

TO

Cycle through event notifications
Cycle through idle villagers
Cycle through idle military units
Cycle through heroes
Cycle through Barracks, Markets,
Archery Ranges, etc.
Center view on selected unit
Assign group number to units
Select group assigned to this number
Select this group in addition to
currently selected units
Display detailed help
Display improvements
Display objectives
Display score
Display chat menu
Display tribute menu
Display diplomacy menu
Quicksave
Quickload
Display in-game menu
Display game time
Capture screenshots
Select all units of one type
Garrison selected unit(s)
Delete selected unit or building
Pause game
Display chat interface
Select Town Center

TO

Build House
Build Farm
Build Temple

PRESS

Middle mouse button or HOME key
PERIOD (.) key
COMMA (,) key
SLASH (/) key
CTRL + B, CTRL + X, CTRL + A

SPACEBAR

CTRL + 1-9
1-9
SHIFT + 1-9

F1

F2

F3

F4

F5

F6

F7

F8

F9

F10

F11

CTRL + F12

Double-click a unit of that type

ALT + right-click building

DELETE key

PAUSE key

ENTER key

H

CLICK A VILLAGER/
ULFSARK, THEN

Press E

Press F

Press T

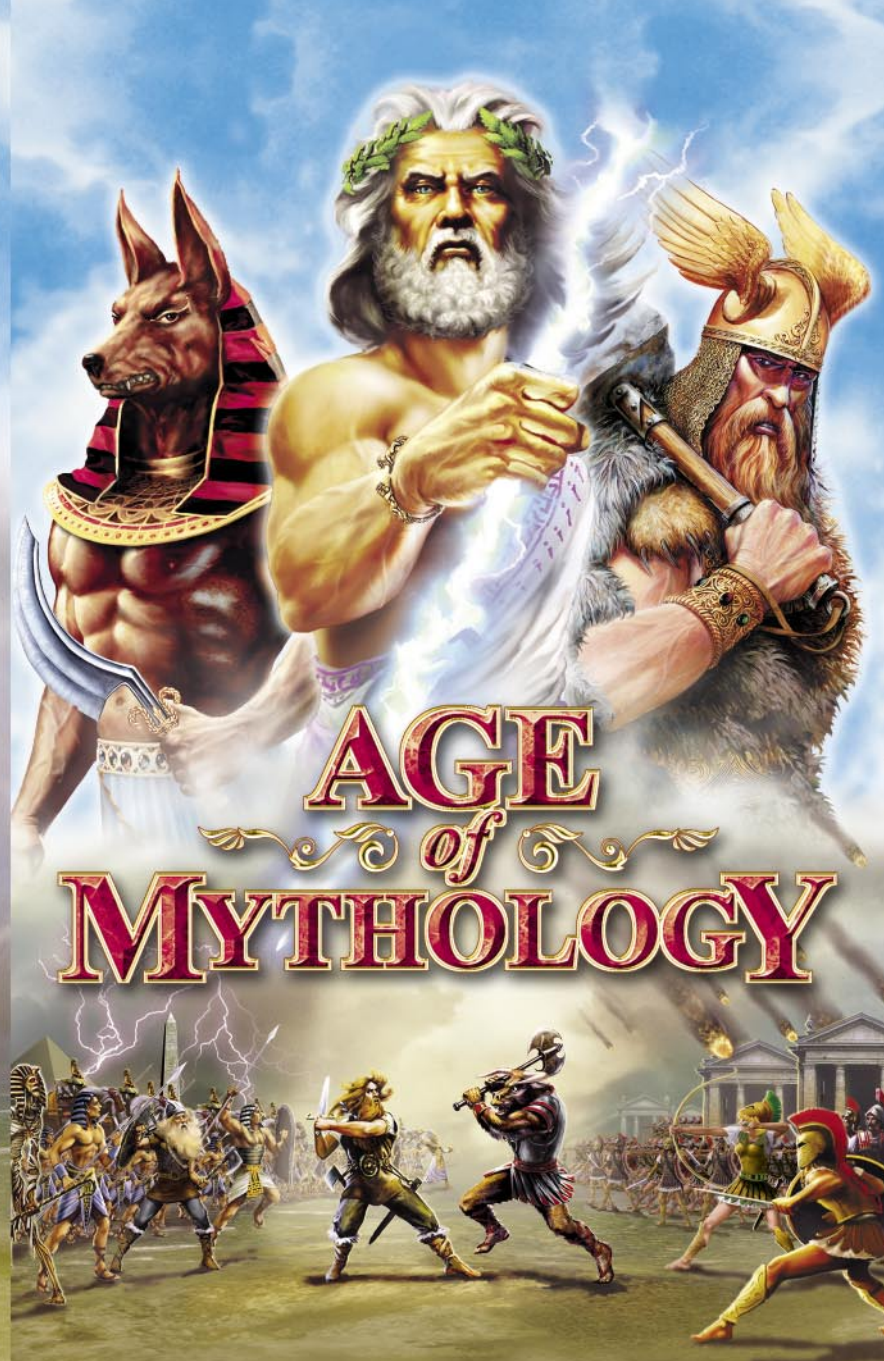


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Safety Warning

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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Main Screen

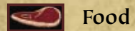
God Power Display
Displays god powers

Unassigned Banner
Banner with no units assigned

Group Banners
Right-click to assign units to each banner

Rollover 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 player name and main god

Age Advancement Bar
Tracks age advancement progress

Objective Banner
Click to view objectives

Hero Banner
Click to find Heroes

Idle Villager Banner
Click to find idle Villagers

- 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 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

Production Queue
Shows unit/improvement progress and selected units



Chapter 1: Getting Started

In *Age of Mythology* you determine the fate of one of nine civilizations. To be successful, you must gather resources, build your empire, research improvements, train an army, and appease the gods. Survive long enough and you will be able to advance your civilization through the ages.

Installation

To install *Age of Mythology*, insert the *Age of Mythology* CD 1 into your CD-ROM drive. Follow the onscreen instructions to complete the setup process. If installation fails to start automatically, complete the following steps:

- 1 Insert the *Age of Mythology* CD 1 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.

Main Menu

