

MYTHOS

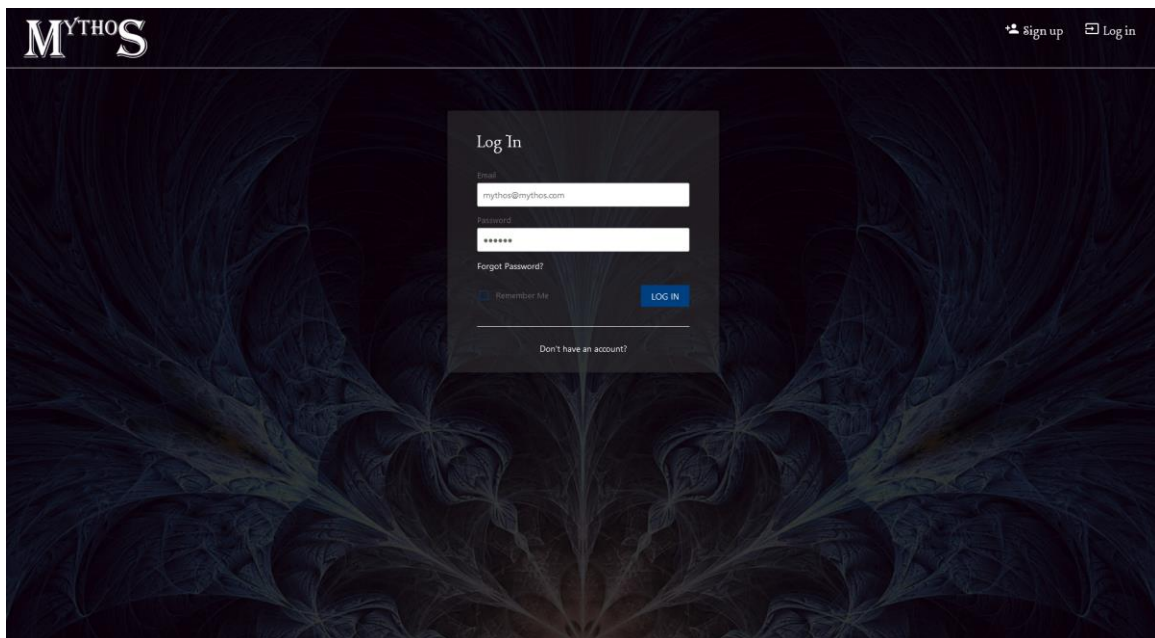
USER DOCUMENTATION

Prototype Edition

OVERVIEW

Mythos provides a simple solution to the management of all your creative content. We recommend diving straight in as you read this guide to start building your first world within Mythos.

When you first visit Mythos you will have the option to log in or sign up. You're welcome to register your own account, but to follow along with this guide we recommend using our guest details.



Username : mythos@mythos.com

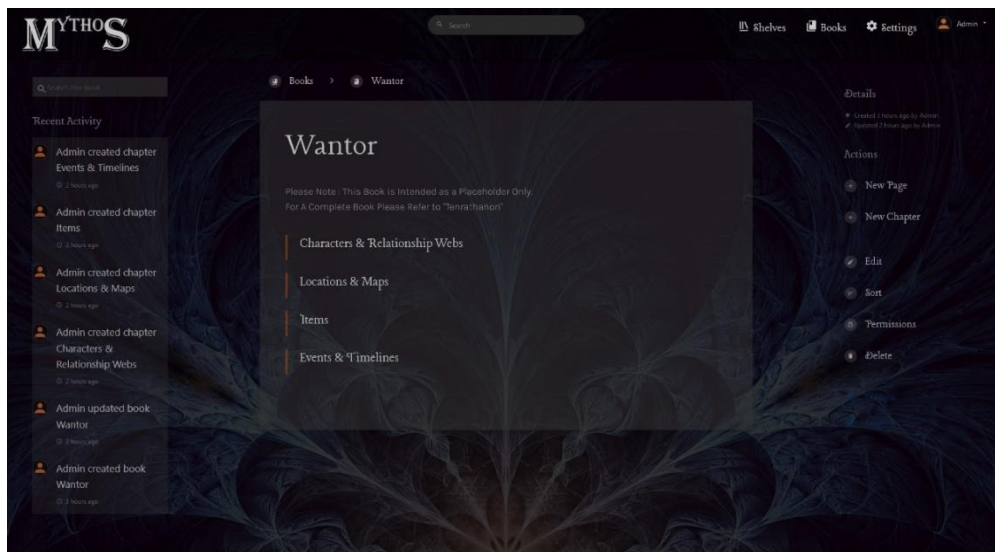
Password : Mythos

Once you've logged in with these details you will see the sample content contained in this prototype version. To see what a book looks like when it's been populated with a bit of content take a look through "Tenrathanon". Also, have a play, make your own worlds, do your own thing . . . explore!

