MYTHOS
The Beginning

Investigator's Handbook

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Introduction

Welcome to *Mythos: The Beginning*, the latest title from Dark Gaia Studios. In this game, you will become the protagonist in a thrilling Gothic Horror adventure, where you will have to fight for your life to stop an otherworldly evil before it threatens the entire world.

As you work to solve this terrible mystery, you will have to utilise your wits, bravery and cunning to survive unsurpassable challenges and triumph over terrible foes that could only exist in the most deranged nightmares of madmen.

Ultimately, you'll have to make decisions that will shape the course of your adventure and you will discover that your actions may have consequences that can save or doom those around you and yourself. Do you have what it takes to survive? Can you get to the source of this horror before it gets to *you*?

About Mythos: The Beginning

Mythos: The Beginning is quite unlike any previous game from Dark Gaia Studios. *Mythos* is not entirely a role playing game, and it is not accurate to say that it is a survival horror adventure game, either. Rather, *Mythos: The Beginning* is a unique hybrid of two different genres, a strange and exciting combination of horror game and dungeon crawler RPG.

In order to succeed at *Mythos*, you will have to approach it with a mindset different than how you would normally play an entry in either of these genres. Unlike in a traditional survival horror game, *Mythos*' RPG elements mean that fighting monsters is a viable strategy, and there are multiple ways to progress through an area. However, unlike a traditional RPG, enemies are designed to be a real threat – unless you "level up" your character in exactly the right way, you will never be powerful enough to defeat everything. A single encounter can (and will) destroy an investigator who is not prepared, and care must be taken to conserve supplies just as you would in a survival horror game.

Difficulty Settings

The default difficulty setting of *Mythos* is the **Purist** setting, which is designed to appeal to players who like a challenge.

If however, you find *Mythos* too hard, you can change it to the **Casual** setting, which makes the game play much more like a traditional RPG.

System Requirements

Operating System: Windows XP or later*
Processor: 2.0GHZ Intel processor or equivalent
Memory: 512MB or better
Hard Disc Space: 200MB Free
Video: 256MB ATI or nVidia or better, or Intel HD Graphics or better integrated card, DirectX 9.0 compatible

*users of Windows 8/Windows 8.1 may experience slowdown in full screen mode if playing with certain mobile processors.

Game Updates

Your installation of *Mythos: The Beginning* always comes up to date with the latest updates available at the time of purchase. However, future updates may become available to add extra content to the game or fix reported errors.

The method of updating your game differs between the Steam and DRM-free versions of the game.

Steam version:

The Steam version of *Mythos: The Beginning* will automatically download the latest update if it detects that one is available when you launch the game. If you would like to prevent the game from downloading updates, please disable "Automatic Updates" in your Steam library, though it is recommended that you leave this setting enabled.

DRM-free version:

Patches must be downloaded manually from http://darkgaiastudios.com. The release of a new update will be announced on the home page and in the appropriate support forum. Once the patch is downloaded, you must direct it to the directory where you installed *Mythos: The Beginning* to prompt it to begin updating the game.

Getting Started

Screen Mode

When you launch *Mythos*, you will be asked to select whether you wish to play in full screen or windowed mode. You can switch at any point during gameplay by pressing **Alt and Enter**.

The Title Screen

Select "New Case" to begin a new game. You will be prompted to create a new character.

Select "Open Case" to resume a previously saved game.

Select "Website" to visit the Dark Gaia Studios website.

The number corresponding to your version of *Mythos* is displayed in the top right corner of the screen. Use this to determine whether your copy of the game requires an update to the latest version.

Character Creation

When you begin a new game of *Mythos*, you will be asked to create your character. Character creation is a relatively simple process, but it is worth paying due attention to as it can have an effect on the opportunities and abilities available to you during your playthrough.

Character Gender

First, you will be asked to select your character's gender. Males and females are equal in *Mythos: The Beginning*, and this is an aesthetic choice only.

Background

After selecting your character's gender, you can choose one of three backgrounds for your character, which will determine his or her starting attributes, skills and talents. To select a background, move the selector between the three sprites with the left or right arrow keys and use Enter or the left mouse button to examine that background.

