

TITAN QUEST™



INSTRUCTION MANUAL

IRONLORE

THQ

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	22
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
Game Credits.....	42
License Agreement	46
THQ Customer Services	48

Installation

Installing Titan Quest is easy. Insert the install Titan Quest disc, and follow the instructions.

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:

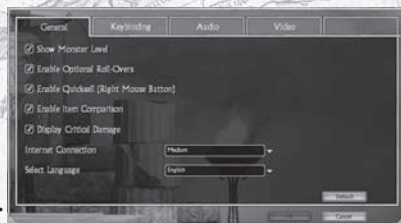
When checked, compares mouse-over items in inventory or Merchant Window to current equipped item.

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 humankind, 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...

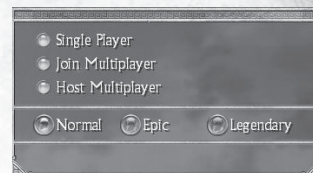
IN ANCIENT GREECE, in a quiet village, early in the day, all is far from peaceful - this forgotten corner of the great Greek civilization is about to taste its fill of chaos and destruction and horror. Things all but forgotten except in the colorful fancy of legend, glimpsed perhaps by shepherds in the 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

Your current Health

Current level

Your current Energy
(lets you use skills)

Monster Mouseover info:

- Monster Name
- Monster Type
- Monster health and energy

Current Location

Compass map

Party member shown off-map
(in multiplayer)

Current location Map icons

Map icons. Mouse-over them
to learn more

Pet

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

Pet

Party members

This is you

Skill Quickbar

Assigned skills. Shortcuts: **1 - 9, 0**
Potions. Shortcut: **9, 0**

Party Window
For multiplayer mode.
Shortcut: **P**

Tutorial Help (p.7)
Shortcut: **H**

Game Menu
Shortcut: **G**

Chat Pane
For multiplayer mode
Shortcut: **T**

Map Window (p.14)
Shortcut: **M**

Quest Window (p.12)
Shortcut: **Q**

Skills Window (p.11)
Shortcut: **S**

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

Left-click attack

Right-click attack

Weapon quick-swap
Shortcut: **W**

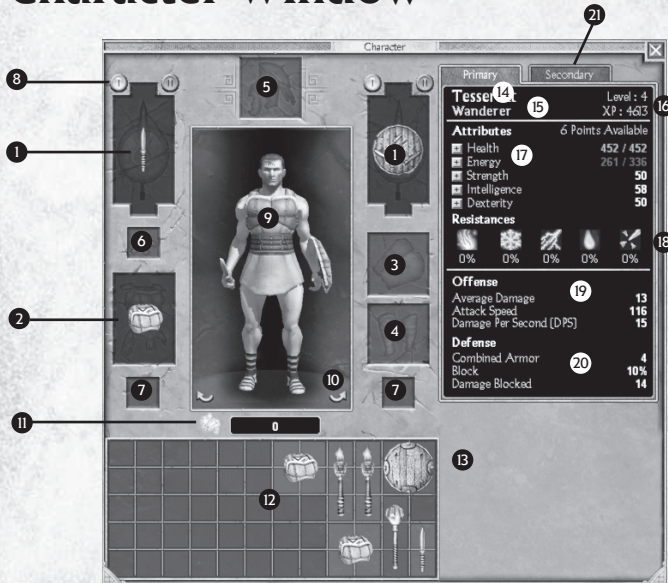
Portal Stone (p.34)

Experience Bar

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



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

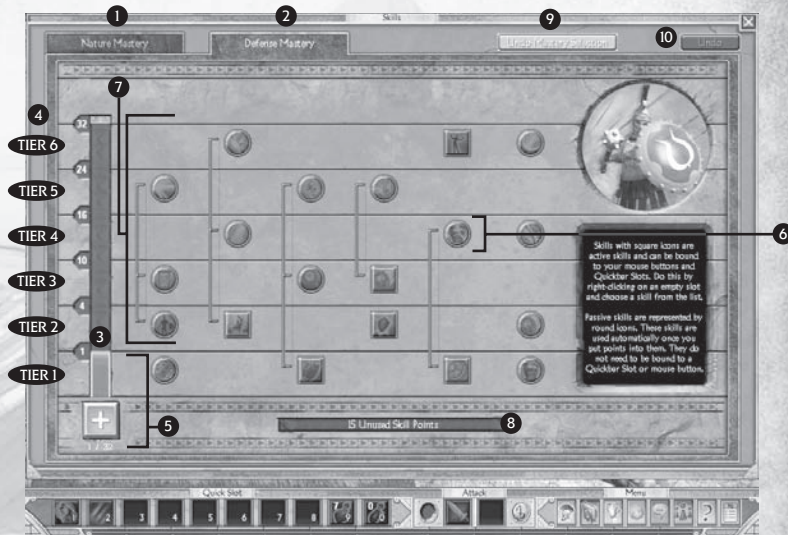
Inventory

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

Character Stats

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

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 skills (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)

