

Additional technical notes:

The Myth 3 installer and the documentation state that a "Small" install requires that you have 250 megabytes of available hard-drive space. This is incorrect. The "Small" install actually requires 348 megabytes of available hard drive space.

There is an issue with NVIDIA GeForce2MX and ATI Radeon 7500/8500 video cards related to color bit depth switching within Myth 3. With these video cards, Myth 3 utilizes the bit depth that you have set for your Windows desktop. To run Myth 3 in 32-bit color, set True Color (32 bit) in your Windows Display Properties Control Panel. To run Myth 3 in 16-bit color, set High Color (16 bit) in your Windows Display Properties Control Panel. If you have your desktop bit-depth set to 256 colors, Myth 3 will not run. In this case, set your desktop bit depth to True Color (32 bit) or High Color (16 bit).

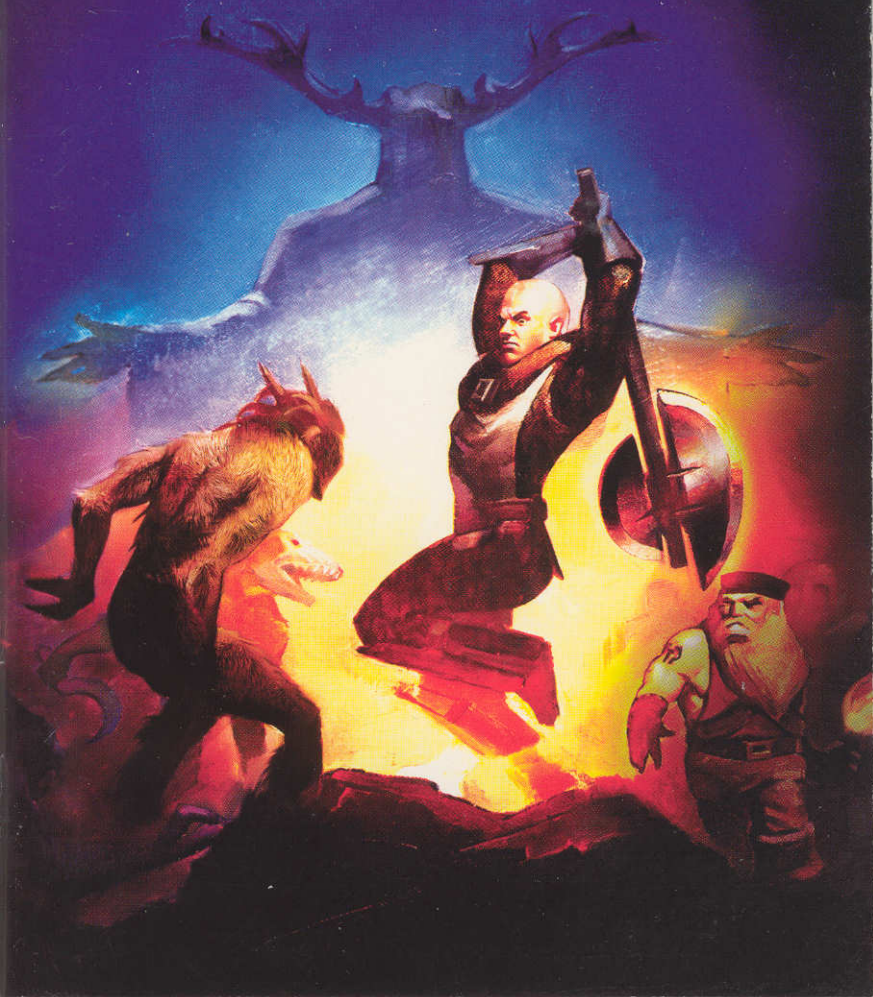
There is an issue with NVIDIA GeForce 3 video cards that causes a black screen after changing color bit depths within the game. The game is running, but video is blacked out. To resolve this issue, hit the "Esc" key twice to exit the game. Re-run the game and you will be in the bit depth that you selected. The other work-around is to set your desired bit depth in the Windows Display Properties Control Panel before running Myth 3.

There is an issue playing cut scenes under Windows9X and ME. If you are between levels and you have a black screen with dialog playing, exit Myth 3 and rerun the application. If this does not solve the problem, please visit myth3.godgames.com for patch information.

All of the above issues will be resolved in a patch that will be available soon from myth3.godgames.com.

MYCRIM

THE WOLF AGE





MYTH III™

THE WOLF AGE

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INTRODUCTION

Thank you for purchasing Myth III: The Wolf Age! Thank you for spending your hard earned money on our humble product! Everyone here at Mumbojumbo Games, Gathering of Developers, and Take 2 truly hope you thoroughly enjoy this game!

SYSTEM REQUIREMENTS

For you to begin playing Myth III: The Wolf Age, you'll have to have a PC that meets (and hopefully exceeds) the following requirements.

WINDOWS

- You will need the Windows 95, Windows 98, Windows ME, or Windows 2000 operating system installed.
- 400 MHz Pentium II or equivalent processor (600 MHz recommended).
- 96 megabytes of RAM (but 128 MB RAM is better).
- CD-ROM drive (4x speed or faster).
- 250 megabytes of hard drive space (500 is required for the best performance).
- OpenGL compatible hardware accelerated video card with at least 6 megabytes of video memory (such as a ATI Rage Pro, 3DFX Voodoo 3, Nvidia TNT or equivalent). For best performance, we recommend a video card with at least 16 megabytes of video, cards such as the 3DFX Voodoo 5, ATI Rage 128, Nvidia TNT2 Ultra, Nvidia GeForce256, Nvidia GeForce 2, Nvidia GeForce 3, or S3 Savage 2000.
- The latest drivers for your video card. We have included a link to the GLSetup webpage (www.glsetup.com). GLSetup is an application that detects your video card and installs the latest drivers for many OpenGL compliant video cards.
- To play on-line you will need a 56K or faster Internet connection. For LAN games, you'll need to have an active local area network connection.

IN GENERAL

Because this is a very visually intense game, your performance is directly related to your hardware accelerated video card. Basically, the faster the video card, the better your performance. There are many options that you can adjust to get an acceptable frame rate on lower-end cards, but to truly appreciate the incredible gameplay and visuals of Myth III - The Wolf Age, you will need a fast video card with an adequate amount of video memory.

INSTALLATION

WINDOWS

1. Insert the Myth III - The Wolf Age CD into your CD-ROM drive. Autoplay will launch the installer. (If Autoplay is turned off, you will have to manually open the CD directory and launch autoplay.exe).
2. Choose your language.
3. Choose what size of installation you wish to perform:
Small: Installs the Myth III - The Wolf Age application and minimum supporting files. This saves hard drive space, but will increase the load time between levels.
Large: Installs everything but the movies. Sure, it takes a lot of disk space, but you will get maximum performance while loading.
Network-Only: Installs a special version that will only allow multi-play, but without the need of having the CD-ROM in the drive.
4. Follow the instructions, and watch that progress bar fly!
5. You will be prompted to install the latest versions of the OpenGL drivers for your machine. We suggest you do so unless you are used to tweaking your video card drivers for maximum OpenGL performance.
6. You will be prompted to install the latest version of QuickTime. Myth III - The Wolf Age requires that you have at least version 5.0.2 of QuickTime for cut scene videos and music to work properly. We have included this version of QuickTime on the CD for your convenience.
7. Now, reboot your machine and get ready for the fun!

To uninstall Myth III - The Wolf Age (and who'd ever want to do that?), open your Start Menu, go to the Programs Tab, find the MumboJumbo folder, and select "Uninstall Myth III - The Wolf Age". This will take you through the uninstall process.

We definitely suggest that you hop on the Internet and download the latest Patch for the game! While we try our best to fix all known issues before we release, we often discover issues after the game has been purchased and played on the sands of systems. We will always fix those issues as quickly as possible. After installation, go to myth3.godgames.com to check for any available Patches for Myth III - The Wolf Age.

CUSTOMER SUPPORT LINE

Having a problem getting your game to run? Problems with DirectX? Sound kind of non-existent? Please check out the file readme.txt on the Myth III: The Wolf Age CD for last minute information and answers to frequently asked questions (FAQ's). Do you want to ask a specific technical question? E-mail us directly at tech@talonsoft.com

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday - Friday from 9 a.m. to 5 p.m. Eastern Time.

PROLOGUE

Nothing but dirt.

Weeks have I spent at this site, digging into the dirt with my callused and cracked hands. And for my troubles, I have naught but dirt. Dirt on my clothes, in my eyes, filling my tent. The dry winds carry it in clouds as thick as it lies on the ground. I have had little taste in my mouth save the accursed dirt for days now.

Though I do know the healing ways to sustain myself, I fear that even I will not be able to last much longer in this waterless, sand-blasted desert.

The winds are blowing out my candles now. I have finished my writing for today.

The ruins that tower about my campsite sheltered me from the brunt of the sandstorm last night. I am thankful that even if they do not reveal their secrets to me, they have at least made it bearable to dwell in their presence.

In the heat of mid-day I scaled a nearby dune, and at its top I took in the broken desert about me. The crumbling walls and arches of the ancient city stand as remnants of incredible disaster. But looking through this veil, I began to gain a sense of the great city that once stood here. For as far as my eyes could pierce through the desert day, the ruins of the great city of Muirhemne stood about me, and I was humbled in the presence of such magnificent glory of forgotten ages. I now understood how the Heron Guard of the Cath Bruig could be so distraught at seeing their beloved city destroyed by Balor and his Fallen Lords. Though this atrocity is almost two centuries past, many still wear the robes of the Journeyman, as I do.

I do aspire to be counted among the ranks of the Heron Guard someday. But, for now I am contented with aiding the needy and uncovering our ancient past. Oh, how we have fallen! The knowledge of our very history is lost to us – buried under these mountains of shifting sands.

Still my shovel has uncovered nothing this day. Yet still I dig.

Light of the Wyrd, this day has been portentous! Where do I begin?

It was morning when I had seized a few small eggs from the rock lizards near the cracks of the ancient walls. Looking for a shady spot for my meal, I found a darkened cliff face nearby. As I approached, I began to notice something odd. The windstorms of the previous nights had eroded the cliff drastically since it had last made my notice. And now, as I scrutinized, I saw a perfect vertical seam running through its face.

It took me no time to gather my equipment and return. With chisels and great shovelfulls of dirt, I slowly uncovered the miracle. It was a doorway. A doorway set into a cliff side that was not truly a cliff. The tons of rock and soil were covering a large structure of some sort. And with the blessing of fate this portal had been exposed for me to find. My excitement knows no bounds, and my imagination cannot be quelled. At first light I will try to open this door into the forgotten past.

It has been several days of feverish excavation. It appears I have underestimated the size of the doorway. It is three times the height of a man and nearly the same dimension

wide. I have moved a literal mountain of dirt from them, and yet their base appears to be still deeper into the earth.

Just as the orange blaze of the horizon slowly gave way to a star filled night, my shovel hit rock. Finally, I have reached the base of the portal. Over a fathom of soil have I uncovered to reach it. I think of the terrible magics that were called upon to bury this city, and I shudder.

I have bent two chisels attempting to part the doors even a crack. I fear that I may run out of proper equipment before I get the thing opened. The only good news I have this day is that the howling winds have abated.

What horrors have been visited upon me? I cannot yet conceive what I have witnessed. Wyrd protect me!

I had moved my meager encampment to the base of the doorway - I fear this is what has angered the thing. It was late day when I felt the devil breeze begin the blow. Strong it grew, and I had to cover my nose and mouth to breathe. The wind battered me like hammers and sucked the breath out of my lungs. As I rushed away from the rock, I felt the wind abate. It was then that I caught a glimpse of the thing.

As the funnel of dust moved with sinuous spirals, I saw lurking within its depths a shadow of a human form. It remained motionless as the column of dust spun about it. The white embers of its eyes stared directly at me as a rattling cry howled over the wind.

After that, I can only recall running from that place.

I returned to my encampment today. Having spent a restless night in the open desert, I have found my resolve. The thing which met my intrusion was undoubtedly a guardian spirit. I remember hearing tales of ancient sorceries which could bind a spirit to the very mortar of a place - forcing it into servitude for one-thousand and one years.

I have returned to the doorway. I had hoped that it had gone, but as I approached, the funnel of dirt spiraled back into fearsome shape. I again retreated to my campsite. I must think of how to rid this place of such a thing! I believe the lack of water has addled me somewhat.

I now know what I must do. I have no malice in my heart. If the creature at the portal is indeed a guardian spirit - and not some horror born of the atrocities committed here - it would only attack if it sensed malice. I can think of dozens of reasons why this line of thinking is flawed. Yet, somehow I feel this is correct. I fear that if I were to leave to gather aid from my distant comrades, the spot would again be covered by the shifting desert sands. I cannot allow that. If I am to die, I have lived a good scholarly life. I will leave this journal behind, in hopes that someone may find it if I have failed.

Great Wyrd in all his Glory! The discovery that I have found! The secrets and mysteries of

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THE WOLF AGE

the ages have been re-discovered! I must get back to the citadel and tell the others of this! I have made what notes I could, but there is information here that will fill entire volumes of books!

I will try to write down what has occurred to me in the past few hours as accurately as I can with my trembling hands.

I walked to the stone entrance and confronted the guardian. As I approached, it rose from the sands like a serpent. Each step I took towards the doors, the stronger it became. Its winds buffeted me and forced me to my knees, but still I crawled. I heard a voice like dry leaves whisper of horrors that would befall me if I did not flee. It was only the powers of Wyrld that granted me the will to continue. I stretched out a flailing hand and touched it upon the stone door.

It almost an instant, the fell winds stopped. I heard the hiss of sand falling onto the ground. Crouching and working sand from my eyes, I saw that the guardian had left me. As I tried to stand, a great rumbling shook the earth. The doors to the ancient building had begun to open. Sand ran in streams down the face of the cliff and into the yawning darkness of the portal before me. With a great thunder, the tremendous doors grinded to a halt. Beyond was only darkness. Even the bright light of the desert day could not penetrate into the black opening.

Fetching a dry log from my campsite, I wrapped an oily rag about it to make a primitive torch. At the precipice of the doorway, my flame revealed a long room lined with long pillars. The long hallway danced in the orange light of the torch as I began my exploration. The building appeared to be a temple or shrine of some sort. The cataclysm which ended Muirthemne had extracted its toll on the building. Many pillars were toppled and areas of the ceiling shattered by the rock above. Who or what this temple was dedicated to was still unclear.

As I walked down the dirt covered tiled floor, I spied a shallow oil basin or brazier against the wall. Hoping for some extra light to see by in this cavernous hall, I dipped my torch down and lit the black fluid within. As the oil basin flamed to life, a rivulet of fire trickled down the wall behind it. Fearful that the stone basin was cracked, I moved to extinguish the flame when I noticed that the flaming oil reservoir was carved into the wall itself. The smokeless flame descended to the edge of the floor and continued its flow away from me, carried by a thin trough built into the wall. Amazed though I was, I did not hesitate to follow the moving flame.

The flame was leading me deeper into the structure. Ducking past a fallen pillar, I turned into a vast opening. The whole of the cavern was darkness. Even the torch I carried did not give light to the immense expanse. The oil flame had darted into the room and began to spread. To my amazement, the flames began to crawl up the walls of this chamber in fabulous intertwining flickering lines of light. As I followed the flaming trails, I was stunned at what I was seeing.

A mural drawn of fire. Gold inlays caught and reflected the orange light as the flames illuminated scenes from the long forgotten past of our world. Heroic spearmen battling against furred monstrosities that could only be the vile Myrkridia. Massive Trow, wearing suits of armor, attacking castle walls. A cloaked villain directing shambling forms towards soldiers. All this and more was depicted in the splendid luminance.

As I stood in awe of the incredible fiery arabesques, I began to notice the room becoming brighter. The flames had lit small braziers inset upon massive stone pillars, disappearing into the still darkness of the towering ceiling. I gazed down at the tile under my feet. Beautiful mosaics ran the length of the floor, showing stars and strange writings. Walking deeper into the still brightening chamber, I began to see the tiled pattern that I trod upon – and realized the purpose of this temple. Under my feet a brilliant comet was depicted, its frozen white flames glittering on its blue canvas of night.

This was “the Apparitor” – the celestial occurrence that happens only once in a millennia. As this revelation exploded into my thoughts, a great light began to shine.

Great mirrors had gathered the flame’s light and focused it onto a golden globe suspended at the far end of the shrine. Beneath the fiery globe towered a statue ten times as tall as a man. A crown rested upon his brow; his hands upon the haft of a mighty axe. His shadowy eyes were stern, but I could not help but sense sorrow deep within them.