While your character's background will determine how they begin the game, they do not restrict you to a certain path or play style. As you progress through the game, you can feel free to build your character however you see fit. New skills and upgrades are available to characters of any background.

Name

Finally, you can choose your character's name. You can enter a custom name or have the game generate one for you. NPCs will refer to your character by their chosen name throughout the adventure.

Upgrading Your Character

You can upgrade your character by spending Experience (EXP), which is earned by completing tasks within the game. To spend your EXP, you can visit any **save point** and purchase upgrades. Please take care with your purchases – there is a limited amount of EXP in the game, and no character should attempt to be good at everything. The best way to succeed is to select one area for your character to specialise in – combat or talents, for example.

Character Sheet

Press Escape or Right Mouse Button during gameplay to view your character sheet. You can perform a number of functions from this screen.

1. **Character Overview** – Displays your character's name, background, face portrait and attributes. See the following section for a summary of the six attributes.
2. **Command Menu** – Allows you to view your inventory, check and use skills, save your game while at a **save point** or adjust game options.
3. **Current Location** – Displays the name of the room you are currently in. Memorising room names can help you avoid getting lost.
4. **Experience** – Displays how much Experience (EXP) you have available for spending. You can earn more EXP by defeating enemies or successfully utilising your character's **talents**.

Non Player Characters (NPCs)

If you have any NPCs currently following you, you can press **Q and W** to cycle between characters while viewing the character sheet. NPCs will function identically to your character, except that they cannot learn or use **talents**.

Later in the game, you may find that your NPC companions need to be upgraded. You are responsible for spending EXP to purchase upgrades for them, too.

Abilities

Your *Mythos* character can do many different things. Different characters will have different play styles, and characters with different specialisations will have alternate solutions available to them.

Attributes

Your character's six **attributes** determine their basic capacity to survive the horrors ahead of them. Your starting attributes are determined by your chosen background, but you can increase them later by spending EXP.

Physical Attributes

Combat – Represents your character's skill with their weapon. This attribute determines the base damage of physical attacks.

Guts – Represents your character's resilience and will to survive. This attribute reduces damage you take from physical attacks, and also determines the rate at which you recover *stamina*.

Agility – Represents your character's poise and motor skills. Agility determines turn order during combat, and also modifies the base accuracy of your physical attacks.

Mental Attributes

Intelligence – Represents your character's cunning and problem solving ability. This attribute determines the base damage of psychic attacks. A high Intelligence score also allows you to bypass puzzles without solving them.

Sense – Represents your character's perception and general awareness. This attribute reduces damage you take from psychic attacks. A high Sense score also allows you to see objects hidden around the game world.

Luck – Represents how often fortune smiles upon your character. Luck determines how susceptible you are to negative status effects, how often enemies target you, how often you make critical hits, and subtly modifies your other attributes.

Combat Attributes

Hit Points (HP) – Represents how much damage you can take and how much you have already taken. If your HP is reduced to 0 during combat, you become incapacitated. If your entire party becomes incapacitated, you die.

Stamina (ST) – Represents how much your character can exert themselves before becoming tired. You spend a certain amount of Stamina for every action you perform. Each round, you will regain some of your Stamina, at a rate determined by your *guts* attribute.

Skills and Talents

Skills and Talents are special abilities that your character can learn and utilise to activate some kind of special effect in the game. While **Skills** are mainly used in combat and can be learned by any character in the game, **Talents** are exclusively used outside of combat and cannot be learned by NPC companions.

There are four different **Talents** in the game, and each has three levels of mastery. More difficult tasks will require your character to have a higher level of mastery in a given talent.

Persuade – Allows you to convince NPCs to do something for you. If you have the ability to persuade an NPC, a dialogue option tagged **[Persuade]** will appear in the dialogue tree.

Subterfuge – Allows you to pick certain locks. More complex locks will require a higher level of mastery.

Investigate – Allows you to closely examine objects of interest to perceive details that others might have missed. Extremely obscure details will require a higher level of mastery to perceive.

