

# POSEIDON

ZEUS OFFICIAL EXPANSION



BUILD AND RULE  
**ATLANTIS**



**SIERRA™**

*Impressions*  
Games

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After the great Titanomachy, when Zeus and his brothers ousted their forebears from power, Zeus, Poseidon and Hades divided the world among them. Poseidon was granted the sea, and he set about to survey his new kingdom.

In the middle of the great ocean was a beautiful land, inhabited by an equally beautiful woman named Cleito. Poseidon soon claimed the land and the woman as his own, and took steps to ensure that Cleito would always be safe. He dug three massive, circular trenches around the hill that she called home, and filled the trenches with water. He made sure that the center of the land had everything that Cleito could ever want.

Soon, Cleito bore the god five sets of twin sons, and Poseidon named the land Atlantis in honor of his eldest child, Atlas. Soon, Atlantis was well-populated, and civilization thrived. Science reigned supreme, and Atlanteans dedicated themselves to peace by honoring a sacred pact made with the gods, the Symphonia Ithikos. As long as the Atlanteans never attacked another people, except in self-defense, the gods would never set foot upon the continent of Atlantis in anger. Atlanteans took their knowledge and ideas to far off lands, spreading what they knew to others in the world.

But, the Atlantean golden age couldn't last. Though Atlantis had been blessed with abundant resources, these resources had become depleted over the thousands of years that people had lived there. Plus, the land itself seemed to be angry, and natural disaster after natural disaster disrupted Atlantis. Accustomed to their luxurious lifestyles, Atlanteans began expecting others to give them what they could no longer provide for themselves. They reasoned that since the Atlanteans had done so much for other peoples, certainly these peoples should give something back. Soon, their high demands on others led to war, in

direct violation of the Symphonia Ithikos. Peace on Atlantis was shattered.

As the Atlanteans fell further and further into depravity, the gods took notice. Incensed that the Atlanteans were ignoring the Symphonia Ithikos and had wasted everything that the gods had given to them, the gods struck the Atlanteans down, dispatching their home to the bottom of the sea.

The reins of leadership are yours as you guide your cities during the soaring heights of Atlantean civilization and the harrowing depths of its decline.

### INSTALLING AND PLAYING *POSEIDON*

To install *Poseidon*, place the *Poseidon* CD-ROM in your CD-ROM drive. The Autoplay function should start, and directions for installing *Poseidon* should appear. If Autoplay does not work on your computer, double-click the "My Computer" icon, then double-click the letter that represents the CD-ROM drive you would like to use. The directions for installing *Poseidon* should appear.

**After *Poseidon* is installed, you must have the *Poseidon* CD inserted in your CD-ROM drive to play. The game will not start if the CD is not in the drive, nor will it start from the *Zeus* CD.**

After you start the game, the "Choose Game" screen appears. To play *Poseidon*, click the "Play Poseidon" button, then choose a leader name. Click on "Adventures," and pick one from the list that appears. Click the button next to "Play this Adventure," and you are on your way!

If you want to play the original *Zeus* adventures, or any adventure that was created with the *Zeus* Adventure Editor, click on the "Play Zeus" button. While you are *playing* an adventure — whether it be *Zeus* or *Poseidon* — you can load any saved adventure by selecting "Load Adventure" from the File Menu.

You should also read the README file located in the Poseidon directory. Any last-minute changes made to the game will be described there.

### *POSEIDON* ADVENTURE EDITOR

*Poseidon* comes with a full adventure editor, which allows you to create your own adventures. Detailed instructions on how to use the editor can be found on the *Poseidon* CD in a file entitled, Poseidon Adventure Editor.pdf.



# THE ATLANTEAN CITY

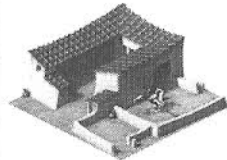
There is much to see in the Atlantean city. Scientists wander the streets, spreading news of their latest discoveries. Cattle graze in bucolic pastures, and orange trees, laden with fruit, add a note of sweetness to Atlantean life. Mighty frigates sail the seas, protecting the Atlanteans from harm. The wonders of an Atlantean city are almost too numerous to list; it is truly a remarkable place.

## HUSBANDRY

The Greeks and Atlanteans domesticate cattle and use them as a source of meat. They also hunt deer for meat and grow oranges. To begin harvesting these foods, first select the Husbandry Tab.

## CATTLE

Cattle are raised for the tasty meat that they provide. To place cattle in a meadow, you must first build a Corral. After selecting the Husbandry Tab, click the "Herding" button and then select "Corral" from the list provided. Place the Corral in your city, and be sure to build it along a road. Once the Corral is in place, put some cattle in a meadow by again clicking the "Herding" button and then selecting "Cattle" from the list. Some of the cattle are bulls, which watch over the herd to make sure that no wolves attack it. The rest of the cattle are used for food. All cattle can be taken by priests for sacrifices.



CORRAL

Once cattle are fully grown, a rancher brings them back to the Corral to butcher them for meat. When enough meat is ready, a deliveryman brings it to a Granary, or to a Pier or Trading Post if you are exporting the food.

You don't need to worry about replacing slaughtered animals yourself. Calves are born at the Corral and put out to pasture with the other cattle once they are old enough. You will, however, have to replace any cattle that is sacrificed to a god.