BOOKS, CHAPTERS, PAGES AND SHELVES

The content you create in Mythos is organised in your own personal encyclopedia. Start off by creating a book and naming it after your world, then add individual chapters to organise your content. We recommend starting with the chapters below.

- ❖ Characters & Relationship Webs
- ❖ Events and Timelines
- ❖ Items
- ❖ Locations and Maps



This is our recommendation to get you started, but if you want to add more go right ahead – it's your world, after all.

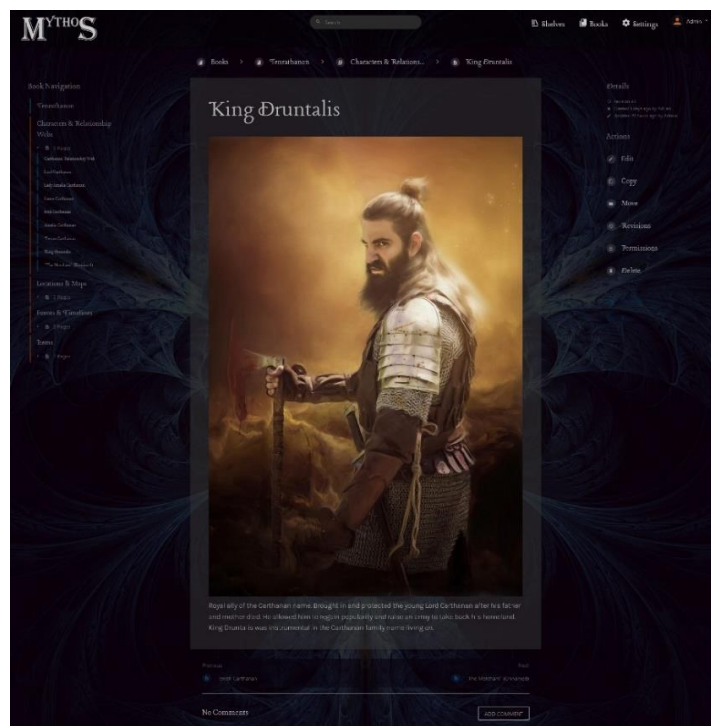
Take a good look through our sample content as well – especially the main book in our collection, "Tenrathanon" to see how it all comes together. As you enter and link more and more content you will see how Mythos builds the framework of your world, and brings your vision to life!

ENTER SOME CONTENT

Now the fun part – it's time to start generating some content and seeing your world take shape.

Each *thing* within your world should be recorded on its own individual page. Let's start with some characters.

- ❖ Click on "New Page" at the side of the screen to open the editor. What you do here is up to you, but we have included a sample template to give you ideas – click the buttons to the right of the editor to find these templates and even create your own.
- ❖ Lets add a picture of your character to get things started – access the images tool by clicking the button at the top of the editor.
- ❖ Now write some information about your character and hit save.



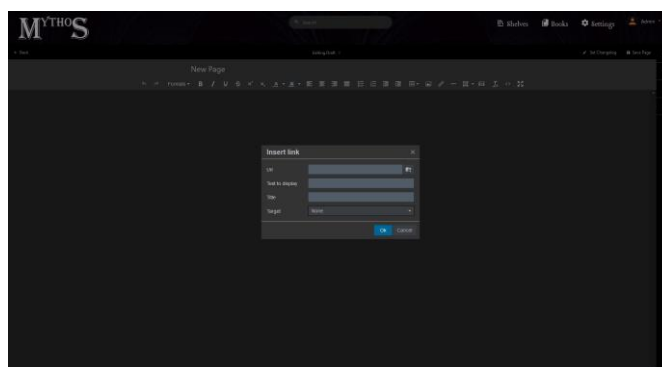
Be sure to have a look at all the options in the editor while you're here – as well as headings, paragraph styles and the like you can

- ❖ use a callout to draw attention to important details or insert your own code block in most common programming languages (if computers are your thing)
- ❖ View and edit the source code for the page (again, if computers aren't for you don't worry – you won't need this)
- ❖ Add all sorts of images, video and other media to make the page come to life.

