



MYTHFORCE

Instruction Booklet v1.2

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The '80s Called—They Want Their Heroes Back

Inspired by beloved '80s cartoons, **MythForce** unites swords & sorcery with first-person combat in a thrilling adventure fit for Saturday mornings.

Become one of the heroes of **MythForce** and explore an ever-changing dungeon filled with wicked minions and legendary treasure. Bring your loot back to the Citadel of the Sun to imbue your hero with greater power.

MythForce is meant to be challenging. Each time you're defeated, you must start over at the beginning of the episode—but every playthrough makes you a little stronger. If at first you don't succeed, try, try again!

Team Up to Fight Evil

Join forces with up to four friends in co-op mode. Choose wisely: each hero brings unique skills to the battle. Forming a team can be much more effective than braving the dungeon alone!



As his minions ravage the lands, the **Vampire Lord Deadalus** prepares the Ritual of Domination to put all of **Eldryth** under his command. He never expected defiance, but he never reckoned with **MythForce**!

The heroes of **Eldryth** join forces to fight the monsters of the Cursed Lands. **Hawkins** the hunter, **Maggie** the mage, **Rico** the rogue, and **Victoria** the knight battle **Beastor** in the **Thicket**, face the insidious **Hexstar** in the **Crypts**, and take the battle to Deadalus himself in the **Castle of Evil**.

Will our heroes prevail? *Take control of the adventure to find out!*

HEROES



The Heroes of MythForce

Led by the valiant Victoria, the heroes of MythForce have come from across the lands of Eldryth to fight Deadalus. Each has personal reasons for joining, but all are united in the mission to protect the good people of Eldryth against tyranny.

VICTORIA

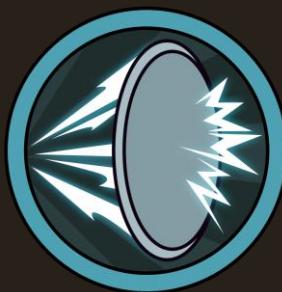
THE KNIGHT

Wherever Deadalus sends his forces, the stalwart Victoria fights back! With her mighty mace and sturdy shield, the leader of MythForce knocks out all evil-doers. When she sees an ally in peril, she charges across the battlefield and flattens the foe.

Victoria resigned as Captain of the Queen's Guard to gather heroes from across the land. Now she leads MythForce in a campaign against the Castle of Evil.



VICTORIA'S ABILITIES



Vanguard

Q dash



Summoning her enchanted shield, Victoria charges through all enemies in her path, shield breaking and Knocking Back any enemies she hits.



Sling Shield

E throw shield



Victoria summons and throws her enchanted shield at an enemy. The shield hits with extreme force, shattering their defenses.



Lion's Roar

R empower weapons



Victoria lets out a battle cry, recovering her Energy and drawing the ire of all enemies in front of her. While Lion's Roar is active, every swing Knocks Down enemies with ease.



Thunderstrike

— strike while airborne



Victoria streaks down, crashing to the ground, damaging and Knocking Back foes.

MAGGIE

THE MAGE



Maggie turns up the heat on the bad guys, and for double the fun she summons her trusty owl familiar to rain fire. She blinks across the battlefield with a snap of her fingers and protects her friends with an arcane bubble.

A magical prodigy, Maggie amazed her fellow students at the fabled Lyceum, infuriating the previous star pupil, Hexstar. Now Maggie fights for MythForce and Hexstar defends the Castle of Evil.

MAGGIE'S ABILITIES



Snap

Q blink



Maggie harnesses the power of space and time, instantly pulling herself forward with a snap. She can use this ability to escape or reposition herself in combat.



Familiar

E spawn turret



Maggie retrieves her clockwork owl familiar, Chicory, from a pocket dimension. It locks on to her enemies and fires bolts of pure magical energy, granting her extra firepower.



Barrier

R spawn bubble



Maggie places a bubble of spacetime energy at the targeted location. Allies inside the barrier are protected from ranged attacks, while enemies inside are Weakened.



Arcane Levitation

— (hold) fall slowly while airborne

Maggie warps timespace to create a cushion of energy that allows her to float harmlessly to the ground like a feather.

HAWKINS

THE HUNTER

Hawkins is the archer supreme. He strikes enemies at long range or slips into the spirit realm to haunt them, leaving a ghostly chill in their bones. His eerie arrows pull the foe into an explosive surprise, leaving their hopes of conquest null and void!

Once a solitary monster hunter, Hawkins sought to avenge his mother by slaying the dragon that carried her off. He refused Victoria's first invitation, but when she rescued his town from monsters, he added his skills to MythForce.



HAWKINS'S ABILITIES



Spectral Detour

Q disappear

Hawkins steps into the spirit realm, becoming Spectral and allowing him to pass by (and through) enemies.



Phantom Shot

E shoot bow



Summoning his spirit bow, Hawkins fires a phantom arrow that seeks its target with uncanny precision.



Rift Arrow

R shoot bow



Hawkins fires an arrow that tears open a rift in space, pulling in and Chilling enemies before exploding in a devastating blast.



Spirit Dash

W A S D + [dash key] dash while airborne

Hawkins uses his spectral powers to change direction rapidly while airborne.

RICO

THE ROGUE



Turning against Deadalus, the ex-villain fights alongside his former enemies. He's still not above playing a dirty trick, whether it's sand in the face or a sudden backstab. As the heroes of MythForce say, "It's a good thing he's on our side now!"

Raised as an assassin in the Castle of Evil, Rico had a change of heart after witnessing Victoria's heroism. After suffering his first defeat at the hands of MythForce, Rico joined them in the fight against his former master.

RICO'S ABILITIES



Pocket Sand

Q throw sand

Old habits die hard! Rico keeps a pouch of his special blend of fine sand and spices to toss into the eyes of foes, temporarily Blinding them so that he can escape to a safer position or attack while they're stunned.



Deadly Thrust

E lunge



Time for a skewer! Rico lunges forward, piercing enemies with his signature rapier.



Backslash

R blink



Rico targets an enemy and instantly propels himself through the shadow realm to appear behind his foe and deliver a powerful strike with his trusty boot knife. A wave of shadow energy staggers nearby enemies.