HUNTING LODGE

## DEER

In some lands, deer frolic in the fields. To use these deer for food, build a Hunting Lodge along a road. To build a Hunting Lodge, select the Husbandry Tab, then click on the "Land and Sea" button. Select "Hunting Lodge" from the list, and place the building in your city. Once the Hunting Lodge has employees, hunters seek out the deer and bring them back to the Lodge where they are prepared for consumption. When some meat is ready, a deliveryman brings it to a Granary, or to a Pier or Trading Post if you are exporting the item.

The Hunting Lodge will automatically send out the right kind of hunters for the prey in your city. If both deer and boar live in the city, the same Hunting Lodge will send out both deer hunters and boar hunters.

## ORANGES

ORANGE  
TENDERS' LODGE

Tenders from an Orange Tenders' Lodge see to it that oranges grow to be big, juicy and succulent. To build an Orange Tenders' Lodge, select the Husbandry Tab, then click the "Orchards" button. Choose "Orange Tenders' Lodge" from the list, and place the building in your city, making sure to build the structure along a road. Then, plant some Orange Trees by clicking the "Orchards" button again and choosing "Orange Tree." Orange Trees must be placed in a meadow, which is denoted by purple tufts. After the Orange Tenders' Lodge has employees, the tenders cultivate the fruit until it is ripe. Then, they pick the oranges, bring them back to the Orange Tenders' Lodge and prepare them for storage in a Granary. Once enough oranges are ready, a deliveryman brings them to a Granary, or to a Pier or Trading Post if you are exporting the food.

## INDUSTRY

In Atlantis, orichalc and black marble are used in the construction of beautiful Pyramids. Orichalc is also used to fortify Towers and Frigates.

## ORICHALC

Orichalc is a rare metal generally found only on Atlantis. If you see red metallic nuggets strewn in some rock, you can probably harvest orichalc.

To retrieve this metal from the earth, first build a Refinery by selecting the Industry Tab and clicking the "Raw Materials" button. Choose "Refinery" from the list, and build the structure in your city, making sure that you place the building along a road. Once some of your citizens start working at the Refinery, metallurgists emerge from the building and make their way to the orichalc deposit. After they have collected enough ore, they bring it back to the Refinery, where it is processed for use. When a load of orichalc is ready, a deliveryman looks for a place to bring the metal. He'll first look for a Tower or Frigate Wharf that needs it. If he can't find one of these buildings, he'll bring the good to a Trading Post or Pier if you are exporting the item, or to a Storehouse.

Keep in mind that artisans at a construction site can never receive orichalc directly from a Refinery. Artisans must receive their supply of the metal from a Storehouse or trade facility.

## BLACK MARBLE

Black marble is a sturdy construction material that is harvested from a black marble quarry. A black marble quarry looks like a flat, dark gray rock lying just underneath some grass.

To remove black marble from the ground, build a Black Marble Workshop. Select the Industry Tab, then click the "Raw Materials" button. Choose "Black Marble Workshop" from the list and place the building in your city. Be sure to build the Workshop along a road. Once the Workshop has some workers, it sends out a stonecutter to chisel out a large block of black marble. It is brought back to the Workshop, where more stonecutters break the block down into usable slabs. Once a slab is ready, a deliveryman brings it to a Storehouse, or to a Pier or Trading Post if you are



REFINERY

BLACK MARBLE  
WORKSHOP



exporting the good. If artisans need black marble for a construction project, they will get the supply from a Storehouse or trade facility. Artisans *never* receive black marble directly from a Black Marble Workshop.

## SCIENCE

Atlanteans value science above all other pursuits. Rather than entertain themselves with dramas, philosophical ideas and athletics, they thrill to uncover previously unknown facts and to study the world around them. In fact, Atlanteans will not improve their homes until they receive scientific instruction. They learn the sciences from scholars, astronomers, inventors and curators.

### SCHOLARS

Scholars become wise by studying the books in a Bibliotheke. Once they have learned some fascinating facts, the scholars wander the city, sharing their knowledge with the population. To build a Bibliotheke, select the Science Tab and click the "Bibliotheke" button. Place the Bibliotheke along a road. Scholars begin their studies when the Bibliotheke has workers.

Scholars are roaming walkers and turn around if they run into a Roadblock.

### ASTRONOMERS

Astronomers look to the skies to learn more about life on earth. But, before they can track the stars from an Observatory, they must first receive instruction at a University.

To build a University, select the Science Tab and click the "Astronomy" button. Choose "University" from the list provided and place the building in your city. Make sure to place it along a road so that it can function properly.

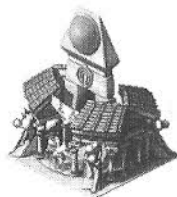
After the astronomer completes his studies at the University, he makes his way to an Observatory to watch the skies. To build an Observatory, make sure



SCIENCE TAB



BIBLIOTHEKE



UNIVERSITY

you have the Science Tab selected, then click the "Astronomy" button. Choose "Observatory," and place the building along a road. When an astronomer spots something new in the heavens, he'll leave the Observatory to tell people in the surrounding neighborhood of his latest discovery.

Make sure that you can trace a road from the Observatory to the University; if the Astronomer can't get from the University to the Observatory by a road, he'll never leave the University.

