AGE of MYTHOLOGY®

The TITANS

EXPANSION

Safety Warning

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Table of Contents

Main Screen

God Power Display
Displays God Powers (Once a God Power has been used, a progress bar will appear inside the icon. The God Power can be used again when the bar reaches the bottom.)

Unassigned Banner
Banner with no units assigned

Group Banners
Right-click to assign units to each banner

Titan Gate
Place the Titan Gate in the same way as a God Power and then task builders on it to free a mighty Titan

Help

Resource Panel
Shows current stockpiled resources and population limit

- Food
- Wood
- Gold
- Population
- Favor

Command Panel
Displays available tasks, units, buildings, commands, and improvements

Player Name and Deity
Displays name of player and major god

Age Advancement Bar
Tracks Age advancement progress

Objective Banner
Click to view objectives

Hero Banner
Click to find heroes

Idle Citizen Banner
Click to find idle Citizens

- Civilization Chart
- Player Status
- Tribute
- Chat
- In-Game Menu

Mini Map
Displays the entire game map

Flare
Sends a distress signal seen by all players

Town Center
Focuses view on the Town Center

Combat Filter
Displays military units and buildings on the mini map

Resource Filter
Displays economic units and buildings on the mini map

Default Filter
Displays all units and buildings on the mini map

Stats
Displays information for the currently selected unit/building

Production Queue
Shows unit/improvement progress and selected units

Repeat Button
Click to cause a structure to continually train selected units (Click again to stop training.)

Chapter 1: Getting Started

Ten years after the fall of Atlantis, its people are a culture displaced. In the single-player campaign, you play Kastor, the son of Arkantos, as he guides his people to safety. The path will be difficult, and you will be beset on all sides by danger and treachery.

Installation

To install *Age of Mythology®: The Titans*, you must have the original *Age of Mythology* installed.

Insert the *Age of Mythology: The Titans* CD into your CD-ROM drive, and then follow the onscreen installation instructions. If installation fails to start automatically, complete the following steps:

1. Insert the *Age of Mythology: The Titans* CD into your CD-ROM drive.
2. On the Start menu, click **Run**.
3. Type **D:\setup.exe** (where D: is your CD-ROM drive).
4. Click **OK**.

Follow the onscreen instructions to complete setup.

Installation FAQs

Q: While installing *Age of Mythology: The Titans*, you are prompted to provide a product key. Where is the product key located?

A: On the back of the CD jewel case.

Q: How do you view the online manual?

A: Click the **View Manual** button on the autorun screen. If Adobe® Reader® is not installed, it will install from the CD. Once Adobe Reader is installed, click the **View Manual** button again.

Getting Help

There are three ways to get help while playing *Age of Mythology: The Titans*.

Civilization Chart

Press F2 to access the in-game tech tree. The tech tree offers players quick access to information on all available units, buildings, myth units, and improvements. You can also access the tech tree by clicking the Civilization Chart icon at the top-right corner of the game screen. Click any icon on the tech tree to access detailed Help.

Detailed Help

Right-click any icon, or press F1, to display detailed Help. The detailed Help shows the attributes for the unit, building, improvement, or God Power. For units and buildings, the available improvement will also be displayed in the detailed Help.

Tooltips

Pause your mouse pointer over an icon to open a brief description in the lower-left corner of the screen. Pause your pointer over a resource to display the number of Citizens tasked to gather it.

Online Manual

Information on additional game features—such as mythological improvements, technological improvements, and buildings—is available in the online manual. The online manual can be viewed or printed before the game starts from the autorun screen.

To view the online manual, click the **View Manual** button on the autorun screen. The autorun screen will appear whenever you place the *Age of Mythology: The Titans* CD into your CD-ROM drive. If the autorun screen does not appear, click **Run** on the Start menu and then type **D:\setup.exe** (where D: is your CD-ROM drive).

Chapter 2: The Culture of Atlantis

After the fall of Atlantis and the ascension to Godhood of the hero Arkantos, the surviving Atlanteans find themselves adrift, without a home and without a god to watch over them. Their long devotion to Poseidon had resulted in a great betrayal, and hardened them as a people.

