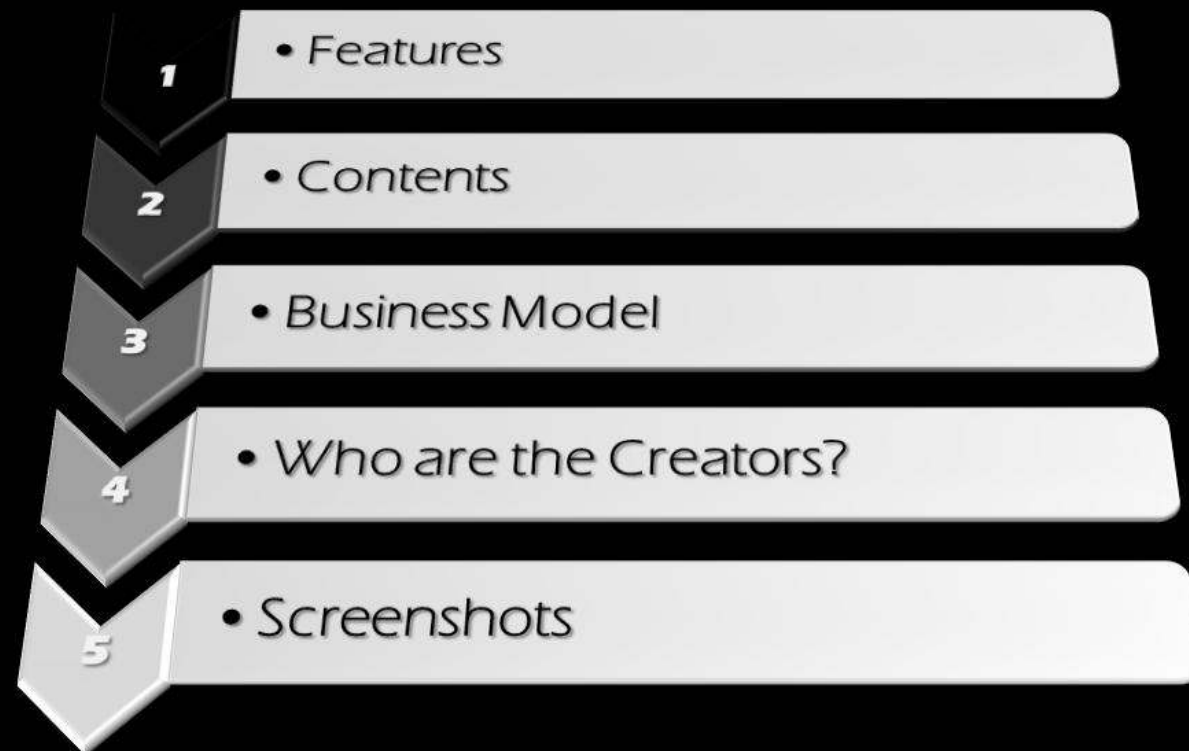




# Table of Contents



1	• Features
2	• Contents
3	• Business Model
4	• Who are the Creators?
5	• Screenshots



## Intro

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### Brief Introduction

- Genre: Casual Action Role Playing Game (hack & slash style)
- Developed by: Flagship Seattle
- Publisher: HanbitSoft Inc.
- Homepage: [www.mythos.com](http://www.mythos.com)



# Game Features



# Feature 1

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## 1. Randomizing

### Entirely randomized dungeon, items and quest

- Massive quantities of randomly created contents applied by technology of the latest Hammer engine
- Minimizing risk to exhaust in-game contents and make gamers leave



Mynos

## Feature 2

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### 2. Beyond Diablo® series

#### Next Generation Diablo Series or Diablo Online

- New contents and change them at all time
- Character, Class, Skill, Dungeon. All same structure, but based on advanced Randomization Technology, engine, online version.

‘Classic Fun + New Technology’





## Feature 3

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### 3. Mythos, the UGC

Users are also part of the development of Mythos.

- Game players participate in unique alpha test via G-mail style invitations being involved in development directly.
- Open server to invited players on designated play day and reflect their feedback and suggestions to the Game.



## Feature 4

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### 4. Easy to play!

#### Familiar UI and playing style

- Familiar interface and game play with *Diablo*@series
- 3D graphic of quarter view point (comfortable and stable view point) and easy character control





## Feature 5

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### 5. Play as much as you want

Maps will grant you a unlimited game experience.