I was standing in the shrine to the greatest Emperor of the Cath Bruig – the greatest hero to ever live. He who saved humanity from utter destruction over a thousand years ago. He who slew the nightmare Mykridia and crushed the iron temples of the Trow. He who defeated the dark sorcerer Moagim and brought an end to the Age of Wind.

I had found the shrine of Connacht the Wolf.

It took several hours of exploration, but I have uncovered a stone vault lined with rows and rows of scrolls held on dry wooden racks. These scrolls hold the sacred accounts of Connacht’s life. Undoubtedly, they have only been seen by the clerics who worshiped at this shrine so very long ago.

I plan to carry these scrolls back to the Heron’s Citadel. With their deciphering, the long lost histories of our world might once again be revealed.

THE WORLD OF MYTH

THE FALLEN LORDS

The great comet had returned to the eastern sky – heralding its dark prophecy.

The Leveler, destruction made flesh, had returned in the form of Balor, a fearsome warrior who wielded phenomenal powers. Balor had made unholy alliances with many an evil race, and with the aid of his resurrected generals, The Fallen Lords, laid siege to the great Cath Bruig empire.

Battles went unabated for years, but eventually the Cath Bruig empire had retreated to their city of Muirthemne. With cataclysmic magics, Balor utterly destroyed the legendary city – ending almost three thousand years of its reign.

Balor's evil eyes then turned to the cities of the Province, west of the Cloudspine. Their dark forces swept into Covenant and utterly devastated the city. The human armies recoiled from the attack. If not for the leadership of the Nine – powerful sorcerers called Avatara – Balor's army would have stood unchallenged.

The Nine forged an alliance with the fir'Bolg and the Dwarven races to aid their cause, and the army of the Light was formed. This rag-tag army was all that stood against the Fallen Lords and their legions of undead.

Uncovered from the bowels of a dark mountain, some was found to turn the tide of the war. A severed head was found – a head that retained its life and knowledge. It knew many things forgotten by modern man. It claimed to be an old adversary of Balor, and would aid the Light in defeating him.

Aided by the erudite knowledge from the head, one of the Nine defeated the Fallen Lord Shiver as her armies were poised to destroy Madrigal. The Total Codex was recovered from the ruins of Covenant, just where the head said it would be.

As the winter months rolled on, battles ensued at the snowy passes of the Cloudspine. It was then learned that the Trow had been freed from their molten prisons and marched with Balor. As the volcano Tharsis erupted, news of the leader of the Nine, Alric, had been captured by Balor and his forces decimated.

As three of the Nine entered Forest Heart to ask for aid from the Forest Giants there, the Fallen Lord Soulbrighter imprisoned their army into a magical artifact named "The Tain". The army escaped, destroying the Tain, at the cost of all but one of the Avatara.

A small band of heroes ventured into the barrier and rescued Alric. He told them that the Head had betrayed them. Back in the Province, the Head had began a civil-war which was bloodily ended at the price of many lives.

Alric, again in leadership of the Nine, planned a desperate attack. Marching the remaining legion across the Barrier and into the Dire Marsh, Alric meant to bring the battle to Balor, stationed in the Trow city of Rhi'anon. With two Fallen Lords arrayed against them,

the legion managed to slay the Watcher with magical arrows and marched into the Trow lands.

The arrayed armies of the Light and Dark stood ready to battle. From the Tain was retrieved a Myrkridian standard, which Alric raised upon the battlefield. Balor, enraged at the ancient slight, appeared in person to destroy the legion. But this was all according to Alric's plan. With the power of an Eblis stone, Alric immobilized Balor just long enough for his head to be cleaved from his body.

Balor's head was raced to a World Knot, where a small force took the thing to the Great Devoid. Evading Soulbrighter's forces, the head was thrown into the Great Devoid, ending the life of Balor and the soul of the Leveler.

Against all hope, the army of the Light had won the war.

SOULBLIGHTER

Sixty years after the Great War, the cities of the Province were rebuilt and few remembered the horrors of that epic battle. Alric was now king, ruling from his throne in Madrigal.

But, in the shadows lurked Balor's lieutenant, Soulbrighter. Vowing to complete what Balor had started, Soulbrighter secretly gained many followers with the promises of dark knowledge. These followers began to use their newly learned necromantic powers to raise an army of dead within the Province itself.

A small group of soldiers foiled a local baron's dark schemes, and in turn uncovered Soulbrighter's deadly plan. He was looking for the Summoner – a man prophesized to release the Myrkridia into the world once again.

As this news reached Alric, he quickly gathered forces to defend their nation against Soulbrighter's fiendish designs. The city of Tyr had fallen, and the reports say that the force was lead by Shiver, a Fallen Lord thought killed in the great war. As Alric and his force left for the city of Tandem, they saw to their horror that Soulbrighter had been successful in finding the Summoner and unleashing the Myrkridia. In a hopeless battle, they retreated, as the terrible force marched to Madrigal.

To battle Soulbrighter, Alric hoped to find the Fallen Lord the Deceiver who had been buried under the ice at the Stair of Grief. Alric hoped that the Deceiver would aid him in his new plans to stop the tide of evil. A small force made their way through the snowy pass, found and revived the Deceiver, who indeed vowed to aid the army of the Light, bringing with him the aid of the Warlocks of Scholomance.

Shiver, Soulbrighter, and the Myrkridia continued their rampage in the Province, as Alric moved his army across the Cloudspine and into the ruins of Muirthemne. There he announced his intent to restore the Cath Bruig empire to its former glory, with himself as Emperor. The army did indeed retrieve the Ibis crown and Alric was crowned as the new Emperor of the Cath Bruig. The penance for the Journeymen was over, and they threw off their heavy robes in favor for the heavy armor and dual swords of the Heron Guard of old. Muirthemne was renamed to its ancient title: Llanccarfan.

The Deceiver led his troop into the Forest Heart, looking for a shard of the destroyed Tain. Upon finding one, they entered the Tain itself. There they confronted the Summoner and put an end to his malevolent magics. On their return, the army was captured by Soulbrighter's forces. But it was all according to the Deceiver's plan; having escaped their cells, the troop soon overran the encampment. In the struggle, the Deceiver had killed one of Soulbrighter's ravens, preventing him from taking flight ever again.

Alric returned to the Province and led an army to confront Soulbrighter near Silvermines. There Shiver and her army met the legion and bloody conflict erupted. Alric sent the Deceiver and a group of heroes to track down Shiver and put an end to her. In the clash that followed, the Fallen Lords squared off against one another, and in the end both were slain by the other's magics.

Soulbrighter fled Alric's pursuing armies, making his way into the bowels of Mount Tharsis. There he began a dark ritual that would sunder the Cloudspine and shatter the very world. In the last moments, Alric and the legion met the fiend and put an end to his deadly spell. The mountain was destroyed and Soulbrighter with it.

Alric, now Emperor of the Cath Bruig, moved the capital to Madrigal and once again began the long process of rebuilding.

THE FUTURE

Of Balor's Fallen Lords only two remain, though their whereabouts are unknown.

Many sages and scholars look towards the future with uncertainty. The cycle of Light and Dark, which change the face of the world, has been broken. As Connacht brought an end to the evils of the Wind Age, so was Balor to bring an end to the glory of the Wolf Age. And yet, in this new age, the Light has remained triumphant.

Many believe that with the destruction of the Leveler, mankind can now forge its own path on the anvil of fate.

But the future is never certain.

THE HISTORY OF MYTH

IN THE BEGINNING

The origins of the world are shrouded in mystery.

It is said that the Wyrd, a deity or being of great power, had created the world out of a dream. As he awoke, all that his eye beheld became as the lands of his dream.

This dramatic reshaping of the world, angered the goddess Nyx. She had just breathed life into her new creations, the Trow, only to have the entirety of the world change. Trow

legends claim that Nyx and Wyrd had a titanic battle that shook the very rock of the world. Nyx had caused a great wound to Wyrd, which formed into the volcano Tharsis, but Wyrd would not fall to her assaults. In her rage, she called upon the powers of the Dark Gods to aid her. The Wyrd was shattered, his powers flung to the corners of the world in rocky fragments. And yet, the One Dream of the Wyrd remained.

THE AGE OF THE TROW

The Trow witnessed the birth of the world. Their ancient eyes beheld the evolution of the beings we know of today – and many that are still unknown.

The Trow spent their time forging stone monuments to their beloved goddess and creator. Gradually the other “lesser races” began to create their own civilizations. The Forest Giants made their homes in their towering arbors. The frail Callieach began learn the arts of magic. Still other races rose to power as primitive human-kind still lived in barbaric savagery. Content to live solitary lives of worship, the Trow did not take any interest in the world outside of their realm.

Seeing the Trow as threatening giants, most races avoided them. Other races were not quite so wise. A race known as the Sileh'hei, coveted the Trow lands and knowledge. Believing the Trow's aloofness to be a sign of weakness, they sacked the Trow's temples and brought them to war. Having never fought a battle in their history, the Trow were shocked by the savagery of the Sileh'hei, and many fell to their wicked attacks. For the first time, the Trow saw members of their immortal race die.

The Trow priests prayed to Nyx, pleading for her aid. And in the temple at Rhí'anon, she whispered to her children the secret of iron.

Forging iron weapons, the Trow defended their homeland with vigor. The Sileh'hei were not prepared for the full extent of the Trow's wrath. Even when they ended their attacks and retreated to their mountainous caves, the Trow pursued them. Angered as they were, the Trow hunted the Sileh'hei to extinction. The Trow had learned to war – and now they turned their eyes to the other races who would interfere with them.

Nyx's gift became a way of life for the Trow. No longer did they fashion their monuments to her in stone. Entire shrines and temple-complexes were forged from solid iron. And so the Trow began to mine for more iron ore for the glories of Nyx. As those mines ran out, they sought even more veins of the ferrous metal. The fires for their forges burned day and night; tremendous smelting fires that rivaled the very sun. As the forests around their lands were lumbered until barren, the Trow looked for a new source of fuel.

Beginning to harvest the massive trees to their south, the Trow came into contact with the Forest Giants who made their homes there. To the Ents, cutting down a living tree was akin to murder. They confronted the Trow and forbade them to harvest the trees of their homes. But, the Trow did not heed their pleas, and continued their deforestation. The Ents had no choice but to fight. The war between the two colossal races was long and brutal. In the end, the Forest Giants were unable to stand against the might of the Trow's iron weapons. Leaving their ancestral home, the Ents traveled far from the Trowlands, eventually making their new homes in the Forest Heart. The Ents would never forget how the Trow “poisoned the soul of iron”.

In this time, the Callieach had become masters of the ways of magic. They created powerful magical devices that could move mountains, incinerate cities, and make themselves immortal. They had found many of the fragments of the Wyrđ, naming them Runestones, and from them gleaned insight to his dreams. These powerful Dream-magics could change the very fabric of existence. It was these powers that caught the eye of the Trow.

Seeing the powers learned by the Callieach, the Trow desired to use these abilities to create even more impressive temples to their god. Being more disciplined in war than in conversation, the mighty Trow began to lay siege to the cities of the Callieach, taking their knowledge by force. Many Runestones were captured by the Trow and taken to the mighty stronghold of Si'anwon. Angered and unable to reason with the arrogant Trow, the Callieach warned them to stop their assaults, or there would be retaliation.

The Trow continued their attacks, destroying whole cities to acquire the Callieach's knowledge. It was then that the Callieach called upon their most powerful magics. In a great cataclysm, the Trow stronghold of Si'anwon was thrust into the earth and summarily flooded by the great sea – the Runestones and artifacts of power lost under the frigid waters.

The Trow were outraged at the lesser-race that would dare to defy them. Years of systematic destruction commenced. Even with their world shaking powers, the Callieach were crushed under the Trow's iron clad feet.

As the last of the Callieach race fled from their home, followed by an army of Trow, they reached a high mountain, and made their stand. Summoning the dream magics of the Wyrđ, they ripped a massive hole into reality; destroying themselves and their Trow pursuers in one apocalyptic conflagration – creating the Great Devoid.

THE AGE OF DARKNESS

Slowly, humanity began to rise out of its primitive state. The brutish tribes, formed into warbands, and then into nations, and then into kingdoms and empires. Humans warred with themselves and with any other races they thought they could defeat.

In this time of warfare and strife, an evil was awakened in the world. It is not known whether it had existed before the world was created, or if it was created out of the atrocities of war, but this malevolent entity desired nothing but the destruction of humanity – and all of the world with it. As the great comet passed into the eastern sky, the being's power grew to epic proportions; as with the comet's departure a thousand years later, its power waned. For thousands of years this cyclic fluxing of power has caused the destruction and rebirth of human civilizations. Yet its presence and clandestine schemes remained unknown among the peoples of the world.

As human civilizations were built and destroyed, a few learned scholars began to sense a pattern to their history. They rightfully believed that every thousand years, a powerful warlord will appear to destroy civilization. After that, the hold of darkness on the world would lessen and humanity would once again rebuild. They began to call this accursed entity "The Leveler".

Sometime during these many ages of light and darkness, a powerful sorcerer named Bahl'al learned of the Callieach and the great powers over life and death that they held. Lusting for unknown powers, he explored the sunken ruins of Si'anwon searching for the lost Callieach Runestones. After long weeks, he indeed uncovered a Runestone, and from it, rediscovered the Dream of Unlife. With this sinister knowledge, Bahl'al had become the first human necromancer.

The fierce and loutish Oghre of the cold wastes resented the Trow to the south of their lands. They saw the iron monuments and edifices to their goddess, and called the Trow "The Consorts of Nyx". The pride of the Trow was pricked. They would not stand to such an insult to their very way of life. The Trow had become master metalworkers over the thousands of years, and constructed complex suits of armor for their kind. These Iron Warriors marched into the Oghre's lands unhindered by their meager defenses. The Oghre's fortresses were torn apart and those who were not killed outright were chained and brought to Rhi'anon as slaves. These slaves were forced into the iron mines, to dig for the metals that would be used to create even more shrines to Nyx. Thus, the race of Oghres had become entirely enslaved to the Trow.

The Leveler's powers continued to control the destiny of humanity. Its powers grew stronger with each passing millennium. It was feared that soon the Leveler's power would never wane – that it would defeat humanity utterly and exhale its breath of death upon the world. In this desperate time, a poet and philosopher named Tireces would be the Leveler's downfall.

As the Leveler, in the form of Sorangath the Flayed, was poised on crushing the city-state of Tiruth'Dannor. Tireces rallied the disjointed forces and fought back against the Leveler's legions. Through a great battle, Tireces had fought his way to Sorangath and beheaded him in a bloody duel. The Leveler's armies were routed and crushed. Sorangath's body was put to the torch and the name of Tireces spread across civilization.

This victory against the Dark ushered in the Age of Reason and the dawn of enlightenment for mankind. Alas, though the mantle of the Leveler was destroyed, the evil intelligence behind it lived on.

THE AGE OF REASON

Unhindered by the destructive force of the Leveler, mankind began to prosper. Thoughts of charity and education had usurped the violent instincts of the past. A great warlord named Clovis of the Bruig strove to unite the many kingdoms of the realm. His successful campaign brought about the Empire of the Cath Bruig, the strongest and most prosperous civilization in the history of Myth.

The Cath Bruig forged alliances with many other races, sharing knowledge and trading goods. The Dwarves of Myrgard became close compatriots to the humans. Even the reclusive Skrael of the mighty city of Yer-Ks extended their scaled hands in friendship.

In this time, Mazzarin, the most powerful of human Archmages, dreamed of forming a college of magics; where practitioners of the arcane could come together and share their mystical knowledge. And so, the great citadel of Illuan was constructed for that very purpose. Sorcerers, Dreamers, Summoners, and Diabolists from across the known world came to teach and learn from their peers. Their combined knowledge rivaled even the Callieach in

portent. The most learned of Archmages were dubbed "Avatara".

As the Trow continued to expand their empire, they unrelentingly harvested trees for their great iron forges. This brought them into conflict once again as they devastated the forest homeland of the fir'Bolg. The nature loving fir'Bolg mounted a defense, but they stood no chance against the unstoppable Trow. Slowly, they fled into the west, seeking a new forest to call home. This led them into the Downs, a vast wild area of the Cath Bruig empire. It is unknown how it started, but a battle between the outcast fir'Bolg and the fearful men of the Downs was waged. The Cath Bruig sent their armies to weed out the invading fir'Bolg from the forests, and the ensuing campaign took many years and yielded nothing but suffering for both sides. The fir'Bolg were finally chased out of the Downs, crossing the Cloudspine and eventually settling in the Ermine, far from humanity and Trow alike. The Empire had gained considerable respect for their enemy in the conflict, and though they were saddened at the atrocities committed by both sides, they did adapt the use of archery for their forces.