When the Titans reemerged, it was only natural that the Atlanteans would seek to follow them. A Titan was, after all, the original king of Atlantis.

Thus a kinship was formed between the Atlanteans and the Titans; two groups of outcasts, united in desire to reclaim their former elevated status.

Atlantean Playing Tips

- **Oracles**—Oracles can neither fight nor gather resources, but are invaluable as short-range scouts. Place your Oracles at the fringes of towns and don't move them so that their line of sight increases and exposes your surroundings. Flashes of light indicate that their line of sight has improved.
- **Earning Favor**—Atlanteans gain favor by building Town Centers. The more Town Centers, the more favor. Atlanteans can also build Town Centers during the Archaic Age, earlier than other cultures.
- **Heroes**—Any Atlantean human unit can become a hero, so there are benefits to making different types of heros. A hero Citizen builds and gathers faster, a hero Contarius is faster with greater attack and defense. Atlantean heroes are very strong against myth units.
- **Reusable God Powers**—Some God Powers granted to the Atlanteans can be used again after recharging. Some are granted more readily than others, and the most powerful are rarely granted more than once.

Heroes

Heroes of the Atlantean culture are quite different from those of the Greek, Egyptian, and Norse cultures. There are no set hero characters, like the Greek heroes Odysseus and Bellerophon, and no set hero class, like the Egyptian Priests and the Norse Hersirs. Rather, any normal unit can become a hero at a cost of resources and total population.

To turn a normal human unit into a hero, simply click the button indicating hero and, if you have the resources, your unit will be empowered with a divine aura.

Hero units have slightly greater hit points, attack, and defence, but the greatest benefits come in the form of massive bonus damage against myth units and the sheer number of them that you can potentially have.

Civilians

Citizen

Training Location   Town Center

The Citizens of Atlantis are a hardy and capable group. They have great fortitude, and though they are not capable fighters, they will fight with enthusiasm in defense of their lands and homes. A pack mule accompanies each, and they need no drop points for gathered resources.

Oracle

Training Location   Temple

The Oracle is a non-labor, non-combat unit who is trained to have powerful inner vision that can be used to reveal sizable portions of the map. Place your initial Oracles at the fringes of town and don't move them so that their line of sight may increase and expose your surroundings. Flashes of light indicate that their line of sight has reached its maximum range.

# Infantry
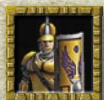
Destroyer

Training Location   Palace

The robust Destroyer carries a great shield and a vicious trident when doing battle. However, the Destroyer is trained to eliminate fortifications, such as buildings and Guard Towers, and is not an effective melee fighter.

Fanatic

Training Location   Palace

The lightly armored Fanatics wield dual swords and can skillfully battle any military unit except the archer. Since there is no room for a shield in the Fanatics' style of fighting, arrows are especially damaging.
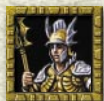
Katapeltes

Training Location   Counter Barracks

Hefting a great mace into battle, the Katapeltes is a unit specialized to fight against cavalry. However, the Katapeltes is not particularly effective against other units.

Murmillo

Training Location   Barracks

Battling with sword and shield, the Murmillo is particularly good against cavalry, but can effectively battle any type of foe.

Archer

Arcus

Training Location   Barracks

Armed with a longbow and a small buckler for defense, the Arcus is a versatile unit that, while especially strong against infantry, can do significant damage at range to all units.

Cavalry

Contarius

Training Location   Barracks

The swift and dangerous Contarius rides a warhorse resplendent in heavy barding, and wields a shield and a great sword. Though especially effective against archers, the Contarius is skilled at battling any enemy unit.
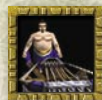
Turma

Training Location   Counter Barracks

The moderately armored Turma is the most fleet of your units. The Turma attacks by heaving short spears at enemies, but is strong only against archers.

Siege

Cheiroballista

Training Location   Counter Barracks

The light and relatively fast Cheiroballista is an anti-infantry siege weapon, but is weak against most other units, particularly cavalry.

Fire Siphon

Training Location Palace

The Fire Siphon combines the properties of the metal orichalkos and a double-action piston with naptha and quicklime to produce a constant stream of flame. It is strong against buildings.