Fancy Footwork

— jump again while airborne



Using the same shadow magic that lets him teleport, Rico leaps off of thin air as though it were solid ground.

THE CITADEL



The Citadel of the Sun

The headquarters for MythForce, the Citadel of the Sun is the place where the heroes rest between forays into the dungeon. Here they can spend the treasure they collect in the Cursed Lands to grow in strength.

WELCOME TO THE CITADEL

Where Heroes are Made

The Citadel of the Sun is the headquarters of MythForce. Here you can interact with each of the main buildings of the city to power yourself up and spend currency you bring back from the dungeon.



Glyphs are stones that focus magic, used throughout the Citadel of the Sun to purchase, and enhance, many things that will aid you on your journey through the Cursed Lands.

Once collected in the dungeon, Glyphs are shared between all heroes. Glyphs are required for nearly everything in the Citadel, so remember to check each of the buildings regularly and spend your Glyphs wisely.



The golden hexagon you see throughout the game is your currently selected hero's Hero Level.

As the hero gains experience in the dungeon, their Hero Level will increase, unlocking access to a larger selection of purchasable items and upgrades, as well as Ability and Attribute points to customize and improve their powers.

Each hero can advance up to a maximum Hero Level of 20.



Press this button anywhere in the Citadel to read the tutorial for that location.



Press this button to return to the hero selection screen.

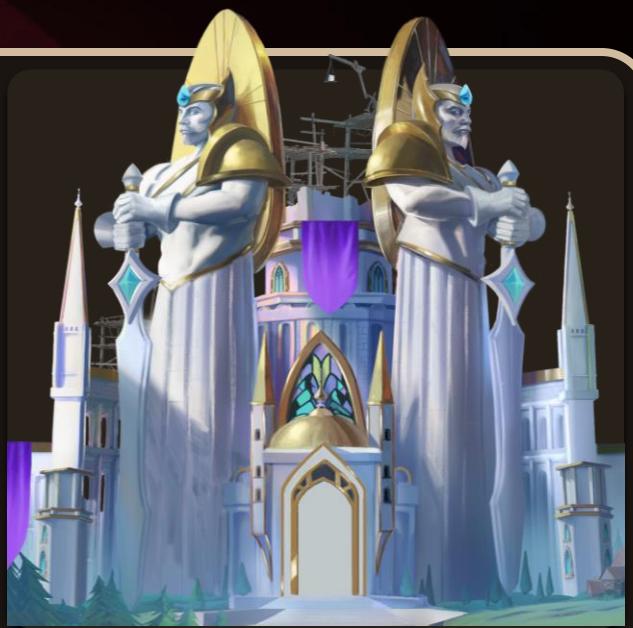


THE SUN DISC

You have the power

"The Sun Disc protects and nourishes our lands. To mages who understand its mysteries, it can also be a powerful weapon against Deadalus and his horde."

Home to Queen Ancilla, the Sun Disc is where you can customize your hero with fantastic abilities using the Skill Tree. As your heroes level up, they will gain attribute and skill points that can be spent here, so check in often.



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THE SUN DISC
QUEEN ANCILLA

Loadouts **1** **2** **3**

Level **20**

Strength **13** ▶

Magic **2** ▶

Toughness **14** ▶

Knight

Commander

Warrior

4 Unspent Attribute Points

1 Unspent Skill Points

Reset

BACK

Hero Skill Trees

Each hero has 3 skill trees. By investing points into each tree, your hero gains class bonuses and traits making them more powerful and specialized. You can freely distribute points among each tree.

Loadouts

You can freely switch between 3 loadout slots that will save your skill tree and attribute choices.

Attributes

Every level, you also gain points to increase your core attributes:



Strength adds to damage with melee and ranged weapons



Magic adds to damage with magic spells.



Toughness reduces damage from all sources.



THE ARMORY

The best defense is a good offense

"Welcome to the Armory, hero. As you can see, we're still rebuilding the Citadel after Deadalus's attack. You can view our current stock here."

Captain Lucien offers access to upgrades to your arsenal. Purchase powerful enchantments and customize each of your weapon sets to take into the Cursed Lands.



Buy new weapons and enchantments from Sir Lucien, then equip your favorite loadouts.

WEAPON SET 2 - MAIN HAND WEAPONS



PRIMARY ENCHANTMENTS



SECONDARY ENCHANTMENTS



ENCHANTMENT SLOTS



RARE BOW

DOUBLE HANDED WEAPON



Physical Damage

Light Attack: 53 ▲ 13

Power Attack: 106 ▲ 26

+1 Secondary Enchantment Slot

Upgrade 40

BACK

ENCHANTMENT SLOTS



UNCOMMON GREATSWORD

DOUBLE HANDED WEAPON



Physical Damage

Light Attack: 45 ▲ 15

Power Attack: 90 ▲ 30

+1 Secondary Enchantment Slot

Upgrade 20

Equip

Weapon Loadouts

Each hero can carry up to two weapon sets into battle, either a pair of main and offhand weapons, or a two-handed weapon. Choose wisely.

Upgrading & Enchanting Weapons

Weapons can be upgraded to both increase damage, and to unlock Enchantment Slots.



Primary Enchantments are mutually exclusive, and imbue the weapon with a unique power, like an element or the ability to absorb health.



Secondary Enchantments are smaller benefits that enhance certain actions with the weapon, or that trigger based on gameplay conditions.

EQUIPMENT TYPES

PAIRED EQUIPMENT



Swords (Right hand)

Versatile and fast, swords provide high damage output, but light hits mean that enemies can recover faster.



Attack



(Hold) Power attack



Maces (Right hand)

They are slower than swords but stagger and can even knock targets down with their heavy strikes.



Attack



(Hold) Power attack



Shields (Left hand)

Defensive equipment capable of protecting against attacks of all kind and bashing enemies up close.



(Hold) Raise Shield



+ Attack



Daggers (Left hand)

With good timing, they can negate and damage and counterattack with very little stamina loss, but they can't defend against arrows.

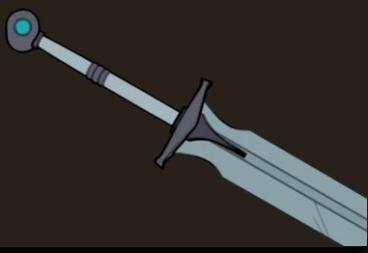


(Hold) Defend



+ Attack

TWO-HANDED EQUIPMENT



Greatswords

Much slower than one-handed swords but can hit multiple enemies with a single sweeping blow.



