Myth™

The Total Codex

Plugins Manual

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INTRODUCTION

You might think that we at Bungie, being wicked-cool, would have figured out a way to squeeze all the best Myth scenarios and net maps onto a single CD-ROM. If only such were the case. We're still limited to the same 650 megabytes of CD-ROM space as everyone else, and that means that there were many, many excellent maps and plugins that we just couldn't include with the Total Codex.

But part of being wicked-cool is that we tend to attract wicked-cool fans. And some of those fans have set up an incredible site called The Mill, which is a bottomless pit of Myth II add-ons. Maps, films, utilities, news and links are tasty chunks in the savory stew of Mill goodness that will wash the bilious taste of maplessness from your mouth. So, if you've exhausted the contents of the Codex and you're hungry for more, point your browser to http://mill.bungie.org and indulge in their endless smorgasbord of new Myth and Myth II goodies. Bon carnage!

A NOTE ABOUT THIS MANUAL

In the pages hereafter you will find brief descriptions of each plugin as well as notes and/or instructions written by the plugins' authors. We hope this information will not only help you decide which plugins to install (see below), but will help you learn to play these maps like a pro.

INSTALLING AND USING MYTH II PLUGINS

Installation:

You can install the third-party plugins by running the "Install 3rd Party Maps" application from the Total Codex CD. You can select from two installation options:

Easy Install is the default option; it will install every plugin on the Total Codex CD to your plugins folder. Note that they will occupy a great deal of hard drive space.

IMPORTANT!

Myth II's startup time increases with each plugin you install. If you choose to install Chimera and all the third-party plugins, be aware that Myth II will take a little longer to launch - possibly several minutes, depending on how fast your computer is. Actual gameplay speed will not be affected.

Custom Install allows you to selectively install individual plugins rather

than the whole bunch. Simply scroll through the list and click the checkbox next to the name of any plugin you wish to install.

When you have specified which kind of installation you want, click the Install button and the installer application will take care of the rest.

Using Plugins in Multiplayer Games:
 Create a multiplayer game as usual. In the "Game Options" screen, highlight the plugin's name in the Plugin menu to activate it. Remember that other players cannot join your game unless they have the same plugin installed on their system.

Using Plugins in Single-Player Games:
Hold down the Shift key while clicking the "New Game" button on the main menu. A list will appear with every available level. The plugin levels will be a different color from the standard Myth II levels, and will appear at the bottom of the list. Choose your starting level and click the "OK" button to begin.

TECHNICAL SUPPORT FOR CHIMERA*
If you have problems getting Chimera to work properly, you may want to try reinstalling your copy of the Chimera plugin and/or Myth II, since most problems are generally a matter of file corruption. You should also refer to the Troubleshooting section of the electronic Myth II manual as there are many suggestions there which may help.

If you continue to experience problems, feel free to contact us:

   Email: support@bungie.com

   Phone: (312) 255-9600

   Fax : (312) 397-0502

And don't forget to check the bungie.net website (http://www.bungie.net) for all sorts of Myth news.

(*Please note that the other plugins included in this package were not created or tested by Bungie, and we are therefore unable to provide technical support for them. If you have questions about a specific plugin other than Chimera, contact the plugin's author(s). If available, their contact information has been included in the "Notes from the Author" section of each plugin description.)

Plugin Name: **Chimera**

INTRODUCTION:

"...When I first began to have visions I shared them with you, for the evil in them was familiar to me. But you dismissed them because peace has lain easily on our land. At first I also sought to dismiss them. Now, however, I see too clearly the gardens hung with bones, the silent march of skeletal armies and behind them all, a woman wielding a token of great power.

You may believe that I have been scarred by too many battles and that I hear their echoes even in my dreams, but I know these visions are real and not the shadows of memory. I must act..."

Thus begins Chimera--an eight level single-player quest set in the Myth world. Ten years after Soulblighter's defeat, three veteran heroes of the battles against the Fallen band together to confront a vengeful sorceress and the evil she has awakened.

Developed by the Badlands map making group with the support of Bungie Software and members of the Myth II development team, Chimera

pushes Myth II's technological boundaries with stunnning new characters, maps and cinematics.

Featuring the voice talents of your favorite Bungie employees, an original musical score by "Glue the Moose", and the sound-mixing magic of Marty O'Donnell (one half of the O'Donnell-Salvatori team that created the sounds and soundtracks for Myth and Myth II), Chimera is a welcome addition to the Myth franchise.

A NOTE FROM THE BADLANDS TEAM:

First of all, we would like to thank Bungie Software for allowing us to work with them on this exciting project. It is virtually unheard of for a game developer to work closely with members of the community to produce a collaborative effort like Chimera. Bungie is truly a unique game developer and we feel that this synthesis of professionals and motivated fans has resulted in a great product.

We would also like to acknowledge the efforts of all the beta-testers and collaborators that contributed their time, their ideas and their comments. We could not have done it without you.

Finally we would like to thank the Myth Community. You have supported us from our first tentative maps done with hex-editors through more ambitious designs, assisting in the development of Myth II and finally in our work on Chimera, our greatest achievement. If you hadn't been out there appreciating our efforts, we would never have aimed so high, so we thank you and present the fruits of our efforts for your enjoyment.

PLAYING CHIMERA:

Install the Chimera plugins using the Codex Plugins Installer.

To begin playing the single-player Chimera campaign, launch Myth II, and select "New Game" from the main menu. You will see the first level of Chimera, "The Healer," in blue text at the bottom of the list. Select this level and press the "Start" button.

To play Chimera's multiplayer map, "Fosgarach Ruillick," begin a muliplayer game over bungie.net or LAN (please refer to page 34 of the Myth II Electronic Manual for additional information on starting multiplayer games). Open the game's "Options" menu, and you will see Fosgarach Ruillick listed in blue text. Select it, and press OK to return to the main multiplayer game setup screen.

One warning: Chimera's single-player levels are not for the faint-of-heart. Indeed, they were designed to test the skills of experienced Myth players.

If you have trouble completing any of Chimera's levels, remember that you can always adjust Myth II's difficulty level via the Preferences menu. There's no shame in playing "Timid" especially when the other option is getting pasted by an overwhelming pack of "Normal" blood-thirsty undead.

Plugin Name: Amsterdam

AUTHOR: Karl O. Van Leuven IV

SUMMARY:
  Designed for close combat where you have to think fast and take
  advantage of the many strategic bottle necks to win. Use the myri-
  ad bridges, houses and other buildings to avoid a confrontation
  until you have the upper hand in both the Myth and WWII variants.
  This plugin contains seven variants in all, and three of them
  include the Santa's Head WWII soldiers.
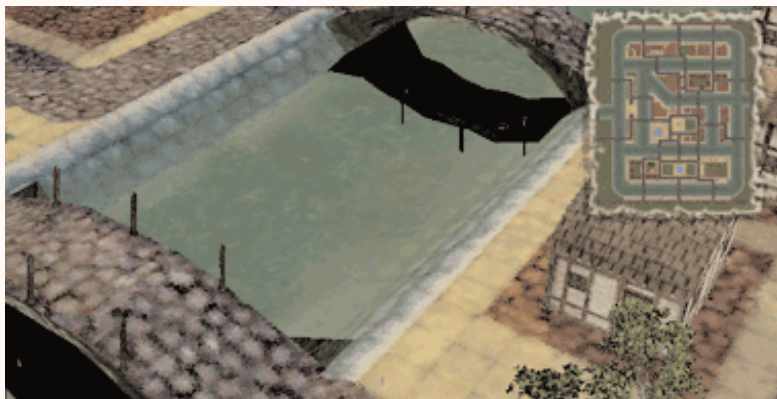
A NOTE FROM THE AUTHOR:
   The map has proven to be enjoyable and there are a few items to make it
  more pleasing for you. The most important thing is that the trees and bar-
  rels have very limited passability. This has advantages as well as disadvan-
  tages. The disadvantage is that, every once in a while, your unit will stop at
  one and forget where he was going. It doesn't get stuck, but it does get
  stopped.

  The best way to get around this is to use "waypoints". That is, select units
  then shift-click out a route. You'll find that this gets rid of 95% of the prob-
  lem. The main advantage is that you can actually use a tree, or a barrel for
  cover. Getting right up next to it. (In most cases.) Another advantage is
  that more of the very limited area is available space. These trees use about
  half the passability space as the stock settings.

The break down of the variants goes as follows:

A Bridge Too Far: WWII has 4 starting locations and has, as you can guess, the Santa's Head Soldier unit. This is a WWII style variant. The games are Body Count, Last Man on the Hill, King of the Hill, Capture the Flag, Terries, Flag Rally, Stampede!, and Assassin.

Amsterdam has 4 starting locations and introduces a new unit! The Valkyrie, she's beautiful, feisty, dangerous, and fast. She has the ability to confuse just like the General from Lichen. Otherwise she's about the equal of a Ghol. Kudos to ReAnimator for being kind enough to support my work on the Valkyrie! Especially since, being the lamer that I am, I for-got my manners and didn't approach him with the project from the start. ReAnimator does some very good work and deserves credit for his contri-bution to the Valkyrie. This is a Myth style variant. The games are Body Count, Last Man on the Hill, King of the Hill, Capture the Flag, Terries, Flag Rally, Stampede!, and Assassin. Unit amount depends on difficulty setting used.

Conquest Of Yer-Ks has 2 starting locations and uses the dark units, such as the Soulless, Stygian Knights, Myrmidons, and Ghols. This is a Myth style variant. The games are Body Count, Last Man on the Hill, Steal the Bacon, King of the Hill, Capture the Flag, Terries, Flag Rally, Stampede!, and Assassin. Unit amount depends on difficulty setting used.

Dwarven Dutch Holiday has 8 starting locations and includes the Pathfinder Dwarf from TFL. This is a Myth style 'Dorf Riot' in the rain. The games are Body Count, Last Man on the Hill, King of the Hill, Capture the Flag, Terries, Flag Rally, Stampede!, and Assassin. Unit amount depends on difficulty setting used.

Incident At Yer-Ks has 4 starting locations and also uses the dark units, such as the Soulless, Stygian Knights, Myrmidons, and Ghols. This is a Myth style variant. The games are Body Count, Last Man on the Hill, Steal the Bacon, King of the Hill, Capture the Flag, Terries, Flag Rally, Stampede!, and Assassin. Unit amount depends on difficulty setting used.

Life During Wartime: WWII has 8 starting locations and has the Santa's Head Soldier unit. This is a WWII style variant. The games are Body Count, Last Man on the Hill, King of the Hill, Capture the Flag, Terries, Flag Rally, Stampede!, and Assassin. Unit amount depends on difficulty setting used.

Market Garden: WWII has 2 starting locations and again, has the Santa's Head Soldier unit. This is a WWII style variant. The games are Body Count, Last Man on the Hill, King of the Hill, Capture the Flag, Terries, Flag Rally, Stampede!, and Assassin. Unit amount depends on difficulty setting used.

All of the above variants contain the Vista (http://vista.theresistance.net) Sheep in Stampede!. Five of the seven variants contain the Vista (http://vista.theresistance.net) Butterfly. Incident At Yer-Ks and Conquest Of Yer-Ks have an ambient crow that I created out of the Myth II crow collection and a little extra work.

Special Thanks For:

Myth: The Fallen Lords

Myth II: Soulblighter

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Amber 2.0 beta 5 by Vodi (vodi@online.no)

© 1998-99 Hans Hvidsten Birkeland

Tag Extractor by Vodi (vodi@online.no)

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The Soldiers created by Santa's Head (illusion@flinthills.com) in three of the variants.

The Myrmidon which Malory (malory@gamestats.com) was kind enough to bring over from Myth TFL. Used in the beta testing of two of the variants.

The Amazon by ReAnimator (matchett@newrock.net) from which the Valkyrie was created.

Also, two units by Fisj (klicco@ihug.co.nz) manufacture from over at Vista (http://vista.theresistance.net), the Sheep and the Butterflies.

Last but not least is the Dwarven Pathfinder (Balin himself) ported by El Bastard (El_Bastard@mindspring.com)

More Thanks To:

All the members of the °ØWL° order for helping test this map, especially Binky Dankbutt who is responsible for alerting me to the audio bugs that plagued the Valkyrie unit prior to vb12. Ripp, for all his insights about the netgame types and general game set up. El Bastard, for being there when I wrote endless emails to him about my troubles. Electrofryer, for keeping me on task. ReAnimator for being good natured about my complete conversion of his Amazon. Santa's Head, for giving me an excuse to drag the making of this map out as long as I have. All the beta testers of #CP# who made me aware of some options, and... well, anyone who bothers to play

this map. That's you!!

Notes:

The Soldiers are on this map with the permission of Santa's Head. You are meant to use this free of charge. The Valkyrie unit was made by me (KVLtv) with the permission of ReAnimator, and you may use it on any map you edit, free of charge. Be sure that if you do use the Valkyrie that you give credit to ReAnimator (matchett@newrock.net) for his work on her.

Have Fun!!

KVLtv (kvltv@balinsbar.com)

Plugin Name: **Assassin**

AUTHOR: J. Charles Holt

SUMMARY:
Set in medieval Japan, "Assassin!" is a single-player map offering new models (some of the most complicated ever seen in Myth II), new units (including Samurai, Ashigaru Gunners and of course, Ninja) new scenery... even random lightning strikes! You'll have to see it to believe it.

A NOTE FROM THE AUTHOR:
Some of you may remember Daimyo, one of the first total conversions of Myth II. It was going to be set in medieval Japan, and had the advantage of being as historically accurate as you could get in a game of this scope. The storyline followed the rise to power of Oda Nobunaga, and our historical advisor was Stephen Turnbull, one of the leading authorities on the subject.

Sadly, after a few months of hard work, the project came to a premature end. The team members all went their respective ways, and that was that. Until now.

We decided that we had put a lot of work into the stuff we had, and although it was nowhere near finished (the work ended at the first alpha) it was still a lot of fun to play with. And so, we've decided that maybe it's time to release some of the stuff we have. And thus, here is the first publi-

cally seen work from Daimyo. Many changes have been made, and it's still basically alpha-we never got the sounds, and the units and models needed months of additional refinement.

This map is based on one of the maps from the game. Some changes have been made since the alpha (primarily to get it compatible with the release version of Myth II), and in the future we hope to make many more, and release many of the other maps, units and models from the project.

Although this map is based on stuff from Daimyo, you shouldn't consider this a Daimyo map. It's nowhere near the potential of what we could have accomplished with the necessary funding and time, but it's still a nice break from the usual MythII units.

THANKS:

Special thanks to the following people who worked on Daimyo:

John Dames (Bad Craziness) - Project Head, Artwork, Spiritual Advisor Jahn Hancock (S_Gundam) - Unit Animation, Models, Excessive & Extremely Loud Cursing J. Charles Holt (Deathwhore) - Artwork
Stephen Turnbull - Historical Consultant
Allen Win - Unit Models
Tim Alvis (Shogun Rabbit) - Scripting (NOTE: This map has been entirely rescripted by J. Charles Holt)

FINAL NOTE:

All of the units, scenery, models, and artwork on this map are the sole property of John Dames. NO PART OF THIS WORK MAY BE USED WITHOUT PERMISSION FROM JOHN DAMES (dames@stlnet.com). Before you think about blowing this off and doing it anyway, keep in mind that John Dames is married to a lawyer, so it won't cost him a dime to hunt you down and sue you.

