MYTH II
SOULBLIGHTER

BUNGIE

www.bungie.com

Table of Contents

I. Introduction

Who Loves Ya, Baby?

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

Customer Support

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

Bungie Software Products Corporation
Customer Support
PO Box 7877
Chicago, IL 60680-7877
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Telephone: (312) 255-9600
Facsimile: (312) 397-0502
Hint Line: (900) 740-HINT

Internet: support@bungie.com
WWW: **http://www.bungie.com**

If you'd like to buy stuff from us, dial (800) 295-0060 or visit our web store at **https://www.bungie.com/store/**.

Need A Hint?

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

If you have Internet access, you may want to search online for tips. A collection of links can be found on our web page (**http://www.bungie.com**). You may

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

How to Register

To register your copy of Myth II, surf to **www.bungie.net** and click the "Register Game" link on the main page. In addition to providing us with a snapshot of who our customers are, filling out this form will also register your account for online play on our free bungie.net online service, thus bringing you countless hours of bliss and rapture. All the cool kids are doing it, so register today!

System Requirements: Windows

In order to play Myth II: Soulblighter, your PC should meet the following criteria:

• 133 MHz Pentium processor (200 MHz or higher recommended)

• Windows 95, Windows 98, or Windows NT 4.0 (with Service Pack 3 installed)

• 32 megabytes of RAM

• A CD-ROM drive (4x or higher)

• DirectX 6.0 or higher installed (DirectX 6 is included on the Myth II CD-ROM)

• An SVGA monitor

• A DirectX 6-compatible video card

• A DirectX 6-compatible sound card

• Internet play requires Internet connection at 28.8 kbps or faster

Installation: Windows

1. Insert the Myth II: Soulblighter CD into your CD-ROM drive. Autoplay will launch the installer.

2. Click the Install Myth II button.

3. Choose which installation you would like to perform:

   Small: Installs the Myth II application and support files. Everything else remains on the CD. This saves hard disk space but increases load

times between levels.

Large: Installs everything but the movies. Substantial disk space (approximately 500 megabytes) is required, but this is somewhat off-set by speedier load times.

Network-Only: Installs a network-only version of Myth II which will allow you to play games over a LAN without having the CD-ROM in the drive.

4. Follow the installer's directions. You may need to restart your machine when finished.

5. Launch the game by choosing Myth II: Soulblighter from the Programs section of the Start menu. Prepare for battle!

INSTALLING DIRECTX

Myth II: Soulblighter requires that you have Microsoft's DirectX 6.0 or higher installed under Windows 95 or Windows 98. During installation, the Myth II installer will ask you whether you want to install DirectX 6.0. If you have previously installed DirectX 6.0, you can skip this procedure. If you do not have DirectX 6.0 or are not sure, click "Yes." The DirectX installer will then query your system and install any necessary drivers. Once the installer has finished, it may prompt you to restart your machine.

Some sound and video cards have old drivers which are incompatible with more recent versions of DirectX. If the DirectX installer complains that it cannot recognize one of these components, check with the card manufacturer to see if there is a more recent version of the card's driver software. Most card vendors provide driver updates free of charge on their web sites.

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

System Requirements: MacOS

To play Myth II: Soulblighter, your Macintosh must meet the following requirements:

• 100 MHz PowerPC 601 Processor (120 MHz 604 or better recommended)

• A monitor capable of 16-bit color and 640x480 resolution

• System 7.5 or higher

• 32 megabytes of RAM

• A CD-ROM drive (4x or higher)

• Internet play requires Open Transport 1.1.2 or higher and Internet connection at 28.8 kbps or faster

Installation: MacOS

1. Insert your Myth II: Soulblighter CD-ROM into the Mac's CD drive.

2. Double-click the Myth II Installer icon.

3. Choose which installation you would like to perform:

Small: Installs the Myth II application and support files. Everything else remains on the CD. This saves hard disk space but increases load times between levels.

Large: Installs everything but the movies. Substantial disk space (approximately 500 megabytes) is required, but this is somewhat off-set by speedier load times.

Network-Only: Installs a network-only version of Myth II which will allow you to play games over a LAN without the CD-ROM in the drive.

4. Follow the installer's directions.

5. After installation has finished, find the Myth II: Soulblighter folder on your hard drive and double-click the Myth II icon to launch the game. Prepare for battle!

Using 3D Acceleration

Myth II: Soulblighter takes full advantage of the rendering power of 3D accelerator cards that support Direct3D, 3Dfx, Rendition, and Rave (Mac only). Myth II: Soulblighter will automatically detect installed cards when the game is launched. You can switch between the various rendering options in the Preferences dialog.

Important: 3D accelerated cards differ greatly and results may vary based on the 3D accelerated card you have– especially if you have an older generation 3D card (over one year old).
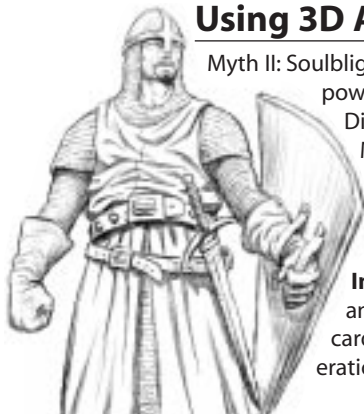
II. Prologue

Andir set out that evening in search of a monster.

He had learned, as all children must, that adults are capricious with the truth. His parents seemed to believe that Andir's age precluded any serious disclosure of why the world worked as it did. His persistent questions were most often met with a sigh and a tired "because." If he caught them in a particularly dark mood, they would answer his question with a wry story invented on the spot and see how long it took Andir to get the joke. For the bulk of his ten years, Andir had believed his father's tale of the uncharacteristically kind Ghôl who delivered presents to obedient children on winter's longest night. Their jokes grew increasingly bitter as the boy grew older; his parents were simple people who believed that an active mind led to nothing but laziness. Far better to bring honor to the King through hard work.

Over the years Andir began to wonder how much of what he knew was true. Age was not a guarantee of wisdom, honesty or kindness. If adults could lie or joke about some things, what was to stop them from lying about the rest? So many things he took for granted might be half-truths, or even preposterous fantasies. A precocious child in many respects, Andir found this notion depressing.

He considered what he knew - or thought he knew - of recent history. Some of the people in his village were veterans of the Great War, and the rest spoke of it so often one might be forgiven for thinking it had ended sixty days ago rather than sixty years. In light of Andir's developing skepticism, many of the tales told about the war seemed suspect. Hordes of reanimated dead defeated by small, ragged groups of mercenaries and volunteers? A severed head that spoke, lies slipping through its lips to an audience that would soon be dead? Alric, then simply a wizard of immense power and not a King, plotting and fighting against the walking dead without so much as a scratch on his chin from Balor's rotting armies? Balor himself, with a legion of creatures bound to him through sorcery and intimidation, unable to stop Alric from lopping off his head? And Soulblighter - the towering, mad thing who cut off his own face and tore out his own heart as part of a ritual too dark to speak of?

None of it seemed especially believable, although the adults still spoke of Soulblighter in hushed tones; according to the stories, no one had ever discovered what became of him. Andir was now inclined to dismiss this as superstition, but chose to reserve judgment until he could learn more about the war. So he set his sights on a goal closer to home: learning the truth about the caves in the forest near his village.

The forest was full of dead trees which had a habit of falling over and killing things. Knowing this, his mother told stories of a terrifying blur of claws and fangs that lurked in caves and fed on young boys. Andir suspected the story

was false and planned to disprove it by examining the caves; he felt certain that he would find them as harmless and empty as his parents' words of caution. Armed with this knowledge, he might return home and convince his parents that he was mature enough to learn the truth about the world, and to have his questions treated with respect. If they must tell him stories, he wanted only to hear true stories. And stories of monsters weren't true.

He slipped quietly from his family's cottage late one evening, darting between houses and trees, trying not to be seen by other villagers who might order him back home. Once he cleared the village he had a straight run across a jade plain that ended about a mile from the edge of the forest. He could no longer see the sun, but enough light penetrated the tightly-clustered tree trunks to keep him moving.

He picked his way carefully between trees in the forest. It seemed that every other trunk was whitened and papery; one fell over when he leaned on it to catch his breath. Andir remembered stories of the Fallen Lord Shiver killing any tree she brushed as she and her army marched toward Madrigal. Again he wondered how true that tale was.

He ripped large strips of bark off the living trees to mark his passage and kept moving towards the heart of the forest. By the time he found the first cave, night had crept up behind him, obliterating even the silhouettes of the trees. Steeling himself, he stepped inside and shuffled forward.

The cave was damp with a roof that sloped gently downward to its end. After ten feet he had to bend down; after twenty he had to sit down. He smiled. If there were any beasts in the cave, they were so small as to be harmless - even to a child. Andir knew that his mother had concocted a story to keep him out of harm's way; he could understand and appreciate her concern but also felt certain that his mother was jumping at shadows. He had learned the truth and it had not hurt him.

Andir crawled out into the night air and began walking back home. He could not seem to find the last tree he had marked. He stumbled through brush and over thick roots for perhaps thirty minutes before he saw the crow.

Although in perfect darkness, the black bird somehow stood out. Its feathers were a glistening, oily black that seemed to pulse with some inner turbulence. The bird seemed to look past him rather than at him. Curious, Andir stepped toward it.

The bird hopped away. Andir followed. He tripped on a root and fell against a fallen willow branch. The noise he made must have drowned out the rustle of another bird's wings, for when he picked himself up there were two crows before him. Both stared directly at him. Their eyes moved with the same sinuous, smoky motion as their feathers.

Andir understood that these were no ordinary birds, but had a sudden urge to go home and wait until daylight before returning to study them. He stepped backwards, eyes on the two crows. They remained motionless. He turned around, intending to go back to the clearing he'd passed about twenty feet back and choose another path. He stopped.

Andir stood within a group of crows arranged in a perfect circle.

He felt sweat run down the side of his face. The crows took baby-steps forward, closing in almost imperceptibly. Andir squatted low and ran his hand over the ground, trying to find a fallen branch with which to shoo them away. A crow pecked at his hand and he swung his arm aloft in self-defense. Andir felt an ugly numbness spill down from his upraised arm into the rest of his body, and then his muscles gave way and he fell to the floor of the forest. Andir felt as though all the skin on his body was crumbling like paper consumed by fire.

