

Quick Reference Default Key Settings

General	
1-9, 0	Skill Quickbar Slots
R	Health Potion
E	Energy Potion
W	Weapon Swap
L	Use Portal Stone
C, I	Character Window
Q	Quest Window
S	Skill Window
M	Map Window
G, Esc	Game Menu
H, F1	Tutorial Help
Spacebar	Pause
Up Arrow	Next Skill
Down Arrow	Previous Skill
Ctrl	Target Pet (hold key and click)
Items	
Alt	Show Items (non broken)
Z	Show Items on Ground (all)
X	Show Items (non common)
D	Drop Item (must be selected)
View	
Mousewheel	Zoom In and Out
NumKey 1	Max Zoom In
NumKey 2	Default Zoom
NumKey 3	Max Zoom Out
NumKey 0	Center (Map Window)
Multiplayer	
P	Party Window
T	Chat ("Talk") Window

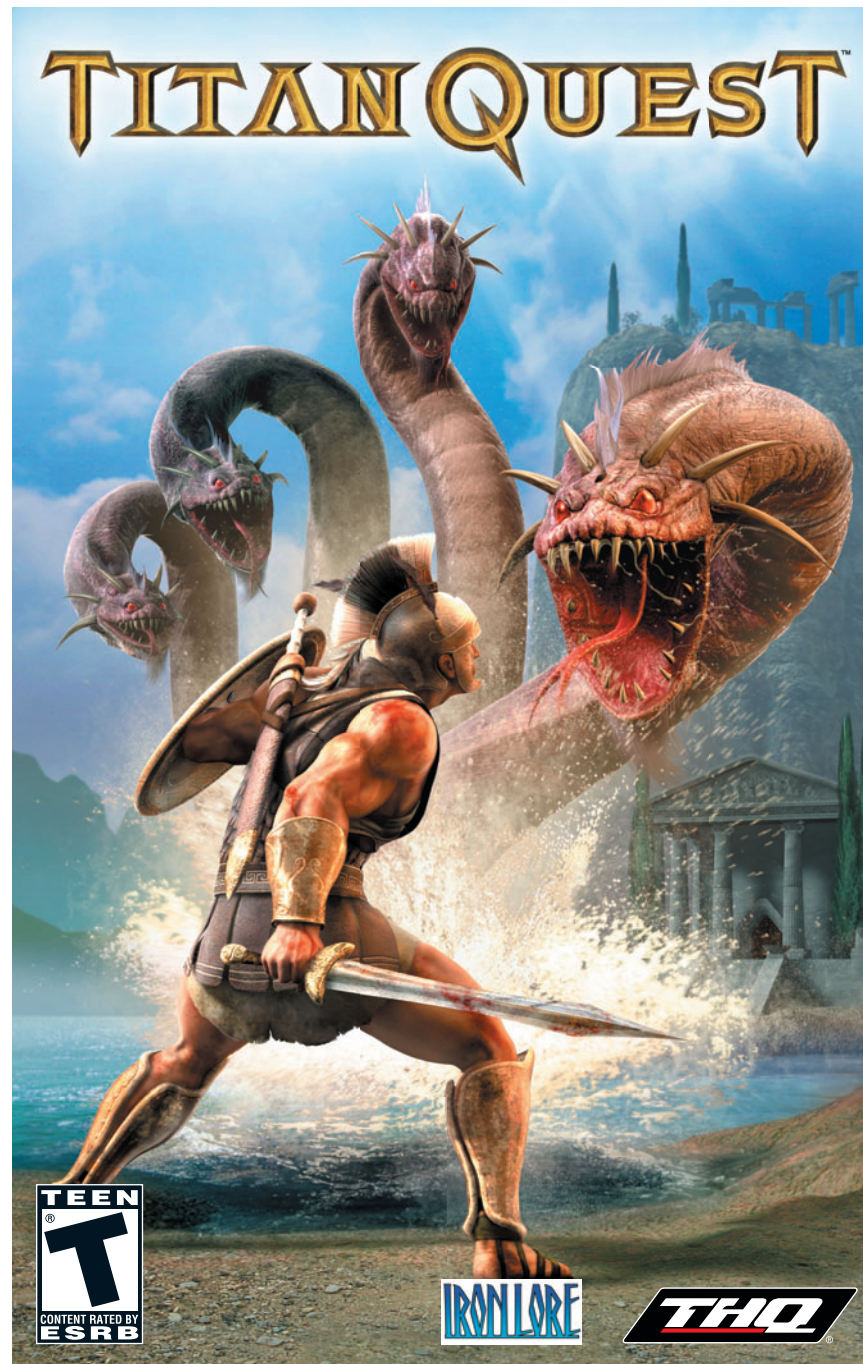


Titan Quest Install Code

Don't Lose This Number! This CD key is required to fully use this product!

www.titanquestgame.com

107756



THQ Inc. Software License Agreement And Supplemental Microsoft DirectX End User License Agreement

1. READ THE FOLLOWING TERMS AND CONDITIONS CAREFULLY BEFORE INSTALLING THE PROGRAM. THIS SOFTWARE LICENSE AGREEMENT IS A LEGAL AGREEMENT BETWEEN YOU (AN INDIVIDUAL OR A SINGLE ENTITY "YOU") ON ONE HAND, AND THQ INC. AND ITS SUBSIDIARIES AND AFFILIATES COLLECTIVELY REFERRED TO AS "COMPANY" ON THE OTHER HAND. FOR THE SOFTWARE PRODUCT ENTITLED "TITAN QUEST," WHICH INCLUDES COMPUTER SOFTWARE AND ANY ASSOCIATED TEXT, IMAGES, PRINTED MATERIALS, AND/OR "ON-LINE" OR ELECTRONIC DOCUMENTATION FORMERLY CALLED THE "PROGRAM," BY INSTALLING, COPYING, OR OTHERWISE USING THE PROGRAM OR, IN THE EVENT YOU HAVE PURCHASED THE PROGRAM AS CONTAINED ON A CD-ROM AND/OR DVD, BY OPENING THE PACKAGING MATERIALS THEREOF, YOU ACKNOWLEDGE THAT YOU HAVE READ THIS SOFTWARE LICENSE AGREEMENT AND THE SUPPLEMENTAL MICROSOFT DIRECTX END USER LICENSE AGREEMENT AND AGREE TO BE BOUND BY THEIR TERMS. IF YOU DO NOT AGREE TO THE TERMS OF THIS SOFTWARE LICENSE AGREEMENT, DO NOT INSTALL OR USE THE PROGRAM AND DELETE ALL COPIES IN YOUR POSSESSION. BY INSTALLING THE PROGRAM YOU AGREE TO DOWNLOAD THE MOST RECENT VERSION OF DIRECTX FROM MICROSOFT. YOU WILL NOT BE ABLE TO USE THE PROGRAM UNLESS YOU HAVE THE MOST RECENT VERSION OF DIRECTX INSTALLED ON YOUR COMPUTER.

2. Company grants you a non-exclusive, non-transferable license to use the Program, but retains all property rights in the Program and all copies thereof. You may: (i) use the Program on any supported computer configuration, provided the Program is used on only one (1) such computer; and (ii) permanently transfer the Program and/or software used by you to another user provided you retain no copies and the recipient agrees to the terms of this Agreement. You may not transfer, distribute, rent, sub-license, or lease the Program or documentation, except as provided herein; or alter, modify, or adapt the Program or documentation, or any portions thereof.

3. You acknowledge that the Program in source code form remains a confidential trade secret of Company. You agree not to modify or attempt to reverse engineer, decompile, or disassemble the Program, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.

4. OWNERSHIP: All right, title and interest and intellectual property rights in and to the Program (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, images, photographs, animations, videos, sounds, audio-visual effects, music, musical compositions, text and "rapes"), incorporated into the Program, the accompanying printed manuals and any copies of the Program, are owned by Company or its licensors. This Agreement grants you no rights to use such content other than directly as part of the Program. All rights not expressly granted under this Agreement are reserved by Company.

5. This Agreement is effective upon your installation of the Program and shall continue until revoked by Company or until you breach any term hereof; upon termination you agree to destroy or delete all copies of the Program in your possession.

6. If the software contains a software Editor, or a software Editor is made available to you by Iron Lore Entertainment and Company for use with the software, you may use the Editor only in conjunction with that content specifically identified in the documentation for use with this software. If no content files are identified, you may not use content or other files from the software with the Editor. You may reproduce and share files or scripts created with the Editor with friends or family on a non-commercial basis only. Iron Lore Entertainment and Company do not grant you the right to sell or otherwise distribute files from the software in exchange for value. Company does not provide technical or customer service support for the Editor.

7. The Program may not be downloaded or otherwise exported or re-exported into (or to a national or resident of) any country to which the U.S. has embargoed goods or to anyone on the U.S. Treasury Department list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denied Parties. If you do not meet these criteria or are not sure, do not install the software and destroy any copies in your possession, if you live in such a country, no license is granted hereunder.

8. You are responsible for assessing your own computer and the results to be obtained therefrom. YOU EXPRESSLY AGREE THAT USE OF THE PROGRAM IS AT YOUR SOLE RISK. THE PROGRAM IS PROVIDED ON AN "AS IS," "AS AVAILABLE" BASIS, UNLESS SUCH WARRANTIES ARE LEGALLY INCAPABLE OF EXCLUSION. COMPANY AND ITS LICENSORS DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR PARTICULAR PURPOSE, NON-INFRINGEMENT, TITLE, QUIET ENJOYMENT, OR OTHER WARRANTIES, WHETHER ARISING BY DEALING OR USAGE OF TRADE, REGARDING THE PROGRAM, COMPANY AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR OTHER MATERIALS FROM ERRORS OR OTHER MALFUNCTIONS CAUSED BY COMPANY, ITS LICENSORS, LICENSEE AND/OR SUBCONTRACTORS, OR BY YOUR OR ANY OTHER PARTICIPANT'S OWN ERRORS AND/OR OMISSIONS. Company and its licensors make no warranty with respect to any related software or hardware used or provided by Company in connection with the Program except as expressly set forth below.

9. LIMITED CD-ROM AND/OR DVD WARRANTY: Notwithstanding anything to the contrary contained herein, and solely with respect to Programs distributed on CD-ROM and/or DVD, Company warrants to the original consumer purchaser of this Program on CD-ROM and/or DVD that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium, within 90 days of original purchase, Company agrees to replace, free of charge to you, any product discovered to be defective within such period with its replacement of the product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Company. In the event that the Program is no longer available, Company retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally produced by Company and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Program has arisen through abuse, mismanagement, or neglect. Any implied warranties are expressly limited to the 90-day period described above. To receive warranty service in the United States: Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 890-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, the technician will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with dated sales slip or proof of purchase within the warranty period to: THQ Inc., Customer Service Dept., 6905 Laguna Road, Alhambra, CA 91801. To receive warranty service in the United Kingdom: Notify the THQ (UK) Limited, Customer Service Department of the problem requiring warranty service by calling +44 (0) 870 608 0047 (national/international call rates apply) or on the web at http://www.thq.co.uk and authorize the THQ (UK) Limited service technician to solve the problem by phone or on the web via e-mail; the technician will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to: THQ (UK) Limited., Customer Service Department, Duke's Court, Duke Street, Woking, Surrey GU24 5BH UK. Company is not responsible for unauthorized returns of the Program and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable to programs that are modified or altered. This warranty is void if: (a) the defect in the Program has arisen through abuse, unreasonable use, mismanagement or neglect; (b) the Program is used with computer software and hardware not meeting the minimum system requirements for the Program; (c) the Program is used for commercial purposes (including rental); (d) the Program is modified or tampered with; or (e) the Program's serial number has been altered, defaced or removed. Company will replace defective media at no charge subject to the conditions set forth above. This is your sole and exclusive remedy for any breach of warranty.

10. LIMITATION OF LIABILITY: YOU ACKNOWLEDGE AND AGREE THAT COMPANY AND ITS LICENSORS SHALL NOT ASSUME OR HAVE ANY LIABILITY FOR ACTION BY COMPANY OR ITS CONTENT PROVIDERS, OTHER PARTICIPANTS OR OTHER LICENSORS WITH RESPECT TO CONDUCT, COMMUNICATION OR CONTENT OF THE PROGRAM. COMPANY AND ITS LICENSORS SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE, EXEMPLARY OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY. EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, EXCEPT AS EXPRESSLY PROVIDED HEREIN, COMPANY'S AND LICENSORS' ENTIRE LIABILITY TO YOU AND YOUR EXCLUSIVE REMEDY FOR ANY BREACH OF THIS AGREEMENT IS LIMITED SOLELY TO THE TOTAL AMOUNT PAID BY YOU FOR THE PROGRAM, IF ANY. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CERTAIN DAMAGES, IN SUCH STATES COMPANY'S AND ITS LICENSORS' LIABILITY IS LIMITED TO THE EXTENT PERMITTED BY LAW.

11. INJUNCTION: Because Company would be irreparably damaged if the terms of this License Agreement were not specifically enforced, you agree that Company shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Company may otherwise have under applicable laws.

12. INDEMNITY: At Company's request, you agree to defend, indemnify and hold harmless Company, its subsidiaries, affiliates, contractors, officers, directors, employees, agents, licensors, licensees, distributors, content providers, and other users of the Program, from all damages, losses, liabilities, claims and expenses, including attorney's fees, arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this License Agreement or any breach of this License Agreement by you. Company reserves the right, at its own expense, to assume the exclusive defense and control of any matter otherwise subject to judgment by you hereunder, and in such event, you shall have no further obligation to provide indemnification for such matter.

13. U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or 48 CFR 101-11.6 and in the applicable Federal Acquisition Regulation (FAR) 27.101-2 (as applicable to Computer Software Restricted Rights) and the Computer Software Manufacturer's License Agreement (CSMLA), version 1.0.