Learn to Play—Start the learning campaign or watch brief cinematics that explain playing a Norse or Egyptian civilization.

Campaign—Play the single-player campaign or load a saved campaign game.

Single Player—Start a random map game, play a scenario, or load a saved single-player game.

Multiplayer—Start an ESO, LAN, or Direct IP game.

Options—Customize game settings.

More—View recorded games, start the scenario editor, view history, and list in-game credits.

Exit—Leave *Age of Mythology*.

Getting Help

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

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 villagers tasked to gather it.

Detailed Help—Right-click any icon to display detailed help or press F1. Help shows the attributes and improvements available for the unit, building, improvement, or god power.

Civilization Chart—Press F2 to access the online civilization chart. Click any icon on the chart to access detailed help.

Online Manual

Information on *Age of Mythology* features such as improvements, market and diplomacy, tactics, military units, and buildings is also available in the online manual. The online manual can be viewed or printed before the game starts from the autorun screen.

Options

You can change your graphics, audio, and other settings through Options. On the main menu, or the in-game menu, click **Options**.

User Profiles

Each user can store game settings in a unique profile. To create a personal profile, click Add then type a user name. Option settings will now be saved under your user name.

Select a screen size and graphics detail level. Selecting a smaller screen size and lower graphics detail will improve performance.

Move the audio slider to adjust sound and music volume.

Mouse scroll speed and screen brightness can also be adjusted using sliders.

Additional Options

Friend or Foe Colors—Select to display your units and buildings green, allies yellow, and enemies in red.

Allow Audio Taunts—Select to hear scripted audio taunts between players.

Allow Camera Rotation—Select to enable rotation of the mini map. Press <CTRL> and the arrow keys or the mouse wheel to rotate the mini map.

Full Rollover Help—Select to view help in the rollover help panel.

Show Idle Military Banner—Select to display a banner whenever military units are idle.

One-Click Garrison—Select to garrison selected units by right-clicking a building.

Attack Move—Select to attack enemy units along movement path.

Play in a Window—Select to play *Age of Mythology* in a window, rather than full screen.

Show Build Status Messages—Select for notification whenever buildings, research, or unit production is completed.

