

The Solution Book

MUTN : **The Solution Book** is produced exclusively for
members of Special Reserve & Official Secrets.

Myth

Background

It's not easy being a God...

The golden age of Ancient Greece. A time of men and gods. A place of myths and legends. Where errant Heroes vie with preternatural forces while their gods stand aloof and disinterested. But history is always written by the victor and the tale herein related tells a different story. A chapter from the Unwritten Histories, Myth recounts the struggle of the Olympian deities as they battle to maintain their religious monopoly in the face of the gathering storm of Christianity.

You are Poseidon, God of the Sea, and you have certainly had better days. There you were in high spirits, revelling at Zeus' expense atop Mount Olympus itself, when Zeus turned the tables on your little gathering.

"Gentlemen", he began, "our religious monopoly is being eroded! Wherever you look new gods are coming to the fore. Yes, I know, we've seen them come and we've seen them go. But some are here to stay; just look at how we underestimated the Romans! Now I foresee a new threat Something which threatens irrevocable damage. Something so potentially pervasive that it may eventually usurp us. Christianity, gentlemen, is our enemy; and I for one do not intend to go down without a fight!

"I propose that we tighten our slack attitudes, rout our complacent outlooks and rid ourselves of these pot-bellies. Only then will we be fit to take this new challenge with the necessary courage and vitality. To this end I intend to set each and every one of you a task to test your mettle...."

And we all know who he chose to be the first!

How to use this Handbook

The Myth Solution Book has been designed to let you to unfold the story and answers of the game without allowing you to stumble upon anything that you are not looking for.

If you have a question about a particular part of the game, refer to the map, find the name of the location and then look it up under the appropriate heading in Section One. Glance down the list of questions, choose the closest to your problem and then look up the same room reference in Section Two. This contains gentle hints toward the answer. If you are still stuck, then follow the reference to Section Three, which includes the full answer.

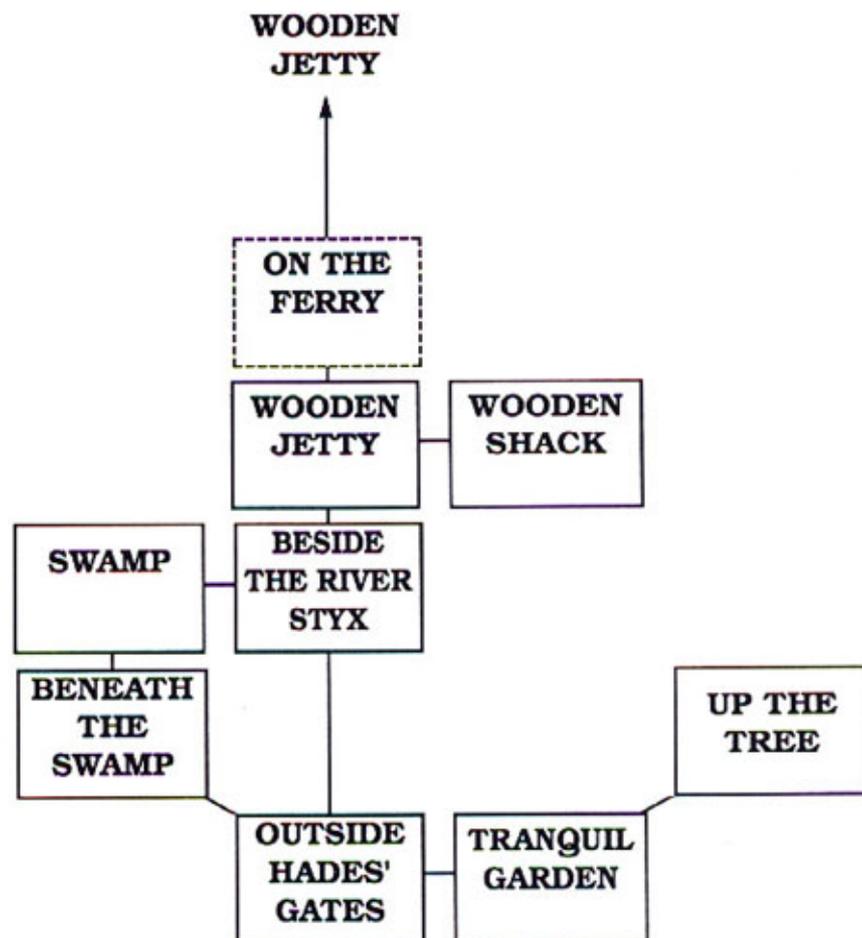
If there is no hint on a particular object, room or whatever, it is not important to finishing the game and can be ignored.