-Step1. How to get maps?

- A. A reward after finishing quests
- B. Buy at shops.
- C. Simply pick up from the Dungeons.

-Step2. How I can go explore with maps?

- A. Click and start journey!
- B. Wander around the fields and find new dungeons.
- C. Trade the unexplored map with other players.

MYTHOS



## Feature 6

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### 6. What is it with Hellgate: London?

Similar but Different

Mythos		Hellgate: London
<ul style="list-style-type: none"><li>-Easy access</li><li>-Comical and light</li><li>-Play Mythos for 15 min break</li><li>-Play one-handed as relaxed</li></ul>	<ul style="list-style-type: none"><li>- Randomly created contents: Map, quest, item, etc.</li><li>- Technology: Same Hammer engine</li><li>- Developed by Flagship</li></ul>	<ul style="list-style-type: none"><li>-Tension and thrill</li><li>-Serious and realistic</li><li>-Play with absorbed interest</li><li>-Demand sophisticated control</li></ul>

Mythos

## Feature 7

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### 7. Fun Factors – (1) Dynamic Actions



- Normal & skill attack with sophisticated special effect

- Fast reaction speed to skill play

- Excellent sensation & sound of attack



←The background changes as special effect appears.

MYTHOS

## Feature 7

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### 7. Fun Factors – (1) Dynamic Actions



Multiple monsters vs.  
1 character

Myratos

1 arrow penetrating through  
multiple monsters



## Feature 7

### 7. Fun Factors – (2) Item collecting & addiction



Multiple monsters vs.  
1 character

1 arrow penetrating through  
multiple monsters



- Same color & design, but different options
- Motivation to get better items
- Option of items varies according to item names (White<Blue<Purple<Green<Gold)

Mythos



## Feature 7

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### 7. Fun Factors – (3) Party Play

Mythos



- Individually dropped items
  - 2 member party get double quantity of items compared to single play
  - 1 map can be shared with all party member even who don't have the map.
- 
- Map owner can be revived after being killed by other party member's recall.
  - More EXP than single play

## Feature 7

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### 7. Fun Factors – (4) Gambling & travelling shop



**Mythos**

#### Gambler Salesman

1. Sells weapons, armor, accessories.
2. No item description, only prices.
3. After purchase, you can see options of items.
4. The higher price, the better chance to get good items.

#### Traveling Shop

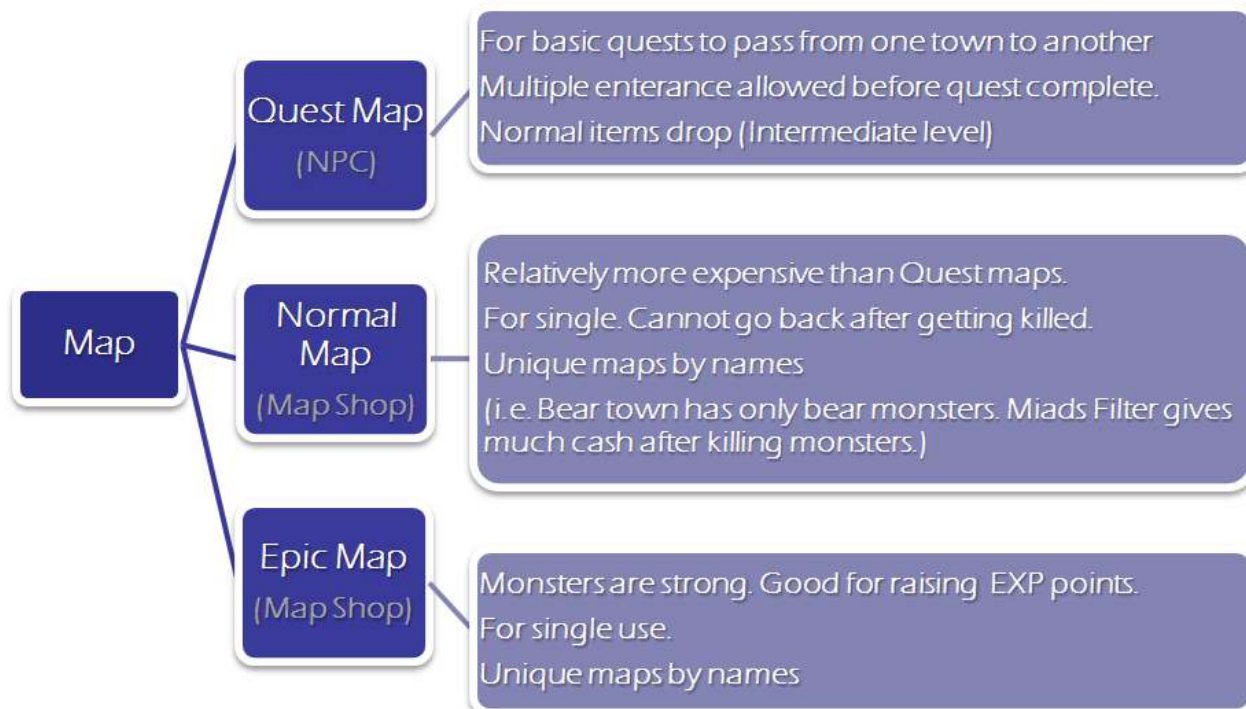
1. Walking field in front of Dungeon has randomly generated Travelling Shops. (rare case)
2. Once the shop shows up, items generated every 5~10 minutes.
3. Items from Traveling Shop, at least Rare Level
4. Players get motivated to travel Dungeon to find Travelling Shops..

