

in the Mykenidian
STANDARDS



under Mythicalian
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A group effort for the
Mill's Mapmaking Contest Produced by: Soma,
Kuba and Bubba.



for Myth II Soulblighter by Bungie Software Prod. Corp.

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I. Introduction

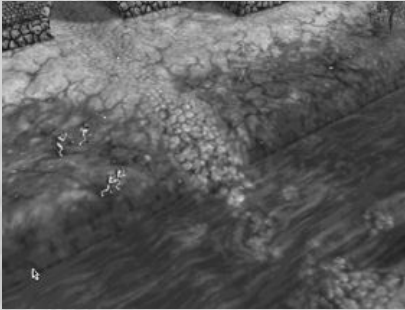
According to the legends of countless races, the world began as a dream. The almighty Wyrđ awoke from this One Dream, and in a cataclismic battle with the goddess Nyx - fought for reasons either forgotten or altogether incomprehensible by men - created the world.

The old, dark gods - again for reasons unknown - felt betrayed by this act of Wyrđ. In revenge, they beheaded his son Segoth, and shattered the One Dream. Since then Wyrđ has been all but powerless to act upon his own world.

Some time after that, in the undocumented prehistory of the Axe Age, there came to be the spirit known as the Leveller. Nothing is known of how he came to be, other than that somehow he created

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himself. But of his nature, more is known than any other spirit or god known to men. Indeed, it is his very existence that has made the world what it is today.



The Leveller is a transient divinity who returns to the world every thousand years, inhabiting the body of a great man and reigning terror on the world. He is the embodiment of the extreme, the absolutes of order and chaos, seeking only to destroy the fragile balance that makes life possible.

1570 H.C. marks the first record of his existence, when he burst into the lands of men from the far east and ushered in a thousand years of darkness. Our story begins two thousand years later, in 431

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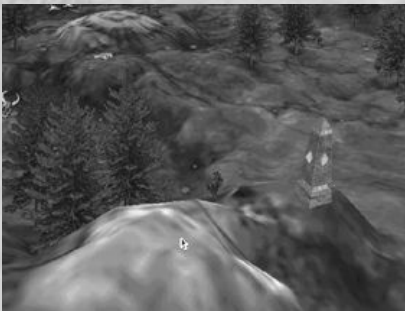
A.E., when a new Leveller arrives, bringing with him armies of Myrkridia and ending the Age of Reason. It then spans a thousand years after that, until a new hero arrives, banishes the Myrkridia, and ushers in the greatest era known to man...

Under Myrkridian Standards Lite is our entry for the Mill's Mapmaking Contest. It consists of four levels, that cover a period of thousand years of the worlds history, beginning with the defeat of Moagim, the Leveller and ending with the defeat of the Myrkridia by Connacht and their final imprisonment in the Tain which you will see in the Deluxe Version of Under Myrkridian Standards (which will maybe follow soon*).



IIa. Background

If I now may draw your attention to some interesting aspects of Under Myrkridian Standards (UMS for short)... Development on this project had started august 99 by Kuba (Adam K. Adamczyk), with the idea of doing an "APOCALYPSE NOW"-ish scenario which was based on the horrendous time of the Myrkridian supremacy.



Unfortunately nobody would want to play a scenario in which each level ended with ones troops being be-headed and eaten, so the likes of Forrest Cameranesi and Bloodluster (Harlan Lewis) helped to mend the story into a more

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Disney-like version which featured the obligatory super heroes every proud Americans heart longs for.



UMS was dragged into the vaults of Anictolyte, the ambitious map-makers. A wonderful story began to take form and a bunch of

half made levels were dropped in favour of new side-plots. Everything came along nicely but slowly. Then GURPS Myth came out. Our story plummeted to the ground and we had to drop a few more half-made levels. Soma (Philipp Ulrich) joined the crew and dropped a few more half-made levels in favour of some kick-ass levels he made.

The Mill's contest was announced and we dropped another level to fit in the five-level limit. An

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adventurous journey began in search of scripters. One month before the last deadline we managed to recruit Bubba (John T. Hunter) as a scripter and also as last-minute narrator and very-last-second voice-over for Damas.