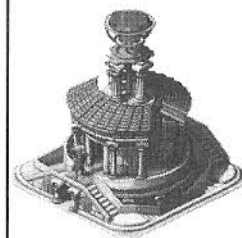
Astronomers are roaming walkers sometimes and destination walkers at other times. When an astronomer is going from a University to an Observatory, he is a destination walker and ignores Roadblocks. If an astronomer leaves from an Observatory, he is a roaming walker and turns around when he runs into a Roadblock.

### INVENTORS

Inventors keep Atlantis on the cutting edge of new technology. They receive their training at an Inventors' Workshop. Once an inventor understands how to turn his ideas into products, he leaves the Inventors' Workshop and goes to work at a Laboratory. The inventor works on new products at the Laboratory, and when he invents something unique, he wanders the city's streets telling the citizens in the housing he passes all about his new gadget.

To build an Inventors' Workshop, select the Science Tab, then click the "Technology" button. Pick "Inventors' Workshop," and place the building along a road. Then, build a Laboratory by selecting "Laboratory" from the list. Make sure that the inventor can walk on a road from the Inventors' Workshop to the Laboratory. Otherwise, the inventor will be trapped in the Workshop.

When an inventor leaves the Laboratory to tell the world about his latest invention, he is a roaming walker and turns around when he meets a Roadblock.

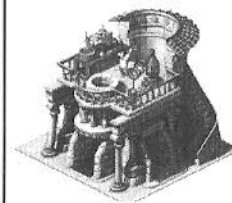


OBSERVATORY

FOR MORE INFORMATION ON WALKERS, CONSULT THE FIRST CHAPTER OF THE ZEUS MANUAL



INVENTORS' WORKSHOP



LABORATORY

When an inventor is making his way from the Inventors' Workshop to the Laboratory, he is a destination walker and ignores Roadblocks.

#### CURATORS

Curators receive training at a University and then work at a Museum. Each city can have only one Museum.

To build a Museum, select the Science Tab and click the "Museum" button. Make sure to build the Museum along a road. See the section on Astronomers, above, to learn how to build a University.

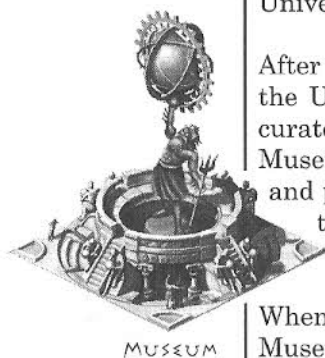
After the curator completes his studies, he goes from the University to the Museum. Make sure that the curator can walk on a road from the University to the Museum. After the curator arrives at the Museum and prepares an exhibit, he'll leave the Museum and tell the people in the nearby houses of the latest displays.

When a curator is going from a University to the Museum, he is a destination walker and ignores Roadblocks. The curators that leave from the Museum are roaming walkers and turn around when they encounter a Roadblock.

#### SCIENCE INFORMATION

You have several means at your disposal to keep track of scientific activity. When you click the Science Tab, a brief report appears. Each scientific pursuit is listed, along with an estimate of how much instruction your citizens have received in each of the types of science. For more information, click the small magnifying glass. Specific information regarding the number of science facilities in your city appears.

To keep track of scientific activity in the neighborhoods, use the science reports. You can keep track of a single type of scientist, or all scientists. To check a particular type of scientist, click the appropriate button ("Show Scholars", "Show Astronomers", "Show



Inventors" or "Show Curators"). When you click one of these buttons, most of the city's buildings temporarily flatten, and most of the city's residents disappear. For example, if you choose "Show Scholars," only the scholars, Bibliothekes, houses and, if you have one in your city, Hercules' Hall will appear. Columns in front of the city's houses and Hercules' Hall show how recently a scholar has passed by to educate the residents. The taller the column, the more recently the scientist has passed.

You can see all your scientists and science buildings at one time by clicking the "Show All Science" button.

#### HIPPODROME AND CROSSWALK

The people of Atlantis do indulge themselves in more idle entertainment. They love to watch horses race at a Hippodrome. Each city can have only one Hippodrome, and it can be as large or as small as you want.

To begin Hippodrome construction, select the Administration Tab and click the "Hippodrome" button. Hold the red block that appears over a clear piece of land. As you hold the block over the land, your choices for the type of segment cycle through. When you see the section you want to build, click to place the segment. When you are ready to add to the track, click the "Hippodrome" button again. Move the block that appears so that it is adjacent to one of the ends of the existing Hippodrome. You must build new sections of Hippodrome onto the ends of sections already built. As you hold the cursor in place, your choices will again cycle through. When the segment you want to build appears, click to build it. A Hippodrome is complete when it is a closed loop.

HIPPODROMES DO NOT HAVE TO BE A SIMPLE OVAL. THEY CAN BE ANY SHAPE YOU WANT, AS LONG AS YOU CLOSE THE LOOP.

If you are placing straight sections of Hippodrome, you can click the mouse button and drag the cursor until you have all the straight sections you want.

A Hippodrome does not necessarily have to be an oval. As long as the Hippodrome is a complete circuit, it can be any shape you want.