General Hints 'n' Tips

- 1 Speaking to the characters you meet along the way is very important if you want to successfully finish the game. They can be asked about all manner of items, places and puzzles in the game and hide a lot of clues if you hit on the right thing to ask. To achieve this, use the format: ASK <character> ABOUT <topic>. A nonsensical example is ASK HYDRA ABOUT TRIDENT, but you will no doubt find lots of more useful things!
- 2 Save your position frequently. You will die many times on your road back to the heights of Mount Olympus and will have to start from the beginning without a restorable position. In a lot of cases, trial and error are your only options.
- 3 Examine everything in every room you visit. Open closed objects to see what they contain. Be ever wary that you may be able to manipulate objects to further your progress.
- 4 There are also, in some cases, more than one way to solve some problems, so if you reach a dead end, try to think if you have used something else along the way that could be useful.
- 5 There are few scenery objects in Myth, so examine everything (even mundane objects that are usually just padding) as these may yield vital clues and objects.

MYTH

Map One



GRAND HALLWAY

- (i) What should I put in the groove?

LONG SLOPING CORRIDOR

- (i) This room is pitch black. Where do I find some light?

ON THE FERRY

- (i) How can I get into the Wheelhouse?
- (ii) How do I get through the locked hatch?

OUTSIDE HADES' GATES

- (i) How do I get through the Gates to the Underworld?
- (ii) What do I use to kill the Hydra?
- (iii) I know what to use, but still can't kill the Hydra. How do I do it?
- (iv) How do I fight the Hydra?
- (v) How do I get through the swamp?

OUTSIDE HADES' PALACE

- (i) How do I open the portcullis?

OUTSIDE HADES' WALLS

- (i) How do I keep the rope pulled taut and keep the portcullis open?

PUNISHMENT FIELDS

- (i) I cannot find a use for the hat.

SWAMP

- (i) Going through the marshland gets me nowhere. Do I need to go this way?

SMALL ANTE-ROOM

- (i) What use is the stone pillar in this room?

TRANQUIL GARDEN

- (i) How do I catch the Lamb?
- (ii) I've caught the Lamb, but don't know what to do with it!
- (iii) I think I need to find a container. What do I use?
- (iv) What use is the forbidden fruit?

WOODEN JETTY (Southside)

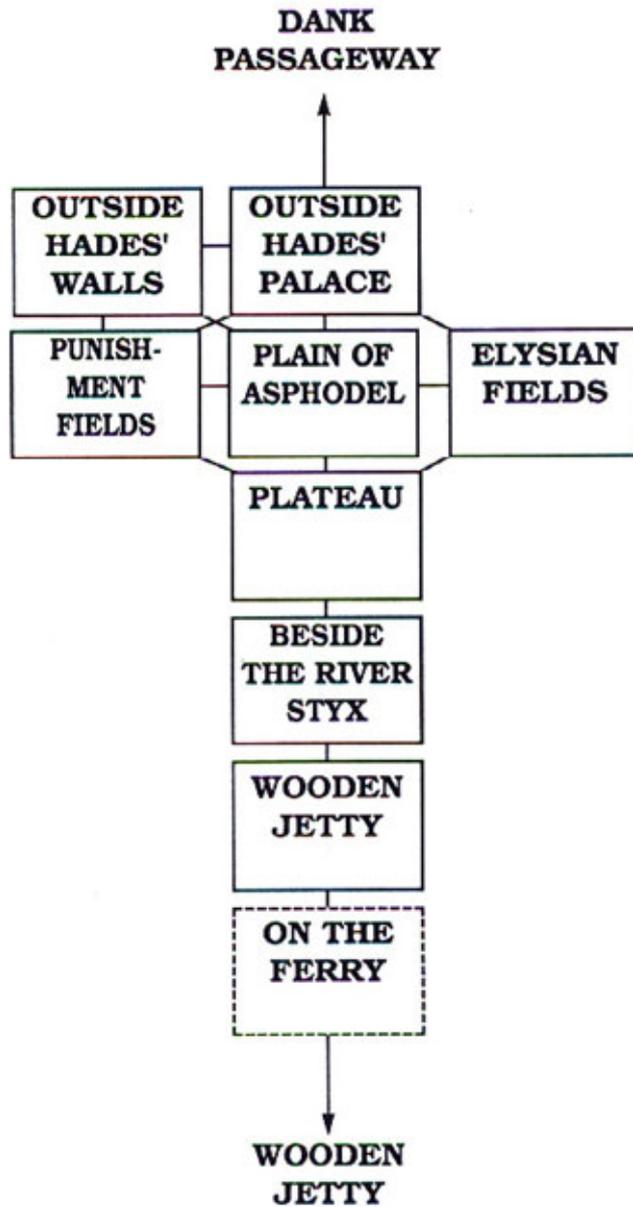
- (i) What use is the horn?
- (ii) Do I need a coin to pay the Ferryman? Where do I get some money?
- (iii) How do I get the keys across the River Styx?
- (iv) I can't get Charon and Death to play cards with me.
- (v) How do I get the keys across the River Styx.