## Feature 7

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### 7. Fun Factors – (5) Maps

Mythos



# Game Contents



# Content

## 1

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### 1. Creating a Character

- 4 races: Humans, Elves, Gremlins and Satyr
- 3 classes: Bloodletter, Pyromancer and Gadgeteer  
& more to come
- Appearance Adjustment system



Myntos



# Content

## 2

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### 2. Items

- Users can interact with any number of items
- Socketable Items
- Items generated under Randomization Technology

They all allow unlimited cases of item generation.

It adds **variety** to the Game.



Mythos

# Content

## 3

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### 3. Dungeons

Main ground of game play

Most of EXP, items, party play are done in dungeons.

A source of Epic Map



Mythos

# Business Model



# Business 1

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## 1. Revenue Model

-Designed on micro transaction (item- selling). Other models can be applied.

-**Epic map** as addictive game system & as key to maximize profit.

(*Mythos* is designed to be open and flexible for efficient and rapid addition of in-game contents including countless epic maps.)



## Business 2

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### 2. Schedule

Closed Beta Test: 4Q of 2007 or early 2008 (tentative)





### 3. Positioning

- New generation *Diablo*@s : the same key system & easy-to-learn game play
- Targeting casual players & hardcore *Diablo*@fans



## 4. Strong Pipeline

Powerful line-up to strengthen future partnership with  
**HanbitSoft + Flagship Studios + Ping0.**



*Mythos* will be distributed following *Hellgate: London* in North America and Europe in 2008 by Ping0. HanbitSoft has publishing right to distribute *Mythos* in Asia and it is attracting huge attention from Asia publishers.

Who are the Creators?



# Creators

## 1

### 1. Flagship Seattle

Flagship Seattle (Flagship Studios' subsidiary) is developing *Mythos* under the management of Travis Baldree. He had worked as a head designer at WildTangent, well-known with FTRPG *Fate*. Phil Shenk, the development director of *Mythos* is one of the establishers of Flagship Studios. Flagship Seattle had varied careers including participating in making *Total Annihilation*, *Dungeon Siege* and *SWAT3*.



## Creators 2

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### 2. Flagship Seattle - Max Schaefer & Phil Shenk

"We are sure that Mythos will put Flagship Seattle on the map."



Creative Director



Chief Producer

Mythos



## Creators 3

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### 3. Flagship Seattle – Travis Baldree

From the Interview with Main Producer

“We liked the game more and more as development continued on the initial ‘test,’ and it became apparent that we could make something that was enjoyable in its own right”



**Mynos**

## Creators

### 4

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#### 4. The Interview with Travis Baldree (1)

When Flagship Studios was first working on Hellgate London, the game was supposed to be a massively multiplayer online title. But the evolution of that title precluded that and it became a single-player affair. But the company had already been toying with the MMO elements and had the structure in place.

Hmm, what to do?

Well, how about spinning off the MMO assets into its own entity.

And so Mythos was born.

The press release for the title goes like this:

"Mythos is an online, action role-playing game that is free to download and free to play. Set in the land of Uld – a fantasy world arising from the ashes of an epoch-long war of darkness – players assume the roles of fantasy heroes as they explore, adventure, and quest through entirely randomized dungeons and environments.