14. TERMINATION: Without prejudice to any other rights of Company, this License Agreement and any right to use the Program may automatically terminate without notice from Company if you fail to comply with any provision of this Agreement or any terms and conditions associated with the Program. In such event, you must destroy all copies of this Program and all of its component parts.

15. GENERAL PROVISIONS: You may not use, copy, modify, sublicense, rent, sell, assign or transfer the rights or obligations granted to you in this Agreement, except as expressly provided in this Agreement. Any assignment in violation of this Agreement is void, except that you may transfer your Program to another provision that person accepts the terms of this License Agreement. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable, and such decision shall not affect the enforceability of: (i) such provision under other circumstances; or (ii) the remaining portions hereof under all circumstances. Company's failure to enforce at any time any of the provisions of this Agreement shall not be construed as a present or future waiver of such provisions, nor in any way affect the right of any party to enforce each and every such provision thereafter. The express waiver by Company of any provision, condition or requirement of this Agreement shall not constitute a waiver of any future obligation to comply with such provision, condition or requirement. Notwithstanding anything else in this Agreement, no default, delay or failure to perform on the part of Company shall be considered a breach of this Agreement if such default, delay or failure to perform is shown to be due to causes beyond the reasonable control of Company. This Agreement shall be governed by the laws of the State of California and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles County, California. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Agreement. This Agreement represents the complete agreement concerning this License Agreement between you and Company.

16. MICROSOFT DIRECTX SUPPLEMENTAL END USER LICENSE AGREEMENT FOR MICROSOFT SOFTWARE ("Supplemental EULA") IMPORTANT: READ CAREFULLY - These Microsoft Corporation ("Microsoft") operating system components, including any "online" or electronic documentation ("OS Components") are subject to the terms and conditions of the agreement under which you have licensed the applicable Microsoft operating system product described below (each an "End User License Agreement" or "EULA") and the terms and conditions of this Supplemental EULA. BY INSTALLING, COPYING OR OTHERWISE USING THE OS COMPONENTS, YOU AGREE TO BE BOUND BY THE TERMS AND CONDITIONS OF THE APPLICABLE OPERATING SYSTEM PRODUCT EULA AND THIS SUPPLEMENTAL EULA. IF YOU DO NOT AGREE TO THESE TERMS AND CONDITIONS, DO NOT INSTALL, COPY OR USE THE OS COMPONENTS. NOTE: IF YOU DO NOT HAVE A VALIDLY LICENSED COPY OF ANY VERSION OR EDITION OF MICROSOFT WINDOWS XP MEDIA CENTER EDITION, MICROSOFT WINDOWS 95, WINDOWS 98, WINDOWS NT 4.0, WINDOWS 2000, OPERATING SYSTEM OR ANY MICROSOFT OPERATING SYSTEM THAT IS A SUCCESSOR TO ANY OF THOSE OPERATING SYSTEMS (each an "OS Product"), YOU ARE NOT AUTHORIZED TO INSTALL, COPY OR OTHERWISE USE THE OS COMPONENTS AND YOU HAVE NO RIGHTS UNDER THIS SUPPLEMENTAL EULA. Capitalized terms used in this Supplemental EULA and not otherwise defined herein shall have the meanings assigned to them in the applicable OS Product EULA. General. Each of the OS Components available from this site is identified as being applicable to one or more of the OS Products. The applicable OS Components are provided to you by Microsoft to update, supplement, or replace existing functionality of the applicable OS Product. Microsoft grants you a license to use the applicable OS Components under the terms and conditions of the EULA for the applicable OS Product (which are hereby incorporated by reference except as set forth below), the terms and conditions set forth in this Supplemental EULA and the terms and conditions of any additional end user license agreement that may accompany the individual OS Components (each an "Individual EULA"), provided that you comply with all such terms and conditions. To the extent that there is a conflict among any of these terms and conditions applicable to the OS Components, the following hierarchy shall apply: 1) the terms and conditions of the individual EULA, 2) the terms and conditions in this Supplemental EULA and 3) the terms and conditions of the applicable OS Product EULA. Additional Rights and Limitations. If you have multiple validly licensed copies of any OS Product, you may produce, install and use one copy of the applicable OS Components as part of the applicable OS Product on all of your computers running validly licensed copies of the applicable OS Product, provided that you use such additional copies of such OS Components in accordance with the terms and conditions above. For each validly licensed copy of the applicable OS Product, you also may reproduce one additional copy of the applicable OS Components solely for archival purposes or reinstatement of the OS Components on the same computer as the OS Components were previously installed. Microsoft retains all right, title and interest in and to the OS Components. All rights not expressly granted are reserved by Microsoft. If you are installing the OS Components on behalf of an organization other than your own, prior to installing any of the OS Components, you must confirm that the end-user (whether an individual or a single entity) has received, read and accepted these terms and conditions.

* The OS Components may contain technology that enables applications to be shared between two or more computers, even if an application is installed on only one of the computers. You may use this technology with all Microsoft application products for multi-party conferences. For non-Microsoft applications, you should consult the accompanying license agreement or contact the licensor to determine whether application sharing is permitted by the licensor.

** You may not disclose the results of any benchmark test of the NET Framework component of the OS Components to any third party without Microsoft's prior written approval.

*** SOLELY WITH RESPECT TO THE MICROSOFT VIRTUAL MACHINE FOR JAVA, IF YOU ARE ONLY LICENSED TO RUN ALL THE OS COMPONENTS ON A MACHINE THAT ALSO RUNS THE MICROSOFT VIRTUAL MACHINE FOR JAVA, IF THE APPLICABLE OS PRODUCT WAS LICENSED TO YOU BY MICROSOFT OR ANY OF ITS WHOLLY OWNED SUBSIDIARIES, THE LIMITED WARRANTY (IF ANY) INCLUDED IN THE APPLICABLE OS PRODUCT EULA APPLIES TO THE APPLICABLE OS COMPONENTS PROVIDED THAT THE APPLICABLE OS COMPONENTS HAVE BEEN LICENSED BY YOU WITHIN THE TERM OF THE LIMITED WARRANTY IN THE APPLICABLE OS PRODUCT EULA. HOWEVER, THIS AND ANY OTHER FEELING OR OTHER LOSS WHATSOEVER ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OF OR INABILITY TO USE THE OS COMPONENTS OR THE SUPPORT SERVICES, OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, OR OTHERWISE UNDER OR IN CONNECTION WITH ANY PROVISION OF THIS SUPPLEMENTAL EULA, EVEN IF MICROSOFT OR ANY SUPPLIER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, LIMITATION OF LIABILITY AND REMEDIES, NOTWITHSTANDING ANY DAMAGES THAT YOU MIGHT INCUR FOR ANY REASON WHATSOEVER, INCLUDING BUT NOT LIMITED TO DIRECT DAMAGES, REASONABLE ATTORNEY'S FEES AND ALL OTHER DIRECT OR GENERAL DAMAGES, THE ENTIRE LIABILITY OF MICROSOFT AND ANY OF ITS SUPPLIERS UNDER ANY PROVISION OF THIS SUPPLEMENTAL EULA AND YOUR EXCLUSIVE REMEDY FOR ALL OF THE FOREGOING SHALL BE LIMITED TO ACTUAL DAMAGES INCURRED BY YOU BASED ON REASONABLE RELIANCE UPON THE GREATER OF THE AMOUNT ACTUALLY PAID BY YOU FOR THE OS COMPONENTS OR U.S.\$5.00. THE FOREGOING LIMITATIONS, EXCLUSIONS AND DISCLAIMERS SHALL APPLY TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, EVEN IF ANY REMEDY FAILS IN ITS ESSENTIAL PURPOSE.

TABLE OF CONTENTS

- Installation 2
- Game Options 2
- Introduction 4
- Getting Started 5
- Game UI 8
- Main Game HUD 8
- Character Window 10
- Skills Window 11
- Quest Window 12
- Merchant Window 13
- Map Window 14
- Party and Trade Windows 15
- Combat 16
- The Basic Attack 16
- Advanced Combat 17
- Loot: The Spoils of War 19
- Matters of Life and Death 21
- Hero Management 22
- The Things You'll Carry 23
- Learning and Growing 25
- Pets 28
- Skill Reallocation 28
- Quests 29
- Merchants 31
- Maps and Travel 33
- Equipment 35
- The Basics 35
- Superior Gear 37
- Relics and Charms 38
- Difficulty Levels 39
- Multiplayer 40
- Custom Maps 45
- Skills and Masteries 46
- Charts and Diagrams 58
- Mastery Combinations 58
- Attack and Defense 58
- Damage and Resistance 59
- Early Monsters 62
- Game Credits 64
- Troubleshooting 68
- Limited Warranty 73

© 2005 THQ Inc. Developed by Iron Lore Entertainment. IRON LORE ENTERTAINMENT and the IRON LORE LOGO are either registered trademarks or trademarks of Iron Lore Entertainment, Ltd. in the United States and/or other countries, used under license. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2005 GameSpy Industries, Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. The WIIA logo and "The Way its Meant to be Played" logo are registered trademarks or trademarks of NVIDA Corporation. Uses Miles Sound System. Copyright © 1991-2005 by RHD Game Tools. Inc. Uses Bank Video. Copyright © 1997-2006 by RHD Game Tools, Inc. THQ, Titan Quest and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.



Installation

Installing Titan Quest is easy. Insert the install Titan Quest disc and follow the instructions. If you have any problems with the process, or any problems running the game after it is installed, see the troubleshooting section at the back of this manual (p.68).

Game Options

Select **Options** from the Main Menu or from the in-game Game Menu. The Options Menu has four tabs.

Gameplay

Show Monster Level:

Display monster level in monster mouse-over box.

Enable Optional Rollovers:

When checked, explanatory rollovers not essential to playing *Titan Quest* are disabled.

Enable Quicksell (Right Mouse Button):

When checked, right-clicking will automatically sell items from your inventory when trading with a merchant.

Enable Item Comparison:

When checked, compares mouse-over items in inventory or Merchant Window to current equipped item.

Display Critical Damage:

When a critical hit is scored, shows critical amount as text over the target's head.

Language Select:

Select language for text displays. Requires game restart.



Key Binding

This tab allows you to define the function of keyboard keys in Titan Quest. In the left column, each available function is listed. One or two different keys can be assigned to each function (for example, both C and I can be assigned to open the Character Window).

To change a key binding, select the primary or secondary binding with your mouse. Press the keyboard key, middle mouse-button, or scroll the mousewheel to set the key-binding. If the key or mouse function is already in use, you will be warned and asked if you want to continue.



Note: The right and left mouse buttons cannot be assigned in key bindings.

Video

Your video settings should be automatically calibrated for your system specifications and optimal performance. To increase performance, try lowering your graphics options settings. For highest quality graphics, set options as high as your system's performance will allow. Use the **Default** button to return your video settings to the installation defaults.

If you are having trouble with your video settings, make sure you have installed the latest drivers for your graphics card and consult the Troubleshooting section at the end of this manual.

An Important Note Regarding Graphics and Having the Best Possible Experience

Titan Quest uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce™ FX, 6 Series, and 7 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

Audio

Master Volume:

Controls overall sound volume for *Titan Quest*

Music Volume:

All game music

SFX Volume:

Sound effects such as weapon noises, monster cries, spell effects, etc.

Dialog Volume:

Volume for all dialog

Ambient Music Control:

How often ambient music will play

Sound Blaster® X-Fi™ sound cards blur the line between gaming and reality. To truly experience audio beyond your imagination in *Titan Quest*, you must have one of the Sound Blaster® X-Fi™ series. So upgrade your PC audio to one of the Sound Blaster® X-Fi™ series for the most thrilling gaming audio ever. To learn more about Sound Blaster® X-Fi™ sound cards, please visit www.soundblaster.com.

Introduction

IT IS SAID THAT WHEN TIME BEGAN A GREAT WAR WAS FOUGHT BETWEEN THE TITANS AND THE GODS. THE STRUGGLE SHOOK THE EARTH AND THE HEAVENS, MOUNTAINS WERE LEVELED AND OCEANS WERE MADE. CONTINENTS WERE BROKEN IN TWO. AT LAST, THE GODS PREVAILED AGAINST THEIR CRUDE AND SAVAGE MASTERS, THE TITANS. AND WHEN THEY ASSUMED LORDSHIP OVER ALL THE WORLD, THEY FAVORED HUMAN KIND, WHO HAD TAKEN THEIR SIDE IN THE WAR. THE TITANS WERE GONE FROM THE EARTH, BANISHED FAR FROM THE LIGHT OF SUN OR MOON OR STARS...

IN ANCIENT GREECE, IN A QUIET VILLAGE, EARLY IN THE DAY, ALL IS FAR FROM PEACEFUL — THIS FORGOTTEN CORNER OF THE GREAT GREEK CIVILIZATION IS ABOUT TO TASTE ITS FILL OF CHAOS AND DESTRUCTION AND HORROR. THINGS ALL BUT FORGOTTEN EXCEPT IN THE COLORFUL FANCY OF LEGEND, GLIMPSED PERHAPS BY SHEPHERDS IN THE THICK OF THE WOODS — STRANGE, TERRIBLE MONSTERS AND BEASTS — RUN LIKE A RAIN-GORGED LAKE OVER THE FIELDS AND HUTS OF THE GREEK PEOPLE. DUSTY, WEARY, A WANDERER APPROACHES THIS TINY VILLAGE — A STRANGER FATED TO BECOME THEIR ONE, BRIGHT BEACON OF HOPE.

Welcome to Titan Quest....

Getting Started

Creating Your Hero

Welcome to *Titan Quest*. Once the game is installed and running, you are ready to begin. Select **Play Titan Quest** from the Main Menu. You should be prompted to create a new character.