Andir saw a tall man, smiling so hard it almost seemed as though he had no lips. There was a grotesque scar running down his bare chest. Andir knew his name from the stories, and might have said it aloud had his tongue still worked.

And ... something else, behind him. Something nameless for a thousand years.

Andir's final insight was that all stories contained little truths. Larger truths, like that of the scarred presence towering over him, could never be adequately conveyed in a tale.

He blinked and the monster was gone. And the crows were on him.

He might have eventually seen the ceiling of the night dissolve into daylight and the crows rise in a solid black mass towards the blue sky, hovering like a

malevolent angel with far too many wings.

Except his eyes were long gone by that point.

The other things, creatures Andir had no name for, dashed through the countryside for the first time in centuries, toward a village alive with the sounds of roosters and two parents wondering where their child had gone off to at such an early hour.

Andir had learned, as all children eventually must, that there was a little hideous truth in every monster story. And the horde that followed the crows knew that the best stories deserve a second telling.

III. The Story So Far…

It's now over 100 years since Balor first appeared at the eastern edge of the civilized lands. His arrival was heralded by a great comet that grew in the sky and signaled doom to all life. With dark arts he raised up the Fallen Lords, sorcerer-generals like himself, bent to his will and desiring nothing but to lay waste to the living and rule over the blasted lands. Among their number were Shiver, the Deceiver, the Watcher and, most vicious and cunning of all, Soulblighter.

Leading a grim army of beasts, spirit creatures and the reanimated dead, the Fallen swept through Eastern villages and cities, destroying the great capital at Muirthemne and scattering the survivors. They passed the great continental range of the Cloudspine and flooded into the rich lands of the West. Only two of the great cities of the West still stood when our armies rallied.

Pursuing a plan of retaking strategic points and exploiting the weaknesses of the Fallen, Alric, last of the Nine protectors of the West, led a strike through the Fallen lines and directly for Balor himself. In a desperate gamble, Alric tricked Balor into exposing himself and cut off his head. Eluding Soulblighter, he brought it to the Great Devoid, a vast pit in the heart of the world, and threw it in to seal Balor's fate.

Their leadership broken, most of the Fallen Lords were soon hunted down and destroyed by Alric's armies. With Balor's destruction, Soulblighter found himself defeated, but alive and free from Balor's service. He escaped into the wilderness, to bide his time and look for an opportunity to return to his former power, to achieve the ambition that was denied his master.

Now sixty years have passed since the end of the Great War against the Fallen. Alric sits on the throne in the rebuilt city of Madrigal. Warriors have returned to their villages, and allies like the fir'bolg to their homelands. Peace reigns and the land prospers.

History proves there is always a lull before the storm....

IV. Getting Started

Launching Myth II: Soulblighter

WINDOWS

1. Put the Myth II: Soulblighter CD-ROM into your CD-ROM drive.

2. Click your Start menu, and highlight the Programs menu.

3. Highlight the Myth II: Soulblighter menu.

4. Highlight the Myth II executable and click it to launch the game.

Alternately, you may simply open the Myth II folder on your hard drive, and double-click the Myth II executable file.

MACINTOSH

1. Put the Myth II: Soulblighter CD-ROM into your CD-ROM drive.

2. Open the Myth II: Soulblighter folder on your hard drive.

3. Double-click the Myth II application icon.

MAIN MENU

After launching the game, the Myth II title screen and main menu will appear. To choose an option from the menu, move the cursor over it and click the mouse button.

New Game
Launches a new single player game.

Multiplayer Game
Allows you to play competitively or cooperatively with other people via the Internet or a local-area network. If your machine is unable to network with other computers, this option will not appear.

Tutorial
Launches the Myth II Tutorial.

Saved Games
Allows you to return to a previously saved game, if any are available.

Saved Films
Allows you to view saved films of previous games, if you have any in your recordings folder.

Preferences
Allows you to modify various game settings and functions.

Replay Intro
Replay the intro animation.

Quit
Quit Myth II: Soulblighter, and return to your desktop.

PREFERENCES

Before you begin a game, you'll probably want to make sure the Preferences are set the way you like them. At the Preferences screen you can change the following options:

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

The maximum range of the volume control is determined by your computer's volume setting. If the sounds in the game are too quiet even after boosting the volume in the game preferences, exit the program and increase your computer's master volume.

3D Audio
If this box is checked, Myth II will take advantage of any compatible 3D audio. This option works best with stereo speakers (four speakers are especially cool) or headphones. Myth II supports Aureal's A3D and Creative Labs' EAX.

Please note that 3D Audio can slow your game down significantly if you have an old sound card.

Ambient Sounds
If this box is checked, you will hear ambient sounds to enhance the game's atmosphere.

In-Game Subtitles
Check this box to see the dialog spoken by your characters at the bottom of the screen during gameplay.

Difficulty Level
This allows you to select between five levels of difficulty: Timid, Simple, Normal, Heroic and Legendary. It's generally better to start on Normal. If you find the game too difficult, drop down to Simple or Timid to make things a little easier on yourself. Conversely, if you're a masochist, you can turn up the heat by jumping to Legendary.

High Res
With this box checked, the graphics will appear more detailed and distinct. If you have a slower machine, you may want to uncheck this box for faster gameplay.

Landscape Filtering
With this box checked, the game will smooth out the textures of the landscape. This makes the game prettier but slightly slower. For best performance, leave this box unchecked.

Rendering
This window allows you to choose whether the Myth II landscape will be rendered entirely in software or using the added power of a 3D accelerator card. If you do not have a compatible 3D accelerator installed, you will only be able to see the Software Rendering option.

Resolution
Here you can change the screen resolution of the game. Resolutions that are detected as "preferred" by your machine are listed in italics.

Gamma
This controls the brightness of the picture. Only available if you have a 3D accelerator card based on the 3Dfx Voodoo chipset.

Lock/Unlock No Blood
To eliminate blood and gore from the game, click this button; a dialog will come up with two password fields. If you select OK without entering a password, blood will be replaced by twinkling stars, and

body parts by scraps of armor. If you enter a password in both fields and then select OK you can enforce this option– only by entering the correct password will you be able to unlock the no blood option.

Configure Controls
Clicking this button takes you to a screen where you can change the keys associated with the game's commands. To change a key for a given command, click in the text box next to the name of the command, then press the key you would like to use. Note that you cannot have the same key assigned to more than one command.

Current Set
In Myth II you can have multiple sets of keyboard preferences. This is especially useful if more than one person plays Myth II on your machine. Simply click the set you want to edit or use. The Revert Set button allows you to return the keyboard settings for a given set to the default values.

Enable Mouse Movement
This allows you to move the camera by moving your pointer to the top, bottom and sides of the screen.

Top Corners Rotate Camera
This lets you rotate the camera by placing your pointer in the upper left and right corners of the screen.

Bottom Corners Orbit Camera
This lets you rotate the camera by placing your pointer in the lower left and right corners of the screen.

Reverse Axis
This reverses the direction your camera will move when you place your pointer in the corners or sides of the screen.

PLAYING THE TUTORIAL MAP

We have included an extensive tutorial which will teach you how to play the game without the tension of a normal Myth II game. We strongly recommend that you play this map in order to familiarize yourself with the controls and gameplay. To play it, click the **Tutorial** button on the main screen. From that point on, all you need to do is follow the spoken and written instructions.

Note that the instructions in the tutorial map are based on the default key settings. If you change these settings you will need to use the keys you have chosen, not the ones mentioned in the Training Map instructions.
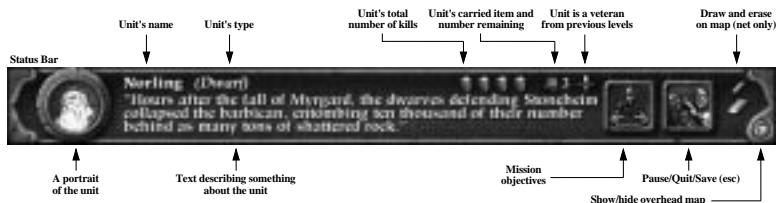
V. Playing Myth II: Soulblighter

To begin playing a single-player game of Myth II, click the New Game button in the main menu. As you progress through the game and more levels become available to you, you will be able to choose your starting level and difficulty setting from a dialog box that pops up.

When the level begins, a brief message describing the objective(s) of the level appears in the middle of the screen.

The Interface

STATUS BAR

At the top of your screen is the status bar. When you select a single unit, the name and type of that unit are displayed in the Status bar, along with some background information on that unit. When multiple units are selected, the names, types, and quantity of units will appear in the status bar. The brief paragraph of descriptive text will not appear.

Unit's name   Unit's type   Unit's total number of kills   Unit's carried item and number remaining   Unit is a veteran from previous levels   Draw and erase on map (net only)

Status Bar

Norling (Dwarf)
"Hours after the fall of Myrgard, the dwarves defending Stoneheim collapsed the barbican, entombing ten thousand of their number behind as many tons of shattered rock."

A portrait of the unit   Text describing something about the unit   Mission objectives   Pause/Quit/Save (esc)

Show/hide overhead map

On the right edge of the status bar is a large square button, often called the "pause" button. If you click this button, you will be given a chance to revert to a saved game, restart the current level or quit the game entirely. You can access this same menu by pressing the Escape key.

You can jump to a selected unit by clicking on the unit's portrait in the status bar.

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

ACTION WINDOW

This window consists of everything underneath the status bar. This is your

window to the battlefield, and you can look at different parts of the battlefield by moving the camera. The action window is where all the actual combat takes place.

OVERHEAD MAP

To the right of the "pause" button in the status bar is a small triangular wedge. Clicking this wedge toggles the overhead map on and off. You can also toggle the map by hitting your **Tab** key.
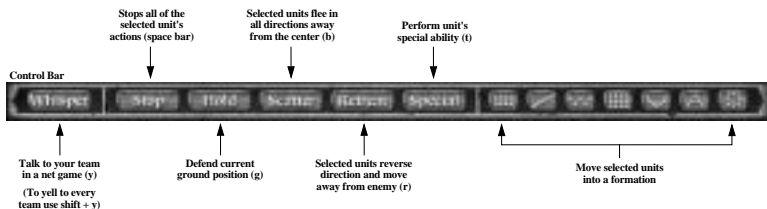
The overhead map appears in the upper right corner of the action window. It is a semi-transparent, top-down view of the entire battlefield. Your units appear as green dots. Enemy units appear as red dots. Friendly units (non-player characters like villagers, or teammates in network games) appear as blue dots. A yellow trapezoid denotes your current camera position. The arrow in the trapezoid denotes the direction your camera is facing.