WOODEN SHACK

- (i) How can I play cards? I have no money to bet with.
- (ii) How do I beat Charon at cards as he keeps leaving halfway through the game?
- (iii) I have thousands of obols, but have still not been given the import license. What am I doing wrong?
- (iv) How much must I win at cards?

MYTH

Map Two



MYTH

Section Two

GRAND HALLWAY

- (i) Put the large piece of mirror in the groove.

LONG SLOPING CORRIDOR

- (i) You must reflect light from outside using some mirrored objects.
 - (a) What do I use to reflect the sunlight?
 - (b) I have two objects to reflect the sunlight, but cannot find a third. Where is it?

ON THE FERRY

- (i) You will have to be either Charon or Death to get into the Wheelhouse.
- (ii) You will have to be a soul to get through the hatch.

OUTSIDE HADES' GATES

- (i) You will have to either slay the Hydra or find a way through the swamp.
- (ii) You will need a weapon, but it must be treated in a special way to have any affect.
 - (a) I still cannot find out what weapon to use.
- (iii) Your weapon must be treated with something found in the garden before trying to kill the Hydra.
 - (b) What do I use to treat the trident?
- (iv) From a distance (try throwing things at it).
- (v) From the Gates, try going North West and reading the description.
 - (c) I still cannot get through the swamp.

OUTSIDE HADES' PALACE

- (i) You have to pull the rope to the East of this location.

OUTSIDE HADES WALLS

- (i) You will need to tie something onto the rope that is heavy enough to keep the portcullis open.
 - (a) What do I need to tie to the rope?
 - (b) I know what I need, but where do I get the object to tie to the rope?

PUNISHMENT FIELDS

- (i) Try wearing it. There is no other use for the hat.

SWAMP

- (i) You can get past the Hydra this way, but you'll have to come back for the Hydra later.

SMALL ANTE-ROOM

- (i) You need to place something into the groove.

TRANQUIL GARDEN

- (i) You do not need to use a weapon, try leaping out on it when it's vulnerable.
 - (a) I still cannot catch the Lamb.
- (ii) Wait until you find a reason to use the Lamb - it has something to do with the gods!
 - (b) I still cannot find any use for the Lamb.
- (iii) Who says you need a container?
 - (c) What else could I do?
- (iv) The fruit has no use at all in the game.

WOODEN JETTY

- (i) Blow the horn to summon the ferry from across the other side of the River Styx.