Attack



(Hold) Power attack



Block



Spellbooks

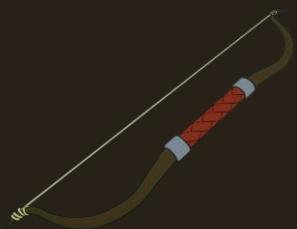
Casts spells of fire, lightning, and ice. Quick cast and channeled spells have completely different effects.



Quick Cast



(Hold) Charge



Bows

Unlimited ammo. They need time to get to full draw for full damage but can score critical hits on headshots.



(Hold) Draw



Melee push

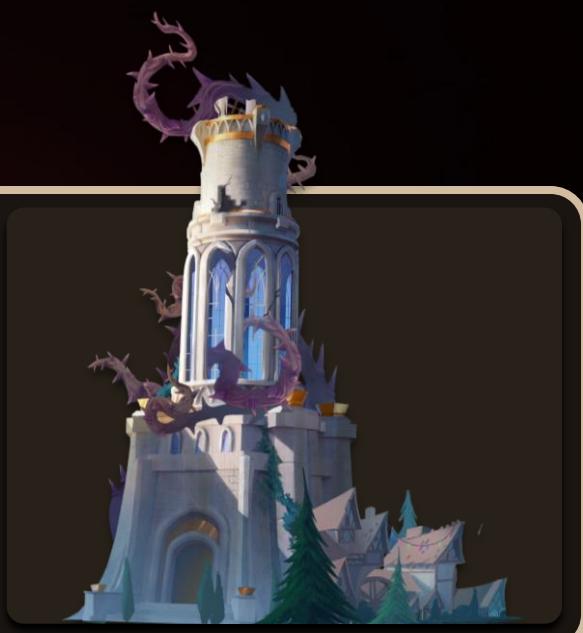


THE LIBRARY

Knowing is Half the Battle

"The Cursed Lands are filled with treasures, the greatest of which is knowledge."

Adelard the Resolute, Court Mage of Solaire, maintains a collection of books in the Library that contain lore about the world of Eldryth, information about your foes, and more!



Peruse the secret lore you gather during your adventures.

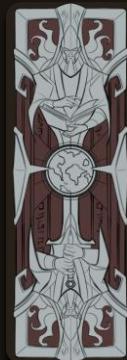


THE LIBRARY ADELARD THE RESOLUTE

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BACK

LIBRARY BOOKS



Chronicle

The chronicle contains entries about the lands and people of Eldryth. Find pages scattered throughout the Cursed Lands.



Bestiary

The bestiary contains vital information about the many foes you may encounter during your travels. Defeat enemies to unlock their entries.



Scrapbook

A collection of letters, journal entries, and other scraps written by the heroes and villains of Eldryth. Find pages scattered throughout the Cursed Lands.



Glossary

A collection of important terms and keywords that appear throughout MythForce. All entries are always unlocked.



THE EMPORIUM

Treasure Hunting as an Art Form

"The Cursed Lands have everything! You can find charms and bracers and boots and amulets. And there's different kinds! I can tell you all about them."

The young Aquilar treasure-hunter-in-training, Keaton, is an expert at finding and cataloging the many Trinkets found within the Cursed Lands. His supernatural skill for finding the best shinies can be channeled into helping you, too.



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Keaton keeps a stock of trinkets that you can bring with you into the dungeon. He can also use your glyphs to increase their power.

AMULET

FORCEFUL AMULET

+20% damage with Power Attacks.
+25% damage with Power Attacks.

Upgrade 20

Unequip

EPIC

BACK



Purchasing and Attuning Trinkets

In each Trinket category, you can spend Glyphs to permanently unlock Trinkets to bring into the dungeon. Once unlocked, Glyphs also allow you to permanently upgrade the Trinkets, to raise their power level.



Trinket Loadout



Once you have purchased them, you can select Trinkets to take with you into the Cursed Lands.



Remember: Redcaps steal Trinkets! If they manage to teleport away with a stolen trinket, you've lost it until the next time you return to the Citadel.



THE CONCLAVE

Tame the Wild Magic

"Argyrian wild magic has been seeping into the Cursed Lands. I'm here to help you deal with the consequences."

Sylvia, an enigmatic but accomplished Aquilar weaver from the land of Argyros, assists MythForce in taming the wild magic of the Cursed Lands, allowing the heroes to gain access to greater power through Perks.



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THE CONCLAVE
SYLVIA

3,973

Obtain perks from Sylvia the Weaver, and upgrade them to access higher tiers when adventuring.

PERK OFFERINGS

INVINCIBLE INITIATIVE



When you enter combat, all players receive INVINCIBLE for 20s.

✓ Perk Fully Upgraded

MYTHIC

BACK



Upgrading Perks

Sylvia can permanently upgrade the power level of the Perks that the heroes can encounter while adventuring in the Cursed Lands.

When you interact with a Skill Shrine or pick up a Skill Shard, the Perks that you can select will be instantly upgraded to the level of the Perk that you have upgraded in the Conclave.

EXTRA LIFE



On death, revive with 50% HP one time.

EPIC



THE BOUTIQUE

The Finest Shop in the Cursed Lands

"I've got clothes, the latest dance craze, and catchy quips that you can say you came up with."

The mysterious Merchant maintains a stall in the Citadel marketplace to sell clothing and other cosmetics. Purchase additional character skins, emotes, catchphrases, and one-liners to shout while you adventure, '80s-hero style.



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Browse the Merchant's cosmetics and equip them for your next adventure.

EMOTES

?	?	?	?	?	?	?	?	?	?	?	?
?	?	?	?	?	?	?	?	?	?	?	?
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THE BOUTIQUE
THE MERCHANT

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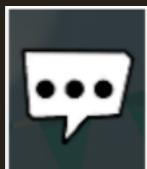
VERTICAL PUSHUPS

Look, I'm lifting the world!

✓ Emote Obtained

Preview Reassign

BACK



Voice Lines

You can purchase voice lines that can be assigned in the Boutique to the communications wheel and triggered while adventuring.