Clicking a spot on the overhead map will instantly move your camera to that spot in the Action window. Clicking the right mouse button (Option-click on the Mac) on the overhead map will send your troops to that location. Pressing **F9** will display team colors for units on the map.

CONTROL BAR

The control bar appears at the bottom of the screen. It can be toggled on and off by pressing **shift + F6.**

Control Bar

Stops all of the selected unit's actions (space bar)

Selected units flee in all directions away from the center (b)

Perform unit's special ability (t)

Talk to your team in a net game (y)
(To yell to every team use shift + y)

Defend current ground position (g)

Selected units reverse direction and move away from enemy (r)

Move selected units into a formation

On the left of the control bar is the **Whisper** button, which you can use to type private messages to your teammates during network games. The **Stop** button will halt a moving unit; the **Hold** button will cause selected

units to stand guard. The **Scatter** button sends selected units scurrying away from their current location; the **Retreat** button will cause them to run from the nearest enemy. The **Special** button will allow the unit to use its Special Ability, if it has one.

To the right of these keys are **formation buttons**. Clicking one of these buttons and then clicking on the ground will assemble selected units in the appropriate formation.

A melee unit set to Hold it will maintain it's position. A projectile unit set to Hold will fire at anything in range, but will move around if attacked.

Note that all of these commands have keyboard equivalents, which are discussed in detail later in this manual.

KEYS

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

CAMERA

Myth II's advanced 3D engine allows you to move the camera independently of your units. Clever players will exploit this feature to see as much of the landscape - and the enemy's forces - as possible.

Forward/Back
These keys move your camera back and forth in a straight line. The default Forward key is **W**. The default Back key is **S.**

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

Orbit Left/Orbit Right
These keys keep your camera trained on a single spot while making a full 360-degree circle around it. The default Orbit Left key is **Q**. The default Orbit Right key is **E.**

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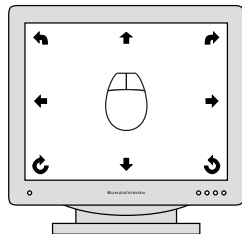
sideways across the landscape. (Stand in one spot and turn your head from side to side for an idea of how this looks.) The default Rotate Left key is **A**. The default Rotate Right key is **D**.

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

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

MOUSE
You can also use the mouse to move the camera back, forward, left and right. Using the mouse, move your cursor to one of the four edges of the screen; the camera will move in that direction. You can also orbit the camera by pushing the mouse to the lower left/right corners of the action window, or rotate it by moving the mouse to the upper left/right corners.
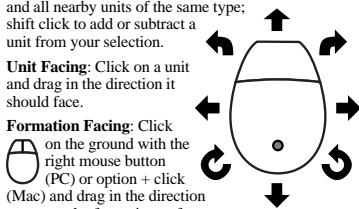
If you're accustomed to the mouse controls in Myth: The Fallen Lords and don't want the corners to rotate the camera, go to the preferences and turn off mouse controlled camera rotation.

MOUSE CONTROLS

Selecting Units: Single click to select a unit; click and drag to select multiple units; double click to select a unit and all nearby units of the same type; shift click to add or subtract a unit from your selection.
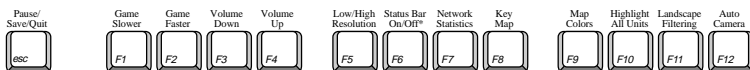
Unit Facing: Click on a unit and drag in the direction it should face.

Formation Facing: Click on the ground with the right mouse button (PC) or option + click (Mac) and drag in the direction you want the formation to face.

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

Pause/Save/Quit	Game Slower	Game Faster	Volume Down	Volume Up	Low/High Resolution	Status Bar On/Off*	Network Statistics	Key Map	Map Colors	Highlight All Units	Landscape Filtering	Auto Camera
esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12

F1 - Slows the game to half-speed, in case you're feeling overwhelmed (this only works in the single player game and while viewing films).

F2 - Increases game speed to a maximum of 16 times normal speed.

F3 - Turns the sound volume up.

F4 - Turns the sound volume down.

F5 - Toggles between high-resolution and low-resolution (which works well if you don't have a 3D accelerator card or a fast processor).

F6 - Toggles the status box at the top of the screen on/off.

Shift + F6 - Toggles the control bar on/off.

F7 - Brings up stats during multiplayer games.

F8 - Brings up list of keys and their functions.

F9 - Toggles team colors on the overhead map (netgames only).

F10 - Highlights all of your visible units.

F11 - Turns landscape filtering on/off.

F12- Toggles the Auto Camera on/off.

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*Selecting **shift** while clicking a function key sets that attribute to its maximum value. For example, **shift + F3** turns the sound off, while **shift + F4** increases the volume to 100%.*

While playing Myth II, you will command a wide variety of units. A description of the units, including their individual attacks and special abilities, can be found later in this manual. This section concentrates on unit attributes and the commands you will use to manage these units.

Selecting Units

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

SELECTING INDIVIDUAL UNITS

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

SELECTING MULTIPLE UNITS

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

You can select multiple units of different types (for example, one Dwarf

Contents

and two Warriors) by Shift-clicking:
hold down the **Shift** key and click
on each individual unit to select
them. You can also de-select a unit
by Shift-clicking on it, or by hitting
the Deselect key. The default
Deselect key is the
Backquote/Tilde key (~).

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

You can select all of your visible units by hitting the Select All key. The
default Select All key is **Enter/Return**. Pressing the select all key again will
deselect all units.

PRESET SELECTIONS

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

Unit Attributes

NAMES

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

ALLEGIANCE

You can tell whether a unit is friend or foe by selecting it and noting the
color of the rectangle around the unit.

Yellow - Yellow is used to denote allied units. You can control any troops that have a yellow selection border.

Red - Units with a red selection border are enemy units. Your troops will automatically attack any enemy units that come within range.

Blue - Blue denotes both neutral units and uncontrollable units, such as peasants, ambient life or units controlled by a teammate.

HEALTH

When a unit is selected, a vertical bar appears to the right of the yellow box. This bar measures the health of that unit. A full green bar signifies a healthy unit. As units take damage this bar will shrink and turn yellow (moderately damaged) or red (heavily damaged). When the bar reaches the bottom the unit is dead.

You can check the health of any unit simply by placing the cursor over them. You can also check the health of all of your units on screen by pressing and holding **F10**.

---

*Journeymen have the Special Ability to heal wounded units. To heal a unit select the journeyman, hit **T**, and click on an injured unit. Each time you heal someone one of your journeyman's six roots will be used up.*

EXPERIENCE

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

Commanding Units

MOVING

Select a unit, then click on a spot of ground. The unit will move to that spot and await further orders.

Moving Troops Using The Overhead Map
You can order your troops to move anywhere on the visible portion of the overhead map by selecting the units and **right-clicking** (PC) or pressing **option** and clicking (Mac) on the overhead map.

Waypoints
Waypoints are a somewhat advanced technique that lets you tell your troops what route to take to their destination. With a group of troops selected, designate waypoints by holding the **shift** key while clicking on the ground. Yellow circles will appear, indicating the path your troops will take. You can designate up to four waypoints before clicking on the unit's final destination.

Patrolling
You can make your troops patrol waypoints in one of two ways. After setting up to four waypoints, while still holding down the **Shift** key, click on the first point you designated. Units will travel the points of the route and circle back to the first one, cycling indefinitely. Conversely, after setting the points you can click on the last point, and units will stop at each end of the route, reverse direction, and travel back, cycling indefinitely.

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

ATTACKING
Select a unit, or units, then click on an enemy unit. A red box will flash around the enemy, indicating you have targeted him. Your unit will attack the enemy unit until he is killed, the enemy is killed, or you give him other instructions. Units that use projectile attacks, such as Dwarves or bowmen, may actually need to move back if their target is too close.

---

*Sometimes it's useful to have a projectile unit attack a piece of ground– for example, if enemy forces are storming right over the carpet of satchel charges your Dwarves placed earlier. To do this, select the unit, hold down the **Control** key, and click the spot on the ground you wish to attack.*

HOLDING

When you move a unit to a certain area, he will stay there and await further instructions - unless he is attacked, in which case he will chase down his attacker. If you would like a unit to move to a spot and remain there no matter what, use the Holding function. Select a unit, click the spot where you want him to stay, then hit the Hold key. He will stay rooted to the spot (although he will attack any enemy who wanders into range). The default Hold key is **G**.

Note: if a projectile unit is attacked, he will not stay in place, but will retreat to a safe distance and open fire.

SCATTERING

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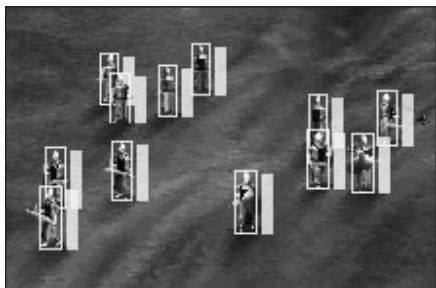
RETREATING

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

UNIT ORIENTATION AND FACING

It's important to control the direction your units are facing. Formations are oriented by the direction in which characters are facing, and units looking the wrong way will die quickly if an enemy approaches from the rear.

For this reason, you can control their facing by selecting a formation and hitting the **left or right arrow key** to rotate the entire formation to the left or right. Even before units have arrived at the area you want them to form up, you can fine-tune the direction they'll face when they get there.

Unit Facing

Select a unit, hold the mouse button, and drag in the direction it should face.

Formation Facing

Select a unit, or units, then click on the ground with the right mouse but-
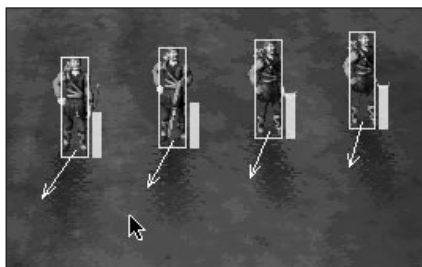
ton (PC) or option + click (Mac), and drag in the direction you want them to face.