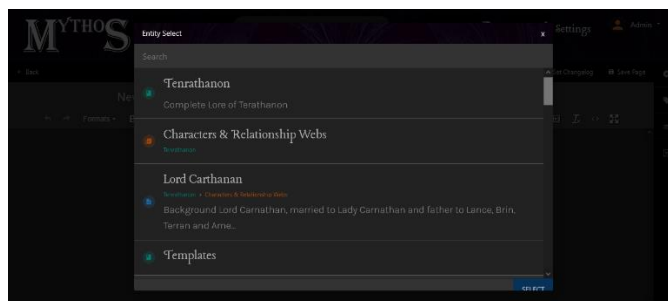
LINK YOUR PAGES

As you start to write a few entries you will find it easy to link them together as you type. The link button is next to the image tool – just search for the page you want to link to and you're all set. We definitely recommend you get into the habit of linking your pages – this is one of the most important aspects of Mythos, and it allows you to navigate your world quickly and easily to find that detail you wrote three months ago at 2am on a whim (We've all been there)

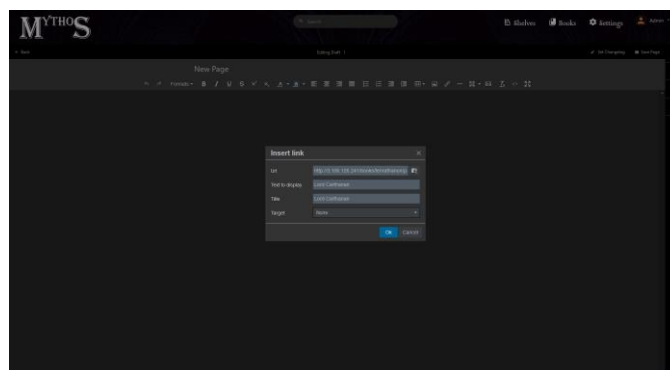
Open Linking Tool



Search For Your Page



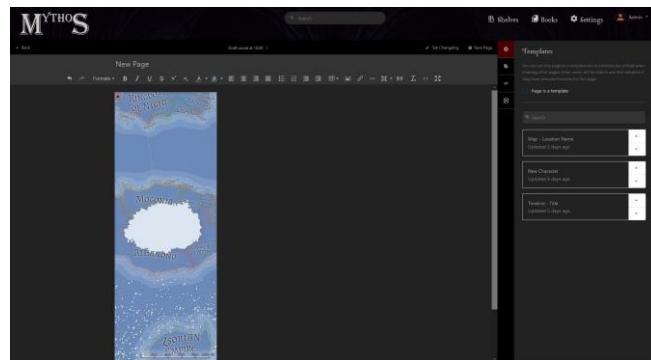
Save Your Link . . . Done



MAP EDITOR

Mythos features a Map Editor which allows you to generate fantasy maps, then customise them and export an image of the map for reference. You also have the option of using your own dropbox account to save an interactive version of the map if you want to come back and keep editing.

To access the map editor, create a new page in the "Locations & Maps" Chapter you set up earlier. Next, click on the templates button to the right of the main text editor. Select the "Map" template and you will see the map tool loading on the page draft. You can leave it at this or you can continue to add text and other content to the page before you save it.



Once your page has been created you are free to open it up, play around with the map and use the menu to save the project on your DropBox account or export an image of the map for reference.



TIMELINES

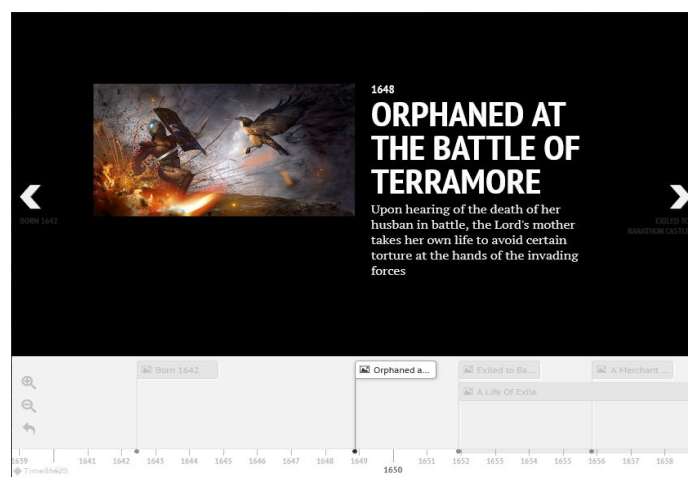
As the ages pass, events unfold that tell the story of your characters and your world. Mythos uses an integrated timeline feature to keep track of these events, allowing you to generate as many timelines as you want for your world, your cities, your characters, your story.

