

Safety Warning

About Photosensitive Seizures

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

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

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

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

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

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

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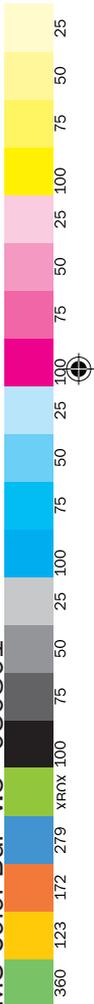


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Main Screen

God Power Display

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

Unassigned Banner

Banner with no units assigned

Group Banners

Right-click to assign units to each banner

Titan Gate

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

Help

Resource Panel

Shows current stockpiled resources and population limit

-  Food
-  Wood
-  Gold
-  Population
-  Favor

Command Panel

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

Player Name and Deity

Displays name of player and major god

Stats

Displays info for the current selected unit





Age Advancement Bar
Tracks Age advancement progress

Objective Banner
Click to view objectives

Hero Banner
Click to find heroes

Idle Citizen Banner
Click to find idle Citizens

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

Mini Map
Displays the entire game map

 **Flare**
Sends a distress signal seen by all players

 **Town Center**
Focuses view on the Town Center

 **Combat Filter**
Displays military units and buildings on the mini map

 **Resource Filter**
Displays economic units and buildings on the mini map

 **Default Filter**
Displays all units and buildings on the mini map

Stats
Displays information for the currently selected unit/building

Production Queue
Shows unit/improvement progress and selected units

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

Chapter 1: Getting Started

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

Installation

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

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

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

Follow the onscreen instructions to complete setup.

Installation FAQs

- Q:** While installing *Age of Mythology: The Titans*, you are prompted to provide a product key. Where is the product key located?
- A:** On the back of the CD jewel case.
- Q:** How do you view the online manual?
- A:** Click the **View Manual** button on the autorun screen. If Adobe® Reader® is not installed, it will install from the CD. Once Adobe Reader is installed, click the **View Manual** button again.

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Getting Help

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

Civilization Chart

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

Detailed Help

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

Tooltips

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

Online Manual

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

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

Chapter 2: The Culture of Atlantis

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

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

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

Atlantean Playing Tips

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

Heroes

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Heroes

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

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

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

Civilians



Citizen

Training Location Town Center

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



Oracle

Training Location Temple

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

Infantry



Destroyer

Training Location Palace

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



Fanatic

Training Location Palace

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



Katapeltes

Training Location Counter Barracks

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



Murmillo

Training Location Barracks

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

Arch



Cava



Siege



Archer



Arcus

Training Location Barracks

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

Cavalry



Contarius

Training Location Barracks

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



Turma

Training Location Counter Barracks

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

Siege



Cheiromballista

Training Location Counter Barracks

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



Fire Siphon

Training Location Palace

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

Naval



Bireme

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



Fireship

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



Fishing Ship

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



Siege Bireme

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



Transport Ship

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

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Chapter 3: Titans, God Powers, and Myth Units

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

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

The Titan Gate

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

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

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

Major Gods



Kronos

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

God Power: Deconstruction

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

Civilization Bonus:

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



Oranos

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

God Power: Shockwave

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

Civilization Bonus:

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



Gaia

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

God Power: Gaia's Forest

Select a location to cause a forest to spring into being. Resource gathering from it is faster and more lucrative than from normal forests.

Civilization Bonus:

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

Minor Gods



Minor Gods



Prometheus: Titan-God of Forethought

Benefits Heroes
God Power Valor

Targets human units and converts some of them into heroes.

Myth Unit Promethean

Men of clay that divide in two when killed.



Oceanus: Titan-God of Water

Benefits Infantry
God Power Carnivora

Spawns a giant, man-eating plant.

Myth Units Caladria

Flying myth unit that heals allied units.

Servant of Oceanus

An oceangoing elemental myth unit that can heal other units.



Leto: Titan-Goddess of the Unseen

Benefits Automaton
God Power Spider Lair

Seeds the ground with giant trapdoor spiders that attack enemies.

Myth Unit Automaton

Men of metal that can repair and rebuild each other.