FORMATIONS

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

You can edit parameters for your formations in Fear. See the Fear documentation for more info.

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

1 - Short Line: Units will line up four abreast.

2 - Long Line: Units will line up eight abreast.

3 - Loose Line: Units will line up four abreast, but spaced widely.

4 - Staggered Line: Units will assume a staggered line.

5 - Box: Units will move in a perfect square.

6 - Rabble: Units spread out in random positions.

7 - Shallow Encirclement: Units are in a wide, shallow arc.

8 - Deep Encirclement: A tighter, smaller arc.

9 - Vanguard: A V-shaped formation.

0 - Circle: Units form...er...a circle, facing outward.

Special Abilities

Certain units have special abilities in addition to their standard attacks. To use a unit's special ability, select the unit and press the special ability button on the control bar, or press the special ability key. The default special ability key is

T. In certain cases, you will also need to select another unit, object or piece of ground as a target for the special action. A description of each unit's special ability can be found later in this manual.

FIRE

In certain missions bowmen are equipped with a single fire arrow, which is lit by pressing the **Special** button on the menu bar, or the **T** key. Fire will spread differently depending on ground conditions (wet or rocky terrain is unaffected, while dry grass will ignite almost immediately) and damage or kill troops. Troops will avoid running through fire - using it strategically means not giving them the choice.

Besides direct attacks and herding the enemy like so many sheep, there are numerous secondary uses of fire, such as preemptively burning the ground under your own feet to prevent the enemy from doing so in the heat of battle, or using your flame arrows to ignite enemy satchel charges from a safe distance.
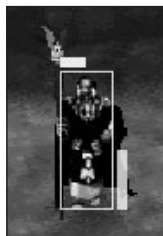
MAGIC

Unlike the finite number of spells available in Myth: The Fallen Lords, magic-using units in Myth II: Soulblighter have a a blue mana bar over their heads which is depleted with spell-casting (but replenishes over time), for unlimited spell usage. Magic units have a Primary and Secondary spell. The Primary is their default attack; the Secondary is activated with the Special key. The default special key is **T**.

Weather and its Effect on Battle

As you progress through the game, you'll be forced to fight in what might politely be termed "adverse conditions." Sometimes there is no choice but to fight in rain or snow, and these conditions will have a serious effect on your chances of survival.

On the snow and desert levels you can hunt down your enemies by following their tracks.

Rain has a way of putting out fires - especially the fires that make your Dwarves' grenades work. If you're caught in a snowstorm, you'll find that gusts

of wind have a tendency to blow your archer's arrows off-course.

You'll need to anticipate the possible effects of severe weather if you expect to survive.

Saving and Viewing Replays

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

When watching a replay, you can speed up the action by hitting F2 or slow it down by hitting F1. Another great feature to try during replays is also the AutoCamera (F12) which moves the camera automatically to where the action is on the battlefield.

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

Saved Films
A list of all the films available for viewing.

View Film
View a replay of the selected game.

Delete Film
Deletes the film from your hard drive.

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

Save Last Film
Saves the most recent film to disk under the file name of your choice.

Rename Film
Allows you to change the name of an existing film.

VI. Multiplayer

Fighting Soulblighter by yourself is all well and good, but the real fun begins when you get online and take on other players, or wipe out everyone on your office network. This section of the manual describes what's involved in setting up and playing multiplayer games.

Myth II: Soulblighter provides you with a number of ways to network with other players, as well as a variety of multiplayer game variants to keep the game interesting.

You have two ways of hooking up with other players for a network game: **bungie.net** or **Other** (which includes LAN and TCP/IP). Each of these services is described below.

bungie.net

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

bungie.net

HOW TO START PLAYING ON BUNGIE.NET

The first thing you need to do is fire up your web browser (a recent version of Netscape Navigator or Microsoft Internet Explorer works best) and surf over to **http://www.bungie.net**.

Note that playing Myth II: Soulblighter requires that you have a dialup or dedicated Internet connection via an Internet Service Provider. We cannot help you find an ISP in your area, nor offer support for Internet-related technical problems.

Click the "Register A New Account" link and fill out the form that appears. You will be able to choose a login name and a password. Your login name and password must be three to eight characters long and must not contain any special characters. If someone else is already using the login name you requested, you will be prompted to choose a different login name before you can log on to bungie.net.

After completing and submitting the form, a confirmation message will be sent to the e-mail address you've provided.

After you've received the confirmation message with your login name and password, you'll need to take a second to **WRITE YOUR LOGIN NAME AND PASSWORD DOWN IN THE SPACES PROVIDED IN THE BACK OF THIS MANUAL**. Don't make the mistake of assuming that you'll never lose the confirmation email or forget your password. If you forget your login

info, and you don't
have it written down
in this manual, you'll
have to call us up
and we'll just make
fun of you for not
following instruc-
tions. So **WRITE IT
DOWN**. And **DON'T
LOSE YOUR SERIAL
NUMBER** either.

Now that you've written down your login information in this manual
(which you will keep in a safe place and not give to anyone else, naturally),
it's time to get on bungie.net and start playing. First connect to your
Internet Service Provider. Launch Myth II and click the Multiplayer Game
button. The Multiplayer Game Setup dialog appears. Near the top on the
right-hand side is a bungie.net icon; select this icon. Then fill out the fol-
lowing fields:

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

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

Player Icon
Each player has an icon which appears beside his or her name in play-
er lists, making it somewhat easier to differentiate players. Click and
hold the mouse button on the icon to bring up a menu of available
player icons. Highlight the icon you want and let go of the mouse but-
ton to select it.

Colors
You can choose a primary and
secondary color for your forces.
The clothing or flesh of your
units will take on these colors,
making it easy for you to see
which troops on the battlefield
are yours. To select a color, click

Contents
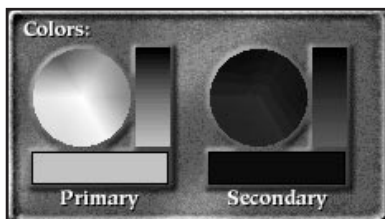
that color in the color wheel. You can make the color lighter or darker by clicking on the color bar to the right of each color wheel.

If two players in a network game have selected the same colors, the game will automatically reassign a new color to one of those players.

Login
This is where you put the login name you chose when you first registered on bungie.net. Remember to type it in exactly as you did when you first registered. You may want to refer to your confirmation email (or the back of this manual, where you're going to write it down).

Password
This is where you put the password you chose when you first registered on bungie.net. Again, this is case-sensitive, so type it in correctly or you will not be able to log on.

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

Update bungie.net Appearance
Checking this box will automatically update your name, colors, and player icon when you log in to bungie.net If you leave this box unchecked bungie.net will instead use your last used name, colors, and player icon.

Once you've filled out all these fields, click the Login button and you should soon be connected to bungie.net.

THE MAIN BUNGIE.NET SCREEN
After logging on to bungie.net, you'll arrive at the main bungie.net screen. Here you can chat with other players and find opponents for network games.

Room Banner
At the top left corner of your

screen is the room banner. Click on this banner and hold down the mouse button for a list of all available rooms. To change to another room keep the mouse button down and move the cursor so that it highlights another banner. Release the mouse button and you'll be taken to the selected room.

To the right of the room name there are two numbers– the top number (next to the skull) is the total number of players in the room. The bottom number (next to the axe) is the total number of open and closed games being hosted in the room.

In the lower right corner of some of the rooms there's a red icon that says Ranked. Games played in rooms with this icon will affect your score, while games play in the unranked rooms (no icon) will not.

Player List
Beneath the room name is a Player List with three tabs.

Room
This tab shows all the players present in your current room.

Buddy
The Buddy tab shows a list of players you've personally selected as your buddies. It's useful for quickly finding your friends online. Each player is limited to eight buddies.

Order
The Order tab shows all the other players online who are in your Order. Similar to the buddy list, it is useful for quickly finding members of your Order. For more information on forming or joining an Order, visit the bungie.net web site at **http://www.bungie.net**.

To the right of each player's name is an icon which denotes their rank. Each player starts off with a dagger icon and works upwards from there. This icon does not show in unranked rooms. See the Rankings section for more info.

Under the player list are four buttons:

Mute/Unmute
Select a player in the player list, then click the Mute button. You will no longer receive any chat messages from that player. Use this feature if someone on bungie.net is acting like an idiot. Remember: if everyone mutes the idiot, his idiotic comments hurt no one. Click the button again to Unmute the player.

Stats
To see your own Stats highlight your name in the player list and click the Stats button. To see stats for another player, select them in the player list and click the Stats button. A dialog will come up that displays total number of games played, kill ratio, ranking, and a few other stats including some personal info that you can edit.

Find
Use the Find button to locate someone quickly without entering or leaving a room. To find another player, click the Find button and then type in the player's name.

You can jump directly to a player from the Find Player dialog by double-clicking on the player's name in the list box.

Buddy
The buddy list is an easy way to find your friends or to see your friends' stats. The buddy system works two ways- in order for two people to be buddies, both must make the other their buddy. This means another player can only make you their buddy if you reciprocate their offer.

To make someone your buddy select them and press the Buddy button. Buddy lists are limited to eight people. If you don't want someone to be your buddy any more, select them and click this button again.

Game List
To the right of the room name are three buttons:

New
Click New Game to create a new network game. It will appear in the list of available network games directly beneath the four buttons. If you'd like to change the parameters of a game, click Options. See the Multiplayer Game Options section for more information.

Prefs
This button is you link to the game searching function. Select the prefs button to define which types of games you prefer. Games from any room on bungie.net that match the settings in this dialog will appear under the Preferred tab in the game list, sorted by similarity to your preferences.

Join Game
Select a game from the list of available games directly beneath these four buttons and click Join Game to enter that game.

Every game has a time displayed in the upper right hand corner in the game list. If the game hasn't started yet, the time is the host's response time in milliseconds. If the game has begun, the time is the approximate minutes remaining until the game is over. Sudden death overtime and post game chat can make a game last longer than the displayed time.

