

MYTH

THE FALLEN LORDS



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INTRODUCTION





i. INTRODUCTION

THANKS!

Thank you for purchasing Myth: The Fallen Lords. It is because of your support as our customer that we are able to continue to develop cutting-edge products.

CUSTOMER SUPPORT

As our customer, you are our most important asset. If you have any questions about how to use or install this software, please read the Technical Support section in this manual. If you still experience problems, please get in touch with us through one of the channels listed below. We will be more than happy to help you out. If you have a hint question, please call our dedicated hint line at (900) 740-HINT, or visit our web site (<http://www.bungie.com>) for links to online resources.

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NEED A HINT?



Stuck? Can't seem to figure out the strategy that will get you to the next level? Just call (900) 740-HINT for hints and tips to help you in your battle against the Fallen Lords. It's just \$0.95/minute for automated hints, or \$1.35/minute to speak to a live operator from 9:30am - 5:30pm CST, Monday through Friday. You must be 18 years old or have a parent's permission before calling. A touchtone phone is required.

If you have internet access, you may want to search online for tips. A collection of links can be found at our web page (<http://www.bungie.com>).

You may also want to look for tips from fellow players in game-related newsgroups, such as comp.sys.ibm.pc.games.strategic and comp.sys.mac.games.strategic.





I. SYSTEM REQUIREMENTS: WINDOWS 95/NT 4.0

In order to play Myth: The Fallen Lords, your PC must meet the following criteria:

- IBM PC or 100% compatible
- Pentium processor (133 MHz or higher recommended)
- Windows 95 or Windows NT 4.0 installed
- 16 MB RAM (32 MB Recommended)
- A CD-ROM drive (4x or higher)
- DirectX 5 or higher installed (DirectX 5 is included on the Myth CD-ROM)
- An SVGA monitor
- A DirectX-compatible video card
- A DirectX-compatible sound card
- Internet play requires Internet connection at 28.8 kbps or faster

INSTALLATION: WINDOWS 95/NT 4.0

1. Insert the Myth: The Fallen Lords CD into your CD-ROM drive. Autoplay will launch the installer.

2. Click the Install Myth button.

3. Choose which installation you would like to perform

Small: Installs the Myth application and support files. Everything else remains on the CD.

Large: Installs everything but the movies.

Network Only: Installs a network-only version of Myth.

4. Follow the installer's directions.

5. By default, the installer will create a Myth shortcut to your Start menu. You can launch Myth: The Fallen Lords by selecting the Myth shortcut in your Start menu. Prepare for battle!

INSTALLING DIRECTX

Myth: The Fallen Lords requires that you have Microsoft's DirectX 5.0 installed under Windows 95. During the installation, the Myth installer will ask you whether you want to install DirectX 5.0. If you have DirectX 5.0 installed, you can skip this procedure. If you do not have DirectX 5.0 installed or are unsure, click "Yes". The DirectX 5.0 installer will then query your system and install any necessary drivers. Once the DirectX 5.0 installer has finished, it might prompt you to restart your machine.

Myth: The Fallen Lords will run under Windows NT 4.0, but you must have Windows NT Service Pack 3 installed in order for Myth to run properly.





SYSTEM REQUIREMENTS: MACOS

In order to play Myth: The Fallen Lords, your Macintosh must meet the following requirements:

- Power Macintosh or 100% compatible PowerMac clone, 100MHz or faster recommended
- A monitor capable of 16-bit color and 640x480 resolution
- System 7.5 or higher
- A CD-ROM drive (4x or higher)
- Internet play requires Internet connection at 28.8 kbps or faster using Open Transport 1.1.2 or later. (Open Transport 1.1.2 is available for download on Apple's web site.)

INSTALLATION: MACOS

1. Insert your Myth: The Fallen Lords CD-ROM into your Mac's CD drive.
2. Double-click the Myth Installer icon.
3. Choose which installation you would like to perform

Small: Installs the Myth application and support files. Everything else remains on the CD.

Large: Installs everything but the movies.

Network Only: Install a network only version of Myth.

4. Follow the installer's directions.
5. After installation has finished, find the Myth:The Fallen Lords folder on the hard drive and double-click on the Myth icon to launch the game. Prepare for battle!





PROLOGUE





II. PROLOGUE

"It can't be hopeless."

Two nights ago half a dozen men and I crouched around a campfire, trying to stay warm, and one of them said those words. He'd joined the Legion only three weeks earlier, and started talking to himself after a Ghôl's cleaver removed three fingers from his left hand. He squatted there in the dirt, repeating that sentence. If he was looking for reassurance or sympathy, he came up empty-handed, for no one else said a word.

Tonight I sit by a campfire fifty miles northwest, remembering the way he screamed this morning when four thrall surrounded him, knocked the sword from his good hand, and hacked him to pieces.

I never got his name.

The war in the North is in its seventh year, and I grow tired of writing this record. Force of habit counts for something, but I've written of so many half-hearted assaults, so many retreats - why do I go on? Writing down every detail I could remember - the names of dead men and burning cities and the feeling of heat at our backs as we ran away, again - used to help me sleep at night. Now it's just something to do between fighting and sleeping.



Sometimes the sense of futility is overwhelming. Now that most of this blackened continent belongs to the Fallen Lords and their servants, it's easy to become discouraged. Sometimes I feel that holding on for seven years means nothing, that chronicling this slow death of a world and its people means even less. Our efforts seem to make no difference, and I wonder why I ever thought joining up with the Legion was a good idea. My grandfather always told me I had a bad head. Sometimes he would strike it for emphasis.

In the last month I have dreamt of my grandfather repeatedly, for reasons I do not understand. I loathed him as a child. When I was younger my sisters and I spent summers on his farm, performing the menial labor that any sane adult fobs off on children.





I remember dreading the summer and the bitter old man it brought, lugging his pumpkins a full mile from the field to his slapdash barn, running in terror from his malnourished animals.

I hated it then, though it seems almost idyllic when compared with this summer. Perhaps that's why I dream of it.

The only relief we had during those summers were the nights when the old man got drunk. He was a sorry drunk; a single bottle rendered him immobile for the evening, and his words ran together like rainwater dripping down the rope that holds a hanged man aloft. Sometimes the liquor ate a hole into the living parts of his mind, and he would forego his usual giggling stupor and tell us stories that had been told to him while he was young: about one named Connacht who delivered the world from darkness.

The way the stories had it, Connacht came out of the east right around the same time that a comet took up residence in the Western skies. At the time the world lived in the long shadow of the Myrkridia - a race of flesh-eaters too horrible to describe to children, or so my grandfather said. I have heard other stories of them since, and it seems that no two people can paint the same picture of what the Myrkridia were or how they were able to keep the land stricken with fear for hundreds of years. I'd dismiss them as a complete fantasy were it not for the conviction - and the fear - in my grandfather's bleary eyes when he spoke of them.

Connacht was the first human in a thousand years to survive a battle with the Myrkridia...and he didn't just survive, he prevailed. He hunted them down and imprisoned them in an artifact called the Tain, a prison without walls which the smiths of Muirthemne had forged for him. When the Myrkridia disappeared, Connacht ascended to the Emperor's throne and presided over what is now known as the Age of Light. His story fades away at this point. Some say he died, or was assassinated or kidnapped. Others say he left Muirthemne in search of some powerful artifact. Supposedly the immense power of items like the Tain both fascinated and terrified him, and he is known to have sought out objects of similar power - the five Eblis Stones, Tramist's Mirror, the Total Codex.





He destroyed the ones he could, and secreted the rest; in any case, none of them have been seen in centuries.

In fact, all of this is ancient history. But Balor and the rest of the Fallen torched Muirthemne just a few years ago. And I'm reminded with a quick look over our ranks that we are not the brave Connacht's army, but a scruffy rabble in the service of The Nine. I doubt Connacht will swoop in to save us.