WWW.MYTH2HANDBOOK.COM

Plugin Name: Belly of the Beast

AUTHOR: Badlands; Chris Barrett (Plague), Paul Bertone (Ruiner), Charles Hanlon (Visi)

SUMMARY:

Lands of scarred and molten rock waiting to explode with a force like no other. This one of a kind volcanic map has five teams fighting for their lives with the land as well as each other.

A NOTE FROM THE AUTHOR:

"...Wilsorn had a problem. He was a gambler. He had lost everything he had to a fat old fir'bolg named O'luo'hr.

Wilsorn pleaded for his livestock as O'luo'hr stroked his beard thoughtfully, relishing the power he had over another being. Back in his day he could shoot an arrow 900 spans and hit his mark, but that grew sour on him. His eyesight was lost, and being a worthless bowman, he went to live with the humans to hide his shame. In self exile he had become fond of the game, and grew skillful in making money from silly countryfolk. Most were realistic enough to leave themselves enough to get by with, but this Wilsorn fellow had just traded in everything. Being the sporting type, O'luo'hr would give Wilsorn a chance to regain all his property. He would have to go and bring a black rock from the charred lands. Wilsorn gleefully excepted, as he had often played in the charred lands as a child. This would be easy he thought.

As his trip began he was certain he could get his belongings back, and pondering in his mind who he would next bet, he failed to notice the ground

growing hot. As he neared a ledge he thought he remembered, a blurping noise was emitted, prompting Wilsorn to come back to the present. As he gazed around, he realized he must have gone the wrong direction, as this firey burnt land was not the fields of glassy obsidian he had remembered. He tried to get his markings, and while stumbling around tripped and fell down a small ravine.

Rocks tumbled down after him, pounding his legs. He cursed aloud, and tried to shake the rocks off, but to no avail. He painstakingly pushed the rocks one by one off his leg, each weighing as much as his prized pigs on his farm. He observed it had grown dark while freeing himself, and trying to walk back up, his leg gave in. He now realized it had been broken in several places in his fall. He again cursed, this time feeling the pain. And what was it he heard? That accursed blurping sound. He noticed the rocks about him tinted red, and it was damn hot. As he craned his neck to see around him, he noticed, glowing red and white with heat the molten rock pouring ever so slowly towards him. He stood again, and fell, twisting his other ankle in the process. He slowly crawled along the base of the ravine, unable to crawl back up over the loose rocks. As he thought he could no longer hear the blurping sound he looked up. He realized he was trapped at the end of this ravine of misery he had fallen into. He waited, crying, as the lava came, blurping along. The suspense was more painful than the fear. As the red fluid inched forward, he made a final prayer. Wilsorn had a problem..."

Belly of the Beast is a 5 team netmap for Myth II: Soulblighter.

The plugin includes 3 meshes:

·light

·dark

·darker

KotH and Stampede remove the 5th (middle) team from the game.

Plugin Name: **Boil and Bubble**

AUTHOR: Bungie Software Products Corporation

SUMMARY:

This plugin from Bungie includes two maps, Boil and Bubble and Toil and Trouble. The dark map, Toil and Trouble, features a new unit, the Changeling, a surprisingly agile tree that's been possessed by an evil spirit and transformed into a bloodthirsty juggernaut.
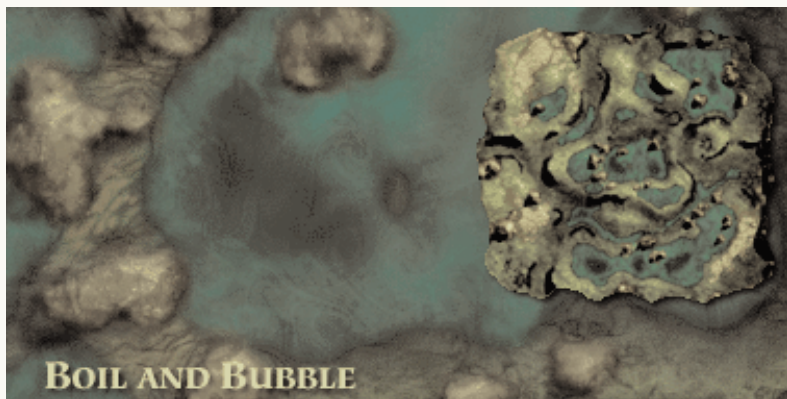
A NOTE FROM THE AUTHOR:

"Fillet of a fenny snake,
In the cauldron boil and bake;
Eye of newt and toe of frog,
Wool of bat and tongue of dog,
Adder's fork and blind-worm's sting,
Lizard's leg and owlet's wing,
For a charm of powerful trouble,
Like a hell-broth boil and bubble.
Double, double toil and trouble;
Fire burn and cauldron bubble."

- William Shakespeare's Macbeth

These maps not only test your tactical abilities, they push the Myth II engine into unexplored territory. Both maps use Myth II's ability to handle multiple media levels to create magnificent swampy terrain with pools of water scattered at different heights. As the flow of the game changes, different pools become strategically important and a well-placed wight can win the game (or lose it). Difficulty settings are used to modify the goals of various games, so try them all to find the ones you like best.

While the traditional light unit selection on Boil and Bubble allows you to engage in epic, if slimy, struggles, the addition of a never before seen unit on Toil and Trouble will demand new strategies and tactics. This new unit, "The Changeling," is a surprisingly agile tree that's been possessed by an evil spirit and transformed into a bloodthirsty juggernaut.

Boil and Bubble and Toil and Trouble both offer the following game types:

- Body Count
- Steal the Bacon
- Last Man on the Hill
- Flag Rally
- Capture the Flag
- Territories
- Captures
- King of the Hill
- Assassin

Boil and Bubble was built with loving care by:

- Tyson Green
- Christopher Barrett
- Jaime Griesemer
- James Trevett
- John W. Scott
- Paul Berton Jr.
- Frank Pusateri

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Plugin Name: **Bustle In Your Hedge-row**

AUTHOR: Electrofryer

SUMMARY:
Search down your opponents in this green hedge maze of solid wackyness. If you're lucky, you might just run into a pack of Lich Mages! The maze is surrounded by a beautiful park with fountains and nifty dwarven statues.
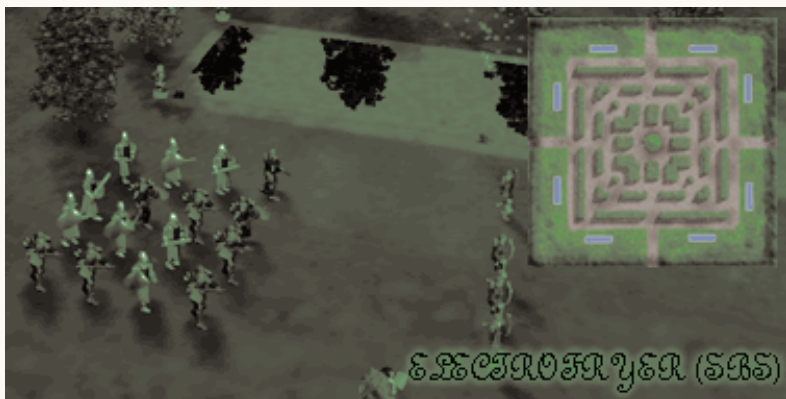
A NOTE FROM THE AUTHOR:
Lots of hard work has been put into this map and I could never have finished the lich mages without KVLtv's and Frigidman's help. KVLtv also made those awesome, really blastable dwarven statues surrounding the fountain pools, and gave me alot of support and suggestions. He's well worth alot of credit in the making of this map. I'd also like to thank my fellow members of SBS and the inhabitants of vistaHL and nosHL, and of course fellowship of stoneheim for using their Myth:TFL pathfinder.

Enjoy!

Lich Mage info:

The Lich Mage is a modified version of the summoner, with new graphics and attacks. He works sort of like an archer by casting a shrapmetal spell. If you move close to an enemy unit and press the special ability key, he will turn that unit to stone. However this requires full mana and you're only

able to cast the spell once per lich mage. To remove stoned condition just use healing.

Thanks for downloading,

- Electrofryer (aka Chrille Blomqvist, SBS)

Plugin Name: Caer Cadarn

AUTHOR: Badlands; Paul Bertone (Ruiner),Charles Hanlon (Visi)

SUMMARY:
This is a large two team map with a sickening river flowing through the middle along an old trade route. The map is strewn with large trees and camps from past travellers. Complete with light, dark, and trow versions!

A NOTE FROM THE AUTHOR:

"...Cleared by Northerners 10 years after the great war, a major trade route spread through the area, connecting the dwarves homeland and the western world. The area was originally a place of the cruelest wilderness, with only the bravest of warriors and mountain men daring to venture into the woods.

However, the natural animals and other aggressors have since been thinned-out. In part due to the clearing of trees from the wood by the northerners, and in part becuase they have been sold to the dwarves for a source of fire for their monthly satanic flame rituals.

Now several inns and camps have appeared, offering rest for weary travellers and lesmen hawking warez to anyone who comes through. The native bre'unor in more northern lands have grown very angry with the destruction of their forests, and have organized a mighty mob to do away with sitcoms, a source of mind rotting..."

The plugin includes 3 meshes:

•light
•dark
•trow

Plugin Name: Civil War

AUTHOR: THORAN (Todd Huffman)

SUMMARY:
Civil War: War between States takes you back some 138 years, and throws you into the most fearsome conflict in our nation's history. Contains 8 new units, custom models, surrealistic landscape, Scenery and sound that will completely engulf you.

A NOTE FROM THE AUTHOR:

After 4 months of watching the sun come up just after it seemed to go down, I'm finally done.....

First, I do not claim to be a Civil War expert. I sacrificed some historical accuracy for better game play and variety. There are 8 new units on these meshes, some are duplicates that just have Union or Rebel clothing, but all have unique sounds that seem to fit the regions they come from. First off let me say that I'm a huge fan of "classic Myth Maps" and their units. Bungie knew what they were doing when they designed the Myth units with their individual strengths and weaknesses and how they interact with each other. I like the idea of having one unit do one thing and do it well.

Here is a breakdown of the Civil war units, their similarity to regular Myth units, and a brief description of each.

Infantry: (Warrior) a tuff, sabre carrying unit that can cut up more meat in

a battle than a butcher will see in a lifetime. Rifleman: (Archer) a long ranged unit that needs some time to reload, but is deadly in numbers. Also, they can pick up heal packs to heal themselves or others.

Keg thrower: (Dwarf) this speedy unit is low in health, but more than makes up for it with his quick release and fast feet.

Mounted Cavalry: (Journeyman) a strong, fast unit that carries a short range pistol. Great for scouting and letting your army know where the enemy is. This unit carries 6 heal packs to heal himself and others.

Cannons: (hmmmm well...cannons) one thing I didn't like about the cannons on a lot of 3rdparty maps (mine included) was the fact that they were ssssslow. These cannons are much faster and do a better job keeping up with troops. They still are the slowest unit on the map but have the longest range which is balanced with a long reload time. Each cannon comes with a "T" key special ability that allows it to shoot a short range keg filled with black powder sacks.

I have put a lot of thought into each unit in terms of balance and playabilty. Learn their strengths and weaknesses and you will come home a winner. The mesh is large. Great for flanking manuevers, and lots of diverse terrain which should make for some very bloody battles.

I would like to give special thanks to the following people who have made this so worth while: First, to my wife Chris, who has had 3 kids while I have been working on this. (none are mine :) Second, to my brother Mythster who has always been there to test, and listen to me ramble for hours on end about map stuff (and for letting me beat him in Myth, game after game after game after game after game after game after game after game after game after game. hehe, jk). Last but not least, the myth community for not requiring me to be on bungie.net every night to kick your tails. jk

 Hope you enjoy this conversion,

THORAN (Todd Huffman)

Plugin Name: **Creep On The Borderlands**

AUTHOR: Badlands; Paul Bertone (Ruiner), Visigoth (Charles Hanlon)

SUMMARY:

A faithful conversion of the Myth: The Fallen Lords multiplayer map Creep on the Borderlands.
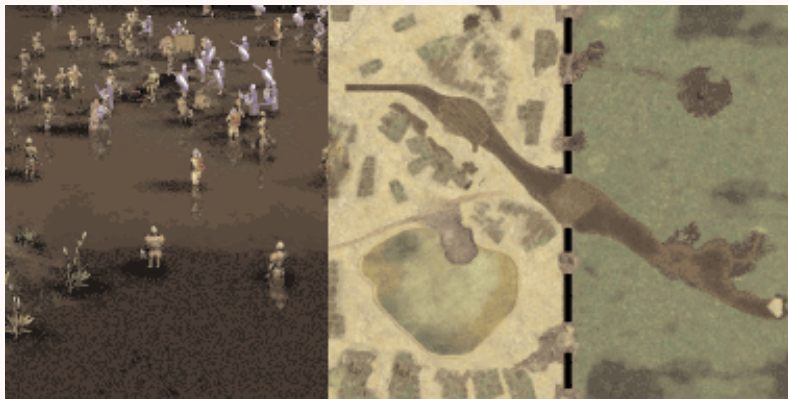
A NOTE FROM THE AUTHOR:

This map was orignally created by Bungie Software for Myth: The Fallen Lords. The talented group at Badlands painstakingly has converted the map for Myth II.

Creep was one of the most popular Myth two-team net maps. Many a brave Myth order tested their mettle on its marshy terrain. The river and collapsed fortifications dividing the map offer plenty of places to hide a Wight or trap a careless band of Thrall.

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Plugin Name: Crypt Of The Taken

AUTHOR: Ciam "Omac" Sawyer

SUMMARY:

A graveyard permeated with the stench of evil becomes the last battleground against the Taken. This Free-For-All map has five starts and four meshes: Temple of the Taken (light), Crypt of the Taken (dark), Doom of the Taken (Slugfest), and Riot for the Taken (dwarf riot).

A NOTE FROM THE AUTHOR:

On Crypt of the Taken, playing at legendary difficulty gives each team a Forest Giant and a Fetch.

Myrmidons are complements of Malory. Ain't they lovely?

Chikatilo converted the FG. If there are any problems with it, hunt him down and smack him. =)

Visit http://www.mythnews.com/omac/index.html for more maps and screenshots.

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Plugin Name: Culloden Hill

AUTHOR: Ciam "Omac" Sawyer

SUMMARY:

 This windswept heath is where Bonnie Prince Charlie's men were defeated by the Duke of Cumberland, known forever after as "The Butcher". One thousand two hundred Highlanders lost their lives here on the morning of April 16th, 1746. This map has two starts and is intended for team games.

A NOTE FROM THE AUTHOR:

The Culloden Hill plug-in for Myth II Soulblighter was inspired by both the battle in1746, and by the landscape around Inverness in Scotland. Included in the plug-in are two meshes, light and dark. Both meshes have two starts and plenty of units, so bring a few friends (or enemies) and team up for battle.

The Culloden Hill plug-in was created by Omac, with the invaluable guidance of Abaddon and Gunda, and testing assistance from Temuut and Kevin Matchstick. My thanks to all of them for helping to make this a fun and exciting addition to the Myth II Community!