Underneath these three buttons is the Game List. Again, this has two tabs. The Present tab displays all games in the room you are currently in. The Preferred Games tab shows only games that match certain criteria set by you. You can, in this window, choose to only seek games on a certain map, or certain types of multiplayer games like Last Man On The Hill. This is useful if you are looking to quickly join a specific game type.

When you press the Prefs button you're presented with a dialog with which you can specify the following game options:

Game Name
Useful if you know the name of the specific game you are looking for.

Contents

Preferred Map
Click this box if you'd like to specify a preferred map. Once you've selected this check box you will be able to choose your favorite map from the list.

Preferred Game Type
Click this box if you'd like to specify a preferred game type (Territories, Capture The Flag, etc.). Once you've selected this check box you will be able to choose your favorite game type from the list.

Allies
Lets you specify games that allow allies or games that don't allow allies. For this and all of the below options you can also select a third option, "don't care"– saying you don't care will ignore this setting in the game search.

Unit Trading
Lets you specify games that allow unit trading or games that don't allow unit trading.

Enemy Visibility
Lets you specify games that allow enemy visibility or games that don't allow enemy visibility.

Teams
Lets you specify games that allow teams or games that don't allow teams.

When you join a game the buttons under the player list will change to:

Join Team
Highlight a player name and click this button to join that player's team.

Lock/Unlock Team
Click Lock Team to prevent any other players from joining your team. The button will change to Unlock Team, which you can click if you change your mind later.

Boot From Team
Click on a player and use this button to remove him from your team.

Contents

Ready
The game will not start until EVERY PLAYER clicks this button. Players that have pressed the Ready button have a red check mark over their player icon.

Chat Area
The bottom half of the Game Setup screen is a chat area. To send messages to all the players in your room, simply type your message into the text field at the bottom of your screen and hit **Return/Enter**. To send a private message to an individual player, select that player's name in the Player List and type your message as usual. Your private message will appear with a red background. To privately chat with an entire team, highlight the team name.

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*If you wish to hold an extended chat with another player you can keep them automatically selected in the player list by holding down **option** when clicking on their name. To deselect them simply click on their name again or click on another player.*

The Leave button in the bottom right corner will log off bungie.net and return to the main menu.

THE MULTIPLAYER GAME OPTIONS SCREEN
If you create a game, you will be taken to this screen to set the parameters of the game you're about to play.

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

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

Levels
The menu on the far left side of the screen allows you to select the

map you'll play on. If you check the Use Single Player Levels checkbox, you'll also be able to play cooperatively on the maps from the single-player scenario.

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

Difficulty Level
This menu lets you set the difficulty of the game. This only affects games played on the single player (or cooperative) levels.

Host is Observer
Enabling this check box will allow the host to watch the entire battle without controlling any troops and without affecting his rank.

Player Limit
Allows you to set the maximum number of players in your game. The most players you can have is 16.

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

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

Allow Unit Trading During Planning Time
If this box is checked, players will be allowed to exchange the units they start with for more desirable units. See the Unit Trading section for more info.

Allow Veteran Units From Last Game
If this box is checked, surviving units from your most recent multiplayer game will join your force in the next multiplayer game. This can be a real boon if the units have built up a great deal of experience. Veteran units will only be allowed if the map and players stay the same as the previous game.

Allow Alliances
Checking this box gives you the ability to ally with

other players during the course of the game. To ally with another player, hit the **+** key while playing. A numbered list of other players appears; type the number of the player you wish to ally with. To break an alliance hit the key again and select the number corresponding to your ally (yes, backstabbing an ally is acceptable ... and wholeheartedly encouraged). Allied units will not appear as enemies to your own units.

*You can form alliances by pressing the **+** key and selecting a number corresponding to the teams in the list on the right. Teams you're allied with will show up as blue dots on the overhead map and your units won't attack them. Be careful with this— if your ally hasn't reciprocated his units will still consider you an enemy and they will attack you. You can break alliances by pressing **+** again and selecting the allied team from the list.*

Allow Teams
Checking this box allows players to team up and fight cooperatively against other teams or another player, rather than pitting each player against all the rest.

Show Enemy on Map
When this is turned on, enemy units will appear on the map as usual. If it's turned off, you're flying blind.

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

Plugins
If you have any additional maps for Myth II, you can simply drop them in your plugins folder (inside your Myth II directory) and they will show up in your map list.

If you have additional plugins (new units, physics, etc.) you can load them from the Plugins dialog; clicking the Plugins button on the right will bring up this dialogs. The window on the left displays all available plugins and the window on the right displays only active plugins. To make a plugin active select it in the window on the left and click the right arrow. To make one inactive select it on the right and click the left arrow. When you've organized your plugins click OK and your new plugin set will become active.

Click OK to create the game, or Cancel to return to the Game Setup screen.

THE PRE-GAME CHAT

After creating a new game, or joining an existing game, you'll be taken to a screen similar to the main bungie.net screen, also known as the pre-game chat. The list of players is still on the left, but it only shows players

who have joined your game. To the right, the list of available games is replaced with an overhead map of the level and a description of the game parameters. The chat function at the bottom of the screen works the same as on the main bungie.net interface. The buttons at the top of the screen are different:

Boot Player
Select a player from the list and click this button to kick him out of the game and back to the main bungie.net screen.

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

Close Game
Remove the game from the list of available games to prevent additional players from joining. The button then changes to Open Game in case you change your mind later.

Options
Allows you to change the parameters of the game.

Start Game
Begins gameplay, after all players who want to join have hit the Ready button.

Leave Game
Delete the game from the list of available games and drop everyone back to the Game Setup screen.

TCP/IP

bungie.net is great, but sometimes you want to play with others on a local-area network, or with a select group of friends over the Internet. Myth II allows for these sorts of games via its TCP/IP option.

HOW TO START PLAYING MYTH II USING TCP/IP

If your machine is not already configured for TCP/IP networking then you will need to configure it as follows:

1. Open the Network control panel (the TCP/IP control panel on Macs)

2. Click TCP/IP, then click Properties.

3. Click the Specify an IP Address radio button.

4. Fill in the subnet mask field. It's probably easiest to use 255.255.255.0 for this. This number must be identical on every machine.

5. Type in an IP address. Unlike the subnet mask, this must be different for each machine. It's easiest to use numbers in the 192.0.0.* range (where * is a number between 1 and 255). For example, if you have four machines on your LAN you would give them the following addresses:

192.0.0.1
192.0.0.2
192.0.0.3
192.0.0.4

Remember: each IP address must be different, but the subnet mask must be the same.

6. Once this is done, reboot each machine, launch Myth, and click the Multiplayer Game button. Fill out the Player Name and Team Name fields, and choose your colors and Player Icon. At the Multiplayer Game Setup dialog, click the "Other" box. Beneath it, highlight the "TCP/IP (Internet)" option and click the OK button.

You will now see a screen that allows you to create or join TCP/IP games. On the left side is a list of games available for you to join; double-click a game name to join it. If you'd like to create your own game, fill out the following fields on the right side:
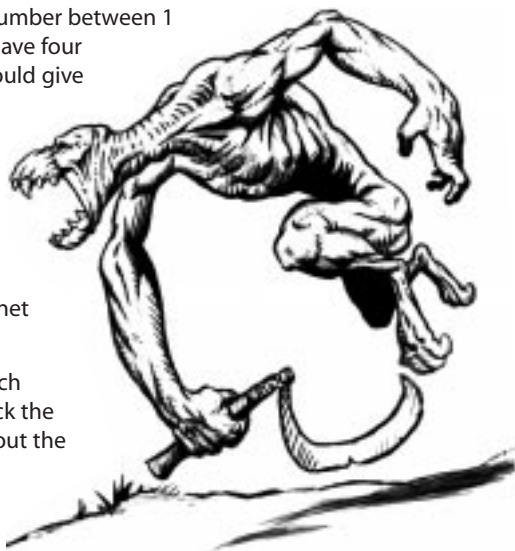
Name
The name which will appear in the list of available games.

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

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

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

Join by Address
By checking this box, you'll be able to link up over the Internet for network games with a machine that is not on your local network. Enter the host machine's IP address in the field below. Note that you must set up a connection to your ISP before launching Myth II for this to work. It works best with dedicated Internet connections (cable modems, T1 lines, etc.).

Once you have created or joined a TCP/IP game, the game progresses as described in the Multiplayer Game Options section in the bungie.net portion of the manual.

AppleTalk

Mac users have access to this additional networking protocol.

HOW TO START PLAYING MYTH II USING APPLETALK
Make sure all your Macs are connected via Ethernet cables and that AppleTalk is active in your Chooser (under the Apple Menu). Launch Myth II and click the Multiplayer Game button. In the dialog that comes up, fill out the Player Name and Team Name fields, and choose a Player Icon and colors. Click the "Other" button and select AppleTalk from the menu that appears beneath it. Click the OK button. This will take you to a new dialog box where you can create and join games on your AppleTalk network. On the left side is a list of games available for you to join; double-click a game name to join it. If you'd like to create your own game, fill out the following fields on the right side:

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

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

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

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

Zone List
A list of available AppleTalk zones on your AppleTalk network.

Use My Zone
Clicking this radio button restricts the list of available games to those in your own AppleTalk zone.

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

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

Once you have created or joined an AppleTalk game, the game progresses as described in the Multiplayer Game Options section in the bungie.net portion of this chapter.

Types of Network Games

ASSASSIN
Each team has a target unit (or units) who has a double thick yellow bor-
der when they're selected (on most levels this target member is a Baron).
The object of the game is to assassinate your opponents' targets before
they can get to yours. If your target is killed at any time in the game you're
eliminated from the game and your troops will disappear. Similarly, if you
eliminate an opponent's target they will be eliminated and all of their
troops will disappear. The winner is the person who eliminates the most
enemy targets. In case of a tie the winner is whoever eliminated an enemy
target earliest in the game.

There's a variation of the Assassin game known affectionately as "Choke
the Chicken." This game is identical to a normal game of Assassin, except
that the target units are uncontrollable chickens.

BALLS ON PARADE
Each team starts the game in possession of a ball. The objective is to cap-
ture as many of your opponents' balls as possible. When time runs out, the
player with the biggest set of balls wins.