Back when I joined up with the Legion there was a mad Journeyman who regaled anyone too tired to move away with his theory about the Edge of All - that line between the land and nothingness out beyond the kingdom of Gower, where Connacht arose. He claimed the world is double-sided and constantly spinning, like a coin tossed in the air, and the living and the dead are held to its surface by sorceries too powerful for humans to master. "...And so the light and the dark hold dominion successively, and the land belongs in turn to men, or to the undead." I grew as tired of his affected vocabulary as I did of his idiotic ideas, but I confess I felt a small twinge of sadness when he died. I never got his name either.

For the last week the camps have been abuzz with the rumor that The Nine have got their hands on something which can change the course of the war. Most of us are inclined to dismiss this as nonsense, but seven years of bloody battles with the tireless and seemingly infinite armies of the undead will do that. I admit it seems ridiculous. A talisman that will keep us alive, that will somehow give us the strength to outwit and outlast Balor? You'd think The Nine would have used it earlier. It's just a rumor anyway, and I've learned not to put much faith in rumors.

The men of the Legion have heard too many promises that everything will get better any day now. No one wants to hear the words spoken out loud, so I keep mine to myself, and I suspect others nurture hope as well, though they may not speak of it openly.

Would we carry on, fantasizing of a future beyond war, if we hadn't a chance?

If this were so, we wouldn't be able to carry on. Yet here we are.

It can't be hopeless.





GETTING STARTED





III. GETTING STARTED

LAUNCHING MYTH

Windows 95/NT 4.0:

Put the Myth: The Fallen Lords CD-ROM into your CD-ROM drive. Click your Start menu and highlight the Programs menu. From the Programs menu, highlight the Myth: The Fallen Lords menu. In the Myth: The Fallen Lords menu, highlight the Myth executable and select it to launch the game. Alternately, you may simply open your Myth folder on your hard drive and double-click the Myth executable.

Macintosh:

Put the Myth: The Fallen Lords CD-ROM into your CD-ROM drive. Open your Myth: The Fallen Lords *f* folder and double-click the Myth application icon.

MAIN MENU

After the introductory animation, Myth's title screen and main menu will appear. To choose an option from the menu, move the cursor over it and click the mouse button.

New Game

Launches a new single-player game.

Tutorial

Runs the Myth tutorial.

Multiplayer Game

Allows you to play competitively or cooperatively with other people across the Internet or local area network. Only appears if your machine is capable of playing network games.



Continue Saved Game

Allows you to return to a saved game. Only appears if you have one or more saved games.

Saved Films

Allows you to select and view a previously saved replay. Only appears if you have saved replays on your hard disk.

Preferences

Allows you to modify various game settings and functions.

Quit

Quit Myth: The Fallen Lords and return to your desktop.





PREFERENCES

When you click Preferences, you can change the following options:

Volume

This bar controls how loud the game is. Drag the slide bar to the left to lower the volume, or to the right to increase the volume.

Stereo

If this box is checked, the sounds of battle play through the left or right speaker channel relative to the camera's position. Thus a wight exploding to your left will be heard through the left speaker channel, and an archer firing to your right will be heard through the right speaker channel. This option works best with stereo speakers or headphones.



Ambient Sounds

If this box is checked, you will hear ambient sounds to enhance the game's atmosphere. This is a wonderful addition to gameplay.

In-Game Subtitles

Check this box to see subtitles of spoken dialogue.

Difficulty Level

This allows you to select between five levels of difficulty: Timid, Simple, Normal, Heroic, and Legendary. Each level is progressively more difficult: enemies are more numerous, can do more damage, and are harder to kill. In addition, the more difficult levels may not provide much cover for your units, and certain special units may not be available.

High Resolution

With this box checked, the game will run at a screen resolution of 640x480. Slower machines may want to uncheck this box for faster gameplay.

Landscape Filtering

With this box checked, the game will smooth out the textures of the landscape. This makes the game prettier but slightly slower.

Rendering

This option allows you to choose whether the Myth landscape will be rendered entirely in software or using the added power of a 3Dfx card. If you have a 3Dfx card installed on your machine, we strongly recommend you render through the 3Dfx card for increased performance.





Gamma (3Dfx only)

Allows you to modify the brightness of the game picture to suit your monitor.

Configure Controls

Clicking this button takes you to a screen where you can change the key assigned to a given function. Click in the box to the right of any given function, then press the key you would like to use for that function. Note that you cannot have the same key assigned to more than one function.

RUNNING MYTH ON 3DFX

Myth: The Fallen Lords takes full advantage of the rendering power of 3Dfx accelerator cards. If you have a 3Dfx card installed on your computer, Myth will automatically detect the card when the game is launched. You can switch between 3Dfx rendering and software rendering in the Preferences dialog.

Important: Please note that the 3Dfx version of Myth requires substantially more RAM. Make sure you have at least 20 MB of free RAM available when using 3Dfx Myth.

PERFORMANCE ISSUES

Myth:The Fallen Lords is an extremely sophisticated program and requires plenty of CPU horsepower. Here are a few tips to make Myth run faster:

- Run the game in low-resolution mode.
- Turn off landscape filtering.
- The more RAM you have, the better. If you have 16 MB of RAM or less in your machine you'll notice that Myth pauses to load textures. If you have more than 16 MB of RAM, you won't get these pauses since the textures are loaded into memory.
- Turn off virtual memory if you are on a Macintosh.
- Don't run ANY applications in the background.
- Older video cards will slow down Myth even if you have a fast computer. For better performance, consider upgrading your video card if it's older than 3 years.. Better yet, invest in a 3Dfx card!



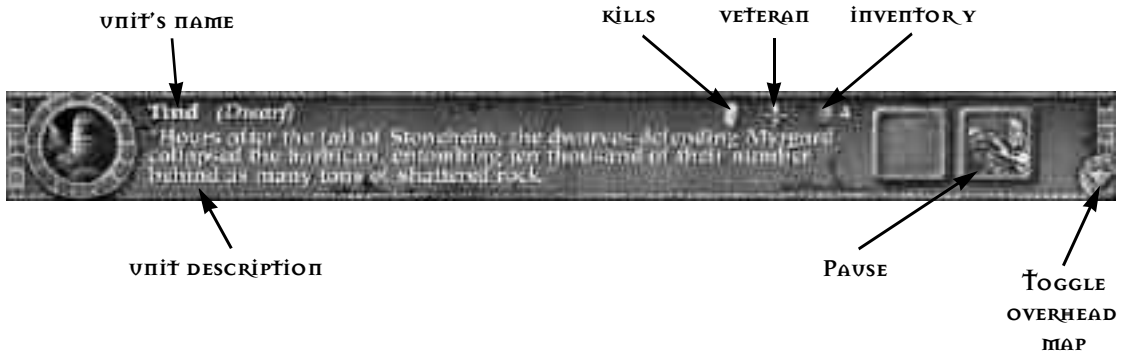


THE INTERFACE

Myth: The Fallen Lords' interface is minimal but extremely powerful, and players who learn the intricacies of the interface will have a distinct advantage over players who just jump in. So before you log on to bungle.net and embarrass yourself, read this section and join the ranks of the Enlightened.

The Status Bar

The Status bar provides some valuable information on your character as well as buttons to access other informational screens. When you select a single unit, the name and type of that unit are displayed in the Status bar, along with a brief description of that unit. Here you can also see your units' kills, veteran status (from a previous level), and its inventory count. Some units in Myth can pick up special items. If your unit picks up one of these items (for example, a book), the book will appear in the Status bar when you select the unit holding the book.



When multiple units are selected, the names, types, and quantity of units will appear in the Status bar. The brief paragraph of descriptive text will not appear. If no units are selected, the Status Bar will provide details of your mission. (In a network game, it lists the rules of whatever net game scenario you are playing).

On the right edge of the Status bar is the Pause button. If you click this button, you will pause the game and be given a chance to revert to a saved game, restart the current level, resume the current game or quit entirely. The Escape key does the same thing.

Also at the right edge of the Status bar is a small triangular button. This controls the overhead map. For more information about the overhead map, see below.