At this point, you need only choose a name and gender - and if you like, the color of your tunic. Just what sort of hero you will become will be determined during your journey through the world of *Titan Quest*



At the start of your game, this is what your hero will look like:



When you're happy with your hero, press the **Create** button. He or she will appear standing on the pedestal on the screen. If you have more than one hero saved, the arrow buttons on the pedestal will cycle between them. For now, however, you are ready to go. Press **Start** - and you're off!

Note: Your character name is how your hero will appear in game. If you play online (p.40), that is the name that other players will know you by.

Playing Titan Quest

There are only a few simple things you need to know to get started. In *Titan Quest*, you will play a single hero as you adventure through the ancient world. In your travels, you will meet other great heroes out of history and myth, but the journey at hand is yours alone. When the game starts, your character is a blank slate. What sort of hero you will become and what powers you come to master will be decided by you over the course of the epic tale that is *Titan Quest*.

The Left Click - Your Greatest Weapon

Everything that you need to do can be done with your left mouse button:

- Left click on the ground and you'll go there.
- Left click on a monster and you'll attack it.
- Left click on loot, and you'll pick it up.
- Left click on a door or a chest and it will open.
- Left click on a person (called a Non-Player Character, or NPC) with an icon over their head, and they'll talk to you

Eventually, you may also want to use the right mouse button, and even your keyboard - but left-clicking alone will get you pretty far.

The Cycle of Fun

As your hero travels through the lands of Titan Quest, you develop from a raw novice to the mightiest of warriors - one destined to change the course of history. A hero is defined by his or her deeds. In *Titan Quest*, the process of becoming that hero looks like this:


- Fighting monsters gets you *loot* and *experience*.
- Experience lets you graduate to new levels. Each level lets you enhance your *masteries* and *skills*.
- Improved *weapons*, *armor* and *skills* make you stronger, which lets you fight more powerful monsters.

And the cycle continues...

More Help - Tutorial and Beyond

If you are not familiar with action role-playing games (action-RPGs), pay attention to the tutorial help as you begin to play. If you missed some tutorial help or wish to re-read some previous help, just use the left and right arrow buttons on the Tutorial Window to page through the help.

You can open and close the Tutorial Window using the Help button on the game UI (user interface).

 Tutorial Window
Hotkey: **H**

Tutorial help can be disabled and re-enabled using the checkbox at the bottom of the tutorial window.



Game UI

Main Game HUD

Character Portrait

Buffs. All spells, enhancements, curses and other temporary alterations to your hero

Skill Quickbar
Assigned Skills
Shortcuts: 1 - 9, 0

Potions
Shortcut: 9, 0

Experience Bar
Shows your progress towards your next level (p.25)

Your Current Health
Current level
Your Current Energy (lets you use skills)

This is you

Portal Stone (p.35)

Left-click Attack
Right-click Attack

Weapon Quick-swap
Shortcut: W

Monster Mouseover info:
- Monster Name
- Monster Type
- Monster Health and Energy

Satyr - Skirmisher
Beastman

Character Window (p.10) Shortcut: C, I

Skills Window (p.11) Shortcut: S

Quest Window (p.12) Shortcut: Q

Current Location

Compass
Map

Party member shown off-map (in multiplayer)

Current Location

Map Icons
Mouse-over them to learn more

Pet

Party Window (p.43)
For multiplayer mode.
Shortcut: P

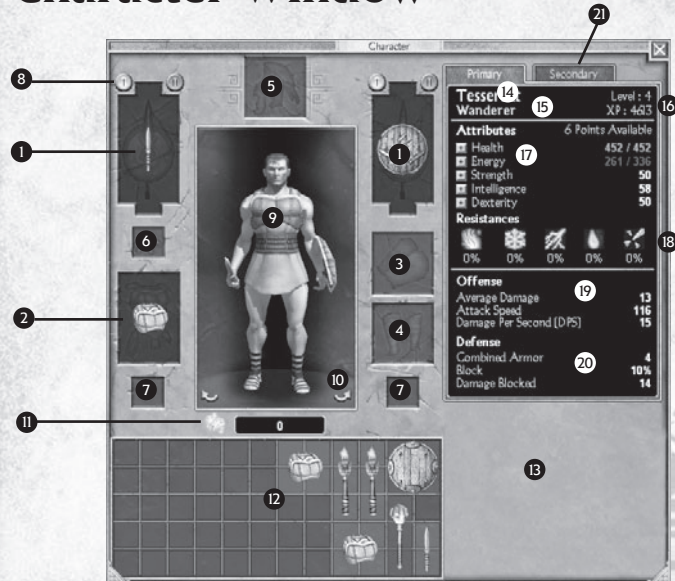
Tutorial Help (p.7)
Shortcut: H

Game Menu
Shortcut: G

Chat Pane
For multiplayer mode (p.42)
Shortcut: T

Map Window (p.14)
Shortcut: M

Character Window



Equipped Items (p.35)

- 1 Left and right hand:
Weapons and shields
- 2 Chest armor
- 3 Arms
- 4 Legs
- 5 Head
- 6 Necklace
- 7 Rings
- 8 Weapon swap:
Switch between two weapon sets
- 9 Player Character:
Portrait of your hero with
current equipped items
- 10 Character rotation buttons

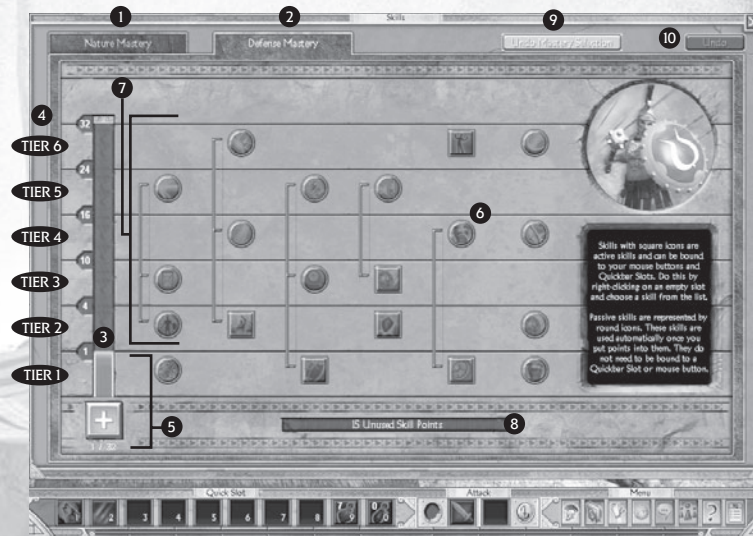
Inventory

- 11 Gold
- 12 Main inventory
- 13 Extra packs (see note on p.24)

Character Stats

- 14 Name
- 15 Mastery title (p.46)
- 16 Level: current experience (p.25)
- 17 Attributes (p.27)
- 18 Resistances (p.59)
Fire - Cold - Lightning -
Poison - Pierce Damage
- 19 Offensive stats
- 20 Defensive stats
- 21 Secondary stats (p.59)

Skills Window



1 First Mastery

2 Second mastery (p.25)

Mastery Level (p.26)

- 3 Mastery points invested
- 4 Mastery Tiers
Skills in this tier can only
be used when unlocked
by the Mastery level

Skills (p.26)

- 5 Available skill tiers. Mastery points
invested out of total possible
- 6 Modifier skill (p.26)
- 7 Unavailable skills

8 Available skill points

Can be allocated to mastery
level or to available skills

9 Undo Mastery Selection

Change your mind before
assigning any skill points.
Once points are assigned,
Mastery cannot be undone.

10 Undo

Reset chosen skill points.
Skill assignment can be
reverted until window is closed

*Note: Closing the Skill Window
accepts changes. You cannot undo
after closing the window.*

Quest Window



Main Quest tab (p.29)

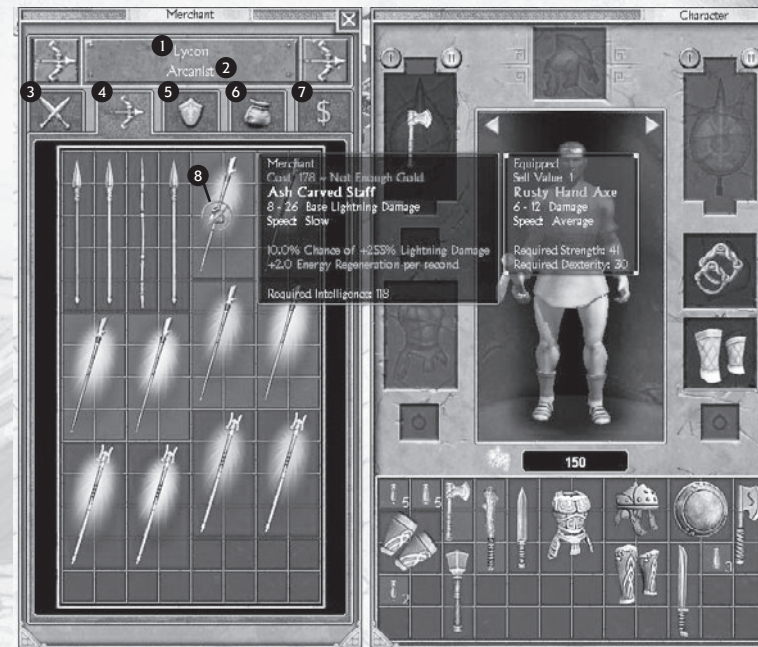
- 1 Quest map
- 2 Region (Greece, etc.)
- 3 Active Quest
- 4 Summary tab
- 5 Quest Title
- 6 Quest Summary
- 7 Quest Objectives
- 8 Dialog tab. Hear quest assignment dialog.



Side Quest tab

- 1 Side quests are shown on this tab (p.30)
- 2 Region
- 3 Location
- 4 Side quest title
- 5 Side quest description

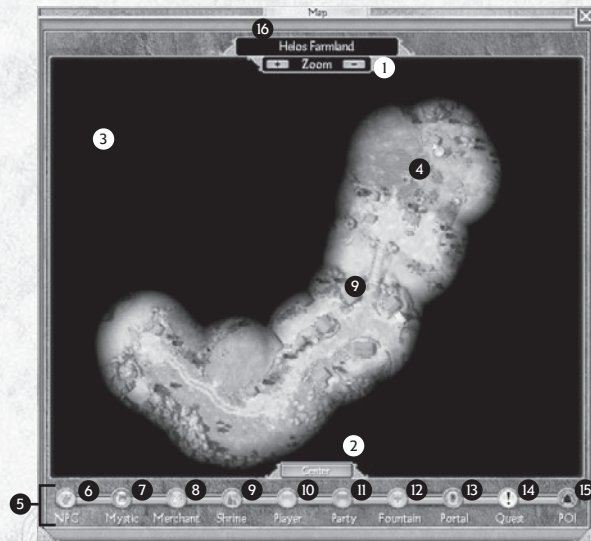
Merchant Window



Merchant Window

- 1 Merchant Name
- 2 Merchant Type (p.31)
- 3 First weapon tab
- 4 Second weapon tab
- 5 Armor
- 6 Potions & Jewelry
- 7 Sell-back tab
- 8 Not enough gold mouse icon

Map Window



Current Location

- 1 Zoom buttons. Also use mousewheel
- 2 Center map button. Shortcut: **NumKey 0**
- 3 Fog of War
- 4 Previously explored area (in previous game sessions)
- 5 Map Legend
- 6 NPCs. Speaking people
- 7 Mystics. Skill point reallocation
- 8 Merchant
- 9 Shrines
- 10 Player Character
- 11 Party. In multiplayer, members of your party
- 12 Rebirth Fountains
- 13 Portals
- 14 Quest. Quest items and objectives
- 15 POI. Points of Interest
- 16 Current Location

For more on the Map Window see p.34.

Party and Trade Windows



Party Window

- 1 Other players in the current game.
- 2 Party members
- 3 Party buttons
- 4 Invite. Join up with others (p.43)
- 5 Remove. Kick somebody out of your party (party leader only)
- 6 Leave. Leave someone else's party
- 7 Ban. Kick player out of the game session and prevent them from returning (game host only)



Trade Window

- 1 Your trade offering
- 2 Their trade offering
- 3 Gold offered
- 4 Trade button. Both players must press for transaction.
- 5 Cancel button. Items 'on the table' are not lost if you cancel.

For more on trading see p.44.

Combat

In *Titan Quest*, no matter whether you wield a spear or hurl fireballs, you are a warrior - and fighting is what you do. You will find all kinds of strange, mythical monsters wandering the world of *Titan Quest*, and every single one is looking for a fight. You would do well to be prepared.

The Basic Attack

The easiest way to attack a monster is by left-clicking on it. You'll use whatever weapon you have in your hands - and if you're not holding anything, you'll use your fists!

Weapons can be divided into two basic categories: melee and ranged. An example of a melee weapon is a sword or a spear, used to strike at close distance. A ranged weapon, such as a bow or a magical staff, fires at monsters from afar. Left clicking on a monster will perform either type of attack, depending on what's in your hands. It's that simple.

Click and hold the mouse button to attack repeatedly until your foe is dead. This is especially useful for tougher monsters, who won't fall in one or two blows.

If you hold down the **Shift** key and click on an enemy, you will attack without moving. This can be handy for firing arrows at a moving target... or for just admiring your prowess with a blade!

- Left click: Attack using your equipped weapon
- Left click and hold: Attack and keep attacking until monster is defeated
- Shift-left click: Attack standing still (don't run towards enemy)



Advanced Combat

Choose Your Skills

Swinging a sword is a good start, but as monsters get harder, you'll need some more tricks up your sleeve. You have no skills when you first create a character in *Titan Quest*. As you gain levels of experience and choose a Mastery (p.26), you will gain skills that give you more powerful attacks. You can assign these skills to the right mouse button and to the skill Quickbar (and in some cases, the left mouse button).

