

The Little Things

July 14, 2002 · Amended July 18, 2002

Hi Guys!

Just wanted to pass on some little things I've discovered while playing Myth. Some, most, or all of these you may already know. Some are in the Manual and/or Strategy Guide. Some you may have forgotten (like I have at one point). They might be very useful little bits of information...

And don't worry, they're not **all** of my secrets! ☺

Pus Packets for the Ghols

Loading up your Ghols with Pus when you can may mean the difference between winning and losing in some games.

Each Ghol can carry one Pus Packet (or one of any object on the map they can pick up, which includes Dwarf Mortar Shells (may or may not explode on impact) – look like little cannonballs; Dwarf Satchels – don't explode on impact but can be tossed on ground and **then** pushed or dorfed, etc.; other Ghol Swords – don't do that much damage, but can be important)

The key is this:

*There are **only two** “exploding” Pus Packets derived from healing a Wight.*

The other smaller Pus Packets don't explode on their own – and sometimes even the big ones are “duds” – but if you don't know this, you may be loading your Ghols up with blanks! ☺

The two good ones are bigger and look like large popcorn pieces (they have little pinched ends):



Fire Arrow and Good Pus Packets

Fire Arrows

Speaking of Fire Arrows, did you know that dead Archers drop their Fire Arrows if they never used them? Your Archers can pick them up!

Pick 'em up! You might get 2 or 3 extra Fire Arrow shots off in a battle! ☺ (Think it's 3 max)

You can pick up your own *or enemy* Fire Arrows! They will look very similar to the above, only with different colored "feathers" (depending on who dropped them). Sometimes they are hard to see, but the easiest way to find them in a pile of stuff is just to have your Archer click on the items until you see the little green rectangle that indicates they are picking up an object.

... Since they are the only item an Archer can pick up!

Heal Often

If you get a chance to heal your units – do it! ☺

Obviously heal the most wounded first, as taking a Warrior from "red" to "green" health is like getting a brand new unit.

Remember those J-Men carry six healing roots each – that can mean six new units! And don't forget on some maps there are roots lying around – pick 'em up if you can! J-Men can carry 9 roots max. Heron Guards tend to only start with 1, but can carry 6 – and Heron Guard Heroes start with 8!

- **Don't heal undead units!** (unless you're making Pus from a Wight) – they will die!
- **Never ever heal cannons!** They will also die instantly!

One other thing about J-Men that I didn't really know until recently – not sure if this applies to Herons – they are immune to tossed Pus Packets from Ghols!!

This means they can make excellent "blockers", especially for Dwarfs!

Kamikaze Dwarf

Something I discovered recently after watching a film where it happened accidentally:

Occasionally when a Dwarf is killed, he will drop a **flaming** bottle and it will explode, or sometimes he will drop a **small** flame like he was trying to light the bottle or something.

But if he does this over a pile of satchels... ☺

So in the team Myopia game this week, I had control of a Dwarf that was being attacked by five Ghols, I frantically started pressing the T key and dropped his satchels – when he died there was this little flame that fell on them... BOOOOM!! All five Ghols were now stuck to the ceiling! ☺

I noticed TS and/or NKI trying this out – but it may only work 1 in 4 or 5 times – I have no idea!

And if you don't want your Dwarfs to be little bombs waiting to go off – or drop their satchels in the middle of your army for enemy fire arrows to hit – just place all their satchels at the starting point using the T command at the beginning of the game! (Just be sure not to T with Warlocks! ☺)

Don't forget the Game Type

I do this all the time. I am especially prone when the game is King of the Hill – I tend to think it's Bacon!

I even thought I won one time! NKI – TS – remember “Around the Bend”? ☺

Contest that Ball!

A related subject is to be sure you keep the Bacon “Contested” in a Sudden Death or just before the game could go to Sudden Death. (Also true on Last Man on the Hill and some other games).

What I've discovered while looking at **so** many films is that you have to control the Bacon for **five seconds** before you will be declared the winner.

I discovered this when I figured out precisely how to determine if a game went into Sudden Death and how long it was. I watched a game that was in Sudden Death for 8/30ths of a second, and there was **no one** contesting the Bacon at the end. WTH?