Emotes

You can purchase emotes that can be assigned in the Boutique to the communications wheel and triggered while adventuring.



Skins

You can purchase different outfits for your hero to wear when out adventuring. Skins can be equipped from within the Boutique.



BOUNTY BOARD

Eldryth's most wanted

"You've been taking the fight to Deadalus. Never think we don't appreciate it."

The people of Eldryth have posted missions, should you choose to accept them, with bounties of Glyphs on completion. If you're looking for an extra challenge, start here.



ALL QUESTS

Be defeated 25 times.

18/25

Deadalus and Loving It

Defeat Deadalus on Mythic III.

0/1

COMPLETED QUESTS

First Strike

Complete Thicket of Bones, the first episode of Bastion of the Beast Lord.

1/1



CLAIM

FIRST STRIKE

The first step to reaching Deadalus is to cut a swath through the Thicket surrounding the Castle of Evil.

Rewards



5

BACK

Claiming Rewards

Once you have completed any quest, you will see a green checkmark appear on the Quest progress bar. Quest objectives can be completed across multiple dungeon runs. Collect Quest rewards by pressing the Claim button.

Glyph rewards are shared across all heroes, but each bounty can only be claimed once.

Debuff Dogpile

Have 4 debuffs active on an enemy at once.

4/4



CLAIM

EMBARKING

The Adventure Map

Once you have pressed the Embark Button, you'll see a map of the Cursed Lands and an icon representing each available episode of the adventure.



A Nine-Episode Season

The adventure of *MythForce* is played through nine episodes across three chapters. Each episode includes minibosses, and every third episode features a Boss enemy: Beastor, Hexstar, or Deadalus himself.

Choose Your Own Adventure

To embark on an adventure solo or in multiplayer, select one of the episode icons on the map to open the Adventure Setup screen. The miniboss or boss of the level is shown on the icon.



Next time, on *MythForce*

Press the Cinematic buttons to see previews for each chapter.



ADVENTURE SETUP

Before You Go ...

Once you've selected an episode to play, you can further customize your play experience in the Adventure Setup panel.

EPISODE 1: **THICKET OF BONES** BASTION OF THE BEAST LORD

DIFFICULTY



Normal



Private



ADVENTURE OPTIONS



Difficulty Selection

Select from six challenge levels.

Standard Difficulties include Easy, Normal, and Hard. These difficulties scale enemy challenge but do not add Curses.

Mythic Difficulties include Mythic I through VII. These difficulty modes add a new challenge to the game in the form of Curses, which add special gameplay modifiers to the session.

Mythic difficulties unlock after you complete Episode 9 on any difficulty.



Privacy Selection

Choose to play online or solo

Setting your game to **Private** will prevent your game session from appearing on the Online Game Browser list.

If you uncheck the **Private** box, then your game will become **Open** once you have started the adventure, and players will be able to discover your game in the Online Game Browser menu and join freely.

See "Online Game Browser" (Page 37) for more information about joining Open games in progress.

Onward to Adventure

Once you are happy with your selections, press **Play** to start.

THE BASICS



Learn to Play

The ruins of the Thicket are no walk in the garden. To make it to the Castle of Evil, you'll need your wits about you and a healthy dose of good reflexes. Read onward to learn how to fight your way through the Cursed Lands.

THE GAME SCREEN



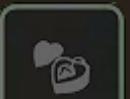
Host Ping

Shows connection quality to the host. Client player performance may be affected if ping is high



Party Vitals

Other player names and current HP in multiplayer



Trinket Slots

Shows all Trinkets you are currently carrying



Dungeon Depth

Shows room progress, and treasure & boss rooms



Current Gold

Unspent collected gold



Alerts

Pickups & Quest updates



Boss Vitals

Shows boss HP, name, buffs, debuffs, and weaknesses



Player Vitals

Shows current HP & EP



Potion Slot

Can hold only one



Active Buffs

Shows active perks and temporary buffs



Active Debuffs

Negative debuffs and Countdown to recovery



Weapons

Currently equipped weapon on the bottom, unequipped on top



Ability Icons

Shows all active ability cooldowns



MythForce Meter

Fills as you defeat enemies. Animates when MythForce is ready

CHARACTER INFO SCREEN

Press **C** to access the Character Info screen

At any time, you can review your character's attributes, cooldowns, and details of the Perks you have selected.

CHARACTER INFO

20 HEALTH 1029/1029 ENERGY 150/150 MYTHFORCE METER 0/100

CHARACTER	WEAPONS	ABILITIES	MYTHFORCE
ATTRIBUTES		COOLDOWNS	
Physical Attack	39	Vanguard	0:09
Magic Attack	6	Sling Shield	0:10
Physical Defense	36.2%	Lion's Roar	0:35
Magic Defense	34.2%		
Crit Damage	+0%		
Attack Speed	+0%		

Q E



BACK

ATTRIBUTES



Physical Attack

Adds to damage done with melee and ranged weapons and some hero abilities



Magic Attack

Adds to damage done with spellbooks and some hero abilities



Physical Defense

Part of Toughness: Reduces damage from normal melee and ranged weapons



Magic Defense

Part of Toughness: Reduces damage from spells and other elemental damage



Crit Damage

The percentage of base of damage dealt when scoring a critical hit



Attack Speed

Increases the speed of swinging weapons, drawing bows, and charging spells

CHARACTER INFO SCREEN

Additional Character Info Screen Tabs

The Character Info Screen has a set of tabs that allow you to review your build.

CHARACTER

WEAPONS

ABILITIES

MYTHFORCE

Weapons Tab

Review the weapons you have set to each loadout, its base attack damage, and any enchantments you have added to your gear in the Armory (See "The Armory," page 12).



Epic Sword

Main Hand Weapon

Physical Damage

Attack

⚡ 47



Uncommon Shield

Offhand Weapon

Physical Damage

Attack

00



Abilities Tab

Review the upgrades that you have applied to each of your special abilities. Abilities can be upgraded in the Skill Tree (See "The Sun Disc," page 11).

Utility Upgrades

Combat Upgrades

Ultimate Upgrades



Impact 1

+1 Shield Bounce. Enemies struck by shield are TAUNTED for 10s.