The Avatara eventually opened their school to anyone seeking knowledge of the magical arts. A sorceress of great skill joined their ranks. Her name was Moytirra, and her fevered studies and lust for power was noted and even feared by her peers. After many years of training, she was initiated into the order of the Avatara. It was then that her dark desires were uncovered by Mazzarin. Moytirra and many followers were conducting sinister rituals in the pursuit of power. They called upon the Dark Gods using methods utterly forbidden by the enclave. Mazzarin confronted her about her unholy work. She defended her actions with zealous fervor, believing that power must be gained at any cost – even one's soul. A sorcerous duel erupted between the two Archmages. As the flames died down, Mazzarin was the victor. He bid Moytirra to end her pursuit in the black arts or leave the Avatara. She cursed his name and left the citadel, taking many followers with her. As the years passed, Moytirra created her own sorcerous school – the Order of Scholomance.

Centuries later, the knowledge amassed by the Avatara had disseminated into common society. Even the smallest village had a wizard professing some knowledge in the arcane. Bahl'al and his necromantic powers had come into conflict with the Cath Bruig and the Avatara many times. As he and his undead hordes were defeated, he would seemingly disappear for decades, only to appear again with an army of corpses twice as strong as before. The Avatara were the first to give him the name "The Watcher".

These horrific battles against undead armies had finally taken its toll on the common man. A band of nobles began speaking out against the evils of magic. They believed that all powers beyond sight stemmed from foul sources – that those who practiced in magery were a danger to the empire.

The Great Cleansing had begun. Anyone discovered practicing sorcery was exiled, put to the torch, or worse. Necromancers were targeted above all others, and the knowledge of many healing and life-giving spells died with them. The Cleansers became fanatical, attacking even the Avatara in Illuan. It took many years and public decrees to quell the Great Cleansing, but in the end, magic wielders became a rare thing indeed.

And after a thousand years, the Comet once again flared in the Eastern sky, and an ancient enemy began to stir once again.

The Leveler had returned. With its insidious power, it breathed horrid life into the body of

Tireces, using his long dead foe as the herald of the doom he would bring. Calling himself Moagim, the Leveler used Tireces vast knowledge to begin planning the downfall of humanity.

Even the Avatars who knew of the coming of the Leveler were not prepared for the fury of his onslaught. Vast legions of the dead assaulted the empire as dark magics trembled the earth. Moagim commanded his armies with mastery – using black-hearted tactics and savagery.

The epic battle raged on for years. Moagim's armies swelled with the corpses of the vanquished. Yet, with the focused might of the Cath Bruig armies, Moagim began to lose footing. As the war raged, Moagim saw that his remaining days were few. Refusing to admit defeat, the Leveler devised a plan to avenge his unavoidable death.

With terrible magics, Moagim created a doorway into a distant world of nightmares. There he found creatures lurking within the black depths that gave even him a tinge of fear. With bloody force he held their attentions and beckoned them into his world...

Soon after this dark ritual, Moagim was indeed captured by the Avatars; his forces utterly smashed by the imperial soldiers. Moagim was dragged before the citadel at Illuan, and drawn and quartered. Before his body was torn asunder, he laughed at the assembled Avatars, knowing that even in his death, vengeance was his.

The victory over Moagim was short lived. Tales began to spread of horrific beasts who attacked under the cover of night. Soon these tales became far too real. The Myrkridia were loose in the world. Their numbers seemed limitless, and their appetites unending. The Myrkridia tore the nations of man apart within mere years. The Age of Reason had ended, and civilization became as dust upon the wind.

THE WIND AGE

Only the splendid city of Llancarfan had withstood the assaults of the Myrkridian horde. The few survivors banded together in protectorates, which after centuries of relentless fighting, devolved into barbaric clans and fiefdoms.

The Myrkridia continued to hunt humanity to near extinction throughout the Age, but other races suffered equal ravages under this dark time. The Skrael kingdom of Yer-Ks toppled beneath the sea in a cataclysmic magical upheaval. The pitiful survivors made their homes in the marshes to the south of their Drowned Kingdom. The Dwarves of Myrgard began a war against the scavenging Ghòls, who raided their cairns and defiled their shrines. The Oghre remained slaves to the Trow, who still tore through the earth to find more iron for their temples.

Many people had fled their homes to escape the Myrkridia. Many settled in the area north of the Cloudspine, and integrated with the peoples there. The villages of the shoreline were preyed upon by sea borne raiders. But when the Myrkridia reappeared, the villages and the raiders formed a protectorate against their common foe. And thusly, the Twelve Duns were born.

The area of Gower was an inhospitable place of rocky soil and harsh winters. Yet the flood

of refugees spread even into this unforgiving land seeking escape from the Myrkridian nightmares.

Over the centuries, the number of Myrkridia had dwindled, but still they ruled the night. Many grew fatted off of easy prey, but they still retained their feral instincts.

The Cath Bruig Empire had all but fallen. Sheltered behind the walls of Llancarfan, the empire is only a shadow of its former self. Only the Downs remains in their protection.

THE WOLF AGE

A thousand years since their release, the Myrkridia have yet to be defeated in battle. And now their numbers appear to be growing.

The Dwarves fight a hopeless battle against their age-old enemies, the Ghôl.

And a Necromancer of great power has arisen, claiming to be none other than Moagim Reborn.

And in this time of darkness, a comet has appeared in the western skies.

GETTING STARTED

LAUNCHING THE GAME

WINDOWS

Step 1: Make sure the Myth III CD-ROM is in your CD-ROM drive.

Step 2: Click on the Start Menu, and then highlight the Programs Menu.

Step 3: Find and highlight the Myth III menu.

Step 4: Highlight the Myth III executable and click it to launch the game.

Or, you can locate your Myth III folder and double-click on the executable therein. Even better, you can make a short-cut on your desktop so your game is only a double-click away.

MACINTOSH

Step 1: Make sure the Myth III CD-ROM is in your CD-ROM drive.

Step 2: Open the Myth III CD folder.

Step 3: Double-click on the Myth III application icon.

Simple, huh?

Myth III

THE WOLF AGE



THE MAIN MENU

When the game launches, this screen will be the first thing you see (well after the intro movie, that is). To choose an option from the interface, simply click on it. The first time you launch the game, you'll first want to go to the Options menu to configure your settings.



New Game

When you want to start a new single-player game, click here to go to the New Game Menu.



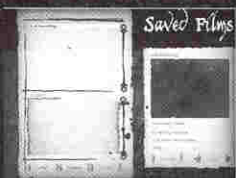
Multiplayer Game

This menu allows you to login to GameSpy where you will be able to play Myth III - The Wolf Age on the internet. Additionally, you may Host or Join a LAN game if you are playing Myth III - The Wolf Age on a Local Area Network.



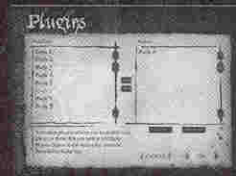
Load Game

When you would like to load a previously saved game, click here and go to the Load Game Menu.



Films

If you would like to view a previously saved game film, click here to bring up the Films Menu.



Options

This allows you to change your video and audio settings, as well as your keyboard and mouse controls. This brings you to the Options Menu.

Plugins

From here you can manage the plugins you have added to your game. This brings you to the Plugins Menu.

Exit

Leave the game and return to your desktop.

THE OPTIONS MENU

This menu allows you to tailor your computer's settings to your preference. There are five sub-menus within the Options Menu:



Keyboard

From here, you can configure your keyboard controls. By clicking on the command in the list, you must then press the key you would like to use for that control. The Reset button will revert your settings to the default controls.



Mouse

This lets you configure your mouse controls.
Mouse Sensitivity Slider - Increases the speed of your cursor movement.
Enable Mouse Motion - If activated, this will allow the mouse to move the camera's view. By moving the cursor to the borders of the screen, the camera will pan in that direction. For example, the cursor when placed at the top of the screen will pan the camera forward.

- Top Corners Rotate Camera** - If activated, this will make turn the camera left and right when the cursor is moved to the top left and right corners of the screen.
- Bottom Corners Orbit Camera** - If activated, you may orbit the camera left and right when the cursor is moved to the bottom left and right corners of the screen.
- Reverse Axis** - If activated, this swaps the left and right corner functionality of the above two options. So, the top left corner would rotate the camera to the right, and the bottom right corner would orbit the camera left, etc.
- Enable Mouse Wheel Zoom** - This lets your mouse wheel zoom in and out of the map.

MOUSE BUTTON SETUP

This lets you configure your mouse buttons controls.

- Primary Move and Attack** - The main mouse control, set as default to the Left button.
- Mouse Camera Control** - This allows the assigned button to be used to activate the mouse camera turning.
- Attack Ground** - This is the equivalent of a control-click ground attack.
- Deselect Units** - If set, the assigned button will deselect any currently selected units.
- Cycle Preset Group** - Selecting this will allow the assigned mouse button to select the next set of grouped units. Repeated clicks will cycle through the set groups of units. As an option, the Mouse Wheel can be used to quickly select grouped units.
- Center of Selection** - Enabling this will jump to the selected unit(s) and center them on the screen when you click on the assigned button.
- Reset** - Clicking this button will change the set mouse buttons back to their default configuration.

DISPLAY

Options



Display

This option allows you to change the screen resolution and video hardware that Myth III: The Wolf Age uses. **Device List** - The list of usable hardware devices detected by the game.

Resolution List - The list of detected screen resolutions supported by the selected hardware device. The Apply button immediately changes to the selected settings.

One thing to note: Changing the hardware device and resolution may affect the Display Options you may be

able to choose from.

Options



Display Options

Here you can optimize the appearance and performance of your game.

Model Details - This lets you set the complexity of 3D models appearing in the game. At a minimum setting, the models will appear a little blockier, but will allow the hardware to draw faster. At the maximum setting, all models will appear at their greatest detail, but this is recommended for high-end video cards only. The

Change to Maintain FPS checkbox, if active, will allow the game to dynamically change the details of the 3D models to maintain a frame rate of 30 fps. This is good for performance, but reduces the quality of the 3D models.

Model Textures - This lets you adjust the size of the textures used for the 3D models. The smaller the size, the better the game will perform on video hardware with less than a few megabytes of memory. Maximum size will display spectacular high-resolution textures on the models, but will seriously affect the performance of low memory cards.

Overbright Slider - Allows you to adjust the overall brightness of your game.

The next list of options will only let you select options that your hardware card is capable of supporting.

Texture Compression - Reduces the memory sizes of textures.

Trilinear Filtering - Turns on the texture smoothing option.

Anti-aliasing - Takes out the sharp-edges of the polygons, giving natural-looking smooth edges. Having this feature enabled makes the images crisper, but can have a negative affect on performance.

Terrain Details - Turns off the detail terrain maps, yielding a less detailed terrain, but increasing frame rate.

Grass Sprites - When turned on, you get gently swaying grass. Turn this feature off to give better performance.

Flowing Blood - Turn this feature off to free up some CPU time for slower machines.

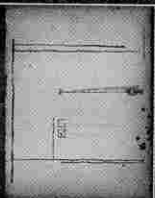
ATI Trueform™ - This allows ATI video cards with Trueform technology to get much higher quality game models.

Environment Mapping - Turns all environmental texture maps on the models and scenery on and off.

Blood Lock Out - For the concerned parents and the squeamish among us. Activating the checkbox will remove all blood and body parts from gameplay. If the password is set, the Blood setting will be locked to the off position until the proper password is entered.

Options

Keyboard
Mouse
Display
Display Options
Sound



Sound

This lets you change the volume of your sounds and music. **Master Volume** - Controls how loud the game sounds and music plays. If it is still too quiet for you, change the volume of your speakers.

3D Sound - This checkbox will appear if you have hardware to support it. When selected, you get a more detailed audio experience.

Ambient Sounds - This checkbox turns off any non-essential ambient sounds in the game. This can give some slower computers a speed increase.



THE NEW GAME MENU

To begin a new game, select the level you wish to play on the left-hand list. You'll get a few details of the level on the right-hand list, and you can then press the OK button to start the level. The Difficulty slider changes the difficulty of the game about to be played. The default setting is Mighty, but if you want to take it a little easy try Weak. Or, if you want a greater challenge, choose Legendary.



THE LOAD GAME MENU

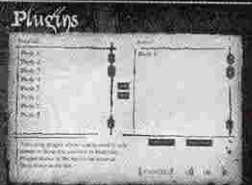
Any saved games you have made appear in the left-hand list. By selecting the save game, you can then see information pertaining to it. You can then press the Load button to restart the level or press the Delete button to get rid of it.



THE FILMS MENU

All films that have been saved appear in the upper left-side list. When selecting a film, the lower part of the list shows the names of the players in the film. The Delete button gets rid of the selected film. The Rename button renames the selected film to whatever you want. The Save game button lets you save your "Last Recorded Film". If this is not saved, it will be overwritten the next time you play.

Once a film is selected, you can press the Play button to view the film in its entirety. Viewed films allow you to playback the game and gives you complete camera control. You can speed up and slow down playback, but you will not be able to control any units. (Duh.)



THE PLUGINS MENU

The plugins that you have installed in your Myth III directory will appear here. The Installed List shows all the plugins detected by the game. The Active List shows what plugins you have active.

Active plugins override the basic tags of the game. So, if

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a plugin changes the rate of which an Archer fires, if it is activated, all archers in the game will act as such. To activate a plugin, select it on the Installed List and press the right-facing arrow button. This will bring the plugin to the active list. To deactivate a plugin, select the plugin in the Active List and press the left-facing arrow button.

Also, the order in which the plugin appears on the Active List may affect the way it applies to the game. The higher on the list, the higher the priority of the plugin. This only affects plugins that conflict with one another. For example, if two active plugins change the way archers work, the plugin higher on the list will override the lower one. To move an active plugin up or down in priority, select the plugin and press the Move Up or Move Down buttons.

PLAY THE TUTORIAL FIRST!

To familiarize yourself with the game controls and learn about important stuff like moving units, attacking, and formations, we highly suggest that you play the tutorial first. When you choose New Game, the Training Camp level will appear at the top of the list. Just listen to the instructions and follow along.

And just to note, the tutorial is based on the default key configuration. If you have changed your key configuration, it will work in all other maps. You're stuck with the defaults for the Training Camp.

PLAYING THE GAME

To survive long in the world of Myth, you'll have to understand your controls and learn how to give orders to your troops. So all generals in training, read on!

THE IN-GAME INTERFACE

First, let's discuss the interface you'll be staring at while you play the game.

MAIN BAR



This bar is located at the top of the screen. When no units are selected, this displays the name of the map, as well as your objectives for this mission. When you have a single unit selected, you will see the portrait of the unit as well as some nice flavor text about it. If multiple units are selected, you'll see a list of their names and type and quantity of the selected units.

When a single unit is selected, you may notice some icons appearing in the upper right of the bar. There are three types of icons that may appear:

Experience Icons:



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These represent the number of kills this unit has to his name. A single kill is represented with a sword. Five kills is represented by a shield. Twenty kills is represented by a crown.

Veteran Icons: If the unit had survived from the previous single-player level or the last multiplayer game, you will see this "golden eagle" icon next to their experience.

Special Ability Icons: If the unit has a special ability that has a finite number of uses, you'll see an icon here and a number showing the remaining uses of the ability.

The portrait of the selected unit not only looks pretty, but if you click on it, your camera view will become centered on him.



The Pause Button, to the far right of the bar, will not only pause the game, but will bring up the Pause Menu which will enable you to:

- Save your game in progress
- Load a game you have already saved
- Load the last saved game
- Restart the current level

The Hints Button will pause the game and bring up a list of a few hints that will give you an edge as you play through the level.

The Main Bar can be hidden by pressing the F5 key.

UNIT GROUPING BAR

This bar appears just below the Main bar in the center of the screen. It shows eleven buttons, the first being "Set" and then ascending from 1 to 0 (ok, 10 actually). This bar is a quick short-cut to setting and recalling grouped units. See the Set Selection Groups text in the Commanding Units section later.

CONTROL BAR



At the very bottom of your screen lies the Control Bar. These buttons are simply short cuts to keyboard bindings. Lets start identification from left to right:

Detach Units (Multiplay Only): This button allows you to detach selected units to a fellow team member.

