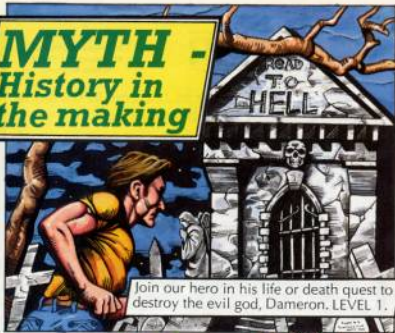


MYTH - History in the making



Join our hero in his life or death quest to destroy the evil god, Dameron. LEVEL 1.



First I'll need some weapons...



Underground

...or I'll never get out alive!



The skeletons attack

These skulls could come in handy later on.

Nnngh!
Try these fireballs for size.



The Guardian of the Globes.



Aargh!
Got to get that globe!



At the firepit.

What happens if I drop the skulls in here, I wonder.

The beast is awoken.

I wished I'd never asked!



What a pushover!



Guh! I've got to get to that key.

The Gateway to Hell



Just one more globe and I can get out of this godforsaken place!

Enter the dragon.



Gulp! Thanks to the gods. Now to find the teleport pod and escape.

The elixir of life.



The teleport.

Next stop: Ancient Greece and the confrontation with Medusa. Join in next month, if you dare.

MYTH -
History in
the making





Victory.



This will come in very handy.



The Hydra awaits...



...but Medusa still has her purposes.

The sphere is mine!



As the Hydra closes for the kill...



Stop me now, Dameron, or your evil days are numbered.

...the serpent stare spells death for the reptile.



The evil is conquered, temporarily, but our hero's work is far from finished as the teleport once more throws him through time to the next challenge.

MYTH

The legend moves on to the evils of Dark Age Scandinavia. Will you survive it?

Level 3

Aboard the longship...

Time to die, Stranger!

...the Vikings attack!

The book of Spells...

Ye gods above! I must escape this ghouliah torment!

...a valuable asset.

Out of the frying pan...

Enough! I hate trolls!

...into the fire

A swift victory.

May I borrow your dagger, ugly?

The guardian of the key.

Heheh. Rain must come under R somewhere.

Colin Jones '91

The spell begins to work.



Beware the Giant Worm!



Keep your distance. Behemoth!

The castle of Doom.



How dare you intrude, human!

Aargh!

The gods are angry!



Have a taste of your own medicine, Buster!

The lightning bolts...



I cannot die! I am immortal!

...find the mark.



The final globe is yours!

Immortal, huh? Then stop me if you can.



Mission complete.

Now to find the teleport.



Three down, one to go. Join our hero as he enters the final conflict next month.

MYTH

THE FINAL
CONFLICT

Join in as the evil god Dameron plays his final trump card in the pyramids of ancient Egypt.

Level 4

The corridors of power.

There must be a sequence.

The Ankh-Cross of Life...

This may come in handy.

The temple door.

Nngh!
Looks like a gun job.

Beware the spike pits!

Yaaah! That's sharp!

Hmm. Never felt better.
Dameron, here I come.

...a vital health restorer.



Reaching the lower catacombs...
...reveals greater terror!



The mummies attack!



Eat lead, Zombies!



The lull before the storm.

Uhuh.
Now to position
some caskets.



The Sphinx awakens...

Aaaargh!



...but proves no match for our fearless hero.

That's it. At last the
evil is vanquished.



Just another job for a grade one hero.

Dameron defeated,
the evil dissipates
and a dark shadow is
cast from the face
of humanity. Mission
accomplished.