MythForce Tab

Review the additional upgrades that you have applied to your MythForce ability. MythForce can be upgraded in the Skill Tree (See "The Sun Disc," page 11).



Indestructible

Gain INVINCIBLE for the duration of the Mythforce Meter.



Commander 1

Buffing allies and debuffing enemies charges your MythForce.

MOVEMENT

Float Like a Butterfly

MythForce controls are like many other first-person action games*. You navigate in 3D space using the **W A S D** keys and can jump by pressing the **Space bar**.

You can sprint using the **Shift** key. While in combat, sprinting expends **Energy**.



Dodging

While pressing the keys to move sideways or backward, pressing the jump key will cause the character to perform a dodge.

While dodging, the hero is temporarily invulnerable to damage and moves quickly in the direction pressed. Dodging uses **Energy**.



Jump Abilities

Each hero has a unique Jump Ability they can execute by pressing the jump key while in mid-air. Some jump skills require that you are above a certain distance from the ground before the ability will be usable. All Jump Abilities use **Energy**.

*See the hero pages for details

Energy Management

Many movements and abilities in **MythForce** expend a common resource called **Energy**, represented by the blue bar under your **Health** on the Game Screen.

Energy regenerates quickly, but any action that uses **Energy** temporarily pauses regeneration, so performing many actions that all use **Energy** in rapid succession, like dodging and attacking with weapons, can reduce your **Energy** pool quickly. When your **Energy** reaches 0, you become **Exhausted**.

Exhaustion

EXHAUSTED!

When you become **Exhausted**, a warning appears on the Game Screen and your vision becomes temporarily blurred. Attempting actions that use **Energy** while **Exhausted** will perform a less-effective version of the action and prolong **Exhaustion**.

When you are **Exhausted**, it is best to back away and let your **energy** regenerate until you recover. Special Abilities do not use **Energy** so can safely be used while **Exhausted**.

COMBAT BASICS



Sting Like a Bee

Basic combat revolves around understanding and making the best use of the weapon type you've chosen. See **Equipment Types (Page 13)** for more information.

In combat, you will use a combination of light attacks, power attacks, and defensive actions. All combat actions use **Energy**.

Melee Attacks (Paired weapons, two-handed weapons)

-  Click to perform a **light attack**. Light attacks are fast and easily combo-able. They do average damage.
-  Hold briefly to perform a **power attack**. Power attacks require charge time but do more damage. Some Perks and Enchantments add effects to power attacks.
-  Hold to raise your offhand equipment or greatsword and enter a **defensive stance**. While defending, you can stop attacks at the cost of **Energy** instead of **Health**.
-  Click attack while in a defensive stance to do a **defensive attack**, lashing out with your offhand weapon. Two-handed weapons have no defensive attack.

Ranged Attacks (Bows)

-  Click to perform a **quick shot**. Quick shots fire immediately but do much less damage than a full draw.
-  Hold to draw your bow; release to fire an arrow. Drawn shots fly farther and do more damage. Drawn shots count as power attacks for Perks and Enchantments.
-  Click to melee push. Strike enemies in melee range with the grip of the bow, pushing them backward and staggering them.

Spell casting (Spellbooks)

-  Click to perform a **quick cast**. Quick casts are light projectiles that do less damage but can be done rapidly.
-  Hold to channel a spell. Channelled spells have more spectacular effects. Channelled spells count as Power Attacks for Perks and Enchantments.
-  Hold to aim; release to throw a fireball.
-  Hold to create a freezing vortex; release to cancel.
-  Hold adds tags; release calls lightning bolts.

ADVANCED COMBAT

Stagger and Knockdown

Most normal enemies can be staggered or knocked down with a forceful attack. A direct hit with a fireball, a power attack with a mace, and some other abilities will knock enemies onto their backs, leaving them vulnerable to Critical Hits.



Critical Hits

Under certain conditions, an enemy will take extra damage from an attack. This is called a Critical Hit or Crit. Any melee hit on an enemy from behind or when the enemy is knocked down will become a Crit. Sharp projectiles like arrows and ice spikes will also Crit when landing a successful shot to the head.



While sprinting

Sprint Power Attacks

While sprinting while using a melee weapon, you will perform a Sprint Power Attack when you attack instead of a normal Light or Power Attack. Momentum from sprinting will cause you to skid to a stop while attacking, but the attack hits extra hard like a Power Attack.



Right before hit

Perfect Actions

If you start holding defend the moment before being hit by an attack, you will perform a Perfect Defense. Energy cost for defense is reduced.

With a Shield, the Perfect Block will cause a heavy stagger.
With a Dagger, Perfect Parry will chain into an instant counterattack.



MythForce

When it is available, **T** activates your MythForce power, which resets cooldowns and Energy, and grants you the Powerful Buff (Page 30). Overdrive can be further upgraded via the Skill Tree (Page 11).

Elemental Attacks

When your weapon has an elemental Enchantment, certain attacks will cause your weapon to apply a status effect to an enemy on hit.

Fire weapons cause **Burning** when Power Attacking.

Ice weapons cause **Chill** when Power Attacking.

Lightning weapons cause **Electrified** when Power Attacking.

ELEMENTS

Elemental Affinities

Some creatures naturally have resistances or vulnerabilities to certain elements. Elemental resistances and vulnerabilities can also be granted by certain Perks and Trinkets.



Fire



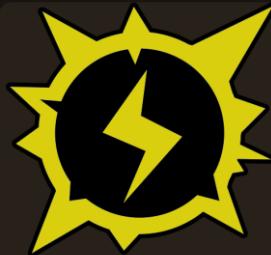
Lightning



Nature



Ice



Vulnerability

If you see an elemental icon with a spiky circle, that means the creature is vulnerable to the element. When vulnerable to an element, all damage from that element is increased by 50%.



Warding

If you see an elemental icon inside a shield, that means the creature is warded against the element. When warded against an element, all damage from that element is reduced by 50%.



Affinity

Certain rare enemies like Elementals are so attuned to an element that they receive healing when hit with that element. Avoid using a weapon of the same element against an Elemental.

Environmental Interactions

Certain environmental features can temporarily cause elemental vulnerability or warding. For example, standing in water causes Lightning vulnerability but wards against Fire.