Edit Hotkeys

Click to set up or change hotkeys.

Click **Save** when all options have been set.

Save and Exit

Save Game—On the in-game menu, click **Save Game**. In the Save Game dialog box, type a name for the game, and then click **OK**.

Load Saved Game—On the main menu, click **Single Player**, and then click **Load Saved Game**. In the Load Saved Game dialog box, select a previously saved game.

Load Scenario—On the main menu, click **Single Player**, and then click **Load Scenario**. In the Load Scenario dialog box, select the scenario to load.

Exit Game—On the in-game menu, click **Quit Game**.

Chapter 2: Playing Age of Mythology

Gameplay Basics

The easiest way to learn to play *Age of Mythology* is to use the learning campaign provided with the game.

Tutorial

The learning campaign tutorial teaches the basics of playing *Age of Mythology*. Movement, resources, combat, and construction along with gods, favor, and myth units are taught.

To start the learning campaign, on the main menu, click **Learn to Play**, and then click **Tutorial**.

Campaign

The single-player campaign follows the battles of the hero Arkantos. To complete the campaign, guide Arkantos through each scenario against the enemies of Atlantis.

To start a campaign, on the main menu, click **Campaign**, and then click **Play Campaign**.

Random Map Game

Players familiar with *Age of Mythology* can start a Random Map Game to quickly play a new game against up to eleven computer opponents.

To start a Random Map Game

On the main menu, click **Single Player**, and then click **Random Map**. When all game settings have been selected, click **Start** to begin play.

The typical Random Map Game starts in the Archaic Age with a Town Center, several Sentry Towers, a military or scout unit, and Villagers. The area surrounding your settlement is revealed, but areas out of your or your allies' line of sight are cloaked in darkness. To reveal more of the surrounding terrain, move a unit into the unexplored areas.

Movement

Click a unit to select it. To select multiple units, drag the mouse pointer over multiple units. With the unit(s) selected, right-click the game or mini map location to move units.

Exploration of the map reveals the surrounding terrain and resources vital to the expansion of your civilization.

Tip Explore the map early to locate resources, find strategic positions, and monitor your enemies' progress.

Resources

In *Age of Mythology* there are four types of resources to gather: food, wood, gold, and favor. You must be able to balance the collection of these resources for your civilization to prosper. Resources are gathered by Laborers (Egyptian), Villagers (Greek), and Gatherers/Dwarves (Norse), and are stockpiled in the Town Center, Granaries, Storehouses, Lumber Camps, Mining Camps, and Ox Carts. Fishing ships deposit their food at the Dock. To simplify resource descriptions, all resource gathering units are referred to as Villagers.

Note The Norse civilization can create a Dwarf unit that specializes in mining gold.

Creating Villagers

To gather resources, you need Villagers. Create enough Villagers to quickly collect each resource.

To create a Villager

Click the Town Center to select it. The command panel displays the units your Town Center can produce as well as any improvements available for research. Click **Villager**. The unit appears in the production queue with a completion percentage tracking its creation progress. You can add more Villagers to the production queue by clicking **Villager** multiple times.



Food

Villagers collect food from hunting, foraging, farming, fishing, or shepherding livestock.

Hunting—Select a Villager and then right-click an animal. Some wild animals, such as boar and bear, require many Villagers, or even military units, to hunt successfully.

Foraging—Select a Villager and then right-click a forage bush.

Farming—Select a Villager and then click **Farm** on the command panel. Click the map where you want the Farm built. In *Age of Mythology*, Farms never need to be replanted. Farming and fishing generate food at a slower rate than hunting or foraging.

Note

Greek and Norse civilizations cannot farm until they reach the Classical Age.

Fishing—Fishing ships (built at the Dock) are used to harvest food from fish shoals.

Note

Fish shoals are never depleted.

Shepherding—Capture herd animals by moving one of your units close to the animal. The animal changes to your color and can be selected and moved like any unit. To harvest food, select a Villager and then click the herd animal.

Tip

Cows, goats, and pigs fatten over time.



Wood is gathered from trees and is a primary building material for Greek and Norse civilizations. Egyptians do not use wood to build. To gather wood, select a Villager and then right-click a tree.