Whisper (Multiplay Only): This button brings up a chat bar. Type in a message, and enter will send it to all members of your team. If you hold down the Shift key while pressing this button, your message will be broadcast to everyone in the game.

Alliance (Multiplay Only): This allows you to make, or subsequently break, and alliance with another multiplayer team.

Stop Command: This will halt any moving selected units.

Guard Command: This will cause selected units to stand guard where they are standing.

Scatter Command: This will send selected units scurrying from their current location.

Retreat Command: Selected units will immediately run from the nearest enemies.

Special Ability: Activate the selected unit's Special Ability.

Short Line Formation: Selects the Short Line Formation for units.

Long Line Formation: Selects the Long Line Formation for units.

Loose Line Formation: Selects the Loose Line Formation for units.

Staggered Line Formation: Selects the Staggered Line Formation for units.

Box Formation: Selects the Box Formation for units.

Rabble Formation: Selects the Rabble Formation for units.

Shallow Encirclement Formation: Selects the Shallow Encirclement Formation for units.

Deep Encirclement Formation: Selects the Deep Encirclement Formation for units.

Vanguard Formation: Selects the Vanguard Formation for units.

Circle Formation: Selects the Circle Formation for units.

The Control Bar can be hidden by pressing the F6 key.

OVERHEAD MAP

The small button in the far right of the screen, just below the Main bar is the Map Button. This toggles the overhead map on and off.

The overhead map appears as a transparent map of the battlefield. In single-player maps, the map will only display what your units have seen of the overall battlefield. Thus, the more you move your units about, the more of the map will be displayed.

The green dots on the map are units that are under your control. Red dots are enemy units that can be seen by your troops. Blue dots represent neutral peoples (like villagers) or uncontrolled friendlies (a.k.a. your teammates).

The yellow trapezoid in the overhead map is your camera's field of view. As you move your camera's view, you'll see the frustum change accordingly.

At the bottom right corner of the overhead map, you'll notice a small box button. Clicking and dragging this button up and down will scale the map larger or smaller on the screen.

In multiplayer games, you'll notice two icons at the top right of your overhead map – a pencil and an eraser. By clicking on the pencil, you can now draw on the overhead map; giving orders and showing positions to teammates. Click on the eraser to clear the pencil scribbles from the map.

PLAYERS LIST

In multiplayer games, the button at the top left of the screen, just under the portrait on the Main bar, is the Players Button. This button toggles the Player's List on and off.

This Players List shows all the players in the game, and all the teams they belong to. Next to each player's name is displayed a percentage of their remaining units.

This list will automatically pop up when the Detach button is pressed. Click on the name of a team member in the list to transfer your selected units to.

Also, by clicking on the name of any team mate in the Player List, you can send them a private message. This works as long as you are not spectating the battle.

UNIT SELECTION

Before you can give any of your troops commands, you'll first have to know how to get their attention. Being able to quickly specify what troops to give orders to is one of the most critical

things you'll need to know.

SELECTING INDIVIDUAL UNITS

To select a single unit, click on them. You'll see a green circle appear at their feet. This means that they are currently selected and ready to respond to your commands. Simple, ain't it?

To deselect a single selected unit, hold down the Shift key while you click on them. You'll notice their selection circle disappear, and you won't be able to give them commands.

If you wish to select another single unit while still retaining your currently selected unit, hold down the Shift key while clicking on the new unit. You'll see now that both units are selected.

SELECTING MULTIPLE UNITS

There are three separate ways to select lots of units at once. Some ways of group selection are better than others depending on the positions of your units.

Like Selection:

By double-clicking on a single unit, you will automatically select all units of like-type who are near to the clicked on unit. So, by double-clicking on an archer, all archers near him will become selected. This is phenomenally useful when you get in a pinch that requires fast commanding.

There are a few things to note with this selection method. Only units of exactly the same type will become selected. So, if you have a group of Archers and one Archer Hero, double-clicking on the Archers will select all the Archers, but not the Archer Hero unit. If you have several units that you feel should logically be grouped together, look at Set Selection Groups below.

And, like all other selection methods, holding Shift while double-clicking will add to your already selected troops.

Band Selection:

You can also select groups of units by drawing a rectangular area on the landscape. Click and hold the mouse button on a spot on the ground, then drag the cursor across the screen while still holding down the button. You'll notice a yellow rectangle following your mouse about. All units inside the rectangle will become selected as soon as you release the mouse button.

Holding down Shift while dragging a box will add those new units to your current selection.

Visible Selection:

By pressing the Enter Key (by default), all units you control in your current view will become selected. This is the fastest way to select your units, but it is also the sloppiest. This method is best when combined with others to remove unwanted unit selections.

Conversely, you can deselect all units by pressing the Tilde Key (You know! The "~" key!)

THE GAME CONTROLS

Ok, now that you know about the interface, we can talk about how to control the game.

Note that the keys given for the controls are using the default settings.

CAMERA CONTROL

Moving the camera about is the single most important thing you can learn.

The Camera can be controlled solely by keyboard, but we recommend a combination of keyboard and mouse controls (especially the use of the Mouse Camera button).

DEFAULT KEYBOARD CAMERA CONTROLS

W: Move Forward

S: Move Back

A: Turn Left

D: Turn Right

Q: Orbit Left

E: Orbit Right

Z: Move Right

X: Move Left

C: Zoom In

V: Zoom Out

H: Center on Selected Unit(s)

DEFAULT MOUSE CAMERA CONTROLS

By default, the Right Mouse button is the Mouse Camera Control. By holding this button and moving the mouse left or right, the camera will turn in the direction moved.

Also, by clicking on the Overhead Map, the camera will immediately jump to the spot on the map corresponding to the point clicked on. This can get you about the map much faster than scrolling about the landscape.

In the Options Interface, you can set up your mouse in a number of different ways.

OUR RECOMMENDATION

We recommend a simple key and mouse configuration to get the most out of your Myth camera with the least work. Set the A and D keys to move left and move right, making the keys that your fingers would naturally rest the primary camera controls. Use your Mouse Camera button when you want to turn your view. Also, if you have a wheel mouse, set your mouse wheel to zoom in and out. Overall, this makes your camera work far easier than the "Key dancing" of previous Myth games.

KEYBOARD FUNCTIONS

This is a list of the default keys used to change the interface or game settings. You can change most of these key-bindings in the Options Interface.

ESC / Pause: Will pause the game and bring up the Pause Menu

F1: Decrease the speed of the game.

F2: Increase the speed of the game.

F3: Decrease the main volume of the game.

F4: Increase the main volume of the game.

F5: Toggle Main Bar On / Off

F6: Toggle Control Bar On / Off

F7: Toggle Player List On/Off

F8: Show Keyboard List

F9: Show Unit Health. This displays the health of all your units without selecting them.

F12: Toggle Auto Camera On / Off (For film viewing only)

TAB: Toggle Overhead Map On / Off

SET SELECTION GROUPS

Advanced commanders, responsible for many types of units, typically utilize selection grouping. This enables you to commit a group of selected units to memory and then recall them with a simple mouse-click. This is all done with the Unit Grouping bar.

To set a group of units, first select the units you wish to group. Then, press the "Set" button. When it highlights, press a numbered button to attach that group selection to that button number.

To recall a set group of units, just click on the appropriately numbered button. Numbered buttons that are not set with group information appear dimmed.

Veteran Myth players will realize that this takes the "Alt-Number" group setting confusion out of the mix. That functionality still exists for you old timers.

One thing of note: you cannot clear a selection number once it is set, but you may "overwrite" the selection number at any time.

UNIT ATTRIBUTES

Each unit has a few statistics that warrant mentioning.

NAMES

Each unit has a personal name and a Unit Type. At any time, you can change the name of a selected unit by pressing the N Key (by default).

ALLEGIANCE

All units are either friendlies under your command, enemies, or uncontrolled / neutral parties. To determine what allegiance a unit is, select them and take note of the color of their selection circle. Green indicates that they are units under your control. Red distinguishes them as enemy units. Blue shows that they are uncontrollable units, but not dangerous.

HEALTH

A unit's Health is the measure of how close to death they are. When a unit is selected, the bar on the right of their selection circle shows their current health. At full health, the bar is tall and bright green. As the unit is wounded, the bar gets lower and lower, dropping from green to yellow to orange. When the bar reaches red in color, the unit is near death. Once the health bar is depleted, the unit dies.

MANA

Some units have magical energies flowing through them. When a unit is selected, if they have a blue bar on the left-side of their selection circle, that unit has mana. The blue bar represents how close to their maximum capacity of mana they are. Unlike the health bar, the mana bar does not change color - it is always blue. Also, most units slowly recharge

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their mana supply, so that even when depleted, it will slowly come back. It's good to be a magic-user.

ITEMS CARRIED

Units that are carrying items, or have a finite number of special abilities, will see a special icon at the top right-hand side of the Main Bar. Alongside this icon is a number showing the amount of uses remaining.

EXPERIENCE

As individual units slay their enemies in battle, they receive experience for their prowess. For each unit defeated, the unit gets one experience point (or 2 experience if the unit was especially tough). A unit's experience is displayed on the top right of the Main Bar. The more experience a unit gets, the more battle-ready and skilled they become.

More experienced melee units (like Soldiers and Berserks) will begin to attack faster, increasing the amount of damage they inflict in the same amount of time. Experienced missile units (like Archers and Warlocks) not only attack faster, but they also become more accurate in their shooting.

All units have an experience cap. This is the point where the unit is of utmost skill and simply cannot get any better, even with experience. For melee units, this is at about 5 kills. For missile units, this varies greatly with the unit types. Archers cap at 15 kills, while Dwarven Demolitionists cap at 25. This means that melee units will gain skill much faster per kill than, say an Archer, due to the fact that missile units have a chance to get more kills while taking less damage. Nothing brings out the survival instincts like being in the throes of close combat.

Some units in Myth III are "Champion" units – those legendary heroic and villainous leaders in the single-player game. These champions are born commanders and can effect the "morale" of nearby units. Any unit in close proximity to a friendly Champion gains a "morale boost", thus increasing their effective experience rating. Once the unit moves out of this "sphere of influence", their experience returns to normal levels. Having a Champion in the midst of your units is an excellent way to increase their effectiveness in battle.

UNIT COMMANDS

All right, if you have a good understanding of how to select units, you're now ready for the duty of commanding your troops. Commands can be condensed into three items: Moving, Attacking, and Special Commands.

Remember: orders are only obeyed by the units you currently have selected.

MOVING

The majority of commands at your disposal deal with moving your troops about the battlefield. Positioning your troops is what battle is all about. Move those Archers to a hill. Move those Soldiers to the front lines. Move that Dwarf away from the oncoming Ghòls. You get the point.

Simple Movement:

To make your selected units move to any spot on the map, just click on the spot. You'll see yellow circles appear on the landscape where your units will be marching to. If any of the

circles are red "anti-signs", that means that the unit cannot move into the specified map spot.

Unit Formations:

Formations are not just a good way to organize your units. Formations allow you to set up effective strikes against your enemies. They enable you to form walls of defenders or a vanguard of attackers. Formations make it possible to quickly get your units into useful positions instead of just a clumped mob.

To use a formation, first select one either with the Control Bar or the corresponding number key. Then just click on the ground where you want the formation to take place.

There are ten types of formations to choose from. By default, they correspond to the number keys 1 to 0.

- 1 Key - Short Line Formation: A tight four abreast line.
- 2 Key - Long Line Formation: A longer eight abreast line.
- 3 Key - Loose Line Formation: A widely spaced four abreast line.
- 4 Key - Staggered Line Formation: A wide staggered line, alternating front to back.
- 5 Key - Box Formation: Units will form a tight box.
- 6 Key - Rabble Formation: The units will randomly spread out in loose formation.
- 7 Key - Shallow Encirclement Formation:
- 8 Key - Deep Encirclement Formation
- 9 Key - Vanguard Formation
- 0 Key - Circle Formation

Learning precisely how formations effect the way your units act is a skill only learned through playing the game.

Unit Facing:

The direction that a unit is facing is very important. A unit that is facing away from an enemy is not likely to spot them sneaking up – and definitely not good for their life expectancy.

There are two ways you can control the direction that your units are facing.

Single Unit Facing: Click on a unit to select it. While still holding down the mouse button, drag in the direction you want the unit to face.

Formation Facing: As you click on the ground to move your units, hold down the mouse button and drag in the direction you want them to face. Also, you can use the Left and Right Arrow Keys (by default) to rotate the facing of your selected formation.

One note: Don't hold down the mouse button and drag for too long – the game will think that you wish to make a Band Selection. Typically, one quick flick of the wrist with the button held down is sufficient to change facing.

Setting Waypoints:

Navigating terrain can be tough, especially if you are in a thicket of trees or rocky terrain. If you let your units find their own way across tricky terrain, you may not like the route they decide upon. To get them to follow a precise path across the battlefield, you can set waypoints for them to follow.

Setting waypoints is simple. Just hold down the Shift Key while you click on the terrain.

You'll see a green dot appear. You may place up to four of these waypoint dots on the map. When you're done mapping a path, release Shift and click on their final destination. Your selected units will move to the first waypoint you set, then to the second, and so on until they reach their destination.

Patrolling:

Using the power of Waypoints, you can get groups of units to patrol a set path. There are two ways to do this, depending on how you want your troops to follow the path.

Cyclic Patrol: The patrol, once reaching their final waypoint, will return to the first waypoint in the most direct way possible. To set this, place your waypoints like normal. When you release shift to make your final destination, click on the first waypoint dot that you set. This will set the units off on a non-stop cycling patrol.

Oscillating Patrol: When the patrol reaches its final waypoint, they will turn about and back track the path back to their start. To set this, place your waypoints like normal. When you release shift to make your final destination, click on the last waypoint dot that you set. Now your troop will continue a ping-pong movement along the path until you give them new orders.

Stop Command:

Even the best commanders make mistakes. At some point, you'll give a group orders, only to realize a second later that they were the worse ones you could possibly give. Instead of letting your Archers enter melee with that Trow, give them the Stop Command by pressing the Space bar (by default). This, as the name would suggest, stops the selected units in their tracks. They will simply stand there and wait for another order - only attacking if they are attacked first.

Scatter Command:

When you notice that fireball (or other type of explosive) heading into the midst of your units, it is up to you to get them to safety. By issuing the Scatter Command, the B Key (by default), your units will immediately move away from their current positions. Although this may not completely avoid the explosion damage, it will definitely reduce the overall damage and number of casualties.

Retreat Command:

No plan ever survives contact with the enemy. If you see your forces being smashed, you had better know that it is time for retreat. Issue the Retreat Command by pressing the R Key (by default), and your selected units will turn and flee from the nearest enemy. A good general always leaves a way to retreat.

ATTACKING

In the horrors of war, bloodshed is inevitable - so here's how you cause some.

There are two ways to get your units to attack the enemy; either by attacking them directly or targeting the ground at their feet.

Direct Attack:

With your attacking units selected, simply click on the enemy you wish them to target. You'll notice a red selection circle appear under the targeted enemy's feet. Melee units will move towards them to engage in hand to hand combat, while missile units will attempt to get into range and then open fire.

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If your selected group is given an attack order to engage an enemy group, you'll notice multiple red selection circles under flash under the enemy. These are the targets chosen by the individual units in your group.

Note that most missile units have a "minimum range". If an enemy gets too close, they will not be able to attack and must simply run away. This is why it's a good idea to keep your melee units near your missile units at all times.

Ground Attack:

To have selected units target a spot on the ground, simply hold the Control Key and click on the spot you wish to attack. This "Control-Clicking" gives you great control of your missile units' attacks.

A particularly heinous use of the Ground Attack is referred to as "In Your Face". If an enemy is too close to a friendly missile unit for him to attack, you can control-click a distance behind the approaching enemy. Your missile unit will then attempt to fire at that spot – typically striking the foe before it ever hits the ground. Unfortunately, if the attack does not kill the enemy, it means that your unit has even less time to flee...

Guarding:

Guarding is not a type of attack, but it does define how a group of units attack. By pressing the G Key (by default) you give your selected units the Guard Command. So ordered units will stop where they are and begin guarding their spot on the battlefield. Although similar to the Stop Command, the difference is a big one. Units halted with the Stop Command will engage with attacking enemies, and the units will continue to pursue any foes that attempt to flee. Units ordered to Guard will attack the enemy, but will not pursue foes that move too far from their guard position. Any missile units that have the opportunity fire upon an enemy, will open fire, but they will not chase down enemies.

SPECIAL COMMANDS

There are some orders that go beyond movement and attacking. Each of these special commands are performed with a single selected unit.