Other environmental features cause a status effect. For example, walking in green goo will **Poison** you, and standing in an open flame will cause you to **Burn**.



DEBUFFS

Oh, I Don't Feel Well ...

When hit by certain attacks, you (or an enemy) can temporarily be afflicted with status effects that hinder or damage you. Some status effects have an associated element, which are subject to elemental resistance and vulnerability.



Blind creatures are temporarily staggered, have a reduced turn rate, cannot use special abilities, and will attack around them randomly.



Burning deals damage over time.



Chill decreases movement and attack speed.



Confused creatures begin to attack their allies. If none are present, they will behave as though **Blind**.



Corruption increases damage taken from all sources.



Damage Link A portion of the damage dealt to a **Damage Linked** creature is applied to all other **Damage Linked** creatures.



Electrified creatures take intermittent hit reactions and **Electrify** nearby enemies.



Exposed The next hit on an **Exposed** creature is guaranteed to be a crit.



Frozen creatures cannot move or attack. The next hit they take deals additional damage and breaks them free.



Poison deals mild damage over time. Accumulating multiple stacks of **Poison** increases its potency.



Rooted creatures are unable to move but can still attack and use abilities in place, unless the ability requires movement.



Taunt Taunting a creature forces them to only attack the player that **Taunted** them.



Weakened Weakness decreases damage output.

BUFFS

I Have The Power!

Some abilities also grant special benefits to the heroes called Buffs. When the hero is buffed, they become more powerful temporarily. Some buffs are exclusive to either heroes or enemies.



Armored Each stack of Armor negates one hit. Stacks up to 3 times.



Bravado guarantees the next hit to be a crit.



Immune Debuffs cannot be applied to Immune creatures.



Invincible creatures do not take damage from any source.



Potent damage bypasses any Wards, Immunities, and Affinities a creature might have.



Powerful increases damage output.



Recharge increases ability regeneration rate.



Relentless creatures do not expend Energy when performing actions.



Restore regenerates Health for a duration.



Shifty creatures cannot be Chilled or Frozen.



Spectral creatures can phase through other creatures and cannot be targeted by enemies. Does not prevent damage.



Speedy increases movement and attack speed.



Tough Tough creatures only take double damage from Lethal attacks. They also cannot be Knocked Back, Knocked Down, Frozen, or Rooted.



BUFFS (CONTINUED)



Unflagging prevents **Blindness** and **Confusion**.



Uninterruptible creatures cannot be staggered or have their actions interfered with.



Unliving creatures cannot be **Corrupted**.



ELEMENTAL COMBOS

By Our Powers Combined

When an enemy is suffering from an elemental debuff, applying another elemental debuff will cause a chain reaction called an Elemental Combo. When a Combo happens, there is an elemental explosion.



Fire + Ice

Combining Fire and Ice creates a blast that **Weakens** all enemies in the vicinity. This Combo is perfect for setting up powerful follow-up attacks and controlling the flow of battle.



Ice + Lightning

Mixing Ice and Lightning results in a deadly **Combo** that applies a **Damage Link**. With **Damage Link** in place, hitting just one enemy will spread damage to all linked foes, making this **Combo** ideal for clearing out large groups.



Lightning + Fire

Combine Lightning and Fire for a devastating effect **Exposes** nearby enemies. Have a sharp enough greatsword? You might be able to take out a whole group with one swing.

CONTROLS QUICK REFERENCE

MOVEMENT CONTROLS

Move    	Sprint Uses Energy  + 	Jump 	Jump Ability Uses Energy  In mid-air
Side/Back Dodge Uses Energy    + 	Sprinting Attack Uses Energy  while sprinting	Quick swap  or 	

COMBAT CONTROLS

 Attack	 (Hold) Power Attack	Abilities   	Overdrive 
 Defend	 Defensive attack		

GENERAL CONTROLS

 H Drink Potion	V Open Trinket Inventory	Ping & Comms 
B Drop Potion	C Open Character Sheet	

INTERACTABLES & DESTRUCTIBLES

 <small>Activate Healing Shrine</small>	Interactable Objects Keep an eye out for objects in the world that you can interact with! You can interact with magical shrines and many containers throughout the game world. F Activate/Interact/Pick Up
 <small>Activate/Interact</small>	Destructible Objects Throughout the dungeon, you will see pots and barrels that can be broken. Sometimes these hold treasure that can be spent at certain shrines and at the Merchant. Other objects can be destroyed by hitting them, but not everything is what it seems.

THE CURSED LANDS



An Unpredictable Realm of Dark Magic

Deadalus's vile presence corrupted the domain once known as the Beastlands. Even the ruined castle transformed, reflecting the evil of its new master. Since then, outsiders have called the Thicket and Castle collectively the Cursed Lands.

LOOT

To the Victor Go the Spoils

Inside the dungeon you'll find a wealth of loot. Beyond Glyphs (G) that you can take back to the Citadel, keep an eye out other treasure in the dungeon and grab it whenever you can.



Gold

These coins bear the insignia of Deadalus. They can't be taken home but can be spent at the Merchant or converted into XP at the end of a run.



Lost Pages

These pages fill out the Chronicle and Scrapbook in the Library (Page 14). Every page is a new entry, guaranteed, until they're all full.



Perk Shards

These exceedingly rare artifacts can be found only at the Merchant's table. They immediately grant you a Perk as if you had used a Skill Shrine.



Charms

Though they're frequently weaker than what you bring with you, they are a good replacement when a Redcap steals one. See page 36 for more info.



Trinket Infusions

These magical orbs when purchased add minor temporary additional bonuses to your Trinkets.



Potions

Aside from red Healing potions, you can find potions of other colors that apply temporary buffs when quaffed.