This precious yellow metal is found in deposits near the earth's surface. Gold serves as currency for financing your units, buildings, and technology research. To gather gold, select a Villager and then right-click a gold mine.



The goodwill—or favor—of the gods is required for the creation of mythical units as well as researching mythical improvements that advance your culture. There is a 100-point limit on favor for all civilizations, with one exception: a Greek civilization worshipping Zeus has a favor limit of 200.

Greeks—Earn favor by assigning Villagers to pray at a temple. Select a Villager and then right-click a temple to pray.

Egyptians—Earn favor by building monuments to the gods. Egyptians can build five different monuments, but they must be built one at a time. Each monument increases in size, resource cost, build time, and favor generation.

Tip *The monuments of Isis prevent your enemies from using their god powers against you within a certain radius of the monument.*

Norse—Earn favor by engaging in battle. All damage dealt to opposing units, buildings, and animals by Norse military units increases favor. Norse Gatherers who are assigned to hunt animals for food also generate favor. Norse heroes earn more favor than other units. Norse mythological units never earn favor.

Buildings

Greeks and Norse use wood and gold for building construction. The Egyptians do not use wood for construction. Assign Villagers to construct buildings.

To construct a building

- 1 Select a Villager (or a group of Villagers).
- 2 On the command panel, click the desired building.
- 3 Click the map to build.

Note *If the building outline is red, you cannot build on that location. Move the building to try construction in another spot.*

To build more than one of the same building, press and hold **Shift**, and then click multiple locations on the map.

Buildings that produce units have designated gather points. Gather points determine where units produced in that building gather. To choose a new gather point, select the building, then right-click a location on the map. Or click **New Gather Point** on the command panel then right-click the location on the map for units to gather.

Population

Population is based on Town Centers and Houses. Each civilization can build ten Houses. To expand your population beyond this amount, you must capture a settlement.

Tip *To capture a settlement, build a Town Center on it.*

Settlements are the only place a Town Center can be built. If the settlement already has a Town Center controlled by another player, you must destroy it before you can build on that settlement. Settlements cannot be destroyed.

Before building a Town Center your civilization must advance to the Heroic Age. Additional Town Centers support more population.

Raising an Army

To defend your civilization, you need an army.

Egyptians train soldiers in the Barracks and Migdol Stronghold. Greek civilizations train soldiers in the Academy, Archery Range, Stable, and Fortress. Norse civilizations train soldiers in the Longhouse and Hill Fort.

To create a military unit

Select the building and then click a military unit on the command panel. The unit is added to the production queue if you have the required amount of resources in your stockpile. To add multiple units to the production queue, click the unit button multiple times.

Combat

Now that you have assembled a fighting force, it's time to test it on the battlefield. Select a military unit and then right-click an enemy unit or building to attack.

In *Age of Mythology* you can group units into armies by using group banners. Group banners give quick control over units.

To assign units to group banners

Select the units to group, and then right-click a furled group banner in the top-left corner of the screen. The selected units are now grouped under the banner that has unfurled. To select these units collectively, click the group banner to which you have assigned them. To add more units to a banner, select them, hold down <SHIFT> and right-click the banner.

To send your army into battle, click their group banner, and then right-click an enemy unit or building to attack.

As your civilization advances, new military buildings can be built and more powerful military units can be created.

Age Advancement

To gain better military units, myth units, improvements, and buildings, advance your civilization through the ages. Age advancement costs resources and requires that buildings from the previous age have been constructed. Select the Town Center and then pause your pointer over the Age Advance icon to see the buildings or resources required to advance. If all requirements are met, click Age Advance to research the next age. Progress of the age research is shown above the god powers panel in the top-center of the screen.

To advance, choose a minor god to worship. The minor god selection box contains a portrait of two minor gods. It also shows the myth unit, improvements, and god power for each minor god.

Place the pointer over a god's portrait to view a description of how that god benefits your civilization.

Archaic Age

This is the typical starting age in *Age of Mythology*. In this age, your civilization is very basic. Constructing a temple allows you to advance to the Classical Age.