The Game Area

This window consists of everything underneath the Status bar. This is your window to the battlefield, and you can look at different parts of the battlefield by moving the camera. The Game Area is where all the actual combat takes place. You can increase the viewing area by turning off the Status bar with the F6 key.





The Overhead Map

To the right of the Pause button in the status bar is a small triangular wedge. Clicking this wedge toggles the overhead map on and off. You can also toggle the map by hitting your Tab key.

The overhead map appears in the upper right corner of the Game Area. It is a transparent, top-down view of the entire battlefield. Your units appear as green dots. Enemy units appear as red dots. Friendly units (civilians, or team members in team network games) appear as blue dots. A yellow trapezoid denotes your current camera position, with the long end corresponding to the top of the game area.



Clicking a spot on the overhead map will instantly move your camera to that spot in the Game Area. Note that you cannot move troops by selecting them and then clicking a spot on the overhead map; you can only move units in the Game Area.

THE KEYS

Please note that you can change the commands assigned to the keyboard in the Preferences menu. The keyboard commands mentioned in this section are just the default settings; we like them, but you're free to change them.

Camera

The camera is your point of view. Myth's advanced 3D engine allows you to move the camera independently of your units. The wily player will exploit this feature to see as much of the landscape - and the enemy's forces - as possible.

Back/Forward

Simply put, these keys move your camera back and forth in a straight line. The default Back key is S. The default Forward key is W.

Left/Right

These keys move your camera sideways while keeping it pointed straight ahead. The default Left key is Z. The default Right key is X.

Orbit Left/Orbit Right

These keys keep your camera trained on a single spot while making a full 360-degree circle around it. The default Orbit Left key is Q. The default Orbit Right key is E. Lazy players don't use the orbit keys, and they tend to lose net games. Using the orbit keys is an absolute necessity.





Pan Left/Pan Right

When using these keys, your camera remains in the same spot but your point of view moves sideways across the landscape. (Stand in one spot and turn your head from side to side for an idea of how this looks.) The default Pan Left key is A. The default Pan Right key is D.

Zoom In/Zoom Out

You can zoom the camera in to get a better look at the bloody remains of your enemies or find objects hidden in the debris, and zoom back out to get a look at the battlefield around you. The default Zoom In key is C. The default Zoom Out key is V.

Center

You can center the camera over a selected group of units by hitting H.

The Mouse

You can also move the mouse to move the camera back, forward, left and right. Using the mouse, move your cursor to one of the four edges of the screen; the camera will move in that direction. Don't rely too heavily on this; mastering ALL of the camera's movements is key to winning in battle.

Units

While playing Myth, you will command a wide variety of units. A complete description of all units, including their individual attacks and special powers, can be found in section V. This section concentrates on the commands you will use to manage these units.

Selecting Units

Before you can give your forces any orders, you must learn how to select them.

To select a single unit, click it once. A yellow box will appear around this unit; while the yellow box is visible, this unit will actively respond to your commands.

To select all nearby units of a given type (for example, all of your archers), double-click on one unit of that type. While these units are selected, they will respond as a group to any commands you give them.

You can select multiple units of different types (for example, one Dwarf and two Warriors) by Shift-clicking: hold down the Shift key and click on each individual unit to select them. You can also de-select a selected unit by Shift-clicking on it. Deselect all units by hitting the Deselect key. The default Deselect key is the backquote/tilde key (~).





You can also select multiple units with a technique known as "band selection." Click and hold the mouse button on a piece of ground, then drag the cursor across the screen. A yellow box will appear onscreen, growing and shrinking as it follows the cursor's movement. When you release the mouse button, any of your units within that yellow box will be selected.

You can select all of your visible units (on screen) by hitting the Select All key. The default Select All key is Enter/Return. Hit Return again to deselect all units (if any units are selected).

To immediately stop a selected unit, hit the Stop key. The default Stop key is the Spacebar.

Presets

Myth allows you to easily create custom preset groups of mixed types (i.e. 2 Archer, 2 Dwarves and 6 Berserks). Select the units and hit Alt (on PCs) or Command (on Macs) and one of the ten number keys to create a custom preset. Make sure you hold the Alt/Command and number keys for a second or two for the preset to "set." From that point on, you can select all units in that preset by hitting Alt/Command and the number you assigned to it. You can cycle through presets using the F key, and clear them using the Delete key.

Function Keys

The function keys at the top of your keyboard have the ability to modify some of Myth's preferences on the fly, while you are playing the game.

- F1 - Slows game down during replays
- F2 - Speeds game up during replays
- F3 - Lowers sound volume
- F4 - Increases sound volume
- F5 - Toggles between high-res and low-res.
- F6 - Toggles Status bar on/off
- F7 - Brings up netgame stats
- F8 - Brings up list of keys and their functions
- F11 - Toggles landscape filtering on/off





COMMANDING UNITS

Moving

Select a unit, then click on a spot of ground. A yellow circle will appear on the ground, showing the unit's eventual destination. The unit will move to that spot and await further instructions.

Attacking

Your unit will attack the enemy unit until he is killed, the enemy is killed, or you give it other instructions. Select a unit, then click on an enemy unit.

Units that use projectile attacks, such as dwarves or archers, may actually need to move back if their target is too close. If you order your dwarf to attack and he runs in the other direction, he's not flaking out; he's just trying to give himself some room.

Guarding

When you move a unit to a certain area, he will stay there and await further instructions - unless he is attacked, in which case he will chase down his attacker. If you would like a unit to move to a spot and remain there as a guard no matter what, use the Guarding function. That unit will attack any enemy that moves within range, but will stay put. Select a unit, click the spot you want it to guard, then hit the Guard key. The default Guard key is G.

Control-Click

Sometimes it's useful to have a projectile unit attack a piece of ground - for example, if enemy forces are storming right over the carpet of satchel charges you dropped earlier. To direct a unit to attack the ground, select the unit, hold down the Control key and click the spot on the ground you wish to attack. A red X will appear on the spot the unit will attack.

Gesture-Click

It's important to control the direction your units face. Formations are oriented by the direction in which characters are facing, and units looking the wrong way will be among the first to die. For this reason, you can control the direction your units face using the "Gesture-click." Select the units you wish to face, then hold down the right mouse button (the Option key on Macs) and move the mouse until the units are facing in the desired direction. If the units were given a formation, it will be oriented in that direction. Note that the right mouse button can only be used for gesture-clicking if you do not have the "Right Mouse Button Deselects" option turned on in the Preferences. A somewhat more difficult method of gesture-clicking is to select a group, left-click (click on Macs) on a nearby spot of ground you want them to move to and continue holding down the mouse button. (A cluster of yellow circles will appear on the ground. As you release the button, flick the mouse in any direction. When the group gets to the appointed spot, they will turn to face the direction of your mouse-flick. The gesture click takes a little practice, but is important to playing well (especially against someone who does do it). It means your troops will face the way you want them to, which vastly decreases the chaos of a dynamic battlefield situation.















The gesture click takes a little practice, but is important to playing well (especially against someone who does do it). It means your troops will face the way you want them to, which vastly decreases the chaos of a dynamic battlefield situation.

Formations

Formations are incredibly important in Myth: The Fallen Lords. Orienting your troops in different formations allows you to strike effectively, rather than as a mob. You will need to learn how to use formations if you expect to hold your own in the game.

To place units in formation, select a group of units, select a formation with one of the ten number keys at the top of your keyboard, and click on the spot you want the formation to move to. Yellow circles will appear on that spot, showing the orientation of the formation.

There are ten preset formations which correspond to the ten number keys at the top of your keyboard. Below is a list of formations and a description of each.

-  1 - Short Line: Units in this formation will line up four abreast.
-  2 - Long Line: Units in this formation will line up eight abreast.
-  3 - Loose Line: Units in this formation will line up four abreast, but spaced widely.
-  4 - Staggered Line: Units in this formation assume a staggered line.
-  5 - Box: Units in this formation move in a perfect square.
-  6 - Rabble: Units in this formation are in a random pattern.
-  7 - Shallow Encirclement: Units in this formation are in a wide, shallow arc.
-  8 - Deep Encirclement: A tighter, smaller arc.
-  9 - Vanguard: A wedge formation.
-  0 - Circle: Duh.....