What had happened was the winner hadn't controlled the Bacon for the last five seconds of the game, but only for the last four and 22/30ths of a second – so it went into Sudden Death for 8/30ths of a second before they were declared the winner even though no one else was there!

... So don't forget to send some units to the Bacon! ☺

Pick Stuff Up

Most of this has already been covered above, but a separate small thing is:

During “Planning Time” look around the starting area of the map a little – just take a few seconds to pan around – see if there are things to pick up!

If there are Pus Packets lying around, you may want to trade away a Wight or two that you would have used for making Pus (remember: One Wight = Two Pus Packets – one each for two Ghols). You may even want to trade away the J-Man you were going to use for this purpose – depends on the map and game type, but something to keep in mind!

If there are Dwarf Mortar shells (like on Leagues from Nowhere – may only be when Difficulty is set to Legendary though), your Ghols may be able to pick them up and they are very explosive (if they aren't duds)! But on some maps – like Sun's Anvil – they only act as “secondary” explosives (like satchels) – you have to blow **them** up and they *add* to the explosion.

Fire Arrows and Healing Roots are also good things to look for – oh yeah and Ham Sandwiches.

July 18, 2002 - Extra stuff I thought of!

Heel Often – Stopping, Guarding (aka Holding) and Friendly Fire

Sometimes the enemy is not as dangerous as your own units, especially Archers, Soulless, and those frisky little Dwarves! ☺

Friendly Fire (“FF” or “ff” in gaming chat) can be *really* deadly and *must* be controlled – yet it’s one of the trickiest things to do mid-battle! It’s something you just develop a “feel” for, but here are some tips:

When your melee units start to engage the enemy – that is they are actually beginning to fight *or are moving close to the enemy* – you need to order your “missile” units (Archers, Soulless, Dwarves, etc.) to **STOP** attacking the enemy! Otherwise you will be attacking your own melee units (Warriors, Berserks, etc.) – and they don’t like that!

This is especially true for Dwarves because there is often a little delay between the time you tell them to stop and the time they actually *do* stop – sometimes they’ll throw one last bottle into the fracas – and if it lands right in the middle of your Warriors, you may lose the battle (and possibly the game) **over one little Dwarf cocktail!**

So the rule of thumb is: Stop the Dwarves earlier than the Archers/Soulless. Maybe 3 seconds earlier. You’ll soon learn the difference and this is where teamwork is crucial, especially the “chatless simultaneous team attack” that comes with practice. When you see your melee units coming in, prepare to stop your Dwarves – or (for the even trickier), start ctrl-clicking the ground **behind or to the side of** the enemy – *just stop blowing up your own guys!* ☺

... Now of course there are cases where you actually want to keep attacking, as in a situation where your melee units are “sacrificing themselves” to give you time to use your missile units on the enemy, and you just want to keep pummeling them and don’t care about FF losses. What I’m referring to in this discussion is the 85% of the time when that’s not your objective.

The easiest way to stop units is to select them and press the Spacebar (on the PC). Sometimes they will start up again and attack once more because an enemy has moved within their “auto attack range” – so you may have to Spacebar them more than once.

You can also move the missile units away from – or even through (if appropriate) – the battle.

The trick is if you hear your Warriors say, “Hey, watch it!” or your Berserks say, “Damn your eyes!” – this is an indication that they are taking arrows in the back or blasts from your Dwarves!

Guarding

Note: The Manual calls it “Holding”, but I prefer “Guarding” as this is more descriptive to me and the default Guarding key is G.

Guarding is subtly different from just stopping your units and can make the difference between winning and losing a game.

Don’t you hate it when you have your Archers start shooting the enemy and then they *follow them* when the enemy moves away? ☺ They’ll follow them *to the ends of the Earth*, which includes right smack into the enemy Base Camp – *Doh!* (Of course if you’re really paying attention you’ll realize that you can use this behavior to your advantage when it’s the other guy doing it! ☺)

Although it seems to me that the default behavior should be to **not** automatically follow the enemy, the truth is you have to **command** your units to do what you want them to – *just like a real commander*.

So, if you want them to **guard a position**, use the Guard Command:

The default key for Guarding is G on the PC. Select the units and press G. They should stay where they are and attack only when the enemy is “within range”.

This is critical – especially for Archers and Soulless, but also for any number of units – put them on a hill in the formation you like, select them (if they aren’t already selected) and press G for them to **stay put** and Guard that position!