In the last few weeks before the ultimate deadline things became irritating as Creations Hotline server (which was the crews favourite place

to hang out) closed its doors to the public and Kuba left Anictolyte and took the project with him, which by that time was 80% Soma's work anyway.

Butch (Martin Buczinski) supplied a bunch of drawings in the last few days before the contest and Kuba invested a lot of his mental health to imitate a

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sound-engineer and provide music in the last week before the deadline. Phew. I hope that at least some of the troubles we went through can be compensated by you having a great time playing this.

Thanks, Kuba.

IIb. The Story Explained

The Story is about Connacht and his legendary fight against the horrible Myrkridia. He's a warrior like no other seen in this time. And the Myrkridia, a terrible race of flesh-eaters with a limitless capacity for evil.



The Campaign starts with an epic battle inside the walls of Muirthemne. Calid Rhi (Emperor) and his army try to defend the Cath Bruig Empire against the Myrkridia. The Emperor dies and the land covered by the dark seems to be lost for ever. But 1000 years later the great Warrior of Light appears from the east and it was his effort that

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finally drove the Myrkridia away, united the races of Light together, and built the fledgling Cath Bruig empire into the greatest nation known to man.

Following our story are many other tales, of how he conquered the Trow and defeated the new Leveller, imprisoned the Watcher beneath the Cloudspine with the aid of the avatara Myrdred - but those are worthy of their own campaigns, and we shall focus ourselves on his battles against the Myrkridia here.



III. Units

Following chapter is a list of units you will encounter while playing UMS. They're all slightly modified but if you're familiar with the standard units of Myth you should have no problems.

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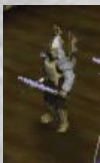


Connacht

The Great Hero to end the Wind Age. His capabilities in melee are only overshadowed by his powerful magic.

Heron Guard Master

The mentors of the Cranes, these experienced warriors who often have survived centuries can change the tide of battle in a second. They can heal anyone and carry six roots with a maximum of nine.

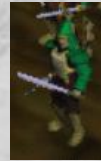


Heron Guard

After years of hard training these warriors pose a great threat to the Cath Bruig's enemies. They can only heal themselves. They carry two roots and can pick up up to four of these.

Crane

Lowest in the rank of the Heron Guards, these warriors form the backbone of the Cath Bruig Army. They're only able to heal themselves to a lesser degree. They can pick up a new root after their initial one has been used.



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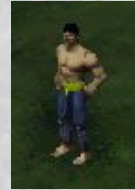


Calid Rhi

This emperor of the Cath Bruig has the doubtful luck of being born in the time in which the Myrkridia gained power from the Leveller and turned against him. Is he perhaps the great Hero to stop the Leveller? Calid Rhis has no magic abilities but he can deal significant damage with his sword.

Damas

A warrior since forever, nobody really knows where he came from and what his ultimate goal is. Damas can deal deadly blows.



Imperial Bowman Hero

A group of bowmen heroes can do substantial damage to enemy forces while they're still too far off to fight back. A bowmen hero in the Wind Age carries no fire arrows.

Imperial Bowman

Seen as cowards by many of the Cath Bruig for not standing face to face with the Myrkridia, the bowmen are notorious troublemakers in taverns. A bowmen shot slower than a hero and also carries no fire arrows



IV. Credits

PROJECT LEADER

Kuba (Adam Adamczyk)

PREGAME ARTWORK

Martin Buczinski (Butch)

Philipp Urlich (Soma)

MAP DESIGN

Philipp Urlich

LEVEL SCRIPTING

Philipp Urlich

John Hunter (Bubba)

STORY CONCEPT

Kuba

Forrest Cameranesi (Forrest)

Harlan Lewis (Bloodluster)

SOUND & MUSIC DESIGN

Kuba

Philipp Urlich

EDITING STUFF

Philipp Urlich

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BETA TESTERS

Harlan Lewis
Forrest Cameranesi
N. Della Piana (Della)
Darth Maul SithLord
Darth Bane
Gromit
PylDryvr

