

Adrenaline's Guide to Myth for Newbs

K... a while ago I started writing a guide to Myth for newbs. I lost interest and have never bothered finishing it... but here's what I do have...

1.0 - Some Basics

1.1 - Preferences

There are some basic changes that can be made in your preferences that can help improve your gaming experience considerably. ENABLE 'persistent ready'!!! Nothing is more annoying than waiting for someone to re-check each time a change is made to the hosted game. This function makes that little red check mark beside your name stay there, no matter what changes are made to the game. This will save your opponents a lot of grief.

I have also found it helpful to disable persistent formations. That may be a matter of personal preference, though.

I wouldn't recommending changing any of the default controls, other than the corner orbit and rotate options. This may be a matter of personal preference... but I'd suggest disabling them. Spinning in circles while trying to attack an opponent sucks donkey balls.

1.2 - Formations

Ahhhhh this is an important one! Some of you new players may have been wondering how some other players get their units to form such tight boxes, or lines, or how they get their archers so spread out. When installing the latest Myth patch... you have the option to install 'Fear and Loathing'. INSTALL THEM! 'Fear' can be used to modify your unit formations, among other things.

How to edit your formations:

Open 'Fear' → open the 'formations' folder → change the values.

It's that simple! I won't bother providing values... I will leave it to you to play around with it and see what you like. Here, however, are a few suggestions. If university has taught me anything, it's that a tight box is a good thing! Not only can you fit more unit(s) into a smaller space, say on a hilltop with limited room, but tightly boxed units are much more effective in a mellee fight than loosely boxed units!

It is also advisable to have at least one loose line formation for archers/soulless etc.

Here is why:

(had pics here... don't feel like uploading them so use your imagination)

See the difference?! Loosely formed archers not only stand against puss better, but also dodge arrows more effectively. So don't be offended or surprised when a teammate yells "DON'T CLUMP ARCS NEWB".

1.3 - Observer Constants

Many people don't realize that you can also edit camera speeds and such using 'Fear'. The values you would want to change are contained within the 'observer constants' folder. Play with the values until you find something you are comfortable with. Refer to the observer constants section in the Fear documentation at projectmagma.net first → <http://projectmagma.net/downloads/Myth2docs/fear.html>.

1.4 - Presets

Preset unit groups are incredibly helpful in Myth multiplayer action. The advantages to using them include the ability to 'grab' units which you can not see on your screen, which means you can bring units from wherever on a map without taking your focus off your immediate situation. Also, it enables a player to quickly shift between unit groups during battle, instead of depending on the 'click and drag' or 'double-click' methods, which are often slow and subject to user error.

How to do it:

Presetting is very easy. Simply select the group of units you wish to preset, and hold alt + # (1-9). For example, if you want all your melee in your first preset, select them and hold alt + 1.

Recalling presets is equally simple. For the above example, simply tap alt+1 to recall that preset. The 'F' button also allows you to cycle through your presets.

Playing Myth using presets may take a bit of time to get used to... but don't get discouraged. I guarantee they will improve your gameplay once you master them.

Some Suggestions:

When presetting, I try to keep things fairly simple. I usually use 3-7 presets depending on the map, but I like to try to keep it around 4 or 5 because it just gets hard to reach 6-9 from the left alt key. Here is an example of how I might preset my units:

Gimble in the Wabe, last man on the hill:

Preset #1: warriors

Preset #2: archers

Preset #3: dwarves

Preset #4: journeyman

Preset #5: gholes

This is merely an example.... I encourage you to try your own combinations and discover which ones work best for you. My advice is to keep units you would like to move together on the same preset. On Proving Grounds for example, you may want to keep all your warlocks and mortar dwarves on the same preset, so that you can move them around easily while trying to protect yourself from an opponent's throw.

Another fun trick with presets is the ability to quickly center your view on a preset group, wherever it may be on a map. For example, if I was playing Capture the Flag on Gimble in the Wabe... I may wish

to send a small flank (say, 3 stygian knights and a ghol with puss) around to my opponent's flag. Instead of clicking on the map looking for my units, I could simply select whatever preset I assigned the flank to, and hit "H" to center my view on that flank. This could also be useful in the event that my flag is being attacked while my attention is elsewhere... as long as my defense units are on their own preset.

The use of presets in combination with good micromanagement is good way to become less sucky at miff.

2.0 - Unit Trading and Distribution

Many new and inexperienced players dread the thought of captaining in large 2 team games. Experienced players, too, dread the thought of them captaining. Newbs don't like to be verbally assaulted... crusty veterans don't like losing a game before the planning time has expired. We need some kind of compromise here, folks. I'm not going to get into the finer aspects of unit trading here. That would take too long. I will not discuss FFA (free for all) unit trading. That is generally a matter of personal preference and I have no intentions of killing creativity here. This is simply a list of common and solid unit trades for some of the more popular 2 team game/map combinations. In some cases the trades are more flexible than others, so treat this more as a guideline than a strict doctrine. These trades will keep you from getting verbally assaulted by your teammates and give your team a fighting chance at winning the game without much direction from you -- the captain. As for unit distribution, there is quite a bit of room for variation... but here is my suggestion:

Use common sense. For example, if you have 6 players and 24 archers... do not give them all to 1 player. Give all the players 4 archers each. This applies across the board... unit groups are generally more effective the more they are split. Of course there are exceptions... again, use common sense. Anyways... I digress. Here's the list, as promised.