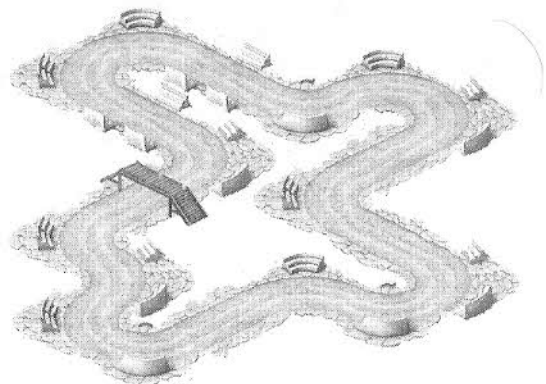


After the Hippodrome is complete, a handler from the Hippodrome must retrieve some horses from a Horse Ranch before races can begin. He must be able to walk on a road from the Hippodrome to the Horse Ranch. Once the handler returns to the track with enough horses, the races will start. To find out how many horses the Hippodrome needs, right-click on it.

The larger a Hippodrome is, the more horses race upon it, and the more horses the handler will have to retrieve. If the Hippodrome is large enough, your citizens will attend the races and spend money making wagers and ordering snacks. If you continue to make the Hippodrome larger, you'll become more popular with the residents of your city, and word of the fantastic races will spread around the world. Soon, people from all over the world will come to your Hippodrome and spend money. The Hippodrome will generate more revenue, and you'll become more popular with your own citizens and other leaders of the world.

As fun as building a Hippodrome is, be careful not to crowd out your people. Remember, horses don't work.

A Hippodrome provides exciting action for the citizens of Atlantis and the world, but it can also provide a lot of city design questions. Luckily, you can use Crosswalks to bridge over large Hippodromes. Crosswalks can be built over straight sections of Hippodrome only. To build a Crosswalk, select the



Administration Tab and click the "Hippodrome" button. Select "Crosswalk," then find a straight section of track that has empty land or a road on both sides of it. When you've picked a suitable spot, you'll see a green ghost of the Crosswalk. Click the mouse button to set the Crosswalk in place. Any citizen can use the Crosswalk to get across the Hippodrome.

Because of structural considerations, Crosswalks cannot be built adjacent to each other.

Hippodromes and Crosswalks may only be built on Atlantis or its colonies.

## MILITARY

Though generally peaceful, Atlanteans do fight if the need arises. The Atlantean military is made up of archers, which come from the city's common housing, spearmen and charioteers from elite housing, and frigates.

### ATLANTÉAN ARMY

All members of the Atlantean army can ably defend their city's borders. Spearmen and Charioteer companies can also be sent abroad to engage in battles in other cities. The Atlantean army uses the same tactics as their Greek counterparts.

### ATLANTÉAN NAVY: FRIGATES

The sleek and powerful frigate is the pride of the Atlantean navy. Frigates are constructed at a Frigate Wharf. To build a Frigate Wharf, select the Military Tab and click the "Military Workshops" button. Choose "Frigate Wharf" from the list, and a red footprint of the building appears. Guide the footprint to a straight piece of shoreline. If you have chosen a suitable location, the red footprint will turn into a green ghost of the building. Click the mouse button to build the Frigate Wharf.

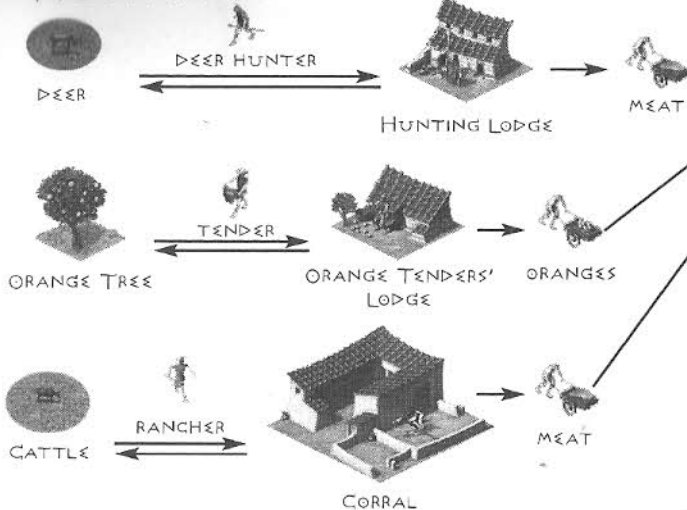
To build a frigate, the Wharf workers need a supply of wood and armor.

FOR MORE ON MILITARY  
TACTICS, CONSULT THE  
ZEUS MANUAL.