A skill attack can be anything from a lethal ice-bolt to a stunning shield-bash. Skill attacks use up your energy. When a skill costs more energy than you have, you won't be able to use it. You'll have to wait until your energy regenerates, or drink a potion. Some skill attacks also have a cool-down time, and cannot be used again until they are ready.

Over the course of the game, you will acquire more than one attack skill. You will also gain skills that are used for other things than attacking, such as summoning pets or enchanting your weapons. After assigning a primary skill to your right mouse button, you will probably want to assign the others to the skill Quickbar. The Quickbar has a total of ten slots. The last two default to health and energy potions, but they can be reassigned.



To assign a skill, simply right click on an attack or Quick Slot. Left click on a skill (or potion), and it will be assigned to that slot.

Note: only some skills can be assigned to the left mouse button - the ones meant to be used as a primary attack.

To use a skill from the Quickbar, either left click it on the bar, or press the number of the Quick Slot on your keyboard.

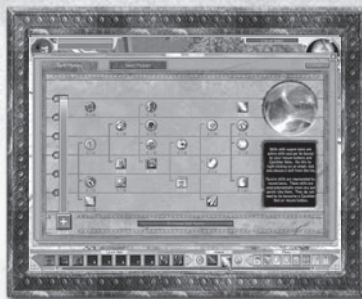
Note on assigning skills to your left mouse button: for most attack skills, running out of energy will cause you to use your standard attack instead.

Choose Your Weapons

In *Titan Quest*, you can keep a second weapon set at the ready, and switch to it at any time - even in the middle of combat. To swap weapons, you must first equip a second set (see p.25). Once you have two sets equipped, simply press the swap button. (default shortcut key: **W**). Note that skills assigned to your mouse buttons are swapped along with your weapons.

Tips

- Assign skills to mouse buttons and Quickbar
- To assign, right click a Quickslot and select skill
- Press number key (1-9 and 0) to use skills or potions in Quick slots
- Health and energy potions are assigned to 9 and 0 by default
- Swap weapon sets with the swap button or **w** key



Know Your Enemies

The monsters in *Titan Quest* can be fierce opponents. Not only will many attack you on sight, but many have skills of their own - so don't be surprised if you see an ice-bolt hurled at you!

When you've entered a new area, monsters may be newer and possibly more deadly than those you've met before. You may find it worth your while to proceed cautiously and size a monster up before you take it on, especially if it's in a group. When you move your mouse over a monster, a box will appear at the top of the screen, which tells you the type of monster. Look carefully - you may have faced a satyr pawn, but have you faced a satyr guardian? When you have Monster Level enabled under Gameplay Options, you will also see a number next to the name, which is the monster's level. As a rule of thumb, if that number is much higher than your own - proceed with caution.

Loot: The Spoils of War

Not only will some monsters use skills against you, but many will sport weapons and armor. In *Titan Quest*, any equipment your enemy has will become loot for the taking, once you have defeated them. No crow will ever drop a suit of armor, but you can always pick up and use the same axe that boar-man swung at you. This means that powerful weapons will often be won from dangerous foes.

When the battle's done, you'll see loot scattered across the ground. Hovering your mouse over an item will show you its name. To pick the item up, simply left click. The color of the mouse-over text tells you what sort of item it is and whether it's standard issue or rare and magical (see p.37). Sometimes your enemies' gear will break in the heat of the fight. When you find it on the ground, it will be close to useless. These items are shown in dark gray text.

Item Type	Color
Broken Item	gray
Standard Item	white
Magical Item	yellow
Rare Item	green
Epic Item	blue
Legendary Item	purple
Relic or Charm (p.38)	orange
Potion	red (health) / blue (energy)
Gold	yellow

To make your post-combat treasure hunting a little easier, try holding down the **Alt** key. While the **Alt** key is pressed, the names of the visible items lying on the ground will appear (broken items are filtered out). Even better, you can pick an item up by clicking on its name, as well as on the item itself. You can also use **Z** to show loot, including broken equipment, and **X** to show only magical and rarer items.

- Click on loot or its name to pick it up
- Hold down **Alt** to show all non-broken loot
- Hold down **Z** to show all loot and **X** to show non-common loot
- Text color tells you class of item

You will often find a chest or stash of some kind amongst a group of monsters, where they have stored their own spoils of war. Click once on a chest to release its contents. The items will scatter on the ground, ready to be collected by the diligent adventurer.

*Note: You cannot attack monsters while holding down **Alt**, **X**, or **Z**. Fight first, gather later!*



Matters of Life and Death

Staying Alive

Even the greatest fighters end up with some nicks and scratches. Next to your character portrait, in the top left corner, are two bars. The red one is your health and the blue one is your energy.

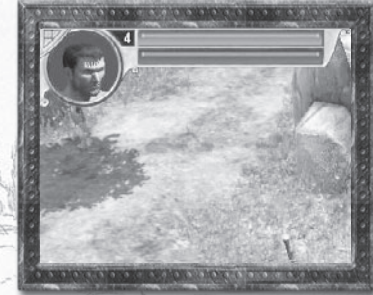
Both slowly regenerate over time, but if you're in a hurry, you can use potions to fill them. Health potions (red), and energy potions (blue), come in different sizes that restore different amounts of health and energy. Take note: there is a short cool-down period after you drink a potion, before you can drink another.

To drink a health or energy potion, click on its Quick Slot (default is **9** for health and **0** for energy). You can also use the default hotkeys **R** for health potions and **E** for energy potions.

In your travels you may also find magical items which will increase your max health or energy, or speed up their natural regeneration rates. Increasing your intelligence attribute (see p.27) will also increase your energy regeneration.

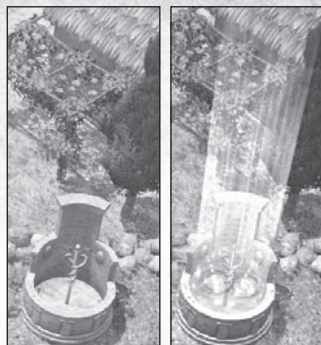
Tips

- Always carry some health potions.
- To drink potions, use default Quick Slots 9 and 0.
- Increasing your health attribute will give you more life, so you can take more of a beating.
- For maximum protection, cover yourself from head to toe in the best armor, including a shield when possible.



Dying

Victory is sweet - but in *Titan Quest*, defeat isn't really all that bitter. When you lose all your health, you will die - and then find yourself standing at the last Rebirth Fountain you activated. Aside from being set back in your journey, you will lose some amount of experience - however, you will never lose a level once you have earned it. Early in the game, the experience penalty is light. As you reach higher levels, the penalty will become a little more severe.



A Rebirth Fountain is activated the first time you come near it. After that, you can reactivate fountains by left-clicking on them. Not only are Rebirth Fountains where you return after dying, but they are also where you begin when you load a saved game.

Rebirth Fountains are marked on the map for easy spotting. (See p.33 for more on maps.)



Hero Management

If you want to be truly ready for battle, you will want to spend some time on yourself and your equipment. Most of this preparation will happen on the Character Window.



Character Window
Hotkey: **C** or **I**

The Things You'll Carry

Material possessions. Things. In *Titan Quest*, you'll win loot from slain foes. You'll gather it from chests deep in ancient tombs. You'll receive rewards for heroic deeds, buy gear from merchants, and possibly trade your items with others in multiplayer mode.

Know Your Gear

Everything you acquire in *Titan Quest* goes into your inventory. Your primary inventory lies directly below your character portrait, and it is all the storage space you have when you start the game. Once you have an item, you will want to examine it. Simply hover your mouse over an item, and you can learn quite a lot.



Not only the item's name, but the details, bonuses, and requirements are listed here. What's more, if you have an item of that type equipped (and item compare is enabled in the Options Menu), mouse-over will compare the two items. Item comparison also works for the merchant window (p.31).

Equipment Wrangling

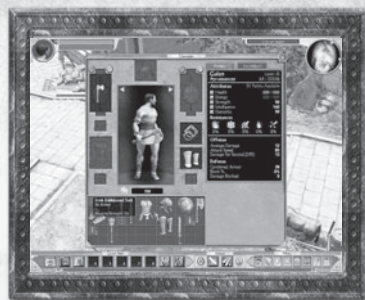
To move an item around, left click it to 'pick it up'. The item will move with your mouse. Left click again to place the item, or right click to drop it back where you got it from.



To drop items, place them anywhere over the game world, outside the character window - or simply press the **D** key.

To wear or wield an item, move it over the image of your character. The equip slot that the item belongs in will turn green. Drop it in the slot. If you were already wearing or wielding an item of that sort, doing this will swap the two items. The new item will be equipped, and you will be holding the old item.

If you try to equip an item, and the slot it goes in turns red, that means that you cannot use it yet. (The item will have a red background in your inventory, as well.) Most items have attribute requirements, such as strength or intelligence (see p.27). You will need to raise that attribute before you can use the item. Other items, especially jewelry, may have level rather than attribute requirements. All requirements are always shown in the mouse-over text for items in your inventory and in shop windows.



Note: You may also get skills or other magical bonuses that lower requirements.

- Mouse-over items for information.
- Place item on character portrait to equip.
- Place item over game world to drop.
- Arrange your inventory. If you don't have room, you can't pick it up.

To learn more about the types of equipment in *Titan Quest*, see p.35.

Expand Your Inventory

At certain points in *Titan Quest*, you will be awarded extra packs, allowing you to store more loot. These extra packs appear to the right of the main inventory box, and are divided as tabs. Only one is shown at a time. Once you have more than a single extra pack, don't forget you have more gear stored in those other packs!

Potions

Health and energy potions have some special features, as items, which you should know about. First, potions come in different sizes. Larger potions will restore larger amounts of health or energy. Potions of the same type and size also stack.

When a stack is full, new health or energy potions of the same type will spill over and start a new stack.



As mentioned above, the first time you pick up a health or energy potion, it is assigned to your Quickbar. Health potions go in slot **9** and energy potions go in slot **0**. (For more on changing this, see p.17).



To drink a potion, use the Quick Slot it's assigned to, or use the dedicated hotkeys. The defaults are **E** for energy potions and **R** for health potions.

Enable Weapon Swap

Your hero possesses the ability to carry a second set of weapons at the ready, and switch to them when needed in the thick of battle. For this to work, you must first equip the second set. Swap sets by using the swap button in the Character Window.



The first time you do this, it will look like your weapons have vanished. Don't worry. Those are the second weapon set slots. Fill these slots, and you're good to go. From then on, you can swap weapon sets in game, using the swap button in the game UI (default shortcut key: **W**). Use weapon swapping to alternate between a sword and a bow, or, if you choose the Warfare mastery, between dual wielded blades and a safer, slower mace and shield combo.

Note: Two things to remember

1. The weapons you see in the character screen are the same ones you are wielding in game.
2. Your mouse button skill assignment also swaps when you swap weapons.

Learning and Growing

Every time you defeat an enemy, and in some cases when you complete a quest, you will gain experience points, or XP. When you collect enough XP, you will advance to the next level.

You can see the current level next to your character portrait in the main game window, and beneath your name in the Character Window. Just to the right of that you can see your current experience. The same information is displayed as a green bar at the bottom of the game screen.

Gaining levels allows you to customize and build your hero. You will choose one Mastery the first time you level up, and another when you reach level eight. Each Mastery is a set of skills that defines you as a certain type of hero.

For each and every level you will earn both skill and attribute points. Skill points are invested in the Skill Window and attribute points in the primary stats tab of the Character Window.

Masteries

Each Mastery contains a certain class of skills. Warfare contains skills that will make you a strong melee fighter, whereas the earth mastery is full of spells involving stone and fire. Because you will eventually select two out of eight Masteries, you have the ability to create powerful combinations of skill classes, suited perfectly to the play style of your choice. Skill points can be used on skills and on the Mastery itself. Putting points into a Mastery will:

- Give you multiple attribute bonuses critical to the Mastery, such as life and strength
- Unlock new levels of skills

You must put at least one point in the Mastery to use any skills. As you gain levels, be sure to invest some points in the Mastery to unlock new, more powerful skills and enhancements to key lower level skills.



Skill Window
Shortcut Key: S

Note: The Mastery you choose can be changed only before any skill points have been assigned to it. Additionally, skill points invested in Masteries cannot be revoked once confirmed. It is, however, possible to reallocate skill points placed in skills (see p.28).

Skills

Putting one skill point into a skill gives you that skill. Putting additional points into it will increase its power and effectiveness in various ways. Skills come in several varieties.

Active	Skills that you must actively use (p.46). Attack enemies, heal or buff allies, or summon aid, such as a wolf pet or bolt trap.
Passive	These give you automatic benefits. For instance, they might increase your chance to dodge, or make you more likely to get magical loot.
Weapon Pools	A special class of passive skills is weapon pool attacks. Investing in a weapon pool attack increases the likelihood that you'll execute a deft and deadly attack that will do additional damage.
Energy Reserve	Instead of draining your energy, these skills reserve the top portion of it, so that you cannot regenerate your full store of energy. These skills are usually powerful enhancements or auras. Most remain in effect until you remove them, you quit, or your hero gets killed, although some may eventually wear off.
Modifier	Some advanced skills add to lower level skills. For instance, an enhancement to the Volcanic Orb skill could cause the orb to fracture as it lands, hurting all the enemies in an area.

For energy reserve skills, casting the skill a second time will banish the skill.

Active skills that can be cast on your hero or an ally require a target. Normally, using such a skill will change your mouse cursor into a target. Click on your hero or an ally to use the skill. If the skill is assigned to the left or right mouse button, clicking over a valid target will use the skill automatically on it.