Naval

Bireme

The Bireme is a large, but very swift, double-hulled arrow ship that is strong against hammer ships and Fireships.

Fireship

Using the same technology as the Fire Siphon, the Fireship is a devastating naval unit that is strong against siege ships.

Fishing Ship

This small, swift ship can harvest fish anywhere a school of fish is visible in the sea.

Siege Bireme

Slow but powerful, the Siege Bireme is strong against buildings and arrow ships.

Transport Ship

The Transport Ship is used to transfer units across the open water. It has no attack, but has decent defense.

Chapter 3: Titans, God Powers, and Myth Units

The Titans—creators of the world and parents of the Greek gods—were overthrown by their devious children and imprisoned in the depths of Tartarus.

Free at last, the Titans are ready to fight for their newfound freedom, and this time the combined might of the gods may not be enough to stay their wrath.

The Titan Gate

In *Age of Mythology: The Titans*, all cultures can open a Titan Gate. When any of the four cultures progresses to the Mythic Age, the Titan Gate can be acquired by researching Secrets of the Titans at the Town Center.

When the research is complete, the Titan Gate appears below the God Powers at the top of the screen. Use the Titan Gate as if you were casting a God Power, then task builders on it to free the Titan.

Taller than the highest tower and so powerful that the strongest walls sunder before them, the Titan will fight for you as a myth unit until it is killed, or you are victorious.

Major Gods

Kronos
King of the Titans and god of time as it affects the course of human life.

God Power: Deconstruction
Select an enemy building to deconstruct it. Resources from deconstructed buildings are returned to the builder.

Civilization Bonus:
Moves the buildings of Kronos's followers to alternate locations at a cost of resources.

Oranos
Original ruler of the Titans and the father of Kronos. His body was the solid dome of the sky.

God Power: Shockwave
Target a location on the map to hurl enemy units into the air and briefly stun them.

Civilization Bonus:
Builds Sky Passages. Any unit garrisoned in a Sky Passage can exit from any other Sky Passage.

Gaia
Mother of the Titans and the embodiment of Mother Earth. Called the Foundation of All, as she supports even the dome of the sky.

God Power: Gaia's Forest
Select a location to cause a forest to spring into being. Resource gathering from it is faster and more lucrative than from normal forests.

Civilization Bonus:
Lush greenery surrounds all buildings, healing them and preventing enemy buildings from being built nearby.

Minor Gods

Prometheus: Titan-God of Forethought
Benefits	Heroes
God Power	Valor
	Targets human units and converts some of them into heroes.
Myth Unit	Promethean
	Men of clay that divide in two when killed.

Oceanus: Titan-God of Water
Benefits	Infantry
God Power	Carnivora
	Spawns a giant, man-eating plant.
Myth Units	Caladria
	Flying myth unit that heals allied units.
	Servant of Oceanus
	An oceangoing elemental myth unit that can heal other units.

Leto: Titan-Goddess of the Unseen
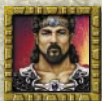|	
Benefits	Automaton
God Power	Spider Lair
	Seeds the ground with giant trapdoor spiders that attack enemies.
Myth Unit	Automaton
	Men of metal that can repair and rebuild each other.

Hyperion: Titan-God of Watching and Observation

Benefits	Heroes
God Power	Chaos

Targets an enemy group to make it hostile to all.

Myth Units	Satyr

Can saturate an area with thrown spears.

Nereid

Seagoing myth unit that is strong against other myth units.
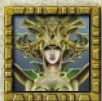
Theia: Titan-Goddess of Sight

Benefits	Cavalry
God Power	Hesperides

Creates a tree in a selected location that will allow you to train Dryad myth units.

Myth Unit	Stymphalian Bird

Attacks units from the air. Can only be attacked by ranged units.
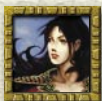
Rheia: Titan-Goddess of Fertility

Benefits	Favor
God Power	Traitor

Targets an enemy unit to convert it to your side.

Myth Unit	Behemoth

Living siege weapon that can regenerate health.

Helios: Titan-God of the Sun

Benefits	Siege
God Power	Vortex

Targets a location to immediately transport all of your military units there.