Classical Age

Advancing to the Classical Age means that you have begun assembling your pantheon. To advance to the Heroic Age, you need to build an Armory.

Heroic Age

Advancing to the Heroic Age means your civilization can expand its population limit by constructing Town Centers on settlements. Stockpile more food and gold and build a Market to advance.

Mythic Age

The Mythic Age is the pinnacle of your civilization. All buildings and improvements are available, including a Wonder.

Researching Improvements

Improvements can give your civilization an edge over your enemies. Technological advances can give your troops better armor and weapons, allow your Villagers to gather resources faster, and make your buildings stronger. Food, wood, and/or gold may be required to research improvements. You can also research mythological improvements, but these may cost favor as well.

Resource Improvements

These improvements can make your Villagers gather resources faster or carry more. They are typically researched at resource-related buildings such as the Granary, Lumber Camp, Mining Camp, Storehouse, Ox Cart, and Town Center.

Military Improvements

You can improve your military unit performance in battle by researching military improvements. They can increase your armor, movement rate, and attack.

Military improvements can be researched at any building where military units are created, or at buildings that support your forces (such as the Armory).

Winning the Game

Victory conditions vary based on which of the four game modes you choose. Supremacy is the default and encompasses all three winning conditions. Conquest is military victory, deathmatch is the same as conquest with very high starting resources, and lightning is supremacy at five times the normal game speed.

Military Victory—Destroy all the units and buildings of your opponents.

Wonder—Complete a Wonder and defend it until the timer expires.

All Settlements—The winning player, or team, builds a Town Center on every settlement on the map simultaneously.

Chapter 3: Game Types

There are several ways to play *Age of Mythology*. Random map games provide a quick game against computer opponents. The campaign allows you to play as the hero Arkantos, and multiplayer games provide the challenge of live opponents.

Single-Player Games

Campaign

To complete the campaign, guide Arkantos and other heroes from mythology through each scenario against the enemies of Atlantis. The heroes of the story are not created in any building and cannot be killed in combat. Mortally wounded heroes will fall to the earth unconscious and are only revived when the area around them is cleared of enemy units or buildings that could attack the fallen hero.

There are four levels of difficulty in the single-player campaign.

Standard—The default difficulty level. New players should start here.

Veteran—Recommended for experienced players.

Hard—For veteran players looking for a greater challenge.

Titan—The ultimate challenge.

To start a campaign, on the main menu, click **Campaign**, and then click **Play Campaign**.

Random Map Game

Age of Mythology players commonly use the Random Map Game to quickly play a new game against up to eleven computer opponents.

To start a single-player Random Map Game, on the main menu, click **Play**, and then click **Random Map Game**.

Multiplayer Games

Playing multiplayer *Age of Mythology* games requires an Internet, LAN, or direct connection. To start a multiplayer game, on the main menu, click **Multiplayer** to start the game login.

Multiplayer Login

There are three types of multiplayer games available: Ensemble Studios Online (ESO), LAN, and Direct IP.

To log on to ESO, players must enter a nickname and password at the login screen.

First-time users must click **New Account** and complete the simple registration process. Once registration is successful, the user will be automatically logged on to ESO.

Select LAN/Direct IP connection to join or host local area network games. Direct IP is for advanced users and requires the IP address of the person you wish to play against.

Quick Setup

Age of Mythology finds your teammates and opponents — Select game settings (number of players, major god, map type, etc.) and click **Start**. *Age of Mythology* uses its player rating system to find opponents of your same skill level.

Create your team, Age of Mythology finds an opposing team — Create your own team using **Create Team** and **Invite Friends**. *Age of Mythology* then selects appropriate opponents, based on their player rating, and the game begins.

Advanced Setup

Join a game on the games list — Select a game on the list and click **Join**.

Host a game to the games list — Click **Host** on the Games List screen and select game settings. Anyone can now join your game from the Games List. You can also click **Invite Friends** to populate this game.

Host a private game — To host an invitation-only game that you do not want added to the Games List screen, click **Host** and select **Private**. Use **Invite Friends** to populate a private game.

Advanced Setup games do not affect player ratings.