Some skills will have a cool-down time that must elapse before you can use them again. See the combat section (p.17) for more on assigning and using skills. To read about the specific masteries and skills, turn to p.46.

Attributes

Your hero has five attributes: Health, Energy, Strength, Intelligence and Dexterity. You can see all of your attributes in the Character Window (default shortcut: C and I).

Health	Amount of damage you take before you die, increases life regeneration
Energy	Consumed when you use skills
Strength	Increases physical damage, required for melee weapons
Intelligence	Increases energy regeneration and all elemental damage, required for magic user items
Dexterity	Increases pierce damage, Offensive Ability (chance to hit or "critical" for extra damage), Defensive Ability (chance to avoid being hit or "criticalled"), and chance to block with shields. Required for hunter and rogue items

As you can see, boosting your attributes can be worth your while. Different Masteries benefit from different attributes. A magic user may want to invest most of their points in energy and intelligence, while a fighter would want strength and dexterity in order to deal the most damage and use the heaviest equipment.



Available attribute points can be assigned by pressing the button next to an attribute. One attribute point will add several points to an attribute. Be cautious when adding these points - placement is final.

Attributes can also be boosted by equipping magical items. A magical item provides no benefit when not equipped.

- First Mastery at level 2, second at level 8
- Level-up grants skill and attribute points - spend both!
- Strength, Intelligence and Dexterity are used for equipment requirements
- Intelligence increases any elemental damage you do - for staffs, spells and magical weapons!

Pets

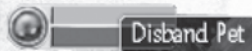
Some skills allow you to summon allies of various kinds to fight beside you. These allies, or pets, are shown underneath your character portrait.



By and large, your pets take care of themselves. They will stay by your side, and attack enemies within sight. You can give your pets orders, however. To do so, hold down the **Ctrl** key and click on your pet. Then click on a destination and the pet will go there. (This key can be changed in Options under Keybindings.)

Any skills you can cast on allies, such as healing spells, can be cast on your pets.

If you find you feel more like being alone, right-click on your pet's portrait for the option to un-summon it. Pets will naturally stay summoned either until their health runs out, or for a fixed amount of time, depending on the pet.



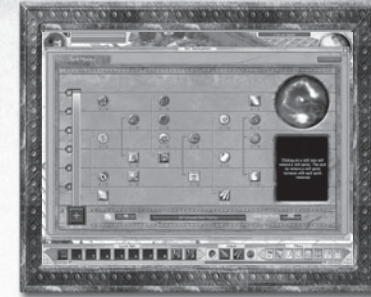
Skill Reallocation

Only a seer with very special powers can liberate a person from their experience and choices, and change the very substance of who they are. Those in need of such services know them merely as Mystics...

For a price, a Mystic will allow you to unlearn skill points you have assigned, and re-assign them elsewhere. Of course, it will cost you and there are restrictions. You cannot un-choose a Mastery, and you cannot remove points you put into the Mastery.



Talking to a Mystic will bring up this version of the Skill Window:



Each point removed will cost gold - and with each point removed, the cost will rise. Of course adding skill points costs nothing, and can be done at any time through the regular Skill Window.

Note: You cannot remove the last skill point in a skill if there are points placed in a skill that modifies it.

Quests

Talking

In Titan Quest, as the story unfolds, the people you meet will have things to tell you, favors to ask, and most importantly, urgent tasks that only you can complete. When a non-player character (called an NPC) has something to tell you, they will look like this:



You can talk to an NPC by clicking on him or her. Pay attention: NPCs who want to talk have important things to tell you. The next time you click on them, they may tell you something else. NPCs will generally repeat the most important information, but they might scold you for not listening the first time!

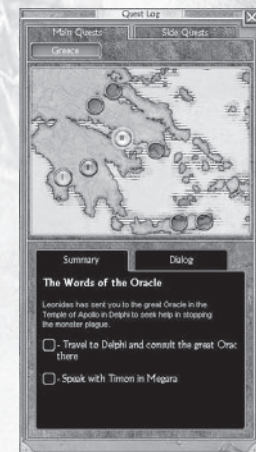
! Has quest information ◆ Just wants to talk

The Quest Log

Every adventure you undertake is tracked in the Quest Log. Each chapter of the story is considered a quest, and every major development in a quest is updated in the Main Quest tab. Whenever you are confused about what to do next - consult the Quest Log.

Quest Log
Shortcut Key: **Q**

Current selected bead - yellow
Active quest (not yet completed) - orange
Completed quest - unlit



Every time a quest is added, a glass bead marker is added to the map in the Quest Window. Selecting that marker will show you the information for that quest. The quest objectives, listed with checkboxes at the bottom of the window, will always tell you exactly what needs to be done in the quest. Select the dialog tab for the quest to hear the speech of the person who first assigned it.

You can view any quest you have encountered in the game, whether finished or in-progress.

As with the game maps, the quest log will eventually be divided into the different lands you will travel to. At first the only option will be Greece, but later others will be added. The quest log will always open to your current, active quest.

Side Quests

In your travels, you will come across many people whom you can speak with. Some of these people will simply talk about what's going on or about their lives. Others will tell you about problems, places, and enemies that you may get involved with, if you want to. These are called side quests, and they are recorded in the Side Quest Tab of your Quest Log.

Each side quest is a small adventure you can pursue. None are required to beat the game, but these optional quests will always involve prizes of some kind or another, be it rare and valuable loot won from a foe, or a reward in thanks for helping someone in need.

Side quests are organized by the location they take place in. Quests that have been completed are checked off. Sometimes you must return to the person who gave you the optional quest, in order to complete it, but not always. Pay attention to which is which, to make sure you get your reward.

Talking to People

- Only people with talk icons will talk to you
- The icon tells you if their message is for a quest, or if it's just informational
- After you talk to someone, their talk icon will go gray
- If they have new information for you, their icon will light up again
- People have lots to say to you. Try clicking on them more than once



Following the Story

- Quests are your part in the story
- Read the quest descriptions to understand what's going on
- Read the quest objectives to find out what you have to do next
- Side quests also come with objectives, but you may have to do some thinking and exploring on your own.

Quest Items

A few items in the game will be necessary for quest purposes only. Quest items look a little different than normal items:



Hold on to your quest items! If you lose a quest item, you can always go back and get it again, but you may have to quit out and re-enter the game first.

Note: Quest items cannot be sold or traded.

Merchants

All sorts of weapons and armor are for sale at your local merchant's. You can spot a merchant by his market stand, tent, or wagon-cart, and the icon above his head.



There are three basic types of merchant in *Titan Quest*:



Trader:
a general shop with a standard selection of goods



Blacksmith:
specializing in items for warfare, rogue, and hunting Masteries







Arcanist:
magic users of all types visit these shops

Buying and selling is a straightforward affair. It begins by clicking on a merchant.

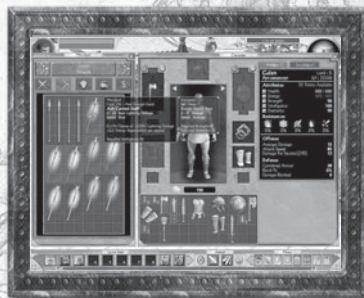
Buying

The goods a merchant has to sell are divided into categories:

	Weapons
	Armor
	Potions, rings, dyes and pendants
	Sell-back tab. Items you sold to the merchant.

Before you buy anything, hover your mouse over it. The price and item attributes will be displayed above it. If you have a similar item equipped (and item comparison is enabled) a comparison box will appear next to it.

To buy, left click on the item. If you have enough gold, it's yours. If you can't afford it, your mouse cursor will change to show this. You will also be warned if you try to buy something when you have no inventory space.



The stock a merchant carries will not stay the same forever. While the window is open, you can sell back and buy back items for exactly the same price. However, if you step away, costs will change. If enough time goes by, the merchant's entire stock will change over - and the items you sold him will be gone.

Selling

To sell an item in your inventory, pick it up and drop it into the merchant's window. If quick-sell is enabled, you can also sell by right-clicking on an item.

As shown above, all items you sell go into a Sell-back tab. If you change your mind, you can buy them back at the price they were sold for - but make sure you do so before you close the merchant window.

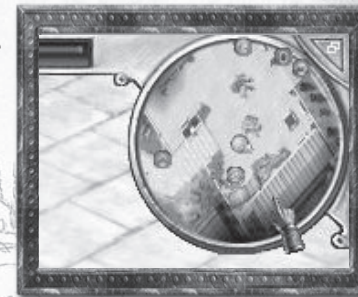
After that, their prices go up to market value.

Maps and Travel

In Titan Quest, you will travel far across the ancient world. No adventurer would set out on such a journey without a good map. Luckily, you have several types of maps at your disposal.







The Compass Map

The first map that you will see is the Compass Map. It sits in the top right corner of your screen, and is excellent for at-a-glance navigation. The Compass Map shows an eagle's-eye view of the terrain. Your current location is displayed just left of the map - useful if you are looking for something in a specific place.



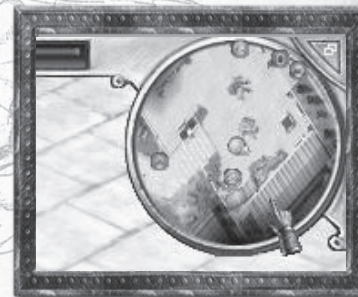
The small button in the top right corner of the map is the map size toggle. This button switches the Compass Map between small, large, and hidden.

You will find several icons on the compass map.

-  Rebirth Fountains
-  Quest items
-  NPCs
-  Merchants
-  Portals
-  Other players in multiplayer

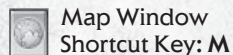
Mouse-over icons for extra info.

In multiplayer games, you will also see party members on the map. Party members who are too far away to be shown are displayed on the map-edge, indicating the direction in which you should travel to find them.



The Map Window

For more serious navigation, you will want to turn to the Map Window.



The map will look like the compass map with a couple of key differences. Areas you have not yet explored are shown in inky black. As you explore, the map will be revealed. To help you keep track of what you've done most recently, only areas you have explored during the current game session are in color. Places you've been in previous sessions are shown in grayscale.

Controls for the map window are simple

- Use your mouse scrollwheel to zoom in and out
- Click and drag or use the arrow keys to pan
- Center the map with the Center button or **NumKey 0**

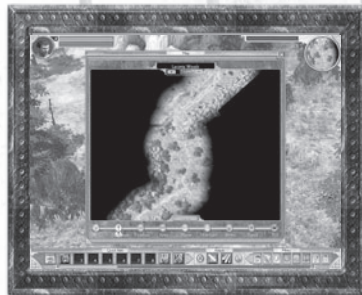
The legend at the bottom of the map contains a list of the icons shown on the map. To find something quickly, click on one of these icons to call out any of its kind shown on the map.

The Portal System

Naturally, you can get around the world of Titan Quest just fine on foot. However, sometimes you want a faster way to travel. Spread throughout the ancient world, located in just about every city and safe area, are Portals.

When you come near one of these Portals, you will activate it.

When you click on a Portal, you will be presented with a map of the entire land. All the Portals that you have activated in that region will be shown. Simply click on one of them to travel there.



Sometimes, however, you find yourself in a tight spot and you need to get out fast. Luckily, once you have activated a single Portal, you are granted a Portal Stone. It is shown on the main game UI.



By clicking on this button (default shortcut: **L**), you create a small personal portal right where you are. Left click on it to enter the Portal Map Window, choose a destination, and you're there. When you've created one of these portals, it remains until you return to it. If you visit any normal Portal, you will see your Portal Stone has been added as an available destination. When deployed, the Portal Stone icon in the main game interface will change, as a reminder.

In multiplayer games, your party members can travel to your Portal Stone - and vice versa. If you wish to travel with party members, simply open a portal and everyone can meet in one spot. See the section on multiplayer in Titan Quest (p.40) for more information.

Tips

- Go near a Portal to activate it
- Click on a Portal to use it
- Click on Portal Stone to create a portal wherever you are
- You can travel to the active portals, an open Portal Stone, or party member Portal Stones
- Look for Portal icons on the map in cities and other safe areas

Equipment

There is a lot of equipment in Titan Quest. You will find exotic swords and spears. You will find magical staves that shoot fire. You will find greaves, helms, rings, robes and bows. Taking all the sorts of average and above-average equipment together, there are thousands of items waiting to be won, plundered or bought in Titan Quest.

The Basics

Item Types

Weapons divide into the following categories. Melee weapons, which are weapons you use at close range, come in many varieties: swords, knives, clubs, spears and axes all do different amounts of damage at different speeds. Ranged weapons, on the other hand, divide into bows and staves. Staves fire some type of elemental damage: either fire, ice or lightning.


Armor is divided into pieces. There is armor for the chest, arms, legs and head - as well as shields. Armor is generally divided into armor for warriors and armor for magic users. Magic users will generally wear robes and lighter armor that provide benefits other than mere protection, such as enhanced life or energy regeneration, and movement speed.

Items generally require that you be strong, quick, or smart enough to use them properly. To learn more about attribute requirements for equipment, see (p.24).

Item Quality

Equipment can be made of several different materials. Since oak is stronger than pine, and iron is stronger than bronze, an oak bow will be better than a pine one, and an iron helm will be better than one made of bronze or copper. Different items are classified differently. For instance, most weapons only come in three material types. Chest armor for fighters can cover more or less of you (breastplate covers more than a corselet), material type (bronze is better than copper), and quality (ornamented is better than embossed).

		
Copper Knife	Bronze Knife	Iron Knife
Good	Better	Best

		
Harness	Breastplate	Suit
Better than nothing	Good	Best

Superior Gear

Magical Items

In your adventures, some items you find will have special powers and properties. You can tell right away by their names. A magical sword might be named the Bloodthirsty Short Sword - or the Enfeebling Short Sword of Destruction! When you go to pick one of these up, the text color will be different than that of a normal item.