Plugin Name: **Dun Caric**

AUTHOR: Badlands; Paul Bertone (Ruiner), Charles Hanlon (Visi)

SUMMARY:

A homage to the original Myth: The Fallen Lords maps combining a simple river with diverse landscape and a beautiful waterfall. This luscious 4 team map includes new scenery and both a light and dark version.

A NOTE FROM THE AUTHOR:

"...Creyan the mage was known far in the height of the Cath Bruig empire as the most talented sorcerer since the days of Connacht. Myrdred. Armies fell, oceans rose, mountains crumbled all before him. But that winter a comet appeared high in the sky. Knowing the darkness would come this turn, Creyan organized an army to move east with him, and defeat the darkness before others knew the price. On the 17th of May, Creyan's army woke to the hideous smell of rotting meat, the sky red and air foul.

Looking eastward Creyan saw trees and mountains that he would have sworn were not there the night before. He felt the earth tremble and it appeared the mountains were moving. Looking closer he could see that moving was not the mountains nor trees, but thousands upon thousands of obscene dead. And behind them, rising high above, donned in the whitest silver, was the Leveler.

Soldiers fled in terror, but Creyan held still, unyielding to the unspoken threat of the dark. A booming voice, coming from what seemed like all directions spoke to him `I am Balor. Join me, for I sense in you great power.' Creyan

declared, `I shall never serve you, you cosmic being of evil and discontent!'

His words finished, Creyan heard a boom, and witnessed his army burning in place, their dead corpses rising again from the ground, falling in line with the thousands of other walking dead. Creyan burned with rage, his hair rose on end, and around him a shimmering, gold, light could be seen. All about the area small objects defied gravity, the sheer force of his energy bending the will of the universe.

In the blink of an eye he was in front of Balor, his fists bringing sparks from the unworldly metal of the mantel of the Leveler. The speed of his movements and force of his will causing great gusts of wind to blast away from the battle. All throughout, Balor did not so much as twitch, unaffected by the barage.

Seeing his attacks failing, Creyan collected to himself all the energy he could, making a great sphere of fire so hot the rocks and dead around it melted. With an enormous scream he hurled his orb of death at Balor. The shock wave was so intense the ground and objects for several miles were flung outwards. Legends say some pieces still fly to this day. Now alone on a barren plane, he gazed at where the smoke was clearing, and saw the Leveler, unaffected, standing and laughing.

Almost spent, Creyan made a last attempt to destroy the great darknes. Collecting to himself all the energy he could, he floated to the King of Terror and destruction. Even at the capital, 3000 miles away, the light from the explosion could be seen. Creyan had used every ounce of strength he possessed to destroy Balor. Alone in a charred landscape Balor laughed, nothing could destroy him. In another age armies would compete at the borders of the great explosion. Between them the still dead land caused by the great encounter, and the regrown land, which the Evil could never wholly destroy..."

Plugin Name: **Eyrie**

AUTHOR: Ryan "Malkavian" Radecki

SUMMARY:
A five-star FFA map with a distinctive mountainous flavor featuring Light, Dark, and Artillery meshes for players of every persuasion.
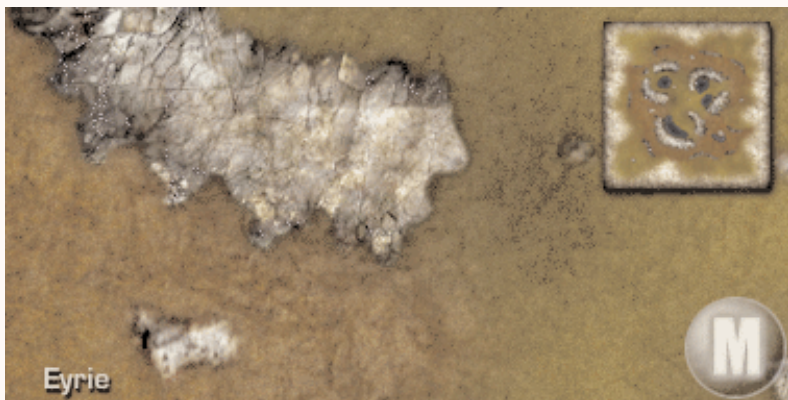
A NOTE FROM THE AUTHOR:
This map differs a small bit from the Bungie maps and stock units, so here's a few notes to be aware of: This map contains three meshes: Light, Dark, and Artillery. The Light version includes Berserks, Warriors, Thrall, Soulless, Ghols, Journeymen, Dwarves and Wights. The Dark mesh features Warriors, Heron Guards, Myrkridia, Soulless, Trow, Ghols, Mortar Dwarves and Warlocks. The Artillery mesh features Warlocks, Fetch, Mortar Dwarves, bre'Unor, Bowmen, a Wights, and a Journeyman.

The Assassin targets on Light are the five Dwarf Heroes each team receives. The Assassin targets on Artillery and Dark are the five Mortar Dwarf Heroes each team receives.

The Mortar Dwarf has slightly increased range and a different firing trajectory to even him out with the Warlock.

In Stampede, the center has fewer pigs than the other four starts. Center then tries to defend against four armies attempting to drive their pigs up.

On Heroic and Legendary, each starting position receives one additional

Dwarven Mortar shell that Ghols can pick up and throw.

Plugin Name: Flood On The Plains

AUTHOR: Ciam "Omac" Sawyer

SUMMARY:

In the springtime, rains come and a dry arid landscape turns green overnight. But even the flooded canyons will not be enough to wash away the blood of this sunny afternoon. Flood On The Plains is a fairly straight forward conversion of the Myth II netmap, Demise on the Plains.

A NOTE FROM THE AUTHOR:

Flood on the Plains is a strait-across conversion of Demise. Lot's of water, steep inclines, and plenty of mayhem.

PoohBear's Complaint is a twilight conversion of the flood mesh, with a mix of units requested by--you guessed it--PoohBear. :-)
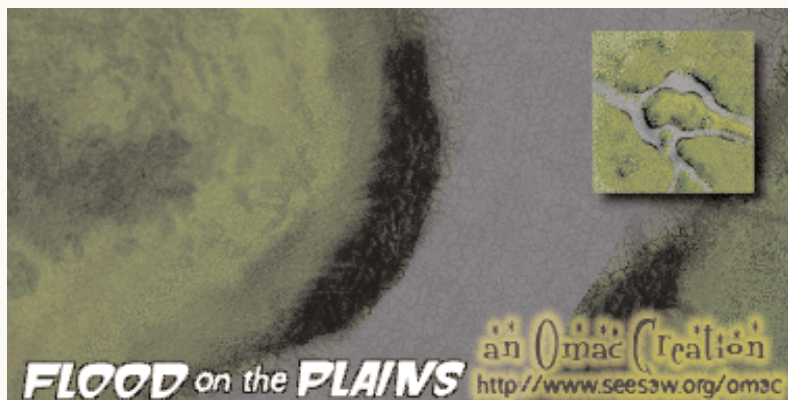
Units include mortar durfs and heron guards.

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Plugin Name: For Frostbite Apply Within

AUTHOR: Badlands; Chris Barrett (Plague), Tyson Green (Ferrex), James Trevett (Setik)

SUMMARY:

A wintry re-make of the classic Myth: The Fallen Lords map "For Carnage Apply Within". Although the brisk winter breeze has come it still retains all its original values of five teams and great game play. Original unit setups including light, dark and a remix version.

A NOTE FROM THE AUTHOR:

"...My father was a man in the legion during the great war. I always remember him for his ability to wield a sword even with one hand. During some skirmish he participated in his hand was cleaved off by a ghol (who, according to my father, was later stuffed with charges and blown into feathery pieces of carrion and ash). All of it had a fantastic aspect to it then. The tales of the fighting and what not. He also gave me a ring that he said was the same style his father had given him. He lost it to that ghol and told me to keep mine close. He said it would bring me luck.

That was until we were stationed here.

This place is cold. Too cold. We lost another man to a blizzard last night. We all huddle around the fire for warmth. I keep thinking the fire must have been cold as ice until recently. Without it it's so cold the snot in your nose freezes and your fingers won't move. Ten Hering Flaming Scythe told us to burrow into

*the snow and get out of the wind. I was following his orders when I hit some-
thing hard on the ground. I picked it up about to toss it away as a root when I
realized there was something metal on it. I looked closer at this thing and
realized it was a hand, a hand with the same ring I wore on my own hand
now. Those stories seem a bit less fantastic now..."*

The plugin includes 3 meshes:

- light
- dark
- remix

KotH and Stampede remove the 5th (middle) team from the game.

Plugin Name: Fore! The PDGA Map

AUTHOR: Michael Duez, aka Kelstek

SUMMARY:
This map lets you play an explosive version of golf using Myth II.
Do your best at the Myrgard Country Club to shoot par on this 3-
hole course. In-game tips and rules are included in the "level hints."
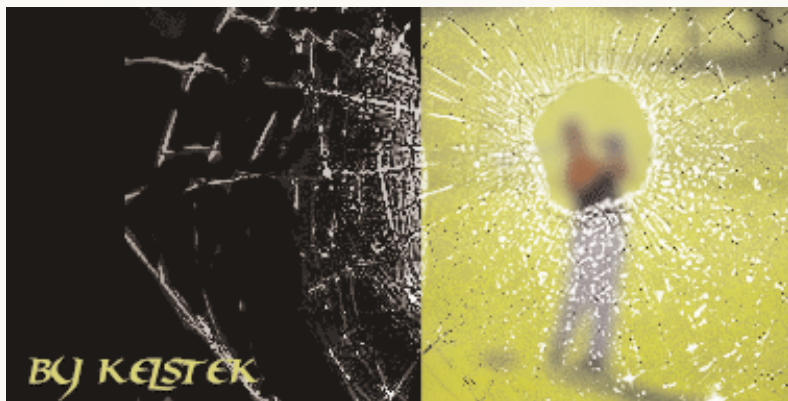
A NOTE FROM THE AUTHOR:
You start at the bottom, and try to get a ball in the hole at the top, corre-
sponding to the tee's position. E.g., left tee heads for left hole, center tee
for center hole, and right tee for right hole. Get the ball to the top by pil-
ing satchel charges behind it. 4 usually gets you all the way across the
map (good for a beginning drive shot). 1 is good for getting from the
edge of the green to the hole or so. Wedges (fetch) are good for getting
the ball out of the water or out of the rough (stuck in trees, etc.), but cost a
three-stroke penalty. (i.e. 1 fetch blast = 3 strokes). Use the ball boys to put
the balls at the tee.

And please...be kind to the crowd. :)

Find more info at the PDGA (Professional Dwarven Golf Association) page,
(Reachable via http://www.mythnews.com/pdga/) including a Discussion
Forum to discuss the game, the map, the rules, and getting together to
play with other golfers (there are many more out on B.net than you'd
guess!)

Cheers, and please email any comments to me at: duezm@ils.unc.edu, or post on the Forum (http://www.mythnews.com/forums/pdga/).

Kel

THANKS TO

Mythology (http://www.mythnews.com/) -- They've been gracious enough to host the PDGA on their website!

Soulsbane -- his example of geometry filters to play sounds led me down the right path to figuring out how to make things work , and he was a very patient sounding board and tech support source.

Thanks SB!

The PDGA Forum community-- I used some of their great ideas, along with my own, to improve the quality of Myth Golfing life.

Kag and Rahl -- They played many a late-night game with me back-in-the-day. Kag also helped write the lines for the commentors.

The amazingly talented Charles Holt (AKA Deathwhore), who did the great pregame pic for "Fore!".

Plugin Name: Grave Diggers

AUTHOR: Badlands; Paul Bertone (Ruiner), Charles Hanlon (Visi)

SUMMARY:
A watery graveyard at the stroke of midnight covered with top-pled graves. This five team map tests your limits as Wights explode around you in the depths of the water, and the Fetch strike from safe overlooks.

A NOTE FROM THE AUTHOR:

"...In the 17th year of the great war the cone of Tharsis exploded, showering ash and flame throughout the armies of the light. From this inferno of soot and fire The Watcher commanded his legions of the undead. His evil was so great that entire armies were bent to his will, or turned to despair by a simple glance at him. In one such encounter more than half of the fourth legion were brought to tears seeing their hopelessness. From that insanity given by the Watcher they made their own graves while they still lived so that they might lie in the earth forever, and never see the destruction of their homes. That wretched darkness spelled over them brought them to throw themselves into open holes, and cover their friends.

As the heat from Tharsis spread through the sky and melted the white caps of the highest mountains in The Cloudspine torrents of water crashed down, drowning those who had the will to cling to life long enough--if to only bury their comrades, and see their enemies covered in an eternal mire of sooty water. The armageddon brought by the Watcher's wicked mind never arrived, and 60 years later new armies stood at those very graves, oblivious to the evil

that had once worked it's way on those grounds..."

The plugin includes 3 meshes:

•light

•dark

•slugfest

King Of The Hill and Stampede, remove the 5th (middle) team from the game.

Plugin Name: Green Acres

AUTHOR: Badlands; Paul Bertone (Ruiner), Charles Hanlon (Visi)

SUMMARY:

A dreary map great for hiding wights and challenging "jmk" games. The muddy terrain and drizzle of rain make the frogs feel at home, while the land waits to be spoiled by bloody combat. This five team map offers the variants light, dark and jmk.

A NOTE FROM THE AUTHOR:

"...Before the war Hodge was a professor at the School of Healing in Covenant. For years he learned all the arts of healing by magic, and the Journeymen renowned him for his way of keeping the fabled skill of The Guard alive through the dark times.

For two score years he healed and brought life to people guaranteed to die. When he was drafted to fight against Soulblighter he was made medic of the company. On patrol in the grasslands he and the soldiers he was with were brought to fight against the undead. As the men fell before him, the evil magiks of the Myrkridia plaguing their corpses, he could do nothing to revive them.

The battle looked hopeless, and he picked up a blade to defend himself. As the one remaining Myrkridia stood over him he brought his blade down from above his head, but the beast fell before him. The last remaining warrior had impaled the devil right before his eyes. But Hodge's strike was at full-swing, and he could not help bringing his blade through the torso of his kinsmen. The

poor warrior's blood spattered, covering the ground and Hodge himself.

As he sat washing his hands in a pool the rain came up, and glancing at the stains of blood on the ground he muttered repeatedly, 'The rain will wash away the blood.' But his hands were not cleansed. Nay they were covered in red again, not the blood of his kinsmen but his own, for scrubbing so vigorously for hours on end he worn past the quick of his hands and they bled. As he looked down again at this hands and saw the red fluid dripping, his vision went dark and red, and he fell into the pool, bubbling all the way to the bottom 'The rains will wash away the blood. The rains will wash away the blood...'"

Plugin Name: **Heart of Darkness**

AUTHOR: Vista Map Making Cartel; Walter Russell Swindell (aka Havok-ise-zumi, ripp, BarCode, and BNABlamBot)

SUMMARY:

Heart of Darkness is a dark, rainy map, full of wolves, bats and all things not quite dead. Travellers entering this twisted land should beware the liche! Includes three 5 team meshes. Heart of Darkness (Light), Holy Wars of Darkness (Slugfest+Jman, Ghast), and If I Had a Bungyip...(Dark)

A NOTE FROM THE AUTHOR:

"...Garrick stopped at the crest of the hill, and sat apart, indistinct and silent, in the pose of a meditating Buddha. Nobody moved for a time. 'We have reached the center of the Dire Marsh,' he said suddenly. I raised my head. The gully was barred by a dark bank of fog, and the tranquil waterway leading to the utter-most ends of the earth flowed somber under an overcast sky. It seemed to lead into the heart of an immense darkness..."