"As players journey into Mythos' ever-expanding universe, they select one of three races (Human, Elves, or Gremlins) and opt to play as a particular character class using a huge variety of skills and items. Through heroic quests players search for gold, gems, armor, and weapons, while unlocking the secrets of Uld. Mythos presents a constantly expanding, continuously updated world where something new lurks around every corner."

When the opportunity cropped up to speak with Travis Baldree, the project director, GameZone jumped on that.



## Creators 5

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### 4. The Interview with Travis Baldree (2)

The game is very Diablo-esque (probably has to do with your development background). What differentiates this title from a Battlenet experience with D2?

**Travis:** The main differentiating factor is that there is no lobby. You meet and party with other players in shared towns and then venture in a party into instanced dungeons and wilderness, similar to the way that Guild Wars functions. The practical upshot is that you are put immediately into the world, similar to WoW and other MMOs.

This was developed, if I remember correctly, as a test for the multiplayer of Hellgate. How did it spawn off as its own entity?

**Travis:** Really it just grew over time. We liked the game more and more as development continued on the initial 'test,' and it became apparent that we could make something that was enjoyable in its own right, and could potentially support itself. The initial scope of the game just keeps expanding as time goes by, and our internal bar for quality continues to rise. There's always something new and interesting we're looking to add, and always something bothering us that we want to fix!



**Mabinogi**

## Creators 6

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### 4. The Interview with Travis Baldree (3)

Anyone who has played D2 will recognize the combat mechanics, but there is a fair amount of customization that is possible. Was the variety within the class professions the driving force behind the (on the surface) lack of races and classes, or did it evolve as the title was developed? (Or am I completely off base in this whole idea?)

**Travis:** The aim has been to have very diverse classes, and then to continually add NEW classes. So we're hoping to have the best of both worlds there. We had initially planned to have more generic 'spells' that could be mixed and matched between the classes, but that just felt too soupy to us, and so we headed back to more specific class skills. The result is that it's taking us longer to add more classes than we had perhaps initially planned – but it is still our objective to do so.

How much development time has gone into Mythos?

**Travis:** Development started roughly a year and a half ago. I was the only person on the project for about 6 months, and then we added 2 more, and we've slowly expanded to our current total of 10.

**Mythos**





### 4. The Interview with Travis Baldree (4)

Why did you lock the camera into that one isometric perspective? Is it easier, from a development standpoint, to make the camera static and then create ghost images so you can see what is coming through the blocked angles at you?

**Travis:** The camera is locked in an isometric perspective right now for simplicity of play – we want to encourage casual players, and I’m not a big fan of camera management. That said, we may add some limited orbital functionality at some point to the camera, but our first priority is keeping navigation easy and intuitive for new players. From a development standpoint, there’s nothing inherently difficult about allowing the player to move the camera, it is all down to the refinement of your camera so that it is a help and not a hindrance.

How deep is this game in terms of teamplay and guild play?

**Travis:** We don’t have guilds quite yet, but we’re trying to encourage party-play right now with complementary skills for the different classes, as well as special Epic maps that really encourage going in with a party. At the same time, we’re also trying to be pretty solo-friendly as well.

Is there an overall story arc, or is the game merely an ongoing system of quests?

**Travis:** At present there’s no real overarching story, and it’s still sets of smaller quest narratives – but that’s not to say we won’t add some larger narrative threads as the game expands.



### 4. The Interview with Travis Baldree (5)

How much support is planned for this title down the road? Will there be free updates, or even expansions?

Travis: The aim is for the game to be constantly supported and expanded. I don't think we're really planning it as expansions per-se – just continual development and feature additions.



What do you think it takes to break into the MMO genre and be reasonably successful? With so many products out there and coming out, this must be a tough nut to crack (in terms of the genre).

What will be the biggest appeal that Mythos brings to the table?

Travis: I think the biggest appeal for Mythos is twofold – first, it's free. That's always nice when dropping the barrier to entry. Second, it's a quick and focused game – battles last seconds instead of minutes, and the moment to moment action is very different from most modern MMOs.

What do you most like about the game?

Travis: I love our weird races – the cigar-chomping gremlin is my favorite, and the fact that next week we can have something entirely new and different in the game. And I love working with my team!

Mythos

# Screenshots







Attacking Bloodletter



In front of Gate to Dungeon



Shop in Town



In the Field





### Quest Window



### Map to the Dungeon



## Monster Hunting in Dungeon



## Monster Hunting in the Field





## Bloodletter Class



Town