Accessing the Timeline feature is much the same as for the Map Builder. Simply create a new page in the “Events and Timelines” chapter you set up earlier and open the “Timeline” template. (The templates button is accessed at the right-hand side of the page editor).

You will see our sample timeline appear in the editor. So that you can change this you'll want to save the page and then click on the link at the bottom to access the source spreadsheet.

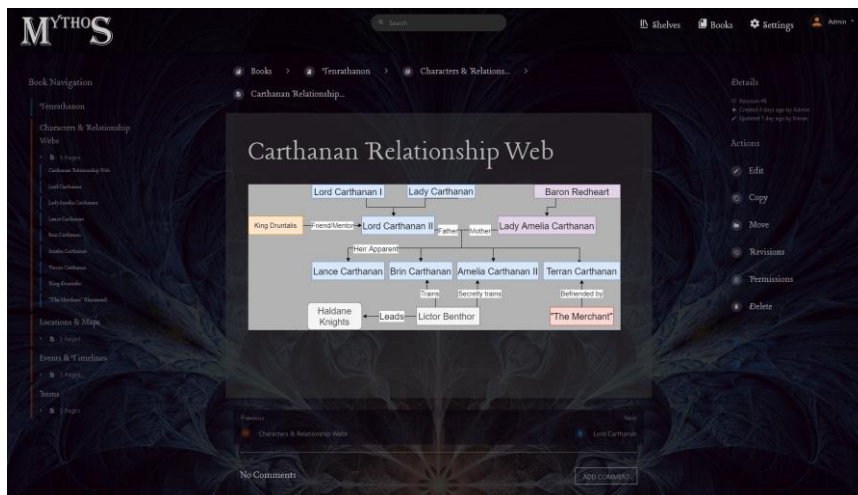
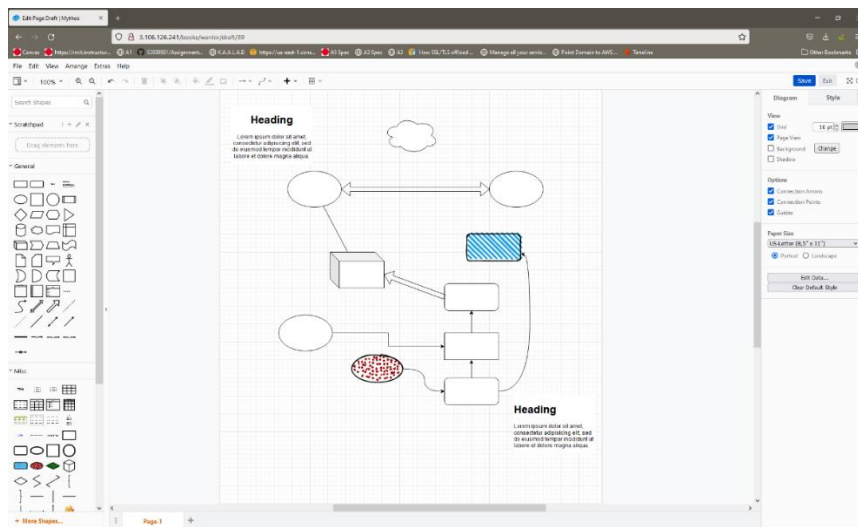
[illegible]

As you can see, you can fill in the dates to the left of the spreadsheet and working your way across from left to right you will enter the headline for each event, followed by a summary of the event and some media to make it look awesome. If you need to create more events just create a new row on the sheet for each event and keep going to your heart's content. The world really is your oyster here, so dig in and have a play – build something great.



RELATIONSHIP WEBS

Mythos allows you to keep track of the complex relationships between characters in your world by drawing relationship webs and adding them to your pages. To get started with your first relationship web just create a new page in the “Characters & Relationship Webs” chapter and click the “Drawing” button up along the top of the editor space.



From here, it really is up to you – get creative and add your characters, link them, make notes about them, do what you will – they are your characters after all.

We have a ton of great features coming in future releases for this feature so stay tuned for updates!

CONCLUSION

That's it – you've created your first Book, added Chapters and Pages and played around with Maps, Timelines and Relationship Webs. Your world is already starting to take shape and the best thing you can do now is play with the features and build your world to meet your vision.



The team at K.A.A.L.A.B. would like to thank you for being part of our prototype. Hopefully it's given you a taste of what the project is about and be sure to keep an eye out for the full version as it comes to life!