Update v1.1:

--Fixed the center team's Capture the Flag and Balls on Parade settings.

--Smoothed some of the SW pond, but most of it is suddenly deep so you will get a vertical effect from units in some areas.

--Strengthened the Monk unit a bit, not much, but it counters the bunyip raids better now.

--Tweaked the lichen a bit, fitting in between a thrall and a warrior.

Version 1.0

This v1.0 version includes three 5 team meshes. Heart of Darkness (Light), Holy Wars of Darkness (Slugfest+Jman, Ghast), and If I Had a Bungyip...(Dark)

There are some neat things in this release. A new unit, the Lichen, which you might remember from the screenshots of Myth II. It was supposed to be a thrall replacement, but was removed. Thanks to Highlander, who passed along the collection sprite sheet, which allowed us to recreate the unit.

The Vistan Monk also makes an appearance, yet he is simply a nice modification, treat him like a warlock.

And there is a Bunyip (large mryk that fills the role of a Forest Giant that does not toss rocks).

Enjoy and thanks for all the support and great games.

Special Thanks to Highlander (and Iggy Popped) for their work on the texturemap.

Plugin Name: **Hills Of The Crow**

AUTHOR: Soma

SUMMARY:
Battle in this rugged windswept domain under the beady eyes of the crows. Here you have a broad spectrum of units and plenty of opportunity for creative play. Take a chance, and throw yourself into the "Slugfest" version!

HILLS OF THE CROW 2.0   -SOMA-

A NOTE FROM THE AUTHOR:
All known of v1.0 bugs are fixed. The units will NOTget stuck in the trees. There are some minor changes in the map and in the units set. The plugin now gives you a third variant "Hills of the Crow 2.0 (Slugfest)". I hope many people who already downloaded the v1.0 will get this update, because of the amazing gameplay this map will give you!

Game Types:
- Body Count
- Last Man On The Hill
- King Of The Hill
- Territories
- Flag Rally
- Captures
- Balls on Parade
- Assassin

Contents

- Capture The Flag
- Steal The Bacon
- Hunting

Plugin Name: **Keep Across the River**

AUTHOR: Ken Hodgeman, aka Mormith

SUMMARY:
Two Keeps, one river, a mysteriously destroyed orchard and some
bad blood between neighbors. Rumors abound as the Keep inhab-
itants find themselves on the brink of war over this once peaceful
valley. Now it's up to you: attack your opponent's stronghold or
defend your own? It's big, it's classic, it's reborn for Myth II.

A Mormith Creation

A NOTE FROM THE AUTHOR:
Myth TFL: All original variants restored. However, since there is no
Myrmidon (for TFL-Dark) or Forest Giant (for TFL-Max) in Myth II, they had
to be implemented. Many many thanks to Nekricide for allowing me to
use his Myrmidon conversion (which can be found at the Mill.) I converted
and enhanced the Forest Giant. It has all new sprites and is fairly similar to
the old one in looks. My goal was to make one that would fit in smoothly
with the Myth II engine and type of game play it offers. Hopefully you will
enjoy it.

I'd like to thank a bunch of people.

Vodi! Without his amazing program "Amber", I couldn't have made the
new sprites. Thank you Vodi. Nekricide! Without his Myrmidon I'd have
had to make one myself. Thank you Nekricide. Butcher, Dark Angel,
Electrofryer, Omac, Renwood, Scooter and Zor Prime for their interest and

input that helped a lot. Thank you all.

Plugin Name: **Leagues from Nowhere**

AUTHOR: Bungie Software Products Corporation

SUMMARY:

Leagues features a super-realistic desert texture map and a unique unit-setup system. The type and number of units on your team will change depending on the difficulty level you choose. And don't forget: Ghols can pick up and throw all sorts of explosive things...

A NOTE FROM THE AUTHOR:

Leagues from Nowhere takes Myth II gameplay to new heights.

First, ghols are the most numerous infantry units. En masse their cleavers are a force to be reckoned with, and, if you look closely, you may find some rather explosive things for them to pick up and throw. Dwarves also play a big part on Leagues, but be careful--the fickle desert winds can cause unpredictable results when they throw their grenades.

Leagues from Nowhere is quite possibly the most varied multiplayer map ever created due to the way it changes according to a game's difficulty level. For example, the unit selection in a Timid game is very basic, whereas the unit selection in a Legendary game adds archers, warriors and a war-locks to the mix. Make sure you try all the game types on all the different difficulty levels to experience every aspect of the map.

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Contents

Plugin Name: Lichen Unto Death

AUTHOR: Badlands; Chris Barrett (Plague), Tyson Green (Ferrex), James Trevett (Setik)

SUMMARY:

This large two team map is set in lush jungle complete with ancient healing temples and reinforcements. There are light and dark version of this map.

A NOTE FROM THE AUTHOR:

"...Far into the southeast, beyond the reaches of even the old Cath Bruig Empire, a place exists untouched by the Darkness of the Fallen and their unthinking dead. Here the plants grow tall and full, the grass green all year. So untouched by evil, even the ground seeps vapors with healing and soothing qualities. Once a race as mighty as the Trow built brilliant stone temples, and sat on these magnificent structures where they would sing across the luscious forest. Their songs would bellow from their mighty lungs far into the woods, where even the wolves would stop their hunting to sit and listen. The music told of times of a happier world and its lively and growing fingers that still work its will upon this blessed land.

Long after the forest's mighty keepers had since departed this world, the younger races carved small steps into the temples, whose walls echo the songs of their creators. Over years the land became a holy place of sorts, where streams of armies and their reinforcements destined for battle would come to

pray and listen for inspiration and blessing for their causes. But now the seren-
ity of this Eden is threatened, as the armies of two great powers spar for the
will of the life-giving land..."

Plugin Name: **Myopia**

AUTHOR: Matthew Van Zomeren (Leadfeather), Paul Callender (Fisj), Eli Curtz (Kanen Faud'r)

SUMMARY:

Myopia features a beautiful fall color map and a 5 team center reminiscent of Myth: TFL. Best of all, Myopia is the first map since Torpidinium to make use of multiple World Knots! Myopia's game-play is enhanced by these 12 mythic teleporters, especially in games such as Flag Rally or Territories.

A NOTE FROM THE AUTHOR:

Vista and Leadfeather are proud to announce the release of Myopia. Leadfeather is the creator of the maps Shuffle off this Mortal Coil and The Borogove, and the Vista map cartel are responsible for more maps and apps than can be mentioned easily here.

How To Use The Necromancer

On legendary each team has a Necromancer who can raise the dead from either of the two graveyards on the map. When 8 minutes are left you can move your necromancer into the pentagram at either of the graveyards, and you will summon undead units to help you in the game. Either necro-mancer can use either graveyard, but once one graveyard has supplied corpses for the fight, it is empty and can not be used by the other team. This means if you play your cards right you can get both sets of reinforce-

ments well making sure your opponent gets none.

Thanks to...

Vista for the nice HL site to hang out on, ask questions on, and share files on, All the 3rd party programmers who made such nice tools, rlpp for the sewer grate model geometry, El Bastard for the grendal ambient life, Ferrex for permission to plagiarize his Lichen to Death scripting use of the 88teleport tag, Nekricide for the Myrmidon port, Bungie for such nice tools, Someone I am sure I forgot, and finally Thanks to all of the beta testers who gave valuable feed back and have helped to make this a finished plugin.

Plugin Name: Picket Fences

AUTHOR: Richard Cowgill, aka iggy popped (richard@macbox.com)

SUMMARY:

Your battleground: farmland transformed by war. Get set for a bloody fight. The layout is tight and the action is fast paced!

http://vista.i-craft.net

A NOTE FROM THE AUTHOR:

Picket Fences places the battle in a small town.... very small. Unique strategies and unique units are the meat of this map. There are 4 variants, and it's good to know a little about each. Picket Fences has 4 starting points.

"Light Side" is a fairly traditional unit arrangement, much like the original "Dance on your Grave". If the difficulty is set to Heroic, each player will receive 4 Ghols. Set it to Legendary, and each player gets 1 Warlock of Fire.

"Dark Invasion" is the anti-thesis of "Light Side". The strategies for this map are much more evil, no pun intended. For instance: you can use fetch to strike down incoming fireballs.

"Dwarf Riot" has the tightest unit arrangement... 6 original Balins and 1 movable Cannon. For assassin, the 6 Balins are the targets. This map is meant for players who love to blow stuff up!

"Mega Dwarf Fest" is an expanded version of "Dwarf Riot". Dwarven Minelayers have the ability to lay nearly invisible mines that detonate when someone (even wildlife!) walks over them. The Journeymen possess

mass healing, capable of turning an entire platoon of undead into hamburger. Ghol, Cannons, and Thrall by the dozens round out the festivities. Practically guaranteed to turn this lovely little town into a blackened sheet of wasteland.

SPECIAL THANKS:

Thanks to Khaavren -fs- for the Dwarven Minelayer and High Journeyman units.

This map was made using Fear and Loathing, despite the bugs they are excellent tools. Thanks to Electrofryer for the original inspiration and basis from which to go on.

Thanks to the whole VRHL crowd for their playtesting and feedback. Too many names to mention =P. Thanks to the rest of the Vista crowd, for their tools (vodi's amber is indispensable), feedback (especially Ripp and Fisj for being my biggest critics), and the others I forgot to mention. Everyone deserves a piece of the credit.

ABOUT VISTA

Vista is a group dedicated to the production of high quality 3rd party Myth II plugins. These include new maps, units, models and virtually any editable aspect of Myth II.

We currently number eleven members, all of whom have knowledge in editing and making plugins for the original Myth. Previous work from members includes maps such as Appalacian Hot Springs, If I had a Yeti, Blunt Force Trauma, Torpidinium and the Unity gors. We have the programmers who wrote such applications as Piri Reis, Amber, and Sapphire. Four of us were also involved in the Daimyo project (now disbanded).

Go to our website for more maps along with invaluable tips and info on making your own.

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Plugin Name: **Pirates of the Caribbean**

AUTHOR: Michel McBride and Cydonian

SUMMARY:
Control a crew of swashbuckling pirates as they fight over treasure on a small tropical island. Exploding bottles of rum, barrels of gunpowder, wild monkeys and cursing pirates are just a few of the features included. Introduces all new maps, scenery, sounds, and five units based on 18th century pirates!

A NOTE FROM THE AUTHOR:
STORY

You and your crew of pirates arrive on the beach of a tropical island. They sharpen their cutlass' and clean the pistols before setting out into the dense jungle. All you know is somewhere there is a buried treasure and once you find you'll be rich! Nothing can stop you now...but wait, are those sails and a mast off in the distance? Now there's another...two more! Looks like you're going to have some company.

SETTING

This Myth II conversion takes place on a Caribbean island rumored to hold long lost treasure. There are many types of landscapes from the wide open beaches to the murky swamps. Scattered around the map are a few rocky hills and clusters of palm trees. This is not a map for the young and inno-

cent. The battles are very gory and the pirates have no problem with cursing, swearing, and drinking heavily.

Designed by Black Sam - thrim@bungie.net

Thanks to Leadfeather for letting us use his turtle.

Other thanks to Fallen Paladin, Keuka, The Pope, and Steven

Cento for help with the beta testing.

More information about this plug-in can be found at:
http://members.home.net/blacksam/main.htm

Plugin Name: **Plains of Muirthemne**

AUTHOR: Electrofryer

SUMMARY:

Four forts and two temples cover the Plains of Muirthemne and make it possible to play either 4 player or 2 team games. The bumpy terrain outside the forts is mostly sand and rocks. The warm tropical river that runs through the middle is a perfect place to hide wights.

ELECTROFRYER (SBS)

A NOTE FROM THE AUTHOR:

This map is a desert plain somewhere in Muirthemne. There are 4 fortresses in each corner of the map for 4-player games and 2 temples in the middle of the west and east sides for-2 player games. It's tricky to get inside the fortresses without losing alot of troops, so sneak along the walls. That way archers will have a hard time shooting down at you. Dwarfs are still a problem though.

The map comes in four versions:

> •Plains of Muirthemne (light, 4-player)

> •Plains of Muirthemne (dark, 4-player)

> •Plains of Murithemne TEAM (light, 2-player)

> •Plains of Murithemne TEAM (dark, 2-player)

If you like this map, you can get some of my other maps at:

http://members.xoom.com/Electrofryer

http://home4.swipnet.se/~w-41510/maps.htm

http://mill.bungie.org

Myth: TFL maps:

If I had a Pelé

Electro's swedish slugfest

Rainy desert

Door to dimension death

Myth 2: Soulblighter maps:

King of the knuckles

Bastard valley

Rainy desert

Treasure island

Carnage canyon

Plains of Muirthemne

Plugin Name: **Rain of the Borogove**

AUTHOR: Matthew Van Zomeren, aka Leadfeather

SUMMARY:
The Borogrove is a rainy, swampy FFA map with 4-start and 5-start Light and Dark versions, Riot meshes, and fearsome stampeding turtles (You know you want the turtles).

A NOTE FROM THE AUTHOR:
"...Once the most fertile cropland in all the Cath Bruig Empire, the Borogove was also home to two conflicting religious sects: the Followers of the Great A'Tuin and the Society of the Edge of All. The followers of the the Great A'Tuin knew that the world was flat and rested on the back of the Great A'Tuin, a giant turtle journeying through the black infinity of space. On his back ride four huge elephants. On the backs of the elephants sits the world. However, the Society of the Edge of All, lead by a mad journeyman, claimed that the world rested on nothing. They knew it was doublesided and spun like a coin tossed in the air.

As often happens when important matters like these are discussed, blood was shed, and war followed.* After many years of of violence, the Society of the Edge of All was triumphant. As the last follower of the Great A'Tuin lay dieing on the battlefield, he gasped out a curse, 'May these lands which I have stained with my blood in defense of the great turtle, now be fit for none but his children. May the sun never shine and the crops never grow.' With the mocking laughter of his enemies ringing in his ears, he saw dark clouds forming. He

whispered, 'The Turtle moves,' and died. Just then the skies opened up and the rains came down. It has never stopped falling. Now all that is left of the once fertile croplands is a marshy land blotched with ruins. Locals say if you look closely you might even see the children of the Great A'Tuin reborn in the image of the turtle they worshiped..."

(*ed.note This is very sad because although they disagreed about the specifics, both groups did agree that "the world is a mesh".)

UNITS

<u>Rain of the Borogove</u> (4 or 5 start, light units) warriors, thrall, mortar dwarves, bre' Unor, bowmen, journeymen, wights,(assassin warlock, stampeding turtles)

<u>Defilement of the Borogove</u> (4 or 5 start, dark units) myrkridians, bre'Unor, ghols, mortar dwarves, soulless, spiders, wights, (assassin trow, stampeding turtles).

<u>Ghols of the Borogove</u> (8 start) ghols and assorted things to throw

<u>Dwarves of the Borogove</u> (8 start) dwarves, thrall, wights

GAME TYPES

Steal the Bacon, Last Man on the Hill, Scavenger Hunt, Flag Rally, Capture the Flag, Balls on Parade, Territories (9 flag normal and 13 flag heroic), Captures (9 ball normal and 13 ball heroic), Assassination, King of the Hill (4-player, ghol riot, and dwarf riot only) and Stampeding Turtles (4-player only).