Scatter

It is often useful to scatter a tightly clustered group of units when they come under attack from dwarves or other enemies with massive destruction potential. To scatter a group of units, select them and hit your Scatter key. The default Scatter key is B.

Retreat

Sometimes fighting to the death is not an option...not a smart option anyway. Select a unit or group of units and hit your Retreat key; they will retreat from the nearest enemy. The default Retreat key is R.





Waypoints

Waypoints are a somewhat advanced technique that lets you tell your troops what route to take to their destination. With a group of troops selected, designate waypoints by holding the Shift key while clicking on the ground. Yellow bumps will appear on the ground, indicating where the troops will go on their route. You can designate up to four waypoints before clicking on the destination.

You can make the troops patrol the waypoints one of two ways. After setting the points, while still holding down the Shift key, click on the first point you designated. Units will travel the points of the route and then return to the first one, cycling through them indefinitely. Conversely, after setting the points you can click on the last point, and units will stop at each end of the route and reverse direction, still cycling indefinitely.

Special Actions

Certain units have special abilities in addition to their standard attacks, or may acquire special weapons during the course of the game. To use a unit's special ability, select the unit and hit your special action key. The default Special Action key is T. In certain cases, you will also need to click on another unit, object or piece of ground. A description of each unit's special ability can be found in section V.

Health

When a unit is selected, a vertical bar appears to the right of the yellow box. This bar measures the strength of that unit. A full green bar signifies a healthy unit. As these units are attacked, this bar will shrink and turn yellow (moderately damaged) or red (heavily damaged). When the bar disappears, the unit dies.



Journeyman have a Special Ability which can restore strength to damaged units. See the description of the Journeyman in Section V to learn how this is done.

You can also check the health of enemy units by clicking on them.

Keep an eye on the health bars of your various units. Relying on badly-damaged units is a recipe for disaster.

Experience

Individual units gain experience for every enemy unit they kill. When an experienced unit is selected, every kill that unit has made will be represented in the Status bar by a shield (or a skull, if the unit belongs to the Dark). Experienced units attack more rapidly and with greater accuracy.

Weather and its effect on battle

As you progress through the game, you'll be forced to fight in what might politely be termed





"adverse conditions." Sometimes there is no choice but to fight in rain or snow, and these conditions will have a powerful effect on your chances of survival.

Rain has a way of putting out fire - especially the fires that make your dwarves' grenades work. If you're caught in a snowstorm, you'll find that gusts of wind have a tendency to blow your archers' arrows off-course. You'll need to take into account the possible effects of severe weather if you expect to survive.

Names

Each unit has a name, which you can change by selecting the unit and hitting the N key.

Saving and Viewing Replays

At the end of a game, when you return to the main menu you will have the option to view a replay. Viewing a replay allows you to move your camera around freely while a complete record of your game plays out. Replays are an excellent tool for studying the strategies your opponents have used against you. They also allow you to gloat when you destroy a segment of your opponent's army in a particularly gruesome or amusing fashion.

When you click on the Replay Saved Film option, you'll be taken to the Replay Options screen.

Saved Films: A list of all the films available for viewing. You may save up to 100 films.

View Film: View a replay of the selected game.

Delete Film: Deletes the film from your hard drive.

Replay Last Film: Replays the film of your most recent game.

Save Last Film: Saves the most recent film to disk under the filename of your choice.

While watching a film, you can speed up the action by hitting F2 or slow it down by hitting F1. Another great feature to try during replays is the Auto Camera (F12), which will move the camera automatically to where the action is.





PLAYING THE SINGLE-PLAYER GAME

Before you begin playing Myth: The Fallen Lords, you should try the tutorial which allows you to acclimate yourself to the controls without the tension of a normal Myth game. To play the Tutorial, click on "Tutorial" in the Main Menu. From that point on, all you need to do is follow the directions.

Note that the instructions you are given in the tutorial are based on the default keyboard settings. If you change these settings in the Preferences menu, you will need to use the keys you have chosen, not the ones mentioned in the tutorial instructions.

Beginning A New Game

When you're ready to play the single-player game, click on "New Game" in the Main Menu. From there you'll be presented with maps, text, and pictures, as well as some cutscenes before the level begins.

If at any time you want to see the goal of your mission of the level you are playing on, simply hit the '~' key once you're in the game and the mission goal will be printed on the Status Bar.

Remember to save often and use the overhead map as a guide to finding your way around as well as to spot the Dark from a distance.

Winning A Level

In order to win a level and move on to the next level, you must complete the mission objectives. When you win the level, your troops will start cheering. Alternatively, when the Dark beat you, they'll start cheering.

Pausing, Saving, and Quitting

Hit the Pause button on the Status bar or the Escape key to pause the game. From here you'll be able to save your game, revert to a saved game, revert to last saved, restart the level, or quit.

GAMEPLAY HINTS

Units can pick up objects: dwarves pick up satchel charges and journeymen pick up roots for extra healing. Ghòls can pick up about anything, like axe blades, which can cause damage when thrown, satchel charges, which can be removed from a point of attack, or heads and limbs, which are just fun to throw. If a Ghòl picks up a slow-burning grenade it will go out, though this should only be attempted in emergencies.

Terrain can be used to not only earn a height advantage, but to put the enemy into a vulnerable position. If you can coax or force opponents through a narrow pass where they have to walk single-file, and you occupy the flanks or slopes above it, it's like they're lining up... for death! You can also maneuver enemy units into confining terrain that forces them into a tight bunch where they're just asking for a grenade.





If you have a problem retreating, you have a problem. A good player will be able to rush into the melee and pull out just as fast. This is particularly true with units that have particular strengths against other units. Fetch are extremely dangerous at close range, so you should pull back any units that get too close and pick them off at a distance with archers. A Berserk is more than a match for Thrall, but why lose one or two of them chopping up a big bunch of Thrall when your Dwarf can blow them up in relative safety? The player who doesn't retreat is dead meat.

Water puts out Dwarven grenades, so the danger of Dwarves is hugely diminished if it's raining or snowing, or if their target is standing in a river.

Having trouble keeping Dwarves alive close to the action? Laying down a line of satchel charges to a target lets them set off a chain-reaction explosion from a safe distance (just don't get too close!). This works particularly well to set off traps and areas you've mined. And it's also fun for setting up cool explosions to watch in slow-motion replays.

Are your archers cornered, with the enemy too close for the use of the bow? Double-click the enemy and punch them out—this can be lethal.

Single-Player Level Hints

Magic spells and weapons are only rarely available, so use them wisely. Don't go wasting your limited supply of magic arrows on those Ghòls circling in the distance.

Many players don't think to use their satchel charges until it's too late. They can make the difference between an easy battle and a tough one.

One interesting difference between Dwarves and archers is how they can be spaced. Dwarves should never be multiple lines with one behind the other, since it's so easy to throw into the backs of the front line. On the other hand, having one line of archers behind another allows you to continue shooting at an approaching enemy while the front line retreats from them, and if one takes a friendly arrow, no big loss.

There are many occasions where it's necessary to knowingly sacrifice some units, sending them into certain death, for the good of the larger group. Such is the nature of warfare.

The Dwarf needs a minimum amount of room to throw a grenade, so if there is a large group chasing close behind a dwarf, and they have to be stopped, have him target not the closest unit but one farther back.

A unit that begins a level under computer control can revert to player control when its mission is accomplished, so keep an eye on them. Just because a computer controlled unit wants to proceed along a certain path doesn't mean you have to follow—they will usually stick close to your group and you can often make them go the way you want.





MULTIPLAYER





IV. MULTIPLAYER

Sure, fighting the Fallen Lords by yourself is all well and good, but the real fun begins when you get online and take on other players, or wipe out everyone on your office network. This section of the manual describes everything involved in setting up and playing Internet games.