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

*It's often useful to assign your units to presets at the beginning of a net-
work game and then use the **F** key to cycle quickly between the groups.*

FLAG RALLY
There are up to nine flags on the battlefield. The winner is the first player
to capture all of them. It is not necessary to defend a flag after it has been
captured; touch it and move on.

HUNTING
Each team struggles to kill the most wildlife. Every target animal has a cer-

LAST MAN ON THE HILL

One area of the map is designated as the hill and marked with a flag. The hill is captured when one or more of your units moves within a certain range of the flag and no enemy units are within range. The winner is the last player in control of the hill, regardless of how long they have possessed it. Tactics in this game are quite interesting, as you must preserve as much of your force as possible for your final assault on the hill. If time runs out and the flag is contested, the game will switch to sudden death overtime until one player has uncontested control of the hill.

SCAVENGER HUNT

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

When dribbling the ball be careful to avoid obstacles (trees, houses, etc.), as the ball has a tendency to get stuck alongside them. If the ball does get stuck, you can always try blasting it free with a few well placed grenades.

STAMPEDE!

Each team starts with a herd of animals (usually pigs) and a number of flags. The object of the game is to shepherd your herd to the enemy flags. When they are within contesting range of an enemy flag they will be teleported to safety and your team will gain a point for each teleported animal. The winner is the team with the most points at the end of the game. If neither team succeeds in teleporting their herd to safety the winner is the team with the greatest number of surviving herd beasts.

As a variation of this game, some maps have only a center flag that will transport pigs from any team to safety- assuming you can get them there.

STEAL THE BACON

Somewhere on the battlefield is a ball, which assumes the color of the last team that touched it. The object is to snatch the ball and keep it away from your opponents. The last team to own the ball is the winner. The game will switch to sudden death overtime if the ball is contested when time runs out.

In order to place the net ball in the most advantageous spot on the map you must either dribble it there or blast it there using explosives. To dribble the ball select one of your units and line it up about ten feet behind the

*ball, but facing toward it. Your unit should form a straight line with the
ball and his destination point. When everything is lined up correctly select
your unit and click on the ball.*

TERRITORIES

There are several flags on the map. The object is to capture and hold more
flags than your opponents. Note that, unlike Flag Rally, you may need to leave
units to guard each flag after capturing it. The game will switch to sudden
death overtime if a flag is contested when the time runs out. The winner is the
team in control of the most flags at the end of the game.

BODY COUNT

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

KING OF THE HILL

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

CAPTURE THE FLAG

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

Communication During Multiplayer Games

THE WHITEBOARD

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

YELLING

YOU CAN SEND MESSAGES TO TEAMMATES AND OPPONENTS DURING A GAME. HIT THE YELL KEY, THEN TYPE YOUR MESSAGE AND HIT **RETURN/ENTER**. YOUR MESSAGE WILL APPEAR AT THE BOTTOM OF EVERY PLAYER'S SCREEN. THE DEFAULT YELL KEY IS **SHIFT-Y**.

WHISPERING

You can also whisper to your teammates during team games using the Whisper key. The default Whisper key is **Y**.

*You can review the last 10 chat and game messages by pressing and holding the **up arrow** key.*

Unit Trading

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

*You can quickly trade for the maximum or minimum number of units by holding down the **shift** key while pressing the up or down arrow beside the unit you're trading for.*

Post-Game Carnage Statistics

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

Rank - Team rankings

Perm - The running stats for that gaming session

Score vs. Time - Progressive score over time

Kills vs. Time - Kills over time by team

Damage vs. Time - Damage inflicted over time

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

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

Internet Latency

An inevitable reality of the Internet is that latency (the measure of time that it takes for your computer to send and receive information over the net) will cause games played over the Internet to sometimes "hiccup," jump or slow down. There are a few things you can do to reduce these internet anomalies if you are using a modem. Using the control panel or configuration software for your modem, turn off error correction and turn on TCP/IP header compression.

Multiplayer Tips

Myth II: Soulblighter is a dynamic game of ebb and flow of forces on the battlefield. In general, keeping your forces moving – charging and retreating, feinting and flanking – will keep you safer than parking a group in one location and waiting for the enemy to take them out.

Units who do explosive damage can be as much a threat to your forces as to the enemy. Wights are typically best kept a good distance from friendly formations, warlocks need to have a clear path to the enemy, and dwarves need to be maneuvered carefully lest they throw too near your forces, or explode upon dying and cause friendly casualties.

Keep your projectile units on the highest ground possible. A line of bowmen at the crest of a hill firing down have a distinct advantage over a line at the bottom of the hill, firing up.

Be careful when firing into a melee, as you're likely to shoot your own troops in the back.

Don't engage an enemy of superior strength unless you plan on sitting out the rest of the game. Wait until they've been weakened, and then pounce on them.

If you think you're about to be overwhelmed, consider pulling back to a more defensible spot, even if it means sacrificing a few units.

There's nothing as satisfying as tricking your opponent into range of a wight. Hide your wights in deep water early in the game, and then try to maneuver your enemy so he is vulnerable.

Use fast units like Ghôls to rush and disrupt enemy projectile formations, allowing your slower units to advance in safety. Keeping missile units moving away from danger is a great way to neutralize them.

Use Thrall as a living wall to protect units while they advance. A vanguard of Thrall makes a great protective barrier for moving Dwarves forward. Many undead units can also be hidden under water indefinitely.

Don't commit all of your troops too early in a net game. The winning team in a game of Last Man or Bacon is usually the team with the most patience... and the most sack.

In team games, the team captain can detatch units to other palyers on his team by selecting the units and then hitting the backslash (\) key. If more than two players are on the team, a dialog box will come up allowing the captain to choose which teammate gets the units.

The Scoring System

The bungie.net scoring system is a combination of mathematics and voodoo magic— while it's calculated mathematically, it's complicated, and will some-times seem like voodoo magic. The system is designed to reward skill above all. For example, a high ranked player will gain few points for beating a low ranked opponent, while a low ranked player will gain considerable points for beating a high ranked opponent.

GAME TYPE SCORES

Each game type is scored separately, and has its own ranking system. Thus, it's possible to be the number one ranked player in Assassin without being highly ranked in any other game types.

OVERALL SCORE

Your overall score is a composite of your standings in all of the ranked game types. In order to have an exceptional overall score it's necessary to excel at a wide variety of game types.

RANK ICONS

When you first log in to bungie.net your rank is an indicator of number of game played. The first rank you have will be a single dagger. After you've played one game in a ranked room your icon will change to a

pair of daggers. After your third ranked game it will change to three daggers, and after your eighth you will be counted in the bungie.net ranking system.

Rank icons are dependent upon overall score. The player with the highest overall score on bungie.net wears the Comet. The player with the next highest score wears the Sun, and the third highest wears the Eclipse. The fourth and fifth highest ranked players wear the Moon, while the sixth, seventh, and eighth wear the Crescent Moon.

After the eight named ranks, icons are given out according to what percentage range your score falls within.

Orders

Orders – teams of Myth players – have been around since before the release of Myth: The Fallen Lords. While our original support of Orders was merely an icon and a link on the bungie.net web page, things have drastically changed. Orders are now an integral part of bungie.net– players wear their Order icons as player icons, and their group performance affects their Order's rank.

For a game to affect your Order's scores, two requirements must be met. First, every player in the game must be in an Order. Second, each represented Order must have at least three players present, none of which are observers.

ORDER SCORES
Game type and overall scores for Orders are calculated the same way as individual player scores.

To learn more about Orders, visit some existing Order web pages, or to join or start your own Order, visit the bungie.net web page at
http://www.bungie.net.

bungie.net Code of Conduct

bungie.net is a great place to make friends and have a lot of fun. However, the inherent anonymity and the broad origin of the audience also make it a place where you must be exceptionally careful to avoid offending other players. Use good judgement in your dealings with others and show respect, and you will be the recipient of the same.

ADMINS

Treat admins with honesty and respect. They've earned our trust, and they're volunteering their time to help make bungie.net a better place.

CHEATING

Dummy accounts, hacked preferences, and any other attempts to artificially boost rank will not be tolerated.

LANGUAGE

Not everyone on bungie.net shares your sense of humor. Be considerate to others– don't swear, and go out of your way to avoid anything else that you think may be offensive.

Visit **http://www.bungie.net** for a full list of the bungie.net rules.

These rules are meant for everyone's benefit. If you break them or any other bungie.net rules then you face the risk of having your bungie.net account permanently revoked.

VII. Characters

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

The Light

BERSERKS

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

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

BOWMEN

After the war against Balor ended, the fir'bolg returned to their own land. The truce remained intact, but they swore that they would never fight outside of their borders again. Humans who had fought alongside them had come to rely on the fir'bolg ability to attack opponents from a distance, and human militias soon drummed up their own groups of bowmen.

A group of bowmen can do substantial damage to enemy forces while they're still too far off to fight back. In addition, each unit carries a fire arrow that can be activated by selecting the unit, pressing the special action key (T), and attacking an enemy unit or the ground.

If cornered, bowmen can fight with a knife (although this is not their strong suit). To make your bowmen fight hand-to-hand, select the bowman, then double click on a nearby enemy unit.

DWARVES

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

Dwarves throw small bottles filled with an unstable concoction which explodes powerfully upon impact. Sometimes.

Dwarves, owing to their immense destructive power, need to be handled carefully. They're stubborn, obstinate creatures with a warped sense of humor. If a Dwarf targets an enemy unit which then moves into a crowd of your own troops, don't be surprised if he obliterates them all. Friendly fire is part of the realism of the Myth battlefield.

Dwarves can also place satchel charges - packs of explosives which detonate if hit with another explosive. The strategic possibilities of littering the ground with high explosives should be readily apparent. Each Dwarf starts with four satchel charges, but can carry up to nine.

JOURNEYMEN

These men are all that remains of the Empire of the Cath Bruig. Formerly the guards of the Emperor, they disbanded and wandered the earth in self-imposed exile after the Fallen destroyed Muirthemne and everyone in it. In a further show of penance, they developed the ability to heal other people, though they are by nature loners and do not actively seek out company. To heal a unit select the journeyman, press the special action key (T), then select the injured unit.

Journeymen can also heal undead units (like thrall and wights), dispelling the dark magic that animates them.

