREEDY!”**



**Nova Light**

Founder

Games Architect - Titan War



### **About Nova Light:**

- Founder and Games Architect, Titan War

She's been a hardcore gamer since starting on the Atari 2600 in 1986 at the age of 4 years old. She has rampaged through countless titles on all platforms and enjoys competitive gaming, e-sports, indie games, pen and paper role playing games, board games, and tabletop wargames. Some of her exploits include:

-Dungeon Master of multiple successful long term campaigns, in original settings and hand crafted worlds, for 2nd Edition AD&D 1994-2004

-Duelist in Season 1 Arenas of World of Warcraft 2v2 ladder during the Burning Crusade.

-Main Tank Progression Raiding during Wrath of the Lich King.

-Diamond Ranked in Season one of Starcraft 2.

-Legend Ranked in Hearthstone 2016

-Gold Ranked Solo ADC in League of Legends Season 9

-“GAME OVER” in 8-bit font proudly tattooed on her knuckles in dedication to her lifetime passion for games.

### **Nova is an Experienced Entrepreneur and Artist:**

-A natural and self motivated saleswoman. She made her first unprompted sale with a pop-up selling home made paper snakes at the age of 5 years old in front of her home.

-The daughter of a lifetime professional artist she had exposure and training in visual art from her first days. She painted her first abstract masterpieces at the age of 8 years old. These paintings were recognized by a professional art dealer and interior designer when she was 12 which led to her first professional art commission for 20 new original abstract pieces that same year.

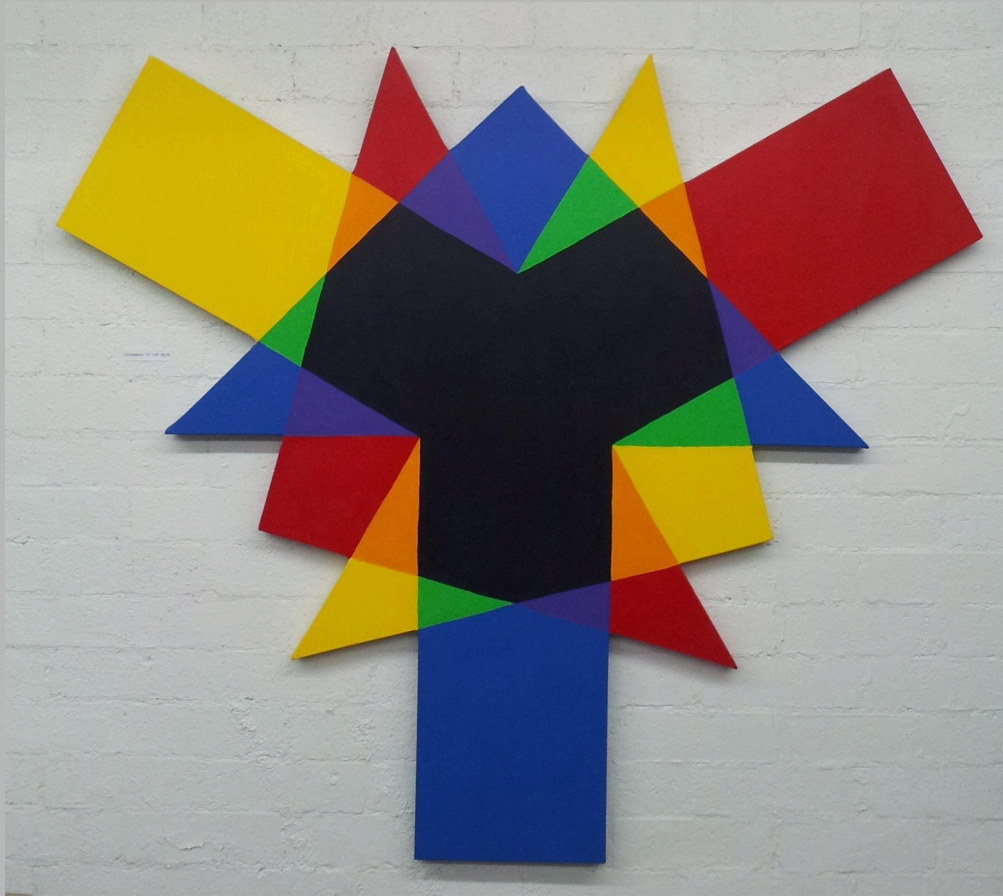
-Freelance Professional Gaming PC builder with over 200 builds completed 2001-2006

-Full time visual artist 2011-2016 creating abstract and geometric minimalist works she sold over 500 original pieces to individual private collectors.

-“One woman shop” selling 3D printed cookie cutters online, single handedly did all of the 3d modelling, customer service, web design, parts production, and logistics for over 20,000 orders to customers all over the globe 2017-2024



**Selected Original Works by Nova Light:**



"Convergence" 61" x 65" - Acrylic on a single custom built canvas.



"FUCK" 36" x 85" - Acrylic on 4 custom built canvases.

**She is a Gifted Autodidact and Capable Polymath:**

Nova's early career was in IT Systems and Network Operations from 1999-2012. She has an intimate and high level understanding of complex computer systems and infrastructure. She knows more about how the internet and computers work than just about anybody. Over the years she has taught herself 14 computer programming and markup languages for personal and professional projects.

Nova has had a lifetime interest in Cosmology and Theoretical physics. Using her own self developed "Gravitime Theory" as a foundation for creating her stories and world ideas for Titan War.

**Nova is a Super Mutant FREAK and Living Chimera:**

Nova Light was born a Chimera which is a partial explanation of her extreme outlier capacity. Combined with an over-exposure to extreme trauma and the ability to perform "Positive Disintegration." She has overcome many more challenges than most humans ever encounter. She wears the title of FREAK with pride! If her life sounds chaotic it was. Trauma has a way of echoing in life, long after it occurs. She stands now whole and ready to take on the world with a determination and understanding of this place unparalleled by any single entity on this planet. For every one of her talents she has just as extreme of a need, but she is more than capable of handling them for herself. Of which, one of her needs is a total inability to interface with higher education. The very talent that allows her to invent her own paradigms from scratch prevents her from ingesting others. You are meeting her now at a pivotal and important time, not just in her life, but in the life of our extended biosphere. She insists that we must build a sustainable life for all humans and complex life on this planet. We can achieve these goals with audacious vision and collective action.

**"We can never say we have truly left the dark ages while a single human is born into poverty or strife." - Nova Light**

The path to leaving the dark ages is complex and convoluted. Her movement into Science Fiction has recently coalesced with the understanding that in order for us to build a sustainable future we must first imagine how we can achieve a truly sustainable future for all. Fantasy becomes reality.

**"DON'T BE GREEDY!"**