Myth: The Fallen Lords provides you with a number of ways to hook up for multiplayer action, as well as a variety of netgame variants to keep the game interesting.

GETTING STARTED

When you first launch the game, click Multiplayer Game from the main menu. This will bring up the Multiplayer Setup dialog, which allows you to configure certain basic aspects of your multiplayer game.

Player Name

Enter the name you will use during gameplay here. It doesn't have to be your real name; fanciful names like Ungar The Bloodthirsty are wholeheartedly encouraged.

Team Name

Only necessary when playing in a team game. Again, you can name your team whatever you like, and the more creative your name is, the better.



Player Icon

Each player or team has an icon which appears beside his or her name in player lists, making it somewhat easier to differentiate players. Click and hold the mouse button on the icon to bring up a menu of available player icons; highlight the icon you want and let go of the mouse button to select it.

Colors

You can choose a primary and secondary color for your forces. The clothing or flesh of your units will take on these colors, making it easy for you to see which troops on the battlefield are yours. To select a color, click that color in the color wheel. You can make the color lighter or darker by clicking on the color bar to the right of each color wheel.

If two players select the same colors, the game will automatically reassign a new color to one of those players. In a team game, players take on the primary color of the team Captain and use their own secondary colors.





NETWORK OPTIONS

You have three ways of hooking up with other players for a network game: bungie.net, TEN, or Other (which includes LAN and Appletalk). Each of these services is described below.

BUNGIE.NET

What is bungie.net?

bungie.net is a free internet-based service which allows players from around the world to gather in one central location for Myth net games.

How to get an account

Fire up your web browser (a recent version of Netscape Navigator or Microsoft Internet Explorer works best) and surf over to [HTTP://WWW.BUNGIE.NET](http://www.bungie.net). Click the "Register A New Account" link and fill out the form that appears. Make sure you enter the serial number on the back of the Myth CD-ROM jewel case. You will be able to choose a login name and a password. After completing and submitting the form, a confirmation message will be sent to the e-mail address you've provided containing your account information.

Make sure you keep your login and password in a safe place. We've provided a space in the back of this manual for you to write it in.

Note that playing Myth: The Fallen Lords on bungie.net requires that you have a dialup or dedicated internet connection via an Internet Service Provider and a valid bungie.net account. If you installed a network-only version of Myth, you will not be able to play on bungie.net.

Login

This is where you put the Login name you chose when you first registered on bungie.net.

Password

This is where you put the password you chose when you first registered on bungie.net. For more information on bungie.net, see below.

Save Password

If this box is checked, the game will remember your password between gaming sessions, saving you the minor hassle of typing it in every time you log on. As long as no one else uses your computer, you can leave this box checked. However, if you live or work with evil people who would log on from your bungie.net account and do or say bad things, it's best to keep it unchecked.





Update bungie.net Appearance

Checking this box will update your appearance on bungie.net if you change your player name, team name, player icon, and colors. By default, this button will automatically check itself if you change any of the above.

Logging Onto bungie.net

Before you log on, make sure you have the Myth CD in the CD-ROM drive. After logging onto bungie.net, you'll arrive in one of bungie.net's rooms. Here you can chat with other players and define the parameters of your network games.

At the top left corner of your screen is the name of the "room" you're in. There are two numbers next to this name: the upper number is the number of players in the current room; the lower number is the number of games taking place in the current room. If you're on bungie.net, you can click the room name to switch to another room.



Beneath the room name is a list of all the players in the room. Next to each player's name is an icon which denotes their ranking. Each player starts off with a dagger icon and works upwards from there. To the right of the room name are four buttons:

Mute/Unmute

Even though everyone who plays Myth is inherently cool, sometimes you just don't want to get any messages from one of them. Select a player in the player list, then click the Mute button. You will no longer receive any messages from that player. Click the button again to Unmute the player.

New Game/Options

Click New Game to create a new network game. It will appear in the list of available network games directly beneath the four buttons. If you'd like to change the parameters of a game you've already created, click Options. See the Multiplayer Game Options section for more information. (Note: only the player who created a game can change its parameters.)

Join Game

Select a game from the list of available games directly beneath these four buttons and click Join Game to enter that game. You can only join games that are NOT greyed out.





Chatting

The bottom half of the Game Setup screen is a chat area. To send messages to all the players in your room, simply type your message into the text field at the bottom of your screen and hit Return/Enter or click the Send button. To send a private message to an individual player, select that player's name in the Player List and type your message as usual. Private messages will appear on a red background.

Leave

Leave bungie.net and return to the main menu.

CREATING GAMES VS JOINING GAMES

It's important to note that the person who creates the game ends up being the server during the game. After a game begins, bungie.net does not do any of the routing of the packets. Instead, the person who creates the game becomes the server once the game begins. This is important to know for two reasons:

1) In general, the game will perform better and with less lag if the server is connected to the Internet with a fast connection (for example, T3, T1, ISDN, ADSL, 56K, etc). 2) If the server quits the game in progress or loses his connection to the Internet, everyone else will be disconnect from the game. A "disconnected" message will then appear.

TEAM GAMES

When the person creating a network game has clicked the Allow Teams button, players may organize themselves into teams. To do this, the players pick who will be the Captain of their team. The other players select the Captains name in the name list, and click the button Join Team. They will see a bar with the name of the team and the Captain and teammates under it. During gameplay, hitting F7 will show what the teams are and who is Captain.

When the game begins, the Captain controls all of the units. The Captain can divide the units amongst the team members by selecting units and then hitting the Backslash (\) key to Detach them. If it's a team of two, the other player will get control of those units: they will take his color, will change from blue to green in the overhead map, and will be under his control. If there are many players on the team, hitting Backslash will bring up a numbered menu of the players. The Captain types the number of the desired player, and the troops are Detached.

Despite detaching troops, the Captain still has full control over them, which can be exercised in an emergency. The Captain has the responsibility of overseeing the whole battle. If he sees a player is unaware of imminent danger, or has failed to charge at a critical moment, the Captain can select the troops and direct them personally. Thus, in a team game players may see their troops inexplicably taking action on their own—it is actually the Captain stepping in.

Multiplayer maps are set up with a maximum number of different armies they can support. If ten players start a game on a map that only supports five armies, and they have not formed themselves into five teams, they will be randomly placed into teams.





OTHER

Up to 16 players can play via TCP/IP or AppleTalk. Myth allows you to play 2 players via TCP/IP with one copy of Myth. Install a network-only version on one computer, and install the full version of Myth onto another computer (the later machine must have the Myth CD-ROM in the CD-ROM drive. If you want to play with 3 or more people, they'll need their own copies of Myth. When you click on Other, a dialog will appear with the following choices:

TCP/IP (Internet)

Selecting this option brings up a dialog with the following options:

Name

The name which will appear in the list of available games.

Password

If you only want certain people to join a game, type a password in this box and only give the password to the people you would like to include in your game.



Create Game

Clicking this will create a game using the Name and Password supplied.

Port

The port on which the game will be created. Unless you know what you're doing, it's usually best to leave this set to 3453.

Games on the local network

A list of multiplayer games you can join.

Join



Select a game in the list of available games and click this button to join it. Join by address: by checking this box, you'll be able to link up over the Internet for network games with a machine that is not on your local network. Enter the host machine or IP address in the field below.

Note that you must set up a connection to your ISP before launching Myth for this to work. This option may be difficult to use with dialup net connections, since many dialup accounts dynamically give you a new hostname/IP address when you sign on.





APPLETALK

Mac users have access to this additional networking protocol. If you pick this option a dialog will appear with the following choices:

Name

The name which will appear in the list of available games.

Password

If you only want certain people to join a game, type a password in this box and only distribute it to the people you would like to include in your game.



Create

Clicking this button will create a new game with the name given in the Name field and take you to the Game Setup screen.

Join

Joins the game selected in the list of available games, and takes you to the Game Setup screen.

Zone List

A list of available AppleTalk zones on your AppleTalk network.

Use My Zone

Click this button to restrict the list of available games to those in your own AppleTalk zone.