Hyperion: Titan-God of Watching and Observation

Benefits Heroes
God Power Chaos

Targets an enemy group to make it hostile to all.

Myth Units Satyr

Can saturate an area with thrown spears.

Nereid

Seagoing myth unit that is strong against other myth units.



Theia: Titan-Goddess of Sight

Benefits Cavalry
God Power Hesperides

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

Myth Unit Stymphalian Bird

Attacks units from the air. Can only be attacked by ranged units.



Rhea: Titan-Goddess of Fertility

Benefits Favor
God Power Traitor

Targets an enemy unit to convert it to your side.

Myth Unit Behemoth

Living siege weapon that can regenerate health.





Helios: Titan-God of the Sun

Benefits Siege
God Power Vortex

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

Myth Units Heka Gigantes

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

Man O' War

Seagoing myth unit that attacks with bursts of chain lightning.



Hekate: Titan-Goddess of Witchcraft

Benefits Myth Units
God Power Tartarian Gate

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

Myth Unit Lampades

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



Atlas: Titan-God of Daring

Benefits Buildings
God Power Implode

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

Myth Unit Argus

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

God Powers

Archaic Age



Deconstruction

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



Gaia's Forest

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



Shockwave

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



Carnivora

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



Spider Lair

Leto, the Titan-goddess of the unseen, causes a patch of ground to become infested with the hidden lairs of huge trapdoor spiders. Enemy troops that pass will be grabbed and pulled inside to be devoured.



Valor

The generosity of Prometheus can be channeled into your human units. A portion of them will be imbued with his favor, turning them into heroes.

Heroic



Mythic



Heroic Age



Chaos

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



Hesperides

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



Traitor

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

Mythic Age



Implode

The might of Atlas, when unleashed on your enemies, conjures forth a singularity that will irresistibly draw to it any enemy unit or building, slaying the weak and leaving only the strongest alive.



Tartarian Gate

The craft of Hekate will tear a rift between this world and the demonic plane of Tartarus, spilling horrors onto the battlefield. These demons will attack any being they see, friend or foe, and will continually pour from the portal until it is destroyed.



Vortex

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

Myth Units



Automaton

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



Argus

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



Behemoth

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



Caladria

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



Dryad

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



Heka Gigantes

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





Lampades

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



Man O' War

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



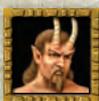
Nereid

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



Promethean

A living mound of clay, the Promethean is a powerful myth unit whose body, when mortally wounded, will split into two smaller versions of itself who will then fight to the death.



Satyr

Unlike the playful fauns, the warlike Satyrs are vicious fighters, and are capable of throwing multiple spears at approaching enemies, hitting several at once.



Servant of Oceanus

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



Stymphalian Birds

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

Credits

DESIGN

Ian M. Fischer -Lead
 Jeff "Quasta" Brown
 Joseph D. Gillum
 Jerome K. Jones
 Mike "Capt'n" Kidd
 David Leary
 Karen "Scout" Sparks
 Greg "DeathShrimp" Street
 Karen "MelindaHernandez"
 Swanson

MUSIC

Kevin "dr. cosmic" McMullan
 -Lead
 Stephen "Big Al" Rippy

PROGRAMMING

Robert "Xemu" Fermier -Lead
 Dusty "Dlangar" Monk
 Marcin "Laeus" Szymanski

ESO PROGRAMMING

Richard "LoserBoy" Gyger
 -Lead
 Paul "winter" Bettner
 Byron Wade Goodman
 Shawn "Strobe" Lohstroh

ART

Lance "Trouble" Hoke -
 Manager
 Paul "Slussman" Slusser -Lead
 David A. Cherry
 Herb "Hellwood" Ellwood
 Don "Forkboy" Gagen
 Bryan "Bubbles" Hehman
 Thonny "Nemo" Namuonglo
 Chea "T_R_U_C_K" O'Neill
 Nathan "NateDawg" Stefan
 Chris Van Doren
 Sean "Lord Soth" Wolff

Andy Cotnam

Brad Crow
 Dave Kubalak
 Duncan "Rev" McKissick
 Pete "BooBoo" Parisi
 Duane "Saint" Santos
 Mark Sinclair
 Zeus Brian Sousa
 Bart Tiongsong
 Scott Winsett