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Plugin Name: **Rank and Defiled**

AUTHOR: Ryan "Malkavian" Radecki

SUMMARY:
An epic, strategic two-team map set in the valley between two rocky plateaus. Features Berserks, Myrkridia, and Classic meshes and objectives that change with the difficulty settings.

Under A Killing Moon

Legolas & M

A NOTE FROM THE AUTHOR:
Featuring artwork by Legolas of Clan Plaid and mesh by Malkavian. This map also contains Berzerks, Myrkridia, and a special Classic mesh that takes you back to the days before flaming archers. With changing objectives and different difficulty levels, this map promises to supply strategic longevity.

Rank and Defiled differs a bit from the Bungie maps and stock units, so here's a few things to be aware of:

There are three version of this map, Classic, Zerks and Myrks. The Classic version features the same exact units as Creep on the Borderlands from Myth including truly flameless archers. The Zerks version features Berserks, Brigands, Thrall, Bowmen, Ghols, Dwarves, and Wights. The Myrks version features Myrkridia, Stygian Knights, Brigands, Bowmen, Dwarven Mortars, Ghols, Journeymen, and Wights.

In the Classic version the Assassin targets are the two Dwarven Mortars.

The Assassin targets for the Zerks and Myrks versions are the two Fetch.

The map changes depending on the difficulty level you select. On Normal, there are six Territories, Flag Rally, and Captures flags or balls. On Heroic, there are eight of each. On Legendary, each team receives an interesting default unit. Additionally, on Legendary, there are two additional Dwarven mortar shells on the map for ghols to pick up.

Contents

Plugin Name: Seven Phoenix Rising

AUTHOR: Bungie Software Products Corporation

SUMMARY:

A free net map from Bungie, this map was the unknown terrain for the finals of the Seven Phoenix Rising tournament. The six Heron Guards on this map are named after the six finalists from the tournament.

A NOTE FROM THE AUTHOR:

"...The Heron Guard, freed from the dishonor of failure and depleted after their battles against the Dark, once more opened their ranks to any warriors brave enough to accept the challenge of the Seven Phoenix Rising Tournament. Of the many young soldiers that gathered and dreamed of becoming a member of the most elite fighting force in history, few survived the brutal competition and achieved that ultimate goal. Six emerged from the ash and blood of battle and assumed the mantle of the Heron Guard..."

Phoenix Rising was carefully crafted to host the final round of the Seven Phoenix Rising Tournament, Bungie's first Myth II tournament.

The six tournament finalists, Thirteen Unicorn Sharp Horns (flatbread), Eleven Frog Slimy Toe (gaia), Seven Mongoose Stalking Prey (kenm), Fourteen Python Slithery Snake (snorpio), Twelve Ferret Fleet Foot (venjance), and Six Coyote White Fang (wedgie), played this final round on the unfamiliar territory of a brand new map, adding to the difficulty and com-

plexity of the games.

Phoenix Rising features several gameplay enhancements, using difficulty levels to substantially change game goals. For instance, while there are only a few territories flags on Simple, there are more flags on Legendary, allowing you to select a more customized experience. While there are no unit changes between difficulty levels (save for the addition of a Trow on Phoenix Falling) you are encouraged to experiment and find out which setting you prefer.

Phoenix Rising and Phoenix Falling both offer the following game types:
    Body Count
    Steal the Bacon
    Last Man on the Hill
    Flag Rally
    Territories
    Captures
    King of the Hill
    Stampede
    Assassin
    Hunting.

Phoenix Rising was built with loving care by:
    Christopher Barrett
    Jaime Griesemer
    James Trevett
    John W. Scott
    Paul Berton Jr.
    Frank Pusateri

Plugin Name: Shuffle off this Mortal Coil

AUTHOR: Matthew Van Zomeren, aka Leadfeather

SUMMARY:
Dark, foreboding, and monumental-the right setting for a bloody war. Shuffle off this Mortal Coil has a layout similar to Creep on the Borderlands but unlike Creep you can climb Shuffle's walls. When playing legendary, both meshes feature a modified Deceiver which allows you to raise reinforcements.
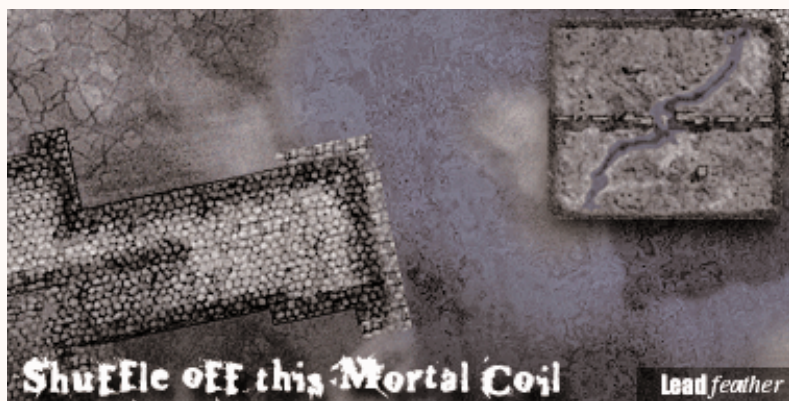
A NOTE FROM THE AUTHOR:
I hope you enjoy this Leadfeather creation. Before you play you might want look over Shuffles's special features.

Includes two meshes:

- •2 team light

- •2 team dark

On legendary each team has a Necromancer who can raise the dead from either of the two graveyards on the map. When 8 minutes are left you can move your necromancer into the pentagram in either of the graveyards, and you will summon undead units to help you in the game. Either necromancer can use either graveyard, but once one graveyard has supplied corpses for the fight, it's empty and can not be used by the other team. This means if you play your cards right you can get both sets of reinforcements while making sure your opponent gets none.

UNITS

Shuffle of this Mortal Coil (Light) (2 start, light units) warriors, thrall, stygian knights, ghols, bowmen, journeymen, wights, and dwarves.

Legendary: necromancer who can summon mrymidoins, thrall and wight reinforcements.

Shuffle off this Mortal Coil (Dark) (2 start, dark units) myrkridia, maul, ghols, bezerkers, bowmen, fetch, warlocks and wights.

Legendary: necromancer who can summon reinforcements

GAME TYPES

Body Count, Steal the Bacon, Last Man on the Hill, Flag Rally, Capture the Flag, Balls on Parade, Territories , Captures , Assassination, King of the Hill and Stampede.

Thanks to...

Vista for the nice HL site to hang out on, ask questions on, and share files on, all the 3rd party programmers who made such nice tools, rlpp for the sewer grate model geometry, El Bastard for the grendal ambient life, Ferrex for permission to plagerize his Lichen to Death scripting use of the 88teleport tag, Nekricide for the Myrmidon port, Bungie for such nice tools, someone I am sure I forgot, and finally, thanks to all of the beta testers who gave valuable feed back and have helped to make this a finished plugin.

Plugin Name: Tallow Abbey

AUTHOR: Vista Cartel creation by: Daniel Kapusta, aka Circumflex, Paul Callender, aka Fisj

SUMMARY:

A map in the placid style of "I'll Dance on Your Grave," where there is plenty of animal life to mame while skipping your way to grand-ma's house. Just beware of the wolves...they bite back. New units include butterflies and sheep.

http://vista.i-craft.net
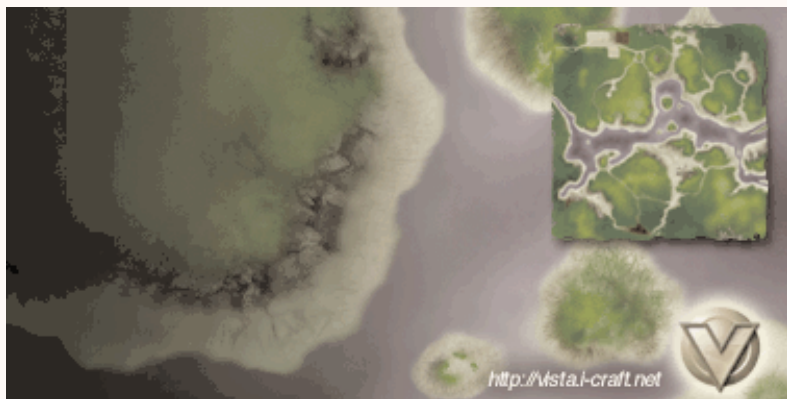
A NOTE FROM THE AUTHOR:

Tallow Abbey is a peaceful and quiet place, much like the fishing hole from the halcyon days of youth--that is until the fun begins.

There are four variants: Normal, Dark, Slugfest and Dorf Riot. Each of these provides its own unique twist on gameplay and forces you to adopt new strategies.

Tallow introduces a few unit modifications specific to this map, most importantly the Vistan Thug, which is based on the poacher as found in the Myth II hidden level "A Long Awaited Drinking Party." The poacher has been modified with a secondary ability which is a mortar round (using the dwarven mortar shells).

Although this was a planned unit, Siva first released a similar unit on his map entitled "Gunslingers" which can be found at The Barron's Keep and other fine Myth related web sites.

The Vistan Thug has only 3 mortar shells, so don't waste them. The Thug is the assassin unit and your best weapon in hunting, but he does not appear in any other game types.

Tallow Abbey also makes use of the warlock (free warlocks for everyone on the light version of the map). This warlock uses the confusion spell as his secondary ability and NOT the ring of fire. The warlock is still too powerful in my mind and this version using the confusion spell makes him a bit more vulnerable.

The Dorf Riot version on the map uses two specialized dwarves taken from the conversion map Re-Apply For Carnage. There is a minelayer dwarf and the dwarven pathfinder that you should remember from Myth. The minelayers can drop a timed mine with the special action key, and the pathfinder can call in an air strike. Make sure you don't waste these weapons tho as you only get a few shots. Many thanks to Khaavren for his work on the minelayer and for letting us use it here.

The dorf riot variant also makes use of an uncontrollable sheep as your assassin unit. You have to keep him alive, but you can't control his movement, so you better stay alert to out manuever the 7 other teams on the map (that's right, there are 8 teams available on the Dorf Riot variant.)

There's lots of new experiences to be had at Tallow Abbey, we're sure you'll enjoy your stay. :^)

ABOUT VISTA

Vista is a group dedicated to the production of high quality 3rd party Myth II plugins. These include new maps, units, models and virtually any editable aspect of Myth II. We currently number eleven members, all of whom have knowledge in editing and making plugins for the original Myth. Previous work from members includes maps such as Appalachian Hot Springs, If I had a Yeti, Blunt Force Trauma, Torpidinium and the Unity gors. We have the programmers who wrote such applications as Piri Reis, Amber, and Sapphire. Four of us were also involved in the Daimyo project (now disbanded).

Go to our website for more maps along with invaluable tips and info on making your own.

Contents

Plugin Name: The Thaw Before The Storm

AUTHOR: Badlands; Chris Barrett (Plague), Tyson Green (Ferrex), Paul Bertone (Ruiner)

SUMMARY:
  A large snow covered map with frozen ponds and creeks, and some silent homes. Includes two and eight team versions as well as both light and dark variants.

A NOTE FROM THE AUTHOR:
  "...The northerners are a curious sort. Ten months of the year their land is covered in snow, yet they run almost naked through it. They bathe in water that is more often than not shut behind a thick layer of ice. No wonder they are so tough in battle. Berserks they call them, and it is quite evident they are. Only insane people would have homes here. Yet somehow they aren't quite insane. It's as though the cold doesn't even effect them.

  The other day I watched some children playing. One fell 30 hands from a ledge onto a field of ice shards. Rather than him becoming a bloody mess, the shards cracked beneath him. It is no wonder we won the wars against the Fallen, for not Myrkridia nor Kithless nor the walking dead can survive the beating they take at these people's hands. They rarely start fires, and if they do it is to only boil water for the haggis they so deeply crave.

  The forests here are a site to behold. If only it weren't so cold. I wonder if ever this land will thaw for the brief two months you can actually see grass growing on the ground?.. "

The Thaw Before the Storm is a 2/8 team netmap for Myth II: Soulblighter.

The plugin includes 3 meshes:

> • light 2 team

> • light 8 team

Plugin Name: The Great Divide

AUTHOR: Badlands; Paul Bertone (Ruiner), Charles Hanlon (Visi)

SUMMARY:

A huge desert style map scarred with a deep canyon and a wide valley. This two team and four team map brings back the good ol' days of Myth, and also includes a six team mortar riot.

A NOTE FROM THE AUTHOR:

The Great Divide/The Dark Canyon is a 2-team/4-team netmap set on a desert plain, separated by a large valley. Five meshes in all including 2-team light/dark, 4-team light/dark and a 6-team mortar riot. The 2 team maps are catered to those players who long for desert/trow from the days of old. The 4 team maps will appeal to those players who enjoy commanding large armies. With high cliffs, narrow passages, fortified hills and open plains The Great Divide provides strategic advantages at every turn. Slight variations to Assassin leave you protecting the monuments of your heroes: stone statues that you must defend in order to survive.

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Plugin Name: The Ritual Site

AUTHOR: Soma

SUMMARY:
A forbiding lava inferno, webbed with narrow walkways and sev-
ered by impassable chasms. Don't charge too soon, don't charge
too late, the center like a spider craftily waits. This map introduces a
new alchemical half giant unit: the "Zorg".
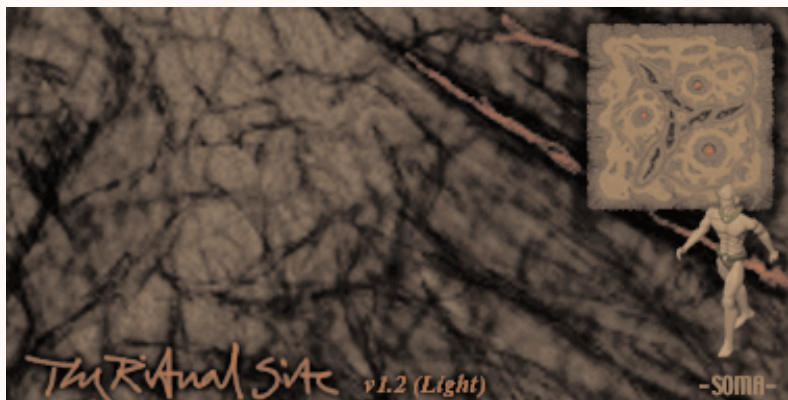
A NOTE FROM THE AUTHOR:

*"..Way back down the trail of time, a covert guild of dwarven Alchemists dis-
covered the mysterious storm metal. Yet lo and behold with all their ward's
craft and guises they could not work it. Everybody knows that the dwarves are
stubborn folk. A period of long research began.*

*One day in the deeps of dwarfdom a spark came to second smithmaster
Bergoin Anuilhead. Berogin laboured untill his beard busted the floor. Bringing
all the golom craft of his ancestors to bear he forged the `Zorgs'. Berogin hap-
pily rose to the honored position of high Alchemist. He died of old age a hero
of his people. He was unable to see his creations finish creating themselves.
But looking upon the might of their newfound slaves the Alchemists began to
feel increasingly uncomfortable..."*

This map gives you different tactical gameplay than the most maps out
there. Ball games are impracticable because of the deep chasms on the
map where you cant go with your units. But believe me, the chasms make

the center an interesting place for koth and lmoth games. And it's great fun for hiding your soulless and spiders (by the way, its impressive to watch body bits flying downward into the deeps :). Be sure to test out the different game types such as capture the flag or flag rally.

