

MYST[®]

Player's Guide

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MYST[®] PLAYER'S GUIDE



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Myst® Player's Guide

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Myst Player's Guide

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Chapter One

The Journey Begins!

By touching the Myst Book, you are transported to a strange and beautiful world. You have no clue as to how or why you are here, but the reasons will become quite obvious in a short period of time.

During this journey, be prepared to be pushed to the absolute limits of your puzzle-solving ability. Some answers will come easily, while others will be fiendishly difficult. The best tip for playing Myst is to take your time and think things through.

With this information in mind, the following are a few helpful hints that will improve your playing experience:

❖ **Save regularly.** This is an absolute necessity, especially when you finish a particularly difficult puzzle. For example, the Saturn Internal Memory allows you to save up to five games, and with a Power Memory Cartridge up to five more.



❖ **Take notes.** Along the way you'll find many clues to puzzles that you'll need to refer to later in the game. Nothing is quite as frustrating as realizing that you have to return to a clue that you did not properly reference earlier in the game.

- ❖ **Try everything.** Many of the puzzles in the game are quite intricate and by experimenting freely, you may be able to unveil new clues. Just about everything you come across serves a purpose.
- ❖ **Have fun!** Myst is an extremely difficult, and at times, frustrating game. Do not get discouraged. Just remember that each puzzle has an answer. Clues appear in all forms—written, verbal, visual, and audible. Just be aware and open to anything and everything.

Game Basics

In this strange and mysterious land called Myst, your only source of movement is provided by a hand-shaped cursor. It also allows you to manipulate some of the objects seen on-screen.

To explore Myst, press the directional buttons on the control pad to move the cursor around on-screen. Press a button on the control pad to move in the direction the finger is pointing.

Keep in mind that there are some areas that are inaccessible. If you press a button on one of these locations and nothing happens, it indicates that you should proceed in your journey—there's nothing important to find here.

Game Controls: Sega Saturn

Button	What It Does
Directional pad	Moves pointing hand cursor
Start	Starts game and pauses for Options menu
A,B,C	Controls the environment (for example, pick up objects, throw switches, push buttons, etc.)

Game Controls: Sony PlayStation

Button	What It Does
X,O	Controls the environment (for example, pick up objects, throw switches, push buttons, etc.)
Directional pad	Moves pointing hand cursor

Game Controls: 3DO

Button	What It Does
A	Controls the environment (for example, pick up objects, throw switches, push buttons, etc.)
C	Accesses the Main Menu
Directional pad	Moves pointing hand cursor

Manipulating Objects

Throughout all of Myst Island, there are objects like switches and doors that you need to examine in greater detail. By moving the cursor over a particular object and pressing a button on the control pad, you can activate the object and inspect it for clues or hints. This applies, however, only to objects that are important in the game.

You can also do the following:

- ❖ **Grab and pull levers.** When the cursor is placed on an object and turns into a grabbing hand, press a button to grab or pull the object in question.
- ❖ **Pick up and carry objects.** The task is the same here as well. Just place the cursor on an object, press the appropriate button, and the object appears in place of the cursor.

You can place the object back down by moving the cursor to its original location and pressing a button on the control pad.

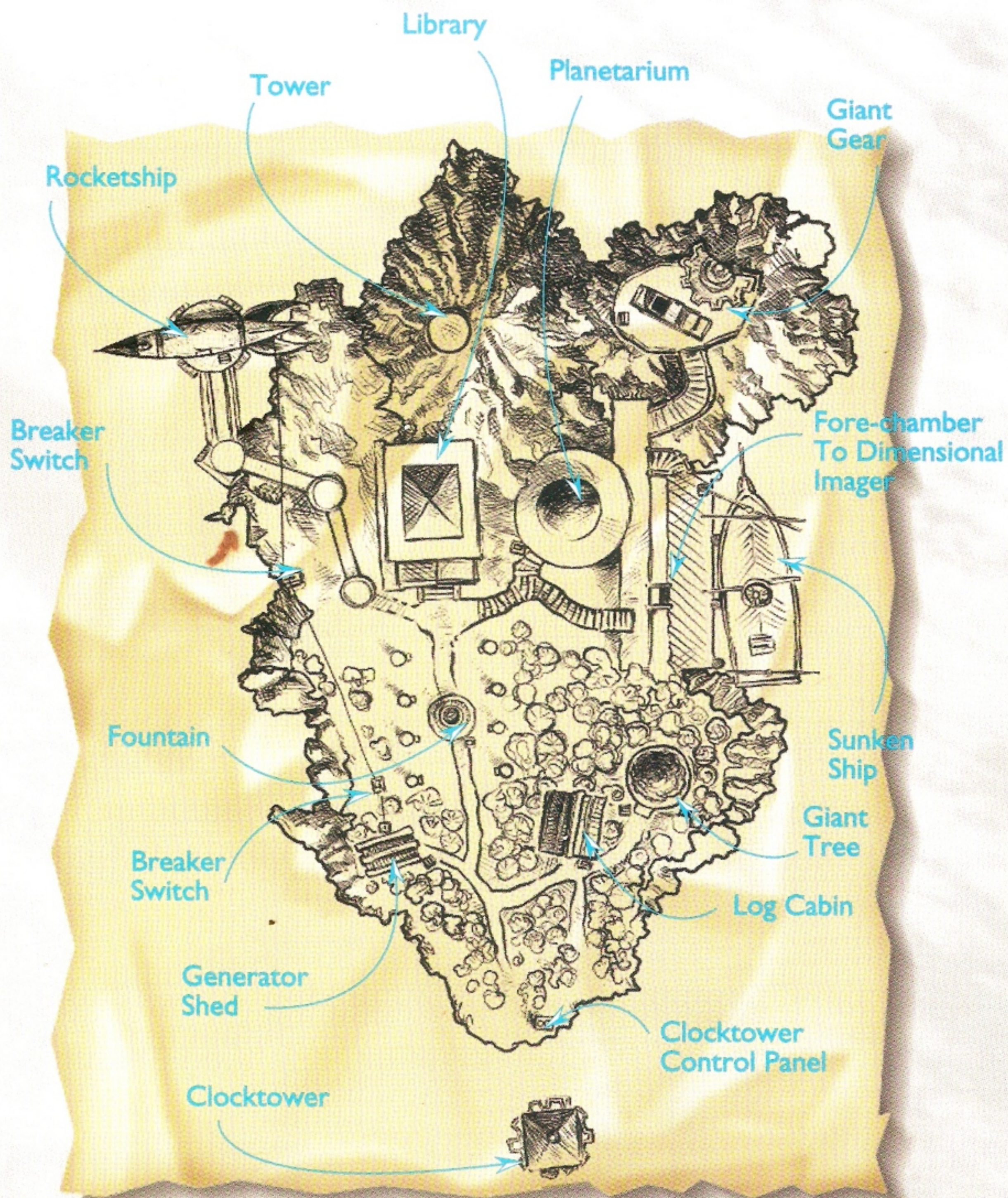
How to Use This Book

This clue book has been divided into two distinct sections: a Clues section and a Solutions section. In the Clues section, you'll find hints, visual aids, and tips to assist you in solving the puzzles you'll face. In the Solutions section, you'll find a straightforward, detailed walkthrough to complete each Age and to guide you through the game.

In your hands, you hold the book of knowledge. Now go forth and begin your quest!

Chapter Two

Myst Island

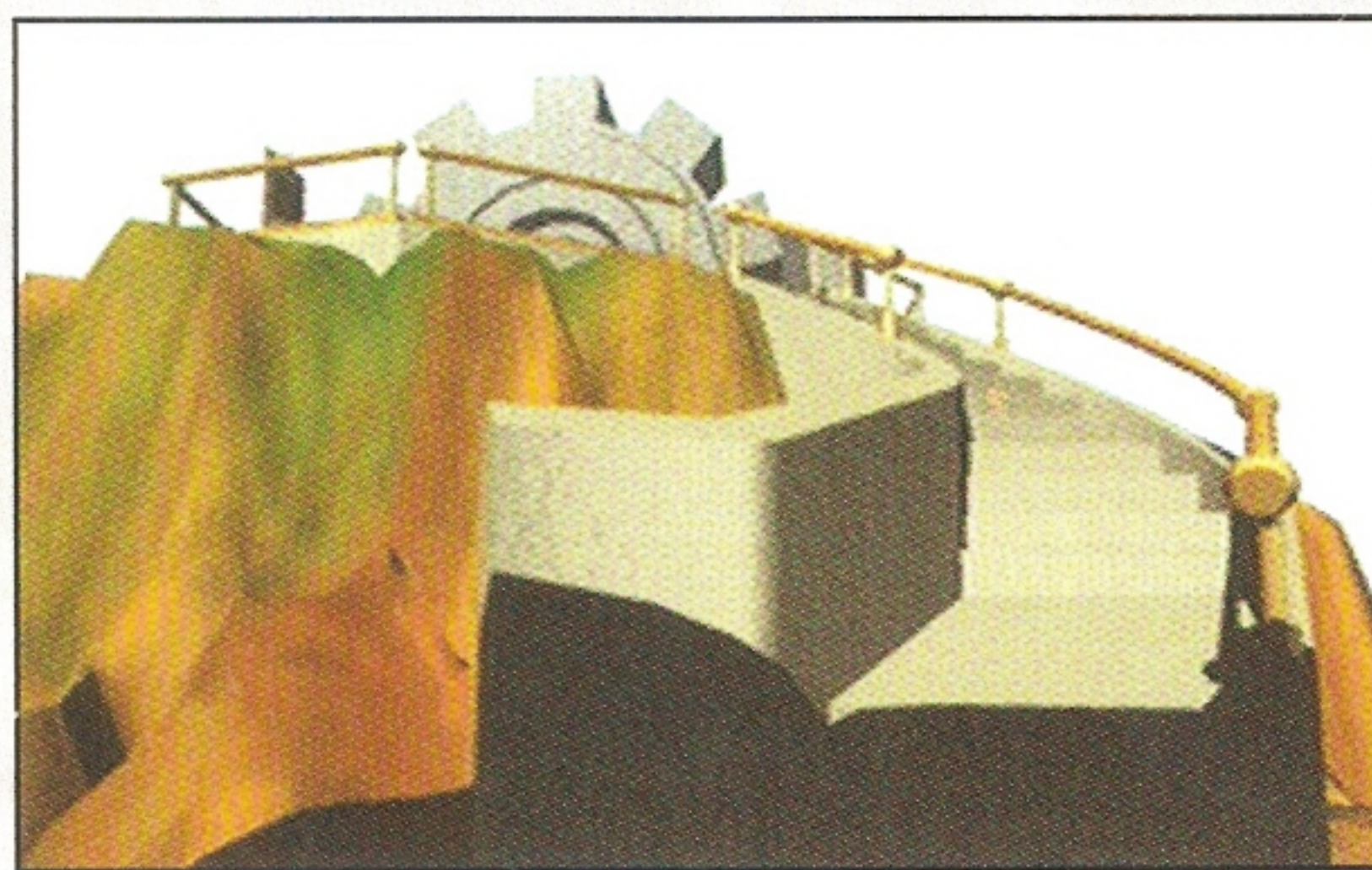
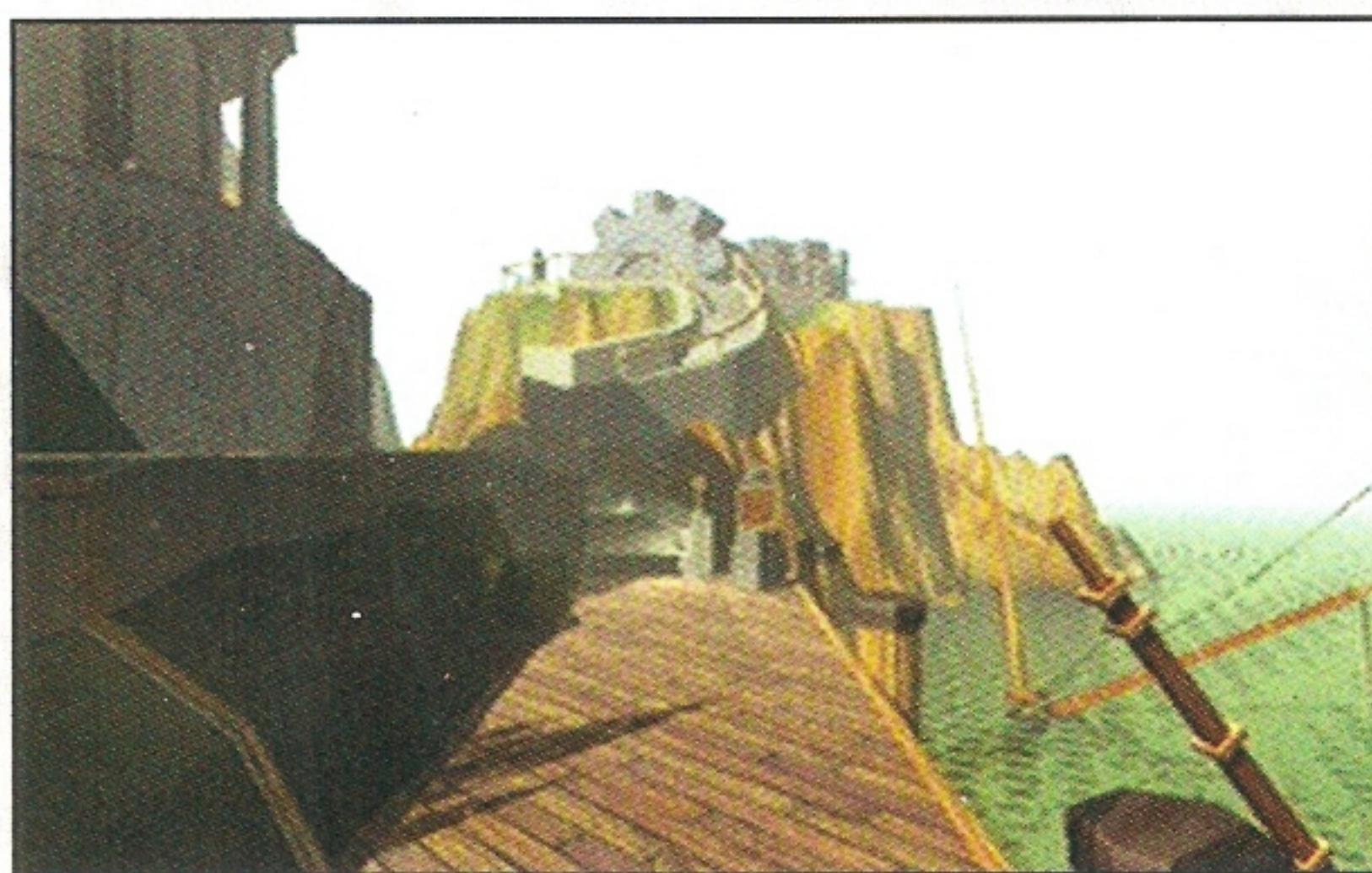


Myst Island is a serene, wondrous land filled with puzzling landmarks. To get your bearings, take a quick stroll along the pathway through the sites. At many of the sites, you'll notice a brown and gray cabinet with a lever. Keep their location in mind, because they will serve an important purpose later in the game.

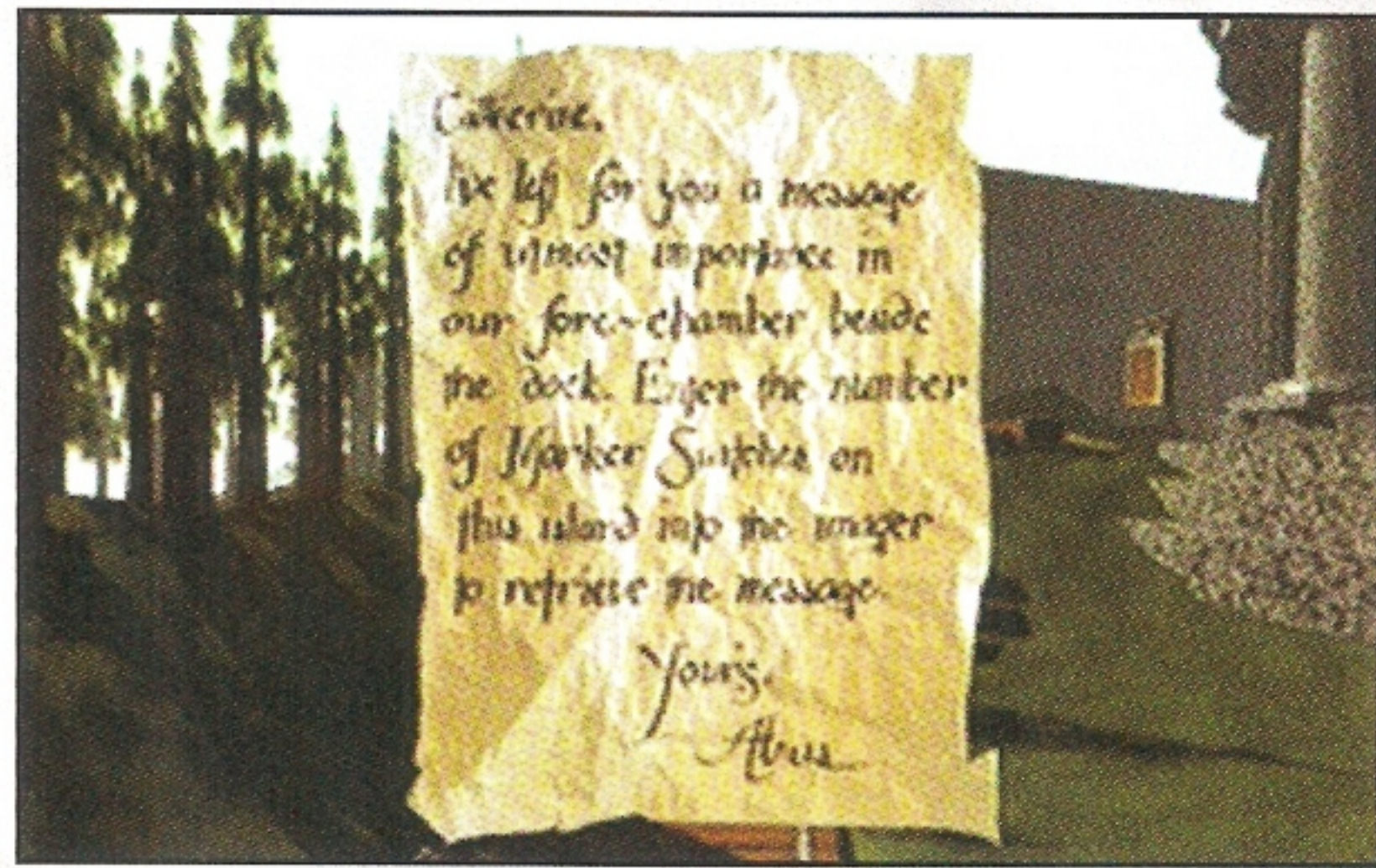
What Is This Place?

Your journey begins at the Dock. To your right, you'll see the remnants of a Sunken Ship, while to your left is the door to some sort of inner chamber.

Directly ahead of the Dock, at the top of the hill, lie some Giant Gears.



Continuing along the path, you'll find a mysterious note from Atrus to Catherine. It refers to "Marker Switches" and a "Fore-Chamber." What could these items be? Keep in mind the contents of the note, because they may be some sort of clue.



Just steps ahead, you'll notice a small domed building. Upon entering, you may think you've entered a futuristic dentist's office, because you'll see a chair with a control panel in the center of the room. But when the lights are turned off, the stars that fill the room make it clear that this is a planetarium.

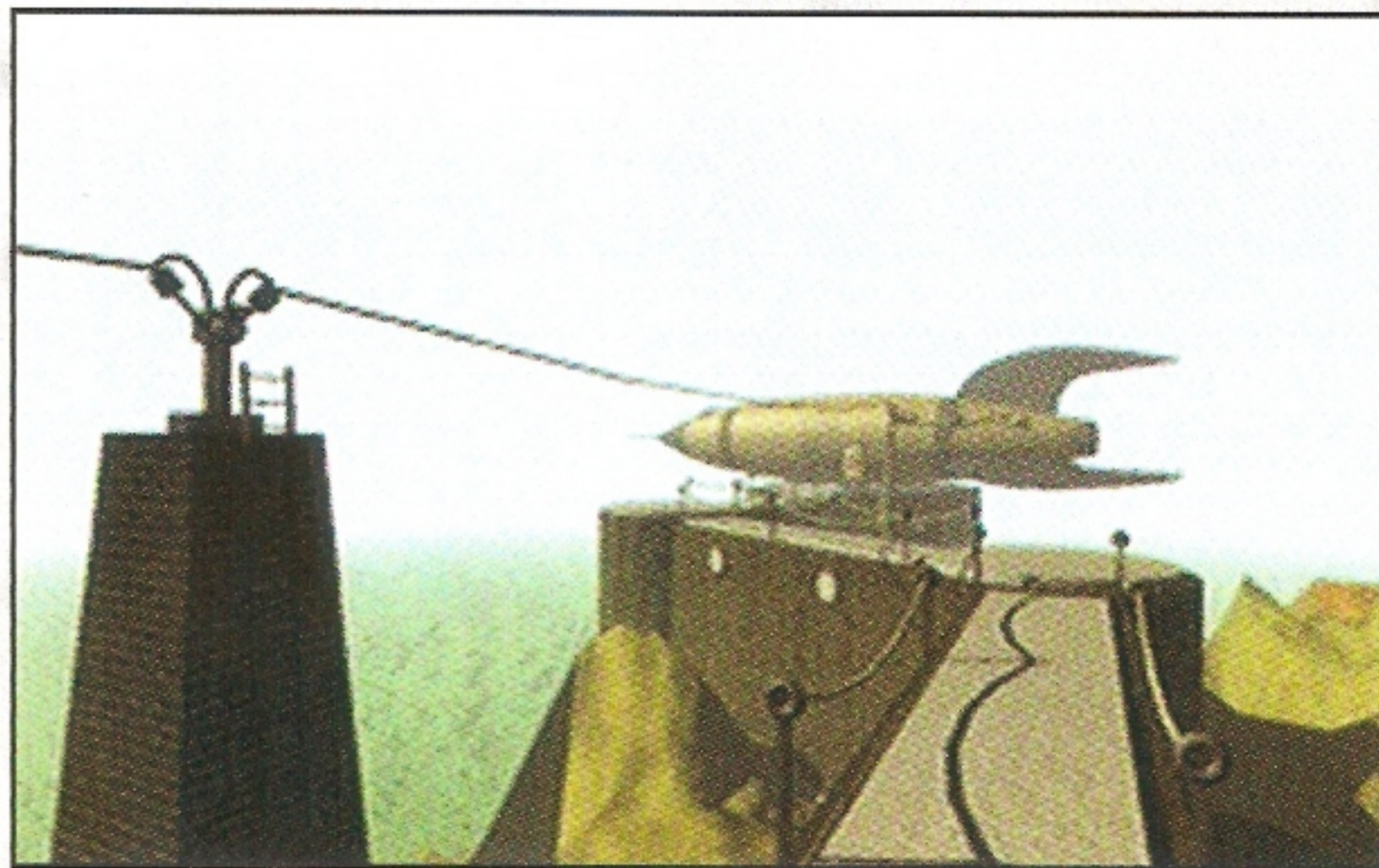


The Library

The Library is probably the single most important landmark on the island. After you've gotten your bearings, head back here to begin your research. After all, there's no better place to find information than a library.



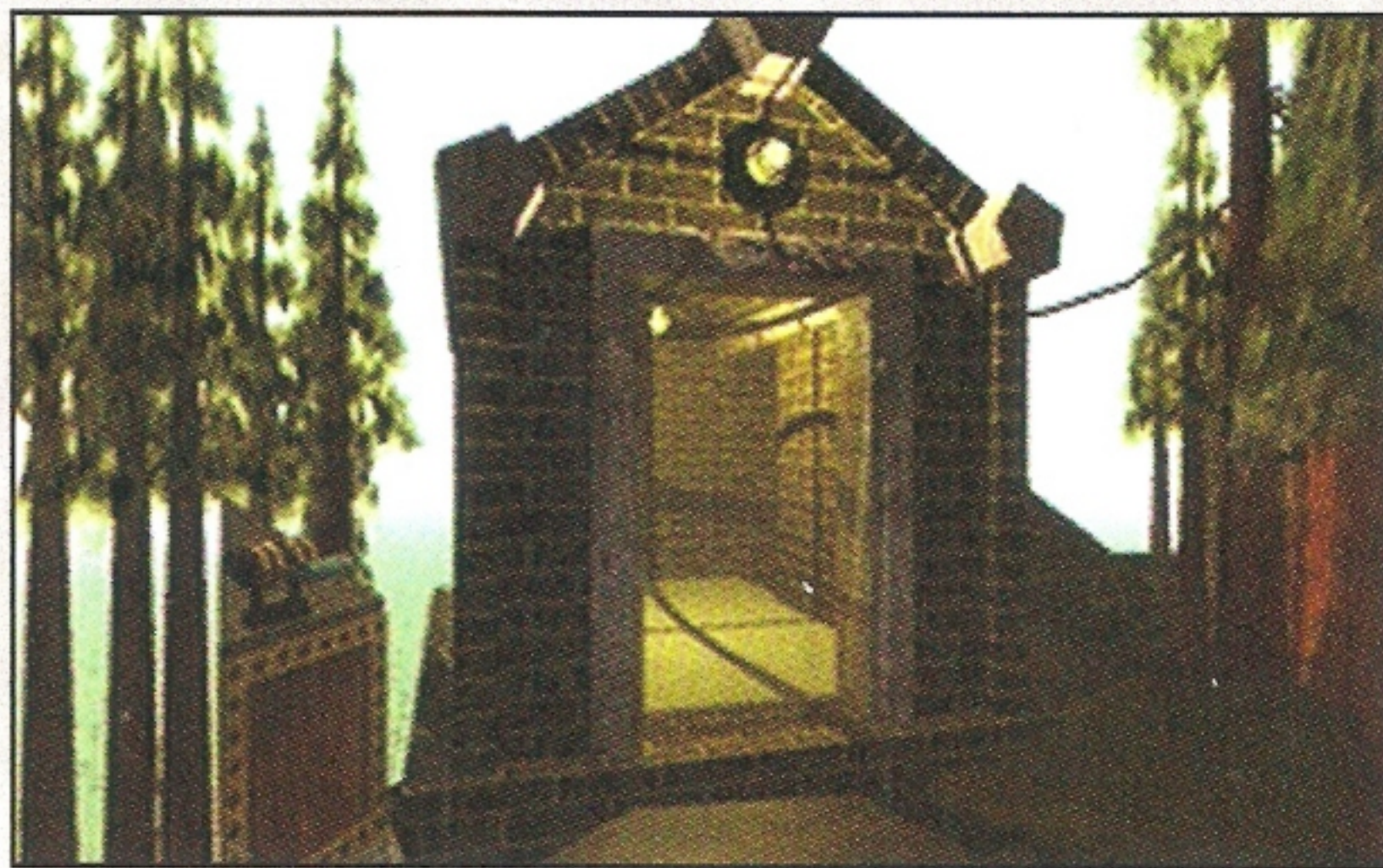
In the distance, past the Library, the path leads to a launching pad with a golden Rocketship. A cable connects the Rocketship to an electrical Tower. The doors to the ship will not open yet, but don't worry because you're not in any hurry to leave.



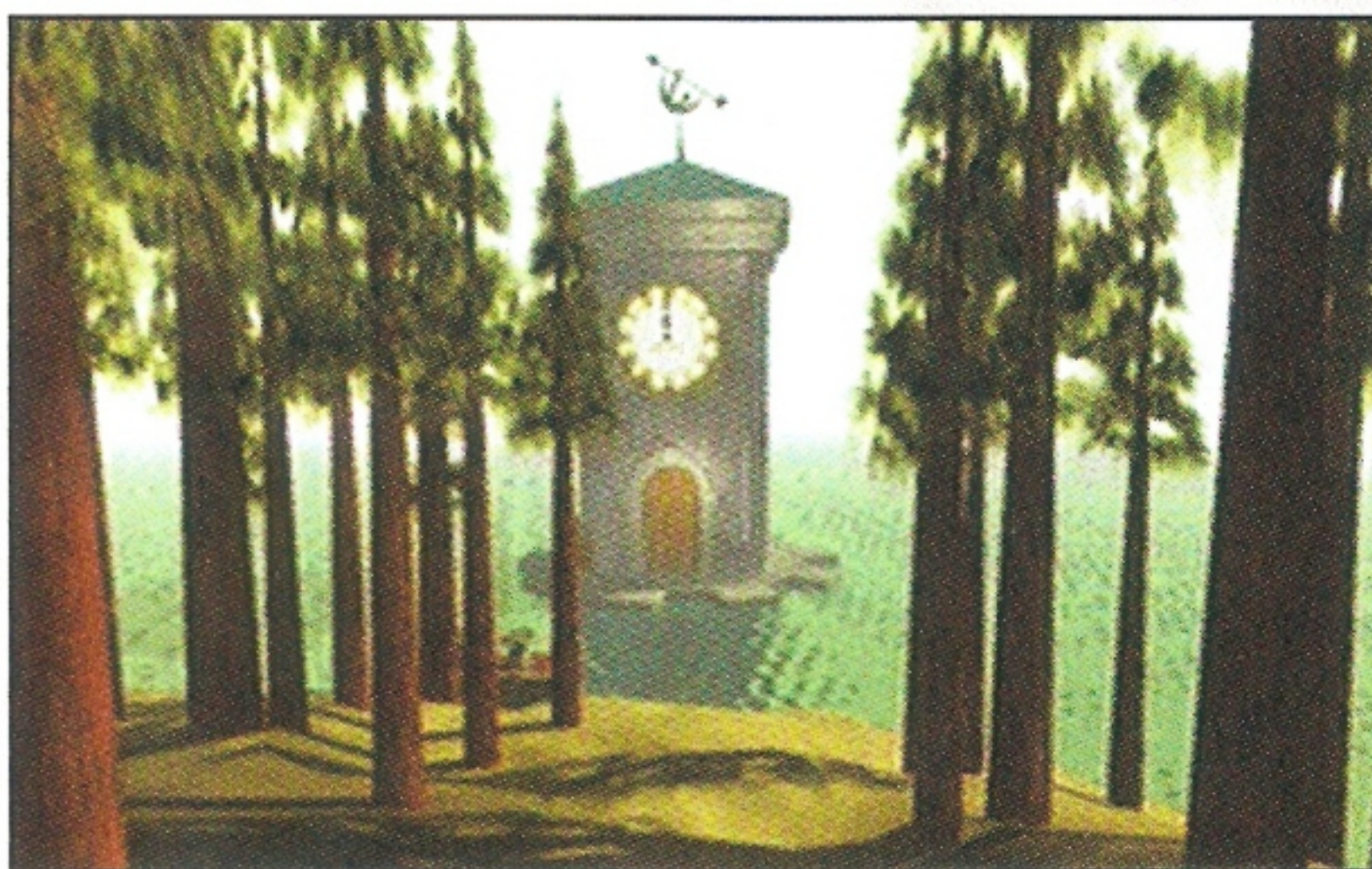
Directly in front of the Library, you'll find the Pillar Walkway. It consists of a beautiful pool of water surrounded by a number of Pillars each bearing a different symbol. Does the miniature Sunken Ship in the fountain remind you of anything?



Continuing along the path, you'll notice a power station to the right that houses a Generator. The power cable connected from the Rocketship seems to originate here.



Straight ahead, a great Clocktower stands alongside a switch box just off the island shore. Unfortunately, there doesn't seem to be any way to cross the water.



Through the woods and to the left of the Clocktower sits a Log Cabin. Inside you'll find a locked safe and a furnace.