Picking Things Up:

Certain types of units may pick up items left on the battlefield. Dwarves may pick up lost Satchel Charges, Heron Guard may pick up dropped Healing Roots. Ghòls can pick up anything they want; from bloody chunks, to broken swords, to puss-filled Wight pieces. To have a selected unit pick up an item, simply click on the item to be taken. This can be a little difficult, as many of these items are small and sometimes hard to click on. If you click on something that cannot be taken by the selected unit, the click will be interpreted as a movement command instead.

Once an item is successfully picked up, its Carrying Icon will appear near the unit's name in the Main Bar.

Special Abilities:

Many units have special abilities that they can perform – everything from Dispersal Dream spells to Dwarven Flamethrowers. To trigger a unit's special ability, press the T Key (by default). Each unit's special ability works a little differently, so when you activate it, a prompt will appear at the bottom of the screen, telling you how to properly use the ability.

Typically, you'll have to click on a unit or the ground to use the special ability, but sometimes it will simply work as needed. A few unit's special abilities are limited, so use them sparingly!

Activating Things:

Special scenery objects, like braziers, cranks, and levers, can be "activated" by units. To activate a thing with a selected unit, just click on it. That unit should then approach and activate the object – if they can. Sometimes only specific units can activate an object...

TERRAIN, WEATHER, AND OTHER HAZARDS

SLOPES AND IMPASSABLE TERRAIN

Most units in the game cannot traverse slopes, and only floating units can move into impassable terrain. Be careful of soulless, who like to perch on high rocks, inaccessible to your melee units. Also be wary of fast moving spiders, which can quickly move over steep slopes to attack unexpectedly.

FIRE

The Archer's Fire Arrows and flaming oil cauldrons can cause pools of flames to burn across the landscape. Units who move through fire will take continuous damage. The black smoke from fires is also hard to see through and can obscure your vision of your troops. Starting fires in choice places can give you a great tactical advantage.

WATER

Most units cannot move through deep water. Some shorter units cannot even move past shallow water. Only Thrall and Wights are capable of submerging themselves underwater – and that deep pond could hold an entire army of undead without your notice. Dwarven Cocktails will not detonate if they hit water.

WIND, RAIN, AND SNOW

Adverse weather conditions have an affect on everything in the game. Strong gusts of wind will blow your arrows off target. Rain and snow will not only hamper your unit's vision, but will douse most of your Dwarven Cocktails, creating useless duds.

FOOTPRINTS

Terrain with desert sand or snow cover holds the footprints of any earthbound units that move over it. Thus you can track enemies by following their tracks – or be discovered by them following yours.

SAVING AND VIEWING FILMS

When you finish a game, successfully or otherwise, you will have the option to save a film of the battle. Also, your last game is always recorded and saved as your "Last Saved Film".

To view these saved films, get to the Main Menu and select Films. You can then view any film from the list therein.

When watching a film, you control the camera movement, but not the troops. The film will play through the entire record of the battle for your enjoyment (or dismay, if you lost). To speed through slow intervals, use the F2 Key to increase the playback rate. You can also slow down the playback during intense moments by using the F1 key. And for those who like non-stop action, the F12 Key activates the AutoCamera, which automatically darts about

the map, keeping only the most action intense moments on screen!

Replays are an excellent tool for studying the strategies of netplay opponents. They are also useful for bragging-rights when you show your friends how you eliminated half your enemy forces with a well timed Wight blast.

KEYBOARD OVERVIEW

CAMERA CONTROLS

W: Move Forward

S: Move Back

A: Turn Left

D: Turn Right

Q: Orbit Left

E: Orbit Right

Z: Move Right

X: Move Left

C: Zoom In

V: Zoom Out

H: Center on Selected Unit(s)

SELECTION AND COMMAND CONTROLS

~: Deselect Units.

ENTER: Selects all visible Units

SPACE BAR: Issues the Stop Command to selected units.

G: Issues the Guard Command to selected units.

B: Issues the Scatter Command to selected units.

R: Issues the Retreat Command to selected units.

T: Activate the selected unit's Special Ability.

N: Rename the currently selected unit.

Left Arrow: Turn formation to the left.

Right Arrow: Turn formation to the right.

FORMATION CONTROLS

1 Key - Short Line Formation: A tight four abreast line.

2 Key - Long Line Formation: A longer eight abreast line.

3 Key - Loose Line Formation: A widely spaced four abreast line.

4 Key - Staggered Line Formation: A wide staggered line, alternating front to back.

5 Key - Box Formation: Units will form a tight box.

6 Key - Rabble Formation: The units will randomly spread out in loose formation.

7 Key - Shallow Encirclement Formation:

8 Key - Deep Encirclement Formation

9 Key - Vanguard Formation

0 Key - Circle Formation

OTHER CONTROLS

ESC / Pause: Will pause the game and bring up the Pause Menu

F1: Decrease the speed of the game.

F2: Increase the speed of the game.

F3: Decrease the main volume of the game.

F4: Increase the main volume of the game.

F5: Toggle Main Bar On / Off

F6: Toggle Control Bar On / Off

F7: Toggle Player List On/Off

F8: Show Keyboard List

F9: Show Unit Health. This displays the health of all your units without selecting them.

F12: Toggle Auto Camera On / Off (For film viewing only)

TAB: Toggle Overhead Map On / Off

MULTIPLAYER GAMING

The single-player game is but a prelude to the real battles that lay before you. Playing in a multiplayer game is the true test of one's grit. No longer will you fight against swarms of computer-controlled minions; you will be up against the savvy sapiens that play day and night to hone their already formidable skills. Nothing can prepare you for how sneaky and deadly these players can be – you'll just have to go online and see...

GETTING ON-LINE

There are two ways to give multiplay a whirl: either over the Internet with GameSpy, or over a Local Area Network connection.

CREATING YOUR GAMESPY PROFILE

When you first enter multiplay, you'll be presented with the Gamespy log-in screen. On the upper left-hand side of the dialog you'll see a list of your existing profiles. The first time you wish to play over GameSpy, you'll need to create a profile for yourself. Just click on the button labeled "Create Profile".

First you'll need to enter your email address. This is your own unique identifier online. When asked if you would like to create a new account, select "Yes".

You will then be prompted to enter the password you'd like to use for your profile. We suggest making it at least 8 characters long, but hey, it's your profile. You'll then be asked to enter a nickname for yourself. This is the name that will be displayed for everyone online to see, so make sure it is exactly what you'd like. Also, you may want it keep it short, as longer names can become truncated. For example; "Bob the Great" is fine. "Bob the Great Slayer of the Evil Doers of the Lands of Fire" is not.

If everything goes well, you should be brought back to the GameSpy log-in screen with your newly created profile displaying in the profile list.

You can also make other profiles for yourself, if you'd like – and get rid of unwanted ones too.

CHOOSING YOUR LOOK

On the right side of the screen, you'll see two big color wheels. By clicking in these wheels, you'll be able to choose your Primary and Secondary colors. These colors not only identify

your name and text, but also color your units on the battlefield. You can also choose an icon for yourself that will appear by your name and be displayed on some of your units in game.

You'll also want to set the name for your "Team". This is used whenever you become the captain of a team. Also, LAN players will definitely want to type out a nickname for themselves!

LOGGING ON TO THE GAMESPY SERVER

Once you have a profile created, simply click on it to select it. You'll need to type in your password below the list before you can log-in. For those less paranoid out there, you can click on the Remember Password checkbox to ignore this in the future. Once the password is entered, click the Logon button.

Note: the performance of your online game can be enhanced if you select the appropriate connection speed for computer.

LOGGING ON TO THE LAN SERVER

With a LAN game, you can choose to play in an existing game, or host a game of your very own.

In the upper left-hand list, you'll see any LAN games that are active on your network. To join one, highlight the game click on it and press the Join button.

To host your own game, just click on the Host button. One word of warning: when you host a game, you'll be the host for any subsequent games you wish to play! You'll need to disconnect from the multiplayer lobby to join someone else's LAN game.

THE MULTIPLAY LOBBY

Depending on whether you are connected to GameSpy or a LAN game, the functionality of the multiplayer lobby will be slightly different.

GAMESPY WORLD LOBBY

When first entering the GameSpy Lobby, you'll notice a list of locations in the right-hand list. Each of these locations is not only chat room on the server, but where games are hosted and joined. You'll need to choose one of these rooms to enter, before you can get to playing. Find a room you like, highlight it, and then press the "Enter Room" button. If you want to jump to another room, click on the "World" tab at the top of the screen.

Displayed on the room list are the number of people and the number of games active in each room. There are also some rooms that have special rules, like "Ranked" or "Experienced Players Only". Playing in a ranked room will affect your personal ranking. It is best to stick with the Novice rooms until you get a good feel for the game.

GAMESPY ROOMS

Once in a room, you'll be able to chat with fellow online gamers, join games, and even host your own games.

CHAT

To send messages in chat, just start typing. You'll notice your text appearing at the bottom

of the screen. When finished, press Enter to send your message; you should see it displayed in the chat list. If you want to send a message with a specific player, highlight their name on the Player List and start typing. When you press Enter to send the message, only they will get it. If you wish to have a long chat with one particular person, hold down Control while you click on their name – this will keep you in private chat with them until you manually unhighlight their name.

In the right-hand list are all the games that have been started in the room. Some games are waiting for people to join, others games are already in progress (the dimmed out ones). You can join any game by highlighting it and clicking on the "Join Game" button. If you wish to host a new game, simply click on the "Host Game" button. This will bring you to the Game Setup screen (see below).

Let's look at the leftmost grouping of controls. The "Room" tab, which should be highlighted by default, makes the left-hand list display all the players in the room or in your current game. The "Buddy" tab will display the list of your selected friends who are now online. To add someone into your buddy list, highlight their name in the player list, and click on the Buddy button under the list. You can also remove them from your Buddy List the same way. To keep obnoxious players from cluttering your chat area, highlight the player in the player list and click on the Mute button. If a buddy in your Buddy List is online and you want to see whereabouts, highlight their name and click on the Find button.

JOINING A GAME

When you choose a game to join, you'll see the information about the game displayed in the upper right. The players in the game are shown on the left. Your chat becomes constrained to those players in the game with you.

For a game to be started, everyone participating must be ready. Click on the Ready button under the Player List to ready yourself. You should see a red checkmark appear by your name. Once everyone is ready, the host can then begin the game.

In games that have teams, you'll see the names of the teams and the players comprising the teams in the Player List. To join a specific team, or make someone a team captain, highlight the team (or player) and click on the Join button.

If you find yourself being a team captain, you have just inherited some responsibility. Team Captains are responsible for distributing units to their team members when the game starts as well as conducting unit trading. If you do not want this duty, you can press the "Disband" button. Also, you can prevent any other players from joining your team by pressing the "Lock" button. You may unlock your team by pressing the "Unlock" button. As Team Captain, you have the ability to kick any player out of your team. Highlight the offending player and click on the Kick button to boot them.

HOSTING A GAME

As the Host, you choose all the details on the game you will be playing.

Name

This allows you to enter your own personal name for the game.

Use Single-Player Levels

If set, this will allow you to choose from the available single-player maps. This also means that the game will be a cooperative game against the computer-controlled opponents of the map. You can select the map you wish to play by clicking on the large button under the Use

Single-Player Levels checkbox. This will bring up a list of maps for you to choose from. Under the maps, you can then select the game type to play. Changing a map will reset the game type, as will changing to Single-Player levels.

Difficulty Slider

This lets you choose your difficulty level.

Player Limit

Sets the maximum number of players that the game will allow.

Time Limit

Sets the duration of the battle. Once the time limit is reached, the game is over.

Checking Planning Time

Allows you to set the amount of time you will have to distribute units to your team, plan strategies, and prepare for battle.

Unit Trading

Lets you spend points to modify your army before the fighting begins. You want a few more archers? You got 'em.

Allow Teams

... well...allows teams. You can also set a maximum number of teams, if you wish.

Password

Set by the Host. When entered, all players must be able to enter it or they will not be playing in the game. Getting the password to the desired players is up to you.

Here's what those optional checkboxes mean:

Server is Observer - This makes you, the server, an observer for the game. Since servers always have the best ping times, it can be unfair to other players to let the server play in the game as well.

Show Enemy On Map - When turned off, you won't be able to see enemies on the overhead map! Be careful.

Allow Veteran Unit - If units survived from a previous game under the same host, and the map allows that specific unit, you will be able to keep some of your surviving characters - experience and all.

Allow Alliances - If set, players will be able to form alliances with other enemy players. Allied player's units will not appear as enemies.

Deathmatch - For those of you who truly revel in carnage, you can set this option. All units, when slain, will reappear at their starting positions, full of health and ready to fight.

Kick - As the Host, you can kick someone out of your game entirely by highlighting their name in the Players List and pressing the Kick button.

Ready - When you're ready to get your game underway, you will first have to make sure everyone playing is ready. In other words, they must all have clicked their Ready buttons. Once this is done, you can click on the Start Game button to launch the game!

One little note..... Once you change any aspect of the game setup, everyone will be switched to unready. Make sure you've got it all set up before you gripe to people to Ready themselves. When you're ready to get your game underway, you will first have to make sure everyone playing is ready. In other words, they must all have clicked their Ready buttons. Once this is done, you can click on the Start Game button to launch the game!

PLAY DURING A NET GAME

UNIT TRADING

To be able to trade for units, the game host must first have checked on the "Unit Trading" checkbox.

When the game starts, you'll see a menu in the center of your screen. This will show you the different units you have in your army, their cost, and the minimum and maximum numbers you can have.

You start unit trading with zero points to spend. You have a balanced army. You can decide to go with what you have immediately – or you can redistribute a few units.

Each unit has a cost associated with it. To get some extra points, remove a unit to get their point value added to your pool. You can spend these points to add more units of other types. For example, if you really like Thrall, you can get rid of some of those pesky Soulless and then spend those points to buy a few more undead warriors.

When you're done with the Unit Trading, press OK.

DETACHING UNITS

If you plan to Team Captain, you'll need to know how to detach units to the right team members quickly.

To Detach units from your army, select the units you wish to give up. Now, press the Detach button (on the Control Bar at the bottom of the screen). The Player List will now activate and let you select the player you wish to give control to. You can only choose to give units to members of your own team.

How you go about selecting what units are given to who is completely up to you. Knowing how to distribute your army well is the mark of a good Team Captain.

You don't have to be a Team Captain to detach a few units from your force. At any time during the game, you can select a few of your units, click on the Detach button and then select the player (on your team) to give them to. This noble deed is bound to make friends fast.

COMMUNICATION

Communication between your fellow team members is crucial to good teamwork. There are two ways of speaking to your friends:

You can send messages to your team by pressing the Whisper button on the Control Bar and typing your message. Pressing Enter will send the message to your team. To send a global message to everyone in the game, hold down the Shift key while pressing the Whisper button. Once your message is typed, the Enter key will send it to everyone.

The overhead map can also be used to talk to your comrades. By clicking on the Pencil icon in the corner of the map, you can draw upon the map itself, giving precise locations of enemies and battle plans. The Eraser icon will erase the scribbles made on the map.

ALLIANCES

Alliances, just like in real life, are only as trustful as the people who make them. It's a dog eat dog world. Its ok to trust another, but don't be surprised when he places a dagger firmly in your back.

You can select a team to ally with by clicking on the Alliance button on the Control Bar. Then select the team to Ally with by clicking on their name on the Player List. Everyone will get a message announcing your alliance.

Make sure your "Ally" reciprocates your friendship. For if he does not, you'll still appear as an enemy to his troops, meaning that they'll still attack your forces if they get too close!

NETWORK GAME TYPES

Body Count

A straight-forward stand-up fight. The team who inflicts the most damage to his enemy's forces is the winner. Player ranking is based on the overall damage done to enemy units.

Steal the Bacon

On the field there is a single ball. The team who is the uncontested owner of the ball when the time limit expires is the winner. Players are ranked based on the time they last touched the ball.

Last Man on the Hill

Near the center of the map, there is the Hill Flag. The team who is the uncontested owner of the Hill Flag when the time limit expires is the winner. Player ranking is based on the time they last touched the flag.

Scavenger Hunt

Scattered about the map are several numbered balls. The team who is the first to touch all the numbered balls on the map is the winner. Player ranking is based on the number of balls touched and the time they were touched.

Flag Rally

The map contains a number of haphazardly placed flags. The team who is the first to touch all the numbered flags on the map is the winner. You don't have to control them, just touch them and move on! Player ranking is based on the number of flags touched and the time they were touched.