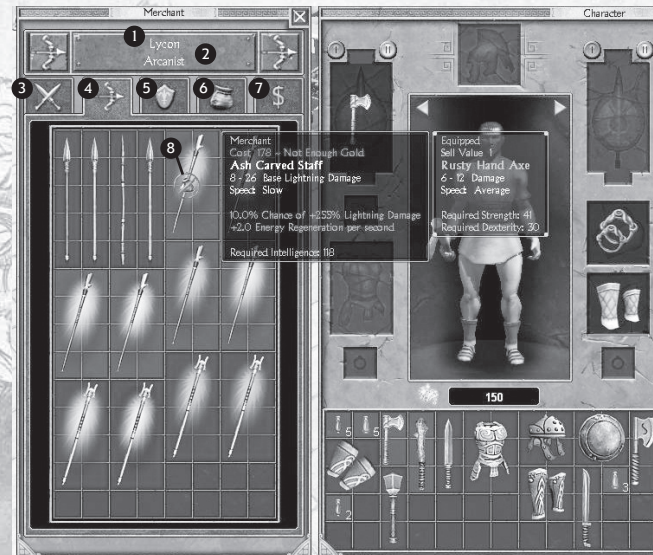
- 1 Quest map
- 2 Region (Greece, etc.)
- 3 Active Quest
- 4 Summary tab
- 5 Quest Title
- 6 Quest Summary
- 7 Quest Objectives
- 8 Dialog tab. Hear quest assignment dialog.

Merchant Window



Side Quest tab

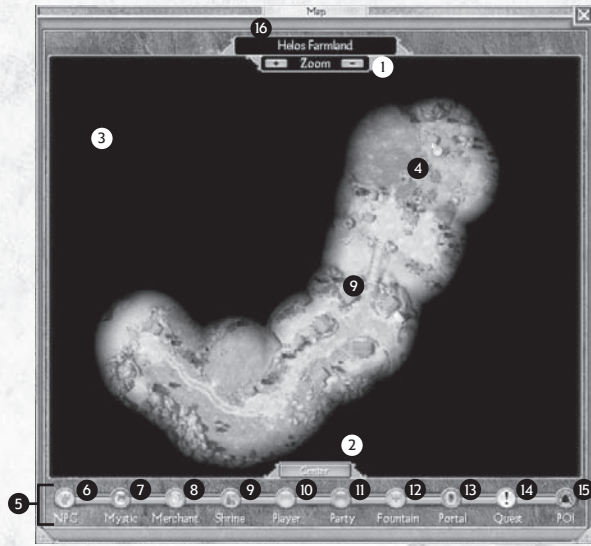
- 1 Side quests are shown on this tab (p.30)
- 2 Region
- 3 Location
- 4 Side quest title
- 5 Side quest description



Merchant Window

- 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

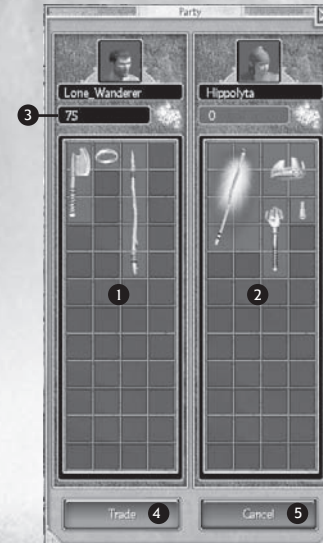
For more on the Map Window see p.34.

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
- 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.

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, actually).

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.

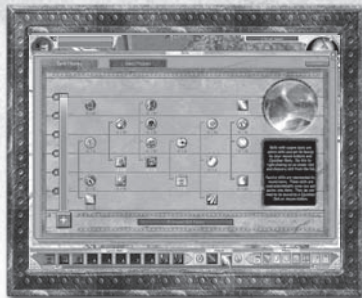


To assign a skill, simply right click on an attack or Quick Slot. Left click on a skill (or potion), and it will be assigned to that slot.

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 of weapons (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 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 new 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 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
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

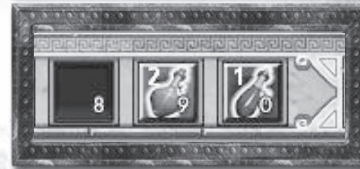
Staying Alive

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.



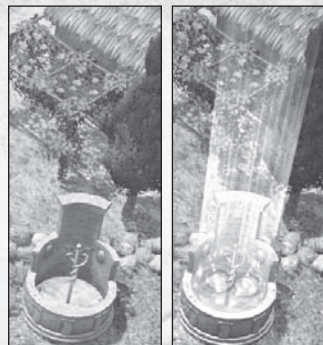
In your travels you may also find magical items which will increase your max health or energy, or speed up their natural regeneration rates. Increasing your intelligence attribute (see p.27) will also increase your energy regeneration.

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.

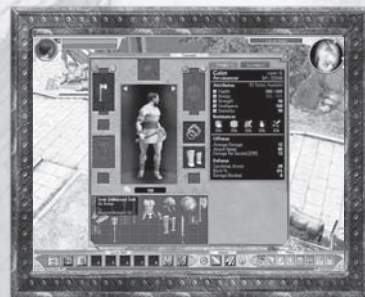
To wear or wield an item, move it over the image of your character. The equip slot that the item belongs in will turn green. Drop it in the slot. If you were already wearing or wielding an item of that sort, doing this will swap the two items. The new item will be equipped, and you will be holding the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



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.