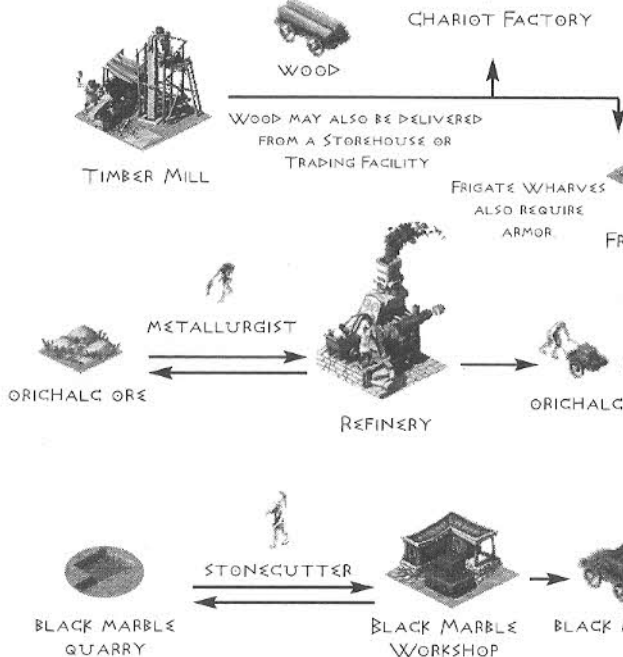


FRIGATE WHARF

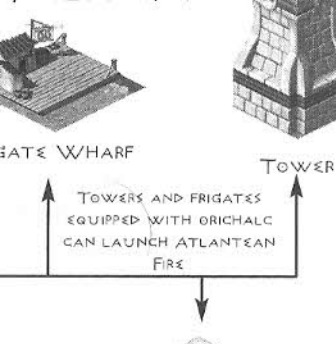
# HUSBANDRY



# INDUSTRY



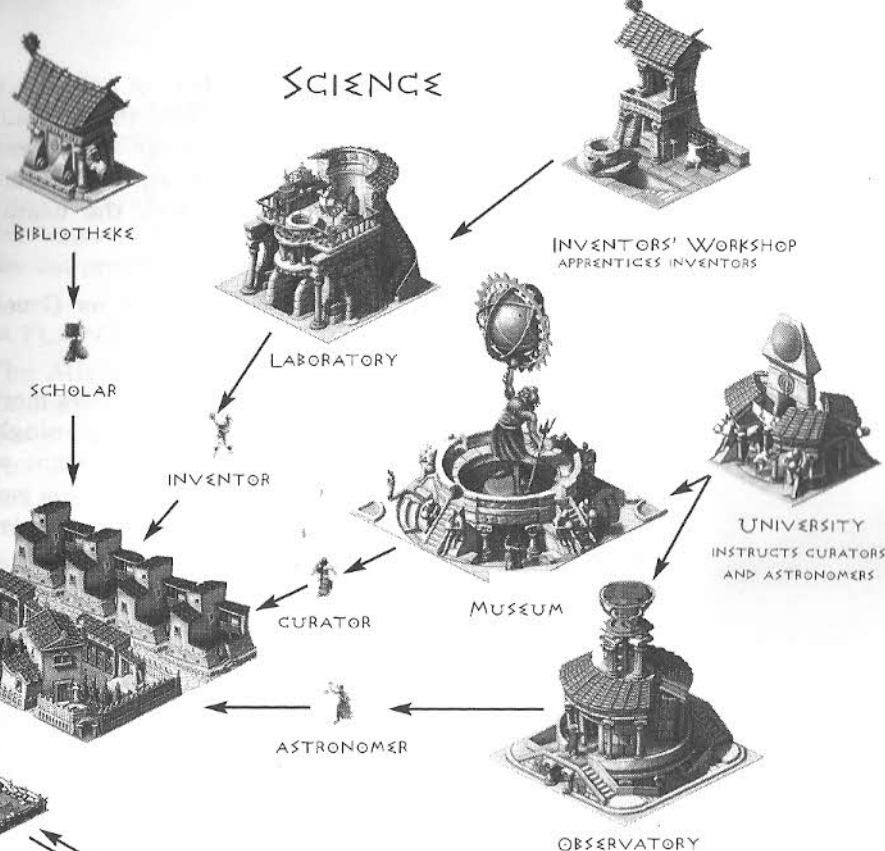
# MILITARY



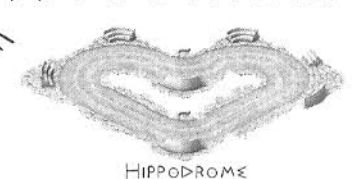
# HORSE RANCH



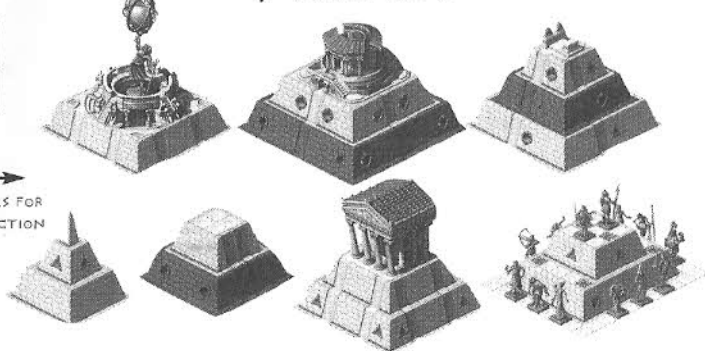
# SCIENCE



# ADMINISTRATION



# PYRAMIDS



PYRAMIDS REQUIRE ARTISANS PLUS SOME OF THE FOLLOWING MATERIALS: ORICHALC, BLACK MARBLE, MARBLE, WOOD AND SCULPTURE.

PYRAMIDS, HIPPODROMES, FRIGATE WHARVES, CHARIOT FACTORIES, CHARIOT VENDORS' STALLS AND SCIENCE BUILDINGS MAY ONLY BE BUILT ON ATLANTIS OR ITS COLONIES. IN ADDITION, ONLY ATLANTIAN TOWERS MAY LAUNCH ATLANTIAN FIRE.

CHARIOTS CANNOT BE IMPORTED OR EXPORTED.