Capture the Flag

Each team begins the game with a single flag. The team who is the first to touch their enemy's flag is the winner. Player ranking is based on the time taken to capture the enemy flag and the number of units lost.

Balls on Parade

Each team begins the game with a single ball. The team who is the first to touch their enemy's ball is the winner. Player ranking is based on the time taken to capture the enemy ball and the number of units lost.

Territories

Several territory flags are positioned about the map. The team who owns the most territory flags when the time limit expires is the winner. In case of a tie, the winner is the team

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who captured their score tying flag first. Player ranking is based on the number of territory flags captured and the time they were held.

Captures

Several balls are positioned about the map. The team with the biggest set of balls when the time limit expires is the winner. In case of a tie, the winner is the team who captured their score tying ball first. Player ranking is based on the number of balls captured and the time they were held.

King of the Hill

A flag in the center of the map is designated the Hill Flag. The team who was owner of the Hill Flag for the longest amount of time during the game when the time limit expires is the winner. Player ranking is based on how long they owned the Hill Flag.

Stampede!

Each team starts with a number of animals. Each animal herded into an opponent's end zone scores a point. The team who has the most points accumulated when the time limit expires is the winner. Player ranking is based on how many points scored and the number of units lost.

Assassin

Each team starts with a single unit designated as "The Target". You'll be able to identify this target by the unusual selection circle it has. If a team's Target is killed, that team is immediately out of play. The team who eliminates the most enemy Targets when the time limit expires is the winner. Player ranking is based on the number of targets killed and the number of units lost.

Hunting

Look at all them there critters! Each one of them is worth a point or two. The team who has slaughtered the most points of wildlife when the time limit expires is the winner. Player ranking is based on how many points scored and the number of units lost.

Assault

The game begins with one team defending the flag, the other assaulting the defenders. After the first game is completed, the sides switch, and the defender will become the assaulter for one more round. The assaulting team wins if they touch the flag before the time limit expires. The defending team wins if they have prevented the enemy from touching the flag. Ties are decided by which team successfully defended or by which team was the quickest to capture the flag. Player ranking is based on the number of wins, the speed the flag was taken, and how long their flag was defended.

THE POSTGAME

Once the game is over, you will be brought to the Postgame screen. From here, you'll be able to see how well you fared against your competitors.

If the host decides to play another game, you can stay in the game by doing nothing at all. You will want to click on the "Pregame" tab at the top of the screen to see what the new game session will bring. And don't forget to ready yourself!

You can remain in the Host's game for as long as they feel like hosting. You can also leave

and go to another game, or to another room entirely.

RANKING

If you are playing in "Ranked Rooms" you will be awarded a score based on your performance in the previous game. This score is permanently recorded in your player profile. The better you do, the higher your ranking.

Players have by their name two ranking icons. The first is their raw numbers of wins to losses. The second shows the player's overall ranking based on game scoring.

The network game type tells you how they award scores, but the exact numbering is based on many things. For example, if you are a high ranking individual and completely decimate the army of a lower-ranking player, you will not get as many points as you would if you defeated a player with a ranking higher than yours.

CODE OF CONDUCT

When going online we want nothing more than for the players to have a good time. Period.

To enable players to have the best experience possible, they will have to govern their conduct accordingly. This basically comes down to: Don't be a Jackass.

If you are unsure of what being a Jackass entails, please read the following list of commandments:

- **Thou Shall Not Curse.** Keep it clean, people. You may feel the need to swear like a sailor, but do it off-line if you please.
- **Thou Shall Not Cheat.** Attempting to artificially inflate your ranking through schemes and manipulation (other than just playing against honest players) will not be tolerated.
- **Thou Shall Respect Thy Admin.** Administrators are there to help. They are not an outlet for any frustrations you have. Please keep rants to a constructive level. No one likes a whiner.
- **Thou Shall Not Flame.** If someone is annoying you, just Mute them. If somehow they persist, contact an Admin. Sending scalding put-downs over the chat lists is not cool.

CHARACTERS

The world of Myth abounds with fantastic creatures, horrifying beasts, and stalwart heroes. Below are lists of units which will appear in the game. In the single-player game, you'll typically only control the units of the Light. Although, in a multiplayer game, you will be able to command both Light and Dark units.

THE ARMY OF THE LIGHT

UNITS OF LLANCARFAN

The city of Llancarfán has been the seat of the Cath Bruig empire for over a thousand years. It is the pinnacle of human civilization and knowledge. Thousands of well trained

MUCK III

THE WOLF AGE

soldiers and archers defend the city's impenetrable walls. Hundreds of Heron Guard pledge their life to serve the Emperor and their majestic city. The greatest sorcerers in the world, the Avatars, make their home in the city, mastering their magical arts. The shadowy Warlocks of Scholomance also pursue their unholy lust for power within the city's walls.



Warriors of Llanccarfan

Bedecked in dresses of chainmail, these stalwart warriors make up the majority of the Llanccarfan forces. Armed with their steel longswords and tower shields, they make excellent defensive units. In groups, they can become a powerful attacking force. Each soldier swears an oath to protect the empire from its enemies with their life.



Archers of Llanccarfan

Out of the ranks of soldiers, those that have a keen eye are trained in the ancient ways of the longbow. Llanccarfan Archers train most of their lives with their bows, becoming deadly accurate. Archers forgo the bulk of chain armor for the mobility of light leather. Unfortunately, the archers are not known for their swift movement or hand to hand combat prowess. Get them on a high fortification, though, and they can turn the tide of any battle. Many archers also carry with them a single bulky Fire Arrow. These explosive arrows are lit and fired, erupting into a pool of fire when shattering on the ground. To launch a Fire Arrow, use the Special Ability key and click on the spot of ground to target.



The Heron Guard

The elite guard of the Emperor himself, the royal Heron Guard combine considerable combat efficiency with magical knowledge. Each year, a hundred warriors train to become members of the Heron Guard – and only five will be chosen. These are the best of the best. Wielding dual swords, and bedecked in heavy plate armor, their strength and discipline makes them powerful allies on the battlefield. Each Heron is taught the arts of healing from the Avatars, and can utilize magical mandrake roots to heal their wounds or the wounds of others. To use the Heron Guard's healing ability, use the Special Ability key and click on a unit to heal. Healing does not restore all of a unit's lost health. Also, undead creatures tend to fall into pieces when the powers of healing are put to them.



Warlocks of Scholomance

Secretive and reclusive, the Warlocks of Scholomance are feared and despised by those outside their order. They have mastered incredible magics, but at the price of their souls. Dressing in long red robes with fiery emblems, they make a fearsome sight. During battle, they have the ability to summon a magical fire that streaks towards their foes and detonates in a small area. The Warlocks are subservient only to Mjarin, the Imperial Advisor and head of their order. Warlocks use mana as a source of their powers. With each fiery spell they weave, their mana is depleted. With no mana, a Warlock cannot cast his spells, and must wait for his powers to recharge. A warlock's special ability is a massive fireball that when cast streaks towards the enemy and obliterates them in a tremendous fiery holocaust. This spell takes of the warlock's mana, but when timed right, it can turn the tide of battle. To cast this deadly spell, press the Special Ability key and click on the ground or the unit to target... then stand back!



Avatara

The most powerful human sorcerers in the world, the Avatara were created centuries ago by the Archmage Mazzarin. Avatara need not rely on their spell abilities alone in combat, as they are also masters of their enchanted blades. The Avatara's most deadly Dream spell is the Dispersal Dream which can explosively eliminate an entire army from the battlefield. To weave this dream, use the Special Ability key and click on a unit to unleash the spell upon. Use this spell with caution, as it's "spreading nature" can easily move into friendly units too close to the epicenter.

THE DWARVES OF MYRGARD

The proud dwarves of Myrgard and Stoneheim have lived since the weaving of the world in their underground empires. Beneath their small stature, they are a robust and strong race of warriors. Since recorded history, the Dwarven race has been at war with the Ghôl; their most hated of enemies. In the past thousand years of darkness, the Ghôl have slowly encroached into Dwarven territories and now threaten to invade their underground empires. The proud dwarves will die as a race before letting their ancient enemies defile their homeland.



Dwarven Demolitionists

The Dwarven Demolitionist is a recent invention. With the creation of explosive liquids, a "Dwarven Cocktail" was put into battle with explosive results. With the successful demolition of a Ghôl stronghold, the new explosives have been embraced by Dwarven culture. These Demolitionists have an affinity for blowing their enemies into small smoldering pieces - and are the only ones crazy enough to run into battle with explosives strapped to themselves. Demolitionists are not bogged down by heavy armor, so they are more mobile than their axe-wielding brethren. Dwarven Demolitionists also carry Satchel Charges, basically bigger versions of their explosive cocktails. Satchels are placed on the battlefield and then set off by an explosion happening nearby. To have a Demolitionist place a Satchel Charge, use the Special Ability key and click on the ground where you want them to set it. Usually one good cocktail throw will set the charge off, causing an extreme amount of collateral damage. Also, to pick up a Satchel Charge laying on the ground, simply click on it.



Dwarven Axe-Warriors

Wearing magnificently crafted heavy armor and wielding wicked battle-axes, Dwarven Axe-Warriors are no-nonsense juggernauts in the battlefield. When these stout fighters gather in a line, they can be a barrier to waves of enemies, being able to suffer wounds which would kill an ordinary human outright. Their only disadvantage is their slow speed.



Dwarven Smiths of Muirthemne

Dwarven smiths are the builders of Dwarven society - forging the weapons and armor for their clans, as well inventing many new devices and magical artifacts. The Smiths of Muirthemne have set up their great forge in the city of Llancarfan, and pedal their trade with the people there. Although not as hearty as Dwarven warriors, the large smithy hammers they carry can seriously impede even the fiercest enemy. Smiths carry with them

magic rods known as Flame Torches. Smiths use these rods to weld and smelt the metals that they work with. It also is very useful in combat, creating a cone of white hot flame that can sear enemies to ash. To use the Flame Torch, press the Special Ability key and click on the enemy you wish to incinerate.

CLANSMEN OF GOWER AND THE TWELVE DUNS

Over the course of the Wind Age, the Myrkridia have devastated and devoured most of human civilization. What humans remain outside the walls of Llancafarn are barbaric tribes of hunters and farmers. The clansmen of Gower work the fertile lands east of the Dire Marsh, fending off Myrkridia, Ghôl, and Trow. The Twelve Duns have not fared as well, and live a nomadic lifestyle in their harsh lands.



Berserks

Only the strongest survive the harsh winters of the Northlands - and the constant threat of Myrkridia has weeded out the weak long ago. And the Berserks are the heartiest of even those strong people. The name Berserk is derived from the bearskin loincloths they wear. Wielding massive swords or axes, these brave (or insane) men stride into battle wearing no

armor - and fearing nothing.



Hearthguard

In the lands of Gower, these ever vigilant guardians of the clans defend their villages and townships from any evil that dares trespass. They are the Hearthguard, and their prowess with their spears is legendary. Not only can they throw their javelins with great distance and precision, but they can strike at any creature that ventures too close. Their wooded

shields can turn the claw of any Myrkridia.

Villagers

Farmers and peasants, these men and women make up for their lack of combat skill with the stubbornness learned while living in their harsh land. Carrying only wooden pitchforks and wearing ordinary clothing, these are the last line of defense between the Myrkridia and their families.

THE ARMIES OF THE DARK

LEGIONS OF THE UNDEAD

Undead are corpses, animated by the sinister powers of Necromancy, and enslaved into tireless servitude to their masters. Undead are not mindless automations - they possess a basic knowledge of combat and tactics. They are completely devoid of fear, and will never disobey their master's orders. Some more powerful undead do not fit this mold; they are intelligent and independent - sometimes even able to wield powerful magics.



Thrall

First created Millennia past by the Watcher, Thrall have been called the Children of Bahl'al. These near-mindless animated corpses serve their sorcerous masters without question. Plated in piecemeal armor and wielding huge axes, Thrall make up the bulk of any undead army. A single thrall is hardly a concern - that's why they're usually found by the

hundreds. Thrall, not needing to breathe and weighted down by their heavy armor, can walk under the surface of water, making for great surprise attacks. That is, if their pitifully slow movement is not first spotted by the enemy.



Soulless

Soulless, also called "Hollow Men", are semi-ethereal minions of the dark. Appearing as a skeleton severed at the waist and wrapped in a billowing cloud of vapor, they carry dozens of barbed javelins on their backs. Their ability to float several feet from the ground allows them to swiftly move to places that men cannot hope to reach. From these high perches, they rain down their poison coated javelins upon their enemies. Soulless do not move very quickly and, thankfully, cannot take much abuse. Still, an army of Soulless can kill a group of warriors to the last, before they can ever lay sword to bone.



Wights

These loathsome bags of flesh are the creation of the worst kind of necromancy. Their swollen husks are filled with pestilence and explosive gasses. With one swift knife cut, they can end their miserable existence in a massive explosion of putrescent filth. The explosions caused by wights can level stone walls and reduce a score of men to bloody pulp. A wight's only desire is to die and be released from its torment... and try to take as many living soldiers with it. Thankfully, their slow shambles make them easily detectable, and just a few arrows send them to their explosive demise.



The Forgotten

In the deep recesses of Forest Heart, ancient civilizations grew and fell beneath its towering branches. One of these civilizations was a race of cannibalistic hunters, who for the gift of immortal life, sold their souls to the dark gods. Now, desiring only to hunt living prey, these terrible creatures lurk in the darkness of their shadowy home. These forgotten beings can wait for years for prey to cross their path – suddenly springing from the plant life grown over their century still bodies. They attack with abandon, using their dual iron blades – only resting once their prey has been slain...



Stygian Knights

These deathless guardians appear to be animated suits of armor. In fact, they are living souls, extracted from a living being and imprisoned within the metallic confines of the thick plated armor. Many necromancers use these constructs as tireless killers and bodyguards. Other less vile sorcerers create Stygian Knights from their most loyal of followers, chosen as guardians outlasting even death. These Knights can be found in many a tomb and barrow of ancient necromancers and mages. Stygian Knights use polearms to stab at the foes of their master from afar. Their thick armor provided excellent protection, yet their ghostly reflexes make them slow to attack and move.



Lyche

In a time known as the Great Cleansing, the daughters of a remote village were put to death for practicing the ancient magical rituals of their peoples. The women were thrown into their village well and drowned. Yet, centuries later, Bah'l'al the Watcher would find their dead spirits there, screaming from beyond the grave for vengeance. He obliged them. Now these long dead sorceresses have become the commanders in

Bahl'al's army, the fires of hatred burning brightly behind their clouded eyes. The Lyche attack with a magical blast of pure rage that creeps across the landscape, only to erupt in the midst of their enemies.

THE MYKRIDIAN HORDE

When this race of living nightmares entered the world, they single-handedly destroyed the civilizations of man, bringing a close to the Age of Reason. And now, the nights of the Wind Age are dominated by the stalking Mykridia, and their savagery knows no equal. In the past thousand years, no group has ever stood up to a force of Mykridia and survived. These horrifying creatures have built massive monuments from the skulls of their victims; a testament to their unrivaled dominion over their lands.



Mykridian Hunters

Over the many years since their arrival, many Mykridia have become fattened from years of easy hunting. Their speed and strength have become somewhat diminished, as their prey is hardly a challenge to them. They have become cowardly bloats, and will run from any prey that looks to be a challenge. Although weaker than their brethren, they are still exceptionally dangerous in packs.



Mykridian Warriors

These pack-warriors still retain the ferocity and savageness of the original bloodthirsty Mykridia. They are faster, stronger, and tougher than their peers - a true terror to do battle with. Their shrieking howl can cause even the most steadfast warrior to flee from the battlefield. When a Mykridian Warrior is wounded in battle, it's battle-lust can completely take over, causing the beast to strike wildly and savagely at pack and prey alike.



Mykridian Giants

The colossal Mykridian Giants can reach the size of Trow, and are almost as strong. Few things can inspire raw fear more than the sight of one of these titans clawing its way through an army. Mykridian Giants appear to be smarter than their smaller cousins, but are just as fierce. Carried with them are skulls, presumably enchanted by the sorcerous

Pack-Mages. These skulls can be thrown by the giant, exploding with magical energies on impact. The giants use these to soften up and confuse groups of foes before moving in for the kill. To use these exploding skulls, press the Special Ability key and click on a target.