Chat

To exchange messages or set up games with other players, click **Chat**. Players waiting for games are listed in the chat channels. To change chat channels, click the channel scroll, and then select a new channel. Click on any name in chat to add them to your friends list or invite them into your room.

Friends List

Use the friends list to invite your friends to join a game. To add or remove friends, send chat messages, or invite friends, click **Invite Friends**. To invite a friend to play, select their name, and then click **Invite**. The selected friend is added to your room when the invitation is accepted.

In addition to the friends list there is a pest list. Players on your pest list will be unable to send you messages or invitations to play.

Click on the **Stats** tab to search for players or view rankings and player statistics.

Chapter 4: Mythology

Gods

At the start of each game you choose a primary deity for your civilization. There are three Greek, Egyptian, and Norse major gods. Each of the major gods benefits a different part of your civilization.

God Powers

Deities grant one special power in each age. God powers can only be used once and they can be saved from one age to the next. God powers can be offensive, defensive, or economic, and can vary depending on the minor gods chosen. Available god powers are displayed in the top-center of the screen.

Invoking God Powers

To invoke a god power, click the god power button, and then click a location on the map to invoke the god power.

Most god powers require line of sight to invoke. Others are global and can be invoked anywhere on the map. If line of sight is required, you must have a unit or building nearby that can see the location.

Myth Units

As you gain favor you can create myth units in Temples. Naval myth units, such as the Kraken, are created at the Dock. Myth unit attacks are strongest against human soldiers. They are weaker against heroes. Myth units have special attacks that they use periodically.

To create a myth unit

Select a Temple (or other building that can create myth units). On the command panel, click the myth unit to create.

Heroes

Hero units, including Priests and Pharaohs, do bonus damage against myth units and are more powerful than normal units. These units radiate a divine aura that makes them easy to locate on the battlefield. Each civilization has different hero units and conditions for creating heroes.

Greek

The Greek civilizations can have a total of four heroes on land, and one hero on the sea by the Mythic Age. They are created in the Town Center or Fortress. Only one of each Greek hero may exist at a time.



If Greek heroes are killed, their spirits return to the gods and they can be created again.

Egyptian

Pharaohs and Priests are the Egyptian equivalent to the other civilizations' heroes. The Pharaoh exists from the beginning of the game and if he is killed a new Pharaoh is anointed at the Town Center to take his place. Only one Pharaoh may exist at a time unless followers of Osiris research the New Kingdom improvement.

The Pharaoh can empower buildings by tasking on them. Empowering makes the building gather resources faster, train faster, build faster, and attack faster. The Pharaoh can only empower one building at a time.

To empower a building

Select your Pharaoh and then right-click the building to empower.

The Priests of Ra can also empower buildings and, unlike the Pharaoh, you can have any number of Priests simultaneously. Egyptian priests also heal nearby allied units.

Norse

The Norse have only one hero unit—the Hersir. The Norse can have any number of them simultaneously. Hersirs are created in the Longhouse or Temple, and they generate the most favor in combat.

The Pantheons

Egyptian Gods



Ra

The Egyptian god of the sun was one of the most important gods to the ancient Egyptians.

God Power **Rain**—This global god power makes all Villagers on the map gather food from farms faster.

Civilization Bonuses:

- Priests can empower buildings
- Chariots and camels have more hitpoints and move faster
- Monuments cost less and are stronger



Isis

The wife of Osiris and mother of Horus is a protective goddess who helps people in need.

God Power **Prosperity**—Laborers gather gold faster.

Civilization Bonuses:

- Monuments protect against god powers
- + 3 population cap for Town Centers
- Improvements cost less



Set

Set was the god of evil, chaos, the desert, and foreign lands. He had a close affinity with animals.

God Power **Vision**—Reveals an unexplored section of the map.

Civilization Bonuses:

- Priests can convert animals
- Slinger and chariots train faster
- Migdol Stronghold units cost less
- Pharaoh can summon animals

Egyptian Minor Gods



Ptah—God of creation

Benefits Military units

God Power **Shifting Sands**—Teleport enemy or allied units anywhere on the map.

Myth Unit **Wadjet**—Mythical cobra that spits venom.



Bast—Goddess of fertility

Benefits Laborers

God Power **Eclipse**—Turns the day to night, reducing the range of archer and siege units.