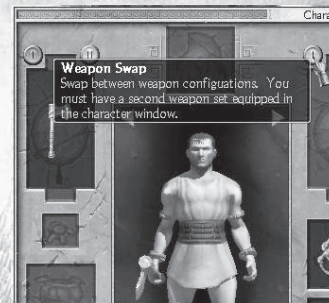


Expand Your Inventory

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!

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. 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.

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 damages, 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 staves, spells and magical weapons!

Pets

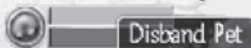
Some skills allow you to summon allies of various kinds to fight beside you. These allies, or pets, are shown underneath your character portrait.



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.



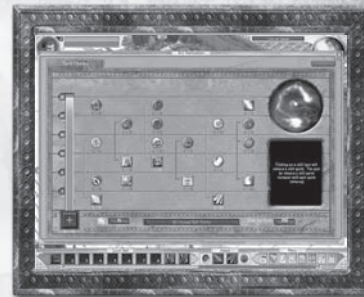
Skill Reallocation

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!

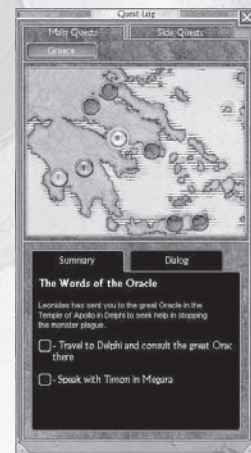
 Has quest information  Just wants to talk

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: Most 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

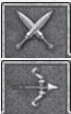





Arcanist:
magic users of all types visit these shops

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

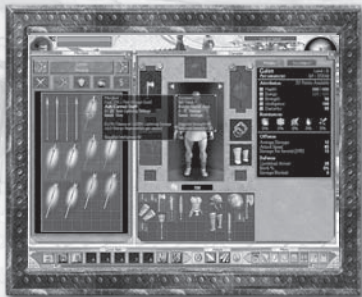
Buying

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

	Weapons
	Armor
	Potions, rings 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.

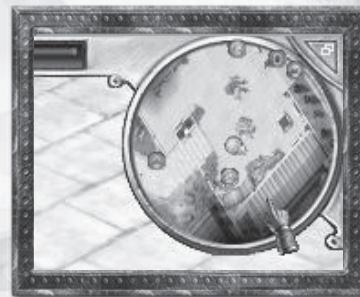
As shown above, all items you sell go into a Sell-back tab. If you change your mind, you can buy them back at the price they were sold for - but make sure you do so before you close the merchant window. After that, their prices go up to market value.

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 map 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.



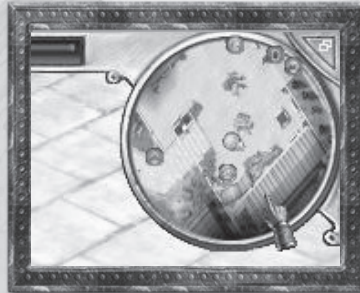
The small button in the top right corner of the map is the map size toggle. This button switches the Compass Map between small, large, and hidden.

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.



Map Window
Shortcut Key: **M**

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**

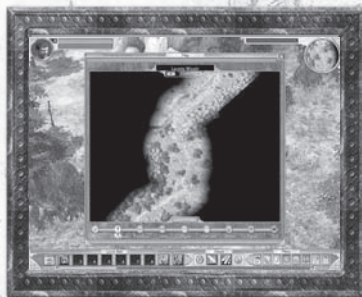
The legend at the bottom of the map contains a list of the icons shown on the map. To find something quickly, click on one of these icons to call out any of its kind shown on the map.

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 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.


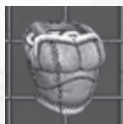

Armor is divided into pieces. There is armor for the chest, arms, legs and head - as well as shields. Armor is generally divided into armor for warriors and armor for magic users. Magic users will generally wear robes and lighter armor that provide benefits other than mere protection, such as enhanced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



A magical item will have one, or sometimes several bonuses.

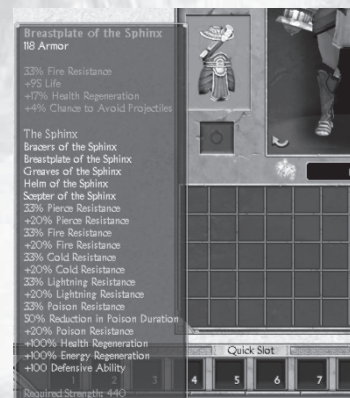
Magical items can make you stronger, swifter, and more deadly. They will also often fetch a higher price on the market.

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.

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.

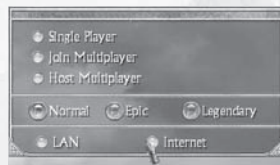
Max Players:

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. 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.

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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	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 (no broken)
Z	Show Items on Ground
X	Show Items (no 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

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