Mykridian Pack-Mages

The most elusive of the Mykridian race are the Pack-Mages - the intelligent bat-like leaders of the Mykridian packs. Tall and slender, the Mykridian mages are not the physical specimens of the majority of their race. They are, however, capable of producing powerful bolts of lightning that can paralyze or kill a foe outright. Few pack-mages have ever been

spied by human eyes, and only a few are thought to exist. Many Pack-Mages appear to have the gift for powerful Dream magics and have been taught the Dream of Unlife. This spell is the key to all necromancy, raising dead from the very ground to do their bidding. (Note: This ability is not used in multiplayer gaming)

THE GHÔL RAIDERS

Ghòl are a race of scavengers who take what they need from others to survive. Unlike the other races, the Ghòls worship the forgotten Dark Gods - it is said that only the Ghòl remember their true names. Worshiping these horrific beings, the Ghòl priests offer blood-sacrifices of children to them for clandestine reasons. The Ghòls are the age-old enemy of the dwarves, and have been bent on the capture and destruction of their homelands for as long as there has been written word. Ghòls are notoriously appalling, living in filth and collecting bits of garbage and remains to adorn themselves and their caves. Ghòls are not strong, but they are quick. With rapid strides they can race into the midst of their foes and deliver heavy damage with their rusted cleavers.



Ghòls

Savage and cruel, Ghòls are always on the hunt, moving quietly to stalk their prey. They are a cowardly lot, preferring to attack from the enemy's flanks. Yet, with greater numbers, they will attack almost anything. Ghòls carry with them crude sacks which they use to store remnants from the battlefield - like rocks, pieces of metal, Wight bits, and heads. They have learned to throw items carried in their sacks with great strength and accuracy, stunning, damaging, or paralyzing a struck enemy. To have a Ghòl pick up something, simply click on the object. To have the Ghòl then throw the carried object, press the Special Ability key and click on a target.



Ghòl Brutes

A few Ghòls are bigger and tougher than the average. These brutes are chosen by the priest caste to become fearless warriors for their tribes. A Ghòl Brute's great strength allows them to inflict more damage, and their larger bodies can readily receive more damage as well. Usually, brutes stick to themselves - either as a combat group, or as bodyguards for the Ghòl Priests.



Ghòl Priests

The holy leaders of the Ghòl are much craftier than most races give them credit for. Being in communion with the Dark Gods, they have learned foul magical abilities - including the necromantic art of creating Wights. The priests have mastered a spell known as the Savage Wind Dream which creates unseen hands of air, allowing the priest to fling about objects laying on the ground. Having an area of shrapnel suddenly hurl itself at a foe is a great advantage in a carnage strewn battlefield. The Ghòl Priests make up for their powerful spells by being slower than an average Ghòl. Ghòl Priests also have special spells that can weave the threads of muscle and tissue, repairing and healing their wounded brethren. To use this healing ability, press the Special Ability key and click on the unit you wish to heal.

THE TROW EMPIRE

These mighty stone beings have existed before the world was created. They are an ancient race of solitary titans; not burdening themselves with relations to "lesser-beings". Long ago, the Trow enslaved the fierce race of Oghres, breaking their spirits and conscribing them to build towering iron temples to their god Nyx. The Trow civilization has been in decline for hundreds of years, as they constantly tear down their splendid temples to begin making even more magnificent temples in their place. The enigmatic Trow

hardly concern themselves with anything but their personal interests.



Oghre

These behemoths tower over men, but are still small compared to their Trow masters. The Oghre have been enslaved for thousands of years and have been forced to use their iron crafting skills to build titanic temples and monuments to the Trow. Oghres are stocky humanoids who are monstrous to behold. When in battle, they use their utilitarian work hammers to smash their master's foes into the dirt. Oghre do not move nearly as fast as their size would imply, but they can still outrun most soldiers.



Trow Iron Warriors

Bedecked in iron armor up to a foot thick and brandishing an iron hammer the size of a tree, the Iron Warriors are an all-but-unstoppable force. Nothing can withstand the might of this titan of war. Moving slower than an unburdened Trow, their column-sized mallets can smash a swath of death through an entire army in one swift stroke. Only siege weapons and clever tactics have a chance to stop these living juggernauts.



Trow Priests

The Priests of Nyx are formidable - and not just because they are Trow. The priests have learned many a subtle dream from their god. One such dream used in battle is the Dream of Molten Iron, which creates a geyser of fiery rock to burst from beneath the feet of their enemies. Thankfully, Trow Priests are somewhat less resilient than your average Trow.



Trow

Not all Trow are Warriors or Priests. Most Trow live contented in their kingdoms of iron, waited upon by their Oghre slaves. Although decadent, they are still Trow, capable of kicking their way through a force of soldiers. As a Trow is slain, its life force is destroyed, and only its stony husk remains to crumble into boulder-sized pieces.

THE SPIDER CULT

Little is known of this so-called Spider Cult. They are a recent appearance in Llanccarfan. Many guardsmen attribute the growing numbers of missing persons to this foul sect. It is known that they are recruiting the poor and destitute of the city and ensorcering them into their ranks. In the dark alleyways in the shadows of Llanccarfan, hushed whispers mention the name of their god... Syrkrosh...



Spider Cultists

Human cultists who believe that Syrkrosh is a god from another world who will bring them untold riches and power. These followers are from the dregs of Llanccarfanian society. Their lack of combat ability is made up for by zealous determination and sheer numbers. They wear no armor and rush directly at their enemies with knives flashing and eyes wide with fevered madness.



Spider Priestesses

Human priestesses are the mouthpiece of the Spider God. They believe that their God will grant them immortality through her great power. These priestesses have no magical powers, but they do have a potent concoction of their own devising. Made from the venom of Syrkrosh and mixed with alchemical ingredients, this potion can be thrown at their foes, poisoning and paralyzing them in a great green cloud. Their devotion to their other-worldly god is such that they will not hesitate to throw themselves into melee combat with their wicked sacrificial knives.



Giant Spiders

The offspring of Syrkrosh, giant spiders move at a terrific rate. They are capable of crawling over sloped landscape that is impassable to humans. By themselves, they are little threat to an armed warrior, but they are usually found in great numbers. A favorite tactic is to crawl stealthily upon a ceiling, then lower themselves down to the midst of their foes on their sticky webs. All spiders have a link with their mother, and will come to her aid when she calls to them.

HEROES AND VILLAINS



Connacht the Wolf

Born in a small village on the outskirts of Yürsgrad in Gower, the boy that would become the hero of the age watched the Myrkridia destroy his home village. Knowing only vengeance, the boy would grow strong and skilled living in the wilds. Studying his foes, he began to see their weaknesses and made strategies to defeat them. When Yürsgrad itself is attacked by the Myrkridia, only the man who would be called "The Wolf" has the strength and command to rally his clansmen to combat the creatures of nightmare. Connacht wields a massive axe easily with his powerful arms - laying low scores of foes as if they were saplings.



Damas

Captain of the Imperial Heron Guard of Emperor Leitrim, Damas is widely regarded as the most skilled warrior in all of the empire. Unlike the dual swords used by other of the Heron Guard, Damas uses a exquisite glaive in battle. His proficiency and loyalty are unmatched. Damas also refuses to wear the heavy plate armor of the Heron Guard, preferring lighter and less restricting armor. Damas is well known throughout the imperial court to be handsome and charming, and is swooned over by many a lord's daughter. Like the other Heron Guard, Damas is proficient at imbuing the Mandrake Root with healing powers and making good use of its abilities in combat.



Ravanna

Ravanna, daughter of the Twelve Duns and Myrmidon Warrior. She is a raven haired beauty and a warrior of few equal. Being a part of the proud Myrmidon clans, the holy protectors of her clansmen, she has studied the art of close combat all her life. She wields dual Gridaksma blades as is standard with most Myrmidon warriors. Although quick to anger, she is always cool headed in heated combat. Her love for her people knows no

equal. She is determined to destroy Moagim, who's undead armies have all but decimated her clansmen.



Myrdred

A young Avatara of great skill, Myrdred is the assistant to the Imperial advisor Mjarin. Spending most of his time learning the disciplines of spellcraft, he is not as proficient with weapons as his fellow Avatara. Myrdred has mastered powerful Dream spells which even the strongest Avatara struggle to learn. Though he is considered one of the most powerful Avatara in Llancarfan, his hunger for knowledge and lore has drawn some ridicule amongst his peers - which only seems to fuel Myrdred's desire for long forgotten powers. Myrdred knows the Avatara's Dispersal Dream spell, and many other powerful magical feats.



Forgemaster Traval

The Forgemaster of the Smiths of Muirthemne, Traval is a combination engineer, merchant, inventor, and holy-man. Many years ago, he led the Smiths out of their underground forges of Myrgard to set up shop in Stoneheim. Eventually, he felt the yearning for new things once again, and made his way to the city of Llancarfan. There, the Smiths have built an incredible forge in the main forum of the city. People travel from even the distant Province to see the marvelous devices created by these ingenious engineers. Traval is responsible for keeping the forge running smoothly, dealing with business, and improving upon old designs. It is a rigorous job, even for a Dwarf. Traval not only carries a Smith's Flame Torch, but also has great knowledge of magical devices and their uses.



Moagim Reborn

Known as the Faceless Terror, Moagim died a thousand years ago at the end of the Age of Reason. But his death was too late - he was altogether triumphant in his destruction of the world. Moagim, through powers unknown, led the Myrkridian race into the world. He is responsible for those living nightmares hunting humans and lesser races almost into extinction. This terrible act ushered in the Wind Age - where the great cities of man and knowledge of the ancients became as dust to the wind. Now, as the Myrkridians are themselves being hunted and humanity's empire once again begins to flourish, Moagim has been Reborn. None even dare to think of the dreaded magics that must have been used to revive the spirit of this beast. The King of Nightmares, the Faceless Terror, Moagim the Horned has returned to plunge the world of Myth once more into the shadow of death.



Bahl'al the Watcher

The most powerful necromancer to ever walk the face of Myth, Bahl'al has been living since before the Age of Reason. It is said that he gained his mastery of the undead from exploring the sunken Trow temples in the Deep - not taking a breath for days. Bahl'al is known for appearing and wreaking havoc with his powers, only to disappear for centuries afterwards. Only a few centuries ago, Bahl'al killed his ancient foe Mazzarin under a literal sea of his undead Thrall. Bahl'al is consumed with the dream of turning the whole of the world into a place where only the dead roam. Although mad, he is still fiercely intelligent and proficient in necromantic and Dream powers. Indeed, it is thought that if Mazzarin could not stop him, he may not have an equal.

Thalor the Black



Of all the Pack-Mages under the tutelage of the first Moagim, none had more prowess for sorcery than Thalor the Black. Larger and stronger than his fellow pack-mages, Thalor was ruthless in his dominion over his fellows. His black furred hide would bristle as he bared his teeth at any who would usurp his power. If threats would not work, he would not hesitate to use his magics to tear the living heart from that body and reanimate it to be his Thrall. Thalor is truly ancient. The artifact of his creation, the Eye of Thalor, holds within its glassy walls his very life-essence. This not only gives him almost eternal life, but also frees him to cast the most destructive spells in his arsenal. If his physical body is destroyed in the ensuing conflagration, his spirit will return to the Eye and reform within mere seconds. Such is the power of the most dreaded of Myrkridian Pack-Mages.



Syrkrosh, the Spider God

In a far-off dream, her webs lie so thick across her world, that the stars themselves could not shine through them. Blanketed in darkness, she and her children hunt - dining on the blood of their prey. After a great while, the prey began to lessen and her children cried out in hunger. It was then that she heard a sound. The sound of a hammer on an anvil.

Far off, across oceans of time and space. She felt the energies of that far-off world and heard the voices of prey. She found that she could guide her form towards the energies and bring herself into that new world. In her new body, she could feel the prey about her. Her children would feast again. But the journey had weakened her. She found that the prey of this world were just as malleable as the prey of hers - by making simple promises of power, they will follow her to oblivion. Once her strength is regained and her new brood is hatched, she will cover this new world in her web and feast upon her new prey.

TECHNICAL SUPPORT

GENERAL PROBLEM SOLVERS

Here are a few common-sense solutions to typical problems. If you've tried all of these and are still experiencing problems, don't hesitate to call the technical support line!

INSTALL EVERYTHING

Make sure you have installed the latest versions of the GLSetup (for the PC) and the QuickTime player. Both of these are on the Myth III - The Wolf Age CD. On the PC, you can access them through the Setup.exe.

GET THE LATEST DRIVERS

Ninety percent of the problems you may be experiencing are caused by driver issues. Log into the website of your sound and/or video card manufacturer and download the latest drivers for your system.

CLOSE EVERYTHING

Myth III - The Wolf Age is a pretty intensive game. If you have programs running in the background, you will have an extreme performance hit at the minimum. At most, the game might not play at all. Quit those memory intensive applications! All you chatterers

turn off ICQ or Instant Messenger! You don't want to be interrupted while playing anyway. And MP3 players – shut them down too. Zak worked very hard on our game music, and frankly we're pretty happy with it.

GET THE LATEST PATCHES

At myth3.godgames.com (<http://www.ina-support.com/> for the Mac version), you will find the latest patches for the game. Please take the time to download them! It just may fix any problem you're having.

VENGEANCE

This tool can be your best friend – and your worst nightmare. It's very powerful, but it can get confusing for those unfamiliar with the way the underlying game works.

For novices who want to tinker, you can change the statistics in the Monster tags, make your own decals, and change the positions of units and scenery in maps. You can make a lot of neat stuff just by some simple adjustment of existing things.

Oh, but you want to do more, don't you? You want to make your OWN maps, and your OWN scenery, and your OWN units. Sure you can. But giving you a tutorial on how to do that right now would make this manual the size of an encyclopedia. For those budding mod makers who truly want to get into the nitty-gritty of Vengeance, you're going to have to look for answers elsewhere. You can tinker around by yourself and figure it out, or you can look for some web sites that have tutorials and information on using this powerful editor.

Keep checking in at www.mumbojumbo.com for information about the release of the Vengeance tools and Tiki animation export plug-in for 3D Studio MAX. Remember, it will work just fine on both Mac and PC.

Happy hacking!

GLOSSARY

AVATARA

This order of powerful sorcerers was formed by the archmage Mazzarin during the Age of Reason. It was founded as a college for the magical arts, where all sorcerers could share their knowledge for the betterment of their art. The Avatara have always had strong ties to the Cath Bruig Empire, and even today work for its best interests. In their great Citadel in Llanccarlan, the Avatara train their initiates and study in their massive libraries. The Heron Guard are taught the creation of their healing roots within the towering walls.

AVERNUS

A vast frigid plain scarred by hundreds of Trow iron mines. Avernus is where many of the thousands of Oghre slaves spend their lives; slaving in the deep mines for their Trow masters.

BAHL'AL THE WATCHER

The first human necromancer, and one of the most villainous creatures to walk the face of Myth. His insane desire to turn the world into a land of shambling dead has pitted him

against the Avatara and the Cath Bruig for centuries.

BLIND STEPPES

Frozen wastelands north of Gower and the Trowlands. Once home to the formidable Oghre.

CALLIEACH

An ancient race of sorcerers without equal in power. They created magical devices that could move mountains, destroy cities, and make them immortal. They were all but exterminated by the Trow. Their final strike created the Great Devoid.

CATH BRUIG

A name applied to the mightiest human civilization in the history of the world, and to its peoples. Formed by the great Emperor Clovis at the dawn of the Age of Reason, it has stood as a symbol of human knowledge and resourcefulness for thousands of years. Although the many cities of the Empire that once spread across the world have been destroyed by the Mykridia, the great city of Llancarfan still remains as a shining beacon of hope for its peoples.

CLOUDSPINE, THE

A jagged mountain range spanning the continent, running north to south across its center. It makes an almost impassable barrier between the Province and the Cath Bruig Empire. There are only three passes over the Cloudspine – Bagrada, Seven Gates, and the Normpass. Because of the towering heights of the mountain range, even these passes can only be used during the summer months.

CONNACHT THE WOLF

Born in Gower, his family was slaughtered by the Mykridia. Living in the wildlands, he learned how to hunt and kill the Mykridia. Armed with this knowledge and fired with hate, he led his people against the Mykridian horde.

DAMAS

Captain of the Heron Guard and Champion to Emperor Leitrim.

DIRE MARSH

A massive swampland created long ago by the Trow's rampant deforestation. It is now the home of the vile Mykridia, who make their nests in the mish shrouded bogs.

DOWNNS, THE

A fertile farmland stretching from the Cloudspine to Llancarfan, from the tip of Forest Heart to the Twelve Duns. Literally thousands of small villages and farms make their lives in this idyllic grasslands and forests. They are protected by the forces of Llancarfan and are officially a part of the Cath Bruig empire.