The map contains a light and a dark. There are 6 Starting Locations.

I'm interested in any feedback/comments/criticisms/creative ideas about the map. You can send them to the e-mail address below.

Many thanks for your time,

Soma

Special thanks to...

...Bungie, for the great tools and game.

...Vodi, without his great tool "Amber" we wouldn't be able to create really new units. Thanks a lot Vodi!

...Crestfallen, who helped me to fix the Zorgs for PC.

...John, a good friend of mine who wrote the little story.

I'd like to say sorry for all who downloaded "The Ritual Site v1.0" which was not working correct on a PC.

"Soma" (ph.urlich@swissworld.com)

Note: If you would like to use the Zorgs on your maps, I would appreciate it if you ask my permission.

Plugin Name: The Wild West

AUTHOR: Bar 7: Randall Shaw, aka Frigidman, Michael Milvich, aka Cyril, Gary L. Simmons, aka the Battle Cat, Jonathan Biebesheimer

SUMMARY:

"The Wild West" is a totally unique Myth conversion set in the great American Western days of yore when the Winchester ruled the West and a Colt .45 Peacemaker sat on every hip like a grim reaper with ivory grips. Plug in this Wild West adventure and see all the classic Western elements you would expect to see, from a show-down to cleaning hardened outlaws out of a besieged cattle town.

A NOTE FROM THE AUTHOR:

With the introduction of WW2:Recon, the world saw what could be done with the Myth II engine. Shortly after, followed some great works from Fantasy to Sci-Fi, including but not excluding: Worlds Collide, Discovery, and the numerous Marathon Conversion spectaculars. With these, eras were being covered, time frames tackled, but there were a few holes left open...

Seeing the gigantic hole of the old west, hanging there in a slump, swimming in its own drool, we decided to step in and help fill it. The idea of Wild West was born. Now here it is!

For more information about all sorts of stuff (with kewl visuals), head to the website at: http://mill.bungie.org/wildwest/

FEATURES

New color map.   New effects.
New net meshes.   New scenery.
New solo mesh.   New ambient life.
New units.   Altered Bungie units.
New sounds.   Altered Bungie scenery.
New weapons.   Altered Bungie ambient life.
New physics.

THE UNITS

Gunfighters and Deputies:

These guys shoot bullets from pistols. To aim, just click your guy on an
enemy, and they will fire away as best they know how. The trick is to start
firing before they do. These units will start to fire on their own, but only
closer up... so if you want to take advantage of the longer ranges possible,
then you have to manually click them on the target. Adds a higher skill
factor in managing your gun slingers.

These guys also throw lit lanterns. These lanterns are not all that strongly
designed; they like to shatter into a ball of flame and spread their kerosine
all across the ground when they are lofted. These lanterns can be of great
help for holding off enemies. No one likes to walk through a wall of fire, so
in a pinch, its a great escape helper, as well as something to fry your neme-
sis with.

Outlaws and Marshals:

These tough, long dark coated, attitude ridden, foul mouthed puppies
shoot powerful bullets from their Winchester rifles. They are slower,
because they have to reload and take aim again, but don't let that get you
down... the Winchester didn't win the west because it looked pretty! This
bad boy packs a punch, and at a very long distance too boot! You can
shatter a town's folk with just one shot from this sleek weapon.

These guys have a drawback... they can't handle when things get too close
to them, so instead of trying to take aim, they bash whomever is close
with the butt of the rifle. You do not need to double-click to get them to
bash something, they will do it on their own if the enemy is close
enough... they are not stupid you know (*cough*) lame-archers!

These rough and tumblers also throw sticks of dynamite. Careful, a single

stick of dynamite can rip a man in half... so be darned careful where you chuck them! Dynamite can be thrown a fair distance, but the wicks are long so they take time before they explode... so many times, if you are quick and see a dynamite attack, you can escape the booming death with just a few scratches! Dynamite will explode under water, so don't think since you're standing in a pond, that the stick of dynamite your enemy just chucked in there with you won't go off!

Ringers:

A ringer is someone who has the talent to be exceptional at what they do. These guys are exceptional with their gun. Ringers fire rapidly 6 times in a row (or less if the target dies), and then have a longer recover time (think of it as reloading). They are pretty powerful units so keep them around, and try to be careful to not throw them into a heated battle.

Ringers are not easily found in massive quantities, so you won't find that you have many (if any at all) in the games. Because, if everyone was a ringer... there wouldn't be the term!

These guys throw lit lanterns as well. They carry a few more to start, so be cautious if they die.

Doctors:

Many doctors of the old west healed the wounded due to gunshots, extracting bullets left and right. The Doctor or Doctors you get in some of the maps will wander along with you, and help your men in times of need. They pick up white tin Medical Cases that can be found in supply areas. Although the Doctors carry big black bags with them, without the extra supplies in the tin cases, they won't have the resources to keep helping your men. Doctors are not completely defenseless, they can confuse, sicken, and stun anyone who gets within range of their intoxicating elixirs. Guard them well or keep them out of harm's way until needed.

Cattle:

In some games, you get cattle to control. Cattle have been known to not just stand around and chew their cud, but to also throw some serious temper tantrums. If you feel like it, send a heard of cattle off to gore your enemy. Cattle will strike with their horns and thrash anyone and anything you send 'em after.

Wolves:

The occasional wolf was sometimes found with the occasional outlaw. They went hand 'n hand, and many times the wolf bit that hand. These

wolves have been decorated with a bandana so during net games, you can tell who's wolf is who's. This also help prevent people from picking black colors and having their wolves come out pitch black and disgusting.

Chickens:

Chickens are good for dinner.

Horses:

No, you can't mount them and ride around the town firing your six-shooter into the sky... some limits of the Myth engine prevented us from "efficiently" creating this effect, so we didn't bother... didn't add to gameplay anyhow. So, horses are just there as shields, or targets. Got Glue?

Towns Folk:

Poor hapless fools who wander the town not knowing what is about to happen to their currently peaceful valley. Try not to shoot them... unless the game calls for it [*evil laughter*].

GAME TYPES

The Wild West comes with a single color map. However, four different net setups have been created on this map (known as meshes), and one solo setup. The four are aptly named: The Lone Gunman, The Cartel Shootout, The Good vs the Ugly, and Shoot up the Town. There is also a solo setup, which is called "Town of Hog Waller". You get to this by holding shift down when clicking "New Game" in the main Myth II Menu. It should show up at top. This information wasn't initially mentioned, because we wanted it to be a special feature for those who read readme's, like you are doing now :)

The following is a breakout of each game, and the game types they support. All games do body count, and, well... no need to mention that one, so it's left out of the descriptions:

The Cartel Shootout

In this game, you are a gang who wish to rid the other gangs from the town. You want the town for yourself, so you have to show who is the boss. This game of the Wild West is your basic "everything" ground. You have a moderate sized group of thugs (or the town's law if you happen to start on main street), and have various avenues for destruction. Each team start area has a vantage point, and a drawback... so try not to rely on starting in a certain location! Learn them all.

8 starting locations, great for non team play.

Steal the Bacon

Last man on the mound

Flag Rally

Territories (naturally)

Captures

Assassin: You have a local guy you must keep alive. He is the cartel's bank keeper, so he is extremely important to your group. You lose him, you give up the fight and vanish.

Some game types were left out, because well... they just didn't work here, and are covered better in the other meshes.

The Lone Gunman

This game consists of one man per player. You get a choice between a Marshal, or a Gunfighter. Choose wisely with how good you are with whichever unit for whatever game type played, because your entire game depends on it.

Also, play this map with the overhead map turned off. Real rustlers only use their wits! No cowboy in the old west has mysterious "Bad-Guy-O-Radar"!! Tip: set your unit(s) to a preset, and learn the map first before going into battle on this one!

14 starting locations, scattered across the area.

Assassin: In this, you have a chicken to guard. Guard it with your life, for if good ol' Filbert dies, you die too. Hunting down chickens while trying to keep an eye on your own can be very nerve wracking.

Hunting: Go kill all the durn chickens ya see! They have infested the entire town, and they need to be eradicated. This game is not for the vegetarian.

The Good vs the Ugly

This game is a long one. You do not want to set a game time of less than 10 minutes for any of the Good vs Ugly game types. Each team has many men that you can move about and do some devious things with. But be forewarned, the other guys are doing the same, so make sure you plan your attacks well, or you will end up the smear of the town.

This game opens with a sequence after the trading time, so don't freak when your camera jerks away from what you were looking at, as this is natural. The cameras all pan to the center of the town, where a sequence of events happen, so sit back, and enjoy the minute.

2 starting locations, of course. One team is all Marshals and Deputies, and the other is all Outlaws and Gunfighters.

Last man on the street: See who is the better, in this incredibly bloody game of pile on the street. This tight squeeze with many men, gives an interesting strategy twist from the usual "attack the hill from any direction".

Flag Rally: In this game, it's really important who wins that initial battle for barrel #1!!!

Capture the Flag: This is the best game type for the Good vs Ugly. Not only do you have to defend you corral from the other guys, you gotta try to take theirs. It ain't as easy as you might think... bullets travel fast and furious, so you have GOT to be quick and sly witted.

Territories (but of course): Hint: Diversify!

Captures: Don't keep all your eggs in one basket.

Stampede!: Send your huge herd of cattle barreling down the street to the other gang's corral... yeah, well... you might want to think up a better tactic, as one well placed stick of dynamite could wipe out your entire heard!

Assassin: Cattle are your pride 'n joy, keep them alive, as if your life depended on it.

<u>Shootup the Town</u>

This one is mainly made for its hunting appeal. However, for those who wish to do a better "Teams" type play with more units, and fewer starting locations, many other game types are supported for your fun 'n thrills.

Warning: Due to the massive amount of ambient targets in the hunting game, very slow computers are not recommended (meaning, if you only have the base required to even play Myth2, then you shouldn't host this one).

4 starting locations, great for team play games.

Last man on the mound

Bacon bacon, where's my bacon!

Rally 'em Flags

Territories

Hunting: Kill anything and everything you can get a bead on. Tip: Main street is not the only place to find lots of targets.

Ass'in: This has an interesting twist to start out an assassination game.

Town of Hog Waller

Welcome to the Solo level.

The story, well... you can read about it when you start the level.

How to start the level? When you load up Myth II, and you get to the main screen, hold down "shift" and press the New Game button. You will then get a massive list of stuff to pick, and something new up top. Select "Town of Hog Waller," and hit begin.

The level is meant to be difficult, so if you are having trouble, don't worry... that's what is meant to happen. However on the other hand, if you find it overly easy and beat it on "LEGENDARY"... then send us on in a film showing your Western prowess!

If you go off on an ego trip touting that it was way too easy and you beat it in only 6 minutes the first time, then well... you must have stumbled on a freak chance of random instances that never showed up during testing. So go play it again and see if you are so lucky again.

CREDITS

Randall Shaw --- Graphics Alchemist

Unit modeler/animator
Collection graphics/setup
Map color/shadow/height and meshes
Pregames
Promo Web Site
Project Coordinator

Michael Milvich ---Tags Wizard

Tags tags and more tags
Physics for explosions and effects
AI setup of new units and ambients
Map actions and special sequences
Creator of the solo level action/flow
Vice Project Coordinator

SEG Digital Media:
Johnny Biebesheimer ---Professional Sound Coordinator

Contents

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Voice of "Cold Chuck Johnny"
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Gary Simmons --- Writer Extraordinaire
PR guru
Flavor writer
Name creator
Plot handler
Finder of stuff unfindable

James Head --- Beta Testing Wacko
Finder of things broken
Annoying pestering "make this fixed!" person
Great inquisitor of busted-upedness
Ah you get the point

Robert Shaw --- Beta Tester
Net play tester
Unbiased views
Fresh look on entire creation
LinuxPPC Guru (just had to throw that in! heh!)

Fisj ----------------Vistan Beta Tester
Deathwhore ----------Vistan Beta Tester
Damas --------------Vistan Beta Tester
Net play testers
Biased fresh views
Incredible map makers themselves!

Hans Birkeland --- Amber 2.0 b5 © 1998-99
Tag Extractor © 1998-99
Also a Vistan beta tester
vodi@online.no

Created in part with Bungie's Fear and Loathing by:

Randall Shaw, the-mill@bungie.org

Michael Milvich, milvich@montana.edu

Although all pregame/postgame images were modified and changed massively from their original form, credit due where given:

Town Pregame Base Image:

Copyright 1996-1998 Nomadic Pictures.

Cartel Pregame Base Image:

http://www.homestead.com/gunfighters/files/shoot2.jpg

Lone Gunman Pregame Base Image:

http://www.gshield.com/siluet2.jpg

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Solo Pregame Base Images Copyright by external sources.

Solo Postgame Base Images Copyright by external sources.

Plugin Name: Urban Warfare

AUTHOR: Ailil of OMAG, a.k.a. Chad Wayne

SUMMARY:

WWII:Urban Warfare, the first of the "fourth party" World War II maps, places Santa's Head's soldier units in a town setting, resulting in exciting house to house combat. Multiple variants are available including 2-team, 4-team, and two different free-for all variants with 12 starts.

A NOTE FROM THE AUTHOR:

The reason this map was created was to add some variety/choice to the World War II scenario created by Santa's Head #CP#.

THE MAPS

There is one mesh, a conversion of the awesome map "Going to Town" from Bungie. Because this map was not being played by many people, I decided to give it some new life by adding World War II units. The variants are as follows:

12 player Elimination: Each player has one unit. This variant includes Assassin, Terries, KOTH, LMOTH, Captures, Bacon, and BC.

12 player Patrol: Each player has 3 units. The games are the same as in Elimination. 4 team: Each team starts with 16 soldiers and a field cannon (normal and above). Trading is available similar to WW2: Recon. Games

include those above in Elimination and Patrol as well as Capture the flag and Balls on Parade. 2 team: Same as 4 team except for 2 teams.

CREDITS

Thanks to OMAG for helping me test this map, to Da'minion (OMAG) for his advice and help. Also a special thanks goes to Santa's Head #CP# for giving me permission to use his World War 2 tags. (If you would like to use his tags contact him. He created them and owns exclusive rights to them.) Thanks to Clan Plaid for beta testing this map, for their suggestions, help, and for the time they spent trying to break it four ways to Sunday. Thanks to Conner #CP# and Scruggler #CP# for putting up with me every evening for the last week and for allowing me to take up so much bandwidth on the CPHL.

This plugin was created using a PowerMac G3 and the awesome and powerful Bungie tools, Fear and Loathing. Start screens were created using Adobe's Photoshop. This map was adapted by me (Ailil). If you desire to modify or use the meshes or units which I adapted and are used herein please contact the respective parties mentioned in this readme for permission. Basically have fun with these meshes and give credit where credit is due.

Contact: my email: cwayne@gsbs3.gs.uth.tmc.edu

Do not e-mail me about strategy or changes you would like to see. If you find a bug that makes play impossible, I may consider updating the plugin. Otherwise play this map as is. Comments are welcome.