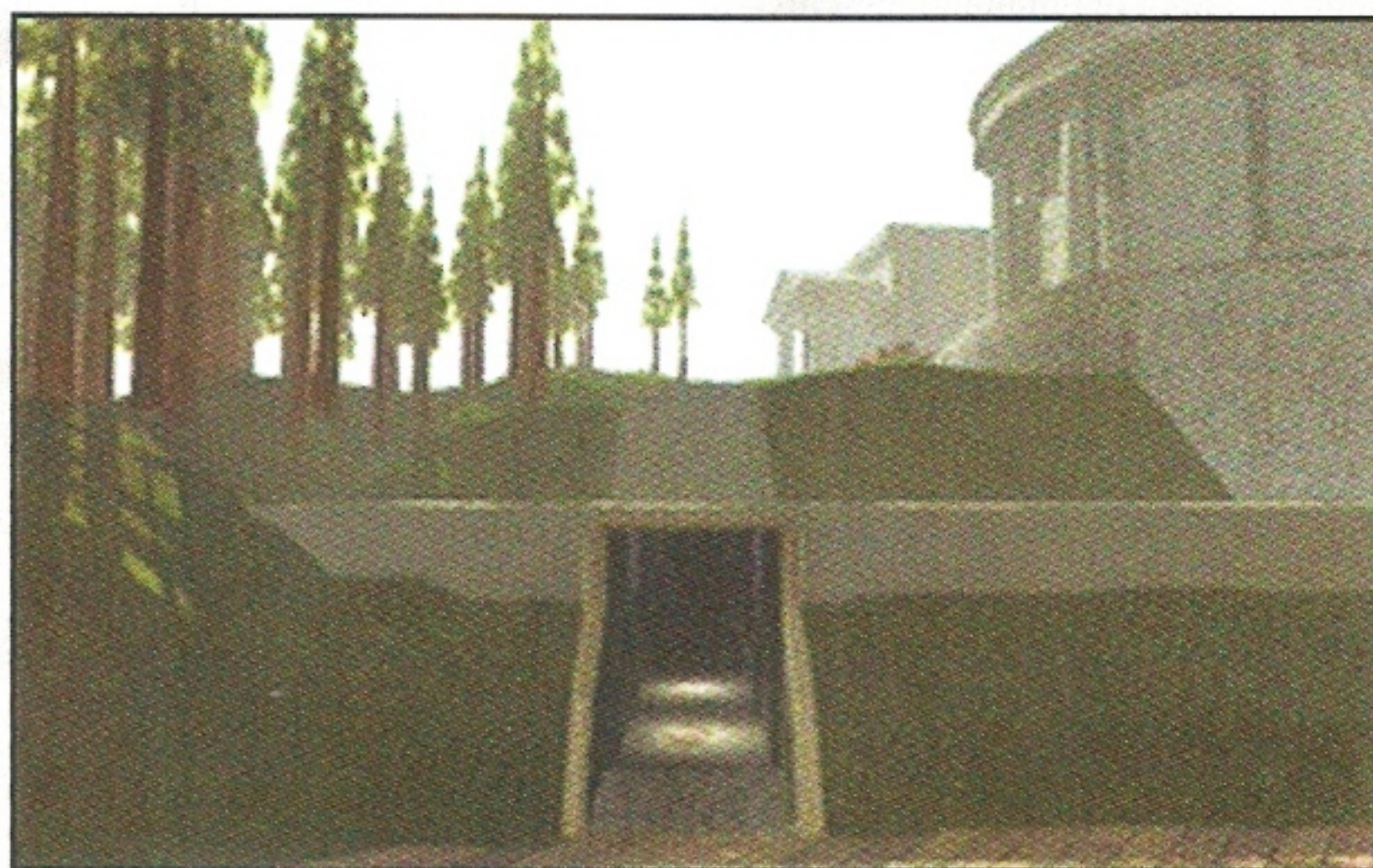
Just behind the Log Cabin stands a Giant Tree. There doesn't seem to be anything interesting here, but keep in mind that every part of Myst serves a purpose.



At this point, you may have some ideas about how these various pieces of the puzzle will fit together or you may be totally baffled. Nevertheless, take heart and prepare to unravel the mystery of Myst. Your first stop: Atrus' Fore-Chamber.

The Fore-Chamber

Now it's time to uncover what this door leads to.



The Clues

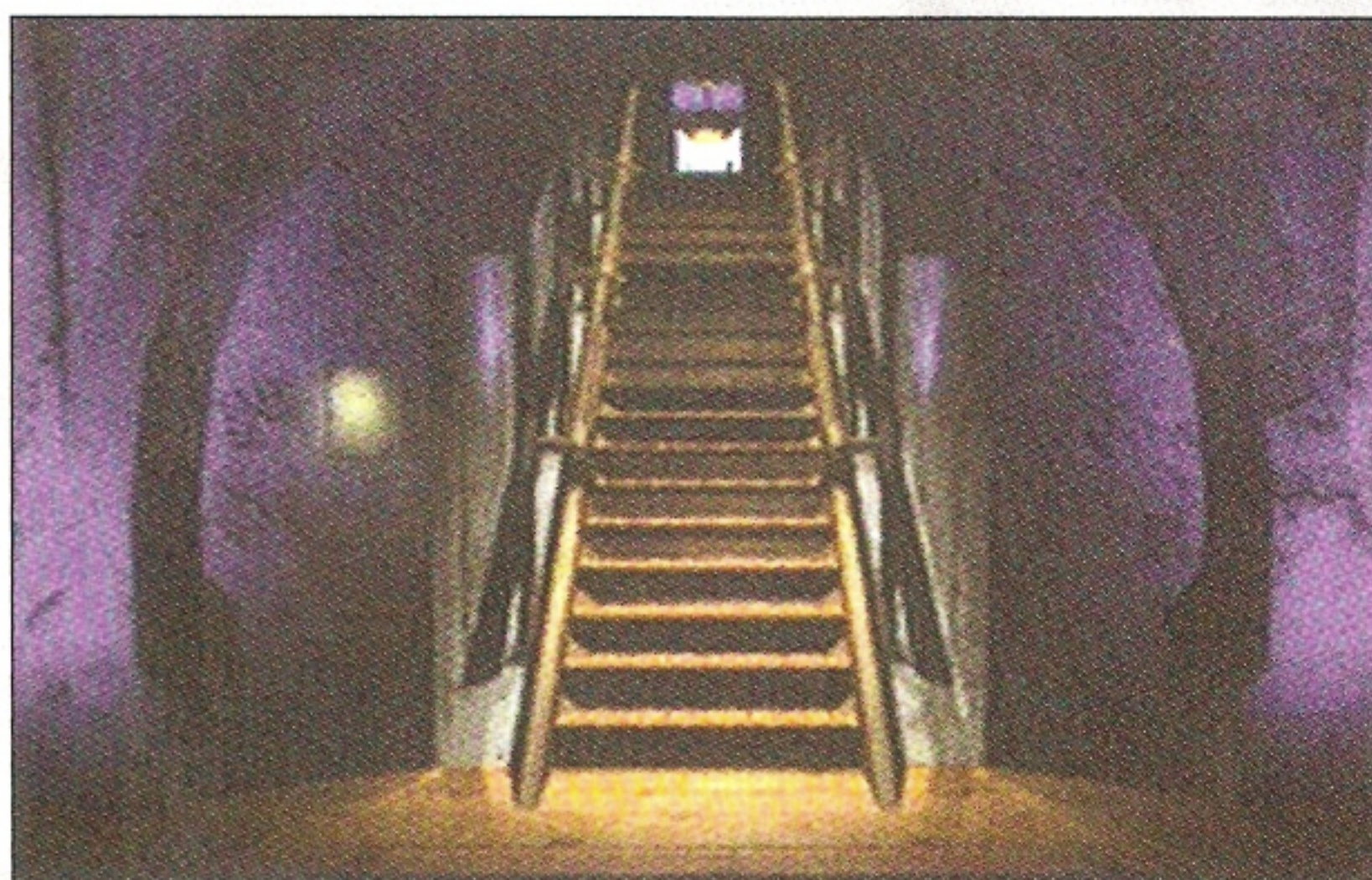
❖ The Fore-Chamber contains a beautiful pool of water. There's also a yellow button. What does it do?



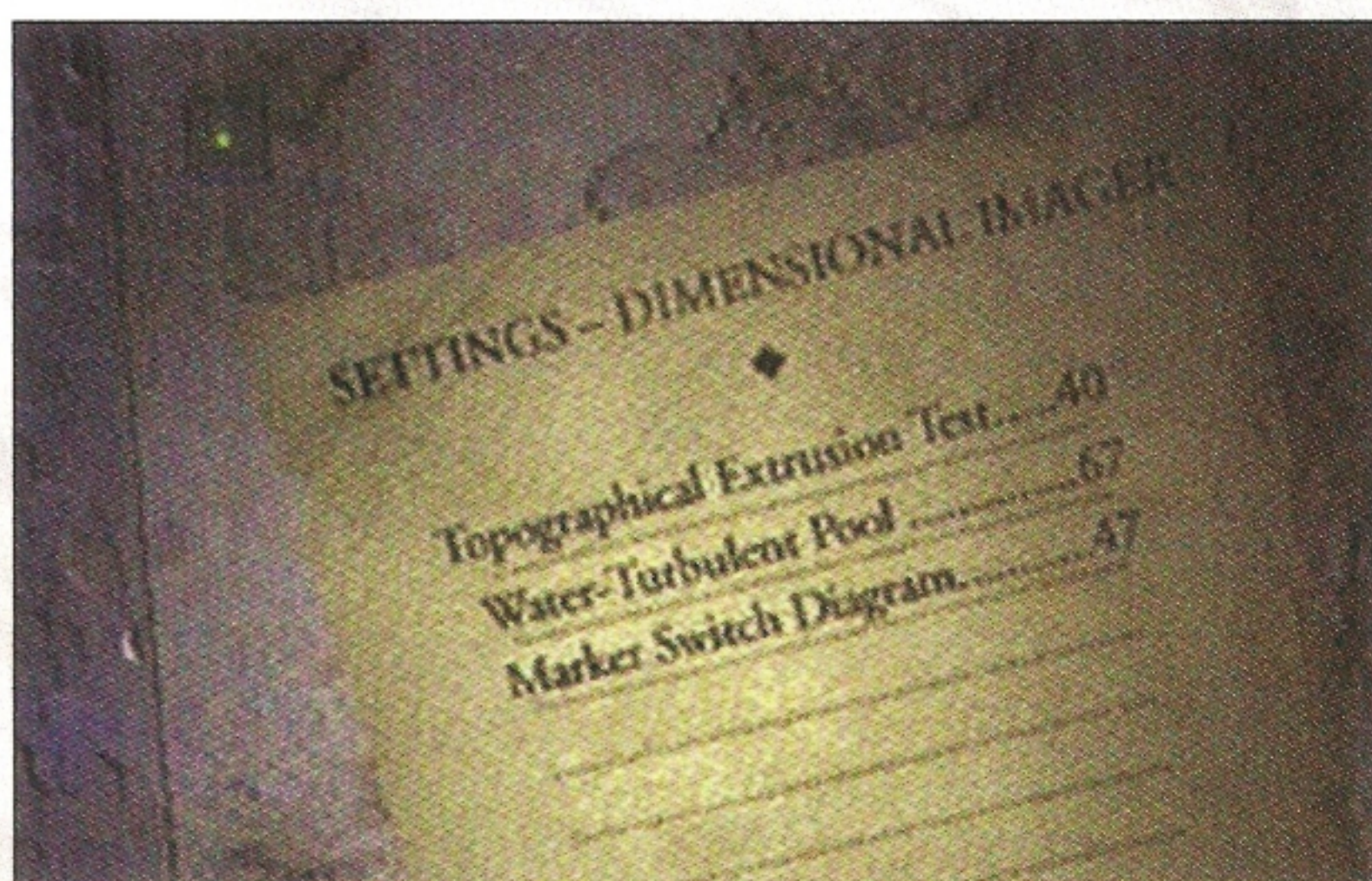
❖ Strangely enough, some sort of machinery seems to be hidden beneath the water's surface. Perhaps there is more here than meets the eye.



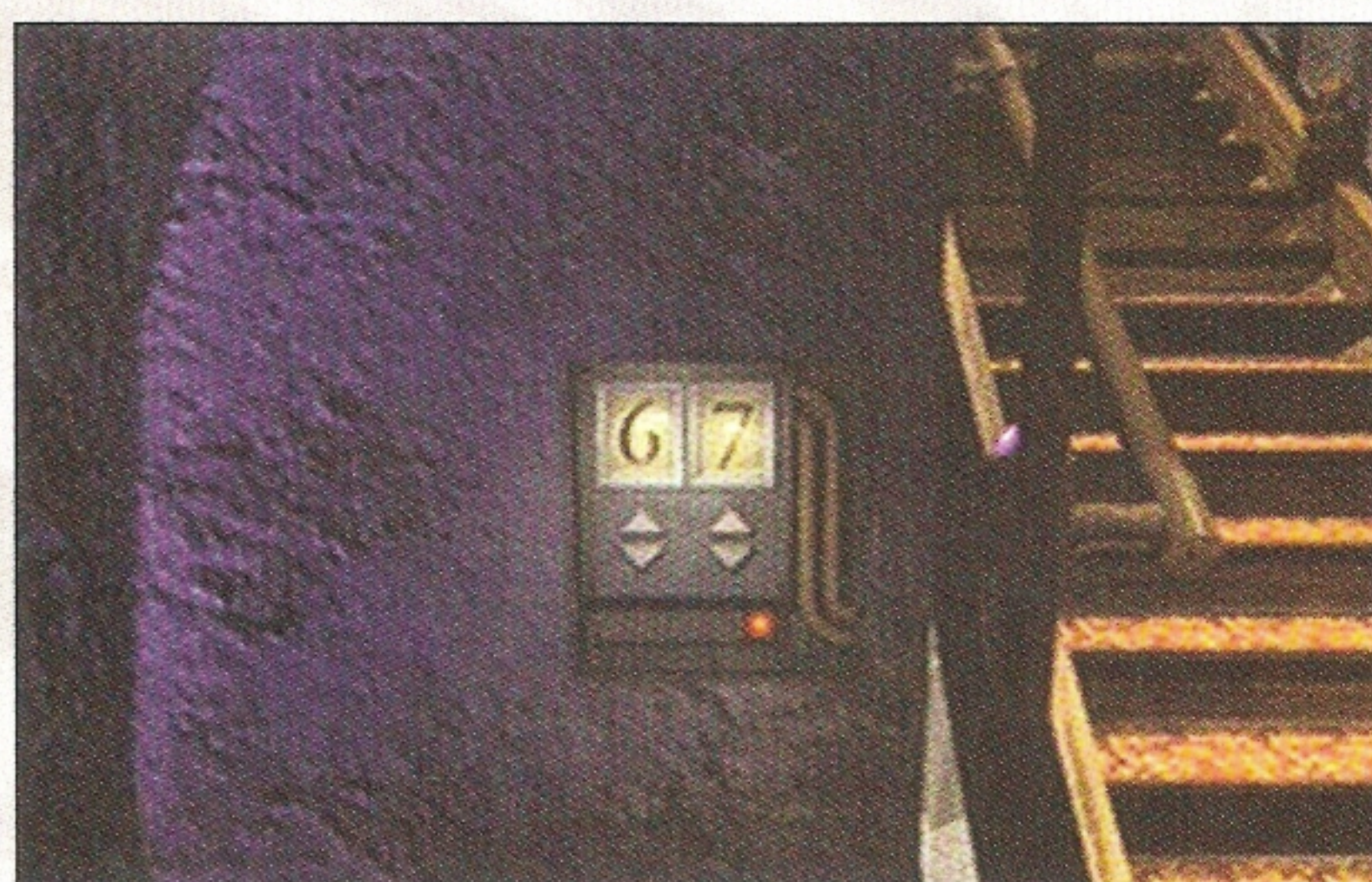
- ❖ The dim light near the staircase seems to highlight something.



- ❖ The note seems to indicate the settings needed to run the Dimensional Imager. But where can the settings be entered?



- ❖ Pressing the green button reveals a means to use the Dimensional Imager. When the panel opens, enter a combination and press the yellow button on the pool.



- ❖ So these are the Marker Switches Atrus referred to in the note. But what do they mark?



- ❖ The images from the wall clues are interesting, but something seems to be missing. Perhaps you need to enter a number that is not so obvious.
- ❖ Remember the note? Now that you know what the Marker Switches are, count them and use the number as a combination in the Dimensional Imager. It could shed some new light on your objectives.
- ❖ When Atrus appears, listen to his words carefully. The information he supplies will be helpful in your quest.



The message to Catherine is one of urgency. It seems as if most of the books in the Library were destroyed by one of Atrus' sons, either Achenar or Sirrus. The undamaged books have been hidden in places of protection. At the end of the message Atrus speaks of using the "tower rotation" to find their location. Now where might you find a tower on the island? Head there for your next step of this adventure.

The Solution

- ❖ In the Fore-Chamber, the pool of water in the center of the room is actually Atrus' Dimensional Imager.
- ❖ The control panel is hidden behind the settings page on the wall to the left of the staircase. When a valid number is plugged into the control panel on the wall, press the yellow button on the Dimensional Imager to call forth the image.
- ❖ The settings listed on the wall show you an image of the topography of Myst Island and a Marker Switch.
- ❖ The real clue you obtain here comes from Atrus' note. If you took the time to count the Marker Switches on the island, you should have seen eight. Enter that number into the panel and Atrus' message appears.
- ❖ The message is intended for Catherine, and serves to let you know the following:

One of Atrus' sons was responsible for the destruction of many books.

The books that serve as doorways to the other Ages have been hidden at key locations.

The locations of the books can be determined through "tower rotation."

The entrance to the Tower that Atrus refers to is cleverly hidden in the Library. Can you crack the code?

The Library

The Library is the focal point of Myst Island. You'll find yourself spending a lot of time here pouring over the multitude of books inside.

Reading Is Fundamental

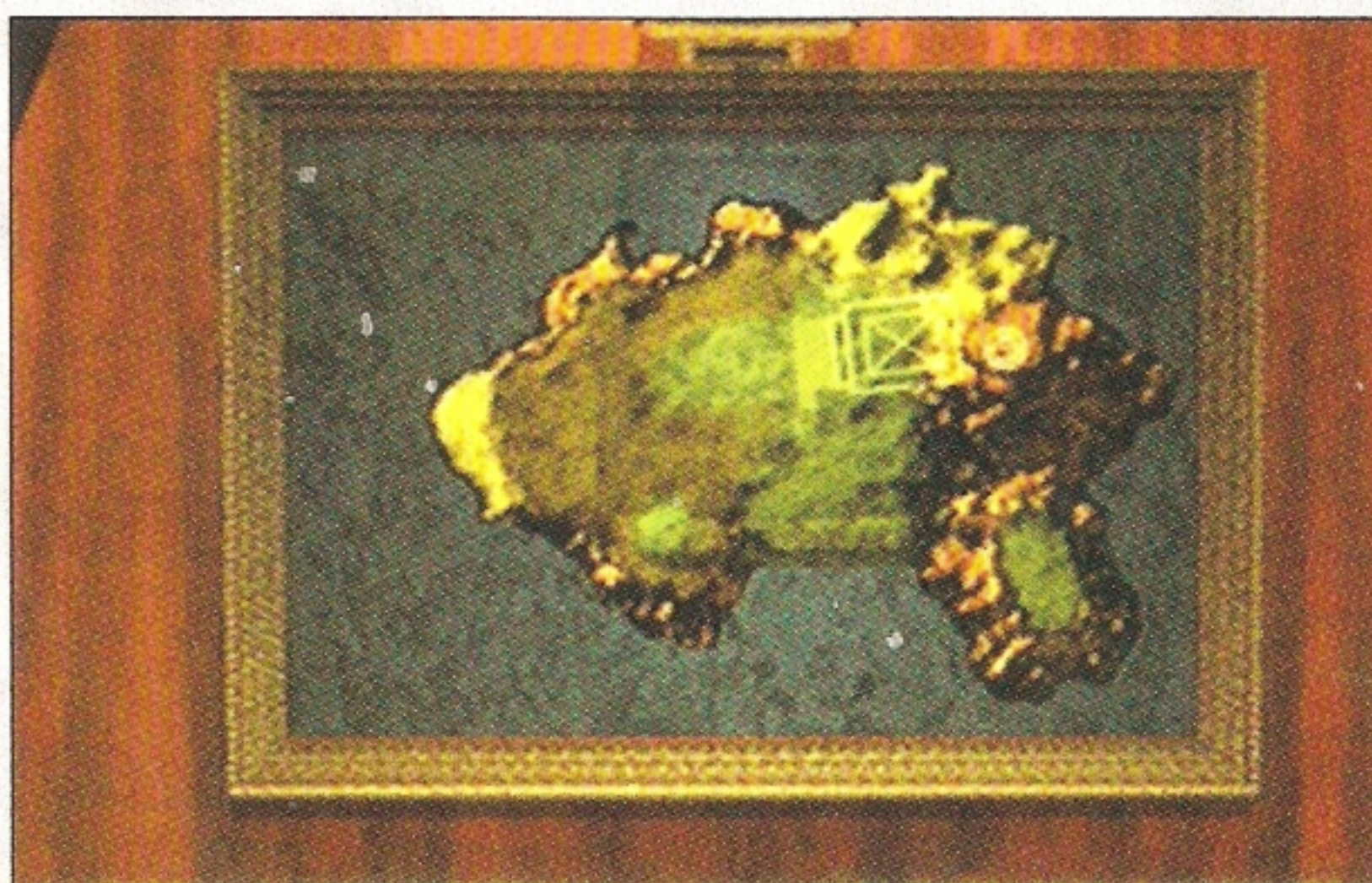
The Library contains a wealth of information and clues that will become valuable in the travails you face. It is highly recommended that you take the time to study the materials within the Library before setting out to explore, because doing so will make your endeavors much more productive. It will also help you to make important connections as to how and where clues can be utilized.



Upon entering the Library, you'll see that it is filled with many valuable resources. Each wall inside the Library includes a special feature. Moving clockwise from left to right, those features are a Map, a Red Book, a Painting, a Bookshelf, another Painting, a Blue Book, and a Fireplace.

The Clues

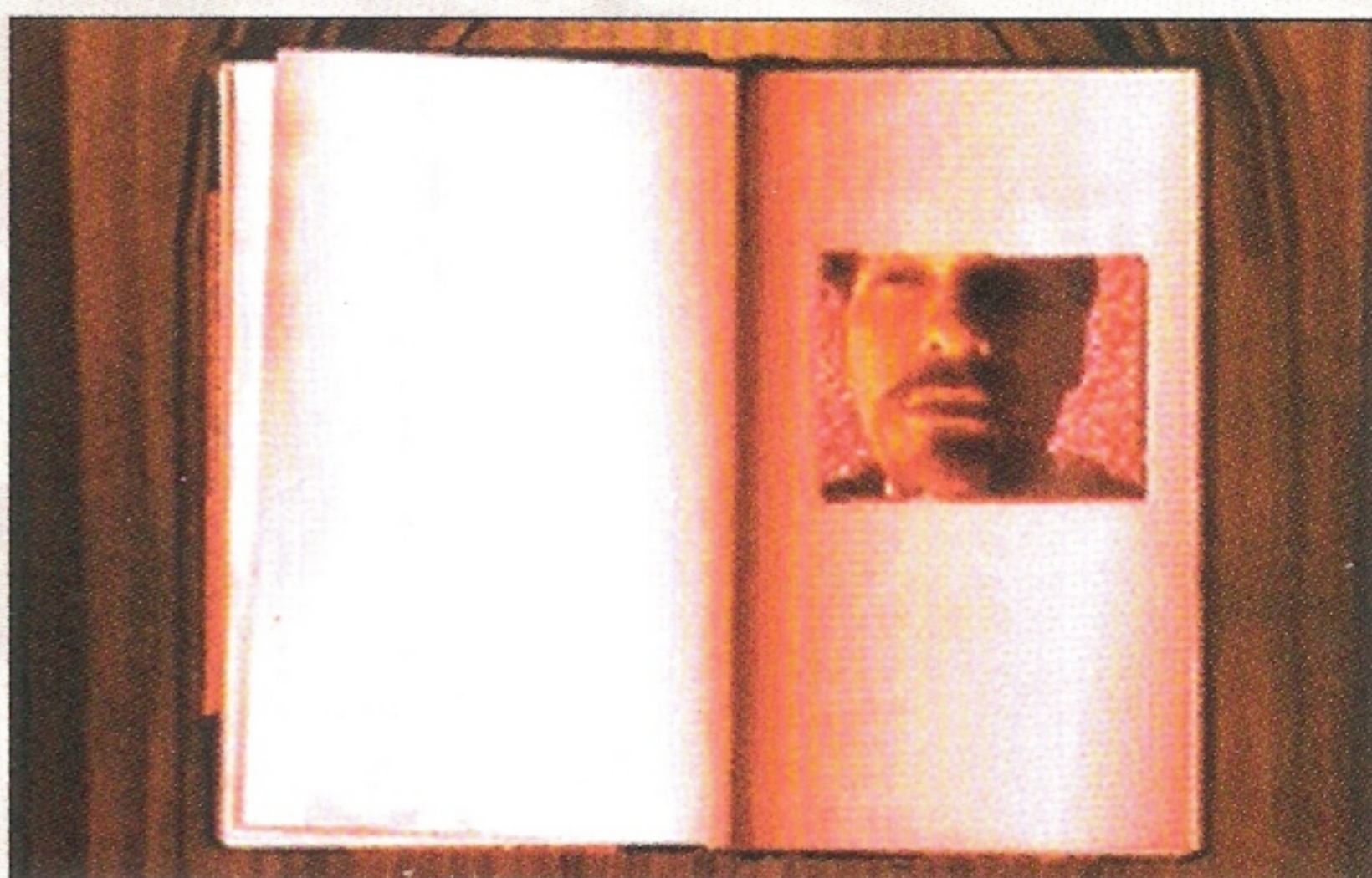
- ❖ The map seems to be of Myst Island, but interestingly enough, there are only two landmarks.



- ❖ On the pedestal lies a Red Book and a Red Page.



- ❖ If you return the page to the book, an interesting event occurs. Through heavy static, a man named Sirrus implores you to help him escape from the book. It seems that he has been trapped and his only way out is to have the missing Red Pages returned to its book. But where can the Pages be found?



- ❖ The painting on the wall is quite odd. It appears to be a staircase in the Library wall. What could that signify?

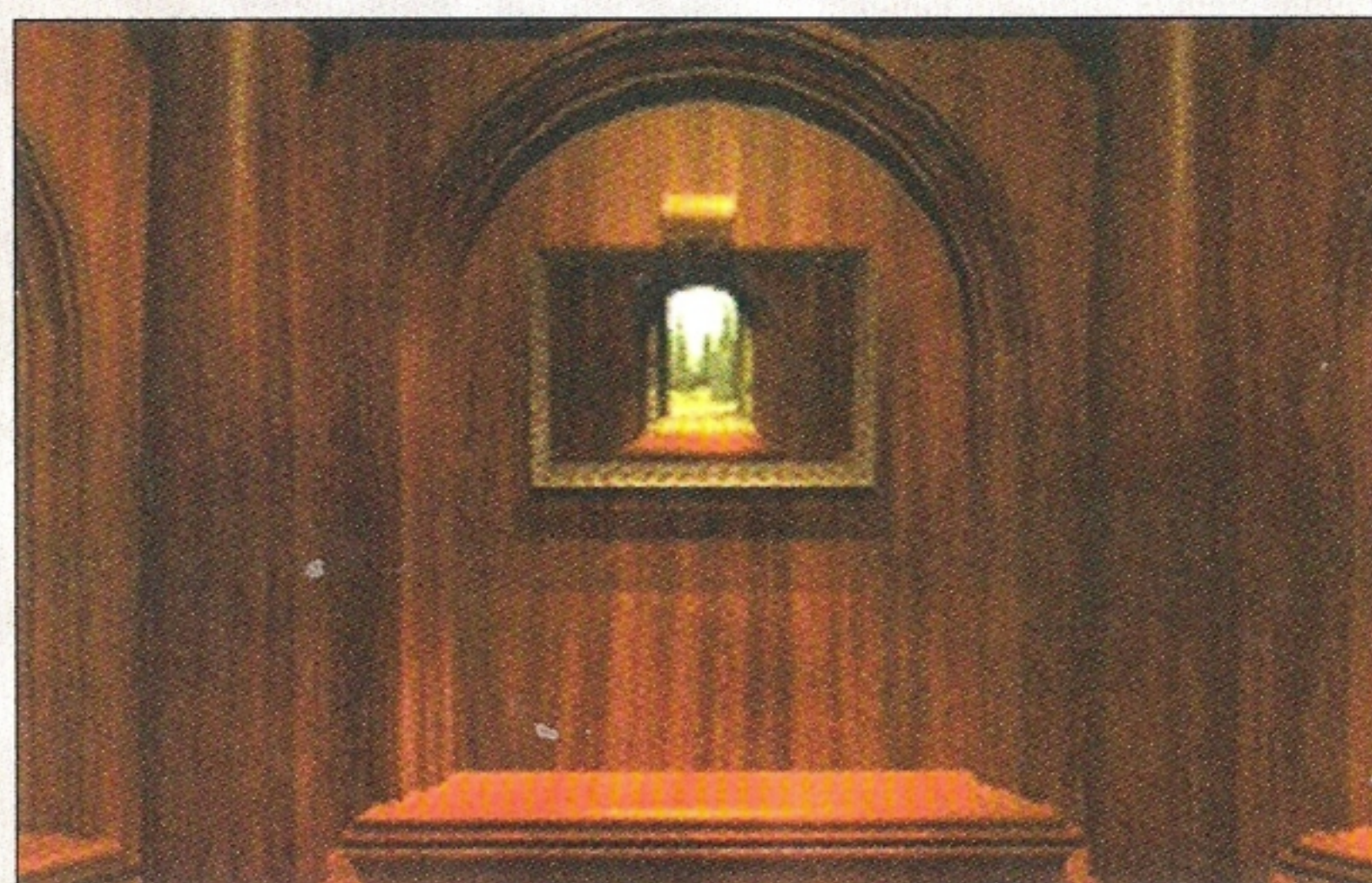


- ❖ Next up is a Bookshelf, but there seems to be extensive damage to the collection. What could have happened here?

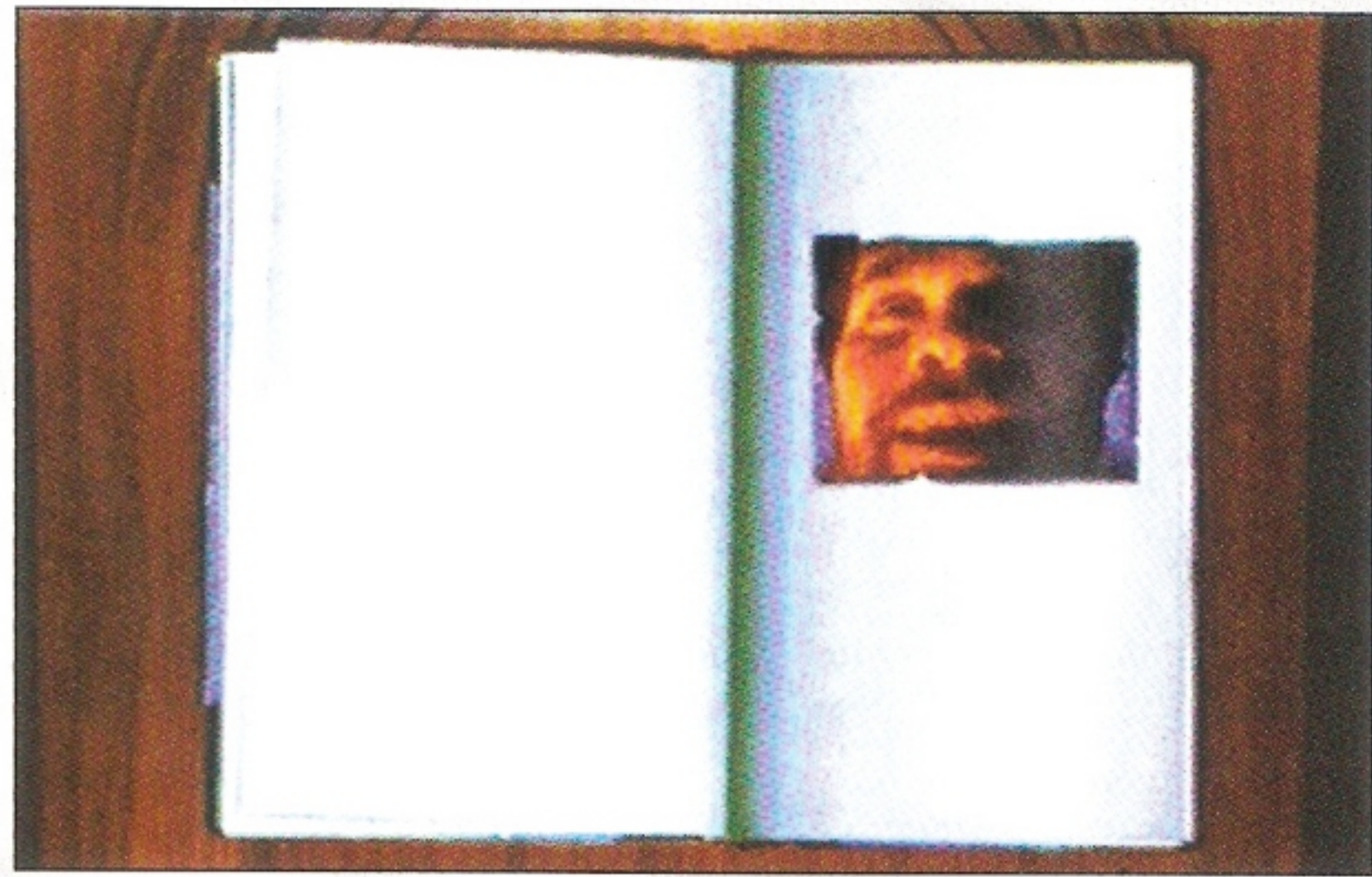


- ❖ If you take the time to search through the shelves, you'll find that a few of the volumes remain completely intact. Read carefully and you may learn something.