The Desert Between Your Ears - Territories

4 dwarves
24 archers
27 warriors
1 journeyman
3 wights
6 ghol

This trade is nice and balanced, and splits up easily among several players and evenly into 3 flanks (other than extra dorf and jman mid). It is ideal for a 3 prong strategy and can easily adapt to counter a mid rush from the opposing team. It's weaknesses include it's vulnerability to rushes on the flanks, and relative lack of puss in the case that the other team has a lot more of it. However, the abundance of artillery (arcs, dorfs) and warriors make it ideal for those longer, passive games... or huge team games.

If I Had a Trow - Territories

5 trow

27 myrkridia
5 warlocks
16 soulless

This map is a bit flexible in terms of unit trading, but it is important to always get 5 trow and 27 myrk, unless you have a genius plan for making a [blam] trade work. The terrible thing about large games on this map is that 3 players will (and rightfully should) get the majority of the units. It is better to not dwell on the fact that one player has 29% while you have a mere 7%. Keep in mind that each role, no matter how small, is important in the final outcome of the game. Anyways, I'll explain the basic way in which this unit trade works. The 2 best players on the team get 2 trow, and 9-11 myrk for the North and South flanks, while the 3rd best player should handle the 5th trow and 5-9 myrk. In the case that there are only 6 or less players on the team, the flankers should also get 1 warlock or mort each. Personally, I prefer a mort because it doesn't require mana recharge and is not as easily blocked by trow. The remaining players can divvy up the remaining warlocks and soulless. In a larger game, some soulless and/or the lone warlocks could be given to a couple of players to accompany the flanks. However, if the soulless are all kept mid the strategy can easily counter 3-trow flanks (mid trower reinforces flank while an abundance of soulless helps hold mid).

Proving Grounds - Last Man on the Hill

1 trow
3 heron guard heroes *ALWAYS
2 warlocks
1 dwarven mortar
11 mauls
1 ghol

This strat works well for teams with 2-4 players. With more than 4, it would be advisable to get another dwarf or another ghol, and have a dedicated pussier. **DO NOT HEAL THE WIGHT FOR PUSS.** There are 6 free puss and 12 mortar shells already on the Proving/Killing Grounds map... and it is very important to keep all 3 heals for healing your trow when it gets low in health.

Killing Grounds - Last Man on the Hill

3 heron guard heroes
8 archers
4 dwarves
6 ghols

Trading for anything other than this will most often result in a loss, plain and simple. Puss and puss bombs are a vital component in winning games on this map, dwarves are the best defense against enemy herons, and max archers is a no-brainer. There is **NOTHING** in this trade that should be sacrificed for warriors or thrall. Consider yourself warned. Distribution... depends on the amount of players on the team, but shouldn't vary much. In the case of a 3 player team, I would likely give 1 person all 3 hgh, and 2 ghols, while the other 2 players would get 4 archers, 2 dorfs, and 2 ghols each. For a 4 person team, I would give 1 player all 3 hgh and 3 ghols, 2 players would get 4 archers and 2 dorfs each, and the 4th player would get 3 ghols. Dedicated puss/puss bomb is a small but very important role... get familiar with where the puss and mortar shells are on the map.

Gimble in the Wabe - Last Man on the Hill

2 dwarves
6 archers
4 stygian knights
4 warriors
1 journeyman
2 ghol

Seriously though, if you and your team counter-puss and archer well... this trade is flawless. Tried, tested, and true. Don't mess with a good thing. Etc.

Gyre in the Wabe - Last Man on the Hill

Bleh... not even gonna provide a trade for this one. Just get 2 fetch, and 6 heron guard to heal them. Other than that... souls are optional... strategies can work with or without them. However, if your team is larger than 2 or 3 players, you should either get soulless or play a larger map. Know that mauls are tough and fairly resistant to fetch, but slower and more costly than berserks.

Dead Man's Float - Capture the Flag

1 heron guard hero
5 dwarven heroes
9 zerks
6 ghol
3 wights
1 thrall

This one is pretty self-explanatory. Dwarves control this map, but puss/mellee keep them in check when dwarf battles find their way near or in shallow water. This trade provides a good balance between these key factors. Soulless can be used effectively if the fight happens to find itself near deep water... but they are fairly limited to these deep pools because they are incredibly vulnerable to zerks and dorf heroes in the open shallows, dry land, and even on hills.

Venice - Last Man on the Hill

2 dwarven mortars
2 warlocks
4 bowmen
4 warriors
1 journeyman
4 ghol
2 wights

K this is as far as I got and I don't feel like writing any more yet. So uhhhh... I hope this helps somewhat. Oh... and all this stuff is very very basic... there are plenty of tricks and techniques that will give you an edge over your opponent if they do not know them... but I'll save all those for another time, unless I feel like being a d!ck and keeping my vast knowledge of this game to myself.