Use Selected Zones

Clicking this radio button restricts the list of available games to the zones selected in the Zone List. You can select multiple zones by Shift-clicking them in the Zone List.

All Zones

Clicking this radio button builds the list of available games from every AppleTalk Zone on your network.

TEN

If you have a subscription to TEN, you'll be able to use their service for guaranteed low-latency Myth net games. Here's how it works:

- Click the TEN button in the Multiplayer Setup dialog box and click OK to connect to TEN.
- Myth will quit and your TEN Client will launch.
- Choose Myth: The Fallen Lords from Ten's menu of available games.
- You'll be taken to a screen not unlike Myth's own game setup screen. You can chat with other players, create new games or join existing games.
- When all preparations have been made, Myth will launch and the game will begin.





THE MULTIPLAYER GAME OPTIONS SCREEN

If you create a game (via bungie.net, tcp/ip, or appletalk), you will be taken to this screen to set the parameters of the game you're about to play.

Name

The name that will appear in the list of available games.

Password

If you only want certain people to play the game you're creating, enter a password here and distribute that password by whatever means you prefer.

Levels

The menu on the far left side of the screen allows you to select the map you'll play on. If you check the Use Single Player Levels checkbox, you'll also be able to play cooperatively on the maps from the single-player scenario.



Game Type

Allows you to choose what kind of net game you'll play. A complete description of all net games can be found in the Types of Network Games section.

Difficulty Level

This menu lets you set the difficulty of the game.

Player Limit

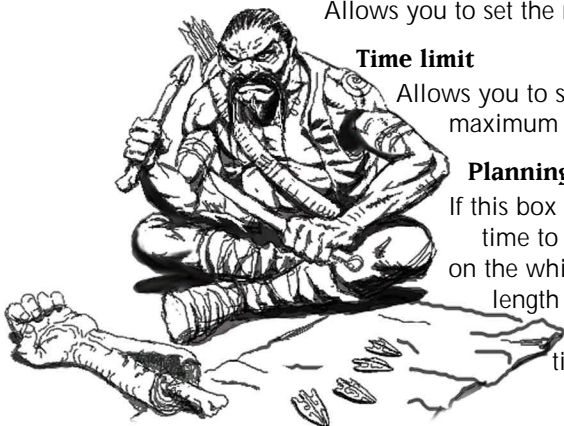
Allows you to set the maximum number of players in your game.

Time limit

Allows you to set the length of the game. Net games can be a maximum of 90 minutes.

Planning Time

If this box is checked, players will have an additional amount of time to scope out the map, trade units and diagram strategy on the whiteboard. You can increase or decrease the length of the planning time using the arrows to the right of this option. The maximum planning time is ten minutes.





Allow Unit Trading During Planning Time

If this box is checked, players will be allowed to exchange the units they start with for other types of units. See the Unit Trading section for more info. Note that you can only turn on this option if "Planning Time" is checked.

Allow Veteran Units From Last Game

If this box is checked, surviving units from your most recent net game will join your force in the next net game. This can be a real boon if the units have built up a great deal of experience. Note that veteran units replace inexperienced units; the size of your army will not increase if your whole force survived the last game.

Allow Teams

Checking this box allows players to team up and fight cooperatively against other teams, rather than every man for himself.

Maximum

If this box is checked, you can set a limit of how many teams are allowed.

Click OK to create the new game, or Cancel to return to the Game Setup screen. After creating a new game, or joining an existing game, you'll be taken to a slightly different version of the Game Setup screen. The list of players is still on the left, but it only shows players who have joined your game. To the right, the list of available games is replaced with an overhead map of the level and a description of the game parameters. The chat function at the bottom of the screen works the same as before. The buttons at the top of the screen are different:

Boot Player

Select a player from the list of joined players and click this button to kick him out of the game and back to the bugnie.net room screen.

Join Team

Select a player and click this button to join that player's team.

Close Game

Remove the game from the list of available games to prevent additional players from joining.

Options

Allows you to change the parameters of the game.

Start Game

Begins gameplay, after all players who want to join have done so.

Leave Game

If you simply joined the game, this button drops you back to the Game Setup Screen. If you created the game, this button deletes the game from the list of available games and drops everyone back to the Game Setup screen.





TYPES OF NETWORK GAMES

King Of The Hill

One area of the map is designated as the hill and marked with a flag. The hill is captured when one or more of your units moves within a certain range of the flag and eliminates any enemy units in the same area. The winner is the player who controls the hill for the longest time. Tactics in this game are quite interesting, as you must preserve as much of your force as possible while constantly fending off the attacks of every other player in the game. If two or more teams are within capturing distance of the flag, the flag is contested, and colored gray as a result. If time runs out and the flag is contested, the game will switch to sudden death overtime until one player has definite control of the hill.

Steal The Bacon

Somewhere on the battlefield is a ball, which assumes the color of the last team that touched it. The object is to snatch the ball and keep it away from your opponents. Since the ball isn't attached to the ground like a flag is, your units can kick the ball around the battlefield by clicking on it like a target. The last team to touch the ball is the winner, although the game will switch to sudden death overtime if the ball is contested when time runs out.

Balls On Parade

Each team has a ball. The object is to capture as many opponents' balls as possible. When time runs out, the player with the biggest set of balls wins.

Flag Rally

A number of flags stand on the battlefield. The winner is the first player to capture all the flags. It is not necessary to defend a flag after it has been captured; touch it and move on.

Territories

There are several flags on the map. The object is to capture and hold more flags than your opponents. Remember: if you leave a flag unguarded after capturing it, an opposing team might take it for their own. Play carefully.

Scavenger Hunt

A number of balls are scattered around the map, and the first player to touch all five wins. This game is similar to Flag Rally, although the ability to move the balls around the map adds a new challenge.

Captures

A number of balls are placed on the battlefield. The winner is the player who is the uncontested owner of the most balls at the end of the match. Similar to Territories, although the movable nature of the balls means that you can carry the balls back to a well-fortified position rather than spreading your troops thin across the entire map.

Body Count

The object of body count is to do as much damage to as many enemies as possible while keeping your own casualties to a minimum. The winning player will have the best ratio of damage done to damage taken.

Last Man On The Hill

The point of Last Man games is simply to own the hill when time runs out. Strategy and pacing are important, since you don't stand a chance of winning if you simply rush into battle at the first opportunity. You need to bide your time, position your units carefully and take preemptive potshots at other players to improve your chances of taking and holding the hill at game's end.





Capture The Flag

Each player has a flag, and the objective is to protect your own while capturing the flags of the opposing team. If you lose your flag, you lose.

COMMUNICATION DURING NET GAMES

The Whiteboard

During network games - especially team games - you may find it useful to draw up a battle plan on the overhead map. Small pencil and eraser icons will appear above the overhead map during net games. Clicking on the pencil puts the map in draw mode. Click on the pencil icon with your mouse, then click and hold the mouse button to draw on the overhead map. Clicking the eraser icon clears the map.

Whispering

You can send private messages to your teammates during team games using the Whisper key. This can be useful to change strategy on the fly or alert team members to impending disaster. The default Whisper key is Y. If you are not in a team game, Y will broadcast the message to everyone (your opponents).

Yelling

You can also send messages to everyone during a team game. Hit the Yell key, then type your message and hit Return/Enter. Your message will appear at the bottom of every player's screen. The default Yell key is Shift-Y.

UNIT TRADING

If you click the Allow Trading checkbox in the Game Options screen, you can exchange some of your units for others at the beginning of a net game. If you are in a team game, only the captain will be able to trade for units. Trading can only occur before any of a team's units have moved. To trade, consult the scoreboard which will appear at the top of the screen during planning time. Each unit is worth a certain number of points. Click the Down arrow next to a unit type to remove one of those units from your force. Your available points will increase accordingly. You can spend those point by clicking the Up arrow next to another unit. If you have enough points, you will add another of those units to your force.