- ❖ This painting is almost a perfect twin to the other, except that in this painting the Library doors are open. What's the connection between the two?



- ❖ Placing the Blue Page in the Blue Book yields a similar result as the Red Book except that the person inside this book is a man named Achenar. Perhaps it is your destiny to play savior to these two men.



Well you've certainly uncovered some valuable information here, including some clues about Atrus and Catherine, Atrus' wife. Unfortunately, the note still remains somewhat of a mystery.

The Solution

There are four books on the bookshelf that contain vital information. Each relates the story of Atrus and his visits to a particular Age and offers important clues. The information is summarized as follows:

<i>BOOK LOCATION</i>	<i>COLOR</i>	<i>AGE</i>	<i>CLUES</i>
Top Center	Green	Channelwood	Location of door lever
Top Right	Gray	Stoneship	Constellations
Center Left	Blue	Selenitic	Organ notes
Bottom Left	Brown	Mechanical	Tower Rotation Simulator

The Blue and Red Book captives, Achenar and Sirrus, are the sons of Atrus. At this point, how and why they have been trapped is unclear. In your travels, you must find missing pages that need to be returned to the books. Each returned page helps clear up the static and leads you in your quest for the truth.

From the Library, head to Atrus' Fore-Chamber, which can be accessed through the door by the Dock.

The Myst Tower

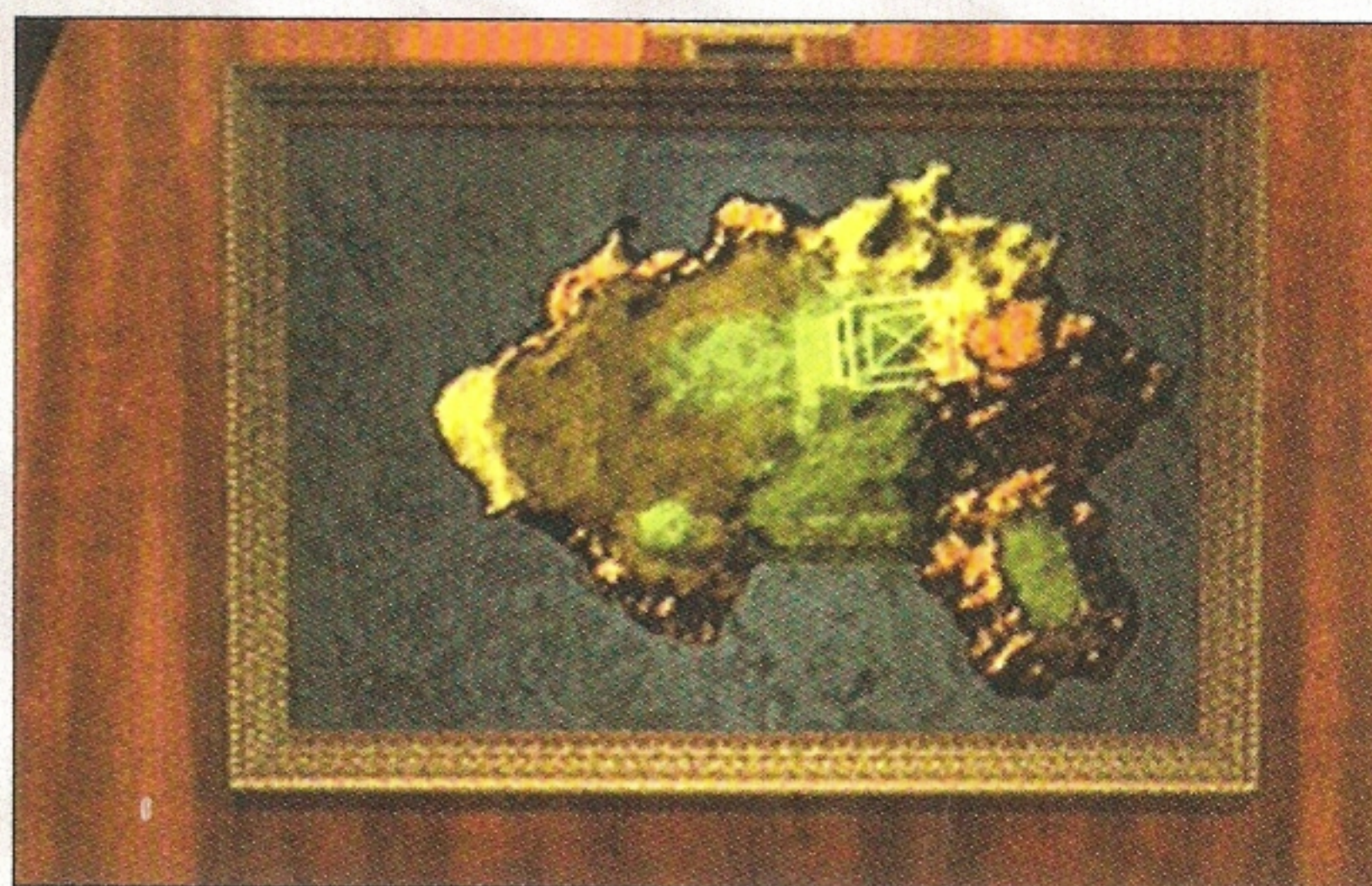
A Room with a View

Standing in the Pillar Walkway and facing the Library, you'll notice a large Tower that extends from the rear of the Library. Could this Tower be related to Atrus' message?



The Clues

- ❖ The Tower must offer a great view of Myst Island, but your first visit to the Library didn't seem to reveal an entrance—or did it?
- ❖ Can you put your finger on anything strange about this Map?
- ❖ Touching the Map reveals important clues. If you activated any of the Marker Switches on Myst Island, the landmarks near the switches will also be highlighted. With this in mind, perhaps you should take the time to turn on the remaining switches.
- ❖ When you move the pointing hand to the Tower landmark, a gripping hand appears. Follow the hand and see where it leads.

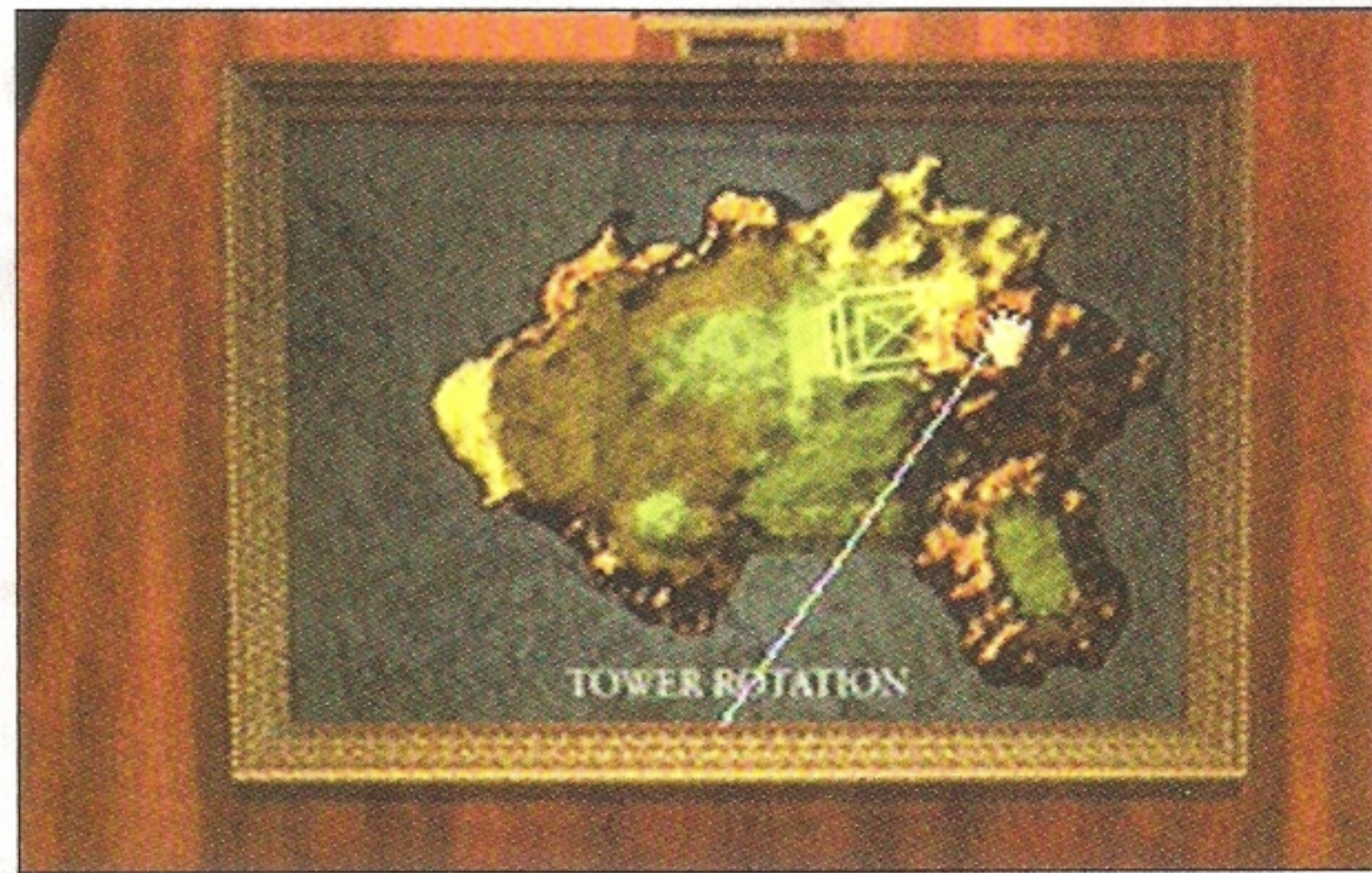


❖ The red lines on the Map must indicate something. Did you notice the text and strange sound?

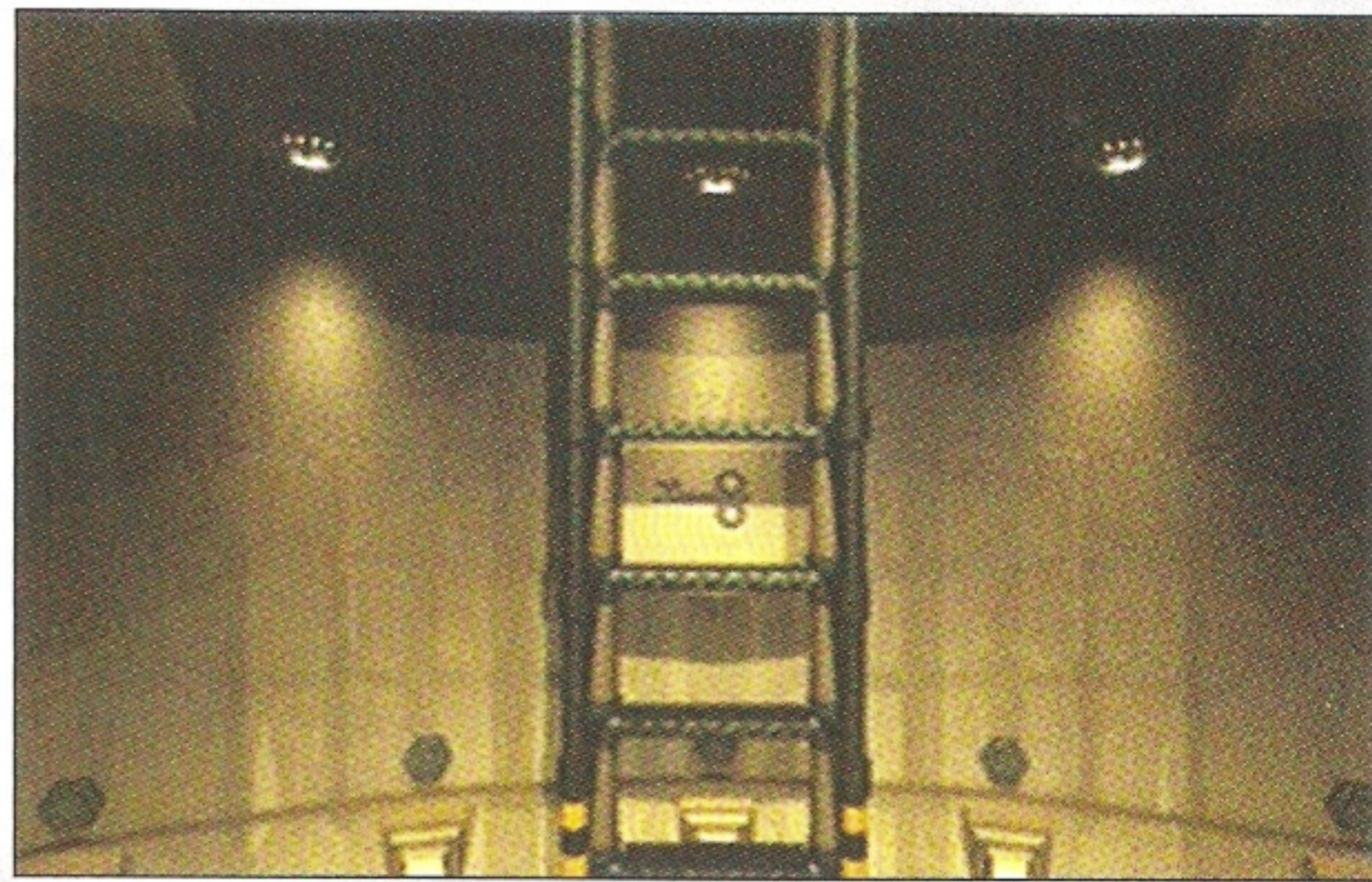
❖ Apparently the Map is some sort of control panel that rotates the Tower. When you feel comfortable with the controls, the next order of business is to find the way up.

❖ Remember the near identical pictures? Put your investigative skills to work to uncover the connection.

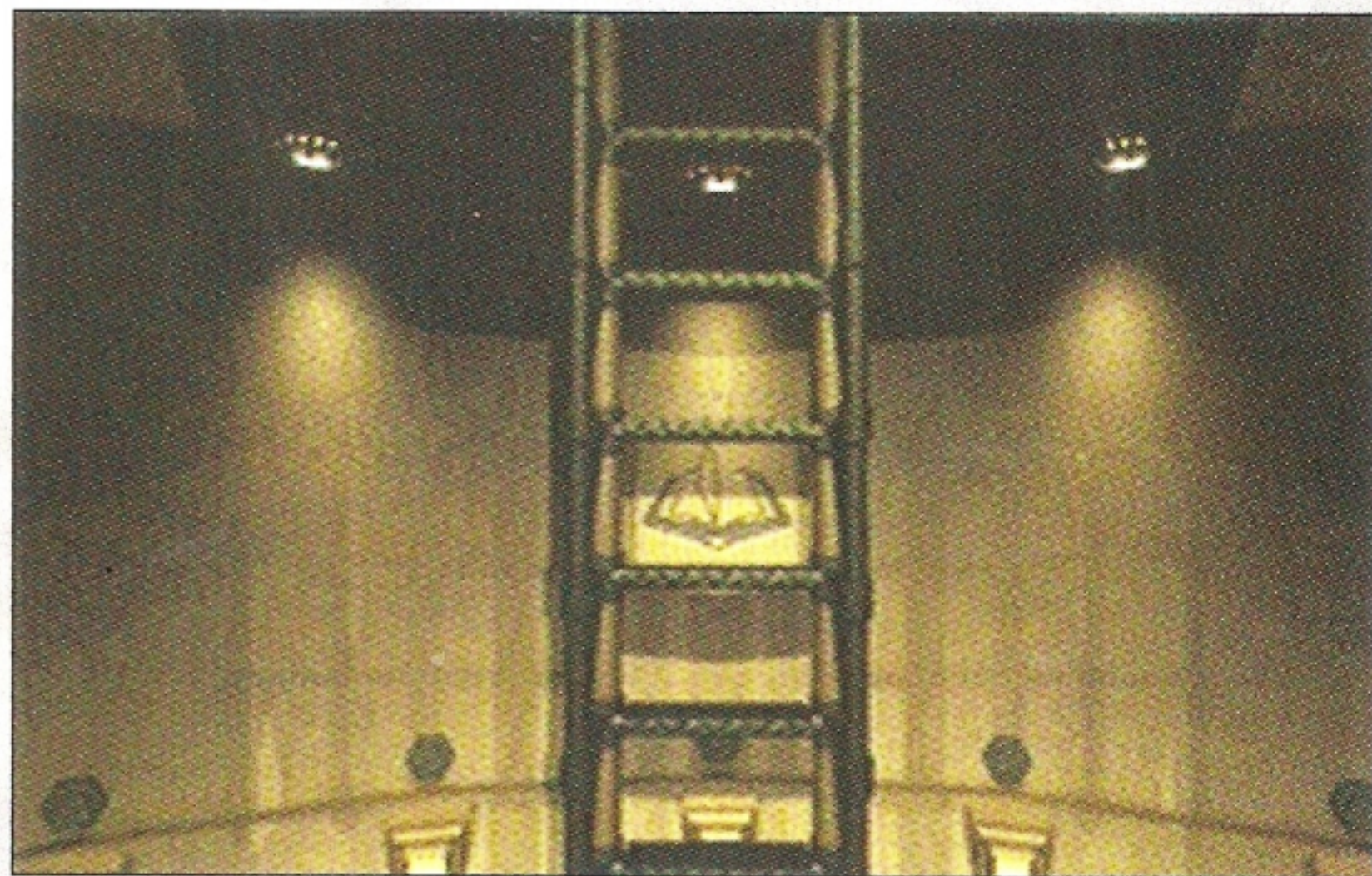
❖ After you find the entrance to the hallway, follow the path to the elevator.



- ❖ After you exit the elevator, scan the area thoroughly. What could the ladder behind the elevator lead to?



- ❖ The ladder leads to a view of the island, but what could the symbol underneath it mean? Wasn't there also a symbol by the other ladder?



- ❖ If you've properly learned to control the Tower Rotation device on the Map, the ladders should lead to important clues. If not, you need to go back and try again.

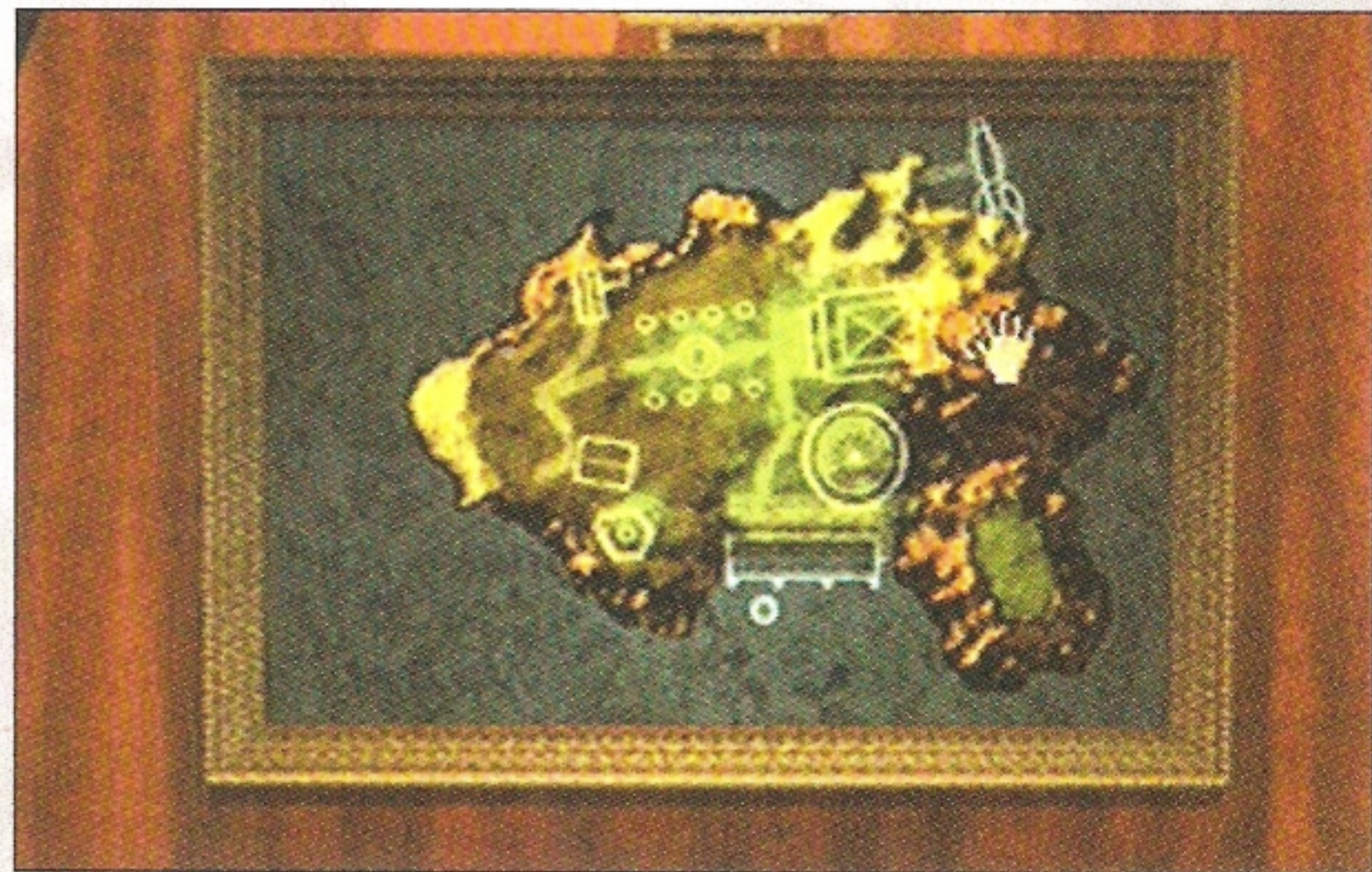
- ❖ Could this landmark have some special significance?
- ❖ Try some different views. Besides the view itself, does anything else seem different when you rotate the Tower?



When you're ready to leave the Library, you'll need to find a way to open the door. This can be accomplished by trying something slightly different, yet similar, from before.

The Solution

- ❖ The Tower is a means of identifying the locations of the four books, which serve as entrances to the various Ages of Myst Island.
- ❖ To rotate the Tower you must touch the Map, which creates an outline of the Library and the Tower. If you've turned on any of the Marker Switches located on the island, those landmarks will appear as well.
- ❖ Move the hand cursor to the Tower icon and you can rotate the direction it faces. A red line appears if the Tower is rotated to face a landmark of special significance.
- ❖ Leave the red line on one of these landmarks before heading up to the Tower.



- ❖ The paintings on the wall are the means of reaching the Tower. When you touch the "staircase painting," the image begins to swirl and a panel behind the bookshelf opens.



- ❖ At the end of the hallway, take the elevator up to the Tower. When you get out, the Book Ladder is directly in front of you.
- ❖ The Book symbol indicates that the view shows where the Book to an Age is located. The view is not really as important, because the Map should give the obvious location of the Book.
- ❖ If your view is that of a stone wall, it means that the Tower has not been aligned properly on the Map.
- ❖ Additionally, each time the Tower is rotated to a red line location on the Map, search behind the elevator to find a Key Ladder. At the top, a Key Plaque displays a different piece of data for the given location. This is the Key information that must be utilized to open a gateway at the particular location.
- ❖ The Key information must be used at a different landmark, which in turn activates the ability to access the Book location.



For example, the 2:40/2,2,1 clue would be used at a separate landmark to find the Book hidden in the Giant Gears.



BOOK LOCATION

KEY INFORMATION

Giant Gears

2:40/2,2,1

Giant Tree

7,2,4

Spaceship

59 Volts

Sunken Ship

October 11, 1984; 10:04 AM

January 17, 1207; 5:46 AM

November 23, 9791; 6:57 PM

Now you have everything you need to begin your journey for the missing pages in the various Ages. However, before leaving the Library, make sure you reset the Bookshelf by touching the “open door painting.”

Getting Going

At this point in the game, armed with the clues from the Library and the Tower, you should be ready to put the pieces together to find the missing pages of the Blue and Red Books.

From Atrus' Journals, it is clear that the strange and mysterious lands he described hold secrets that must be unraveled to solve the mystery of what has transpired. Surely there are a number of questions that need to be answered, such as:

- ❖ How have Achenar and Sirrus been trapped in the books? And who is guilty of destroying Atrus' book collection?
- ❖ Where are Atrus and Catherine?
- ❖ How can you reach the Ages that Atrus described in his journal?

In each of the Ages, your objectives are to:

- ❖ **Find the Missing Pages of the Blue and Red Books.** One of each is hidden in each Age. You can only hold one page at a time, so this means that after you've found one and returned it to the Myst Book, you'll need to return to the Age to retrieve the second page.



- ❖ **Find the Myst Book.** This book serves as your return ticket to Myst. Oftentimes, the most difficult part of the journey is getting back. After you've identified the location of the book, simply touch the page and you are transported back to the Myst Library.

Where Do I Begin?

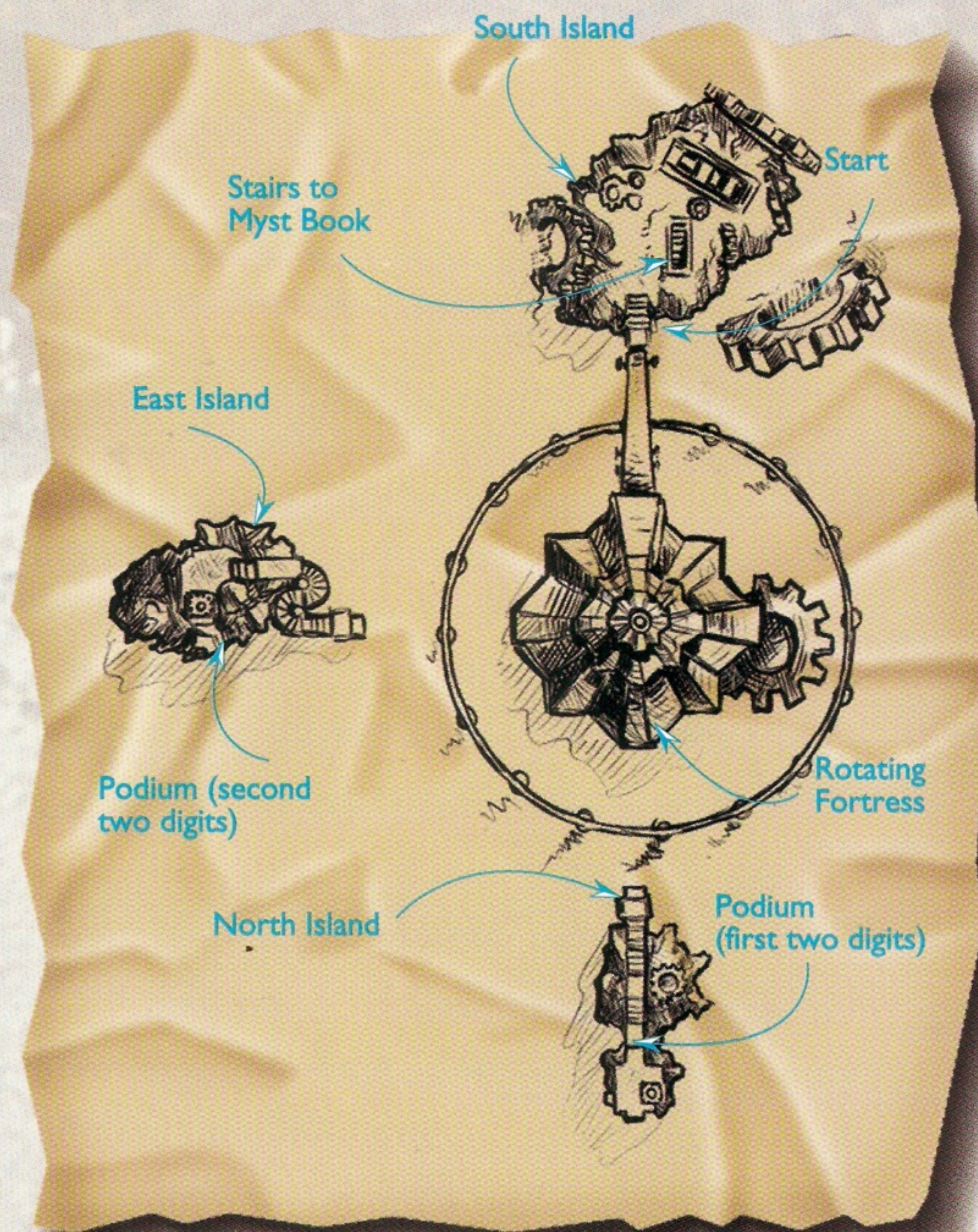
You now know the Book locations and the Key information. The only thing that remains a mystery is where the proverbial Keyholes are. That is, where the Key information can be utilized to open the respective Book locations, which serve as dimensional doors to the various Ages.

The Ages can be accessed in any order you choose. You must just decide what clues fit where. For example, at which landmark might the clue 2:40/2,2,1 be most useful? For lack of a better starting place, let's head to the Mechanical Age.



Chapter Three

The Mechanical Age



Get In Gear Before Time Runs Out

The Mechanical Age is dominated by an immense tower that is clearly the center of this land. A bridge extends from the starting island to the Fortress, but there seems to be no way to access the other small islands that encircle the land.

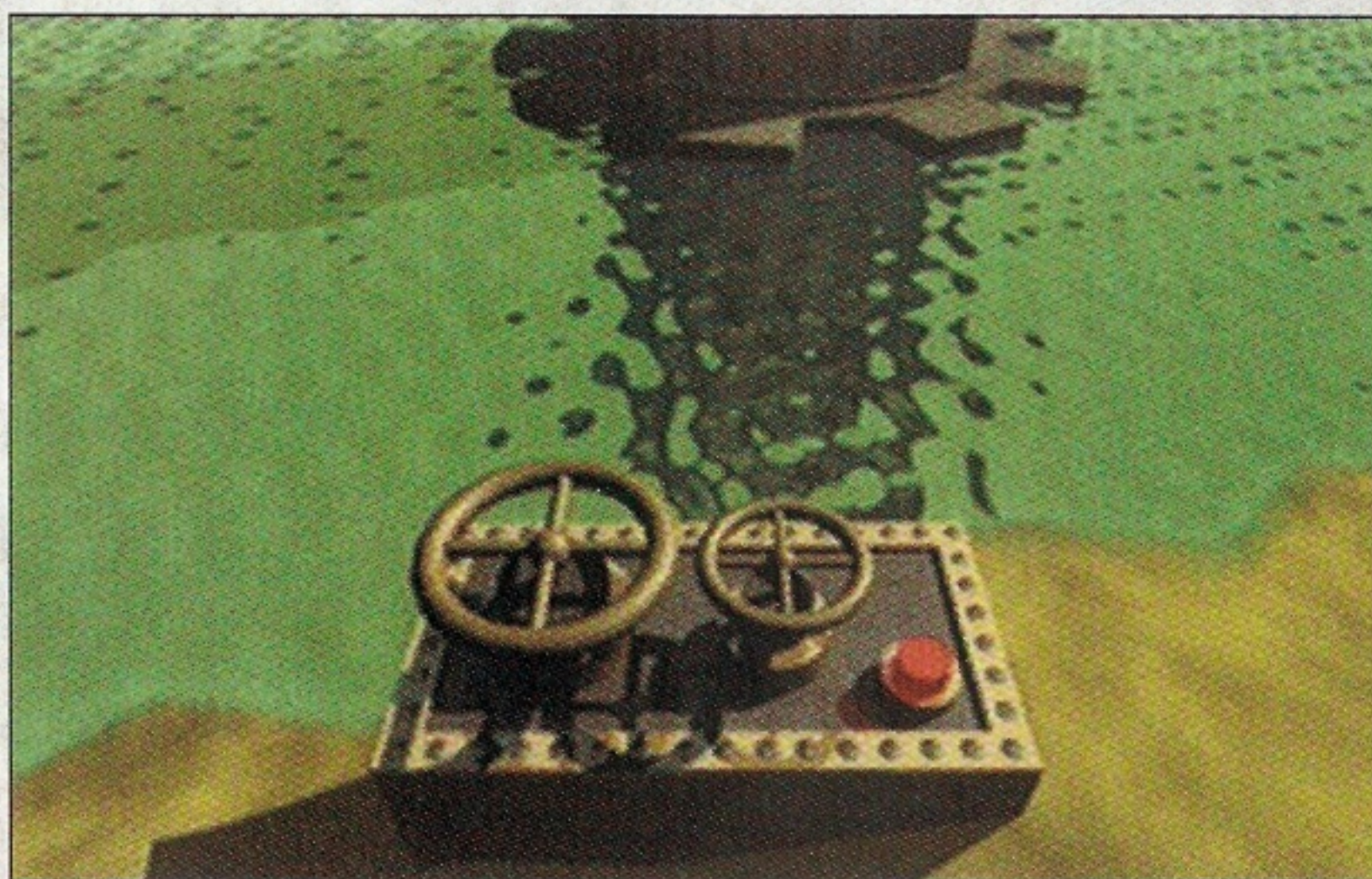
The Clues

❖ To find the Mechanical Age you need to decide what landmarks on Myst Island are associated with machinery.