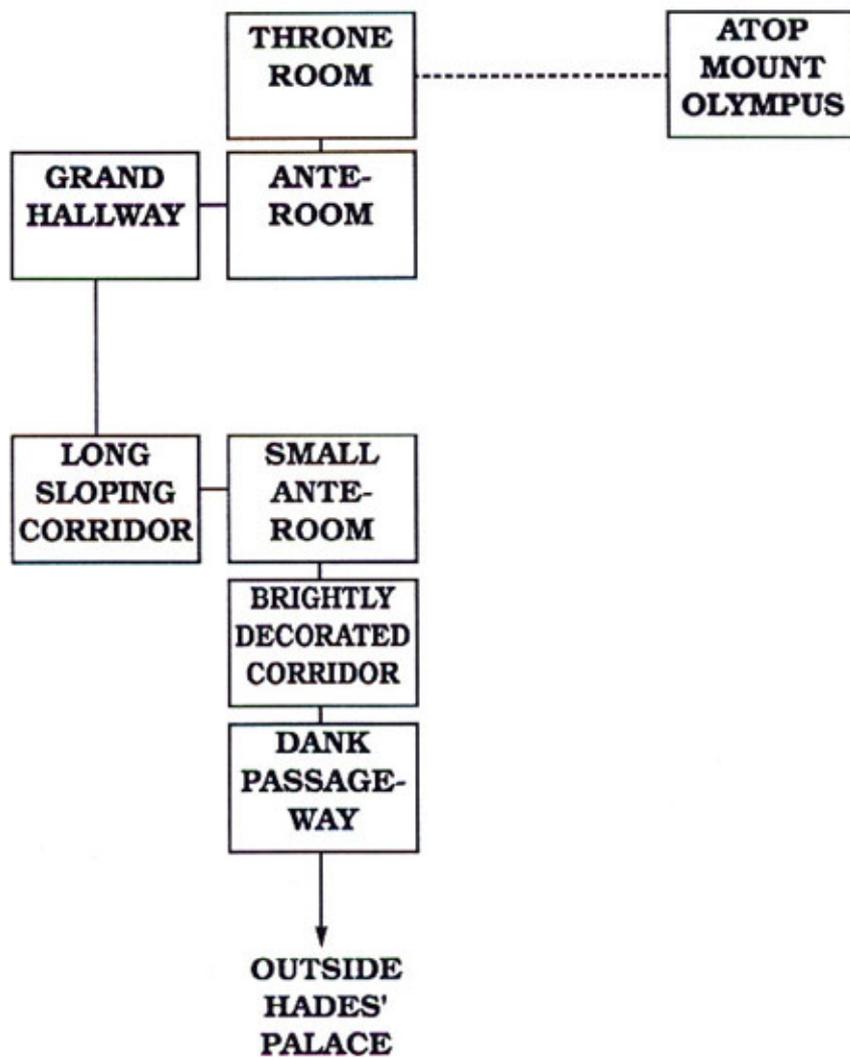
- (ii) You do not need the coin for the Ferryman, but you will need it for something else. The only coins in the game are obols - and these can be found under the tongues of the souls that come down to the River Styx.
- (a) I cannot get a coin from the souls.
- (iii) Read the note in the Wooden Shack.
- (b) I've read the note, but cannot find the object it refers to!
- (iv) Ask Death about the cards. This will begin the game.
- (v) You cannot carry them all at once. They have to be done in a certain sequence and you must have an import license.
- (c) What is the sequence to get them across?

WOODEN SHACK

- (i) Try searching about on the jetty - you'll find some there.
- (ii) You need to cheat. Clue: You must add something to the room before you play – try mapping the Shack for an aerial picture of the scene!
- (a) I cannot find a way to cheat.
- (iii) You need to win the game in one sitting; if Charon goes across the River Styx, he will collect a lot more money from the ferry toll.
- (b) Charon and Death leave the room in the middle of our game. How do I stop this?
- (iv) In one sitting, you must win over five hundred obols from Charon.

MYTH

Map Three



MYTH

Section Three

LONG SLOPING CORRIDOR

- (a) You need the mirror from the fireplace and the polished shield.
- (b) The three objects are the shield and the mirror from the fireplace (this must be broken in half before using it).

OUTSIDE HADES' GATES

- (a) It is the trident that you are carrying at the beginning of the game.
- (b) The foxglove leaves.
- (c) In the description, it states that the swamp is three feet deeper than you are. Go to the garden and try to find something three feet long that will help you survive.

OUTSIDE HADES' WALLS

- (a) A large amount of meat that will attract the scavenger birds. The meat's and the bird's weight combined will keep the portcullis open.
- (b) From the Hydra - you need it's ninth head!

SMALL ANTE-ROOM

- (i) It's the shield.

TRANQUIL GARDEN

- (a) Climb the tree and wait until the lamb sits underneath, then jump on it.
- (b) You need to sacrifice it on the altar.
- (c) Try dipping things in it!

WOODEN JETTY

- (a) Try GET COIN FROM SOUL - but you must have pleased the gods first if you want to get one!
- (b) Ask Charon about the license and he will hint how you will get hold of it.
- (c) The solution to the key puzzle is: Take two large keys across and bring one large key back. Take two large keys across and bring one large key back. Take two small keys across and bring one small and one large key back. Take two small keys across and bring one large key back. Take two large keys across and bring one large key back. And finally, take two large keys across.

WOODEN SHACK

- (a) You need to put a mirror behind where Charon is sitting, to see his hand.
- (b) Do not follow them out, because you have to complete the card game in one sitting. You need to be cheating at cards to keep them at the table. Note what Charon says when he leaves the table.