QUALITY ASSURANCE

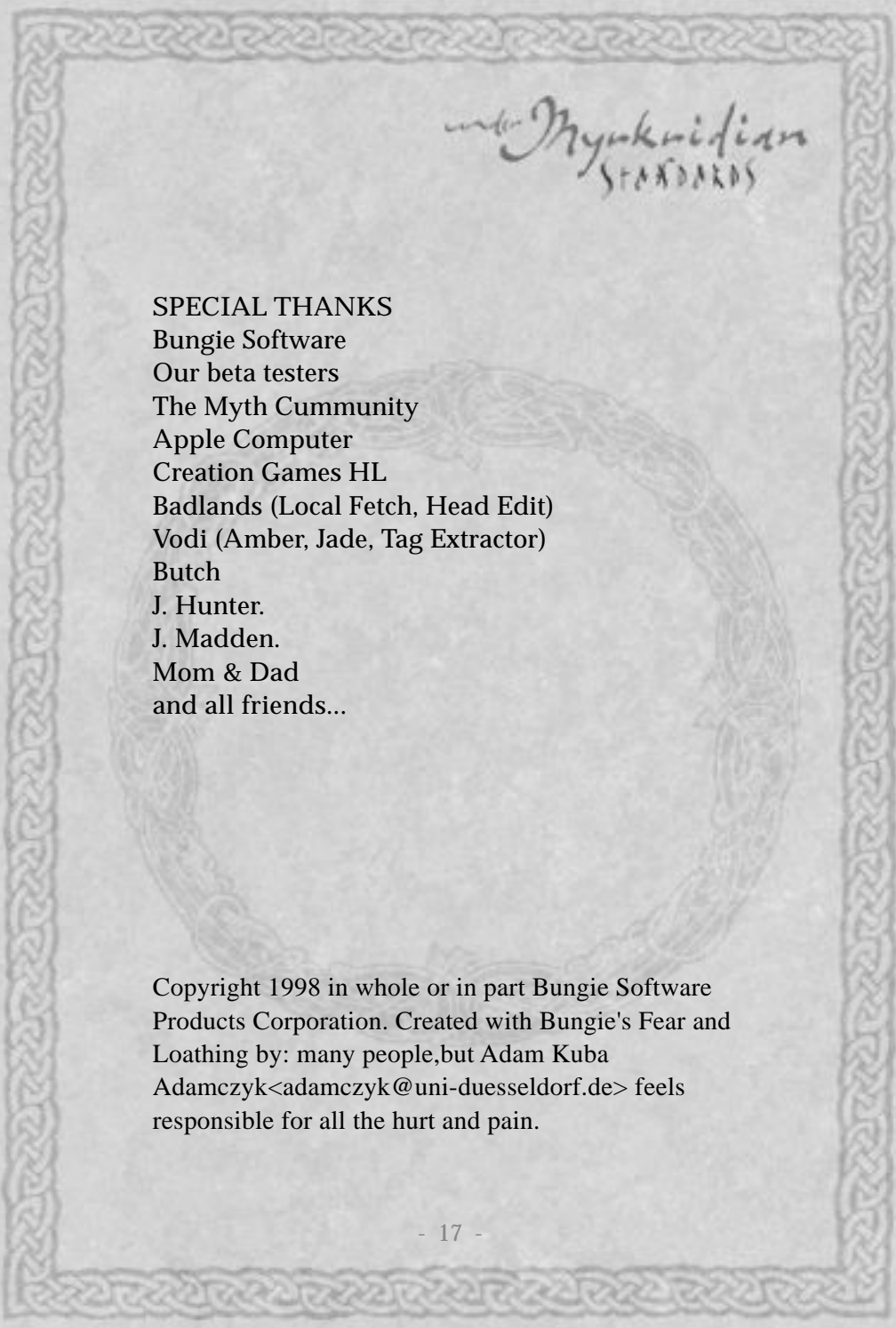
Kuba
Philipp Urlich

VOICES

Narration - J. Hunter
Calid Rhi - Kuba
Moagim - John Madden
Damas - J. Hunter
Reifnir - J. Hunter & Co.
Heron Guard - J. Hunter

MANUAL

Philipp Urlich



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SPECIAL THANKS

Bungie Software

Our beta testers

The Myth Cummunity

Apple Computer

Creation Games HL

Badlands (Local Fetch, Head Edit)

Vodi (Amber, Jade, Tag Extractor)