When pressed into battle, Journeymen swing the shovel of a common laborer. Some say they still have the remarkable ability of Heron Guards in combat, but the Journeymen themselves seem to have thrown off every vestige of their once glorious past.

MORTAR DWARVES

The sixty years of peace since the end of the Great War have not seen the Dwarves idling about. There is still great concern over what they refer to as "the Ghôl problem" and much research has been done into new technologies of mass destruction. Their mortar technology is still in its infancy, and there are a scant few Dwarves trained in its use; many of them blow themselves to pieces before they learn to use it properly.

Dwarven mortars are wildly erratic...and utterly devastating.

WARRIORS

The few living humans who could call themselves veterans of the Great War had staggered back to their cities and villages, hopeful that no similar threat would return to the land in their lifetime but determined to see that future genera- tions would not suffer such losses if faced with a similar evil. Six decades later, their efforts have resulted in a military program which even commands the grudging respect of the mighty Trow.

Warriors are equipped with swords and shields.

The Dark

BRE' UNOR

The aboriginal inhabitants of the Ermine, the bre'Unor are a violently secretive race. Their society seems to be struc- tured around their belief that their god, who resides in the air, is strengthened by the escaping breath of the beings they sacrifice and will one day grow powerful enough to spirit away their enemies - most notably the fir'Bolg, with whom they have sparred for centuries.

The bre'Unor have discovered that the bones of their largest sacrifices are excellent objects to hurl at new kills, and hoard them explicitly for that purpose. Tales abound of bre'Unor cunning and ferocity in battle, and some even say their vile deity has given them the ability to command wolves.

BRIGANDS AND DARK ARCHERS

As Soulblighter's corrupting influence spread, many weak and unsavory soldiers were swayed to his banner with false promises. These are the rough equivalent of their Light counterparts, with some differences; for example Brigands, being undisciplined, run more slowly than Warriors.

The stain of evil on these units is visible even from afar.

FETCH

Priestesses summoned from another world by Balor during the Great War, they found themselves unable to return after his destruction at Alric's hands. In return for their continued cooperation, Soulblighter has

promised them a way home.

The Fetch fires blasts of electricity from its withered finger-tips.

Disturbingly proud of their ability to singlehandedly decimate legions of veteran warriors, the Fetch wear the skins of the men they've electrocuted as trophy and warning.

GHASTS

Having learned Balor's greatest secret, the reanimation of the dead, Soulblighter passed on this knowledge to his evil human associates so they could build him an army. These Undead are the corpses of villagers and other commoners, and are the first stage in what will eventually become a Wight.

They are nimble compared to most undead units, and while their blows do little damage, their foul stench and clammy touch can stun the living.

GHÔLS

The Ghôl is a swift beast which drags its knuckles as it lopes along the ground. Their speed makes them incredible scouts, and although they are relatively weak they can dash up a hill and hack a group of bowmen to pieces before they have a chance to react. They have never been an especially bright race, and since the Dwarven destruction of the Ghôl Godhead during the Great War they have thought of nothing but the complete subjugation of the Dwarves.

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

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

MAULS

Hulking, pig-like brutes native to the Blind Steppes, Mauls wear armor and wield spiked clubs fashioned from whole tree trunks. With heads as thick as their massive limbs, they were easily bound to Soulblighter's service.

Contents

Though not fast, Mauls both absorb and inflict serious damage, and are willing shields on the battlefield for more vulnerable units.

SOULLESS

Their souls literally stolen by sorcery, the Soulless slowly float across the land, leaving pestilence and corruption in their wake. Their weapon of choice is a barbed javelin anointed with a toxin that causes excruciating pain. One of Soulblighter's most successful experiments with reanimation, it is hardly surprising that he has brought more of them along this time.

THRALL

The reanimated corpses of humans. Because they're dead, Thrall are slow moving, but they will also withstand a great deal of damage before the foul sorceries that keep their bodies upright fail. Another benefit of being dead that the Thrall enjoy is not being required to breathe, which allows them to remain underwater indefinitely.

The only weapon the mindless Thrall can use with any degree of success is an axe.

Since they're dead, thrall, wights and ghasts don't have to breathe. Unlike the living, they can travel through the deepest water, and can remain hidden under water indefinitely.

STYGIAN KNIGHTS

Only the darkest sorcery is capable of creating these magically animated suits of armor. Stygian Knights are a rare sight as they are created only by Soulblighter and given as guards to his human associates.

They attack with huge battle axes and are unharmed by arrows. Even dismembered, they do not bleed.

WARLOCKS

When rumors began to spread shortly after the end of the war that the Deceiver was entombed somewhere in the Cloudspine, an odd collection of men dared the journey to find him.

It was many years before anyone recognized them as Warlocks from the Scholomance, ancient allies of The Deceiver and collaborators of the Fallen Lords.

Warlocks have a primary fireball attack and a secondary confusion spell. The confusion spell can be activated by pressing the special action key (T) when the Warlock's mana bar is full.

WIGHTS

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

You can order a wight to detonate by pressing the Special Action key (T).

Non-Aligned

CAVE SPIDERS

Dwarven legend tells of spiders that grow larger than humans, living unchecked in the deepest bowels of the earth. Their constitutions are weak but their frightful size, and sheer weight of numbers, make them more than a match for those foolish enough to delve into their subterranean lairs. Having no loyalties, they will also attack the Fallen.

TROW

The Trow retreated to the north at the end of the Great War, and have since held a nervous truce with the humans who slew so many of their number during the conflict. Their bitter memories of their own golden age many generations ago have left them with a collective hunger for a return to better times. This urge does not prevent the Trow from exacting a frightful toll upon any who would pass across the land they have claimed as their own.

Trow wade into a melee with mighty kicks, powerful enough to rip the target's body in half.

VIII. Technical Support

If you experience problems installing or playing Myth II: Soulblighter, please read the following suggestions.

Windows 95/98/NT

Chances are that if you're having some kind of video or sound problem with Myth II, the problem is driver-related. Check with the manufacturer of your video card, 3D accelerator card, sound card and networking card to make sure you're using the most recent drivers for all those components. Most manufacturers have web sites where you can download updates for free.

Make sure you're using the most recent version of DirectX. You can always download the most up-to-date version from **www.microsoft.com/directx/**

A corollary to the above two items: some older cards don't work very well with newer versions of DirectX. You should download the latest DX6 compatible drivers when possible. However, in some cases a card manufacturer may not have updated their drivers to work with the latest version of DirectX. In such cases, all you can do is wait for them to release new drivers...or purchase a better-supported card.

Myth II wants to use as much virtual memory as you're willing to give it; if you don't have much free space on your hard drive you could experience lockups or crashes. Try to free up some space on your boot drive (this is almost always your C: drive) if you notice this happening.

If you're using Windows 95 or 98 and your machine is having problems reading the Myth II CD, make sure that your CD-ROM drivers are 32-bit. An easy way to find this out is to open up a DOS prompt and type MSCDEX. If the number that comes back is less than 2.95, you have old drivers. This is another instance where you may need to contact the manufacturer of the drive and download their latest driver software.

Some problems can be fixed by simply deleting the Myth II Preferences file. From the Myth II folder on your hard drive, open the Tags folder, and then the Local folder. A folder called Preferences should be located inside; delete it. Note that you'll need to reenter all of your preferences, including your login and password for bungie.net, so don't do this until you have that information written down in a safe place (like the back of this manual).

Other problems can occur because of corruption on the hard drive itself. You may want to run a thorough

ScanDisk on your drive and defragment it as well.

Make sure your networking card is using Enhanced Mode drivers.

If you're running Win95/98 Plus! and your cursor is a custom cursor, change it back to the default black and white arrow cursor.

If all else fails, you may want to try reinstalling Myth II. If you have any saved games or films that you'd like to keep, copy the "save" and "recordings" folders from your Myth II directory to a safe place before you delete the game.

MacOS

If you're experiencing inexplicable problems with Myth II, the first thing you should do is go to your Extensions Manager control panel and turn off ALL your non-Apple extensions and control panels. And yes, we do mean ALL of them; anything that wasn't installed as part of your System Software could be the culprit. Recent versions of the Extensions Manager allow you to choose a setting called "MacOS base" or something similar, which will run only the very basic extensions and control panels. If you have a lot of non-Apple utilities and extensions running on your system, this is a quick and easy way to tell if they're conflicting with Myth II. If you find that a certain control panel or extension causes problems with Myth II, use Extensions Manager to create an extension set without the problematic file and switch to that set whenever you want to play Myth II.

Virtual memory and utilities like RAM Doubler can slow Myth II down, which can have an especially deleterious effect in network games. Turn off virtual memory while playing Myth II.

Myth II loves RAM, so if you've got a lot of memory you may want to allocate some of it to the game. To do this, click once on the Myth II application on your hard drive and choose "Get Info" from the File menu. You can add RAM by increasing the number in the Preferred Memory Size box. Don't change the Minimum Memory Size, and don't allocate more RAM than you actually have installed on your Mac.

Make sure your System Software is up-to-date. If you have System 7.5, you

should update to System 7.5.5; System 7.6 users should update to 7.6.1, OS 8 to 8.1, and so on.

Occasionally your Mac's Desktop file (an invisible file used by the MacOS) can become corrupted. You should rebuild your Desktop file regularly - once a month or so. To rebuild the Desktop, hold down the Command and Option keys while booting up, and click the OK button when the computer asks if you're sure you want to rebuild the Desktop.

Some clock-chippers or hardware accelerator cards (especially non-Apple processor upgrade cards) can conflict with Myth II. Try disabling or removing them and see if your problems disappear.

Some problems can be fixed by simply deleting the Myth II Preferences file. From the Myth II folder on your hard drive, open the Tags folder, and then the Local folder. A folder called Preferences should be located inside; delete it. Note that you'll need to reenter all of your preferences, including your login and password for bungie.net, so don't do this until you've got all the pertinent information (like your bungie.net login and password) written down.

Other problems can occur because of corruption on the hard drive itself. You may want to scan your drive with Disk First Aid (a free Apple utility that comes with your computer) or a more substantial utility such as Norton DiskDoctor or TechTool Pro.