Occult Lore – Allows you to translate occult writings or identify occult substances.

Although they are extremely useful, **Talents** can cost quite a lot of EXP to learn and master, especially if you want to learn all of them. If you want to make such a character, you should find alternate ways to defeat enemies.

Exploration

Most of your time in *Mythos: The Beginning* will be spent exploring Harborough Asylum – searching for supplies and collecting items and clues that will help you advance.
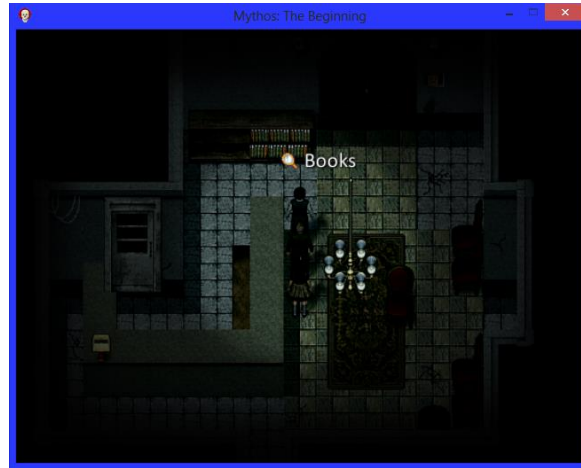
You move your character around the game world using the **Arrow Keys** or the **WASD Keys**. To search your surroundings, you can hover the mouse cursor over items in the immediate area. If you are notified that something of note is there, you can interact with it by approaching it and pressing **Enter** or **Left Mouse Button**.

Solving Puzzles

To advance through Harborough Asylum, you will often have to solve puzzles. If your character has a high enough *intelligence* attribute, you may be able to bypass certain puzzles without having to solve them manually. Be careful – some puzzles are connected to traps around the asylum, and if you mess up solving them, you could end up dead!

Using Items

Some objects in the game (locked doors, for example) may require you to use an item in your inventory to proceed. If you are interacting with a point of interest where it is possible to use an item, a list of your currently held key items will appear, allowing you to select one of them to use.

Dialogue Trees

During the course of your investigation, your character will inevitably find himself or herself interacting with a **Non Player Character (NPC)**. Just like in any RPG, dialogue is an important part of *Mythos: The Beginning*, and your dialogue choices can lead to several consequences throughout the game.
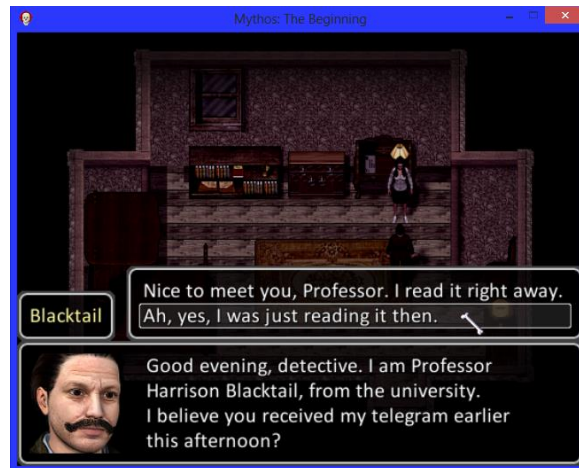
When you enter into a conversation with an NPC, the **dialogue tree** will appear on the screen. In the large text box you can read what the NPC is saying to you; to advance the conversation, you can select one of the dialogue options from the list above. Once you select an item to say, you speak it immediately and the NPC will react accordingly.

Using the Persuade Talent

If your character has a level of the Persuade talent, and it can be used in the current conversation, a dialogue option tagged with **[Persuade]** will appear in the list. Most of the time, selecting this option is the best course of action, as it will yield a more favourable result than if you have proceeded through the conversation normally.

Reputation and Consequences

The NPCs you will meet in *Mythos: The Beginning* are dynamic – they will remember what you say to them and maintain a certain opinion of you. You should be careful how you behave during a conversation as saying the wrong thing at the wrong time could lead to something bad later.