After the frigate has been built, a load of orichalc, if available, is delivered to the Wharf. With the orichalc, workers build an Atlantean Fire launcher. Atlantean Fire sets its target ablaze, and it makes the frigate stronger than ships not equipped with the deadly weapon.

Atlantean frigates use the same tactics as Greek triremes.

As with your land-based military, you can select more than one frigate at a time. Begin by selecting a single frigate, then "lasso" the other frigates you want to select by dragging your mouse button. Then, you can issue an order to all of the selected ships. You can also assign the fleet to a hotkey by pressing CTRL and 1, 2, 3, 4 or, to reselect the fleet, simply press the ALT key and the number that you assigned to it.

#### TOWERS

Atlanteans also outfit their Towers with orichalc, which will be delivered to the Tower automatically if the metal is available. A Tower with orichalc launches deadly Atlantean Fire and is stronger than a Tower that cannot launch Atlantean Fire.

#### CHARIOT FACTORY

The most elite Atlantean soldiers use chariots. Chariots are made at a Chariot Factory.

To build a Chariot Factory, choose the Military Tab and click the "Military Workshops" button. Select "Chariot Factory" from the list, and place the building along a road.

To make a chariot, the workers at the Chariot Factory need a supply of wood. They also need a horse, which is trained to pull the chariot. The Chariot Factory receives shipments of wood from a Timber Mill, Storehouse or trading facility. When the Chariot Factory needs horses, the Factory sends a hostler to a Horse Ranch to pick up some horses and bring them back to the Chariot Factory.

When a horse and chariot are ready, a chariot vendor from an Agora picks them up and brings them back to the Agora for distribution. To build a Chariot Vendor's Stall, select the Distribution Tab, then click the "Agoras" button. Choose "Chariot Vendor" from the list provided, and place it on an Agora.



CHARIOT FACTORY

#### ATLANTÉANS IN THE WORLD

The Atlanteans are peaceful — at least in dealings amongst themselves. In accordance with the Symphonia Ithikos, and in honor of their ancestor, Poseidon, they regard internal warfare as shameful and avoid it at all costs. If an Atlantean leader dares attack an Atlantean ally, the repercussions are swift and often very painful. All Atlantean leaders turn their backs on the warmongering leader and become that leader's rival. So, as you lead your city, be respectful of your Atlantean allies. If you aren't, you could find yourself in dire straits indeed.

Armed with their technology, the Atlanteans are able to venture much farther afield than their Greek counterparts. In their travels, they come upon many different peoples, including the Mayans, Egyptians, Phoenicians and Oceanids. Sometimes these people are friends, and other times they are enemies. Be careful if the Oceanids attack you. They swim under water to get to your city, and your frigates are powerless to stop them. If you are fortunate enough to have the Kraken defending your city, he can attack the Oceanids while they are under water.

#### OTHER THINGS TO NOTE

- ◆ You can rotate Horse Ranches before placement by pressing the 'r' key.
- ◆ There are many new aesthetic structures with which to adorn your city.
- ◆ Atlanteans build Bridges, rather than Water Crossings, to span large sections of water. Ships can pass under them without a problem.



# MYTHOLOGY AND PYRAMIDS



It is no surprise that the gods take such a large interest in Atlantean goings-on. Not only are the gods intrigued by the beautiful land filled with amazing creatures, they also have a sacred pact with the Atlanteans, the Symphonia Ithikos.

The Atlanteans honor the gods just as the Greeks do — with Sanctuaries. But, the Atlanteans are remarkably expressive and have come up with new buildings to display the full flower of Atlantean craftsmanship.

## Gods

Hera, Queen of Heaven, and Atlas, Bearer of the World, join the pantheon of gods. Like the other Greek gods, if Hera and Atlas befriend you, the benefits are many. If they choose to oppose you, then watch out!

When Atlas and Hera are friendly toward you, you may be able to build Sanctuaries in their honor. The Sanctuaries are:

**Orchard of Hera.** When you complete the Orchard of Hera, two stands of Orange Trees sprout up in front of her Sanctuary. These Orange Trees can be harvested by a tender from an Orange Tenders' Lodge. When she is out and about in your city, she just might sanctify your Corrals and Orange Tenders' Lodges. While sanctified, these buildings produce more food than usual.

Hera is also the only deity who can stand up to Zeus and send him packing. If Zeus attacks a city that worships Hera, she will make sure that Zeus causes no damage. She also increase your population by making your citizens more fertile. They give birth to more babies while Hera is in residence.

A prayer to the goddess helps you keep the city's Agoras stocked. When Hera answers your prayer,

she helps all the vendors in your city uncover some stock that they did not realize that they had. If Hera notices that your Agoras are running low on supplies, she may grant this blessing on her own. Hera only helps those Vendors' Stalls that have employees.

**Pillar of Atlas.** When you complete the Pillar of Atlas, the great god induces your stonemasons to work more quickly. Artisans' Guilds also send out more artisans to construction sites. If Atlas sanctifies a Masonry Shop or Black Marble Workshop while wandering around your city, then the sanctified building will produce more marble than usual.

If Atlas hears your prayer, he will speed up the construction of a Sanctuary or Pyramid. When he responds to your prayer, he makes his way to a construction site. Any materials en route to the site magically appear, and the construction materials somehow last longer than they should. For a short time, the artisans continue to work without needing new supplies.