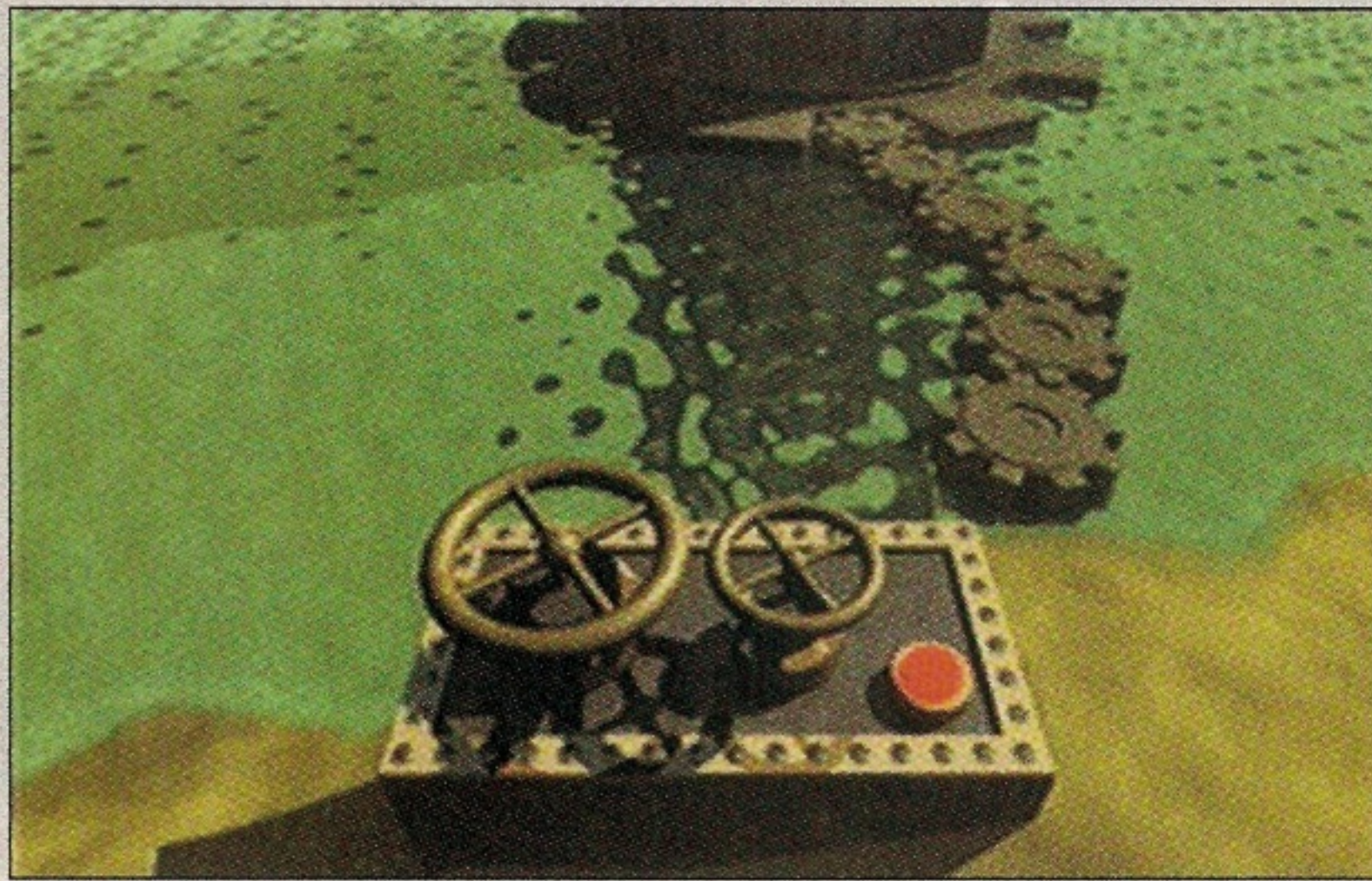
❖ The time clues probably would fit here, but the Clocktower must be slow because it reads 12:00. Is there a way to speed it up?



❖ Turning the wheels makes a funny sound. Where could the sound be coming from?



- ❖ After you've set the clock and pressed the button, a path to the Clocktower becomes apparent.



- ❖ Much like a Chinese puzzle box, you'll find another puzzle inside the Clocktower. Do you remember the other half of the Key Plaque clue?



- ❖ Entering the combination may not be as easy as you first anticipated. Perhaps if you deduce the effect of pulling each lever, the answer will reveal itself.

- ❖ You know you've entered the correct combination when the miniature gear opens in the base of the puzzle.



- ❖ If the Clocktower combination opens the miniature gear, might it have created another opening on the island? Don't forget the Book location clue that was associated with the Key information.

❖ At the opening in the Giant Gears, you'll find the Mechanical Age Book.



Touch the pages of the book and you are transported to the Mechanical Age.



The Solution

- ❖ To reach the Mechanical Age, the Key Plaque clues (2:40/2,2,1) must be entered at the Clocktower.
- ❖ The two brass wheels control the hands of the clock. A turn of the large wheel represents five minutes, while a turn of the small wheel represents one hour. When the correct time is set, press the red button and a bridge made of gears rises and allows you to cross the water.
- ❖ In the Clocktower, the second half of the Key Plaque puzzle must be utilized by setting the combination to read 2,2,1. A pull of the left lever increases the middle and bottom counter by one; the middle lever increases the middle and top counter by one; and the right lever resets the combination to 3,3,3.
- ❖ The key part of the puzzle is that if a lever is held, the middle counter will continuously increase. To complete the puzzle, simply pull the left lever once and the right lever twice. On the second pull of the right lever, make sure you hold down the lever until the middle counter reads 2.
- ❖ Before heading to the Giant Gears, switch on the Marker outside the Clocktower.

At the Giant Gears, an opening now appears and reveals the Mechanical Age Book.

Master the Tower Rotation

In the Mechanical Age Journal, Atrus spoke of a “Tower Rotation” system. Apparently, you must find and master this system to be successful.

The Clues

❖ Pushing the buttons on the control panel changes the symbols that are displayed. Watch for matching symbols elsewhere in this land.



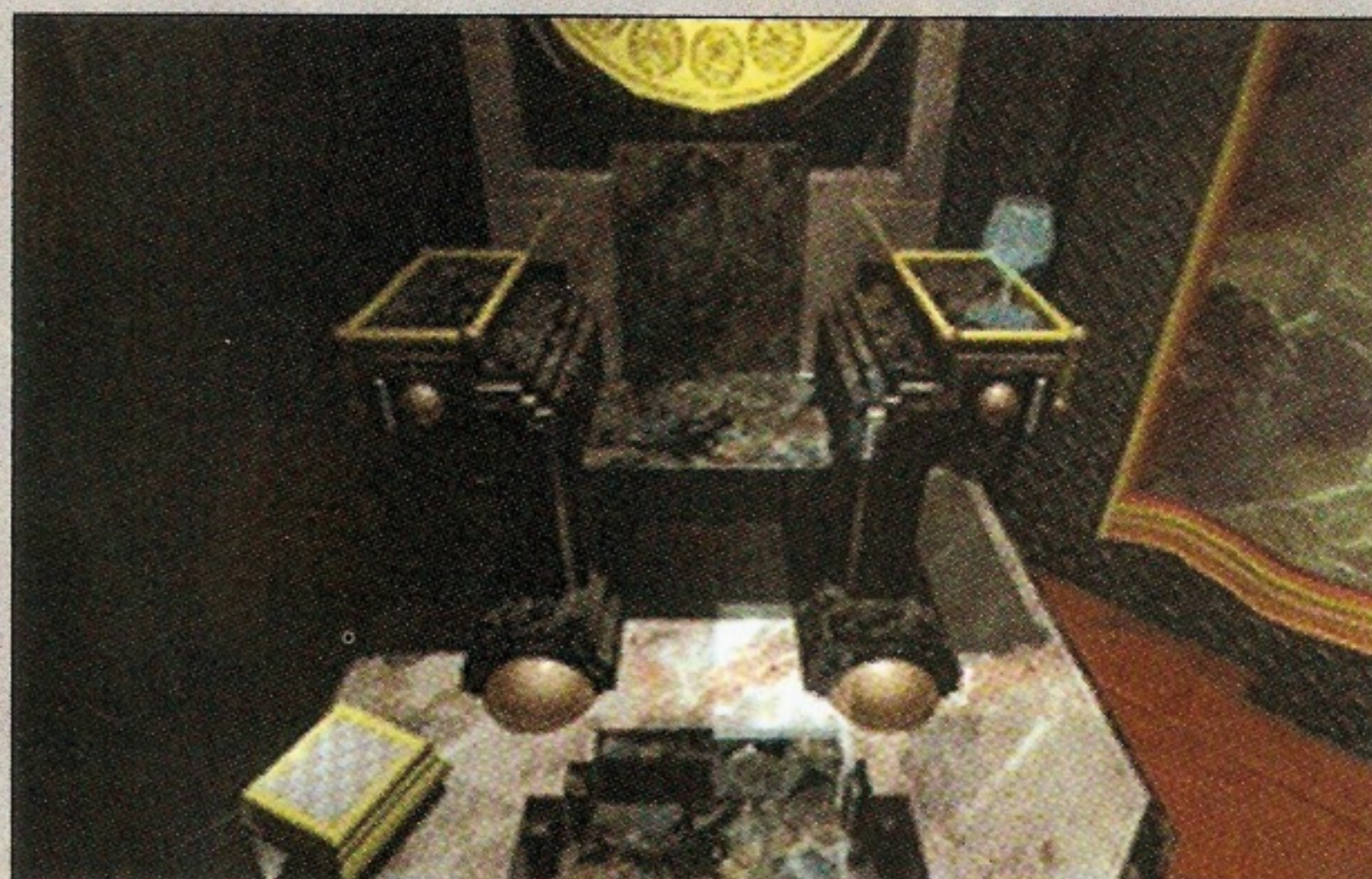
❖ Enter the Fortress and keep your eyes open to see what lies at its heart.



❖ The Red room is Sirrus'. It is littered with all sorts of toys. Many appear to be miniature versions of Myst landmarks.



- ❖ The wall tapestry is beautiful. Do you notice anything peculiar upon further inspection?



- ❖ A secret panel! What could it hold?



- ❖ This must be one of the missing pages of the book. Return it to the Red Book on Myst Island and see what happens next.



- The toy in Achenar's room looks like fun. Take it for a spin. Remember: Practice makes perfect!



- Could Achenar's Blue room have a similar architectural structure?



- What has Achenar been up to in here? Find the Blue Page and exit the room. If you're holding the Red Page already, you must come back later for this one.



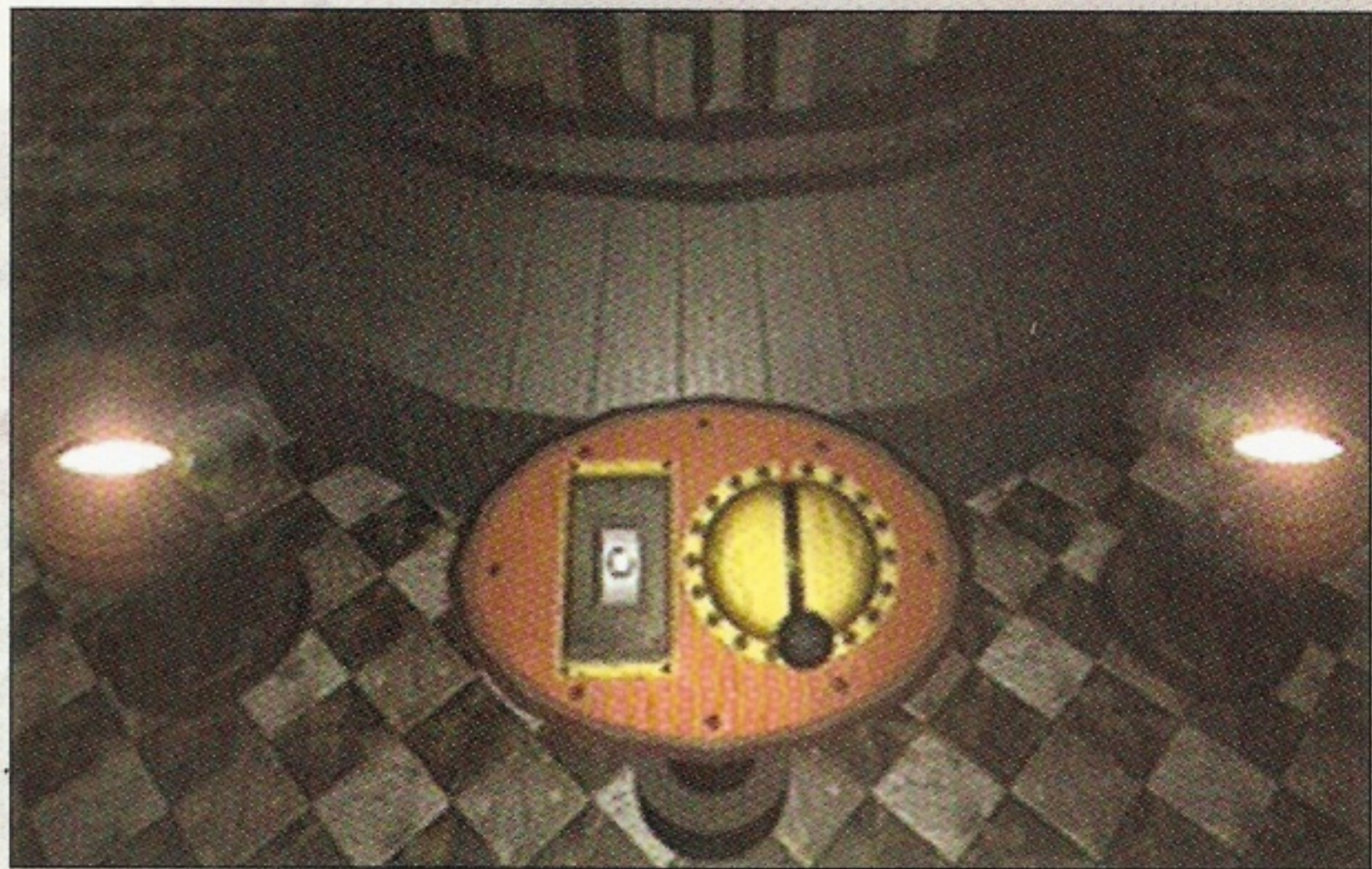
- ❖ The elevator seems to be locked. Maybe if you found a way to rotate the elevator chamber and align the inner and outer doors.



- ❖ A press of the red button reveals a hidden chamber in the floor.



- ❖ This machine doesn't seem to be the Tower Rotating device, but perhaps it powers up something else. Do you notice anything unusual when you pull the lever?



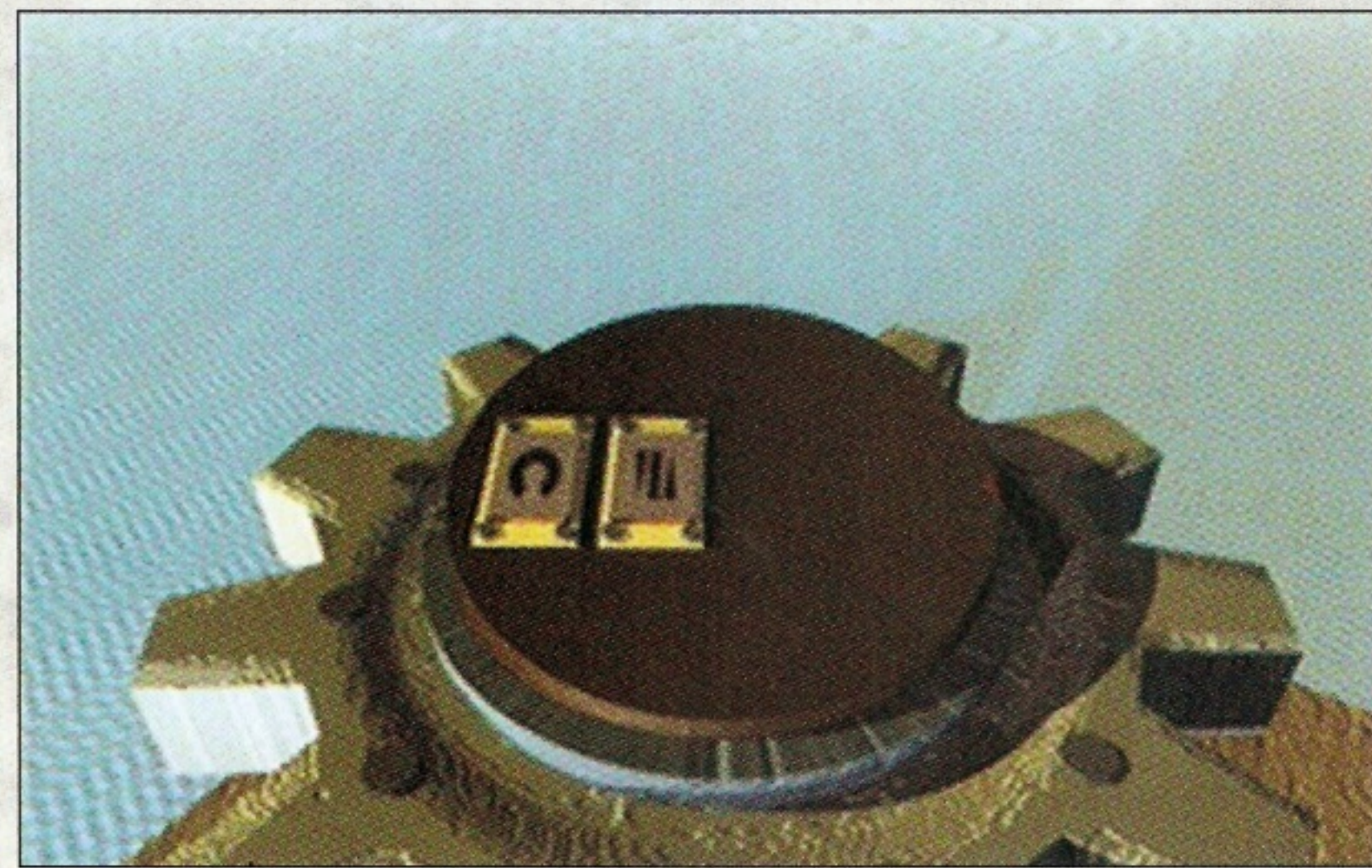
- Now that the elevators work, take a ride. The up and down buttons serve obvious functions, but what does the middle button do?



- Does this device look similar to the toy in Sirrus' room? It should.
- After you've managed to successfully rotate the Tower, scout the other islands. A clue to your trip home may be waiting to be found.



- On the North Island, you'll find a mysterious plate with symbols. Do the symbols look familiar?



- ❖ After you've collected all the Key symbols, program the main board on the South Island and the Myst Book will be revealed.



The Library ceiling is the first thing you see upon your return to Myst. You should return any retrieved pages to the Blue or Red Book before leaving the Library.



The Solution

- ❖ The pages to the journals are each hidden in secret passageways in the brothers' rooms.
- ❖ In Sirrus' room, the secret panel is to the right of the throne, but partially covered by the tapestry on the wall. You need to touch the door to enter the secret room.
- ❖ The Red Page is located in one of the chests. In Achenar's room, the secret panel is to the left of the throne. Touch the door, and you'll find Achenar's Torture Chamber.
- ❖ The Blue Page is hidden amongst the weapons and poisons on the shelf to the left of the cell.



- ❖ In the Hall, you can see a red button on the wall. Press the button to open a passageway in the floor that reveals a control panel made up of one lever. The key here is to pull the lever and let go so that the symbol ends up glowing red. This is the secret to aligning the inner and outer elevator doors.
- ❖ In the elevator you can see three buttons. Press the up button to go to the next level. But before stepping out, press the rectangular button in the middle. When you exit, the elevator sinks back into the floor, revealing the true controls to rotate the Tower.
- ❖ As in Achenar's room, you must change the position of the Tower to explore the other islands in the Age. To do so, first pull the left lever back, and then pull and hold the right lever for approximately 3-5 seconds. At this point, you must reset both controls. This causes the Tower to rotate its setting.
- ❖ You can determine which way the bridge is pointing by the sound effect that accompanies the setting. The following are the directions and the associated "noise":

North = "Dink"

West = "Bwip"

East = "Bwoosh"

South = "Clink"

- ❖ On the North Island you'll find the first two symbols for the control panel. On the East Island you'll find the second two symbols for the panel. With this information in hand, return to the island. The correct symbols and locations are:

First Position—A three-quarters circle with an opening on the bottom.

Second Position—Two triangles flanking a rectangle.

Third Position—A circle above three triangles.

Fourth Position—A half-circle with an opening on the right.

- At the control panel, enter the four symbols into the machine and press the red button. This opens a passageway into the ground that contains the *Myst Book*.

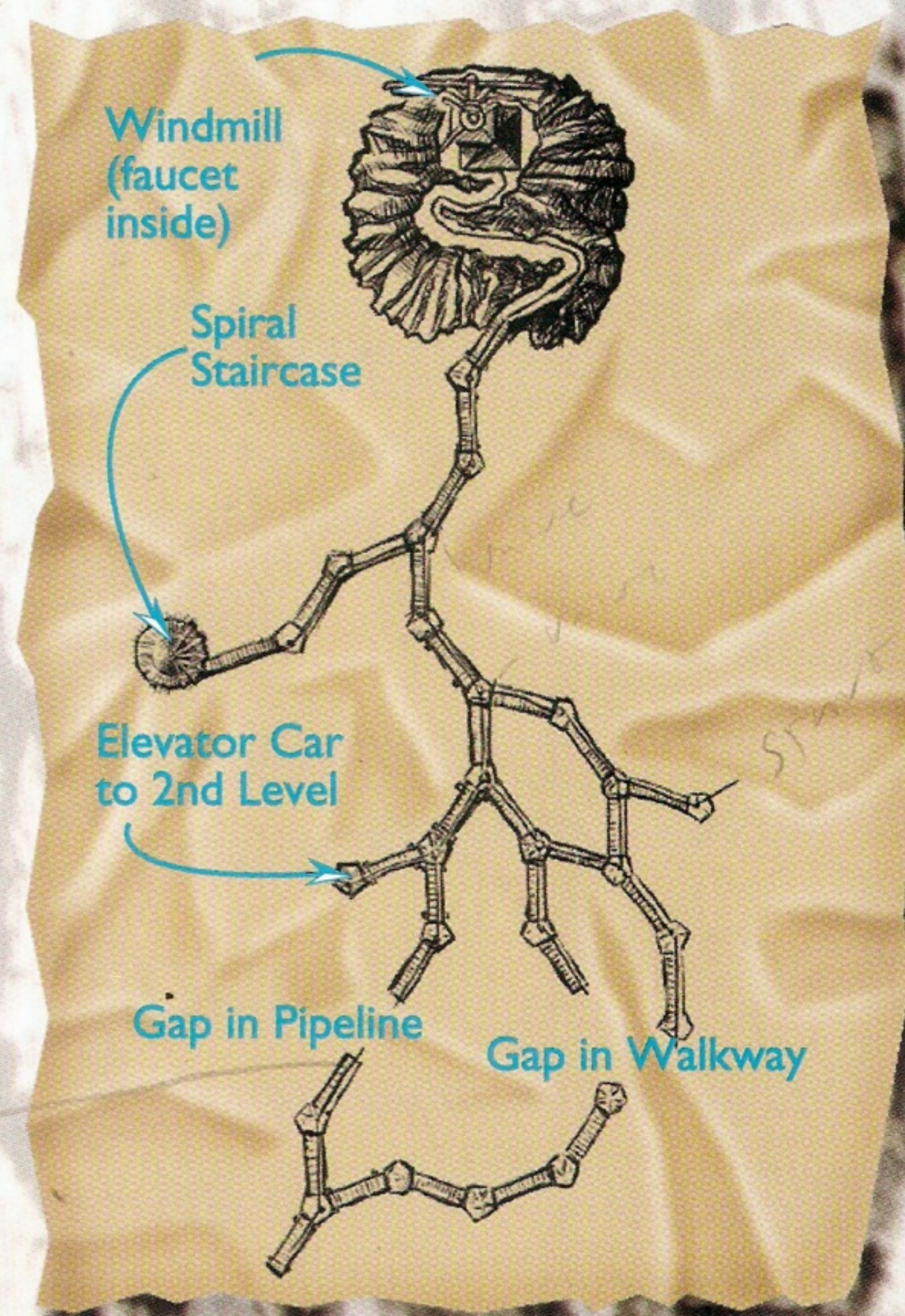


Upon returning to *Myst Island*, you'll find yourself in the Library. Take this opportunity to return the missing pages to *Sirrus'* or *Achenar's* book. You'll notice that by returning the pages, the clarity of the transmission greatly improves. This process continues as each successive page is retrieved.

Chapter Four

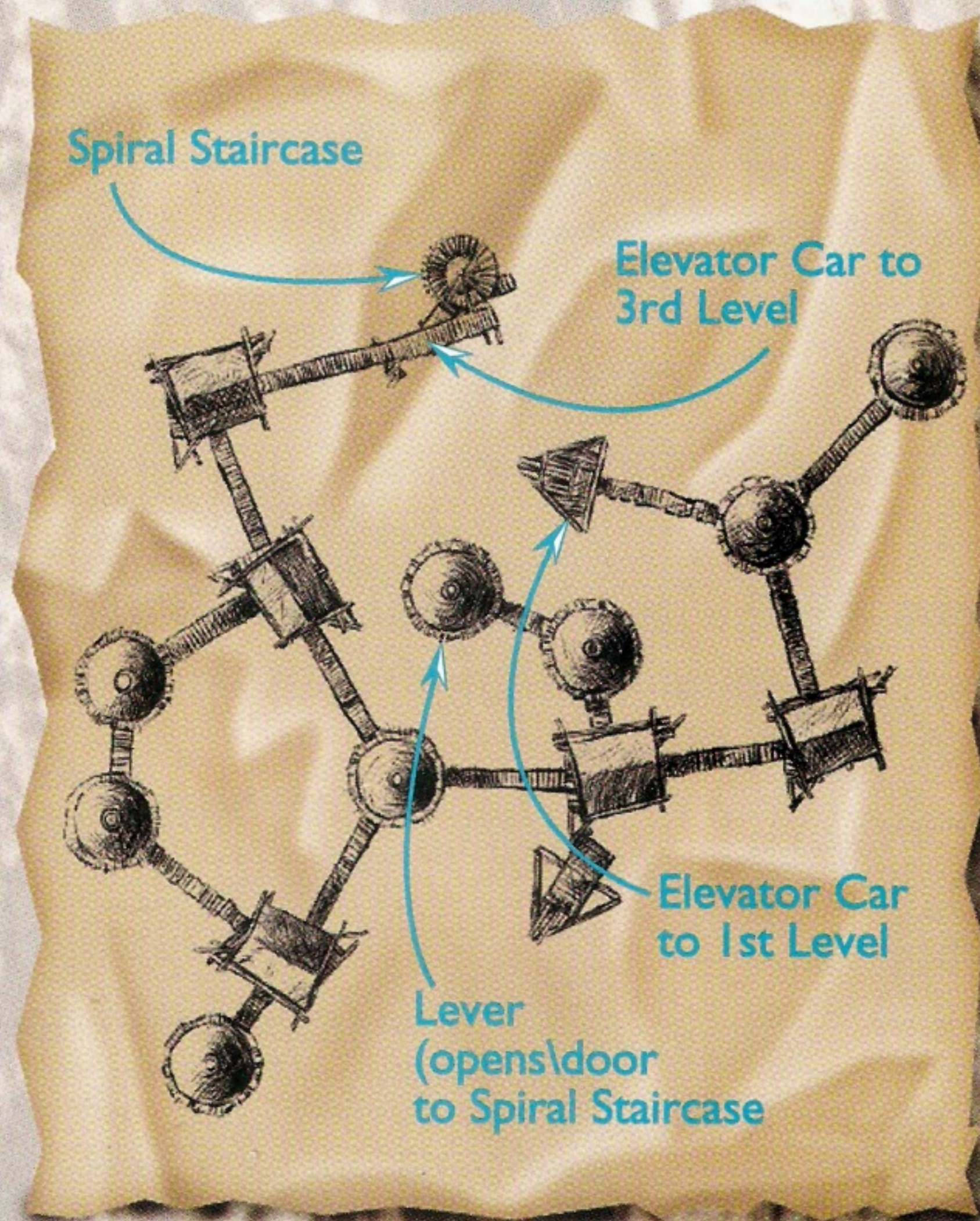
The Channelwood Age

First Level

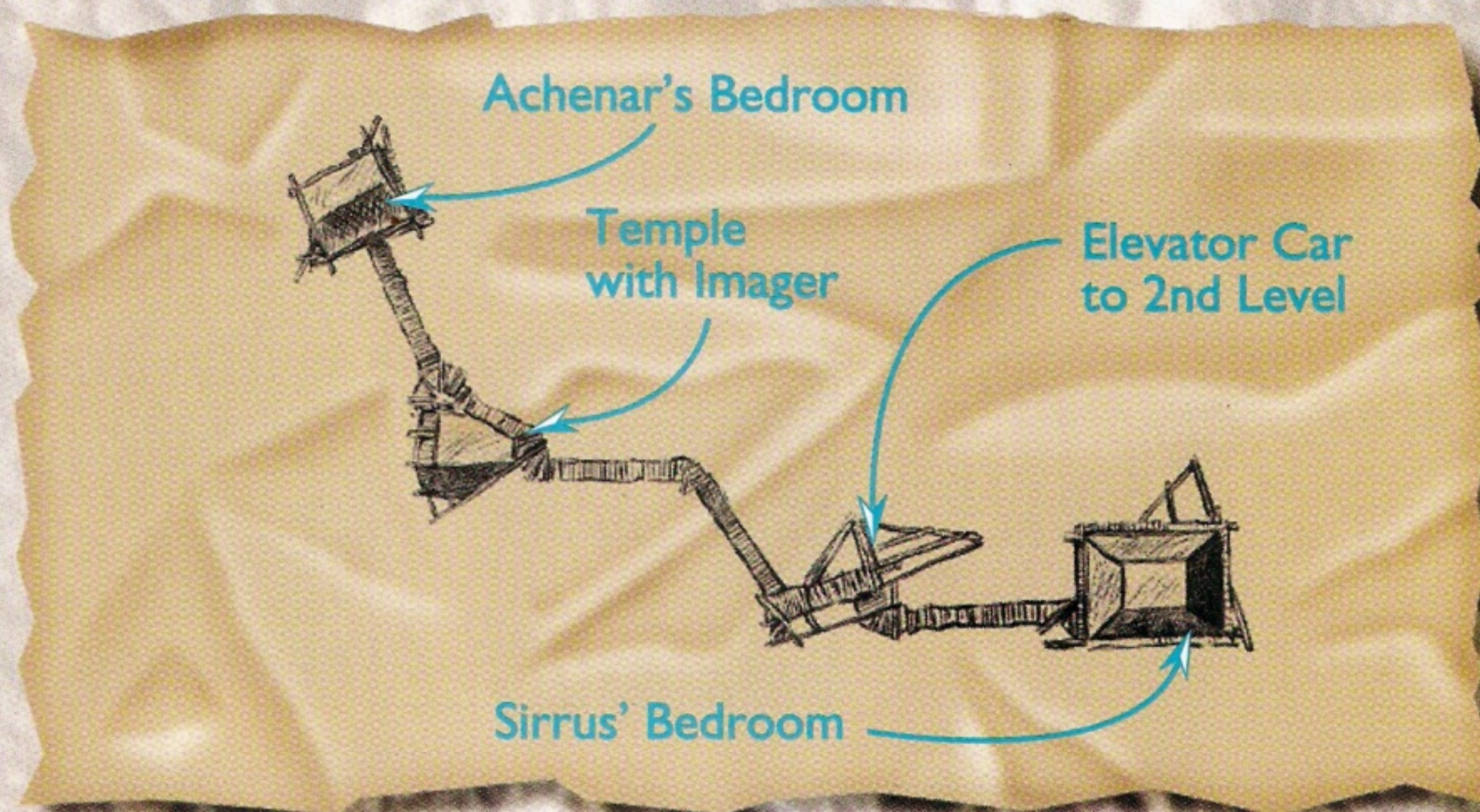


Hand
Drawn
Sketch

Second Level



Third Level



What Goes Up Must Go Down

The Channelwood Age is a swampy land populated with a number of trees and almost no solid ground. The most prevalent method of travel is a wooden walkway that extends throughout the swamp. On the only solid ground stands a Windmill.