Check out the OMAG Map Archive (http://www.omaguinness.com/) for other fun maps created by OMAG mapmakers.

Finally, just remember war and death are not "fun" things. Millions of Men, women, and children died between the years of 1932-1945 as a result of national aggression, ethnic bigotry, and imperialistic goals. Let us hope that this world will never again see such atrocities as those practiced in Eastern Asia, WesternEurope, and Africa. Keep in mind that a game is nothing like the horrors of the real thing.

Plugin Name: Worlds Collide

AUTHOR: Cydonian

SUMMARY:

Worlds Collide is a science fiction netmap with all new units, sounds and scenery. Your team's forces include robots and alien races, armed with laser guns, grenades and more.

A NOTE FROM THE AUTHOR:

There are 2 mesh variants: a Free-For-All map with six starting locations, and a two-start team map with a larger number of units. Difficulty level does not change anything. All Myth2 game types are supported on both mesh variants.

UNIT HINTS

Shocktroopers (the armored humanoids) are armed with laser rifles, and are also able to use grenades. They are deadly as long as the enemy is kept at a distance, but are nearly useless in a melee. Think of them as your bow-men.

Shreen (the insectoid race) begin the game with one grenade. They can pick up and throw more grenades when they find them on the map. Shreen are quick and have a strong slash/bite melee attack. Think of them as your berserks or Myrkridia.

Psy'rins (the blue-skinned female aliens) possess superior mental powers

akin to telekinesis. The ability to affect matter with their minds allows them to damage or heal units from a distance, as long as they have the strength (their powers are mana-based). They have no other attack. Psy'rins are powerful units as long as they're protected. They will die quickly on their own or in the open. Still, their accelerated minds give them quite the superiority complex. Think of Psy'rins as a weaker war-lock/journeyman combination.

Sentry Droids (the barrel-chested robots) were designed for guard duty, but have been enlisted in the war effort due to short supply of live troops in this sector. Their pole-arm weapon emits a strong electrical charge up to a short distance. They are slow and dimwitted, but can stand a lot of punishment. Think of them as your Stygian Knights.

Drone Bombs (the round hovering units) are sort of like a robotic wight. Like wights, they are easy to destroy, and often do not reach their target. Use them to scout (they're much quicker than wights), or to attack a dis-tracted enemy. To reflect their 'stealth programming', Drone Bombs can-not be auto-targeted. They are visible on the overhead map, but your shocktroopers won't shoot at an enemy Drone Bomb until you order them to. Be careful out there.

Laser Turrets (large mounted guns) do not move. They are available only in Capture the Flag games, where you have a 'home base' to defend. The gun has 360-degree rotation, but might have some problems targeting different elevations. When fully charged (mana) they fire five laserbolts quickly, but then can only fire 1 blast at a time while recharging. They pro-vide a bit of extra defensive power, but don't rely on them completely.

Lizards are...well, lizards. They are used as ambient life, stampede units, and hunting targets.

MAP HINTS

Terrain: nearly all of the map is passable by all units. There are a few obstacles, and these are usually obvious. Sorry to those who might find that dull.

Scenery: you will easily identify the netgame flags and balls. The only other significant new scenery are the crates lying around on the map. You can use these for cover from enemy shocktroopers, but don't sit behind them too long. The contents may not be entirely stable.

Concussion Grenades: several small stockpiles of grenades are scattered around the map. Only Shreen and Shocktroopers can use them.

The "crashed-scoutship-in-a-crater" serves no purpose other than to add a

little flavor to the map. And random ambient sounds.

THANKS LIST

Thanks to: Los Geezers (my ordermates) for loads of fun games and help with beta testing. Everyone who enjoyed or tried the original June release of Worlds Collide; your comments, suggestions, and criticisms have been very helpful. Santa's Head and the Re-Animator; their outstanding work originally inspired me to try making my own stuff. Can't forget Vodi, for developing Amber. And thanks to all the people making great maps that keep me and everybody else playing Myth.

ABOUT USING THE UNITS AND TAGS

In case you would like to make and publicly release your own map using Worlds Collide units, you may do so with these considerations, in addition to observing the requirements set by Bungie:

Your documentation file (read me) must credit Cydonian as the originator of the units, and include my email address (cydonian@mail.com). I prefer that the unit tags not be modified, but if you must do so for some reason, your documentation must state that "the tags have been modified and any resulting problems are not the fault of Cydonian" :)

Also, bear in mind that the units were entirely designed to function properly only with each other, and mixing them with different units or adding them to medieval-age armies is not likely to work well.

If your intention is to modify the tags to such an extent as to create an entirely new unit using my sprites or sounds, please write to ask permission. It's only polite.

I hope you enjoy playing "Worlds Collide".

- Cydonian

ALSO BY CYDONIAN:

"Pleasant Valley Sunday" - my first netmap, with traditional Myth units. Nothing too special.

"Pirates of the Caribbean" - Black Sam envisioned and designed it, and I brought it to life.

"1861: Civil War" - in early beta as of this writing. Yanks and Rebs and lots of smoke.

Plugin Name: World War II: American Soil

AUTHOR: Jason "Spanky" Chrest

SUMMARY:
A night version of WWII: Recon with new flags as well as new weapon attributes. This multiplayer map is based on a fictional attack of a swamp in Mississippi. Expect brighter RPG explosions, tracers following the bullets, some secret map attributes and the most exciting flag placement ever in "Capture the Flag" on the (S4) map.

A NOTE FROM THE AUTHOR:
"...Although I couldn't tell anyone of what happened that night when the Nazis landed on our shores, I remembered it fondly. Now that I'm dying the story can be told...they shot my partner that night, and who would have imagined the Nazis Landing in Mississippi? They brought the war to our home, that's when it got Personal..."

Spanky here with a few notes on WWII: American Soil:

BACKGROUND

I was about to get into starting a Civil War project. Still waiting to start on that, looking for someone who can make good clean units.

Started working on the WWII: American Soil, because I was pretty upset that someone STOLE the tags from Santa's Head and Massacred WWII. I

came up with AS in order to fix the damage he created, not knowing what Santa had in Store (wowzers). As might not have the goodies that he is working on, but definitely worth playing... very challenging terrain, spooky bats that will make you jump and a lot of little features that make it as explosive as the new RPG blasts.

Be nice to My In-Laws

*Warning DO NOT KILL THE FISHERMAN! He'll haunt you till you die! =o) *

MAP INFO

Overhead map is big.. awkwardly scrolls left to right so in terries there are flags on both sides of the map, you might not see them at first

CREDITS

Thanks to the wonderful people at Clan Plaid for their willingness to put up with me and my first try at a map, very very helpful guys.

Thanks Santa... I really enjoyed getting my tailkicked when we tested the map. =o(hehe, and thanks for the Bayonet Stab fix.

Thanks to Magellan, macsteve, and Hanover fist-- couldn't have got it done without you.

Any desire to use any of these items should be routed to the person responsible for it's creation

Spanky- Penuel@bungie.net

Love and Devotion to My Wife Gail... SHMILY

Contents

Plugin Name: World War II: Recon

AUTHOR: Craig Goodman, aka Santa's Head

SUMMARY:

WWII: Recon is a map of modern warfare. It requires intricate micromanagement and offers stunning realism. This total conversion takes Myth II to new heights. Introducing new units, sounds, weapons, and physics, all on a new map!

A NOTE FROM THE AUTHOR:

"...There are times when fear drops below the threshold of the mind; never beyond recall, but far enough from the instant to become a background. Actions are less thought than done and only in hindsight do you realize the horrors you have witnessed and caused. A milometer from our first DZ, I felt a bullet whiz past my chin and saw my comrade, whom I had known all through training, absorb the impact of an RPG as small arms fire cut through the men behind him. I knew suddenly and forever that this was war, and I was in it..."

SITUATION

There is enemy action in the neutral zone! We need intel. Grab your gear and get to the plane, you're going in!

YOUR UNITS

Soldier - "Move it out maggot!" A well trained military man bearing a bayonet, automatic rifle and hand grenades. Never underestimate the damage

a single man can do.

Field Cannon - Artillery support for your ground troops. Maybe having all our men hiding behind the same tree, was a 'bad' idea.

THE MAPS

S-2 - A two team map allowing Terries, Captures, CtF, BoP, KoH, LMotH, Assassin, StB, and Body Count.

S-4 - A four team map offering the same game types.

Elimination - twelve starts, one Soldier each. Just you against the big badworld. Watch your back, Jack. Play this blind, I dare ya. (Does not offer BoP or CtF)

Patrol - twelve starts, a three man patrol at your disposal. Even with only three Soldiers you will have your hands full. (Does not offer CtF or BoP)

DIFFICULTY

There are MANY subtle changes on each map with changes in difficulty. In brief, Cannons and RPG's are limited or non-existent in Timid or Simple, and Legendary offers more weapons, objectives, and MedKits (Look for "Medical Supply Crates" in Elimination and Patrol).

NEW FEATURES AND HIGHLIGHTS

Two completely new units, the Soldier and Field Cannon.

New Flag and Ball scenery.

Multi-cultural units.

New sampled sounds.

New weapons (and the stains they leave).

New explosions.

Natural terrain with unlimited passability. Your tactics are only limited by your situation and imagination.

Overhead Map view is limited to the area you have explored, allow ing you to pick up grenades and customize troops in privacy.

You can throw grenades and special weapons at anyone, even your friends, so make SURE you know what you are doing.

Entirely new feel, this is not the Myth you are accustomed to.

Contents

Plugin Name: **World War II: Titans**

AUTHOR: Craig Goodman, aka Santa's Head

SUMMARY:

From the creator of the revolutionary World War II: Recon comes World War II: Titans. Where Recon pitted small groups of infantry men against each other, Titans introduces a fantastic new element: Mechanized Armored Cavalry. The tanks of Titans are the size of German Tiger II's or Russian T-100's, and the ground shakes when their main guns fire. Titans also expands Recon's arsenal of infantry weapons to include flamethrowers, different types of mines, and surprising new uses for high explosives.

On the Codex we've only included the multiplayer component of Titans. If you point your web-browser to http://www.clanplaid.net/misc/titans, however, you can download a plugin that will allow you to play all of the single player Myth II maps with Titans' World War II units!

TITANS MANUAL
THE UNITS

The Soldier

General Information: Your soldiers comprise the bulk of your army, and they are perhaps your most versatile units. Though they may not have the raw firepower of tanks or field guns, they can adapt to various combat

roles by using special equipment. Soldiers cost 4 points in unit trading.

Mobility: Soldiers can traverse just about any kind of terrain and can move fairly quickly. They are considerably faster on open ground than field cannons, but slightly slower than tanks. Scaling steep terrain or moving through water will greatly slow down a soldier.

Standard Armament:

Rifle: The semi-automatic rifle fires four-shot bursts, taking a few seconds to reload between bursts. To fire the rifle at an enemy, select your soldier and click on the target. The rifle has long range, is quite accurate and is capable of leading (aiming ahead of) moving targets, but does relatively light damage. As a soldier becomes more experienced, his accuracy and rate of fire improve.

Bayonet: A bayonet has also been affixed to the end of the rifle for those "up close and personal" situations. It is used by clicking on a very nearby target. The bayonet inflicts grievous wounds, doing considerably more damage than the rifle's bullets. The bayonet cannot be used against tanks, but can be used to destroy field cannons.

Fragmentation Grenades: The 'frag' grenade is ideal for dispatching enemies hidden behind cover or otherwise unreachable by rifle fire. It inflicts heavy damage in a fair-sized blast radius, capable of wounding or killing multiple clustered soldiers at a time. To throw a grenade, press the special action key and click on an enemy or a point on the ground. The grenade has a 4 second fuse, and usually bounces slightly beyond the point which it is aimed at before exploding. It is advisable not to aim at your enemy itself, but rather where you think your enemy is going. Frag grenades are ideal for destroying enemy field cannons and can be used (with much difficulty) to destroy tanks.

Additional Equipment:

Soldiers can pick up and use one item of additional equipment found on the battlefield, with the exception of fragmentation grenades (limit of 10). To pick up an item, select your soldier and click on the item you wish him to pick up. Useful items include: additional hand grenades, medkits, flamethrowers, Claymore mines, land mines, RPGs, incendiary grenades, flak vests, TNT vests, and belts of machine-gun rounds.

Field Cannon

General Information: Designed for anti-personnel roles, this cannon can make a very effective support weapon for defensive emplacements. The cannon is heavily armored and difficult to destroy, except with artillery fire

and/or very nearby soldiers. The field cannon costs 16 points in unit trading.

Mobility: Due to its large bulk, the field cannon moves extremely slowly and has difficulty traversing steep terrain.

Armament: The field cannon comes complete with a 110mm mortar cannon and an AMP (Artillery Mine Placement) converter for deploying land mines over long distances.

110mm Mortar: The main gun of the cannon fires a very powerful high-explosive mortarround, which can cause devastating damage to enemy infantry formations on a direct hit. It fires slowly and is tricky to aim, but has extremely long range. To aim the cannon, you must attack ground (control click) approximately 60% of the distance between the cannon and where you want the shell to land. This takes a lot of practice to get right, so you may want to experiment with this before you attempt to use a cannon in battle. Since the cannon can fire well beyond its own sight radius, it is advisable to scout out enemy targets with infantry to best take advantage of the cannon's long range. The main gun has unlimited ammo, but can only fire when its blue power bar is full (all the way across the top of the yellow unit selection box).

AMP System: The AMP is the secondary firing mode of the field cannon. The AMP systemdeploys 5 mines over a fairly large area (dependent on distance) by pressingthe special ability key and clicking on the target location. The mines are in all senses identical to the anti-personnel land mines that can be deployed by infantry. The cannon only comes equipped with two AMP shells, so use them wisely.

Weaknesses: Though the field cannon is outwardly a very powerful combat unit, it does have its fair share of weaknesses. First, the cannon has extremely poor mobility, which makes it ineffective for quick offensive maneuvers and unable to dodge incoming grenades or artillery fire. Second, the cannon's main gun cannot fire at close in targets, making it defenseless against nearby infantry. Its reasonably heavy armor does not offer much help when it cannot return fire.

M-61 Main Battle Tank

General Description: This steel giant is what Titans is all about. It combines size, speed, armor, and heavy weapons to make it a very dangerous combat unit. The M-61is based on the medium tanks employed by various sides during World War II.

The M-61 MBT costs 40 points in unit trading.

Movement: Due to the large size of the M-61, it is not able to move in heavily wooded or otherwise cluttered areas. Although the M-61 can slightly outspeed a soldier, its turning speed is very slow, leaving it open to attacks when changing directions.

Armaments: The M-61 sports a fast-firing forward mounted .30 caliber machine-gun and a powerful 77mm cannon as its main gun. It can also use its crushing weight as a close range weapon.

Machinegun: Nicknamed "The Scythe" for its ability to mow down enemies like a scythe to wheat, the M-61's machine-gun is its primary attack (click on an enemy to attack it) at close to medium range. It is less accurate than a soldier's rifle, but makes up for innacuracy with its much faster rate of fire.

Designed for anti-infantry, the machine-gun is almost completely ineffective against enemy tanks. The tank carries an effectively inexhaustible supply of .30 caliber ammunition.