A magical item will have one or sometimes several bonuses.

Magical items can make you stronger, swifter, and more deadly. They will also often fetch a higher price on the market.

Standard (white)	Found everywhere. No bonuses.
Magical (yellow)	Imbued with magical properties
Rare (green)	Some Magical items have several powerful bonuses
Epic (blue)	These unique magical items have names, histories, and bestow powerful bonuses on those who use them
Legendary (purple)	Rarer than rare, these unique items have earned fame in the songs and tales of heroes of myth. They are generally superior to any other equipment in the game.

Item Sets

Some Epic and Legendary items come in sets. Wearing one item from a set is like wearing any other unique item, but when you have a second item from the same set equipped, an extra bonus is added. Each extra item you add increases the bonus. Equipment sets generally consist of two to five items.

Information about sets is always shown on each item.



Relics and Charms

Over the course of time, possessions of a god or a great hero will come to be imbued with the power of their owner. If you were to find a piece of such a belonging, called a Relic, there are ways to harness that power for yourself by attaching it to your equipment.

Similarly, there certain great beasts, so superior in grace and power among their kind, that even after they perish, some of their greatness lingers. Hunters and nomads claim a piece of such an animal, called a Monster Charm, will act exactly as a Relic does when applied to one's equipment.

Don't look for Relics and Monster Charms among merchants' wares. In Titan Quest, they can only be found or won.



A Relic Shard



A Monster Charm

Attaching a Relic shard or Monster Charm to certain equipment grants a bonus to that equipment. Relic and Charm pieces of the same type can also be combined until a complete Charm or Relic is formed. Each piece you add increases the bonus granted. When a Relic or Charm is completed, it gains extra bonuses above and beyond the standard one.



1 relic piece



partially complete



complete set

The mouse-over text for a Relic or Charm tells you what bonus it will give, what equipment it can be attached to, and how many pieces must be combined to form a whole.

To attach or combine a Relic or Monster Charm, right click on it. You can now apply it to any valid item, which will be highlighted in green when you move over it. To attach or combine, left-click. To cancel and return the Charm or Relic to you inventory, right-click. (You can, of course, move Relics and Monster Charms around your inventory like normal items by left-clicking on them first, instead of right-clicking.)



When you apply a Relic or Monster Charm to an item, the item's inventory image will change.

Note: Relics and Charms cannot be attached to Epic or Legendary items.

Once a Relic or Charm is fixed to an item, it can never be removed. If you attach a Relic shard to something and then find another shard of the same type, don't worry. You can add the second piece to the item. The same goes for Monster Charms. Remember, you can only ever combine Relics and Charms of the same type.

Tips

- Combine Relic and Charm pieces of the same type
- Relics and Charms can only be attached to certain equipment types
- Once attached, Relics and Charms can never be removed
- You can combine a Relic or Charm piece with one already attached to an item (of the same type, only!)

Difficulty Levels

All good stories come to an end. When your heroic adventures in the world of Titan Quest reach the final chapter and you emerge victorious against all your foes, is it so long, farewell? It doesn't have to be.

When you complete Titan Quest, you unlock a new difficulty level for that character: Epic mode. Your hero, with all the levels, loot and powers you've earned, returns to the dusty Greek road where it all began. Only this time the monsters are harder and the rewards are higher.

And what happens when you defeat Epic? The answer is Legendary mode. Epic is hard, but it will take more than perseverance to beat Legendary mode. To stand a chance in Legendary mode, you'll want to collect at least a few Legendary Items. Legendary Items are high-level unique equipment that begins to appear late in Epic difficulty mode. Even then, you may want to try Legendary mode in the safety of numbers in multiplayer mode.

Difficulty Levels

Normal Difficulty	The adventure starts here
Epic Difficulty	Harder
Legendary Difficulty	Zeus's bolts that's hard! Bring some Legendary Equipment and some friends!

Multiplayer

In Titan Quest, playing in multiplayer is as easy as playing in single-player mode. In fact, you may move your hero between single- and multiplayer games whenever you wish. Join up with as many as six other players to adventure, trade, or battle online or over a network.

The world and story of Titan Quest remain the same in multiplayer mode. The only difference is that you face the challenges with your friends fighting at your side.

Logging On

From the Titan Quest main menu, select Play Titan Quest. Just as in single-player mode, select your character or create a new one. Then choose Join Multiplayer or Host Multiplayer from the play mode menu.

Hosting

Note: Hosting a game means that your computer will act as the server. See the Readme file installed with Titan Quest for the machine and bandwidth specifications recommended for optimal performance.

After selecting Multi Player Host, specify LAN (Local Area Network) or Internet. Once you have made your selection, you will be prompted to enter game details.

Game Name:

Describe your game or identify yourself. You must enter a game name. All other fields are optional or default.

Difficulty Level:

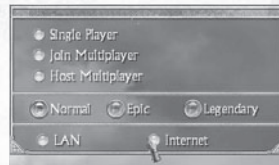
Host the game in Normal, Epic, or Legendary modes. You can only choose Epic or Legendary mode if the character you are using has completed the game at the previous difficulty settings (p.39).

Password:

Only enter a password if you wish to lock your game. Password-protected games are useful when you wish to play only with friends. Make sure they know the password.

Max Players:

Limit the number of players. Choosing 1 means that you will be playing alone!



Level Range:

Set the number of levels above and below your own allowed for players joining the game.

When everything is set as desired, press the Start button to begin.

Joining

To join a multiplayer game, simply select Join Multiplayer, choose LAN (Local Area Network) or Internet, and press the start button. This will bring you to the Join Window.



The Join Window displays all available games.

- **Game is locked.** You cannot join without a password.
- **Difficulty level.** Normal, Epic or Legendary
- **Map.** Should always say Titan Quest (see below).
- **Ping.** Quality of internet connection. Lower is better.
- **Player names.** Names of people already in the game.
- **Filter.** Type word here to search for specific title. Searches game name and map name only.
- **Filter Full Games.** When checked, will hide games that have no empty slots.

The map name should always be Titan Quest, unless you wish to play a custom, user-created map (see p.45). You will not be able to join locked games unless you have the password. Also, remember that you can only play normal difficulty level unless your character has already beaten Titan Quest on normal and unlocked higher difficulty levels.

To choose the best game to join, try selecting a game. The right hand side-bar shows extra information about the game selected, including the players, the level range limits, and how long the game has been running.

To find a game based on its title, use the filter feature at the bottom of the screen. The filter box can be used in two ways. Enter text and the filter will search as you type. Or press the **Refresh** button when text is in the filter box to do a quick search from the Gamespy server. This will return a list of games that match your search only. To load the full list of available games afterwards, clear the filter box and press **Refresh** again.

When you have found the game you wish to join, select it by left clicking on it and press the **Start** button.

Playing in Multiplayer

Host's Privileges

In a multiplayer game of Titan Quest, all players share the world of the host's hero. Any general changes, such as open doors, will start as they were when the host last saved their character. (For more info about quests in multiplayer mode, see below.)

Once the game has begun, the host has one privilege: banning players. The host may kick out a player. Banned players will not be allowed to return to that game session, so hosts should use their power wisely.

Chat

If you're going to play Titan Quest with others, you'll probably want to talk to them. If someone else in your game sent you a chat message, it would look like this.



As soon as you click on the chat area, it will expand to look like this:



If you simply type a message into the chat pane, the message will be sent to all the players in the game.



Chat Pane
Shortcut Key: T

If you want to direct a message to someone specific, you can use the **Speak to** button.

At the top, members of your party are separated from non-members, just like the Party Window. Below you can choose from groups. "Party" means everyone in your party, and "All" means everyone in the game.

There is of course a faster way to do all this - chat codes. Type the chat code before your message to determine who it goes to. Chat codes do some other things as well.

/a	All players in the game
/p	Party members only
/t <playername>	Talk to one person in particular
/r	Respond to the last chat message

Parties

If you wish to adventure with other players, sharing gold, experience and quests, you should always play in a party. You can join somebody's party or start your own. It all happens in the Party Window.



Party Window
Shortcut Key: P

To start a party, select someone to invite from the top list (all the people in the game), and then press the Invite button. If they accept, you've got a party.

Note: only the party leader can invite more members into the party, or kick people out.

If someone has invited you to join a party you will be prompted with the party invite. Select "yes" to accept, and "no" to decline.

What are the benefits of party membership?

- Experience is shared with party members
- Gold picked up is shared among your party
- If you are on the same quest as any party members, quest progress is shared
- Party members can teleport to each other's open Portal Stones.

Trading

While you can trade items with other players by dropping them on the ground, we recommend using the Trade Window. To engage in trade, right click on a party member's portrait and select the Trade option.

To offer items in trade, simply drag them onto your side of the Trade Window. If you wish to offer gold, enter the amount above the item grid, next to the gold icon. If you are satisfied with the deal, press the Trade button. Both traders must accept a trade for the deal to take place. If either person changes the terms of the trade, your offer will be "un-accepted," and you will have to re-accept it. You can, of course, end negotiations at any time by pressing the Cancel button. If someone cancels while goods are on the table, nothing is traded and your offering will return to your inventory.

Note: if either person trading does not have inventory room for the trade, the trade cannot be completed. Sell, move, or drop something first.

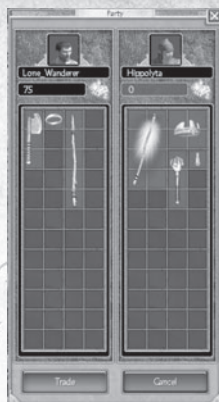
More About Quests in Multiplayer

Quests in multiplayer games mostly work the same as they do in single-player. Naturally, things change a little because there are as many as five other people running around in the world with you, working on the same quests - or different ones.

If you are partied with other players in a multiplayer game, you can work on quests together. Of course, you must first be on the same quest. From there, you will share credit for everything that happens in the quest - such as killing enemies, speaking with people, delivering items, and so forth.

If you join a game where other people have been completing quests that you are on or will be working on, you may not be able to complete those quests in that multiplayer game. If this happens, your quest log will tell you that the quest cannot be completed at that time. You then have two options - skip the quest, and finish it later, or leave the game, and find one where it can be completed.

Note: As a general rule, if you care about completing the quests properly, make sure you are partied with the other players in your multiplayer game.



Custom Maps

Titan Quest comes with powerful level creation software, which you can use to create your own playable levels. Custom levels can be played in single- and multiplayer modes, just like Titan Quest.

To play a custom level, select the Custom Map button from the main game menu. Choose single- or multiplayer mode as you would normally in Titan Quest. To join a custom game in multiplayer mode, you must first download and install that map.

A Titan Quest Campaign character must be imported to become a custom character, in order to be used on a custom map. A custom character can never be used in the main campaign.



The powerful TQ Editor lets you build worlds of your own.

Titan Quest comes with a powerful suite of modding tools. Look for shortcuts to the tools and their documentation in the Titan Quest Programs folder under the Start menu (THQ\Titan Quest\Toolset).

Skills and Masteries



Warfare

Dealing massive damage in close melee combat is the province of Warfare. Intensive military training provides formidable mastery of sword, axe, and mace weapons. Primary training consists of weapon handling, specialization in either single-handed or dual-handed fighting, and other combat techniques that enhance sheer damage output.



Weapon Training *Passive*

Increase attack speed and offense with melee weapons.



Dual Wield *Weapon Pool*

Fight with a weapon in each hand.



Hew

Chance to attack with a jump for massive damage.



Cross Cut

Chance to hit two enemies in one attack.



Tumult

Chance to execute a spin attack.



Battle Rage *Passive*

Chance to enter extra-lethal state when hit.



Crushing Blow

Adds chance to cause bonus damage.



Counter Attack

Adds chance to cause retaliation damage.



Dodge Attack *Passive*

Chance to dodge melee attacks.



Battle Standard *Active Buff*

Increases melee ability of allies in range.



Triumph

Reduces melee ability of enemies in range.



Onslaught *Active Primary Attack*

Build up a charge that increases damage.



Ignore Pain

Charge lets you ignore some damage.



Hamstring

Slow enemies and lower their defenses.



Ardor

Charge increases attack and movement speed.



War Wind *Active*

Spin attack.



Lacerate

Adds bleeding damage.



War Horn *Active*

Stun enemies with your war-horn.



Doom Horn

Also reduces enemy life and armor.



Ancestral Horn *Active Summon*

Summon ancestral heroes to your aid.



Defense

Training in defense provides the means to fend off physical attacks, effectively use defensive equipment such as shields and armor, and recover quickly from damage dealt by enemies. Primary training includes use of shields and armor, attack avoidance, and utilizing the body's own regenerative power to boost recovery.



Concussive Blow *Passive*

Club-type weapons have chance to stun. Improves all stun attacks.



Adrenaline *Passive*

Chance of increased life regeneration when hit.



Resilience

Adrenaline rush can happen more often.



Defensive Reaction

Adds damage and speed to boost.



Rally *Active Buff*
Heal and short life regeneration boost to nearby allies.



Inspiration
Adds mana regeneration.



Defiance
Adds defense and chance of damage reflection.



Battle Awareness *Energy Reserve*
Enter a state of enhanced defense.



Focus
Makes shields more effective.



Iron Will
Adds stun, trap, disruption and freeze resistances.



Quick Recovery *Active Buff*
Increase shield block recovery and armor absorption for a time.



Shield Charge *Active*
Running attack with shield that stuns your enemy.



Disruption
Charged enemies cannot use skills for a time.



Batter *Active*
Strike enemies with your shield, slowing their attack.



Rend Armor
Hit multiple targets, reducing their armor for a time.



Colossus Form *Active*
Assume the form of a giant for a short time.



Armor Handling *Passive*
Lower armor requirements, increase armor absorption.