Now they won’t follow the enemy everywhere! ☺

But – if you move the units for some reason, you will have to do the select and Guard thing again – they forget easily!

Attacking the Ground

This can be surprisingly effective in **many** situations – and quite subtle in others.

On the PC you can attack the ground by Ctrl-Clicking the spot (hold down the Ctrl key and click on the spot with the mouse). Missile units or units that throw stuff (like Ghols) can do this (you can do it with a Berserk or Trow but it just looks silly! ☺).

There are **many** times when it is better to attack the ground than the actual enemy – a simple example will explain:

(The following technique led to a friend of mine giving up the game – this way the guy that got me into it in the first place! – he just **never** understood this technique, even when I explained it to him a few times! ☺ If you understand this (and it’s not that complicated), you will do well!)

It’s a Warlock Showdown. Mano y mano. You’re both dancing around a bit but moving to attack. Your enemy thinks they know where you are *going* to move and **ctrl-clicks a spot close enough to it that a fireball exploding there would kill you**. Meanwhile you have clicked the enemy Warlock, *which means you are committed to attack them and will move closer to do so!*

While you are moving towards the just-fired enemy fireball (you didn’t get a shot off because you are not in range of the enemy *unit* yet, but *he* did!), the enemy is already moving further away – in fact, they clicked an area 100 feet back so they don’t even have to watch anymore! They *know* that you will be compelled to follow them – because you clicked on *them* and not *the ground* – and have been vaporized by now.

Meanwhile, they are already attacking somewhere else. ☺

This is an **extremely** powerful technique. Read it and absorb it and practice it *until you get it*. ☺

The same is true for any missile unit, but with Warlocks it is **very** effective.

Another very useful case where you should attack the ground is if your enemy is parked over a pile of Dwarf Satchels or leftover Wight parts (the passive not-two-big-usable Pus Packets). You might get in range of the pile of goodies before you are in range of enemy units. Or it may be better to hit the pile rather than the enemy directly. This is especially true if you have a Ghol carrying a Pus Packet – ctrl-click the pile of satchels and – if your Ghol is carrying one of the two *explosive* Pus Packets – you will see a **massive** explosion! ☺

You can ctrl-click the ground to move the Bacon. This can be done with Dwarves, Warlocks and even Archers!

You can also sometimes get off Archer and Dwarf shots when the enemy is on top of you by ctrl-clicking an area *behind them*. Pretend like that Ghol that's ripping your Dwarf to shreds isn't there and ctrl-click the ground behind him a few inches. Many times the Dwarf will throw a bottle right into the Ghols mouth! ☺

This technique on Sak Cannons was first mastered by NKI as a "final revenge" – very sweet! ☺

With Rocket Dwarves this can be *extremely* effective – ctrl-click the ground to send Rockets into the distance – you can often hit enemies that are well outside your normal "range of attack".

Play around with ctrl-clicking the ground – you may be surprised at what you can do!

Stygian Knights

Stygian Knights are basically immune to arrows – though I personally think they should do **some** damage, it appears they do *none*. So if it's just your Archers vs. their Knight(s), you better try to maneuver them over something you can blow up with a Fire Arrow, or run with the Bacon or **something** – because you just aren't going to kill them otherwise! ☺

Stoned Trows

When a Trow gets down really low in health they will suddenly "turn to stone" (yes I know they are already made of stone, but it's still quite descriptive! ☺). They are immobile. Frozen. Often in cool poses like mid-kick.

But...

They aren't **dead**! ☺

TS and I discovered along the way fairly recently that you can actually heal them back to life, although they will still be wounded – but I'd rather have a wounded Trow than a stoned Trow! ☺

Also remember if you are passing by a frozen enemy Trow and have the opportunity – *finish him off!* There are *all kinds of funky little things* that can happen in this game (I'm a bit of an expert on this so trust me) – like the Bacon being launched and being tagged by a frozen Trow in the last seconds of the game! Wouldn't **that** be cool! Or if there are more than two teams playing, having a frozen Trow still alive could mean a fluke win for another player because the clock ran out rather than one team winning outright in games where someone tagged the Bacon and died in a remote part of the map! ☺

That's all I can think of for now!
See you next time on the battlefield!
--Baak ☺