The Clues

❖ The Channelwood Age is a land filled with trees. With that in mind, where might the logical entrance from Myst Island be located?

❖ The entrance to the Channelwood Age can be found near the Log Cabin.



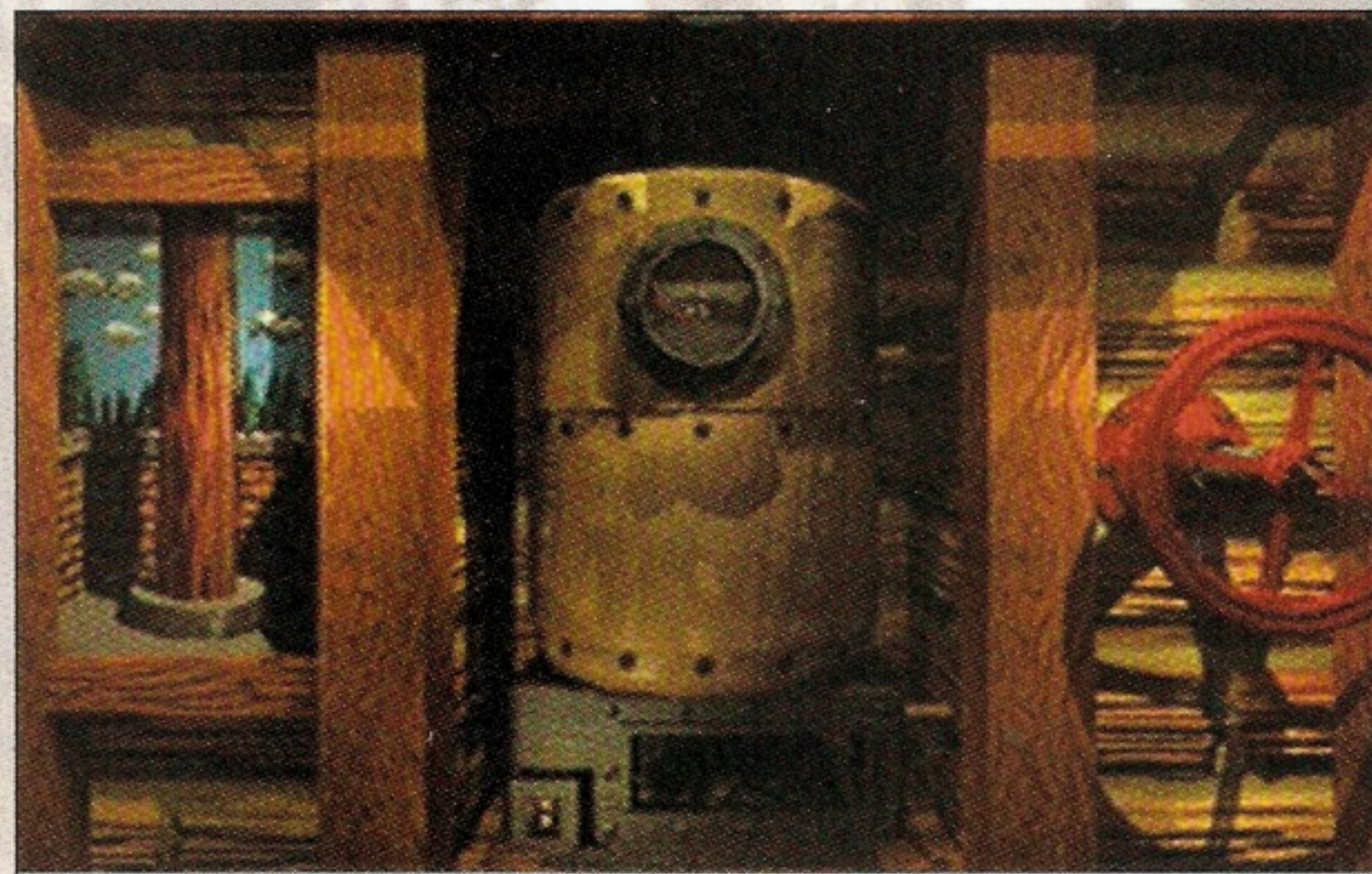
❖ Do any of the clues from the Key Plaque seem like they might fit in the Log Cabin?



- ❖ When the safe opens, you'll find a package of matches. Take a look around the room and find where a match might be useful.



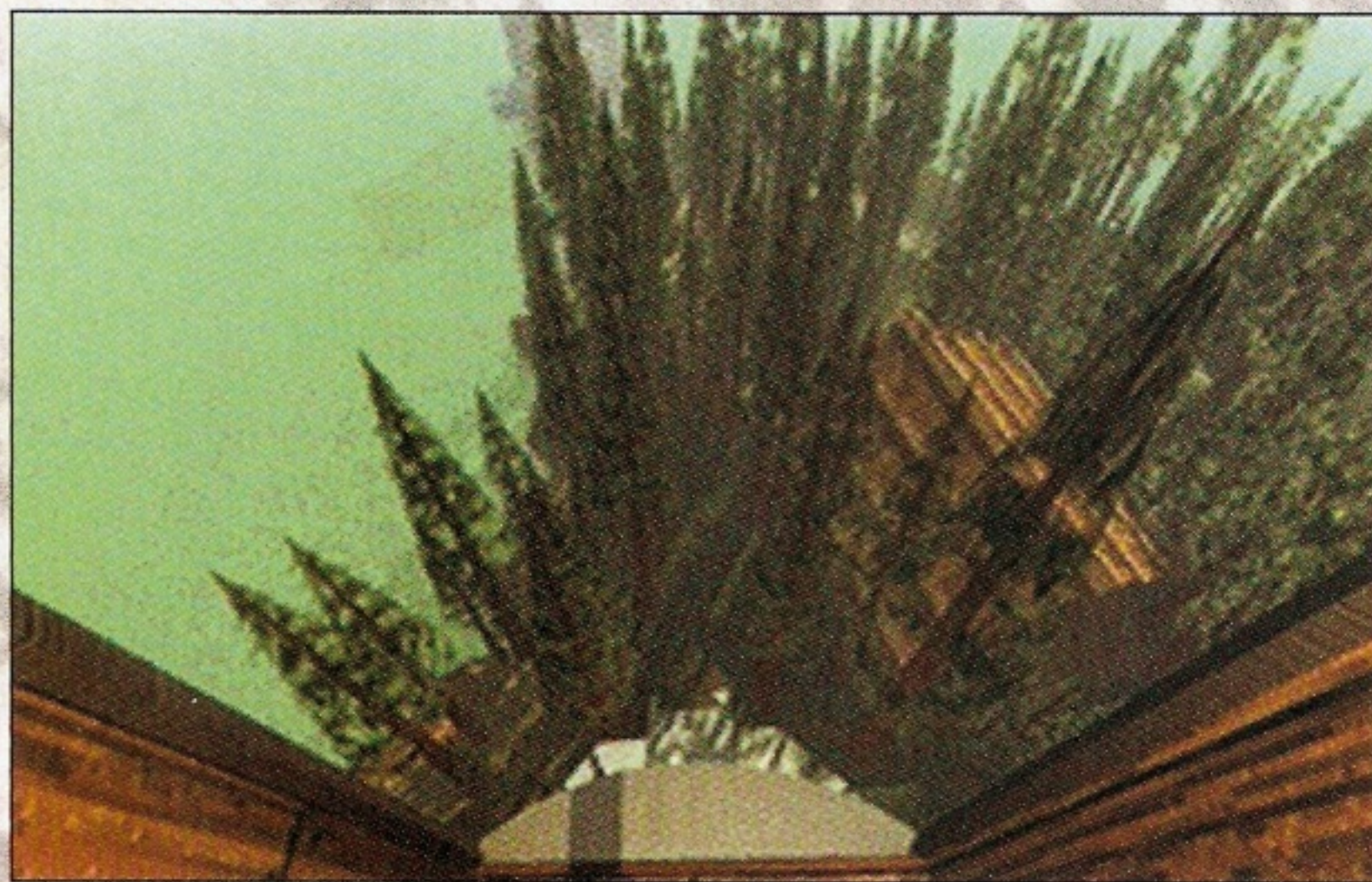
- ❖ Firing up the pilot light gets the furnace going, but what significance is that? Does anything else seem to happen now?



- ❖ When you turn the wheel, listen very carefully. Where could those strange sounds be emanating from?



- ❖ Taking the ride up in the elevator provides a spectacular view but little else. How can you get the elevator to somehow go down?



- ❖ At the base of the elevator platform awaits the book and the entrance to the Channelwood Age.



Your second journey begins now.



The Solution

- ❖ In the Log Cabin, you need to enter the combination from the Key Plaque (7,2,4) and open the safe. This can be done by pressing the Blue buttons under the digits, and then turning the handle on the safe.
- ❖ In the safe, take a match and light the pilot light in the bottom-left corner of the furnace. Powering up the furnace allows you to use the elevator car hidden in the Giant Tree behind the Log Cabin.
- ❖ Turn the wheel to the right and you'll see the meter on the furnace move from left to right and you'll hear the elevator car rising to the top. When the meter rests on the right edge, it means the elevator has stopped at the top. At this point, you must turn the wheel back to the left and quickly head to the Giant Tree.
- ❖ At the Giant Tree, you must step into the elevator car as it descends. This transports you into the hidden room that holds the Channelwood Book.

Power Outage

Walking along the path, you'll find a locked gate door that prevents you from reaching the winding staircase that leads upward. There is an elevator but apparently there is no power. Throughout the trail, you'll see a pipe rail with switches at many of the junctions. It looks like if you are going to get anywhere, you must identify and utilize some sort of power source.

The Clues

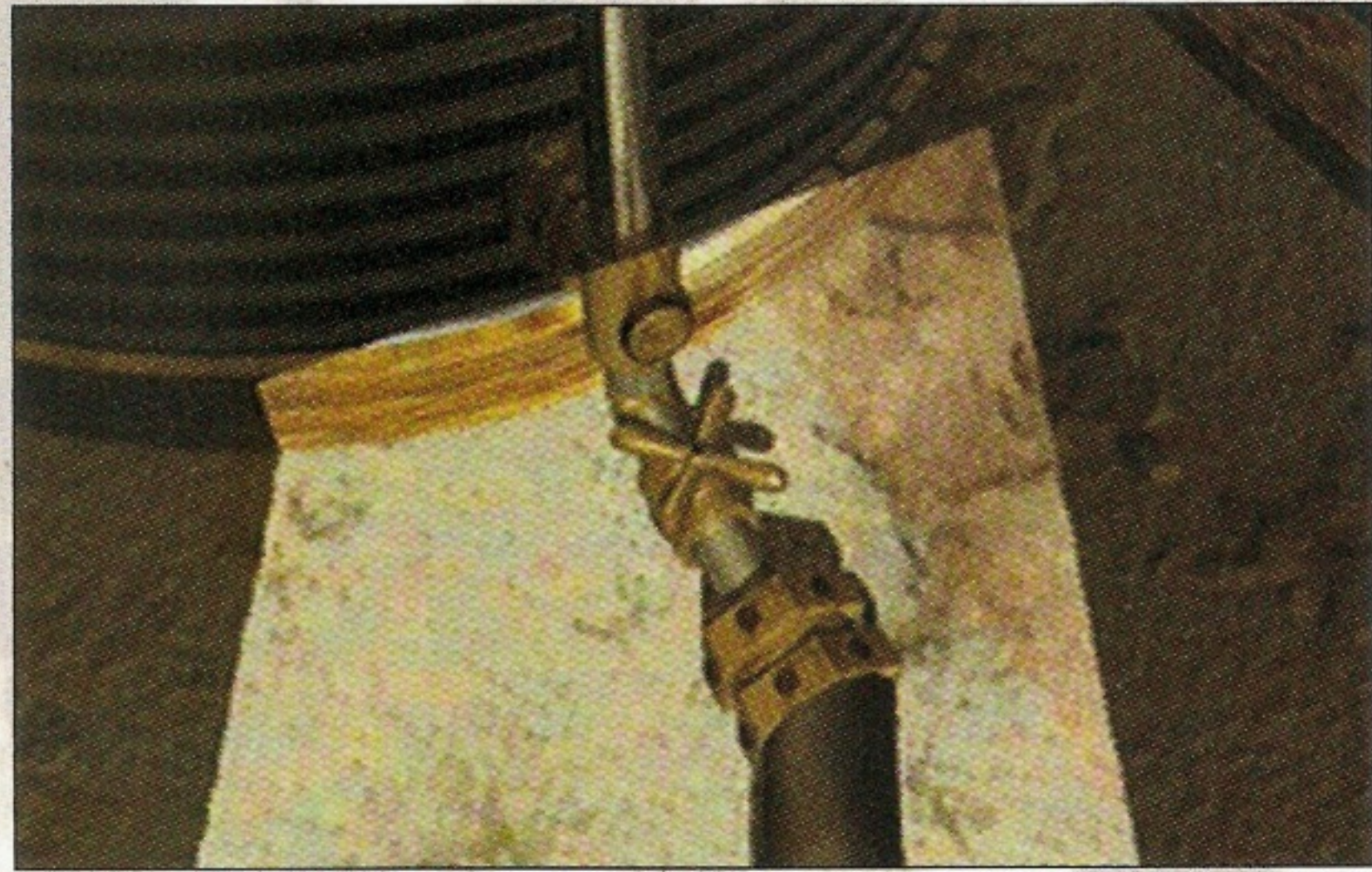
- ❖ Because you lack access to the other parts of the Channelwood Age, the Windmill seems like a good place to begin your investigation.



- ❖ The interior of the Windmill is dominated by a vast water tank. Can the water be used to restore the power?



- ❖ A turn of the valve releases the water. Can you hear it running through the pipes?



- ❖ The power has been turned on but still nothing seems to work. Perhaps if you can direct the water in some way.



- ❖ After power has been channeled towards the elevator, take a ride up to the home of the tree dwellers.

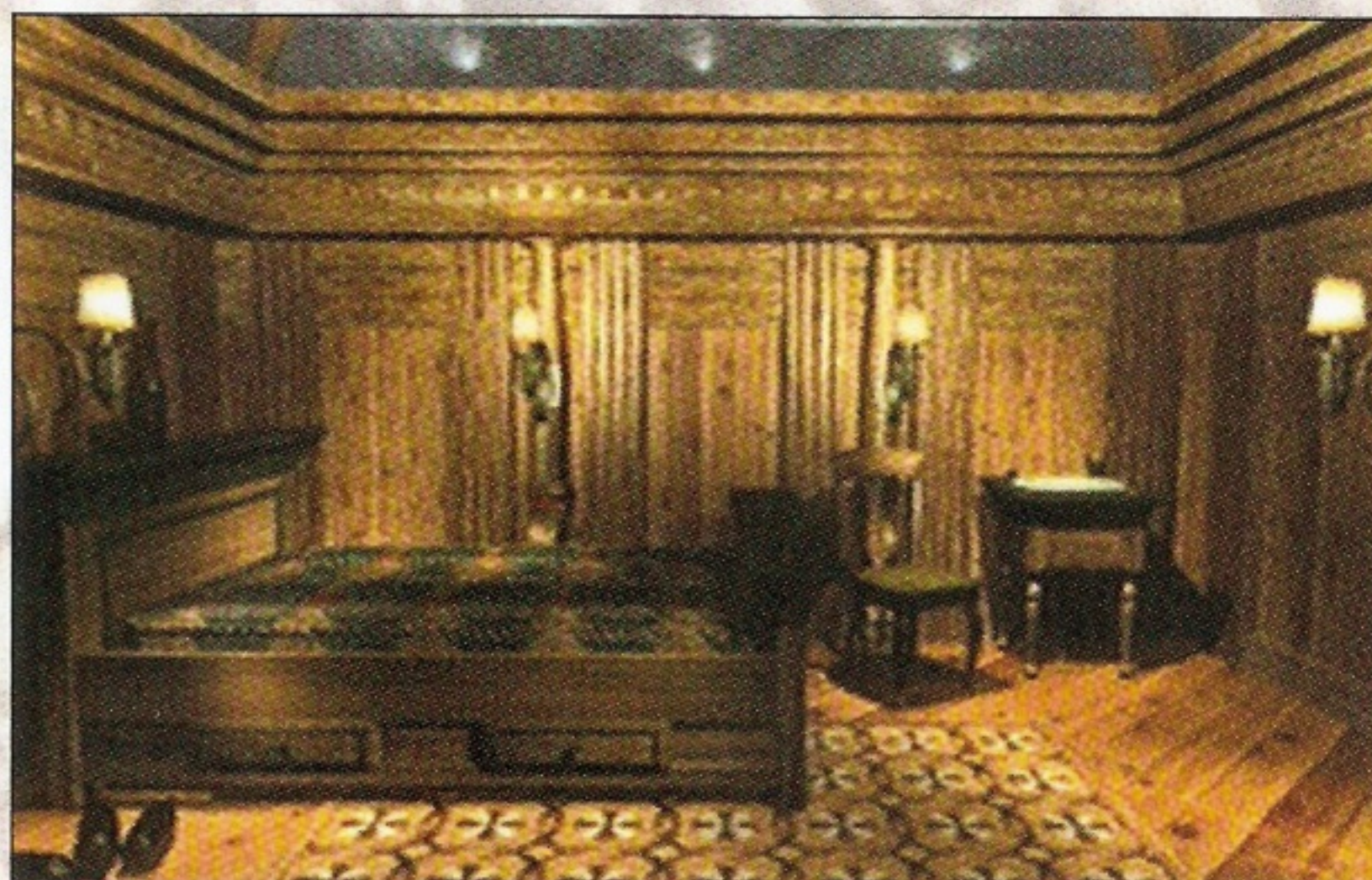


❖ On the Second Level, the only item of significance is a Red lever. Pull the lever and keep your eyes on the background. Did you notice anything?



❖ Now that you understand the workings of the pipe switches, redirect the energy to reach the Third Level.

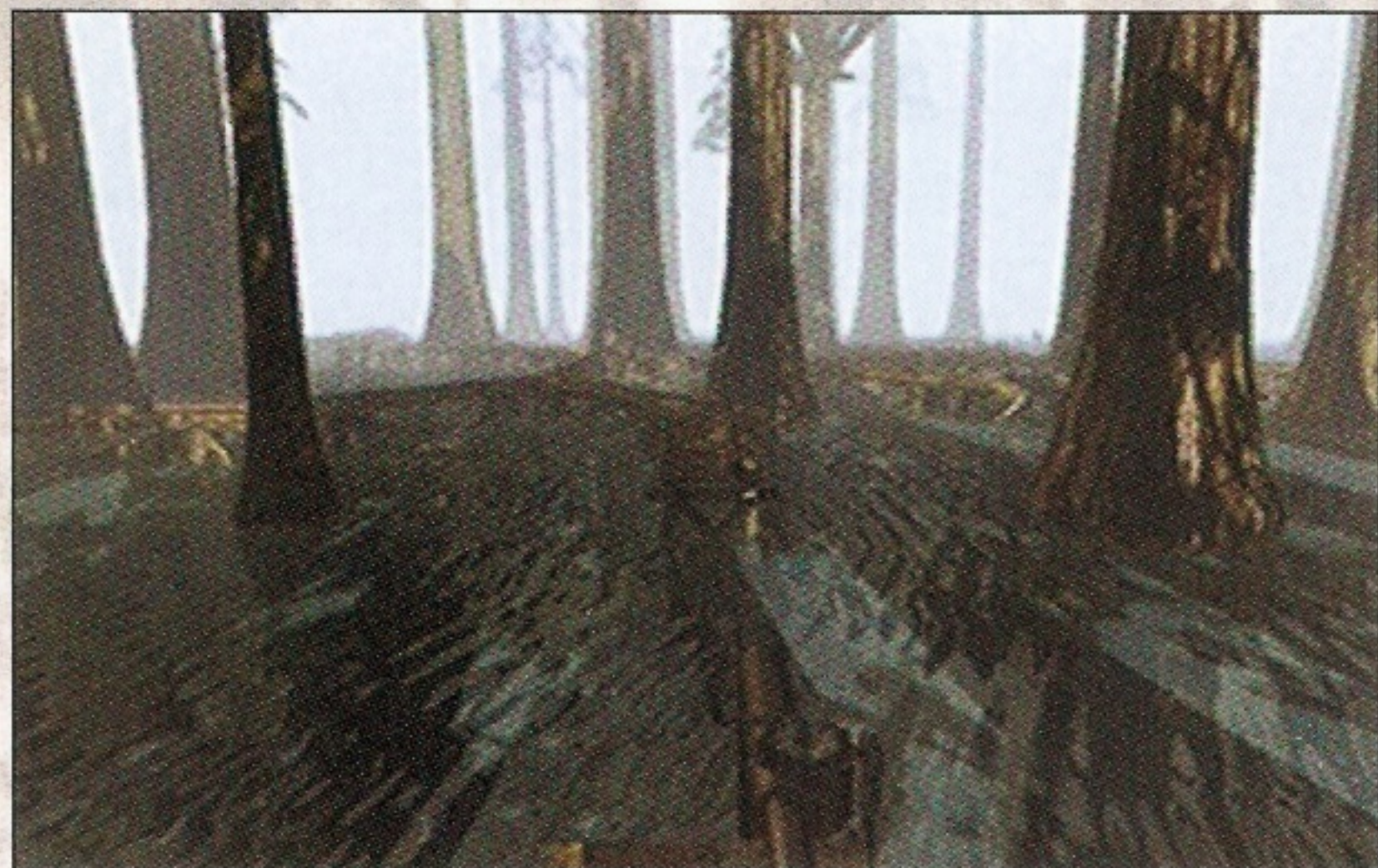
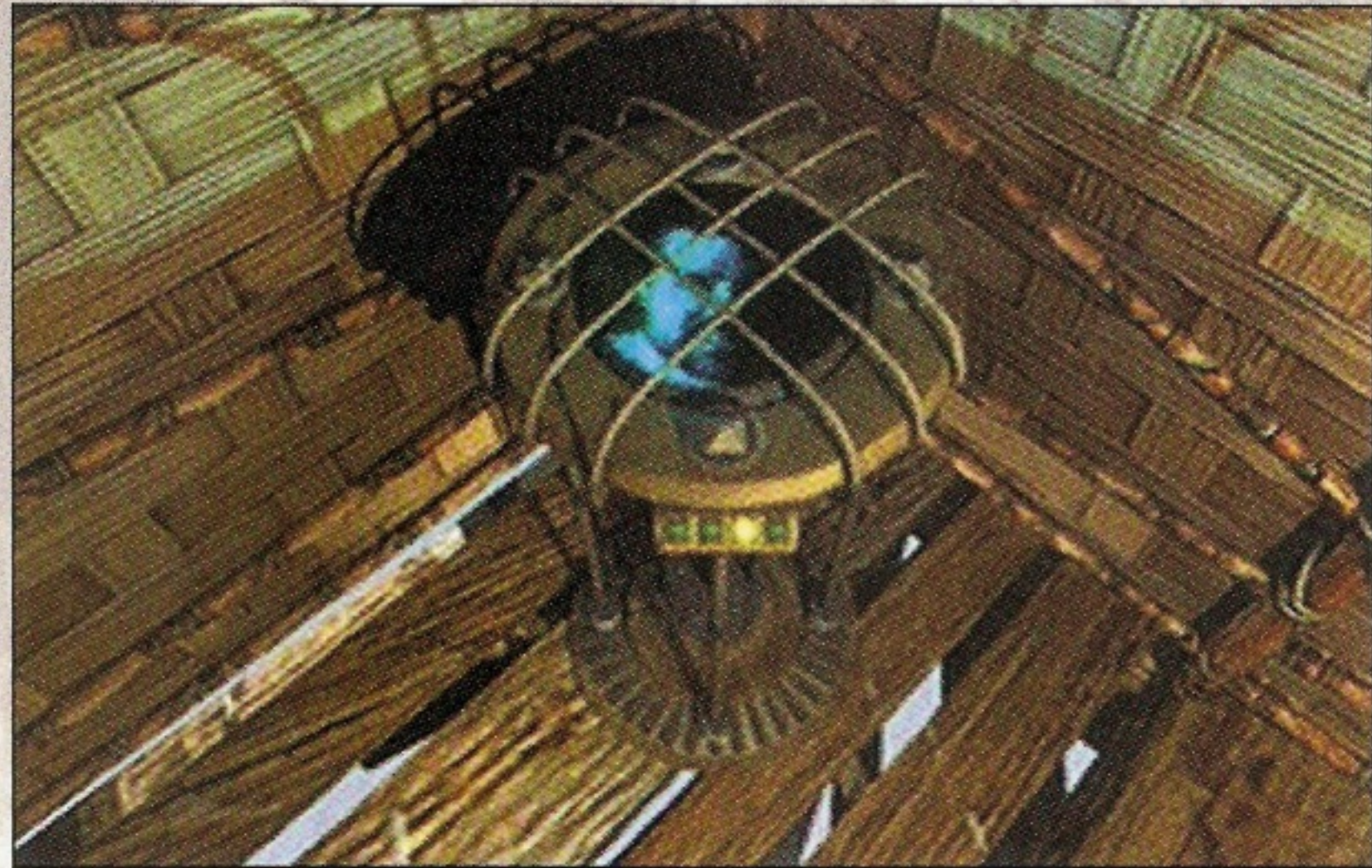
❖ The Third Level has three main rooms. To the left of the elevator is Sirrus' room.



❖ After you've gotten what you're looking for, take one last search of Sirrus' room. Is anything else of interest available?



- ❖ To the far right of the elevator is Achenar's domain. What could this little gadget do?
- ❖ After you have a page in hand, you must find your way back to the Myst Book.
- ❖ Remember the dead ends? Now that you can direct the water, see what happens when you send the power in the proper directions.
- ❖ With a little ingenuity, you should now be able to cross the gap at the dead-end pathway with a lever.
- ❖ Now you can reach the elevator, but the power problem arises once again. To deal with this problem you must find a way to connect the gap between the pipes at the dead end. Any ideas?



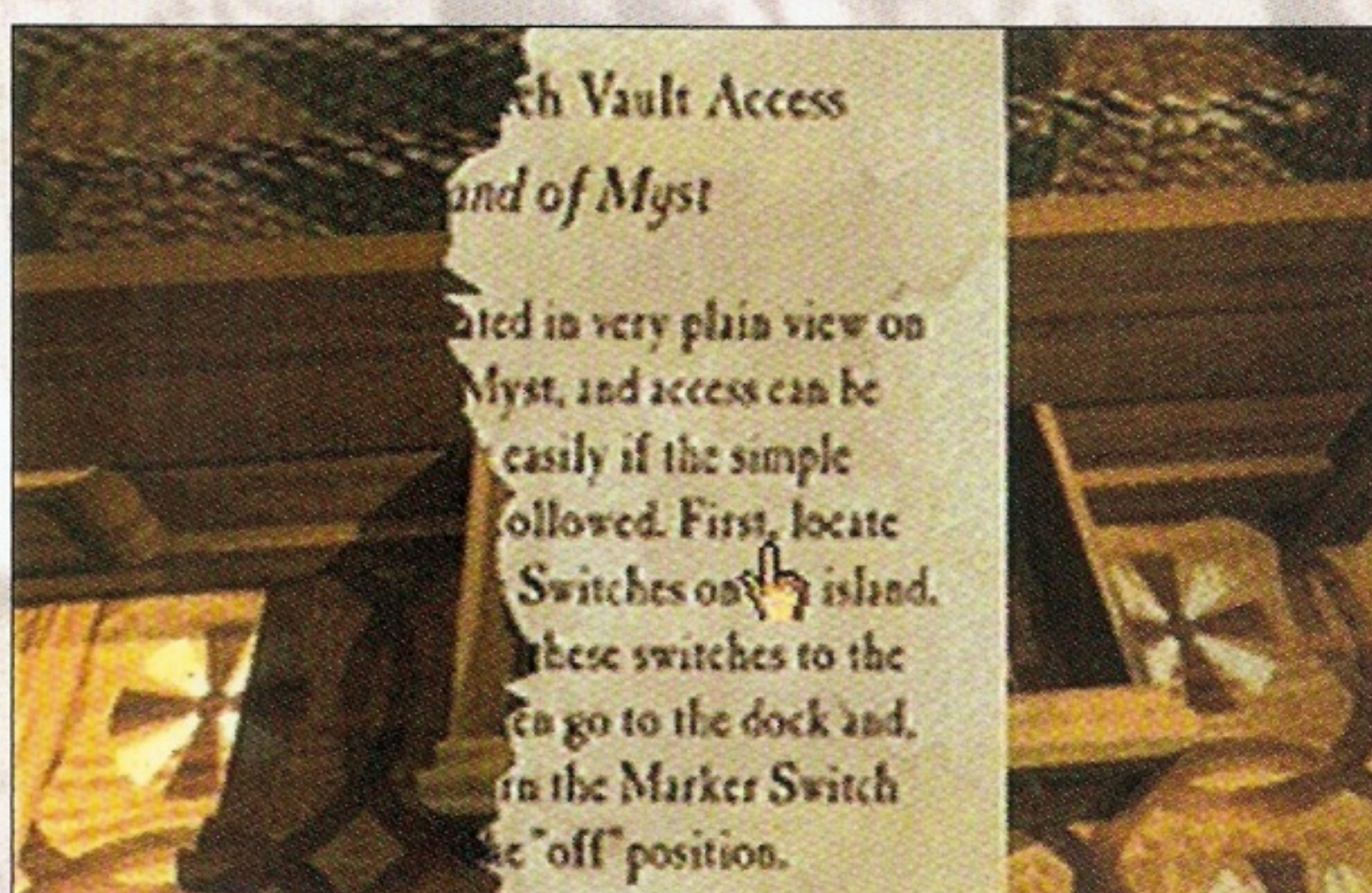
When the pipeline has been re-established, you can power up the elevator to find the Myst Book.



The Solution

- ❖ The most important concept to grasp in the Channelwood Age is how the power system operates. The power comes from the water pressure that is controlled in the Windmill. By turning the valve left, the water is released. You should hear it coursing through the pipes.
- ❖ When the water is flowing, it is only a matter of directing it to the mechanism you wish to operate.
- ❖ To reach the Second Level, you need to direct the flow of water through the pipes that lead to the elevator. When the elevator is powered up, pull the lever and you'll be on your way up.
- ❖ On the Second Level, there isn't a whole lot to see. When you find the Red Lever, pull it and watch the door in the background open.
- ❖ When the door opens, you can walk down the circular staircase and reroute the water power towards the Second Level elevator.
- ❖ On the Second Level, ride the elevator to the Third Level to find Sirrus and Achenar's bedrooms. In each room is a missing page that needs to be returned to the journals.

- ❖ In Sirrus' Room, the Red Page is in the desk drawer. Check the lower-right drawer under his bed, because inside you'll find a torn note. This note turns out to be very significant later in the game.