Shield Smash *Weapon Pool*
Chance to smash enemies with your shield.



Disable *Weapon Pool*
Chance to disable enemies, slowing their attacks.



Pulverize *Weapon Pool*
Chance to stun one or several enemies.



Hunting

The art of hunting has been cultivated since before civilized times as a means of sustenance and sport. However, in these times, the skills of the hunter are put to better use tracking and slaying the monstrous quarry that now plagues every human land. The arts of hunting concern mastery of bow and spear, mobility, and tricks for fighting enemies on your terms.



Ensnare *Active*
Thrown net that keeps enemies from moving.



Barbed Netting
Netted enemies take bleeding damage.



Study Prey *Active*
Lower enemy physical and pierce resistance.



Flush Out
Lowers all enemy resistances.



Call of the Hunt *Active Buff*
Grant attack speed boost to yourself and nearby allies.



Exploit Weakness
Adds enhanced pierce and bleeding damage.



Marksmanship *Active Primary Attack*
Shoot arrow with increased speed and damage.



Puncture Shot
Arrows fly through enemy and hit those behind it. Increases pierce and bleeding damage.



Scatter Shot
Arrows fragment on impact, damaging nearby enemies.



Take Down *Active*
Strike with a forceful, well-aimed blow of your spear.



Eviscerate
Adds bleeding damage.



Gouge *Weapon Pool*
Chance of bleeding damage with bow or spear.



Volley
Chance to attack three times with bow or spear.



Art of the Hunt *Energy Reserve*
Adds bonus damage against animals and beastmen. Increases pierce damage.



Find Cover
Higher chance to dodge projectiles.



Trail Blazing
Adds movement speed and reduces trap durations.



Wood Lore *Passive*
Increase attack speed, defensive ability.



Herbal Remedy *Active Buff*
Increase life regeneration and poison resistance.



Monster Lure *Active Summon*
Place a lure that attracts monsters.



Detonate
Lure can explode, causing area damage.



Rogue

The art of deception has long been the domain of assassins and thieves but in a fight for survival, the ends justify the means. This combat style focuses on quick, powerful attacks that are deadly against single opponents. The ability to confront tougher enemies is further enhanced by a study of poisons and anatomically directed strikes that cause damage over time.



Calculated Strike *Active Primary Attack*
Every fourth hit does extra damage.



Lucky Hit
Chance of some extra damage.



Anatomy *Passive*
Increase effectiveness of bleeding damage.



Blade Honing *Energy Reserve*
Boost pierce damage on swords and spears.



Open Wound *Passive*
Chance that blade weapon attacks will do extra bleeding damage.



Lethal Strike *Active*
Single deadly strike multiplies normal damage.



Mortal Wound
Magnifies bleeding and poison damage.



Throwing Knife *Active*
Throw a blade that does bleeding damage.



Flurry of Knives
Throw multiple blades at once.



Disarm Traps *Passive*
Disable and avoid damage from traps.



Lay Trap *Active Summon*
Bolt trap that fires at enemies.



Rapid Construction
Decrease time before you can lay another trap.



Improved Firing Mechanism
Trap fires more rapidly and does more damage.



Envenom Weapon *Weapon Pool*
Add poison to all attacks.



Nightshade
Slow enemies when you hit them.



Toxin Distillation
Increase potency and length of all poison damage.



Mandrake
Chance to confuse enemy.



Flash Powder *Active*
Flash and smoke blinds and confuses enemies.



Poison Gas Bomb *Active*
Thrown bomb releases poison gas.



Shrapnel
Bomb explodes with shrapnel as well.



Earth

Studying the mysteries of the terrestrial gods, learn to draw upon the Earth's essence and harness the powers of rock and flame. By the force of earth, temper iron with heat from your hands, project molten rock at enemies, and bind mighty earth spirits to your will. Such mastery puts an almost god-like capacity for mass destruction into human hands, but offers little in the way of defense.



Earth Enchantment *Energy Reserve*
Imbue weapons with fire damage.



Brimstone
Bonus physical damage, chance of fire damage.



Stone Skin
Enhances armor and fire resistance.



Volatility *Passive*
Chance of fire attacks doing increased damage.



Heat Shield *Active Buff*
Protective shield. Vanishes after too much damage or after a time.



Stone Form *Active Buff*
Hide and heal in a shell of stone.



Molten Rock
Adds fire retaliation.



Summon Core Dweller *Active Summon*
Summon an elemental earth guardian.



Inner Fire
Adds speed boost and fire retaliation.



Wildfire
Dweller can cast lethal fire spell on an area.



Metamorphosis
Dweller becomes more resistant to damage.



Ring of Flame *Active Buff*
Burns enemies who get too close.



Soften Metal
Reduces effectiveness of enemy weapons and armor.



Flame Surge *Active*
Fire three jets of flame at short range.



Barrage
Fire more often at less cost.



Flame Arch
More damage, pass-through, and more jets of flame.



Volcanic Orb *Active*
Lob a ball of fire that does area damage.



Conflagration
Increase burn damage, adds burn damage over time.



Fragmentation
Fragments from the orb scatter, doing extra damage.



Eruption *Active*
Make volcanic fissures open beneath your enemies' feet.



Storm

Following the mysteries of the celestial gods teaches control over the destructive properties of the weather. Command lightning strikes, project frozen shards of ice, and hold enemies at bay with Arctic wind. Storm mastery combines devastatingly precise damage with an array of magical defenses.



Spell Breaker *Active*
Dispel enemy enchantments, skill disruption and drain energy.



Spell Shock
Adds damage and extra disruption.



Ice Shard *Active*
Fire a deadly sliver of ice.



Velocity
Fire shards faster for more damage, and a chance to pass through enemies.



Torrent
Fire multiple shards, adds frostburn damage.



Lightning Bolt *Active*
Strike down enemies with your own Lightning Bolt.



Chain Lightning
Cause bolt to leap from enemy to enemy.



Thunderball *Active*
Hurl a stunning ball of electricity.



Concussive Blast
Increase radius, add electrical fragments.



Summon Wisp *Active Summon*
Summon Storm Wisp to fight with you.



Eye of the Storm
Wisp enhances lightning and cold damage of allies.



Squall *Active*
Enemy projectiles are swept off course in area of Squall. Can do lightning damage.



Obscured Visibility
Enemy attack and defense are reduced inside the Squall.



Storm Nimbus *Energy Reserve*
Adds elemental damage to attacks.



Heart of Frost
Slows attacking enemy, extra cold damage.



Static Charge
Adds lightning retaliation damage and extra lightning damage.



Storm Surge *Energy Reserve*
Chance to release energy damage when hit.



Freezing Blast *Active*
Trap enemies in ice.



Energy Shield *Active Buff*
Blocks all elemental damage.



Reflection
Adds general retaliation damage.



Nature

Travel beyond the walls of any human city and you enter the vast domain of nature. By achieving oneness with the natural world you will always have powerful allies at hand, even in the remote wilderness. Unlocking the secrets of living things grants the power to preserve life, control growth and summon plants and animals to your aid. While the main concern of nature lore is protection and healing, nature can also be wrathful.



Heart of Oak *Energy Reserve*
Bolster health and speed.



Tranquility of Water
Chance to reduce skill energy cost.



Permanence of Stone
Adds resistance to elemental damage.



Regrowth *Active Buff*
Heal yourself or an ally.



Accelerated Growth
Cast Regrowth more often.



Dissemination
Healing spreads to allies nearby.



Refresh *Active*
Instantly refresh all recharging skills.



Briar Ward *Active Summon*
Create a protective circle that enemies cannot enter.



Stinging Nettle
The briar wall does poison retaliation damage.



Sanctuary
Aids regeneration and damage absorption in briar circle.



Call of the Wild *Active Summon*
Summon wolf companions.



Maul
Wolves may use a special attack causing bleed damage.

**Survival Instinct**

Wolves can rally when their health is low.

**Strength of the Pack**

Wolves howl, buffing all nearby.

**Sylvan Nymph** *Active Summon*

Summon a bow-wielding nymph.

**Overgrowth**

Nymph can cast a living shield with retaliation damage on allies.

**Nature's Wrath**

Adds elemental damage to Nymph's attack.

**Plague** *Active*

Cast a poisonous disease that spreads among enemies.

**Fatigue**

Saps strength and speed from those afflicted.

**Susceptibility**

Further lowers speed and damage resistance.

**Spirit**

Those who study the forbidden lore of death know that in the absence of corporeal life, the immortal spirit may yet persist. Spirit lore begins with mastery of one's own spirit, but in time allows for the manipulation of other spiritual energy. Spirit masters can manipulate spiritual energy and life force, gain dominion over the dead, assault their enemies' minds, and strike dark bargains with powerful beings.

**Ternion Attack** *Active Primary Attack*

Fire three projectiles from your staff that go faster, do extra damage.

**Arcane Lore**

Adds speed boost and area damage.

**Death Ward** *Active Buff*

This ward will heal you if your life gets too low.

**Deathchill Aura** *Active Buff*

Aura slows and saps life from enemies. Also saps your life.

**Ravages of Time**

Enemy weapons dull and armor crumbles.

**Necrosis**

Makes enemies susceptible to life-sapping attacks.

**Life Drain** *Active*

Steal life from enemies.

**Cascade**

Life drain arcs from enemy to enemy.

**Enslave Spirit** *Active*

Control the mind of an enemy, for a while.

**Summon Outsider** *Active Summon*

Summon an extra-dimensional ally for a short duration.

**Vision of Death** *Active*

Fill the minds of enemies with fear and confusion.

**Dark Covenant** *Active Buff*

Energy regeneration boost at the cost of life.

**Unearthly Power**

Better attack speed, damage is converted to life, plus extra elemental damage.

**Summon Liche King** *Active Summon*

Summons the spirit of an undead mage.

**Death Nova**

Deadly aura that saps the life and strength of enemies.

**Wraith Shell**

Increased resistance to all damage types.

**Arcane Blast**

A new, powerful attack.

**Spirit Ward** *Energy Reserve*

Ward protects all from undead near you.

**Spirit Bane**

Nearby allies do extra damage to undead.

**Circle of Power** *Active Buff*

Create a circle that protects against the undead.

Charts and Diagrams

Mastery Combination

		Warfare	Defense	Earth	Storm	Hunting	Rogue	Nature
Spirit	Theurgist	▲	▲	◆	◆	▲	▲	■
Nature	Wanderer	▲	▲	■	■	▲	▲	
Rogue	Rogue	*	*	▲	▲	*		
Hunting	Hunter	*	+	▲	▲			
Storm	Stormcaller	◆	▲	▲	◆			
Earth	Pyromancer	◆	▲	▲				
Defense	Defender	+	+					
Warfare	Warrior	+						

Key

▲	◆	■	*	+
Hybrid	Full Caster	Caster	Melee	Full melee

Attack and Defense

A melee attack will not always strike its target; the to-hit test below is used to determine whether a blow lands on an enemy. A ranged attack, on the other hand, always does damage if it strikes its target. Both ranged and melee attacks do physical damage as described below.

Hitting

Offensive Ability } Based on Dexterity
 Defensive Ability }

$$\text{To Hit} = \text{Random Number X (Offensive Ability} - \text{Defensive Ability)}$$

attacker *defender*

To Hit Result { High: Critical
 Medium: Hit
 Low: Miss

Physical Damage

$$\text{Base Damage} = \text{Weapon Damage} + \text{Bonuses} + \text{Skill Damage} + \text{Critical Damage}$$

$$\text{Base Damage} \times \text{Strength Multiplier} = \text{Physical Damage}$$

Damage and Resistance Types

Physical Damage

All physical damage is blocked by armor (p.60), except for pierce, which penetrates armor. Pierce damage is blocked by pierce resistance.

Damage - Good old physical damage

Pierce Ratio - A percentage of damage goes straight through armor

Bonus Damage - Extra physical damage

Retaliation Damage

Most damage is dealt when you attack. Retaliation damage happens when someone attacks you. When armor or a magical item grants you retaliation damage, every melee attack against you will cause harm to your assailant.

Elemental Damage

Each element is blocked by its resistance type, instead of armor. Elemental resistance blocks all elemental types.

Fire

Cold

Lightning

Elemental (all three combined)

Damage Over Time

Burn

- Fire damage over time

Frostburn

- Cold damage over time

Poison

- Poison causes damage until it wears off

Bleeding

- Lose health until bleeding subsides

Life Leech

- Health is stolen and given to the attacker

Energy Leech

- Energy is stolen and given to the attacker

Energy Burn

- Enemy's energy pool turns to fire in their veins, depleting their energy and hurting them at the same time

Other Types of Attack

Disruption - Disable all skills for a duration

Stun - Enemy can't move or attack while stunned

Freeze - Like stun, but colder

Ensnare - Ensnared enemy can't move, but can attack

Speed reduction - Decrease speed of attack, casting, movement - or all three

Physical Defense

Physical attacks randomly fall on one armor region



A Low chance to hit
Head
Arms
Legs

B High chance to hit
Torso

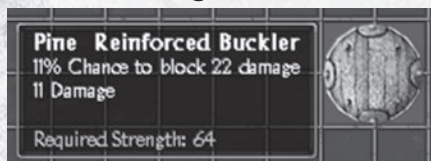
Physical Damage is compared to Armor Value

Damage below armor value: Most is absorbed
Any damage above armor value: Full damage taken

Examples:

- You attack with your Double Axe and do 30 damage. It strikes a copper Breastplate that absorbs up to 40 damage. The armor is greater than your damage, so most is absorbed, resulting in about 10 damage to your enemy.
- You attack with your sturdy Mallet and do 42 damage. The enemy's Corselet absorbs 30 damage. The first 30 points of your damage are defended by the armor, but the 12 points above the armor absorption are direct. So your total damage is 10 (of the 30 to hit the armor) + 12 (over the armor value) = 22.

