



Welcome to Project Magma & Jon God's "Myth: The Fallen Lords Deluxe Edition"!

The intention with this project was to bring Myth: The Fallen Lords up to Myth II standards. It's a dream project I had for many years, and you can see me chip away with it, with things like Magma's The Fallen Lords, or Myth1Soulblighter.

-Jon God

Maybe you've played Myth: The Fallen Lords, maybe you played a port of it to Myth II (The Fallen Levels, The Fallen Lords or TFL Coops Plus), or maybe you haven't played Myth: The Fallen Lords at all? Well, no matter the case, this should have you covered.

This is a modernization/reimagining of Myth: The Fallen Lords, with visual, gameplay, and encounters being updated with the learnings of Myth II.

The idea was to make it easier for players who had trouble getting into Myth before, when starting on the first game, due to how difficult it can be to get into. So if you haven't played Myth before, this is absolutely a way to get started!

What are some of the changes?

The concept is to improve Myth TFL in some key areas:

- Fir' Bolg aren't terrible to use, for the demo, I've made them mimic myth II bowmen.
- Dwarves aren't slot machines, the TFL dwarves are replaced by Myth II dwarves.
- With the changes in player units, it would make the campaign far too easy, so level by level, I am adjusting things to make it more in line with Myth II. Things like ghol's using pus packets on harder difficulties, and larger enemy counts, and so on.
- With certain levels (Looking at you, Homecoming...), taking a key unit away from

player control isn't very fun, so I have removed that in places instead giving you an obvious route, but letting you keep control of your unit.

- Some of the TFL colormaps were rather basic, so I've been touching them up, level by level, using textures from other bungie maps.
- Unlike Magma's - The Fallen Lords, I am trying to make the unit animation as smooth as possible, using Iron's Myrmidon, Badland's Fir Bolg, and Mormith's Forest Giant. Wherever possible, I will use the Myth II collections for units, so that they all visually animate at close to the same frame rate.
- Adding Myth II's ambient features back into TFL (They were removed from The Fallen Levels, for Magma's The Fallen Lords), so wildlife, waves in water, and so on.
- Some TFL levels were far too zoomed in, so I am updating them here, though it does mean sometimes you can see the walls of the mesh, but it makes the gameplay far better.
- Tons of levels have had whole parts rescripted to have the encounters feel a little more like Myth II.
- A number of levels were updated to make them less gimmicky, and boring.
- A number of levels were improved for those playing coop.
- And a lot more!

What does this contain?

The Fallen Lords DX contains the entire Myth: The Fallen Lords campaign, in addition, it has all the multiplayer maps remade or retooled for balance!

This does not support vTFL, but you can turn on Anti-Clump.

You will need to download the [interface](#) and cutscenes([Interlaced](#), or [deinterlaced](#)) separately.

NOTE: This comes with a cut together cutscene for the first level, so you can see the intro without having to play the tutorial like The Fallen Levels. Make sure you put 00combined.mov into your cutscenes folder inside your Myth II folder.

CREDITS:

Bungie for making Myth and Myth II

Project Magma/Iron Duke - For making The Fallen Levels

Myrd/Melekor/Zero Pipeline - For keeping Myth playable.

Christopher Lyles-Arrthur, aka Jon God - For making this project, and for making Magma's The Fallen Lords out of Magma's The Fallen Levels.

Bungie, RWarden and Soma - For providing a lot of the textures bungie used to make maps.

Soul Reaver - For asking me if such a thing was possible.

Gholsbane - For finding out the texts needed fixing, and getting me the tags! Also, he took the fantastic screenshots for the Tain! In addition, he provided invaluable feedback that made this plugin far better.

Mormith - For his smoothly animated Forest Giant collection.

Cydonian - For the Firbolg Hunter collection.

Graydon - For his work on the Warrior and Dwarf models which were further modified for this.

KaiN - For making the model importing needed to finish this project.

Jahral Toad, Zero Pipeline, LegacyTyphoon - Thanks for testing!

Doug Zartman - For providing some new voice overs, and generally just being awesome!