The Merchant's Table

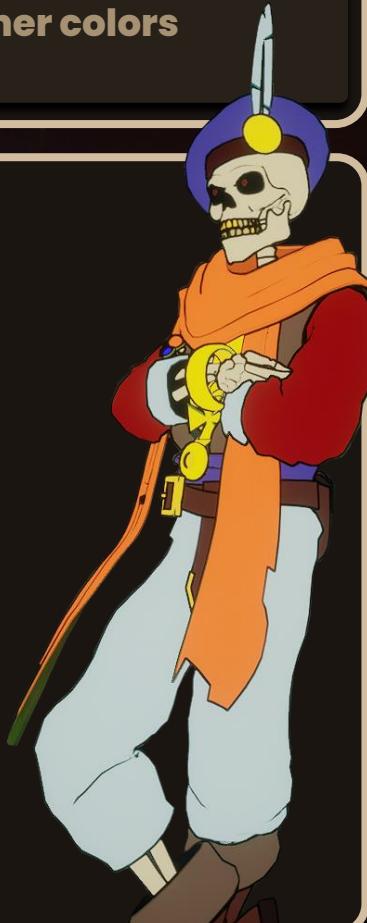
Throughout the Cursed Lands, the mysterious Merchant can be found with their table full of wares. It's unknown how they can travel freely through Deadalus's lands and defy him so openly, but it works in the heroes' favor, so nobody asks many questions.

Don't forget to stop spend some gold at the Merchant's before moving on—it could mean the difference between survival and defeat.

The merchant sells Charms, Potions, Infusions, and Perk Shards.

F Spend 10,000 Gold for new shop items.

Don't see something you like? Go directly to the Merchant to refresh their wares for a price.



PERKS & ENCHANTMENTS

A Choice of Power

Between rooms of the dungeon, you may find a safe place to recover and power yourself up with a Perk or Enchantment.



Perks

Perks can be gained by interacting with a Skill Shrine. Each time you interact with a Skill Shrine, you will receive three choices of Perk cards.

Perks are upgrades to your character. They enhance your stats or change the way you play in the dungeon.

EXTRA LIFE



On death, revive with 50% HP one time.

EPIC



Enchantments

Enchantments are gained by interacting with a Mystic Forge. Each forge offers one upgrade for each weapon hand slot, left and right, or 2 upgrades for two-handed weapons.

Enchantments gained in the dungeon are added to your weapon regardless of available slots but disappear upon return to the Citadel.

HEALING PERFECTION



Perfect Actions HEAL 10 Health.

WEAPON SET 1

Upgrading Perk Tiers

Sometimes, a Perk you have already chosen will appear again with a higher tier shown, with greater power than the previous tier. Choosing one of these cards improves the tier of the Perk and replaces the previous. Each card has up to five tiers.

Perks can appear at higher tiers once they are upgraded in the Conclave.

Rerolling

If you don't find any cards you like, you can reroll the card selection. Be careful: you can reroll only four times each visit to the dungeon across all card choices.

 Hold To Reroll (3 Remaining)

TRINKETS

Gear Up!

Trinkets can be purchased and upgraded in the Emporium. You can also find Charms scattered throughout the dungeon in chests or carried by monsters. Trinkets enhance the abilities of the hero wearing them but can be dropped to trade at any time.

Trinkets are worn in one of four inventory slots: Amulets, Bracers, Boots, and Charms. Each type of Trinket has a different type of effect. You can carry only one Trinket of any type at a time.

Amulets, Bracers, and Boots must be purchased and equipped in the Emporium.



Amulets

Amulets increase your survivability by adding resistances and increasing your physical stats.



Bracers

Bracers increase your offensive capabilities by improving combat abilities and adding effects to your attacks.



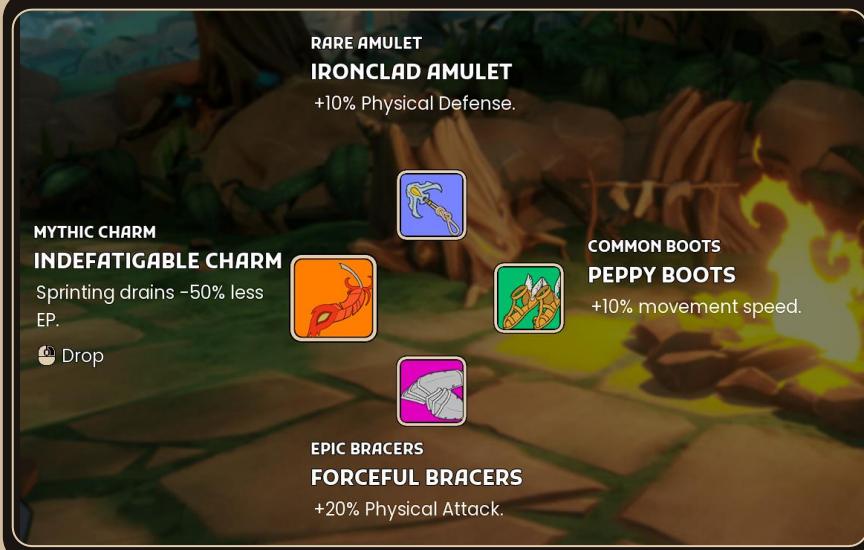
Boots

Boots mostly increase your mobility and potential for doing things faster.



Charms

Charms have strange and often unpredictable effects and can cause a complete shift in the way you play.



Trinket Inventory

At any time in the dungeon, open your Trinket Inventory with **V**.

From the Trinket Inventory, you can review all your carried Trinkets. If you wish to drop a Trinket, highlight it in the Trinket Inventory and drop it with **Q**.



*Beware of Redcaps! They love Trinkets and will steal them right off your body. If a Redcap steals from you, get them quickly because they'll soon teleport away with your Trinket.

SHRINES

A Brief Respite

Throughout the Cursed Lands, tucked away from Deadalus's prying eyes, you may find helpful shrines.



Healing Fountains

A rare oasis in these shadowed lands.

Interact with the Healing Fountain to restore your health to maximum. The fountain is depleted after it is used once, even in multiplayer.



Gambler's Portal

Take a chance, won't you?

Interact with the Gambler's Portal to expend some of your gold in exchange for a random Trinket or Potion. You have up to 5 tries! Please remember to gamble responsibly.



Greed Altar

Pay a great price for a hefty reward.

Interact with the greed altar to sacrifice half of your maximum HP in exchange for a large amount of gold. If it would kill you, it reduces you to 1 HP and gives you a smaller reward.



Kovina's Crucible

Tidy your inventory and fill your purse

Open your Trinket inventory (V) and drop Trinkets onto Kovina's plate. Interact with the crucible to destroy the Trinkets and turn them into gold. Higher rarity Trinkets are worth more gold.