Save Rooms

Scattered in strategic locations throughout the game are **save rooms** – secure places where you have the ability to save your progress. Unlike the rest of Harborough Asylum, save rooms are relatively safe and you will never encounter a monster inside of one, making them a great place to take a break and reflect upon what you have discovered so far.

Spending EXP

There is an eerie green candle in each save room that gives off a strange energy. By interacting with it, you can spend the EXP you have earned on upgrades for your character or their NPC companions. The range of upgrades available – along with how much EXP you must spend to buy them – will gradually grow throughout the game as you discover more save rooms in newer areas of Harborough Asylum.

Exchanging Supplies

If you don't have enough EXP, you can exchange any supplies you are currently carrying for a small amount of experience. Be careful though – such items may mean the difference between life and death later.

Resting

For a small amount of EXP, you can rest in a save room, fully healing your party. The amount of EXP it costs to rest will increase as you progress through the game.

Combat

In *Mythos: The Beginning*, you are always advised to be aware of your surroundings and to avoid direct confrontation with enemies when possible. However, there will be times during your investigation when combat is inevitable – when you find yourself fighting for your life against an enemy, it will play out in the **combat screen**.
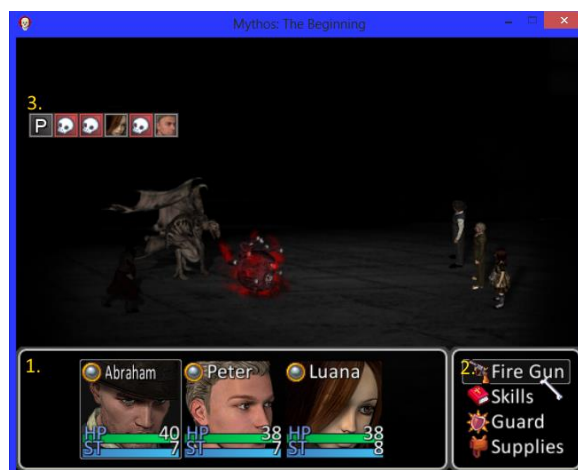
1. **Status Bar –** Shows the current status of the characters in your party, including their currently selected action and any status conditions they may have.
2. **Command List –** Allows you to select an action for the currently active character to perform.
3. **Turn Counter –** Shows the order in which the combatants will act in the coming round, determined by their *agility* attributes. After you have selected actions for every member of the party, the combat round will proceed in this order.

Fleeing from Enemies

If you find yourself struggling to survive against a particular enemy, you can attempt to retreat by selecting the **Flee** command. Your party will attempt to disengage from combat, with their success rate determined by the combined value of each combatant's *agility* attribute. If your escape attempt fails, the enemies will get a free round of attacks – your party was too busy trying to run to defend itself!

Combat (Continued)

Using Stamina

Each action you perform in combat (except for using an item, guarding, or attempting to flee) consumes an amount of your character's *stamina*. If your character doesn't have enough *stamina* to perform an action, then that action will be greyed out in the command list.

There are three ways to recover *stamina*: you can consume a **Tonic**, use the **Guard** command, or wait for the *stamina* to naturally recover at the beginning of the next combat round. The amount of *stamina* you regain naturally each turn is determined by your *guts* attribute – for every 10 points you have of *guts*, you'll get 1 point of *stamina*.

Status Effects

Certain attacks can inflict negative status conditions upon their targets, giving them a disadvantage in combat.

Bleeding – a bleeding combatant loses 10% of their HP at the end of each combat round. Outside of combat, they will lose 1 HP for each step the party takes until the bleeding subsides.

Blinded – a blinded combatant cannot see properly, and any physical attacks they perform have a 50% chance of missing.

Confused – a confused combatant is unable to focus on the battle and will ignore your commands. They may even attack their own allies in their confusion.

Stunned – a stunned combatant cannot act at all while the status effect persists. They will be totally unable to defend themself if they are attacked.

Attribute Drain – a combatant who has had one of their attributes drained will fight as if that attribute were half of its actual value.

Status effects will recover naturally over time. You can also heal them by resting in a **save room** or by using certain items or skills.