Myth Units	Heka Gigantes

A mighty giant who pounds the ground to knock enemies back.

Man O' War

Seagoing myth unit that attacks with bursts of chain lightning.
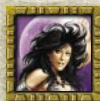
Hekate: Titan-Goddess of Witchcraft

Benefits	Myth Units
God Power	Tartarian Gate

Summons a portal to chaotic Tartarus that continuously pours forth demons that attack all nearby units until the portal is destroyed.

Myth Unit	Lampades

Underworld nymphs. Uses ranged attack to evoke chaos in enemies.

Atlas: Titan-God of Daring

Benefits	Buildings
God Power	Implode

Targets a location to do massive damage to units and buildings. Most effective against large groups of enemy troops.

Myth Unit	Argus

A shapeless blob that can kill instantly with an acid attack.

God Powers

Archaic Age

Deconstruction
Kronos grants the power to target an enemy building and cause the structure to flow backward in time, reversing the building process, until all that remains is unbroken ground. The resources used will be returned to the player who built the building.

Gaia's Forest
In the area targeted by this power, Gaia's blessing will cause a forest to spring into being, granting additional trees for harvesting or an effective roadblock. Wood from such forests is more plentiful and gathered more quickly.

Shockwave
Target a location to have Oranos's rage burst forth in a great concussive blast that sends enemy units hurling into the air and stuns them for a short time.

Classical Age

Carnivora
Target a location to cause a single plant to seed and bloom into a terrible man-eating plant. The Carnivora is intelligent enough to distinguish friend from foe and will only attack enemies.

Spider Lair
Leto, the Titan-goddess of the unseen, causes a patch of ground to become infested with the hidden lairs of huge trapdoor spiders. Enemy troops that pass will be grabbed and pulled inside to be devoured.
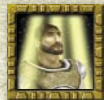
Valor
The generosity of Prometheus can be channeled into your human units. A portion of them will be imbued with his favor, turning them into heroes.

Heroic Age

Chaos
When the power of Hyperion is turned against your enemies, some of their minds will become clouded. In this chaotic state, they are unable to tell friend from foe and will attack any nearby unit.

Hesperides
The blessing of Theia takes the form of the Mother Tree, a mighty oak that acts as a barracks for Dryad myth units. The tree protects the area around it from God Powers. Unfortunately, the Mother Tree can be captured by enemies.

Traitor
Rheia's granted power will convert a single enemy unit to your side. A converted unit's clothing changes color to match those of your culture. Only myth units and combat units can be converted. Heroes and laborers are not susceptible.

Mythic Age

Implode
The might of Atlas, when unleashed on your enemies, conjures forth a singularity that will irresistibly draw to it any enemy unit or building, slaying the weak and leaving only the strongest alive.
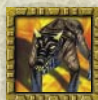
Tartarian Gate
The craft of Hekate will tear a rift between this world and the demonic plane of Tartarus, spilling horrors onto the battlefield. These demons will attack any being they see, friend or foe, and will continually pour from the portal until it is destroyed.

Vortex
Through the grace of Helios, a great whirlwind can be summoned that will transport all of your combat units to the location you select. Use caution, for all combat units are affected, leaving none behind to defend your city.

Myth Units
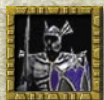
Automaton
The Automaton is a forged construct in the shape of a man. They are stronger and sturdier than any human soldier and, since they can repair and rebuild each other, are particularly dangerous in a group.

Argus
A fearsome and powerful beast, the Argus appears as a large blob covered with eyes. The corrosive slime of its body can be expelled forcefully at an enemy, leaving only melted remains.

Behemoth
These dinosaur-like beasts of war are covered in thick, segmented plates, making them difficult to injure. They attack by ramming enemies with their powerful tusks. The Behemoths can also regenerate health, making them effective battle units.

Caladria
Beloved servants of Gaia, the Caladria are valiant healers of the wounded. Gifted with flight, but unable to attack in any way, they hover over the battlefield and spread their healing powers to friendly units. The Caladria can only be hit by ranged attacks.