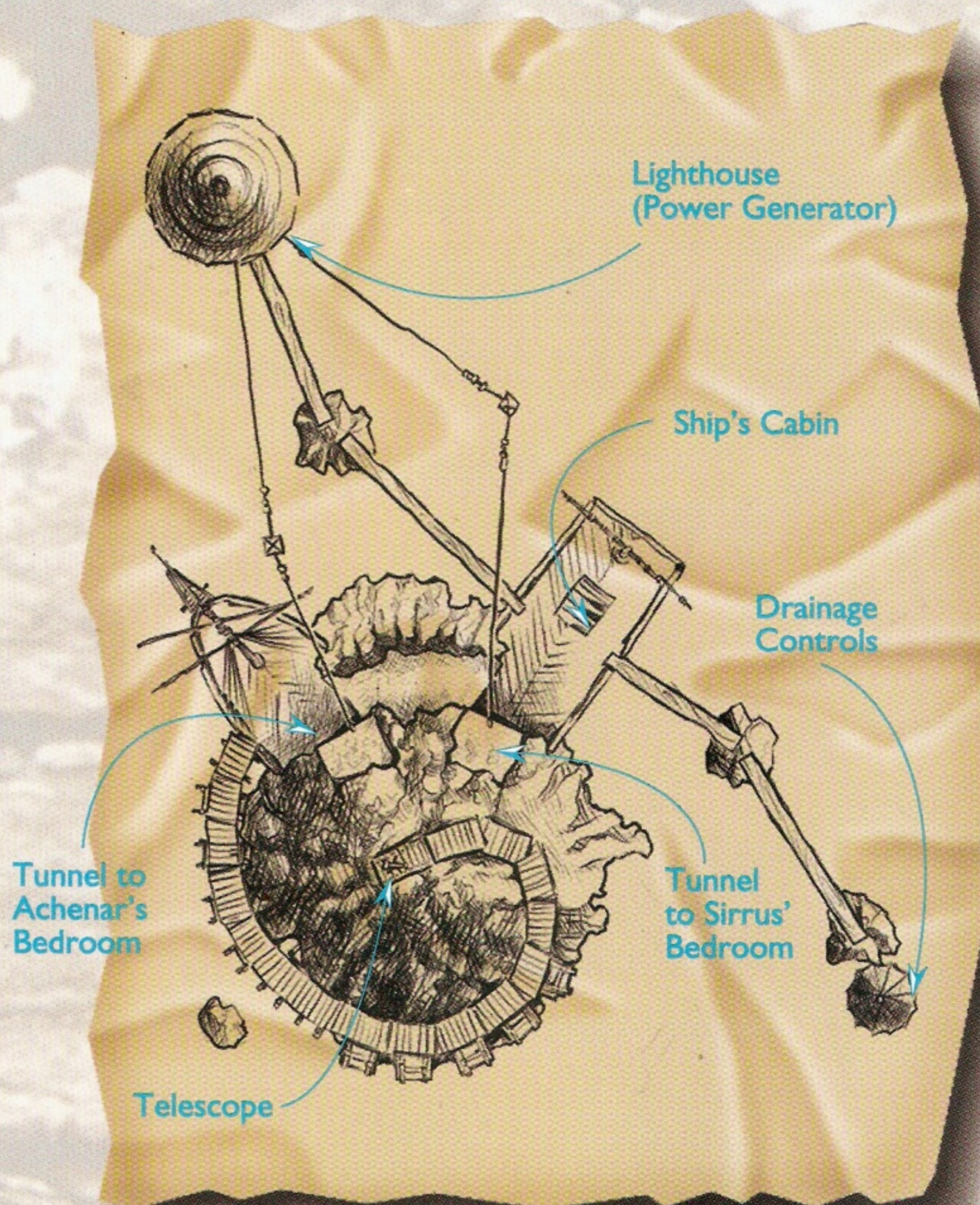
- ❖ In Achenar's room, the Blue Page sits under the video imaging device.



- ❖ Remember the dead-end walkway with the Red lever? Now you must direct the power source here and pull the lever. This leads you to the elevator, but to get it to operate you need to change the power source.
- ❖ If you follow the pipe that leads from the elevator, you can see a dead end where the pipe does not extend across. You must re-cross the raised walkway and redirect the water power to the dead end with the pipe end and a crank.
- ❖ When the power is flowing, turn the crank and the pipe extends across to the other side of the chasm. Now head back to the elevator, and pull the lever. This will take you up to the Myst Book.

Chapter Five

The Stoneship Age

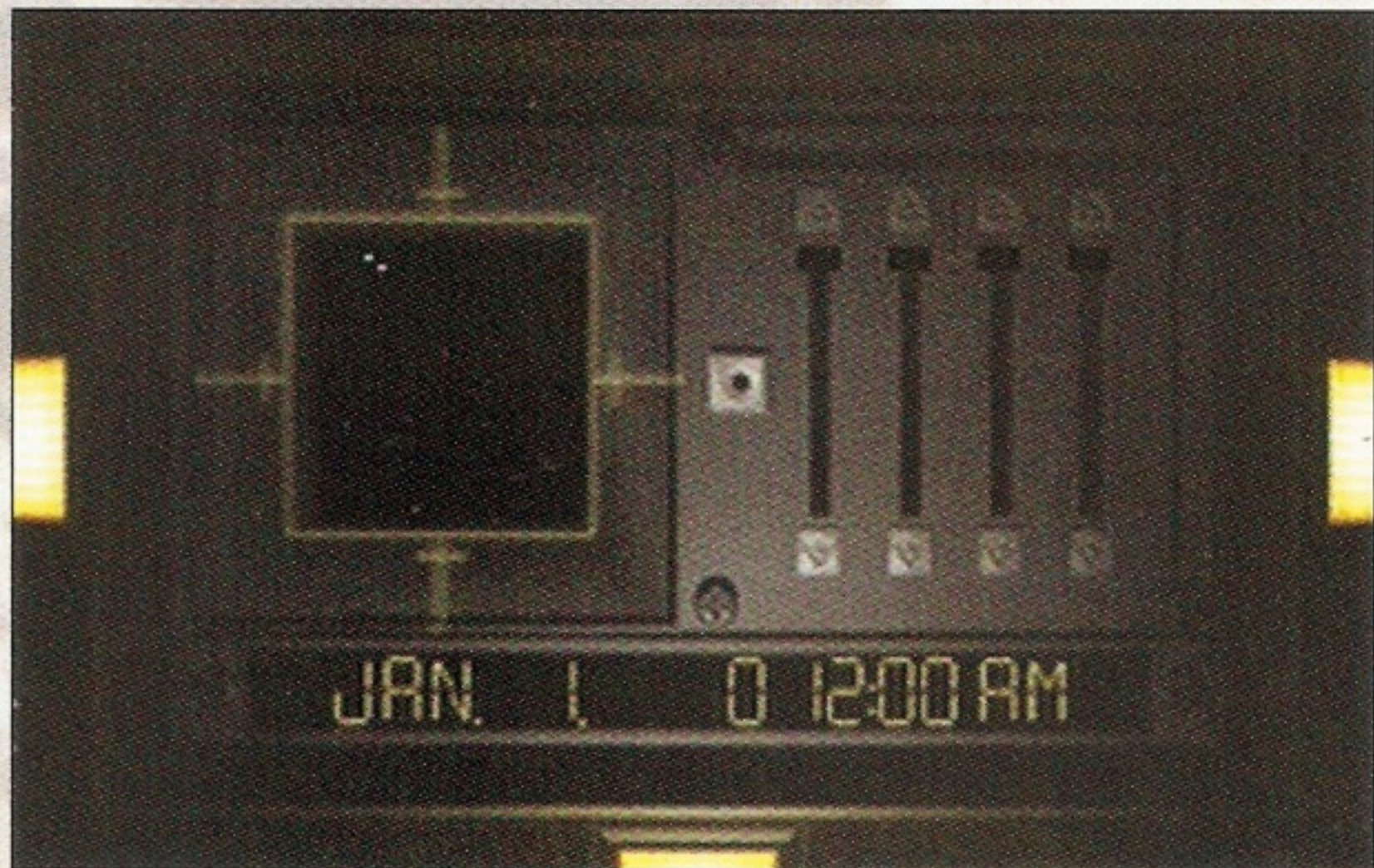


The Stars Hold the Key

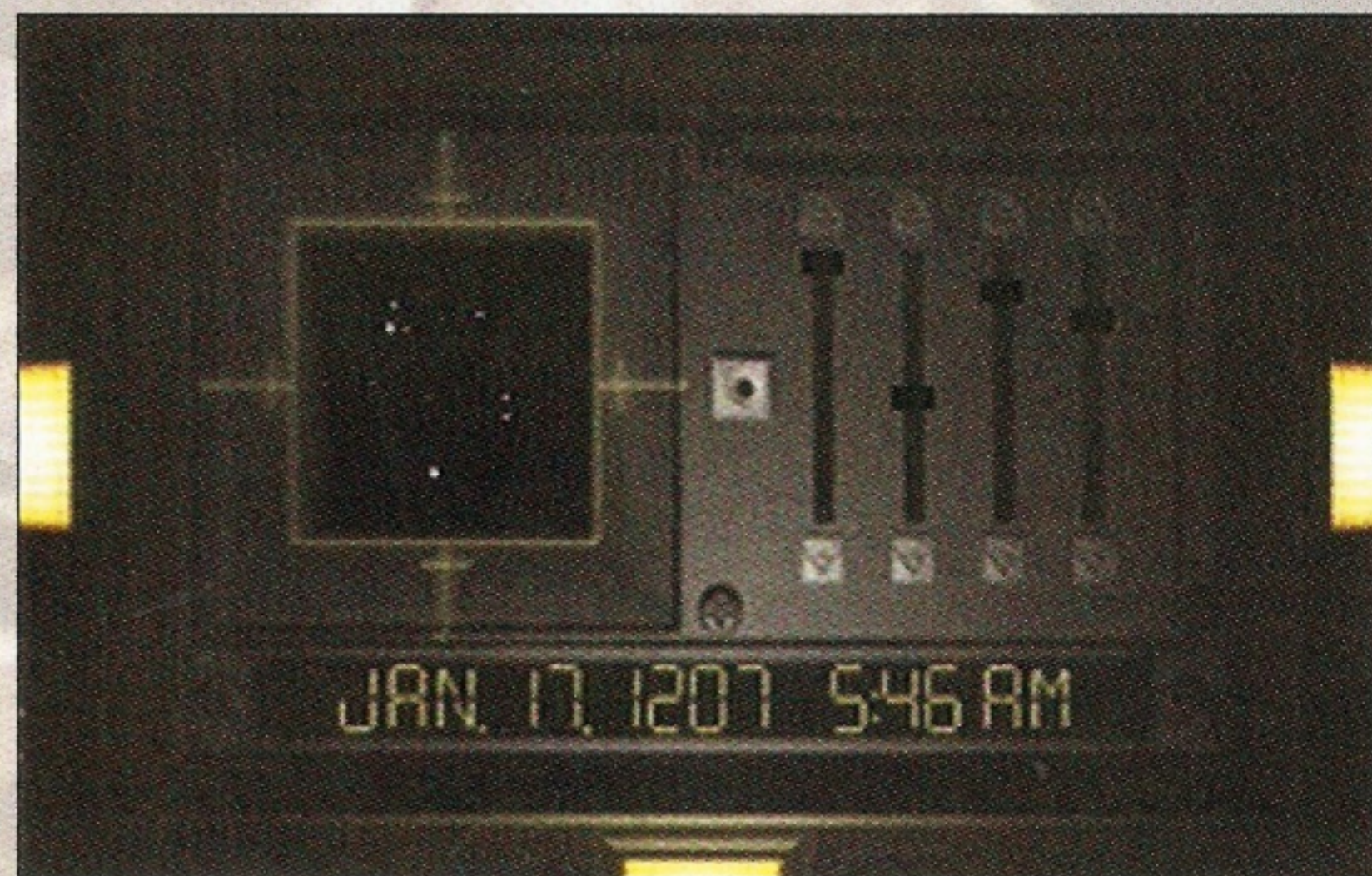
At one time, ancient sailors used the stars to guide them, and now so must you. Your destination this time? The Stoneship Age.

The Clues

- ❖ Obviously, the key information for this puzzle must be utilized in the Planetarium.
- ❖ Inside the rotunda, press the Blue button to turn off the lights before settling into the chair. This brings up a Star Map and activates the Control Grid.
- ❖ At the Control Grid, you'll notice a panel with a view screen, a control button, four levers, and an information bar that displays a generic date and time.
- ❖ By moving the levers, the information bar data is automatically adjusted. After you've picked a date, press the control button and a new constellation appears on the view screen. Do any dates that may reveal pertinent information stand out?
- ❖ In viewing the various constellations, does anything look familiar? Think hard and remember where you may have seen these shapes before.



- When you've identified three key star formations in the Planetarium, you are ready to make your way to the proverbial keyhole. But where could the keyhole be located?



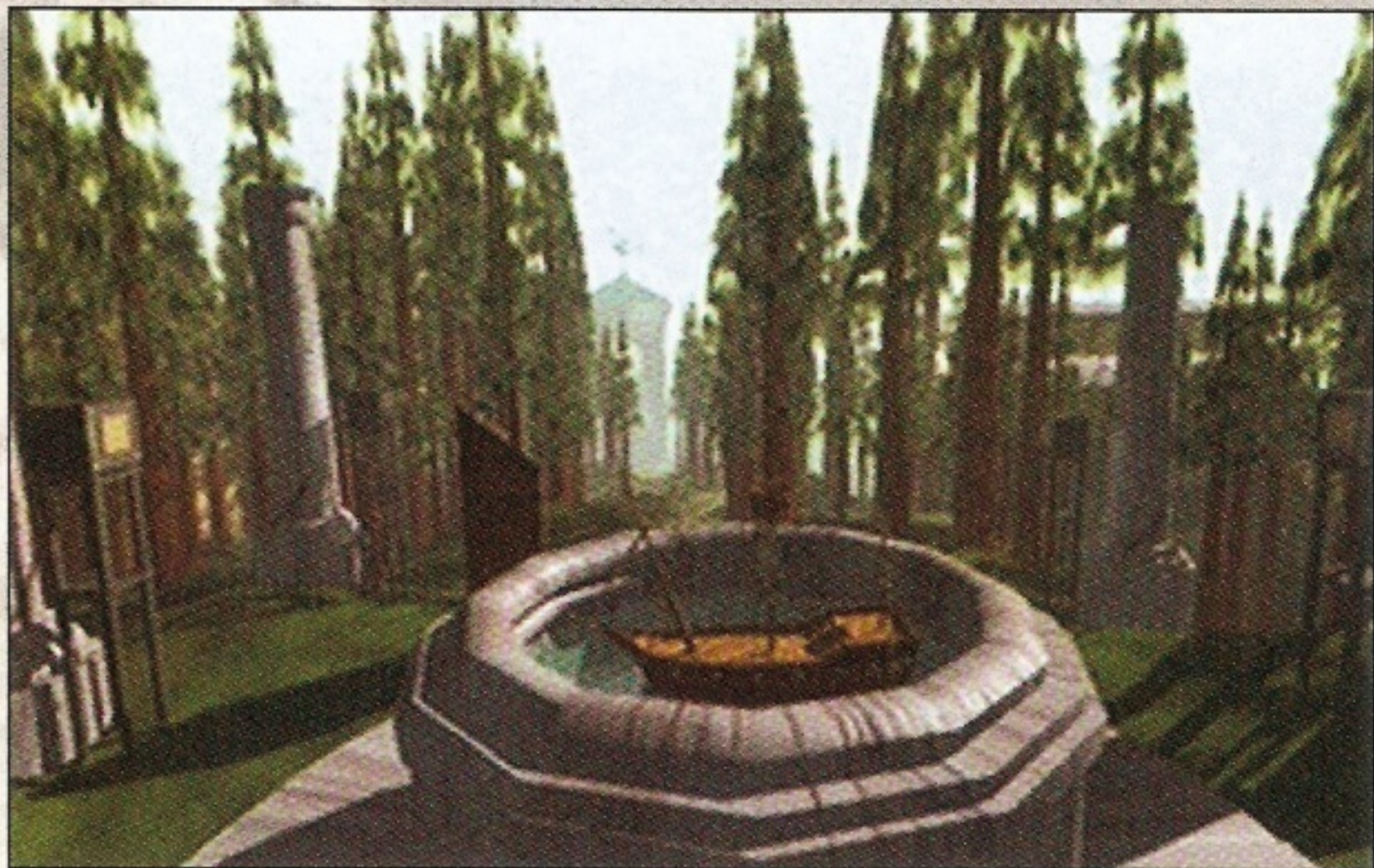
- ❖ Remember the symbols in the Pillar Walkway? Using the clues found in the Planetarium, carefully study the Pillars that surround the Fountain to see if a pattern emerges.



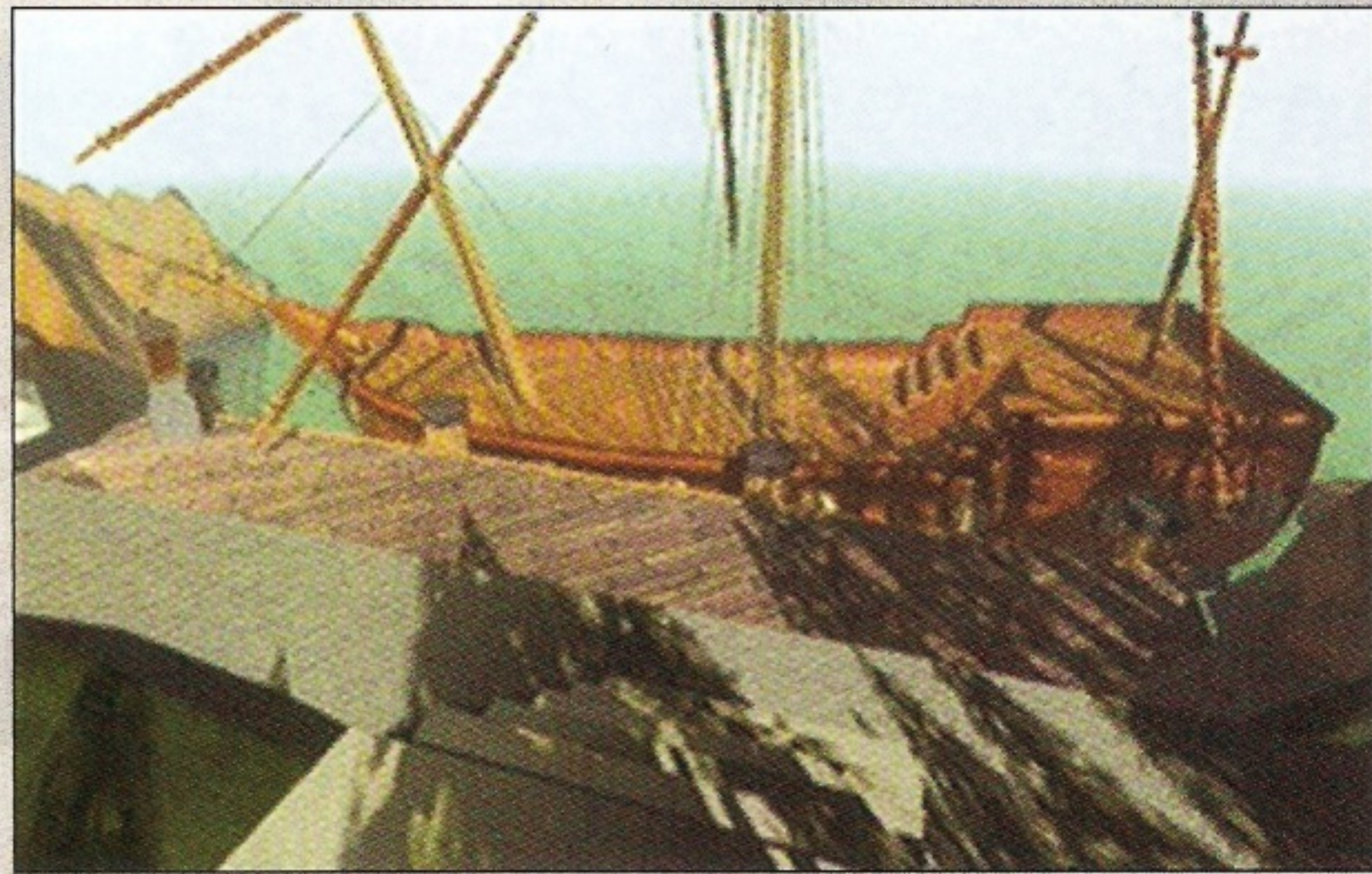
- ❖ When you press a symbol, the green shading indicates that it's turned on.



- ❖ Did you hear the gurgling water? You'll know the pattern is successful when a ship rises from the Fountain.



- ◆ Now where might something else of this nature also rise from the water?



- ◆ After you board the ship, a quick search should reveal the passport to the Stoneship Age.



Your next adventure in the Stoneship Age awaits.

The Solution

- ❖ In the Planetarium, you need to input the following dates found earlier on the Key Plaque:

October 11, 1984 10:04 a.m.

January 17, 1207 5:46 a.m.

November 23, 9791 6:57 p.m.

- ❖ By comparing these three constellations with the various Journal drawings, the symbols of Leaf, Snake, and Chigger are revealed as the key icons.
- ❖ With this information in hand, proceed to the Pillar Walkway in front of the Library. Here, you'll find the Basin surrounded by eight pillars. From the left, the third, sixth, and seventh pillar icons match the Leaf, Snake, and Chigger constellations.
- ❖ Press the icon on each pillar and the icon turns green. When all three icons have been successfully activated, turn to the Basin and you'll notice the ship has risen from the water.
- ❖ The Large Ship by the Dock also rises at this point. Head back to the Dock, board the ship, and venture below the deck.
- ❖ On the Blue chair, you'll find a book that when opened reveals a glimpse of the Stoneship Age. Simply touch the picture, and you'll take the next step in your journey.

Ship Ahoy!

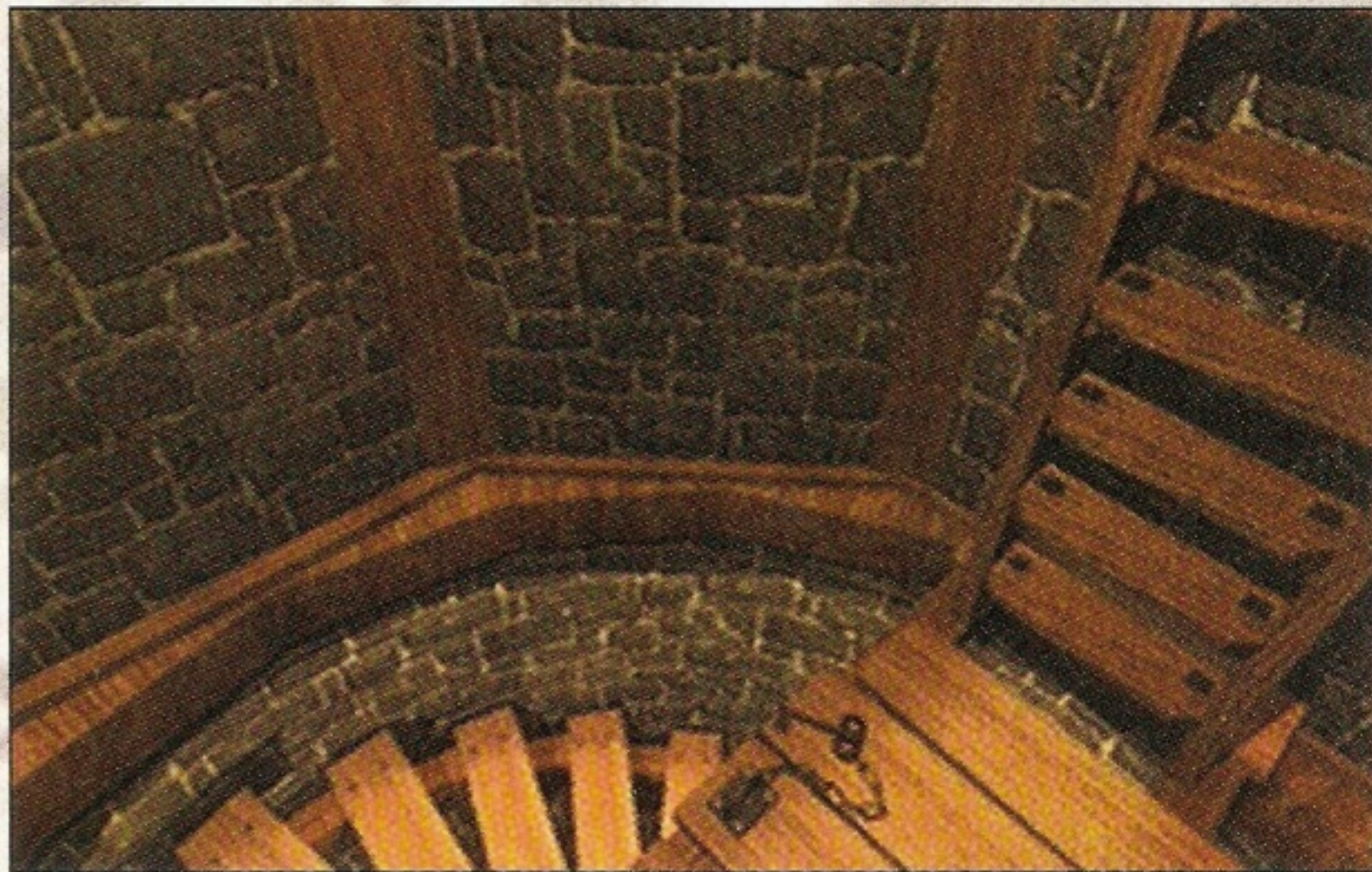
The Stoneship Age is a small rock island with sections of a ship fused into the sides. You start on the deck of one-half of the ship. In the distance lies a Lighthouse and in the opposite direction rests a control platform covered by an umbrella. Unfortunately, key areas to explore seem inaccessible due to severe flooding throughout the island.

The Clues

- ❖ After taking a walk through the land, experiment with the control panel. When you press any button, the button lights up and a draining-like sound effect occurs.



- ❖ In the Lighthouse, you'll find a key chained to the floor near the base of the ladder, but it doesn't appear as if you can put the key in the lock. Just maybe you must bring the lock to the key.



- ❖ Because the door to the upper section of the Lighthouse is locked and the key cannot be moved to it, explore some more of the land to find another possible keyhole.



- ❖ In the basement of the Lighthouse rests a locked chest. You can't carry it, but can you think of another way to move it?

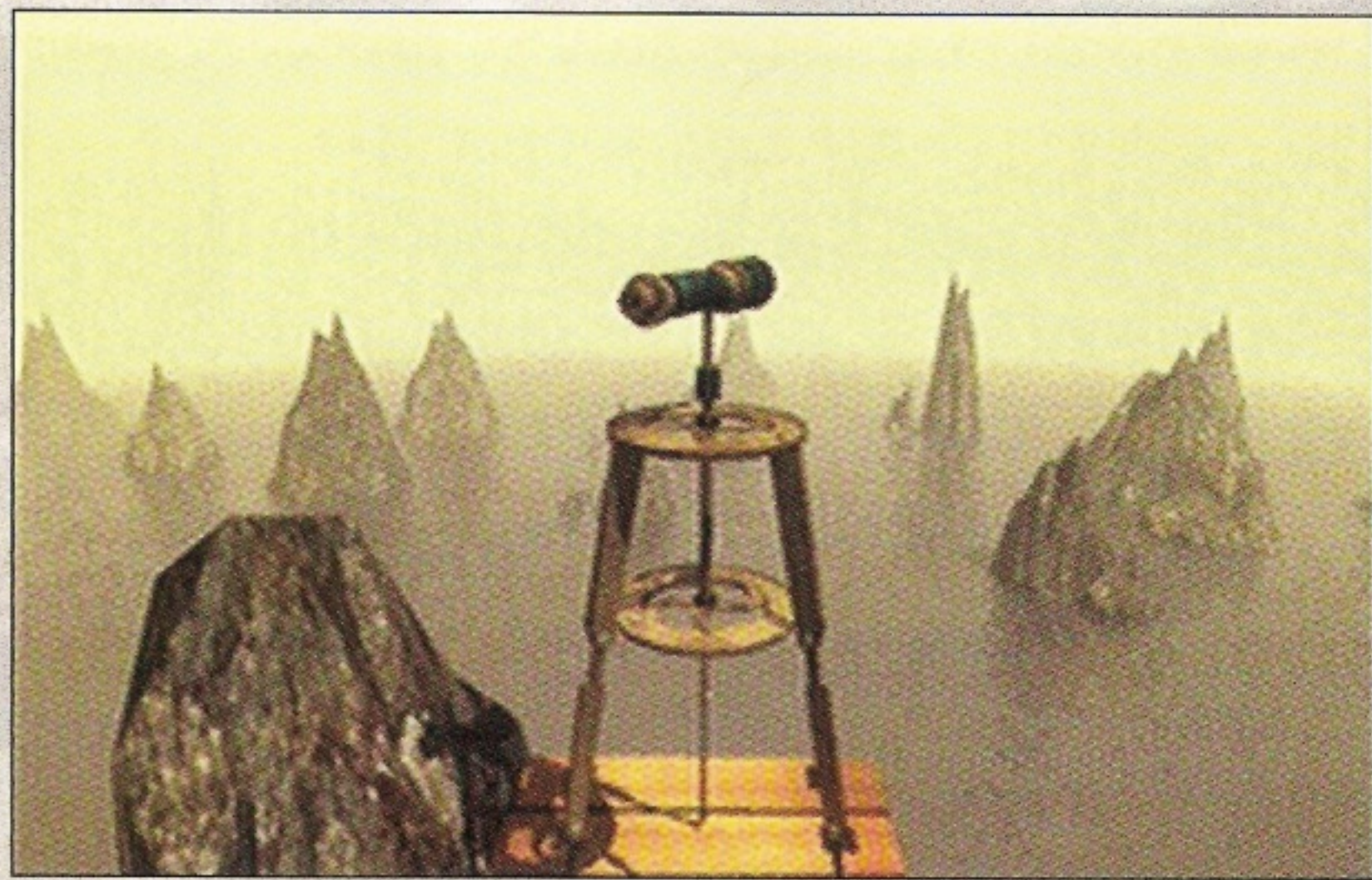


- ❖ After collecting the key to the locked door, enter the upper chamber of the Lighthouse. Turning the crank will shed some light on a few things.



- ❖ Because there doesn't appear to be anything else of value here, explore the rest of the island.

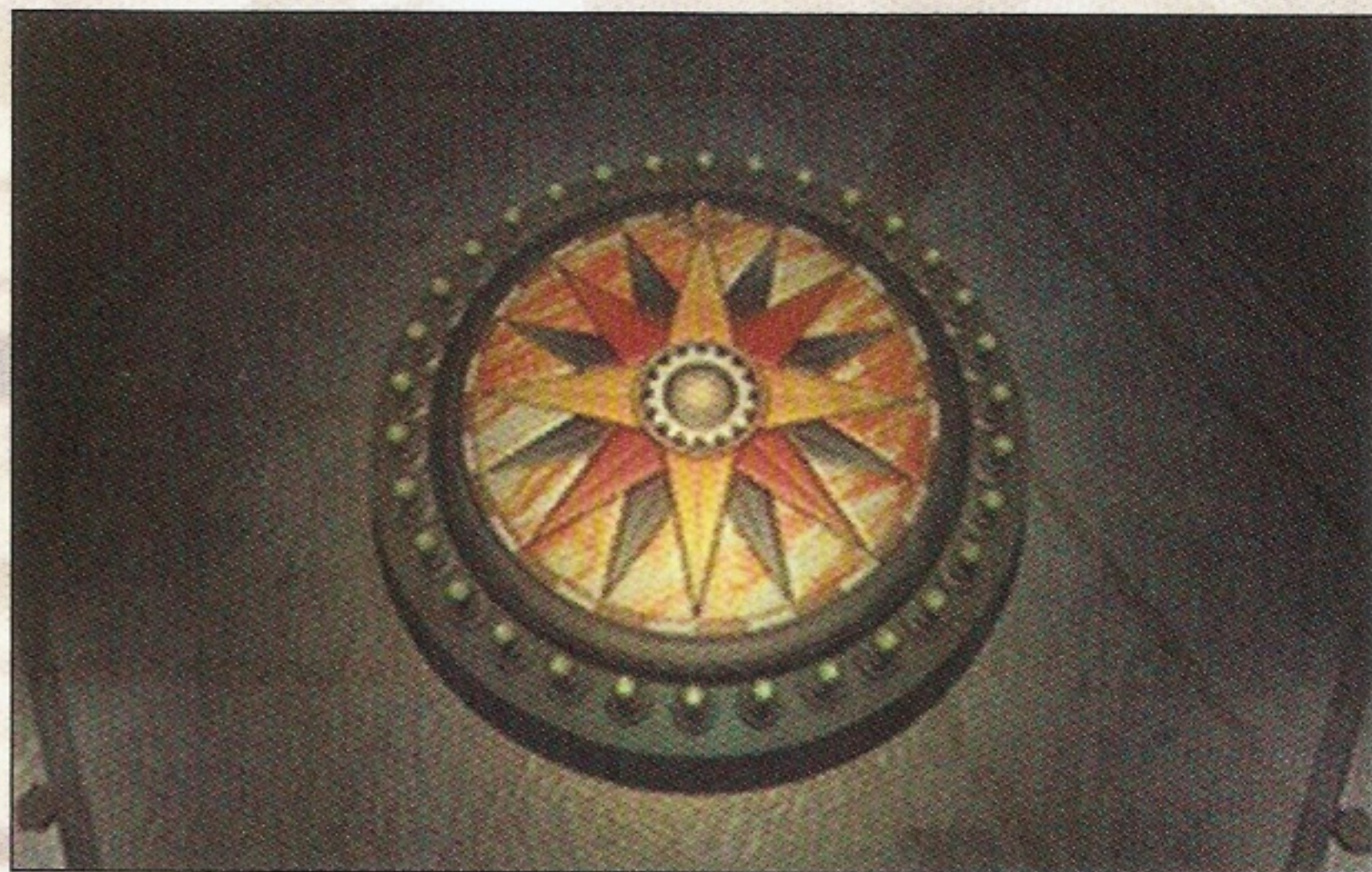
- ❖ Take a look into the telescope. Does anything strike you as particularly illuminating? One image should clearly stand out.