Look for Other Shrines

Other shrines in the Cursed Lands appear in special places. Keep an eye out for them, as they are critical to your success.

GATHER YOUR PARTY



It's Dangerous to Go Alone

Although you can brave the Cursed Lands alone, MythForce is a team, and you can recruit friends or join others to take on the adventure together.

PLAYING MULTIPLAYER

Gather your party

MythForce is best played with friends!

Press the “Invite Friend” button in the

Citadel or Embark screens to create a party of up to four and venture through the Cursed Lands together.



Invite Friend

Hosting a Game

When playing multiplayer in **MythForce**, one player is the host, denoted by the crown icon behind their name. The host is responsible for setting up and embarking on the adventure.

The host also acts as a server for the multiplayer game, so it is recommended that the player with the best internet connection plays as the host.



POKE PLAYERS

HOST CONTROLS



Kick Player

Use this button in the Citadel to remove a player from the session.

In Session Party Management

While playing mid-session, you can access the “Party Management” button from the pause menu. In the party management panel, you can invite friends to join mid-game, kick individual players, or kick all players with the “Disband Party” button.

DISBAND PARTY

POKE PLAYERS

Poke Players

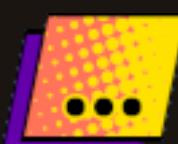
Send a notification to client players in the session, reminding them to press the Ready button.

The Poke Players button has a short delay before it can be pressed each time to prevent spamming.



BeamdogLuke wants you to Ready Up!

CLIENT CONTROLS



Client options

When playing as a client, the Client Options button gives you access to change your hero or leave the party from the Citadel screen.

ONLINE GAME BROWSER

Join Other Heroes in the Dungeon

There is an **Online** button on the Embark screen (See “Embarking” on Page 19), which allows you to access the Online Game Browser, showing Open games in progress that are available for you to join.

ONLINE

PICK GAME TO JOIN

PUBLIC GAMES

HOST	EPISODE	DIFFICULTY	PLAYERS	REGION
Hostname1	Episode 2: Fungal Forces	Normal	3	North America
BeamdogOlex	Episode 9: Ritual of Domination	Mythic III	3	Europe
Hostname2	Episode 6: Hexstar Strikes Back	Mythic I	3	North America
Hostname3	Episode 2: Fungal Forces	Mythic III	3	Oceania
Hostname4	Episode 5: Fire & Ice	Easy	3	South America
Hostname5	Episode 1: Thicket of Bones	Mythic II	3	North America

Hostname1's game

EPISODE 2: FUNGAL FORCES
BASTION OF THE BEAST LORD

Difficulty: Normal
Region: North America

Character icons: 1 player, 3 empty slots

Progress bar: 1/10 rooms

PLAY

BACK

Find the right session for you!

The browser shows some basic information about the game in session. You can click the entries in the list to open a panel with more detailed information.

Hostname1's game

EPISODE 2: FUNGAL FORCES
BASTION OF THE BEAST LORD

Difficulty: Normal
Region: North America

Character icons: 1 player, 3 empty slots

Progress bar: 1/10 rooms

PLAY

Host Name displays the name of the player hosting the session. The host has authority over party management.

Episode Name and **Difficulty** display the basic setup of the adventure currently in progress.

Region shows the host's region. **MythForce uses peer-to-peer networking, so the session is hosted on the host player's computer. High ping could affect your gameplay experience. It is recommended to play with other players in your own region.**

Player Slots show the characters selected by the other players in the session.

Dungeon Depth shows how far into the dungeon the party has progressed. Note: you cannot join in the last room.

JOINING IN PROGRESS

Joining a Game in Progress

Joining a friend who is already in a session, or joining a party via the Online Game Browser, will place you directly into the game as a spectator. Once the living party members successfully clear the current room, you will spawn in the next safe room.



HELPING FALLEN ALLIES



A Friend in Need

One of the greatest benefits of multiplayer sessions is the ability to help your teammates when they fall in combat. Until the entire team has fallen, the game doesn't end, so use one of the following techniques to keep your team on their feet.

Picking up a Downed Ally

If a party member's **Health** is reduced to 0, they become downed. While a party member is downed, they cannot do anything, but there is a short amount of time for another party member to help them back up.

Spirit Shrines

If a party member can't be picked up in time, they become KO'd. If any party member survives, you can find a **Spirit Shrine** in the safe room. Interacting with the Spirit Shrine will revive all party members at 30% **Health**.



COMMUNICATION

Getting your Point Across

There are several methods of communication in *MythForce* to allow you to coordinate with your team using the Communications key ().



Pings

By tapping the communications key while pointed at an object or creature in the world, you can ping it for the rest of your party to see.

A ping marker will appear for all other players with the exact location and distance to your pinged subject.

Communications Wheel

Holding the communications key opens the communications wheel, which provides a set of useful voice lines you can use to talk to other heroes.

Highlight the option you want and release the communications key to make your hero speak.

Voice Lines and Emotes purchased and assigned at the Boutique are accessible by pressing  or  while the wheel is active.



EQUIP VOICE LINES



Assigning Comms

You can assign Voice Lines and emotes purchased at the Boutique by clicking on them in the Boutique, which opens the Equip panel.

Highlight the spot you want to equip the Voice Line or Emote and click again to add it to the wheel.

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Hexstar	Mark Meer
	Lee Savage
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	Kimberly-Ann Truong

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BLATANT

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Ross Lara

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Guitars	Spencer Rabin
Mastering	John Rodd

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Guitars	Mark Williams

Published by Archipelago Entertainment LLC (BMI)

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Special Thanks

Skybound Games

All our good friends at Skybound Games
who helped us along the way

Ian Howe
Dan Murray
Elicia Basoli
Ashley Burns
Eric Grossman
Justice Harrison
Lucas Jozefowicz
Shawn Kittelsen
Blair Lachlan Scott
Carlos Lopez
Ryan Matsunaga
Wade Pottinger
Cordy Rierson
Michael C. Rogers
Woody Tondorf
Minh Tran
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Retro Ninja Tony Barnes
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Player One Trailers
Tom Rhodes
Russell Rice
Mike Spalding
Wolf Willow Studios

All Beamdog staff

Our friends and family who supported
and came along with us on this adventure

AND YOU!