EMPEROR LEITRIM

The ruling Emperor of the Cath Bruig. He is a wise and worldly man who truly desires the best for his people. Although aging, his sword hand is as strong as ever.

FOREST HEART

An ancient forest of colossal trees and secrets. Within its towering arbors, civilizations from the beginning of time have prospered and crumbled within its towering arbors. It has been home to the mighty Forest Giants for millennia.

FORGOTTEN, THE

A lost civilization of cannibals who gave their souls to the Dark Gods so that they may continue their savagery for eternity.

GHÔL

A bestial race of scavengers, these primitive creatures dwell in the hostile badlands near the Dwarven kingdoms. Their priests are the only being known to remember the names of the Dark Gods, whom they worship with bloody sacrifices. The Ghôl and the Dwarves have been at war since recorded history.

GHÔL BADLANDS

The vast and lifeless desert that lay to the south-east of the known world, near the Dwarven Kingdoms.

GOWER

A human territory nestled within harsh lands. The clansmen of Gower brave the humid summers and the freezing winters, holding off the Myrkridia from the Dire Marsh and the Ghôls from the south. It is a inhospitable environment, but it has served to toughen the spirit and resolve of its peoples.

GREAT DEVOID, THE

A great tear in the fabric of reality left behind by the deathblow of the Callieach. Its depths have no end.

HERON GUARD

The Royal Heron Guard of the Cath Bruig are the elite soldiers of the empire. Wielding duel blades and wearing the finest of armor, they are warriors without equal. Armed with the healing knowledge from the Avatara, they use their magically imbued healing roots to mend even the most grievous wounds.

LLANCARFAN

In the Age of Reason, the great city of Llanccarfán stood at the heart of the Cath Bruig Empire, symbolizing freedom, wealth, and prosperity. After a millennia of strife caused by the Myrkridian horrors, Llanccarfán is all that remains of the splendor of that long ago age. The city is surrounded by massive walls and vigilantly guarded against any who would seek to enter without permission. The people of Llanccarfán trade with the nearby barbarous human tribes, the cities of the Province, and with the Dwarven cities of Myrgard and Stoneheim. A watchful eye is kept over the farmlands of the Downs, as it is the mighty city's means of food.

LYCHE

Sorceresses put to death during the Great Cleansing, and resurrected by the Watcher. They desire only to take the breath from the living.

MJARIN

Imperial advisor to the Emperor and the High-Master of the Warlocks of Scholomance. This shadowy figure holds both the ear of the Emperor and command over the Warlocks. He has proven to be a valuable asset to the throne, predicting the future with great clarity. But, many wonder if his desire is truly to aid the Empire, and not for more sinister designs...

MOAGIM

The Leveler who brought forth the Myrkridia and ushered in the Wind Age. His name is synonymous with evil. It is rumored that this long dead fiend has returned from the grave to destroy the world once again.

MYRDRED

An initiate of the Avatara. While not adept with weapons, he is capable of weaving great spells, the likes of which even the highest-ranking of the order can but imagine.

MYRGARD

The strongest of the two Dwarven kingdoms. Home to the great Forge of Myrgard, and the Smiths of Muithemne. Its mighty gates have been under attack by the Ghòls of the Badlands for generations.

MYRKRIDIA

A race from a realm of nightmares, brought into this world by Moagim, they singularly bring the downfall of human civilization. These beasts have hunted humanity to near extinction, and destroyed much of its knowledge of the past. No city has ever stood against a Myrkirian attack and survived.

MYRMIDON

The Myrmidon of the Twelve Duns are the protectors of their people. Long ago, a shrine to an ancient god was discovered. The scrolls within wrote of the ways of battle; the likes of which none had seen before. Those warriors that were trained in techniques of this ancient fighting style became swift and deadly opponents. Even Myrkridia could be held at bay with the fury of their savage attacks. These warriors became known as Myrmidon.

NORNPASS

The northernmost pass through the Cloudspine, long ago named by human explorers.

NYX

The goddess who created the Trow before the creation of this world. She is devoutly worshiped by her children.

OGHRE

Once a powerful and war-like race dwelling in the Blind Steppes, their insults to the Trow caused the stone giants to crush their race and enslave them to their bidding. The Oghre have been slaves to the Trow for a great number of centuries.

PROVINCE, THE

Lands to the west of the Cloudspine. The few human city-states that have appeared are allies of the Cath Bruig empire. The fir'Boig live in the dense north-eastern forest they call the "Ermine". Many Skrael still live in the northern swamps of the Deep Mire, eking out a living long after the destruction of their ancient kingdom.

RAVANNA

A myrmidon warrior and daughter of the Twelve Duns. She is an accomplished warrior of proud spirit and noble heart. She desires nothing more than the destruction of Moagim, the murderer of her clansmen.

RHI'ANON

The first city of the Trow, this is the capital and center of their empire. Their history states that this colossal iron city was founded on the spot that their god Nyx had first taught them the secrets of Iron working. Although no human has ever seen past the massive iron walls, it is rumored that the Trow's most precious artifact lies enshrined in a temple in the very heart of the city.

ROD OF THE CALLIEACH

An artifact of immense power, capable of rendering its owner impervious to damage.

SMITHS OF MUIRTHEMNE

Dwarven inventors, architects, and engineers from Myrgard, who hold the knowledge of forming complex magical artifacts and machines. They have set up their forge in the main forum of Llancarfan, doing a great deal of business there. Led by their Forgemaster, Traval, the Smiths have been prosperous for many years.

SOULLESS

These undead are harbingers of corruption. Their mortal souls stolen by the blackest sorceries, their semi-corporeal remains drift across the battlefield, leaving pestilence in their wake. Soulless use barbed javelins, coated with the toxic substance that is created by their poisoning of foliage.

SPIDER CULT

A group of insidious human cultists who worship their Spider-God, Syrkrosh.

STONEHEIM

Sister city to Myrgard and home to many Dwarves.

STYGIAN KNIGHTS

Suits of armor animated by the souls of the dead. The spirits inhabiting the armor were once the faithful servants of their necromantic master. Now, they protect their lords long after their own deaths.

SUNHAMMER

Built by the Callieach, this device focused the rays of the sun into a column of pure white fire, capable of utterly incinerating cities and mountains alike.

SYRKROSH

A creature from another world, Syrkrosh is the goddess of the Spider Cult.

TAIN

A device created by the Callieach. It appears as an ornate box, but when activated, it can sweep away those unlucky enough to be caught within its effect, and imprison them inside it for all time.

THALOR

The most powerful of all Myrkridian Pack-Mages. Thalor has learned to defy death with an artifact of his own creation: The Eye of Thalor.

THE DEEP

Once the Trow city of Si'anwon, destroyed by the Callieach. It was a storehouse of ancient knowledge that Trow had amassed over time and conquests. Within the scope of a day, it had

collapsed into a great chasm which was then flooded by the cold northern waters.

THRALL

Animated corpses armed with makeshift armor and massive axes. Making up the vast proportion of the armies of the Dark, they make up for their slow and lumbering movement with incredible toughness.

TRAVAL

The Forgemaster to the Smiths of Muirthemne.

TROW

A titanic race of stone beings who existed before the world was made. They worship their God Nyx by forging massive temples out of solid iron for her glory.

TWELVE DUNS, THE

The barbaric tribes of nomadic peoples of the northern Cloudspine; they are fierce warriors who worship the deeds of their ancestors.

WARLOCKS OF SCHOLOMANCE

Originally members of the Avatara, the warlock order was born from a schism between powerful mages. Founded by Moytirra, a sorceress of incredible dark powers, the warlocks creed is "power at any cost". Rumors abound of the unspeakable rituals they perform and the sinister intelligences they learn from. Still, head of their Order, Mjarin, has risen to power within the Cath Bruig empire, becoming the Imperial Advisor to the throne. Although looked on with fear, the Warlock's presences are tolerated in Llancarfan due to the aid they give the armies. Yet every general knows: the Warlocks do not fight for Llancarfan; they fight because Mjarin tells them to.

WIGHTS

Created by the necromancer Culwyeh, these pathetic undead creatures desire nothing but to end their eternal torment. Stuffed with vile poisons and virulent concoctions, they are suicide units who will explode into a great putrescent clouds, capable of stunning all nearby.

WORLD KNOT

Magical pylons constructed in days long past. The magical energies imbued into these rocks allow anyone who has the knowledge of their use to travel from one knot to another in an instant.

WYRD

The divinity who created the known world. His dream shaped the face of Myth, and even in his death, his world still exists. It is said that the Runestones contain fragments of the Wyrd, and that through careful study, the powers of Dream-magic can be learned.

YÜRSGRAD

The largest township in Gower. Its vast fields are one of the few sources for food in the territory.

CREDITS

MUMBOJUMBO:

Scott Campbell - Designer, Producer
Patrick Hook - Lead-Level Designer
Jay Kootar - Lead Artist
Andrew Meggs - Lead Programmer

Ron Dimant - CEO
Mark Dochtermann - Technical Director
Michael Donges - Executive Producer

Zak Belica - Music and Audio
Paul Callender - Level Designer
Richard Cowgill - Level Designer
Craig Goodman - Artist
Craig Matchett - Artist
Victor Racz - Artist
Joe Riedel - Programmer
Deven Winters - Senior Artist

Chris Jacobson, Bill Heineman - Additional Programming
Chris Bruce, Chris Shelton, Jesse Sosa, Chad Woyewodzic - Additional Art
Eben Cook - Additional Concept Art

Joel Braby - Installer
Mark Cottam - Business Development
Guy Chapman - Quality Assurance Lead
Ben Donges, Matt Molloy, Daniel Naruta, Duncan Stanley - Quality Assurance
Andrew Hoolan - Corporate Communications
Cathy Padgett - Office Manager

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GODGAMES/TAKE-TWO INTERACTIVE:

Sam Houser - Executive Producer
Aaron Rigby - Producer
Jamie King - Director of Development
Terry Donovan, Devin Winterbottom - Marketing
Jeff Castaneda, Anne-Marie Sims, Linn PR - PR

Stanton A. Sarjeant, Jennifer Jemison, Jennifer Kolbe, Brian Wood - Creative Services
Phil Santiago - QA Manager
Frank Kirchner - QA Supervisor
Lisa Nawrot - Project Lead
Charles Franklin, Ben Hamel, Daniel Karp, Kai Ma, Josh Noll, Josh Rose, Stacey Sharpe, Jon Stephan, Steve Thomas, Scott Vail, Joe Howell - Testers

BOX COVER ART:
Jerry Leach

NEW PENCIL:
Greg Faillace - Creative Director
Tom Tonkin - Illustrator

VOICE CREDITS:

Cast:
Larry Albert - Berserks, The Watcher, Avatars, Scout
Marc Anders - Liancarfan Archer, Moagim, Myrdred
Larry Ballard - Dwarven Smith/Traval, Heron Guard
Dennis Bateman - Damas, Gower Spearman, Mjarin, Training Narrator
Zak Belica - Liancarfan Warrior
Ken Boynton - Emperor LeirimMale, Peasant, Dwarven Axe-Warrior
Scott Burns - Mykridian Pack-Mage, Oghre/Mogbragga, The Trow
Melissa Campbell - Spider Priestess
Kymberli Colburne - Ravanna, Female Peasant, Lyche, Syrkrosh
Mike Donges - Spider Cultist
Nick Eldridge - Narrator
Forrest Harding - Connacht, Dwarven Demolitionist

David Sculley - Mazzarin, Warlocks of Scholomance, Netplay Narrator

PRODUCTION CREDITS:

Music:
Zak Belica - Composition, Mixing, Mastering
Chris Mock - Engineering, Live Recording
Lori Goldston - Cello

Audio:
Zak Belica - Sound Design, Editing, Mastering
Chris Mock - Assistant Sound Design, Editing

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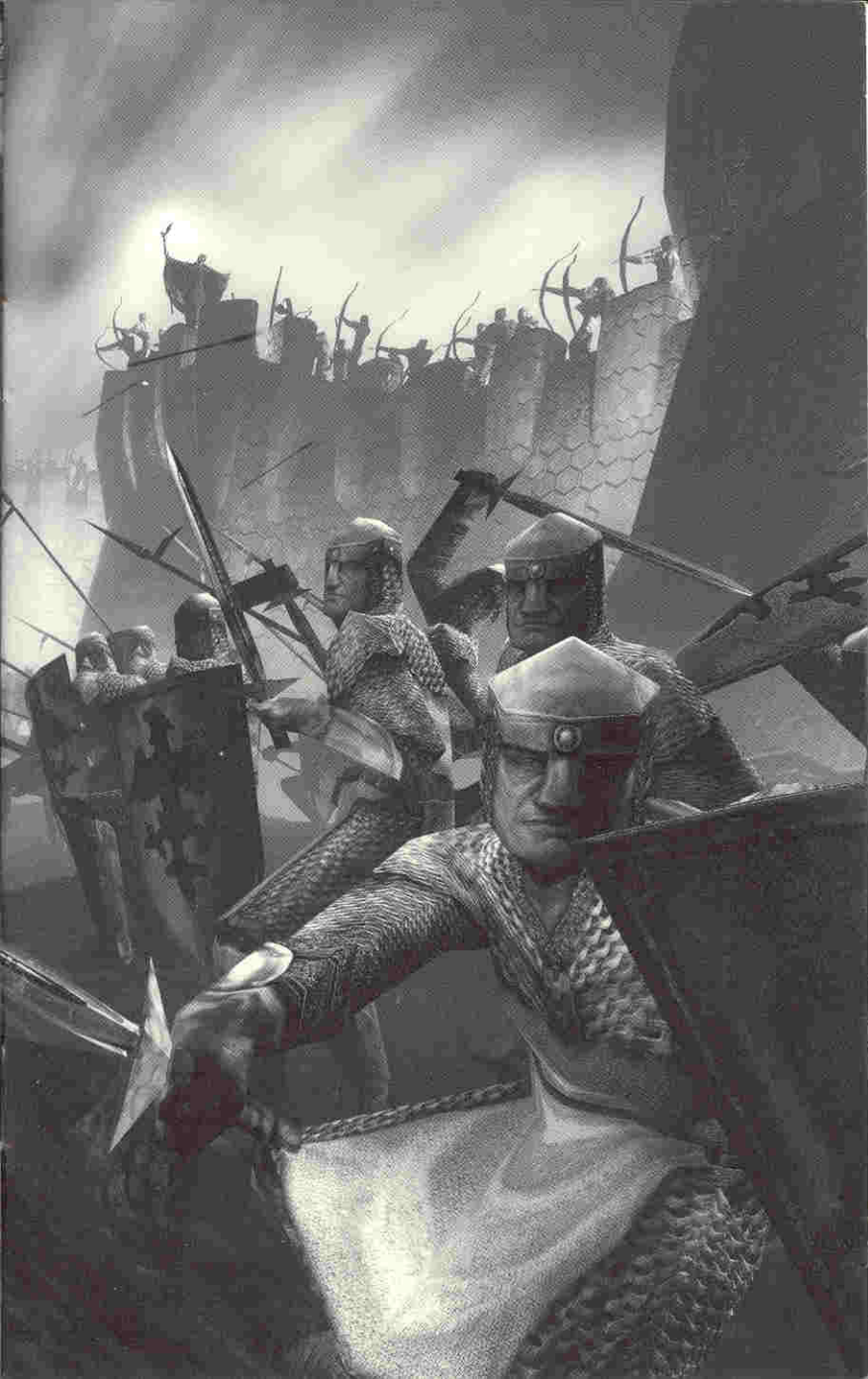
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MYCRIN™

THE WOLF AGE

INTERFACE COMMAND REFERENCE

The Sunhammer

July 17th, 1439 A.E., the Trow temple complex at Di'zeron

Obliterate the five Trow temples with the might of the Sunhammer.

PAUSE/MENU

Pause

MISSION HINTS

Hints

Set

CREATE
NEW
GROUP

SELECT
GROUP
NUMBER

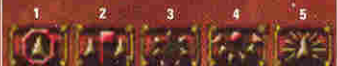
SHOW/HIDE
MINI MAP



1. DETACH UNITS
2. TALK
3. FORM ALLIANCES



1. STOP UNIT
2. GUARD POSITION
3. SCATTER
4. RETREAT
5. SPECIAL



1. SHORT LINE FORMATION
2. LONG LINE FORMATION
3. LOOSE LINE FORMATION
4. STAGGERED LINE FORMATION
5. BOX FORMATION
6. RABBLE FORMATION
7. SHALLOW ENCIRCLEMENT
8. DEEP ENCIRCLEMENT
9. VANGUARD FORMATION
10. CIRCLE FORMATION