ES PRODUCTION & MANAGEMENT

Tony "GreedySmurf" Goodman
 -Studio Head
 Patrick Hudson
 -Business Planner
 Michael "Archangel" McCart
 -Community Relations
 Manager

Dave "Bigdog" Pottinger
 -Director of Technology
 Dave Rippy
 Harter Ryan
 -Executive Producer
 Bruce C. Shelley
 Wallace H. Wachi, Jr. -Producer

TEST TEAM

Brian "Lemonhead" Lemon
 -Manager and Lead
 Timothy "CaptainJerk" Ruessler
 -Multiplayer Lead
 Robert "Mr. Anderson"
 Anderson
 David Bettner ●
 Mike Brown ●
 Andy "Sandman" Coats ●
 Nicolas "MoonGoat" Currie ●
 Brian "Vega" Dellinger ●
 Ben "Dakuwaga" Donges ●
 Brian "TheEdge" Edgin ●
 Peter Ferriola ●
 Bolaji "Bo" Harris ●
 Matthew "Topaz_monkey"
 Hemby

Kevin "The Sheriff" Holme
 -Balance Lead
 David "MilkmanDan" Lewis
 Mehran "Capt. Krunch"
 Makki ●

Alex "Nazgul" Quintana
 Susan "MadKnitter" Randell ●
 Justin "Bear" Rouse ●
 Matty "Maimin" Scadding
 Randy "Casual Tea" Carnell ●
 Eric "COB" Wolff ●
 Randall "Pun-tastic" Woodman
 -SDET ●

ADDITIONAL PLAYTESTING & HELP

Michael Bean
 Timothy "Timotron" Deen
 Paul "Sage Emeritus" Jaquays
 Dave Kubalak
 Sandy Petersen
 Chris "Scapegoat" Rippy
 Mike "Copper" Coker
 John Evanson
 Gage R. Galinger
 Bill "BillyJack" Jackson
 Bellal "Raxxus" Khan
 Angelo "Desperado" Laudon
 Matt "The Optimizer" Pritchard
 Jeff "Dr. Jest" Reudiger
 Stephane "Bios10h" Duguay

NETWORK MANAGEMENT

Roy "Royster Rabey"
 -IT Manager
 Jake "D_Dawg" Dotson
 Dwayne Gravitt ●

ADMINISTRATION

Jordan Bierfeld ●

Alicia Bishop
 Lizette Minor

WEB AND UI SUPPORT

Vance Hampton

MULTIPLAYER TESTING

TJ Duez -Test Lead
 Mehdi Slaoui Andaloussi
 -PC Test Lead
 Chris Robinson ●

LOCALIZATION

Warren Wright ●

PC CONFIGURATION

TEST TEAM
 Jason Mangold -Test Lead
 Patrick Ascolese -Team Lead
 Jeff Felker ●
 Yaqub Bandy ●
 Dustin Stroh ●

USER EXPERIENCE

Alan Theurer -Manager
 John "Nepenthe" Hoffmeister
 -UX Lead ●
 Brent Metcalfe -Editor

PRINT DESIGN

Jeannie Volrin
 -Print Design Lead
 Doug Startzel ●

SR DEV MANAGEMENT

Robbie Booth

SR DEV ANTI-PIRACY

"Crazy Dan" Wallace
 Chris "Stoaf" Guthrie

SR DEV SETUP

DEVELOPMENT
 Sean Stroud ●
 Mark Morgan ●

MARKETING & PUBLIC RELATIONS

Rick Mehler
 Michelle Jacob
 Kristen McEntire

MS MANAGEMENT

Stuart Moulder
 Matt Whiting -UX Group
 Manager
 Jo Tyo -MGS Shared Resources
 Director
 Matt Gradwohl
 Andy Glaister

THE ZONE/STATS/SAS

Matt Esget
 David Andrews
 Michael Swink
 Jason Keimig
 Adam Millard
 Matt Vaughn
 Matt Golz
 Jason Graf
 Baelson Duque

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

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