Myth Unit **Sphinx**—Fast myth unit, rides a whirlwind to attack.



Anubis—God of the dead

Benefits Infantry and myth units

God Power **Plague of Serpents**—Summon serpents to defend an area.

Myth Unit **Anubite**—Fast-moving infantry unit that leaps into combat.



Hathor—Goddess of the sky

Benefits Buildings

God Power **Locust Swarm**—Ravages enemy farms.

Myth Units **Petsuchos**—A jeweled crocodile that fires a beam of focused sunlight.

Roc—A flying transport.



Sekhmet—Goddess of war

Benefits Archers and siege units

God Power **Citadel**—Transforms a Town Center into a mighty citadel.

Myth Unit **Scarab**—Slow-moving siege unit.



Nephthys—Goddess of death

Benefits Priests

God Power **Ancestors**—Resurrect an army of dead soldiers to fight.

Myth Units **Leviathan**—Naval transport unit.
Scorpion Man—Myth infantry unit with a venomous sting attack.



Horus—God of vengeance

Benefits Infantry

God Power **Tornado**—Summon powerful winds to destroy buildings and units.

Myth Unit **Avenger**—Fast-moving unit attacks multiple enemies at once.



Osiris—God of judgment

Benefits Camels

God Power **Son of Osiris**—Transforms your Pharaoh into a demigod with a lightning bolt attack.

Myth Unit **Mummy**—Undead Pharaohs. Convert enemy units into minions.



Thoth—God of wisdom

Benefits Migdol Stronghold

God Power **Meteor**—Decimate entire cities with this meteor storm.

Myth Units **Phoenix**—Aerial attack unit. Can only be damaged by ranged units.
Sea Turtle—Destroy enemy navies with this massive myth unit.

Greek Gods



Zeus

Zeus was the supreme god of the Olympians. Poseidon and Hades were his brothers. These three brothers divided all of creation between them. Zeus was god of the sky.

God Power **Bolt**—Kills a single enemy unit.

Civilization Bonuses:

- Hoplite move faster and infantry do bonus damage to buildings
- Starts with 25 favor and has a limit of 200 favor
- Faster favor generation



Poseidon

Poseidon was the brother of Zeus and the god of the sea, horses, and earthquakes.

God Power **Lure**—A stone that draws wild animals.

Civilization Bonuses:

- Cavalry cost less to produce
- Militia appear at destroyed buildings
- Fishing ships and caravans travel faster
- Using Markets costs less



Hades

Hades was the god of the dead and ruler of the underworld. Precious minerals came from his realm.

God Power **Sentinel**—Protects a Town Center with four sentinels.

Civilization Bonuses:

- Dead soldiers may generate shades (undead)
- Buildings have increased hitpoints
- Archers and buildings have greater attack

Greek Minor Gods



Athena—Goddess of warfare

- Benefits** Infantry defense
- God Power** **Restoration**—Heals units and repairs buildings and siege units in the area.
- Myth Unit** **Minotaur**—Myth infantry with a gore attack.



Hermes—God of messengers

- Benefits** Cavalry units
- God Power** **Ceasefire**—A global power that forces all players to stop combat.
- Myth Unit** **Centaur**—Fast-moving cavalry archer.



Ares—God of battle

- Benefits** Military attack
- God Power** **Pestilence**—Prevent an enemy from training new military units.
- Myth Unit** **Cyclops**—One-eyed infantry myth unit that hurls foes from combat.



Apollo—God of the sun

- Benefits** Archers
- God Power** **Underworld Passage**—Creates a passage that troops can pass through.
- Myth Unit** **Manticore**—Ranged myth unit fires a volley of spikes from its tail.



Aphrodite—Goddess of love

- Benefits** Villagers
- God Power** **Curse**—Turns enemy units into swine.
- Myth Unit** **Nemean Lion**—Myth unit with a roar attack.



Dionysus—God of celebration

- Benefits** Cavalry
- God Power** **Bronze**—Turns the skin of human soldiers to bronze, increasing their armor.
- Myth Units** **Hydra**—Good against buildings and grows more heads during battle.
- Scylla**—Naval myth unit that grows heads during battles.