MYTH Complete Solution

INVENTORY (You are carrying a shield, a trident and are wearing some Greek attire)
EAST (Into the garden)
GET FRUIT
EXAMINE FLOWERS (You will see a reed and a foxglove)
GET REED
EXAMINE FOXGLOVE (On it grow some leaves)
GET LEAVES
GET SMALL STONE
PUT LEAVES ON FLAT STONE
GRIND LEAVES WITH SMALL STONE (The leaves are ground into a liquid)
COVER PRONGS WITH LIQUID
CLIMB TREE
WAIT (Until lamb sits beneath tree)
JUMP ON LAMB (This kills the lamb)
GET LAMB
SACRIFICE LAMB ON ALTAR (This then rises as an offering to the gods)
WEST (The Hydra's still here!)
THROW TRIDENT AT HYDRA (This hits the beast and renders it unconscious)
CUT HEAD WITH TRIDENT (This removes the Hydra's head - to be used later)
OPEN GATES
NORTH
NORTH (Wait until soul arrives)
TAKE COIN FROM SOUL
OPEN DOOR (To the shack)
EAST
OPEN CUPBOARD (Inside are some keys and a note)
GET KEYS
PUT SHIELD ON NAIL (For cheating in the card game later)
OUT
GET HORN
BLOW HORN
DROP HORN (Wait until ferry arrives and Charon and Death are discussing Blackjack)
ASK CHARON ABOUT CARDS (He takes you into the shack to play Blackjack)
SIT ON WOODEN CHAIR (Thus giving you a perfect view of Charon's cards in the mirror)
PLAY CARDS (To get the card game starting)
BET 5 (OR 50 OBOLS) [If your first card is a tower one than the first card

of Charon, you have to bet 5 obols; if your card is higher you bet 50 obols, you have to play until you have more than 600 obols]
STAND (Once you have the license)
GET SHIELD
OUT
DROP KEYS
TAKE LARGE GOLD KEY
TAKE LARGE BRONZE KEY
NORTH (Onto the ferry)
WAIT (Until the ferry crosses the River Styx)
NORTH (Onto other jetty)
DROP LARGE GOLD KEY
WAIT (For the ferry to return - if it has already left)
SOUTH (Onto the ferry again)
WAIT
SOUTH
GET LARGE SILVER KEY
NORTH
WAIT
NORTH
DROP LARGE SILVER KEY
SOUTH
WAIT
SOUTH
DROP LARGE BRONZE KEY
GET SMALL GOLD KEY
GET SMALL BRONZE KEY
NORTH
WAIT
NORTH
DROP SMALL BRONZE KEY
GET LARGE GOLD KEY
SOUTH
WAIT
SOUTH
DROP LARGE GOLD KEY
GET SMALL SILVER KEY
NORTH
WAIT
NORTH
DROP SMALL GOLD KEY
DROP SMALL SILVER KEY
TAKE LARGE SILVER KEY
SOUTH
WAIT
SOUTH
GET LARGE BRONZE KEY
NORTH
WAIT
NORTH
DROP LARGE BRONZE KEY
SOUTH
WAIT

SOUTH
TAKE LARGE GOLD KEY
NORTH
WAIT
NORTH
TAKE ALL KEYS
NORTH
NORTH
NORTH
WEST
GET HAT
NORTH
TIE HEAD TO ROPE
DROP HEAD (This will then attract the scavenging birds, whose weight will keep the portcullis up a little longer)
EAST
NORTH (Through the portcullis)
OPEN DOOR WITH LARGE BRONZE KEY
NORTH
OPEN DOOR WITH LARGE SILVER KEY
NORTH
OPEN DOOR WITH LARGE GOLD KEY
WEST
GET MIRROR
BREAK MIRROR (It breaks into two pieces; one small the other large)
EAST
PUT LARGE PIECE OF MIRROR IN GROOVE
WEST
PUT SMALL PIECE OF MIRROR IN GROOVE
OPEN DOOR WITH SMALL BRONZE KEY
NORTH
PUT SHIELD IN GROOVE (This will then reflect the light from outside into the final room)
OPEN DOOR WITH SMALL SILVER KEY
EAST
OPEN DOOR WITH SMALL GOLD KEY
NORTH (Into the throne room at last)
GET HELMET (You are transported to Mount Olympus and given your just rewards!)

OSR
SOLUTION BOOK

Produced by John Trevillian
of Official Secrets, the Adventure, Strategy and Role-playing Club.
Written by John Knight & John Trevillian.

No. 6 in a series.
Also in this series: The Pawn, Guild of Thieves, Jinxter, Corruption and Fish!
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