POST-GAME CARNAGE STATISTICS

After a net game has ended, all players will return to the Game Setup screen. In place of the list of available games will be the Post-Game Carnage Statistics list, graphs which show just how well you did. All stats are written as team scores, with single players constituting a team of one.

Rank - Team rankings

Perm - The running stats for that gaming session

Score vs. Time - Progressive score over time

Kills vs. Time - Kills over time by team

Damage vs. Time - Damage inflicted over time

Units vs. Time - Number of surviving units per team over time

Team Kills vs. Other Teams - Which teams were beating on which

INTERNET LATENCY

An inevitable reality of the Internet is that latency (the measure of the time that it takes for your computer to send and receive information over the net) will cause games played over the Internet to sometimes "hicup", "jump", or slow down. There are a few things you can do to reduce these Internet anomalies.

If you are using a modem, turn off modem compression and error correction. Turn on TCP header compression.

MULTIPLAYER GAMEPLAY TIPS

Especially in a two-team game, where you know there's one enemy, and they're across the map, it's tempting to march your forces out without guarding their backs. Setting up rearguards and maintaining reserves in back are crucial, and neither projectile nor melee units should move far from the protection of the other.

Sometimes you'll come back to a bunch of units you parked on the map, and find nothing but a bloody smear. The replay will tell you what happened to them, though once you're a little experienced, you can make a good guess of how things fell out based on the pattern of blood sprays, dropped weapons and craters on the ground.

Thrall and Wights can not only hide under water in ambush, but also move downstream or even fight other Thrall, all invisible to view. To direct your troops under water, just band-select the piece of river over them and they'll appear in your Status bar.

Archers die easily, but a group of archers with a Journeyman behind them, periodically healing the wounded and protecting them from Ghòls, can inflict a lot of long-range damage.





CHARACTERS





V. CHARACTERS

Below is a list of units you will encounter while playing Myth: The Fallen Lords. In a single-player game, your forces will be limited to Light units; in a multiplayer game, your force can include both Light and Dark units.

THE LIGHT

Warriors

The few survivors of the human armies which have not yet fallen to Balor's forces of undead. These men have survived previous encounters with the Fallen Lords, and might be able to do it again.

Warriors are equipped with swords, and shields that can block attacks.



Archers

Formerly enemies of humans and their nations, the fir'Bolg changed their minds when they realized they didn't stand a chance against the Fallen Lords by themselves. They fare poorly in hand-to-hand combat, but their archers' skill is so well-developed that most foes don't get that close.

The fir'Bolg archers are renowned for their dead aim and steady hands. A group of them can do substantial damage to enemy forces while they're still too far off to fight back. If cornered, fir'Bolg can punch their attackers; double-click an enemy to punch it.



Dwarves

Dwarves are short, stocky creatures with a love of explosives and a passionate hatred of Ghòls.

Dwarves throw small bottles filled with an unstable concoction which explodes powerfully upon impact. Most of the time, anyway.

Dwarves can also place satchel charges (T) - essentially unlit grenades which detonate if hit by another explosive. The strategic possibilities of littering the ground with high explosives should be readily apparent. Dwarves start with a certain number of satchel charges and can pick up more from the bodies of fallen Dwarves.





Journeyman

These men are all that remains of the Empire of the Cath Bruig. Formerly the guards of the Emperor, they disbanded and wandered the earth after the Fallen destroyed Muirthemne and everyone in it. Journeyman, when pressed into battle, swing the shovel of a common laborer.

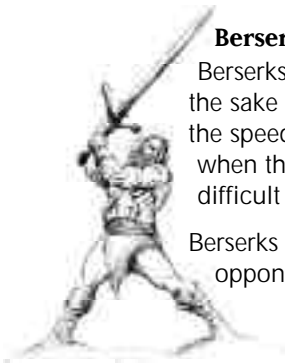
Journeyman can heal friendly units using mandrake roots (T). Select the Journeyman, hit your Special Ability key and then click on the unit you wish to heal. Journeyman start with a certain number of roots, and can pick up more from the bodies of fallen Journeyman. A Mandrake root disappears each time the Journeyman heals someone, and when they are all gone the Journeyman can no longer heal. Journeyman can also wither undead enemy units - the Wight and Thrall, for example - using this technique. Note that Wight remains are still explosive.



Berserks

Berserks are human warriors from the North who forego conventional armor for the sake of speed. Their bare, battle-scarred flesh doesn't protect them much, but the speed and ferocity of the Berserks' attack gives them a definite edge, especially when they attack in groups. However, their eagerness to attack may make them difficult to control.

Berserks use giant claymores to lop off pieces of their opponents until those opponents stop moving.



Forest Giant

Massive wooden dwellers of Forest Heart. Their enmity with the Trow goes back for centuries. The towering Forest Giant can swat smaller enemies out of his way, and beat larger foes into submission.



Avatara

The Nine powerful sorcerers who lead the Legion against Balor and the Fallen Lords. Because of their years of training as magic-users and strategists, they tend to avoid melee combat but can be vicious when they have to be.

Each Avatar carries a sword, and knows how to use it. Each Avatar has a unique magic ability.





THE DARK

Gh Is

The Ghôl is a swift beast which drags its knuckles as it lopes along the ground. Their speed makes them incredible scouts, and although they are relatively weak they can dash up a hill and hack a group of archers to pieces before they have a chance to react.

The Ghôl wields a cleaver longer than its own lengthy and muscular arms.

Ghôs can pick up battlefield detritus and hurl it at their nearest enemy. Axe blades, dwarven grenades, explosive pieces of wights, and scattered limbs of the dead can be picked up by Ghôs and used for a more destructive attack. To pick something up, select the Ghôl and click on the item you would like him to use. He will carry it until told to throw it by targeting another unit or the ground. Ghôs can also taunt nearby enemies using the Special Action key.



Thrall

The reanimated corpses of humans who fought against the Fallen Lords and lost. Because they're dead, Thrall are ponderously slow, but they will also withstand a great deal of damage before the foul sorceries that keep their bodies upright fail. Another one of the benefits of being undead that Thrall enjoy is not having to breathe, this allows them to remain underwater indefinitely.

The only weapon that the mindless Thrall can use with any degree of success is an ax. The Thrall, having no will of its own, can be ordered to taunt nearby enemies to little effect by using the Special Action key.



Soulless

Their souls literally stolen by sorcery, the Soulless slowly float across the countryside; leaving pestilence and corruption in their wake. Their weapon of choice is a barbed javelin anointed with a toxin that causes excruciating pain that can build up to fatal levels.





Cave Spider

Dwarven legend tells of spiders that grow larger than humans, living unchecked in the deepest bowels of the earth. Their constitutions were weak, but their frightful size - and sheer weight of numbers - made them more than a match for those foolish enough to delve into their subterranean lairs in search of veins of gold or other precious metals. Having no loyalty, they will also attack the Fallen.



Myrmidons

A race of warriors who betrayed the light when Balor promised them immortality. Three hundred years later, their decayed bodies still walk, held together only by rotting bandages and the desire to rend flesh from the bodies of the living.

Myrmidons carry two Gridaksma Blades, composed of a human femur capped on each end with the steel blade of a scythe. A few deft swings will cut a swath through almost anything.

Wights

A stitched-up corpse, given new life by dark magic as a breeding ground for virulent disease and foul decay. The wight shambles up to its target and plunges a dagger into its gas-filled body causing it to explode, shaking the earth around it, destroying anything in its immediate vicinity and coating everything with a thin film of pus, which induces a brief paralysis.

Alternately, you can order a wight to detonate itself by using the Special Action Key.





Fetch

Priestesses summoned from another world by Balor for their magical abilities. Disturbingly proud of their ability to singlehandedly decimate legions of veteran warriors, the Fetch wear the skins of the men they've electrocuted as trophy and warning.

The Fetch fires blasts of electricity from its withered fingertips.



Shades

The reanimated corpses of long-dead sorcerers, Shades take great pains to avoid running water (since they can only cross it by using a bridge) and act as a conduit for the evil magic of the Fallen Lords.