Butch

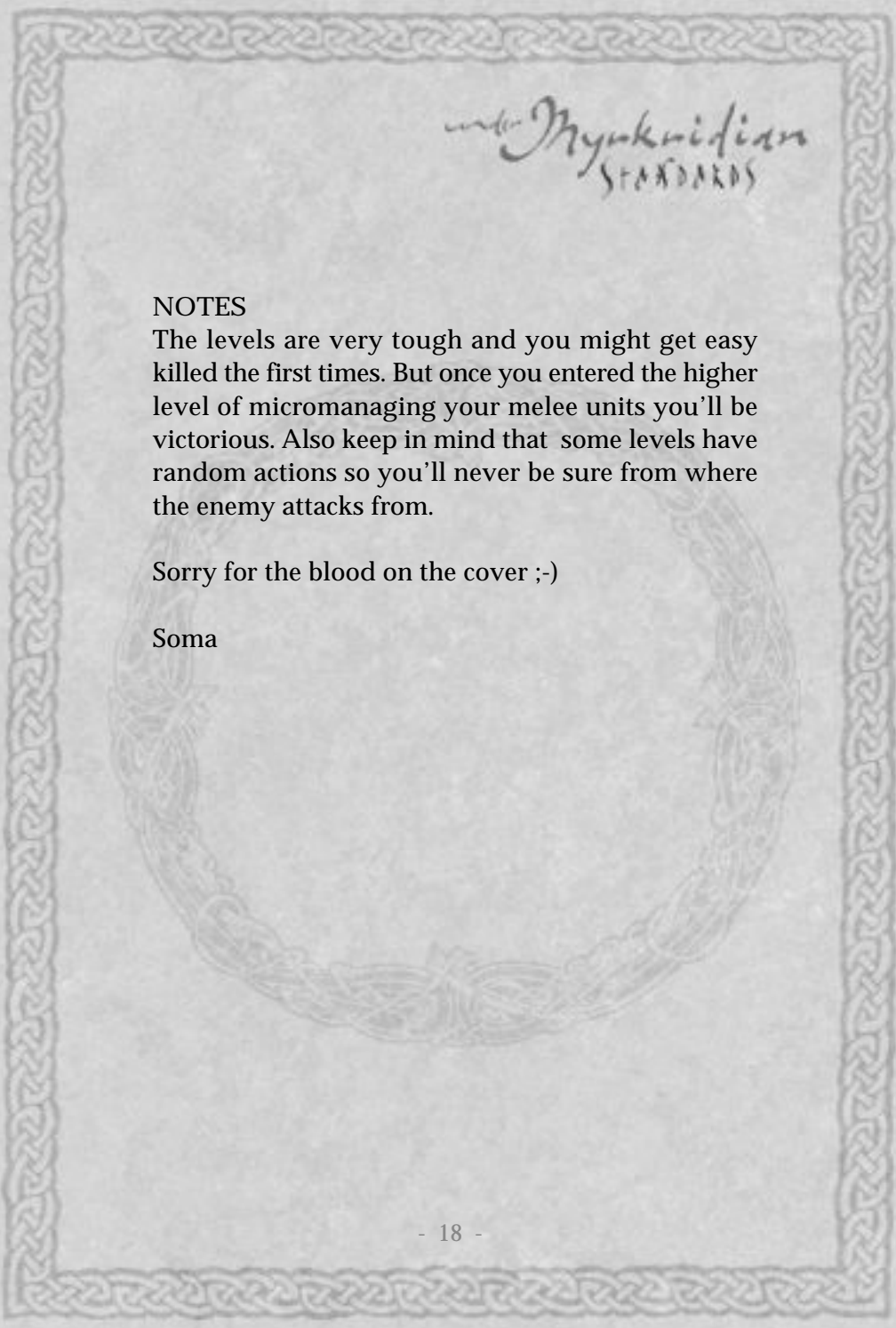
J. Hunter.

J. Madden.

Mom & Dad

and all friends...

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NOTES

The levels are very tough and you might get easy killed the first times. But once you entered the higher level of micromanaging your melee units you'll be victorious. Also keep in mind that some levels have random actions so you'll never be sure from where the enemy attacks from.

Sorry for the blood on the cover ;-)

Soma

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“There is no such thing as a winable war.”