- ❖ In the tunnel there are a few locked doors along the walls. Do any of the doors seem unusual?



- ❖ The secret room houses a primitive compass. Has your search of the land yielded any clues as to how the compass can be activated?



- ❖ If you press the wrong button on the compass the generator loses power, so you must return and crank the generator back up.

- ❖ The tunnels lead to the chambers of Sirrus and Achenar. Search each room carefully—especially Achenar's. An exhaustive search may pay dividends later in the game.



- ❖ Use the control panel one last time to clear the waters below deck. At the bottom of the ship, search for the means to return to Myst.



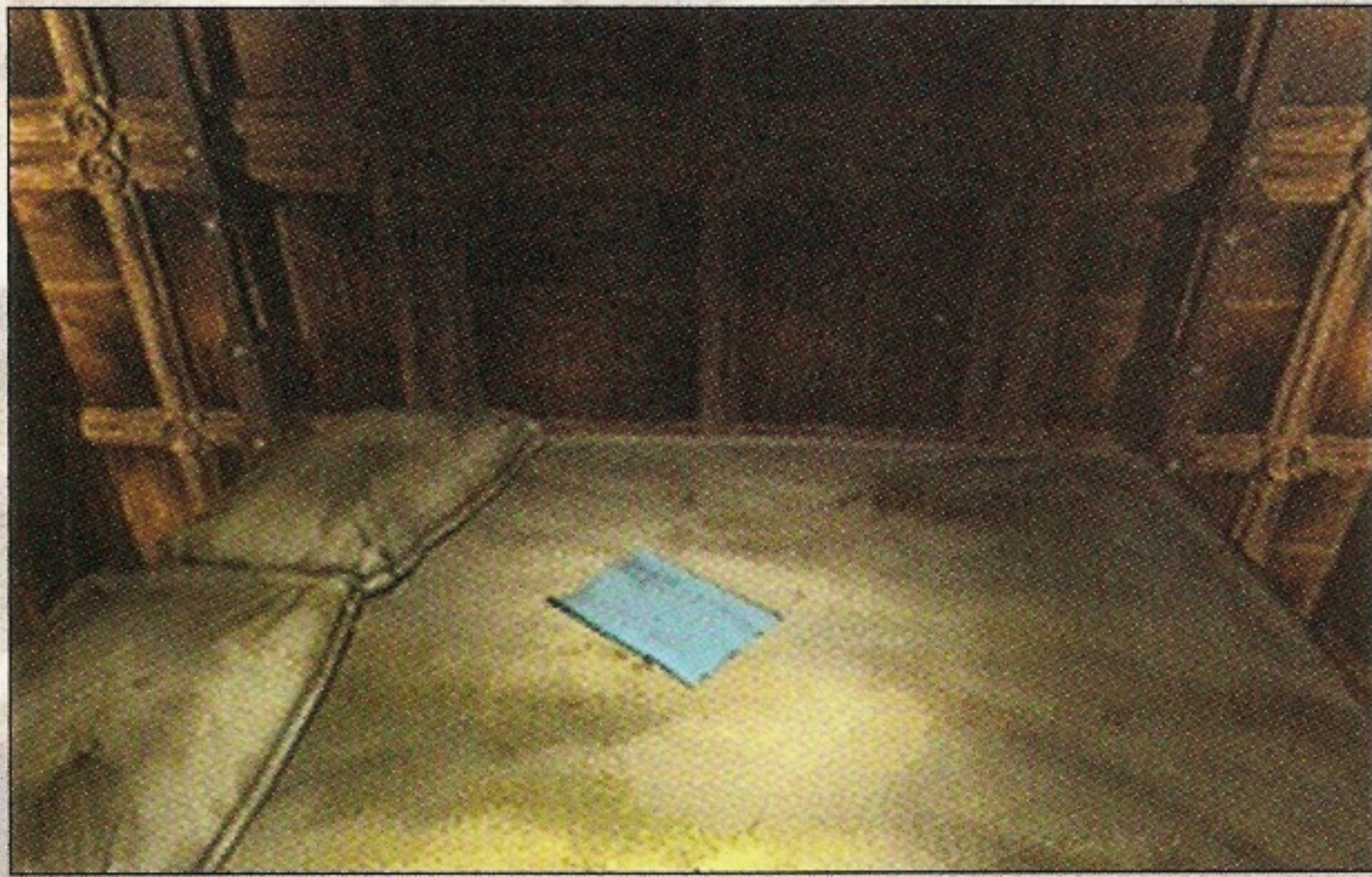
The Solution

- ❖ The control panel under the umbrella regulates the water level. By pressing a button, one of three flooded locations is drained sufficiently, allowing access to a given area. However, only one area can be drained at any given time.
- ❖ The left button on the control panel controls the lower cabin of the ship; the center button controls the tunnels; and the right button regulates the Lighthouse.
- ❖ To start, you must press the right button to drain the Lighthouse so you can descend the staircase.
- ❖ At the bottom, you'll find a locked chest that can be opened with the key bolted to the floor above. Turn the spigot on the chest to release the water, and when it drains close it back up.
- ❖ From here, return to the control panel and press the right button again to refill the Lighthouse with water. This floats the chest back up to the key.
- ❖ Use the key to open the chest and you'll find another key. With the second key, open the locked ceiling door and enter the Lighthouse generator.
- ❖ With a turn of the crank, the lights to the tunnels and the power for the compass is turned on.

Warning: The generator only remains charged for approximately ten minutes! If time runs out, however, you can recharge the generator for an additional ten minutes.

- ❖ To explore the tunnels, the middle button on the control panel must be activated.
- ❖ At the end of each tunnel is a bedroom: the blue room is Achenar's, the red room is Sirrus'.

- ❖ In Achenar's room, the page lies on the bed. Be sure to also search the second drawer from the bottom of the dresser. It contains one-half of the torn note with information that proves useful later in the game.



- ❖ In Sirrus' room, the page is hidden in the bottom drawer of his dresser.
- ❖ In the tunnels, you can also find a door with a red symbol. Press the door and a secret chamber opens revealing a giant compass.

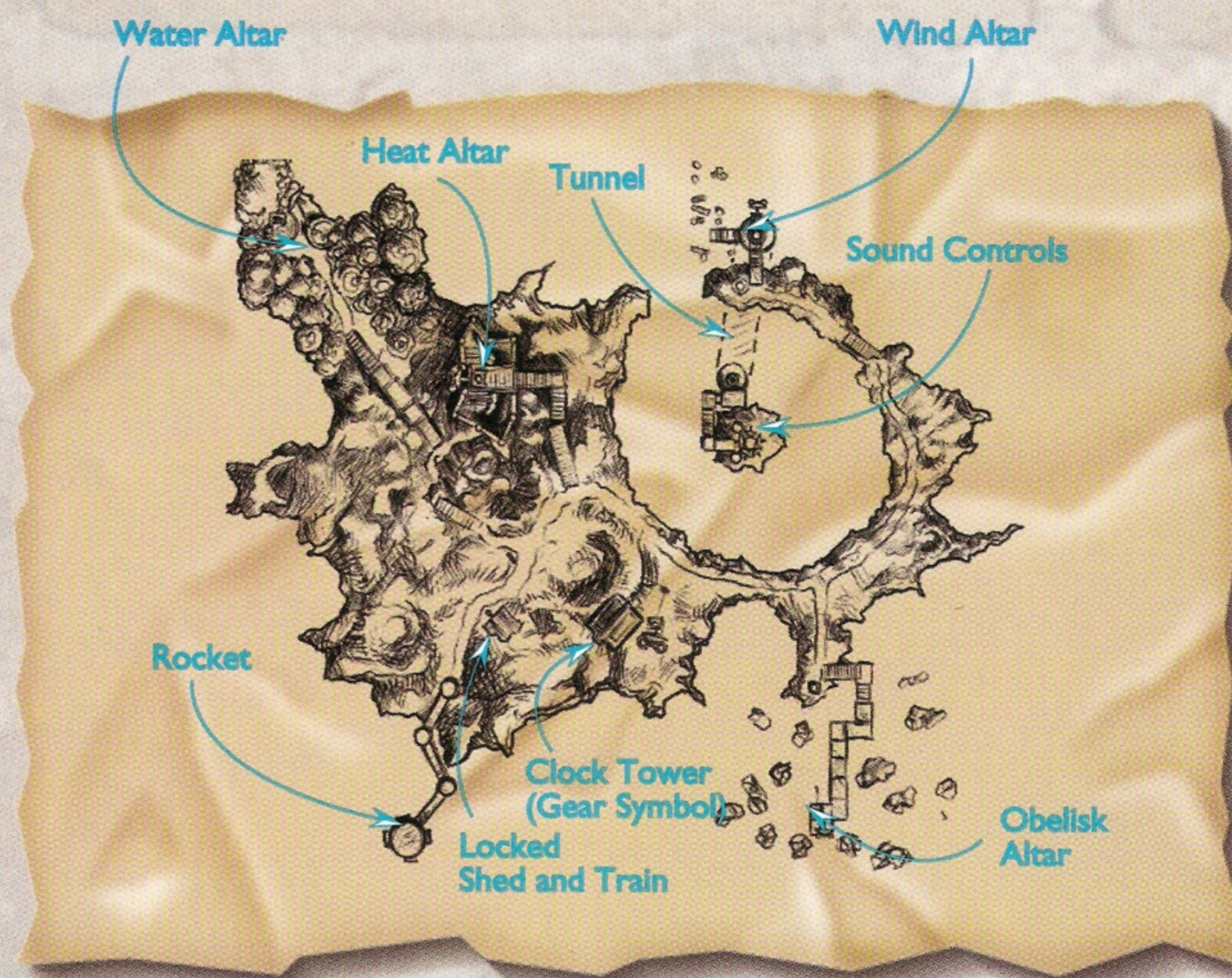


- ❖ The key clue to powering up the compass comes from the telescope. When the telescope is used, only one landmark stands out: the Lighthouse at 135 degrees. A close examination of the compass reveals that it is encircled by 32 green buttons. Dividing 360 degrees (a complete circle) by 32 determines that each increment covers 11.5 degrees. Multiplying 11.5 degrees by 12 gives us the familiar 135 degrees. Therefore, pressing the 13th button clockwise from the top activates the compass.
- ❖ When the giant compass lights up, return to the control panel and press the left button. This lets you explore the lower cabin of the ship.
- ❖ At the bottom of the cabin sits an empty table. Touch the table and the Myst Book appears and transports you back to the Library.
- ❖ When you return to the Stoneship Age to retrieve the second journal page, you need to crank up the generator again and power up the giant compass.



Chapter Six

The Selenitic Age

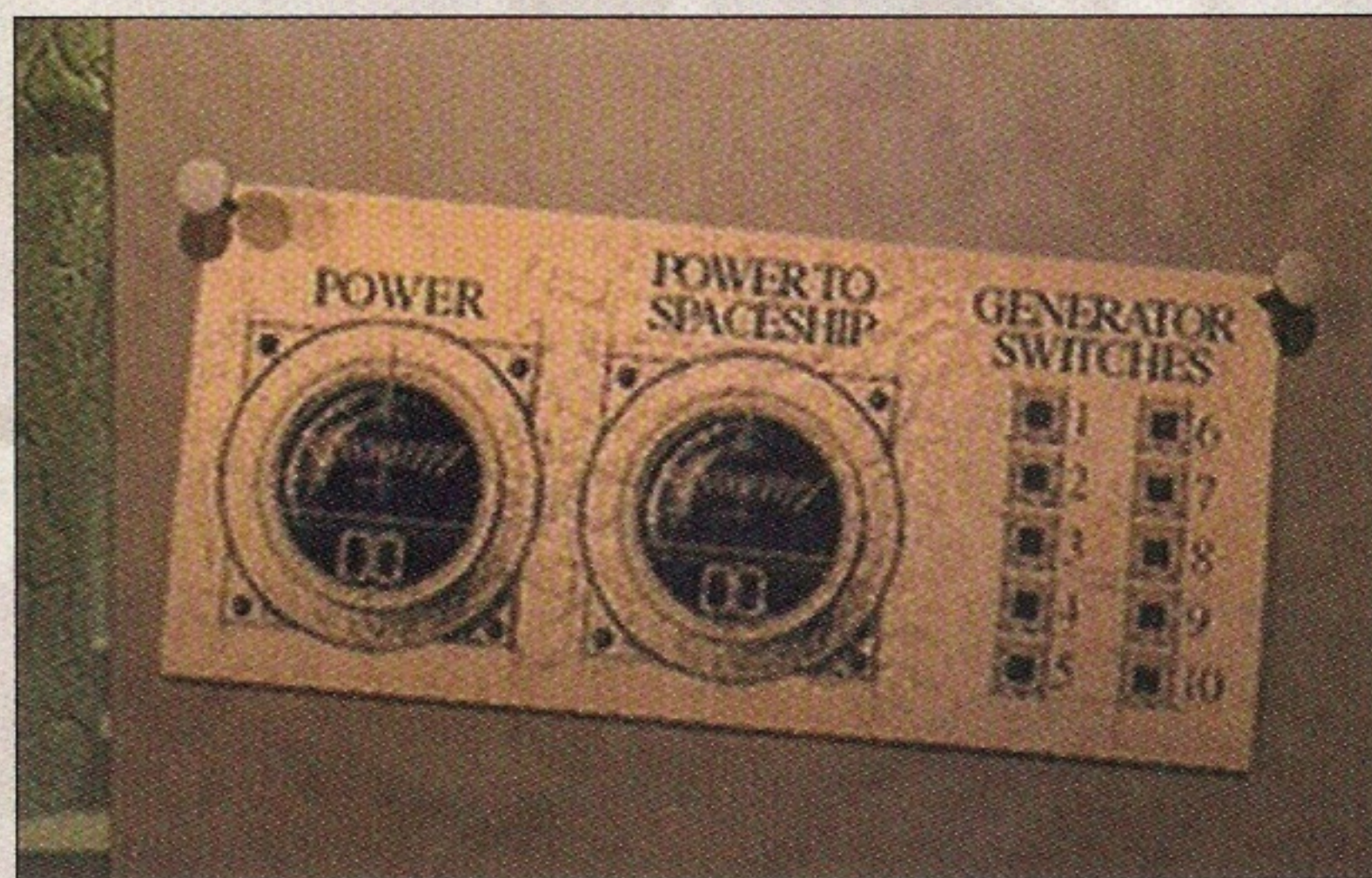


Name That Tune

At this point, you only need to find the remaining Age: the Selenitic Age. What are the only two landmarks that haven't been used? The Power Station and the Rocketship. Not coincidentally, they also happen to be wired together by a power cable.

The Clues

- ❖ In the basement of the Power Station, you'll find a control panel with two round gauges and ten red buttons.



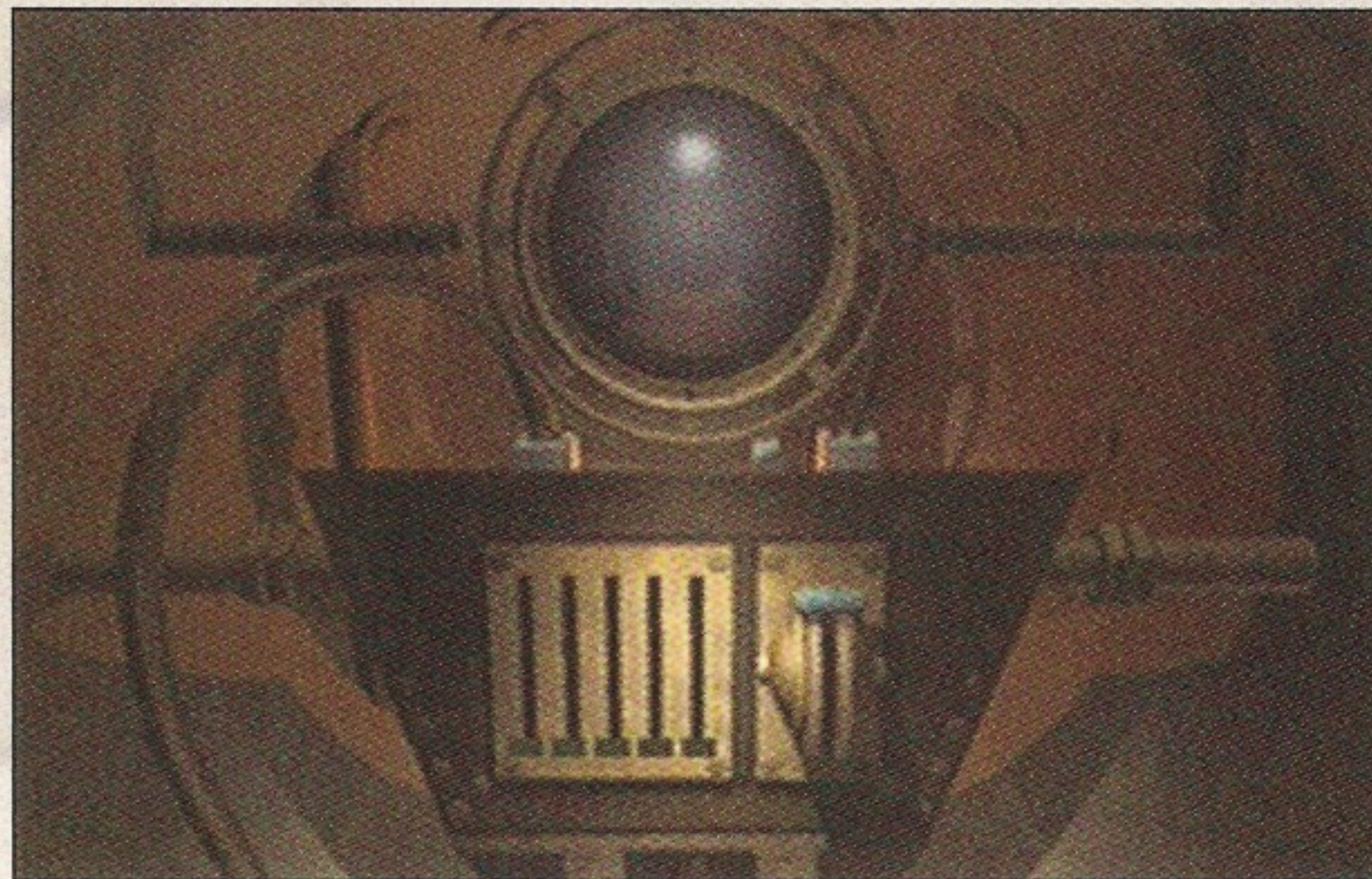
- ◆ When you press a button, the numbers on each gauge rise together but no two buttons seem to produce the same results. Could that mean something?



- ◆ If the right gauge resets to zero, it means you've lost the power to the Rocketship and you need to check the lines.
- ◆ Climb up the electrical tower to check on your power flow. If you've popped a circuit, simply reset the switch and try again.

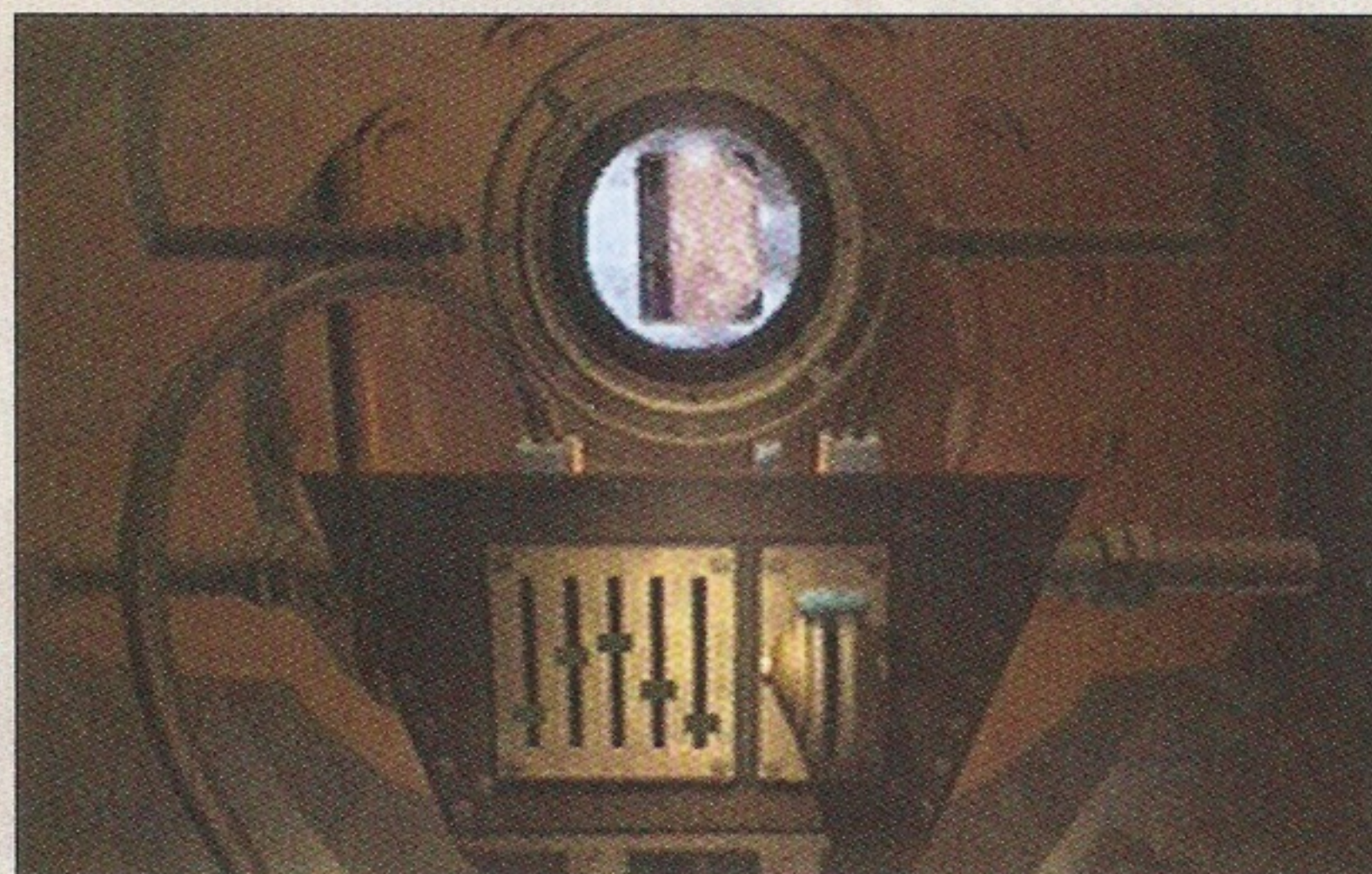


- ❖ On the Rocketship, you'll notice a control panel near the front of the ship and an organ in the rear.



- ❖ The Selenitic Age journal showed a code with a collection of notes. Five notes and a control panel with five sliding levers: How could they be integrated to power up the Rocketship controls?
- ❖ The control panel is made up of five sliding levers and a blue lever. Each time you slide a lever up, you'll notice that a range of sounds play. Compare these sounds with those of the organ to “face the music.”

When the Selenitic Age book appears in your view screen, your course has been set. Touch the book and you're off on your final journey.



The Solution

- ❖ You start this puzzle in the depths of the Power Station. To operate the control panel for the Generator, the buttons on the right side must be pressed in any combination that results in exactly 59 volts.

Button 1	10 Volts	Button 6	1 Volt
Button 2	7 Volts	Button 7	2 Volts
Button 3	8 Volts	Button 8	22 Volts
Button 4	16 Volts	Button 9	19 Volts
Button 5	5 Volts	Button 10	9 Volts

- ❖ The following are some correct button combinations:

Buttons 4,7,8,9

Buttons 2,3,4,9,10

Buttons 1,4,7,8,10

- ❖ If the rightmost gauge drops to 0, it means you've popped a circuit breaker. To restart the puzzle, you need to travel outside the Generator Room and reset the circuit breaker.
- ❖ The circuit breakers are located atop the two towers that lead the power cable to the Rocketship. One circuit is behind the Generator Room, the other is behind the path that leads to the Rocketship platform.
- ❖ Climb the Tower and if one of the switches is off, turn it back on. After your power flow problem is resolved, you can take another crack at properly tuning the voltage.
- ❖ When both gauges read 59, the power is activated. At this point, you must open the door and enter the Rocketship.

- ❖ To fly the Rocketship, the Organ puzzle must be solved. This is probably the most challenging in the game because its answer lies in your ability to match specific sounds.

Using the clue from Atrus' Selenitic Age journal, you must translate the five organ notes to their respective positions on the panel. For those of you who find this difficult, the Organ key numbers can be translated as such:

8, 20, 23, 13, 6

- ❖ Simply place each sliding lever at the lowest position and carefully move each up. For example, the first sliding lever must be moved up seven notches.
- ❖ When each is in the correct position, simply pull the lever on the right. If you've selected the correct notes, the Selenitic Age book will appear in the view screen. Touch the book and you're on your way.

The Sound of Music

The Selenitic Age is a foggy land that contains many sound-related puzzles, so keep your ears open. Near the Rocketship landing spot is a locked shed. Just offshore stands a Tower with a radar dish. Scattered throughout the land are five altars complete with a panel that has one red button, a rather unique symbol, a radar dish, and a microphone. You're closing in on the final pieces to the great puzzle, so don't quit yet.

The Clues

- ❖ The puzzle on the door of the shed is much like that of the Rocketship except that when you slide the levers, specific sounds play as opposed to single notes. Could the answer come in a similar manner?



- ❖ Each altar has one red button. From all your experiences up to this point, this must mean something.

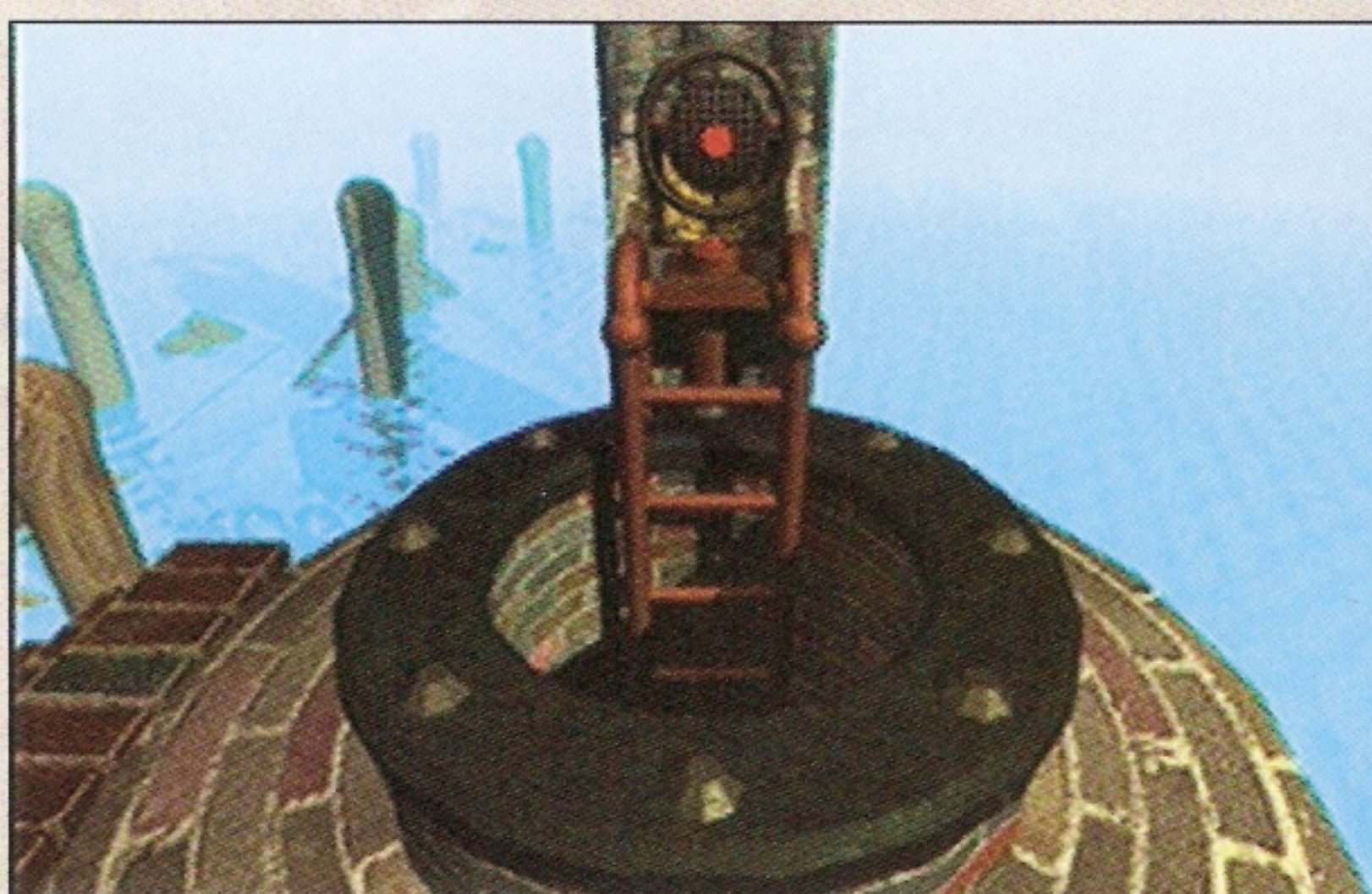


- ❖ Five levers and five altars? The connection seems to be more than mere coincidence. Now you must find the answers that link them together.

- The Tower on the island seems to be the centerpiece of the island. Perhaps it is the core of the puzzle's mystery as well.



- Now where could this tunnel lead to?



- Keep your ears open as you rotate the radar dish. You may hear something interesting.



- When you've tuned in all five sounds, press the large button that has a funny symbol on it to play them all back. Can you remember the combination? If not, take notes for later reference.
- Armed with this information, you can now take a crack at the sound puzzle at the shed.

- ❖ When you finally gain entry to the shed, take a ride on the Mazerunner. It could be the track that leads home.



- ❖ On the Tram, a note plays before you leave. Maybe it is trying to tell you something.
- ❖ Occasionally, you may not hear a note when the Tram stops. Could that mean something? If you think you may have taken a wrong turn, use the backtrack button to take a few steps back.



When you reach the door, you've made it to your stop. Hop out and head for the Myst Book.



The Solution

- ❖ Because the Myst Book is hidden in the tunnels in the shed, you need to find the code that opens the door.
- ❖ You must travel to each of the five altars located throughout the island. At each altar, a red button must be pressed to activate the microphone.
- ❖ After you've pushed all five buttons, return to the Wind Altar and follow the passageway that leads to the offshore tower.
- ❖ At the bottom of the stairs is a switch that turns on the lights.
- ❖ At the end of the passageway, take the stairs up to the machinery on the small island.
- ❖ When you open the metal doors, you'll see that tuning the machine is much like tuning a radio. Simply press the arrow buttons to find the correct channel.
- ❖ You must tune in the sound waves that are given off from each of the altars. You'll notice as you get closer to the exact frequency that the following events occur:

The static fades out.