In order for both these Sanctuaries to function properly, priests from the Sanctuary must conduct regular sacrifices. The priests find cattle, sheep and goats acceptable. They will also take food from a Granary in a pinch.

Dealing with the wrath of these two gods is quite challenging. When she is upset, Hera...well, let's just say that she does some interesting things to your people. Hera also kills half the cattle being raised in the city and destroys the orange crop. To top it off, she convinces all the other leaders in the world to think less of you.

An angry Atlas has a unique bag of tricks, too. When Atlas invades, any unfortunate people who cross his path are turned to stone. He also curses your Black Marble Workshops and Masonry Shops. Any marble on the premises is destroyed, and no more is delivered

ALL GODS WILL ACCEPT CATTLE, IN ADDITION TO THE REGULAR SHEEP, GOATS AND FOOD, AS SACRIFICE.

until the curse wears off. Atlas also curses Artisans' Guilds. When cursed, any artisan working on a project dies, and other artisans, not wanting the same cruel fate to befall them, stay in the Artisans' Guild until the curse ends.

Of course, no god would be caught dead without an attendant monster. Hera's monster is the Sphinx, and Atlas' creature is Chimera. There's more on monsters below.

Each god has his or her place in the grand order of things, and Hera and Atlas are no different. In order of strength, here are all the gods you'll encounter in *Poseidon*:

Zeus  
Poseidon  
Hades  
Hera  
Demeter  
Athena  
Artemis  
Apollo  
Atlas  
Ares  
Hephaestus  
Aphrodite  
Hermes  
Dionysus

Generally speaking, gods higher on the list defeat gods lower on the list in a fight. If you worship Aphrodite, however, she will defeat Hephaestus and Ares if they invade. If you build the Orchard of Hera, she will dispatch Zeus should he step foot in your city in a foul mood.

## MONSTERS AND HEROES

The four monsters joining the group of nasties are the Sphinx, Chimera, Echidna and the Harpies.

**Sphinx.** Known for her difficult riddles, the Sphinx is part woman and part lion — a deadly combination to be sure. When she isn't wreaking havoc of her own volition, she follows Hera's orders.

**Chimera.** With Typhon as a father and Echidna as a mother, Chimera's pedigree is impeccable. Her sense of destruction is also well-refined. She's more than willing to attack on her own, but also does Atlas' bidding.

**Echidna.** The mother of monsters (the Sphinx, Chimera, Cerberus and the Hydra are all her offspring), Echidna has the face of a nymph but the body of a serpent. Headstrong, Echidna reports to no one: she always acts on her own.

**Harpies.** This foursome of fearsome sisters is bent on destruction. No one would dare order the Harpies around, not even a god.

Luckily, a pair of heroes help you fight off these monsters. Atalanta, the famed archer, huntress and athlete, battles the Sphinx and the Harpies. Bellerophon, the skilled horseman, fights Chimera and Echidna. The heroes come to your city when you have built and outfitted their Hero's Halls.

### SENDING HEROES ON QUESTS

Only heroes can fulfill the quests that gods issue. To send a hero on a quest, you must first convince the hero to come to your city by building the appropriate Hero's Hall. Once the hero has arrived in the city, you can send him or her on the quest in a variety of ways. You can click the Overview Tab, and click the name of the god that issued the quest. Or, you can click on the "Goals" button (the checkmark on the lower left of the control panel), and click the button next to the Quest's name. Finally, you can right-click on the Hero's Hall and click the "Quest" button to send the hero.

## HERCULES AND JASON IN ATLANTIS

Hercules always demands the best of whatever a land has to offer. When he visits Atlantis or its colonies, he insists on being educated by a variety of scientists. He also enjoys knowing that he can watch horses race at a Hippodrome.

When Jason visits Atlantis, he demands that a fleet of frigates be built in his honor. Right-click on his Hero's Hall to see how many he wants.

## APOLLO IN ATLANTIS

If Apollo is worshiped in Atlantis, the god may sanctify any Bibliotheke, Laboratory, Observatory or

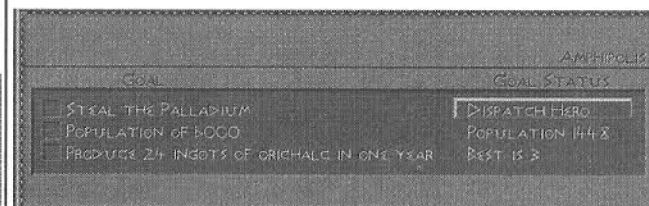
FOR MORE ON APOLLO, CONSULT THE MYTHOLOGY CHAPTER OF YOUR ZEUS MANUAL.

### THREE WAYS TO SEND A HERO ON A QUEST

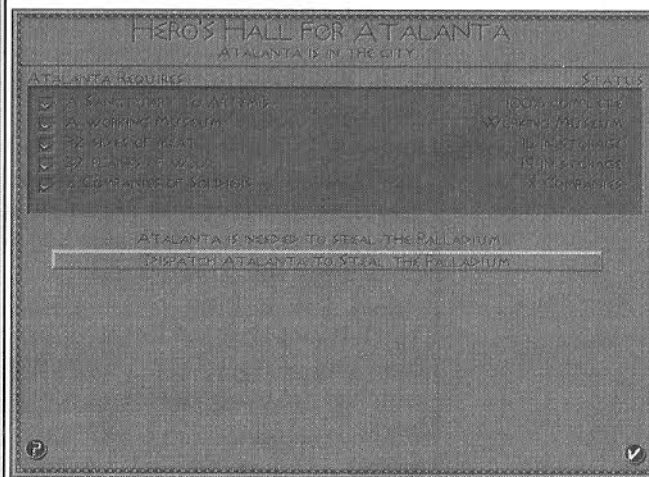
**METHOD ONE:** Choose the Overview Tab, then click the name of the god who issued the quest.