77mm Cannon: This is where the true power of the M-61 lies. The main cannon is able to deliver a high-explosive shell over long distances, with rather impressive accuracy. A single well placed shell can devastate a large infantry formation, killing many and wounding many more. The main cannon can be fired by using either the primary attack at long (greater than rifle fire) range, or the special ability key at medium to long range. The main cannon will not lead moving targets, so you may want to aim at the ground ahead of them. M-61s only carry 16 shells for the 77mm cannon. The cannon can only fire when the blue power bar is full (all of the way across the top of the yellow unit selection box).

Overrun: When enemy infantry are too close for comfort, you can use your tank's treads as a weapon. Using the special ability key and clicking on a target at very close range will make the tank attempt to run over the target. This can also be used to knock down trees in the tank's path, although it is ineffective against large groups of infantry or trees.

Design Flaws: The M-61's size can be considered one of its drawbacks, as it makes an easier target and has difficulty traversing heavily wooded areas. The M-61 may have impressive armor, making it almost completely immune to small-arms fire, but weak armor on the underside makes it vulnerable to well-placed hand grenades.

EQUIPMENT

1) Fragmentation Grenades

Although designed for anti-personnel roles, fragmentation grenades are

the premiere weapon for taking out tanks on the battlefield; a well placed grenade can nearly take out an M-61. It explodes 4 seconds after the pin is pulled (special ability key), spraying shrapnel and detonating other explosives in a small radius. Soldiers can carry up to 10 fragmentation grenades.

2) Incendiary Grenades

The incendiary grenade is a small petroleum-filled canister with a phosphorous detonator. It explodes on impact, spreading its fuel over the ground and starting a large fire. Incendiary grenades can be used to flush enemies out of cover or scatter enemy troops, giving your men an advantage in a gunfight. An incendiary grenade will explode if the soldier carrying it dies.

3) Smoke Grenades

The smoke grenade is a small yellow canister which spews out a thick cloud of smoke shortly after being thrown, making it an effective distraction and cover for advancing troops. The grenade smokes for about 30 seconds, then makes a small explosion which can be used to set off explosives on the ground.

4) Rocket Propelled Grenades

The RPG is essentially the same as the RPG from WWII: Recon. To fire the RPG, use the special ability key, then click on the ground about 40% of the way between the firer and the target. RPGs are difficult to aim, but can deliver a devastating blast over a very long range. An RPG will detonate if the soldier carrying it dies.

5) Heavy Machine-gun Belts

This belt of .30 caliber rounds can be used with your rifle to produce fully automatic fire, similar to that of the Scythe. You are limited to 40 shots per belt, and until the belt is exhausted you will need to use one hand to feed the ribbon and therefore give up the ability to throw grenades. The number of bullets remaining is displayed in your unit's inventory.

6) Anti-personnel Land Mine Packs

The land mine is a particularly effective defensive weapon, allowing you to guard important areas without having any troops in the vicinity. To plant a mine, simply place your soldier where you want the mine, press the special ability key, and move out of the area. Mines take about 5 seconds to arm, after which they become invisible, so you might want to remember where you put them. Mines come in packs of 5, and are best used in fields: either tightly clustered groups near important objectives or in loose patterns of

ten or more to cover a well traveled area. It is preferable to have multiple soldiers laying mines at once, and use the formations to space mines apart.

Since these mines were designed for anti-personnel roles, they aren't particularly effective against tanks.

7) Claymore Mines

The claymore is a remote detonation mine with a shaped charge designed to fire a directed shrapnel blast. The claymore is one of the most complicated weapons at your disposal but it can be used to great effect when operated properly. To arm a claymore mine (after picking it up) use the special ability key and click about 3 soldier widths away, throwing it in the direction you wish to direct the explosion. If done correctly there will now be two objects on the ground: the armed mine itself, and the detonator. Clicking at longer ranges will throw the mine, but it will not be armed, and no detonator will appear.

To detonate the mine, you will need to pick up the detonator, move to a safe position, press the special ability key, then click on the ground near the claymore and wait a few seconds. The detonator has three charges allowing it to be used for multiple claymores and has a range slightly longer than a thrown hand grenade. Claymores are best placed in bushes or other areas obscured from sight, to ensure maximum surprise. A tank will only take significant damage from a claymore if it runs directly over it as explodes.

8) Flamethrower

The flamethrower has been known to inspire great fear in the soldiers it is used against, and for just cause: it can be a very devastating anti-infantry weapon. The flamethrower fires a deadly stream of flaming gasoline at its target, setting everything in between ablaze. It is very effective at flushing enemies out of cover and forcing them to scatter, while inflicting heavy damage at the same time. The flamethrower carries enough fuel for three bursts and is used via the special ability key. Be aware that tanks take very little damage from the flames and that the fuel tanks have been known to explode if the carrier dies.

9) Flak Vests

The heavy armored flak vest was designed to increase a soldier's odds of surviving battle by absorbing much of the force behind bullets and shrapnel.

Although the vest roughly triples the defense of its wearer, it covers all

field gear so grenades are unusable while wearing the vest. To remove the flak vest, press the special ability key and click on the ground.

10) TNT Vest

This suicidal weapon transforms an unlucky soldier into a powerful walking bomb. The vest packs enough explosives to easily take out an enemy tank, or a large group of soldiers, which can be detonated using the special action key. Be warned, there is no way to remove the vest once it is equipped, and the vest will explode if the wearer dies.

11) Medkits

The medkit contains all the basic materials to fix up everything but death. The Medkit has a very short range and will heal the patient to about 80% of full health. Simply press the special ability key, click on the soldier you wish to heal and wait for the medkit to take effect. It is normal for a soldier to bleed profusely while the medkit is being used on him. Medkits can also be used to repair cannons to very near full health, and tanks to about 50% health.

12: Artillery Shells

Leftovers from a previous battle, these artillery shells serve as more of a dangerous obstacle than a useful weapon. They can be thrown by soldiers for a grenade-like effect, but their weight severely limits the range. To throw a shell, use the special ability key.

IN THE FIELD

1) General Field Description

The field is filled with obstacles to help and hinder you. They include: hills, sandbags, trees, tall grass, tank traps, barbed wire, and crates.

Hills: Hills can provide effective cover against enemy tanks, and also provide an increased projectile range when throwing things from the top.

Sandbags: Walls of sandbags surround many of the objectives, providing limited cover for troops and interfering with tank mobility. Sandbags can be destroyed by explosives.

Trees: The trees found on this map have a smaller impassible radius than those in regular Myth II, making it possible to get much closer to them, and in some cases shoot through copses of trees. They are also destroyable, by just about any kind of attack. Trees provide some cover, but are mostly useful just for getting in the way of tanks.

Tall Grass: Clumps of tall grass found around the map are idea for hiding

soldiers or claymore mines. Soldiers hiding in some places become almost invisible, allowing then to launch surprise attacks.

Tank Traps: These large barriers allow soldiers to pass through unhindered, while forcing tanks to go around them. They are indestructible, and can provide decent cover.

Barbed Wire: Barbed wire can also be found around some objectives, interfering with the movement of tanks and infantry. Barbed wire provides no real cover, and can be destroyed with explosives.

Crates: Crates are scattered about the landscape and make for a minor obstacle.

2) Recon Data

A strategy map is available online to assist in planning squad movements and keeping track of mines and traps. To download a color or grayscale version, head to: http://www.clanplaid.net/misc/titans

Here is a description of what the markings on the map mean:

Small green dots: These represent the starting location for team one. They are only found in the bottom left of the map.

Small red dots: These represent the starting location for team two. They are only found in the top right of the map.

Larger red dots: These represent the locations of netgame objectives. They are all marked with red letters.

"HQ-N" (red letters): The northern headquarters. This is where team two's-flag for Capture the Flag games is positioned.

"HQ-S" (red letters): The southern headquarters. This is where team one's flag for Capture the Flag games is positioned.

"G1" through "G9" (red letters): These "goal" locations hold netgame objectives (flags and balls).

"H1" through "H13" (white letters): These locations mark each of the 13 hills found on the map, numbered from south to north.

Black letters and grid lines: These separate the map into a grid, making it easier to call out the locations of mine fields, enemies and items. Saying "placing mines at L4" is a lot easier than saying "Placing mines to the left of that big hill in the southwest," and helps eliminate confusion. This grid matches the grid found on the overhead map exactly.

One the grayscale version of the map, items in red appear as dark gray, and items in green appear as light gray.

The overhead map can be obscured beyond the sight range of your troops at their starting locations, to prevent you from being able to see the actions of your enemy (laying mines, picking up items, setting clay-mores, blowing up obstacles, etc). The strategy map is helpful for familiar-izing oneself with the layout of the map, and finding coordinates when they are obscured on the overhead map.

3) Titans Variants

The Titans map contains 5 different "meshes" (distinct maps) which vary in

units, teams, and item placement. The different meshes are described below:

WWII_Titans S-2 (SH): A standard two team map. Each side has the option of trading for up to 2 cannons or up to 24 soldiers.

WWII_Titans T-2 (SH): Another two team map. Each side has the option of trading for up to 2 tanks or up to 24 soldiers. On capture the flag games, each side gets three extra soldiers.

WWII_Titans T-2+ (SH): Another two team map. Each side has the option of trading for up to 5 tanks or up to 50 soldiers. On capture the flag games, each side gets three extra soldiers. Heavy winds sweep the map.

WWII_Titans D-A (SH): 15-start free for all map. The unit count varies depending on the difficulty level, as follows: Timid and Simple - 1 tank only; Normal and Heroic - 1 tank and 1 soldier; Legendary - 1 tank, two sol-diers.

WWII_Titans Patrol (SH): 15-start free for all. The unit count varies depend-ing on the difficulty level, as follows: Timid - 1 soldier; Simple - 2 soldiers; Normal - 3 soldiers; Heroic - 4 soldiers; Legendary - 6 soldiers or 1 tank (only for one starting location). The player with the tank gets a strong dis-advantage in Body Count games, due to 6 soldiers being killed at the start.

A NOTE FROM SANTA

Doing these maps has made me think alot about war, and all its horror. Since starting WWI in February, I have read many, many books on the sub-ject and have no greater opinion of it. I understand it. I understand WHY we do it, and why it is needed at times. I still get teary though, when I think in depth about how real it really is, all over the world, right this instant.

Let us hope that the human spirit's need to express this brutality can

someday be limited to our computer screens.

Repsect diversity. Have FUN.

- Santa's Head #CP#Z

CREDITS

I (Santa's Head) created the WWII unit design, scenery, prescreens, maps, meshes, artifacts, charts, and a few other things that aren't easily categorized *smile*. But a work of this scale is never completed alone.

I'd like to take a moment to thank the many many people who, without their tireless hours of testing, documenting, downloading, retesting (and crashing) this project would never have been completed.

First and foremost, it is important to recognize Conner, who has been there every step of the way, with more support than I thought humanly possible. I may have made it pretty, but without his constant feedback this would be a much different beast. He should also be credited with saying "Stop making stuff! lets release this thing!" *grin* He did the same thing for WWII:Recon, so if you see him, give a respectful "Thank you." He also did the screen shots and put the movies together, managed the progress of the webpage and documentation, and kept it all together.

Next comes the rest of the #CP# gang. Wow, I never knew a group of distant friends like this could exist and be so close. It's been almost two years since the first game I played of Myth. I never knew how it would change my life for the better. Thanks guys, for everything. I've got a big piece of ya's in my heart. ("You guys suck!")

Non #CP# testers included Attaboy Skip, Burnout, Case, CodeToad, Cozmo and the 37 crew, Dark Angel, El Bastard, Faded, Freewill, Gothmog, Keyzer Soze, KUS, Mara, Moonshade, Neurotic, Noctavis, Odin, Panamon, PoohBear, Ragnarok, rhino, RZA, Saxum, Sibrax, SidtheGr8, Silencer, Spond!Max, Spy6, Lan, Sven, and Tox. Extra Special thanks to Drunk Bob, for technical 'guesses' on various and odd bugs found while testing the solo version of this project.

Thanks DB!

Soulsbane and Conner redid/rescripted the broken solo levels and made them work (no small task indeed!). While getting the WWII Units onto the map is easy, making it all work and be balanced for every map is not.

Infininight put the web page together, and I think it's a wonderful piece of work!

The sizable and very detailed documentation was completed by upercobra, Cunbelin, BloodRain, ActiveX, and was overseen and edited by EyeSore.

Alienate graciously crashed most consitantly *grin*, and so provided a very necessary Quality Assurance aspect that cannot be ignored.

So many individuals have offered ideas that became essential aspects of this

plugin, but for the life of me I can't remember all of them, so this paragraph is dedicated to The Unknown Suggestor. The most imporant part of this work are the players. It is good to be able to make something that brings so many diverse people together, and many of those people had a direct influence on this work. Thanks guys!

And last but certainly not least, thank you Bungie, for constantly pushing our expectations of the computer gaming industry! I'm sure Oni and Halo will be no exception. Releasing the Myth editing tools has brought a richness to this game that would otherwise be sorely missed. Cheers!

LEGAL INFORMATION

Use of the unit plugin for building your own maps is limited in the following manner:

No items from the WWII Unit Plugin are to be extracted and included in your map plugin.

No items from the WWII Unit Plugin are to modified and included with your map plugin.

The WWII Unit Plugin should be used 'as is'. The map forums and users manual will give you a bit of help using these resources.

Your use of the WWII Unit Plugin is limited only to the above stipulations and your own imagination.

That is... you may make new maps for Soldiers and Tanks to run around on, but don't alter the units themselves. The reason for these restrictions is to keep a standard user experience. A unit should behave in a consistent manner on any map that uses the WWII Unit Plugin.

To use and play with the WWII Unit Plugin, you agree to the above conditions. If you disagree with the above conditions, you must delete all items concerning the WWII Unit Plugin immediately.

Side note: I personally believe that many fantastic map designs and specific scenerios can be created for the World War II universe and fully support

its continuing development. The Titans map itself is a 'generic' map and very specific ones, better ones, are yours for the making; beach landings...hilltop fortresses... any major battle in history can be recreated. Be creative and push the envelope!

- Santa's Head #CP#Z

CREDITS

SPECIAL THANKS

So Long And Thanks For All The Plugins

We at Bungie would like to extend our humble thanks to the dedicated, creative and generous souls who poured much of their time and all of their talent into the maps on the Total Codex. We also wish to thank those players who come back day after day and night after night to bungie.net: calling in sick, blowing off homework, canceling dates and ignoring basic hygienic functions in favor of a daily dose of battlefield adrenalin. The community which has sprung up around Myth is one of the most closely-knit and relentlessly creative in all of gaming, and we are honored to be a part of it.

Finally, special thanks to all hippos everywhere, popcorn, coffee, Ming Choy, good laughs and good friends.

CHIMERA

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Berserk #1 – Jaime Griesemer
Berserk #2 – Jason Jones
Berserk #3 – Alex Seropian
The Baron – Bob Settles
Ghosts – Jaime Griesemer
Warrior messenger – Allen Turner

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...and the many countless people who contributed to the maps on this disc, but are not listed here.

DON'T FORGET

If you've enjoyed the third party maps on this disc, don't forget to check out "The Mill" at: http://mill.bungie.org. It is an excellent source for Myth II maps, plugins, tools and news.