Hephaestus—God of labor

- Benefits** Armor and weapons
- God Power** **Plenty**—Creates a vault where the bounty of the heavens flows into your coffers.
- Myth Unit** **Colossus**—Giant construct that can heal itself by consuming resources.



Hera—Goddess of the home

- Benefits** Buildings and myth units
- God Power** **Lightning Storm**—Smite enemies with a storm from Olympus.
- Myth Units** **Medusa**—Myth archer can petrify your enemies.
- Carcinos**—A naval myth unit that crushes ships.



Artemis—Goddess of the hunt

- Benefits** Archers
- God Power** **Earthquake**—Destroys enemy buildings, throws armies to the ground.
- Myth Unit** **Chimera**—Immolate enemy units by breathing fire.

Norse Gods



Odin

Odin was the leader of the Aesir (the race of Norse gods). He was the god of war, poetry, wisdom, and death.

God Power **Great Hunt**—Increase the population of a group of animals.

Civilization Bonuses:

- Human units regenerate
- Ravens for exploration
- Hill Fort units have more hitpoints
- Improves gatherer hunting rate



Thor

The god of thunder, Thor was the son of Odin and wielded a mighty hammer named Mjolnir.

God Power **Dwarven Mine**—Creates a gold mine anywhere on the map.

Civilization Bonuses:

- Cavalry produce gold when attacking buildings
- Dwarves cost less
- Dwarves gather food and wood faster



Loki

Loki was a god of fire and trickery who eventually became an enemy to the other gods.

God Power **Spy**—Target an enemy unit to see what it sees.

Civilization Bonuses:

- Heroes in combat summon myth units
- Myth units cost less favor
- Ox Carts cost less, move faster, and have fewer hitpoints

Norse Minor Gods



Freyja—Goddess of beauty

Benefits Cavalry

God Power **Forest Fire**—Burn an enemy forest to the ground.

Myth Unit **Valkyrie**—Warrior maidens who also heal injured units.



Heimdall—God of vigilance

Benefits Buildings

God Power **Undermine**—Crumble the walls and towers of your enemies.

Myth Unit **Einherjar**—Slow myth unit that increases allies' morale in battle with a great horn blow.



Forseti—God of Justice

Benefits Infantry

God Power **Healing Spring**—Creates a spring that heals all nearby units.

Myth Unit **Troll**—Slow but strong archer. Heal as they damage enemies.



Skadi—Goddess of winter and hunting

Benefits Throwing Axemen

God Power **Frost**—Freeze an enemy army in ice for a short time.

Myth Unit **Frost Giant**—Strong myth unit that freezes enemy units with icy breath.



Njord—God of the sea and storms

Benefits Ships and Hill Forts

God Power **Walking Woods**—Animate trees near an enemy to attack.

Myth Units **Mountain Giant**—A massive myth unit who crushes foes and buildings alike.

Kraken—Sea creature who attacks enemy naval units.



Bragi—God of poetry and skalds

- Benefits** Ulfsark (infantry)
- God Power** **Flaming Weapons**—Grants soldiers flaming weapons, which improves attack.
- Myth Unit** **Battle Boar**—Fast-moving myth unit, good against enemy formations.



Baldr—God of beauty

- Benefits** Cavalry and siege
- God Power** **Ragnarok**—Turn your gatherers and dwarves into mighty heroes.
- Myth Unit** **Fire Giant**—Fireball-hurling engine of destruction.



Hel—Goddess of the underworld

- Benefits** Myth units
- God Power** **Nidhogg**—Summon the mighty Norse dragon from its lair.
- Myth Units** **Fire Giant**—Fireball-hurling engine of destruction.
- Frost Giant**—Strong myth unit that freezes enemy units with icy breath.
- Mountain Giant**—A massive myth unit who crushes foes and buildings alike.



Tyr—God of warfare

- Benefits** Infantry
- God Power** **Fimbulwinter**—Summon a pack of wolves to attack enemy towns.
- Myth Units** **Fenris Wolf Brood**—Group this myth unit into packs for maximum destruction.
- Jormund Elver**—Steam-breathing sea serpent.

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