**METHOD TWO:** Click the "Goals" button on the Control Panel, then click the "Dispatch Hero" button.



**METHOD THREE:** Right-click on the appropriate Hero's Hall and click on the "Dispatch" button.





Museum that he passes. While sanctified, these institutions send more scientists to wander the streets, telling the residents of the houses that they pass of their latest discoveries.

If an angry Apollo invades an Atlantean city, he curses all science buildings. No scientists discover anything new while the science buildings are cursed.

### CITADEL OF POSEIDON

Poseidon is the father of Atlantis, and when Atlanteans worship him they build the Citadel of Poseidon. The Citadel of Poseidon provides the same benefits as the Promontory of Poseidon, but it is a much more majestic building, befitting of the god's stature in Atlantis. The central feature of the Citadel of Poseidon is a gorgeous statue of the god in his element, surrounded by leaping dolphins and beautiful Nereids.

To build the Citadel of Poseidon, you need supplies of white marble, sculpture, wood and orichalc, along with artisans from an Artisans' Guild.

### PYRAMIDS

The Atlanteans' many technological advances extend to architecture, and they bring this knowledge to the lands they colonize. Their most lofty achievement is the Pyramid. The Greeks do not build pyramids.

To build a Pyramid, select the Aesthetics Tab and then click the "Pyramid" button. The Pyramid's footprint appears. Guide the footprint to the area where you would like to place the Pyramid. If the footprint is green, click to set the Pyramid in place. If the footprint is red, then you'll need to find another spot or clear away the obstructions.

You'll notice that the footprint has a square jutting out from one of its sides. This square becomes a plank, which must be connected to a road for construction to begin.

Use the "m" key to help you place the Pyramid. When you press the "m" key, the Pyramid's footprint is frozen in place. Then, you can scroll around to see if the Pyramid is fitting the way you want it to, or to see if there are obstructions. You can also rotate a Pyramid's footprint by pressing the "r" key.

Once the Pyramid is placed, construction can begin. Artisans from an Artisans' Guild proceed to the construction site where they await delivery of materials. The materials needed to build a Pyramid differ depending on Pyramid type. See the section on Pyramid Types, below, to learn about the different Pyramids.

To keep track of your Pyramid construction projects, click the Aesthetics Tab. Along with all the Commemorative Monuments in your city, you'll see listed all the Pyramid projects that you can build along with their current statuses. To center your view on a particular Pyramid, click on its status.

For more details about your Pyramids and Commemorative Monuments, click on the small magnifying glass. On the detailed report, you'll see how far along each Pyramid project is and what specific problems the project may be having. You can also click on the name of a Commemorative Monument to view a sample of it in your city.

### PYRAMID TYPES

There are several types of Pyramid that you can build. They are:

**Pyramid.** The common pyramid comes in four different sizes: the Modest Pyramid, the Pyramid, the Great Pyramid and the Majestic Pyramid. To construct these pyramids, you'll need a supply of marble (black, white or both), orichalc and wood.

**Monument to the Sky.** To reach closer to the heavens, Atlanteans build Monuments to the Sky. There are three types: the Small Monument to the Sky, the Monument to the Sky and the Grand

**Monument to the Sky.** The tops of these monuments are left flat and finished with beautiful tile. To build these monuments, you'll need a supply of marble (black, white or both), orichalc and wood.

**Shrine.** Shrines are built to a specific god and come in three sizes, ranging from minor to major. A sculpture or statue of the god honored by the shrine is placed at the peak. To build a Major or Minor Shrine, you'll need a supply of marble (black, white or both), orichalc, wood and sculpture. To build a Shrine, you'll need marble, orichalc and wood.

**Pyramid of the Pantheon.** The Pyramid of the Pantheon honors all the gods. To build this Pyramid, you'll need some marble (black, white or both), orichalc, wood and sculpture.

**Altar of Olympus.** The Altar of Olympus is a joy to gaze upon. To build the Altar of Olympus, you'll need supplies of marble (white, black or both), wood and orichalc.

**Temple of Olympus.** The beautiful Temple of Olympus reaches towards the gods' home. To build the temple, you'll need supplies of marble (black, white or both), wood and orichalc.

**Observatory Kosmika.** The Observatory Kosmika celebrates Atlantean dedication to studying the skies. You'll need marble (white, black or both), wood and orichalc to build it.

**Museum Atlantika.** Only the best exhibits are displayed at the Museum Atlantika. The Museum Atlantika requires marble (white, black or both), wood and orichalc.

## HALTING CONSTRUCTION

If you would like to stop artisans from working on a Pyramid or Sanctuary, right-click the construction site. Click the button that reads "Halt Construction"

to call off work. The artisans finish up their current task, but then go home or find another construction project that needs their services. To restart construction, right-click on the construction site again and click the "Resume Construction" button.

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