Dryad
Born of the great oak gifted to mortals by the Titan Theia's most potent blessing—the God Power Hesperides—the Dryads are capable fighters and will battle tirelessly for whoever controls their tree.

Heka Gigantes
The mightiest allies of the Titans, the Heka Gigantes are powerful, four-armed giants who can pound the ground with all four fists and knock back whole groups of enemies.

Lampades
These dark, mysterious nymphs of the Underworld will come to serve the followers of Hekate. From the chaos of Tartarus, they bring the power to simply look at an enemy and fill them with madness, attacking friends and foes alike.

Man O' War
This massive myth unit appears to be a giant jellyfish, but when ordered, it will unleash blasts of chain lightning at enemies.

Nereid
The Nereids, or sea nymphs, are a shy but powerful race. They do battle mounted on giant sharks and can, in addition to their attacks, direct their mounts to take great bites out of their foes.

Promethean
A living mound of clay, the Promethean is a powerful myth unit whose body, when mortally wounded, will split into two smaller versions of itself who will then fight to the death.
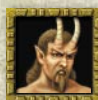
Satyr
Unlike the playful fauns, the warlike Satyrs are vicious fighters, and are capable of throwing multiple spears at approaching enemies, hitting several at once.

Servant of Oceanus
The Servant of Oceanus appears as a being formed solely of water. The Servant is the greatest blessing of Oceanus to mariners, as it heals naval units or any other allied unit near the water.

Stymphalian Birds
Vicious and flesh-eating, the Stymphalian Birds appear as metal-clad avian beasts. In battle, they can shower enemies with a barrage of razor-sharp feathers.

Credits

Technical Support Options

For all of our support offerings, visit *http://microsoft.com/support/*. In Canada, visit *http://microsoft.ca/support/*. To get started, try the following:

- For articles targeted at specific issues, visit the Microsoft Knowledge Base at *http://microsoft.com/support/*
- To work with a Microsoft Support Professional over the Internet, submit your issue at *http://support.microsoft.com/directory/onlinesr.asp*
- For your product's general support policy, visit *http://support.microsoft.com/directory/productsupportoption.asp*

Phone Support: For support in the U.S., call (425) 637-9308, and in Canada, call (905) 568-3503 (toll charges may apply). These numbers are for technical issues only—do not use them to request game hints, codes, or cheats.

TTY Users: Microsoft text telephone (TTY/TDD) services are available at (425) 635-4948 in Washington State, (800) 892-5234 in the U.S., and (905) 568-9641 in Canada.

Worldwide: Support outside the U.S. and Canada may vary. For regional contact details, visit *http://support.microsoft.com/international.aspx*. If there is no Microsoft subsidiary office in your country or region, please contact the establishment from which you obtained your Microsoft product.

Conditions: Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.

TO	PRESS
Cycle through event notifications	Mouse wheel button or HOME
Cycle through idle Villagers	PERIOD (.)
Cycle through idle military units	COMMA (,)
Cycle through heroes	SLASH (/)
Cycle through Barracks, Markets, Archery Ranges, and so on	CTRL+B, CTRL+X, CTRL+A
Center view on selected unit	SPACEBAR
Assign group number to units	CTRL+1–9
Select group assigned to this number	1–9
Select this group in addition to currently selected units	SHIFT+1–9
Display detailed Help	F1
Display improvements	F2
Display objectives	F3
Display score	F4
Display Chat Menu	F5
Display Tribute Menu	F6
Display Diplomacy Menu	F7
Quicksave	F8
Quickload	F9
Display In-Game Menu	F10
Display game time	F11
Capture screenshots	CTRL+F12
Select all units of one type	Double-click a unit of that type
Garrison selected unit(s)	ALT+Right-click building
Delete selected unit or building	DELETE
Pause game	PAUSE
Display chat interface	ENTER
Select Town Center	H

TO	CLICK A CITIZEN/VILLAGER/ ULFSARK, THEN PRESS
Build House	E
Build Farm	F
Build Temple	T

TEEN

T
CONTENT RATED BY
ESRB

SYBEX
Get the strategy
guide from Sybex!

0803 Part No. X09-87795

ENSEMBLE
S T U D I O S

Microsoft
game studios