Shield Blocking



Attack → Shield Chance to block → If blocked, damage is reduced by block amount

Other Damage Types

Pierce Damage =
(Pierce percentage from weapons + Pierce Bonuses) X Dexterity Modifier.

Swords, spears and arrows commonly do pierce damage. A percentage of their total damage bypasses the enemy's armor. It is not blocked or absorbed by any armor. Your Dexterity attribute enhances pierce damage.

All types of elemental damage are enhanced by your Intelligence attribute.

Armor does *not* affect other damage types. Non-physical Damage is reduced only by its damage resistance.

Monster Name Color

In the monster mouse-over text, the color of the name indicates the class of monster.

White	Normal
Yellow	Champion
Orange	Hero
Red	Boss

Early Monsters in Titan Quest

Satyr

Type: Beastman

Found: Greece, almost all wilderness

Notes: Dangerous in large groups. Watch out for Satyr Guardians.

Centaur

Type: Beastman

Found: Greece, woodlands

Notes: These fell hunters often travel with loyal boars at their sides.

Arachnos

Type: Beastman

Found: Greece, deep woodland, mountainous regions and caves

Notes: Part spider, part man. They hunt with spiders as humans do with hounds.



Game Credits

Iron Lore Entertainment

Lead Designer, Executive Producer
Brian Sullivan

Producer, General Manager
Jeff Goodsill

Director of Technology
Paul Chieffo

Art Director
Michael Sheidow

Associate Producer, Audio Director
Michael Verrette

Lead Gameplay Designer
Arthur Bruno

Lead Content Designer
Tom Potter

Lead Engine Programmer
Max McGuire

Lead Game Programmer
Bryn Bennett

Design
Morgan Brown
Ian Frazier
Shawn Frison
Joshua Glavine
Nathanael Jacques
Benjamin Schneider

Programming
Chris Duguay
Marcus Hays
Brandon LaCava
Karl Whinnie

Aaron Horne
Stephan Sherman

Art
Rich Sullivan - Senior Concept
Brian Labore - Senior Animation
Brian Jones - Senior Character
Steve Canniff
Travis Doggett
Heidi Mann
Josh McHugh
Eric Miller
Joe Mirabello
Brian Parnell
Joshua Singh
Michael Tarwater

Audio
Scott Morton - Composer &
Sound Designer

Q/A
David Kondor - Design
Implementation

Justin Lakin
Chris McCarthy

Professional & Administration
Beth Duguay - Controller

Business
Bob Wallace - Chief Strategy Officer

Legal
Mark Stevens
Jennifer Stanley

Additional Programming
Morgan McGuire - Software Design
Consultant

Demiurge Studios
Al Reed
Dan Chretien
Andy Hendrickson
Kurt Reiner

Additional Support
Dara-Lynn Pelechatz - Recruiting
Cory Robinson - Art
Tim Scott - QA

Special Thanks
Wendy Chieffo
Ritsuko Sullivan

THQ Inc. Product Development

**Senior Vice President,
Product Development**
Steve Dauterman

Director, Product Development
Richard Browne

Project Manager
Jason Garwood

Creative Manager
Michael Fitch

Project Coordinator
Galen Paolini

Quality Assurance

Director, Quality Assurance
Monica Vallejo

QA Managers
Mario Waibel
Michael Motoda

Test Supervisor
Nickolas Gardner

Test Leads
Stephen Florida
Carlos Restrepo

Testers
Ali Zandi
Ali Taher
Brett Cowan
Ruben Gonzalez
Marc Henner
Ian Berg
Scott Allman
Scott Rinehart
Paul Barfield
John Naumann
Justin Lord
Michael Hernandez
Scott Eades
Brittany Riffe
Jamie Stone
Andrew Herman
Carlos Aguilar
Stephen Kitchens
Jon Michael Bunch
Jason Danell

Chris Emerson
Kirti Pillai
Steven Malloy
Aaron Bernardo
Lisa Ries
Shannon Turok
Steve Gonzalez
Herb Rand
Paul Kimble

PC Supervisor
Jim Krenz

QA Technicians
Richard Jones
David Wilson
Jonathan Gill

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Dunnet
T. Ryan Arnold

Database Applications Engineers
Jason Roberts
Brian Kincaid

Game Evaluation Team
Sean Heffron
Scott Frazier
Matt Elzie

Marketing

**Executive Vice President,
Worldwide Publishing**
Kelly Flock

Director, Global Brand Management
Kevin Kraff

Brand Manager
Lin Leng

Director, Corporate Communications
Liz Pieri

Global Media Relations Manager
Tom Stratton

Account Executive, GCI Group
Andrew Wong

Localisation

European Localisation Director
Susanne Dieck

European Localisation Engineer
Bernd Kurtz

Localisation Coordinator
Andreas Herbertz

Localisation Assistant
Patrick Fedtke

German Translations
Jörg Gräfinholt

**French, Italian, Spanish
Translations**
Binari Sonori S.r.l.

Creative Services

Director of Creative Services
Howard Liebeskind

Creative Services Manager
Kirk Somdal

Video Production Manager
Christopher Folino

Video Production Coordinator
Melissa Rivas

Packaging Design
Ayzenberg Group

Special Thanks
Brian Farrell
Jack Sorensen
Dan Kelly
Tim Campbell
Germaine Gioia
Brandy Carrillo
Deborah Fingerman
Jenni Carlson

Wheelhouse Entertainment

Writer
Randall Wallace

Story Consultant/Editor
Danielle Lemmon

Story Consultant/Editor
Stephen Zapotoczny

Story Consultants
Kevin Gugle
Jill Rytie
Jason Tracey

Voice Over Credits

Dialog Recording & Editing
Atlantis Group

Recording Engineer
John Chominsky

Dialog Editor
Jaimie Siedow

Dialog Casting and Direction
Voice Works Productions

VO Director
Douglas Carrigan

Voice Actors
Carlos Alazraqui
Jack Angel
Michael Beattie
Susanne Blakeslee
Steve Blum
S. Scott Bullock
Kat Cressida
Barry Dennen
Robin Atkin Downes
Keith Ferguson
Crispin Freeman
Kim Mai Guest
Zach Hanks
Phillip Maurice Hayes
Erv Immerman
Bob Joles
Susan Boyd Joyce
Daryl Kurylo
Nolan North
Jentle Phoenix
Dwight Schultz
Andre Sogliuzzo
Stephen Stanton
Amir Talai
Fred Tatasciore
Jim Ward
Dave Wittenburg
Gwendoline Yeo

Vocalist
Tautia Soderquist

Opening Cinematic
Blur Studios

SOFTWARE

Agent movement 'powered by PathEngine™'
www.pathengine.com



This product contains software technology licensed from GameSpy Industries, Inc. ©1999-2005 GameSpy Industries, Inc. All rights reserved.



Uses Bink Video. Bink Video. ©1997-2006 by RAD Game Tools, Inc.

This product includes cryptographic software written by Eric Young (eay@cryptsoft.com) ©1995-1998 Eric Young (eay@cryptsoft.com). All rights reserved.

This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>) ©1998-2004 The OpenSSL Project. All rights reserved.

This product includes software from the G3D Project (<http://g3d-cpp.sf.net>). ©2000-2006, Morgan McGuire. All rights reserved.



Troubleshooting

Technical Support

If your computer meets the minimum system requirements and you are having trouble running Titan Quest, first make sure that your graphics and sound drivers are up to date, and that the latest version of DirectX is installed.

Download DirectX from

<http://www.microsoft.com/windows/directx/>

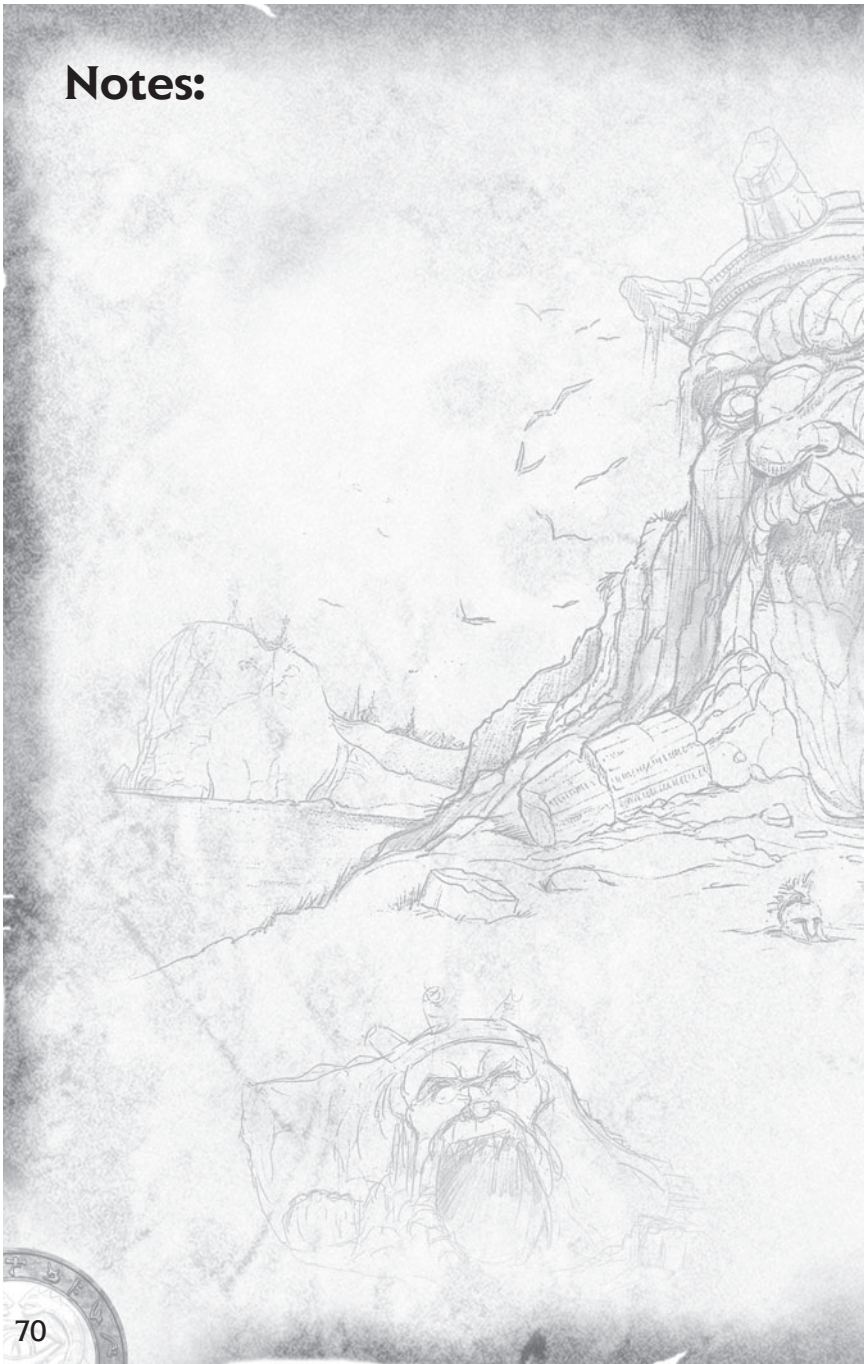
Consult the documentation or manufacturer's website of your graphics and audio cards for information on updating your drivers.

For further help, please refer to the Limited Warranty page at the back of the manual.

Titan Quest™ settings should be automatically tuned to your system specifications. If the game performs poorly at the default settings, experiment with lowering various graphics options until game performance improves.

Notes:

Notes:



You with Sound Blaster X-Fi™
Them with Motherboard Audio
Them ... **PWNED!**

Sound
BLASTER



Xtreme Fidelity™

Motherboard audio just doesn't measure up. Sound Blaster X-Fi™ delivers the power of an advanced CPU dedicated solely to audio, providing up to 40%* more frames per second while immersing you in a sphere of sound with 9 virtual speakers over standard stereo headphones.

Upgrade your PC audio to Sound Blaster X-Fi for the most thrilling gaming audio ever!

Hear to Believe

www.soundblaster.com

CREATIVE

©2006 Creative Technology Ltd. All other brands are trademarks or registered trademarks of their respective holders.

* Based on performance testing in Battlefield 2

ALIENWARE
ALIENWARE
HIGH-PERFORMANCE SYSTEMS

[\$50 REBATE ON ALIENWARE SYSTEM]



Alienware® recommends
Microsoft® Windows® XP Professional

Whether you're looking for extreme gaming power, optimum mobility, or sophisticated professional tools, Alienware systems offer the ultimate high-performance solution. Apply online for six months same as cash financing and other great offers*.



[www.alienware.com/TQMA\\$50](http://www.alienware.com/TQMA$50)

NO PURCHASE NECESSARY. Terms & Conditions are available online at [www.alienware.com/TQMA\\$50](http://www.alienware.com/TQMA$50). Alienware can not be held responsible for errors in photography or typography. Alienware respects your privacy and will not share your email with any third party organizations. Alienware and the Alienware logo are registered trademarks and trademarks of Alienware Corporation. © 2006 THQ Inc. Developed by Iron Lore Entertainment. IRON LORE ENTERTAINMENT and the IRON LORE LOGO are either registered trademarks or trademarks of Iron Lore Entertainment, Ltd. in the United States and/or other countries, used under license. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. \$50 instant rebate promotion will automatically appear in your shopping cart upon checkout. Does not include peripherals such as: monitors, speakers, remote controls, etc. This applies only to purchases made direct with Alienware and shipping within the U.S. Not valid with any other offer. *Subject to credit approval. Terms subject to change without notice. See agreement for complete information. Annual Percentage Rate: 21.90%. Minimum finance charge: \$1.00.

Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 49247. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.