Trow

The Trow are relics from a forgotten age. During the height of their golden age they were responsible for the creation of many complex megalithic structures, but as their civilization declined they began enslaving their lesser brethren, the Oghres, to construct their cyclopean edifices. Finally, during the Wind Age (after many centuries of domination at the hands of their cruel masters), the Oghres attempted to throw off the shackles of Trow tyranny. The resulting war left the Trow city-states severely weakened and the Oghres extinct. The hero Connacht took advantage of this conflict and entombed the Trow where none would ever discover their barrows, and melted their iron cities into the ice. Since that time, the continent has been free of brutalization at their massive hands.





GLOSSARY





VI: GLOSSARY: OTHER IMPORTANT PEOPLE, PLACES, AND THINGS

Alric: One of The Nine, former King of the Southern Provinces.

Balor: Leader of the Fallen Lords.

Bagrada: Southernmost of the three passes across the Cloudspine Mountains. It connects the Plain of Scales with Forest Heart, and has been the site of battles from time immemorial.

Barrier, The: Desert east of the Cloudspine Mountains. This area used to be the fertile Empire of the Cath Bruig, but was put to the torch and blighted after the passing of the armies of the Dark fifty years ago.

Cloudspine Mountains: Mountain range in the central continent, which runs north and south. There are only three passes across the Cloudspine - Bagrada, The Stair of Grief and Seven Gates.

Comfort: Yet another small town outside of Madrigal.

Covenant: Once a major city of The Province, Covenant was sacked and destroyed fifteen years ago by the Dark.

Crow's Bridge: A small town outside of the major city of Madrigal.

Cu Roi: One of The Nine.

Dire Marsh: Swamp in the north.

Eblis Stones: Magic artifacts of great power. Those who control them are said to be unstoppable in battle.

Fallen Lords: Six powerful wizards who were suborned by Balor. Among them: Shiver, The Deceiver, The Watcher, and Soulblihter.

Forest Heart: Huge forest east of the Cloudspine Mountains, home of the Forest Giants.

Gjol: A poisoned river that runs south into the Dire Marsh.

Great Devoid: A bottomless chasm near Myrgard, created by the Callieach during their final days. Rather than be hunted to extinction by the Trow, the Callieach destroyed themselves and many Trow, leaving behind only the Devoid.

Madrigal: One of the Free Cities of the North.

Maeldun: One of The Nine.

Muirthemne: Ancient capital of the Empire of the Cath Bruig, home to mighty sorcerers and seat of a great empire. It was completely shattered and destroyed by the Dark.





This is the place that the Tain was made.

Murgen: One of The Nine.

Myrgard: Ancestral home of the Dwarves. Along with the other major Dwarven city of Stoneheim, it was seized and occupied by the Ghòls fifty years ago.

Myrkridia: A race of incredible evil and ferocity, destroyed during the Wind Age by Connacht.

Nine, The: Nine Powerful wizards who oppose the Fallen Lords. Alric is chief among them, and Murgen, Rabican, Maeldun, Cu Roi, and four others act as his generals.

Otter's Ferry: Another small town outside of Madrigal.

Plain of Scales: Lowlands east of the Toven River, which rise to the Cloudspine Mountains and Bagrada.

Rabican: One of The Nine.

Rhi'anon: Ancient capital of the Trow, melted into the ice by Connacht during the Wind Age.

Sack of Muirthemne, Fall of Cath Bruig: Fifty years ago the Fallen overcame the armies of the Cath Bruig, sacked Muirthemne and turned the empire East of the Cloudspine into desert (now called the Devoid).

Scamander: Main river in the southeastern continent, flowing east from the Cloudspine Mountains to the sea.

Seven Gates: Central of three passes across the Cloudspine Mountains, so named for its seven chokepoints.

Shoal: Town where the player escapes from Covenant.

Shiver: One of the Fallen Lords.

Silvermines: A small mining town near Seven Gates.

Soulblighter: One of the Fallen Lords.

Tain: An artifact created by the Smiths of Muirthemne during the Empire of the Cath' Bruig.

Total Codex: A magical book of immense power, in which is written the fate of every creature that will ever be born.

Twenty Year's War: A war of succession fought in the Province 150 years before present events, in and around Covenant.

Tyr: A large city of The Province that was sacked by the Dark ten years before current events.

Watcher, The: One of the Fallen.

World Knot: Ancient relics which allow near-instant movement from place to place.





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TECHNICAL SUPPORT





VII. TECHNICAL SUPPORT

If you experience problems installing or playing Myth: The Fallen Lords, please read the following suggestions.

Windows 95:

- Have you installed DirectX 5 from the Myth CD? Myth requires it in order to run properly.
- Are all your drivers (video card, sound card, etc.) DirectX-compatible? You may need to contact the manufacturer of your sound or video card to get an updated driver.
- Is your filesystem fully 32-bit? If not, you will need to make it so. You may need to contact the manufacturer of your CD-ROM drive to get a 32-bit driver.
- Is your networking card using Enhanced Mode drivers? If not, it should be.

MacOS:

- Have you tried turning off ALL your third-party extensions and control panels?
- If you're using a clock-chipper or hardware accelerator, have you tried disabling or removing it?
- Have you tried deleting your Myth Preferences file?
- Have you zapped your PRAM recently? To zap your PRAM, hold down Command, Option, P and R when booting machine, and let go when the Mac restarts.

Before your Call

If you've tried all these options and none of them have helped you, feel free to call our tech support line at (312) 255-9600 (you can also e-mail us at support@bungie.com). Before you call:

- Make sure you're near your computer
- Be able to describe your computer (Brand, processor speed, what sound and video cards are installed, and what operating system you're using)
- Try to have a detailed description of the problem, and what you were doing just before the problem occurred.





THIRD PARTY PLUG-INS

The star of the 1.3 update is the plug-in feature. It allows users to take third party plug-ins that they download from various Myth sites online and plug them into Myth without having to modify the Myth application. This is done through the plug-in folder. This folder is inside the tags folder, which is in your Myth_TFL folder. Third party maps that end in the .gor extension are placed here. Upon entering the multiplayer options screen you will notice a new list called plug-ins on the far right side of the interface. Any .GOR files that have been placed into the plug-ins folder will appear here. If you select a plug-in in your plug-ins folder it will appear in your list of maps. If you select the newly appearing map, you will be able to play on it with all of it's options. However the REALLY COOL thing is that if you select a plug-in but select another map all of that plug-in's unit changes (assuming the author of said plug-in didn't create new monster tags) will affect the map that you use. If it doesn't then you'll need to talk to the author of the plug-in.

Now here are a few catches:

- 1) You can only enter a game that is using a plug-in if you have that same plug-in installed.
- 2) If you change plug-ins all people without that plug-in will get booted. Please note that all players must have the same versions of a given plug-in as well. If you'd like to find plug-ins a good place to start your search would be www.bungie.net/community/links.shtml.
- 3) We will NOT be maintaining a list of plug-ins. Plug-ins are not maintained, distributed, or regulated by Bungie. If you have a problem with a plug-in, you need to contact the author of the plug-in in question. WE WILL NOT PROVIDE TECH SUPPORT FOR THIRD PARTY PLUG-INS. This means that you should not send e-mail to us about plug-ins or call us with questions about plug-ins.
- 4) Third party plug-ins can be played in ranked and unranked rooms. HOWEVER, anyone playing on a third party map/plug-in takes full responsibility for knowing what they are getting into. You should always look a map over and play with it in unranked before you start using it in ranked. If a map turns out to be unbalanced in ranked, then direct your complaints to the plug-in author, not us.
- 5) WE WILL NOT PROVIDE TECH SUPPORT FOR THIRD PARTY PLUG-INS. No, we really mean it. If this doesn't make sense to you, please by all means reread items 3 and 5 as many times as necessary until it does. ;)
- 6) The plug-in module only supports those plug-ins that exist as a .GOR file. Previously existing plug-ins will have to be rebuilt as a .GOR file. This can be done by the author using one of the available third party .GOR composers.





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