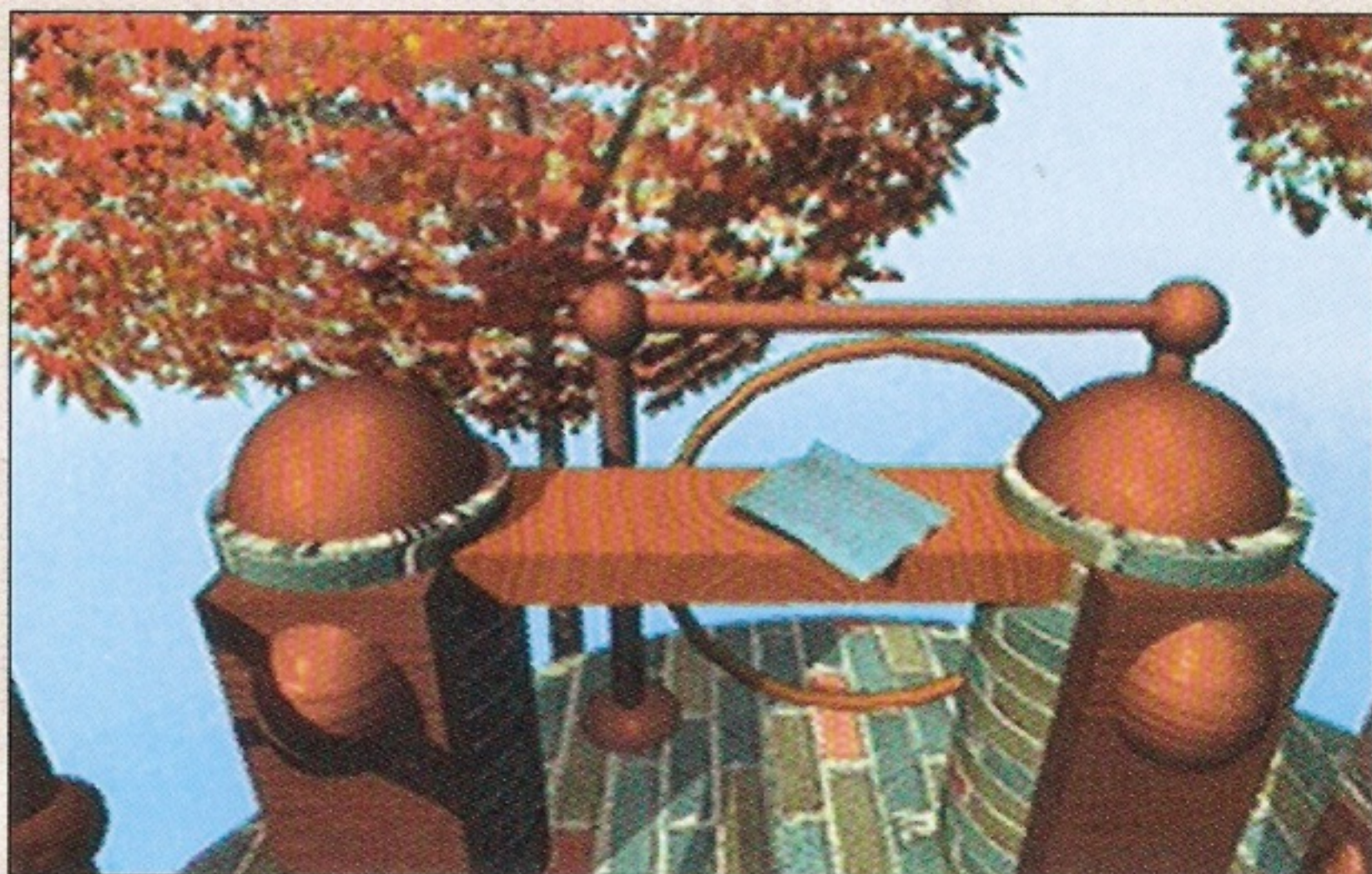
The particular sound becomes clearer.

An arrow flashes to signal in which direction to continue.

- ❖ When you're tuned to the correct frequency, the flashing stops. At this point, press the next symbol to the right to start again.
- ❖ When you have gotten all five, press the button on the bottom of the panel to play back the combination. This is the pattern that you'll need to open the shed to the Tram. The frequencies you'll need for each are:

Water	153.4
Heat	130.3
Gears	55.6
Flute	15.0
Wind	212.2

- The pages in the Selenitic Age are fairly easy to find. The Red Page is on top of the Flute Altar, while the Blue Page sits on a wooden bench to the left of the Water Altar.



- The control panel at the shed works in the same way as the control panel for the Rocketship. Simply adjust the sliding levers from left to right to play Flute, Water, Wind, Flames, Gears, and then press the blue button. When the door opens, enter and step aboard the Mazerunner.
- In the tunnel, press the forward button to start the ride. The Tram plays a note that guides you in the right direction.

- ❖ Much like the Mechanical Age's Tower Rotation device, the key to success here is the ability to identify the different sounds.
- ❖ After you've identified the direction, adjust the direction on the control panel and press forward. The red button allows you to replay a sound.
- ❖ If you go in the wrong direction, no sound will play when the Tram stops. You'll need to backtrack to find the correct path. The following matches up the sounds and the direction each represents:

North	"Dink"
South	"Clink"
East	"Bwoosh"
West	"Bwip"

- ❖ Directions such as NW, NE, SW, SE are represented by a combination of the two sounds.
- ❖ You'll know you've reached the end when the Tram stops at a door as opposed to an intersection.
- ❖ The correct pattern to reach the Myst Book is the following:

N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE
- ❖ With each of the four pages returned to either the Red or Blue Book, you are ready to play the final game.

Chapter Seven

D'ni, the Final Puzzle

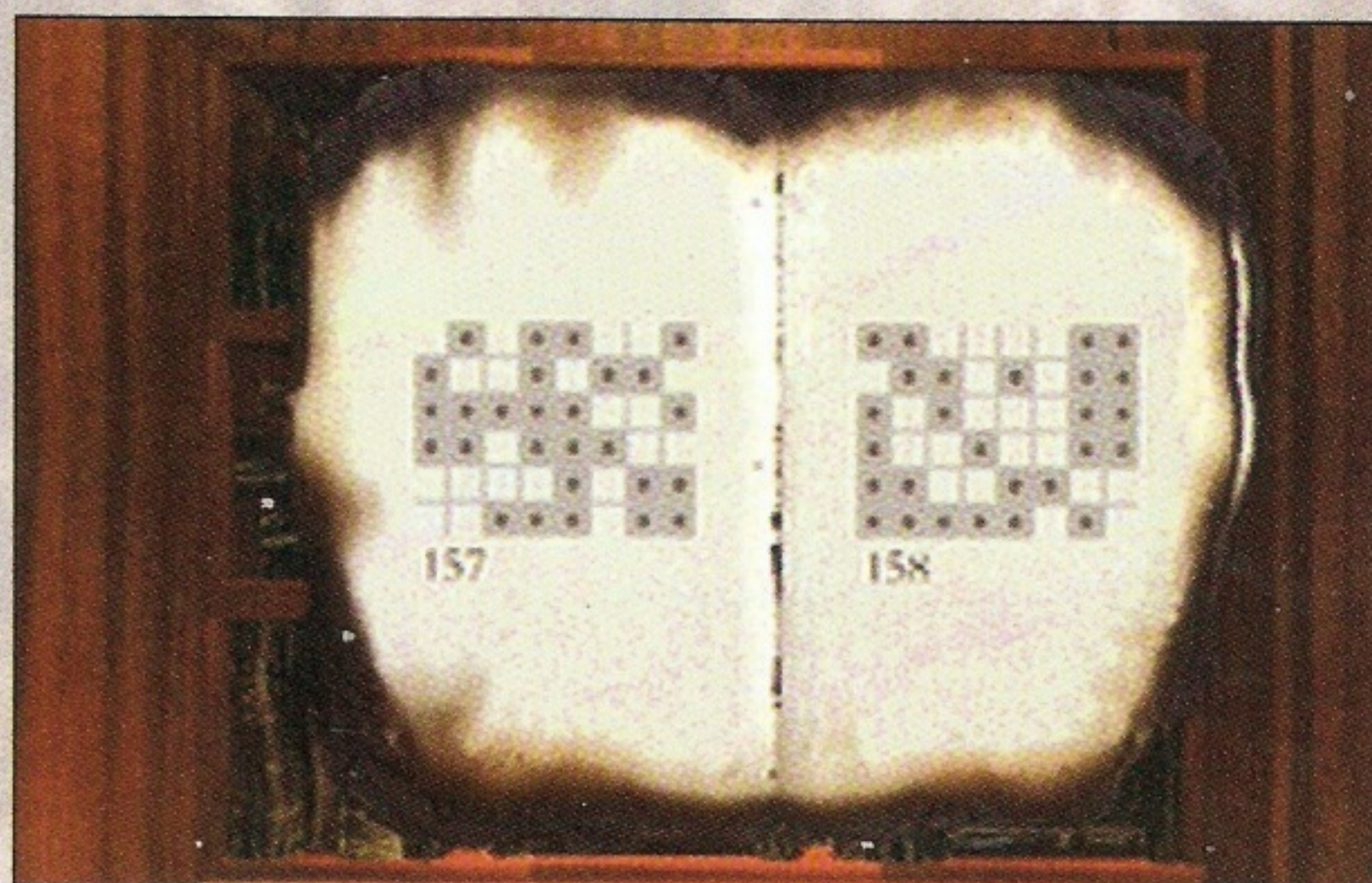
All Good Things Must Come to an End

When you've finally returned the four pages to each book, you'll have a tough decision to make. In the Blue Book, the maniacal Achenar claims that he has been wrongly imprisoned, and that Sirrus has murdered their father. In the Red Book, the cool and calculating Sirrus pleads that it is he who is innocent, and that his brother is to blame for any wrongdoing.

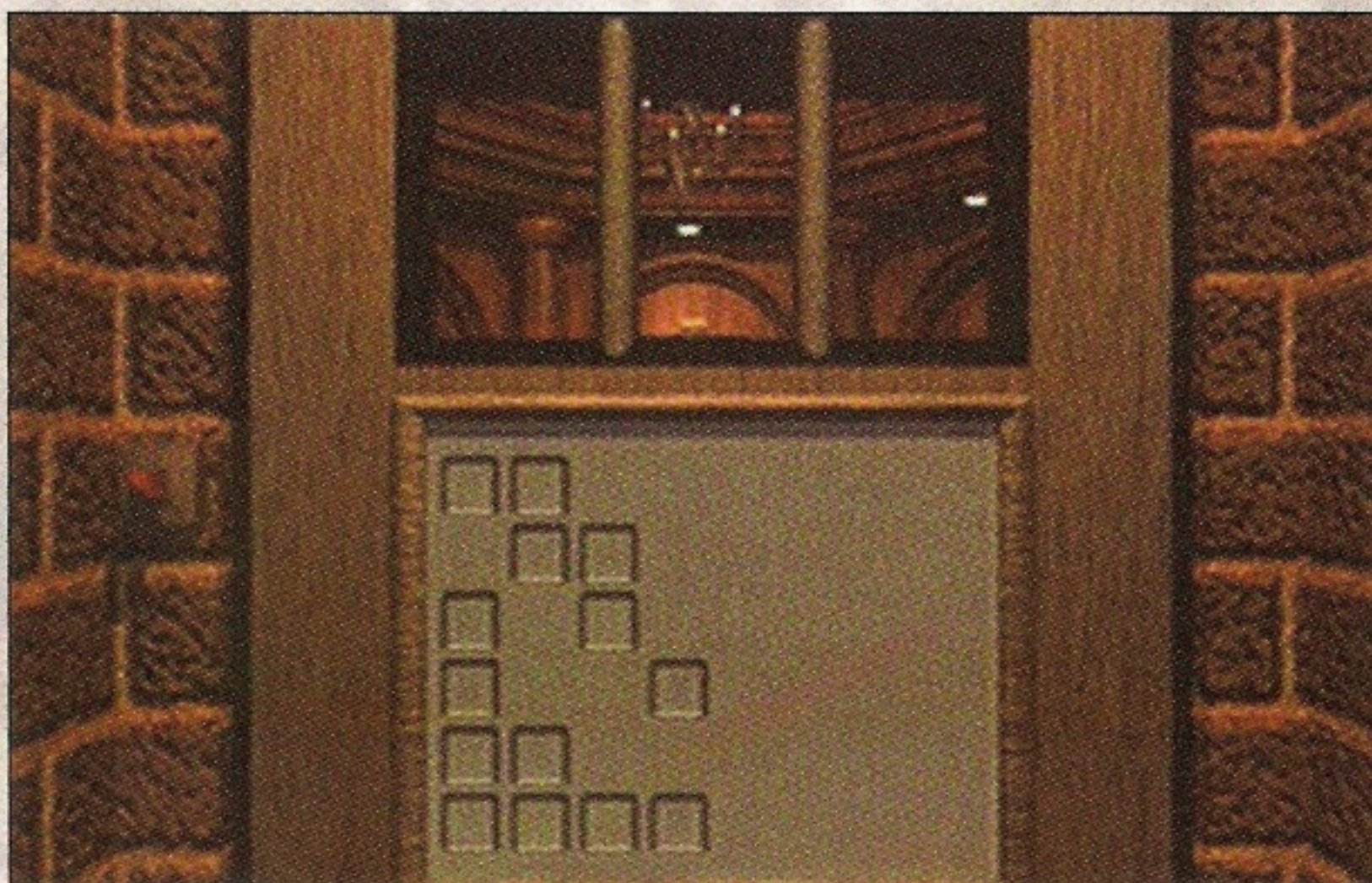
About the only thing they seem to agree on is that Pattern 158 from the right-most book on the middle shelf in the Myst Library holds the key to their freedom. By replicating this pattern in the elevator, a chamber will open that holds the final missing pages to their respective books.

The Clues

- So this is the key to the Fireplace! Unless you have an excellent memory, you'll want to sketch this pattern on paper for reference.



- ❖ In the Fireplace, press the button to call up the puzzle board. When you touch a section of the board, a square appears. Touch the square again, and it is cleared from the board.

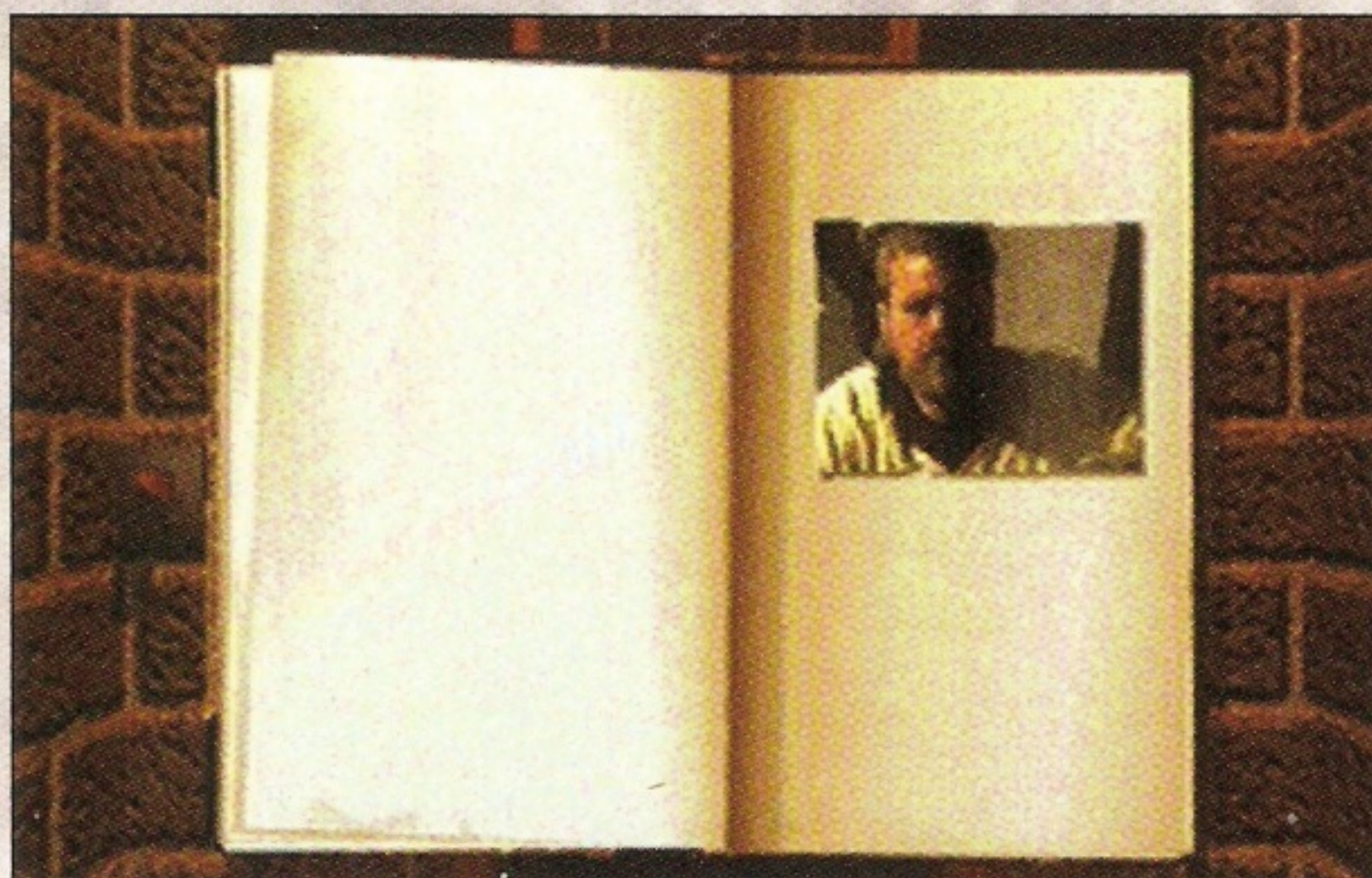


- ❖ The Hidden Chamber is revealed! You're close to the end, but who do you trust? Sirrus? Perhaps Achenar? Or maybe neither?



- ❖ The Green Book—you must be getting closer to solving this puzzle.

- ❖ The White Page is held in the vault, but do you know where the vault is, or more importantly, how to open it? If you've found the torn note pages, the answers should be obvious.



- ◆ When you've found the White Page, return and touch the Green Book to meet Atrus in D'ni.



- ◆ In D'ni, you need only to hand the White Page to Atrus and your quest will be complete. Atrus will provide answers to many of your questions, and perhaps look a little into your future.



Congratulations on a job well done.

But what about the boys, you ask? Make sure to return to the Library to witness their final fate.



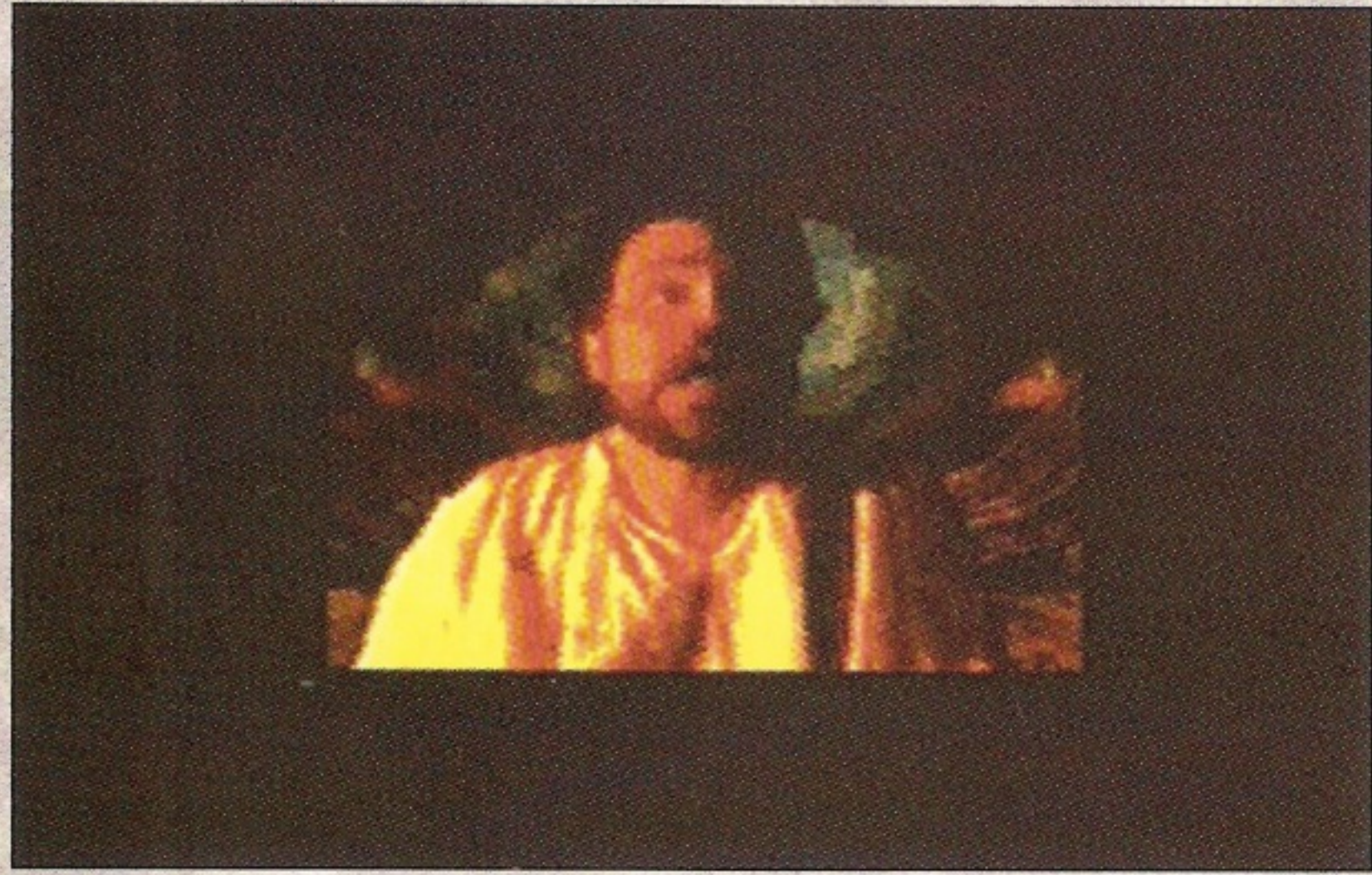
The Solution

- ❖ After you've successfully collected the missing Blue and Red Pages from the Ages, you're finally ready to play the final game.
- ❖ Return the final page to either—or both—of the books, and the brothers will direct you as to how to enter the hidden chamber.
- ❖ Go to the book collection and take the rightmost book on the middle shelf. Open the book and turn to Pattern 158.
- ❖ Next, enter the fireplace and flip the red switch. This brings up a clear panel on which you must replicate Pattern 158 from the book. Simply click on a space where a box appeared on the pattern and a box will appear on the panel.
- ❖ After you've copied the pattern, flip the red switch again to enter the hidden chamber.
- ❖ In the chamber, you are presented with three choices: the final Red Page, the final Blue Page, or the Green Book. The correct choice is the Green Book.
- ❖ Upon opening it, you are put in touch with Atrus. He tells you that before you come to D'ni, you must find the White Page. This is where the two halves of the torn note come into play.
- ❖ To find the White Page, all of the Marker Switches on the Island must be turned on. If they are, go to the Dock and turn off the Marker Switch. A panel opens below the Marker Switch, revealing the missing page.
- ❖ Take this page back to the Green Book and enter the world of D'ni. It's here that you need to hand the page to Atrus.
- ❖ Atrus disappears for a few minutes and when he returns, he tells you what has transpired and what the future holds.

Congratulations, you've completed Myst!

A Strange Twist of Fate

In addition to the successful Myst ending, there are two unsuccessful ways to end the game. These endings occur if you choose to believe in the words of Achenar or Sirrus by entering the hidden chamber and retrieving the last page of either the Red or Blue Book. You will be successful in freeing a trapped son of Atrus, but at a cost. That cost is your freedom, because when one of the sons is released you switch places and become trapped yourself. Unfortunately for you, these two men do not share your nobility.





Chapter Eight

Myst Secret Code

The following code is for the Sega Saturn version of Myst only!

At the Myst Title Screen and when the words "Press Start" appear on-screen, do the following:

- ◆ Press and hold the top **Left Shift** and **Right Shift** buttons on the first controller.
- ◆ Then, while still holding these buttons, press **Start** and the **A Button** at the same time.

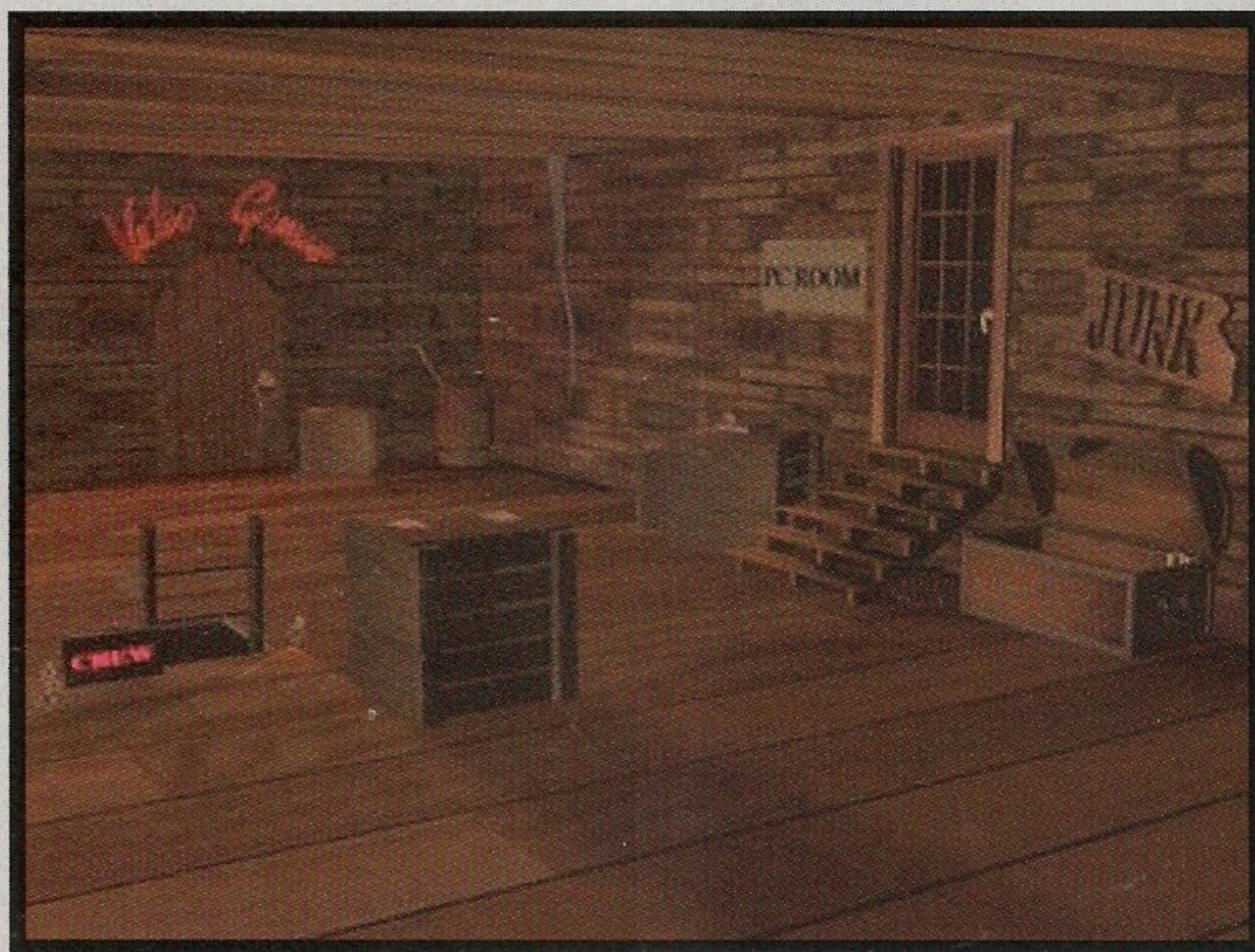
Doing so resets the game and takes you to a new Title Screen called "The Making of Myst." This code allows you to see how the programmers of Myst created this superb game!



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MYST

Player's Guide

MYST is a world unlike any other: It draws you into another dimension filled with seemingly unsolvable puzzles. To solve these secrets, you'll need a push down the right path.

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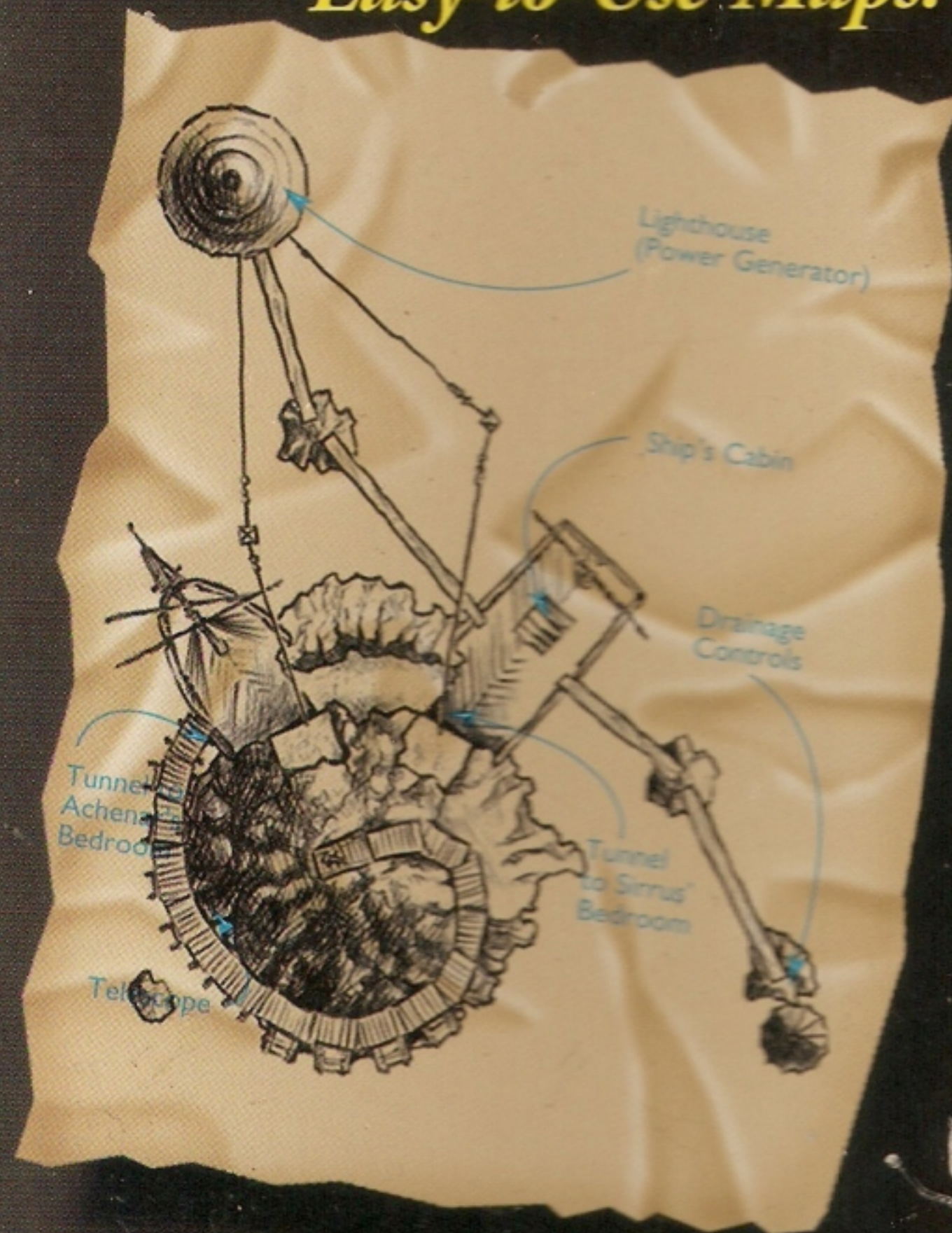
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