If all else fails, you may want to try reinstalling Myth II. If you have any saved games or films that you'd like to keep, copy the "Save" and "Recordings" folders from your Myth II directory to a safe place before you delete the game.

If you've tried all these options and none of them have helped you, feel free to call our tech support line at (312) 255-9600. Before you call, make sure you're near your computer.

Note that many older 3D accelerators, such as the TechWorks Power3D card, no longer have the support of their developers; thus their drivers have not been updated to recent standards and Myth II will not by accelerated under these cards.

A Note About Map Making

Myth II: Soulblighter ships with map editing tools, so you'll be able to create your own net maps and solo campaigns. Documentation for these tools is on the CD-ROM.

Any file(s) created with these tools may be freely distributed provided it conspicuously contains the following copyright message:

IV. Glossary

Alric

An Avatara of years past, Alric is the only surviving member of the Nine sorcerers who opposed the Fallen Lords during the Great War. Alric reclaimed his throne after defeating Balor. He has spent the last sixty years rebuilding the Province.

Bagrada

Southernmost pass across the Cloudspine range, Bagrada is a network of dead ends and box canyons that connect the Plain of Scales with Forest Heart. Countless battles have been waged here, including several during the Great War.

Balor

Once known as Connacht, great hero of the Wind Age, Balor returned wearing the mantle of the Leveller to lead the armies of the Dark during the Great War. Chief among the Fallen Lords, he fell in battle with Alric at his fortress in Rhi'anon, and his head was cast into the Great Devoid to ensure that he would never return.

Baron Kildaer

The Baron came to power ten years ago, appearing out of nowhere. With the aid of his brigand cohorts, he laid claim to Keep Kildaer and the surrounding lands.

Barrier, The

The great desert east of the Cloudspine. Once the fertile empire of Cath Bruig, the Barrier was razed and blighted when Muirthemne fell to Balor's forces, becoming an arid desert devoid of most life.

Callieach

A fearsome race from the distant past. The Callieach eventually came into conflict with the Trow, and were destroyed in that conflict. In their final days, rather than be hunted to extinction by the Trow, they destroyed themselves and their hunters, leaving behind the Great Devoid.

Cloudspine Mountains

A mountain range spanning the continent, running north to south across its center. An almost impassable barrier, the Cloudspine has only three passes—

Bagrada, Seven Gates, and The Stair of Grief. Even these are only passable during the summer months.

Connacht
Great hero of the Wind Age, Connacht trapped the Myrkridia in the Tain and imprisoned the Trow. Ruling during a golden age of peace, Connacht disappeared from Muirthemne, and was thought to be dead. Centuries later, Connacht returned as Balor, the Leveller, to raze the continent and lead the Fallen.

Covenant
A great city of the Province, Covenant was sacked by the Dark in the Great War.

Crüniac
An officer of the Legion. His father is the mayor of Shoal. He has political aspirations, and joined the Legion to distinguish himself.

Cu Roi
One of the Nine. A powerful sorcerer who opposed Balor during the Great War. He was trapped in the Tain along with Murgen and the Legion, and died when the Tain was destroyed during their escape.

Deceiver, The
One of the Fallen Lords who served Balor during the Great War. His rivalry with the other Fallen Lords led to his downfall. He disappeared after the Watcher decimated his army at Seven Gates.

Dire Marsh
An enormous swampland. Fed by the poisoned Gjol River, the Dire Marsh was the site of many battles between the Legion and the forces of The Watcher and Soulblighter during the Great War. It was here that the Watcher, crippled by arrows tipped with his own bones, finally fell.

Dwarves
A diminutive race of sturdy craftsmen. The Dwarves delight in the elements of Fire and Stone, and are unrivaled masters of both.

They share a deep hatred and countless years of war with the Ghôls. Driven from their homelands in Myrgard and Stoneheim, they returned to reclaim them following the defeat of the Dark at the end of the Great War.

Eblis Stones
Magic artifacts of great power. Those wielding an Eblis stone are said to be unstoppable in battle. Alric used one of these artifacts to defeat Balor in the Great War.

Fallen Lords
Six sorcerer-generals of dark and fearsome power, led by Balor during the
Great War. Numbered among their ranks were The Watcher, The Deceiver,
Shiver, and Soulblighter. It was thought by the Nine that their powers were
derived from Balor himself, but plainly this was not the case.

Forest Heart
An ancient and majestic forest east of the Cloudspine. Home to the peaceful
but powerful Forest Giants. Forest Heart was the site of many battles during
the Great War.

Ghôls
A bestial race of knuckle walkers that served the Dark during the Great War.
Inhabiting the same hills and mountains as the Dwarves, Ghôls have been in
conflict with that race for as long as they have known one another. It is they
alone who remember the names of the dark gods.

Gjol, The
Poisoned river that flows out of the Blind Steppes and into the Dire Marsh.

Great Devoid
The Great Devoid is a chasm near Myrgard that is said to have no bottom. It
was created when the Callieach destroyed themselves rather than be hunted
to extinction by the Trow. Following his defeat at Rhi'anon, Balor's severed
head was brought here and cast into the Devoid.

Head, The
A severed head animated by its own arcane magic, it was discovered buried under tons of sand and rock and claimed to be one of Balor's ancient enemies. Providing the Nine with dubious advice, this enigmatic being sowed strife among the Nine, resulting in their downfall before vanishing again into the mists of history.

Ibis Crown of the Cath Bruig
Legend states that whoever wears the Ibis Crown has at his disposal enormous power. Before the fall of the Cath Bruig empire, Ceiscoran, at enormous expense, commissioned eleven ordinary copies of the crown to be made in order to make the theft of the true crown more difficult. When Muirthemne fell to the Fallen Lords, the true crown was nowhere to be found.

Keep Kildaer
Unoccupied since the Great War, it was thought that every member of the Kildaer family had been slain when the Fallen Lords crossed over the Cloudspine, destroying everything in their path.

Legion, The
An army of the Light, the Legion took part in many of the pivotal battles in the closing years of the Great War. Travelling across the continent, they broke through the Fallen lines, and fought their way to Rhi'anon, where they sacrificed themselves in an assault on Balor's fortress in order to give Alric time to defeat Balor.

Madrigal
A city in the northwest of the Province, Madrigal was the site of a great battle between Rabican and Shiver during the Great War. Though it was successfully defended by the Light for most of the war, internal strife and the crushing weight of the Dark armies caused its downfall only weeks before the war finally ended.

Maeldun
One of the Nine. He was severely wounded in battle at Bagrada near the end of the Great War.

Muirthemne
The ancient capital of the Cath Bruig empire, Muirthemne was home to many great sorcerers and craftsmen, whose works included the Tain. Ruled by Connacht during the Wind Age, it was sacked and utterly razed when he returned as Balor during the Great War.

Murgen
One of the Nine. He was trapped in the Tain along with Cu Roi and the Legion. He did not survive the destruction of the Tain.

Myrgard
The ancestral home of the Dwarves. Along with the other major Dwarven city of Stoneheim, Myrgard was seized by the Ghôls over a century ago. Occupied for more than fifty years, Myrgard was finally liberated after the defeat of the Dark in the Great War. With the Ghôls driven out, the Dwarves returned, with a deeper hatred of their mortal enemies than ever before.

Myrkridia
A terrible race of flesh-eaters with a limitless capacity for evil. During the Wind Age, the Myrkridia were trapped in the Tain by Connacht and thought destroyed.

Nine, The
Nine sorcerers of great power who opposed the Fallen Lords during the Great War. Among them were Rabican, Murgen, Maeldun, Cu Roi, and their leader Alric.

Plain of Scales
A vast lowland east of the Toven River and rising to the Cloudspine at Bagrada.

Rabican
One of the Nine. During the War of the Fallen, Rabican faced Shiver in the battle for Madrigal, casting her down in a terrifying dream duel using secrets revealed to him by The Head.

Rhi'anon
The ancient capital of the Trow. When Balor returned as the Leveller, it was in Rhi'anon that he raised his fortress, and led the Fallen. This was also his last battleground, where he fell to Alric in the final battle of the Great War.

Rhi'ornin
The lost city of the Trow. It was the first city to fall during the Trow–Oghre wars.

Scamander
The main river in the southwest of the continent, flowing from the Cloudspine to the ocean.

Seven Gates
One of the three passes across the Cloudspine, named for its seven choke-points, and overshadowed by an ancient volcano. Here, in the last year of the Great War, the Legion fought their way through the forces of The Watcher and The Deceiver and entered the Barrier.

Soulblighter
Balor's second in command during the Great War. Arguably the most danger-ous of the Fallen Lords, his cruelty and ambition knew no bounds. Many think that he was once Damas, one of Connacht's lieutenants.

Stair of Grief
The northernmost passage through the Cloudspine.

Summoner, The
Legends tell of "a man not yet born who would resurrect the myrkridia and visit horrors on the world without equal in history or myth."

White Falls
A name referring to a town, a fortress, and the White Falls themselves. Located on the Meander River southeast of Tandem, they are the highest falls west of the Ermine.

Wild River
Runs between Forest Heart and the Cloudspine, emptying into the Cavan Bight.

Willow Creek
A small town on the western edge of Forest Heart. Built on the site of a razed village, it is once again a flourishing farming community.

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Yumi
Yurika
The Foundation For Blind
 Children
Richard, Esther, Mike and
 Melissa Bernal
Araceli Diaz de Leon

the Diaz de Leon Family
the late night Bungie Crew
Orhan, Nezahat, Gaby, and Chico
 Deniz
the Mancilla sisters
Mojdeh Gharbi
Mark Rubin
Eduardo Chavarri
Hector Magaña
Lauren Fielder
Joe Fielder
Amy Dew
Hope Kavoosi
Bob Mould
Mike Stuto
All hippos everywhere
the people in my immediate
 family– everyone else has
 been a huge disappointment
Lauren Caro
Dieneces
Lloyd, Victoria, and Keith Regier
Erik Mortensen
Kelly St. John
Chris Bentley
Nicholas Wilt
The Apple Games Kitchen Gang
 (Alex Rosenberg, Chris
 DeSalvo, Steve Bollinger)
Steve Bordelon (you'd better
 put me in your movie!)
Shelly, Gabe and the Kitties
Nance Zartman, for sleeping
 alone
Thom and Brian
Katiekatrinckle

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