MYST™

You have just stumbled upon a most intriguing book, a book titled Myst. You have no idea where it came from, who wrote it, or how old it is. Reading through its pages provides you with only a superbly crafted description of an island world. But it's just a book, isn't it?

As you reach the end of the book, you lay your hand on a page. Suddenly your own world dissolves into blackness, replaced with the island world the pages described. Now you're here, wherever here is, with no option but to explore...

A Message From Cyan

You are about to be drawn into an amazing alternative reality. The entire game was designed from the ground up to draw you in with little or no extraneous distractions on the screen to interfere with the feeling of being there. Myst is not linear, it's not flat, it's not shallow. This is the most depth, detail and reality you've ever experienced in a game.

Myst is real. And like real life, you don't die every five minutes. In fact you probably won't die at all. There are no dead-ends, you may hit a wall, but there is always a way over or around. Pay attention to detail and collect information, because those are the pieces of the puzzle that you'll use to uncover the secrets of Myst. The puzzles you encounter will be solved with logic and information – information garnered either from Myst or from life itself. The key to Myst is to lose yourself in this fantastic virtual exploration, and act and react as if you were really there.

Rand Miller   Robyn Miller

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GETTING STARTED

SYSTEM REQUIREMENTS:

- 256 Color Macintosh
- 4 Megabytes of RAM (2500K of free RAM)
- System 7.0.1 or higher
- QuickTime™ 1.6 and Sound Manager™ 3.0
- 3 MB of hard disk space

INSTALLATION:

- Before playing Myst for the first time, you must install QuickTime 1.6 and Sound Manager 3.0. To install QuickTime and the Sound Manager, insert the Myst CD into your CD-ROM drive. A window will appear on your desktop. Drag QuickTime and the Sound Manager into the System Folder on your hard disk. Restart your computer.

- In order for Myst to work properly, SYSTEM 7's VIRTUAL MEMORY MUST BE TURNED OFF. After turning off virtual memory in the Memory Control Panel, make sure you restart your computer before starting Myst.

- Copy the Myst icon and the Myst files folder from the Myst CD to a suitable location on your hard disk. This requires 3 MB of free space on your hard disk.

- Double-click on the Myst icon <u>on your hard disk</u> to start.

The Making Of Myst™

Also included on the Myst CD is a QuickTime movie of the *Making of Myst*. To run the movie, double-click on the *Making of Myst* icon on the CD. To quit the movie, click once. For faster machines, there is also a double-sized version of this movie. To view this version, simply scroll down the CD window and double-click on the *Making of Myst* (Big) icon.

Playing The Game

Moving Around:

Basics: Moving around in Myst is incredibly intuitive. You move by clicking the mouse where you would like to go. If you would like to move forward, click straight ahead. If you want to turn right or left, click on the right or left side of the screen.

Details: It is possible to turn around from most locations (either 90° or 180° depending on the location) by moving the mouse to the left or right side of the view. When the pointing hand turns left or right it indicates that clicking will turn you to the left or right. It also may be possible to look up or down in certain locations. In some locations when you are close to an object, clicking to the side of the object will move you back one step.

Some locations are not accessible. Clicking in those locations will have no effect, and indicate that the location is not important.

Zip Mode: Myst has an option called "Zip Mode" that allows you
to quickly move to places you have already been. When
Zip Mode is selected from the Options menu, your pointer
will turn into a lightning bolt when it is on certain objects or
areas. Clicking the mouse will "zip" you to these areas
immediately. Some mechanical equipment also will function
more quickly in Zip Mode. You can only zip to a precise
location you have already been. Remember, if you use Zip
Mode too early or without care, you may miss some
important details in the areas that you are skipping.

MANIPULATING OBJECTS:

Basics: If you want to examine, use, or pick up an object, just
click on it, or click and drag it.

Details: Clicking on an object will either bring that object closer
to you, or bring you closer to the object. If the object is
functional, clicking on it may activate it, or manipulate it

(such as turning on a switch, or flipping the pages in a
book). If the object is not important, clicking on it may have
no effect.

It is also possible to move levers and other objects by
dragging them. If an object is draggable your pointer will
turn into a grabbing hand. Also, if an object requires you to
hold down the mouse button the pointer will turn into a
grabbing hand.

There are a few limited objects that you can pick up and
carry with you. When you click on these objects your pointer
will indicate that you are holding the object in your hand.
The pointer responds as normal, even when holding items.
Most objects that you pick up can be put back down, right
where you picked them up, by clicking at the same spot you
picked the object up at. There is also a menu option
allowing you to drop a page (a specific type of object you
will discover in the game) when you have picked one up but
do not want to carry it around any more. When pages are
dropped in this manner, they return back to their original
location. Also, if you are holding a page and you attempt to
pick up another page, the page you are holding will be
returned to its original location.

If You Hit the Wall:

Don't thrash! If you're not sure what to do next, clicking everywhere won't help. Think about what you know already, and ask yourself what you need to know, collect your thoughts and piece them together. Think of related items or places you've seen, think of information you've been given, pay close attention to everything you see, don't forget anything. *But most importantly - think of what you would do if you were really there.* Remember, there is always the sealed envelope if you need it, but . . .

Reference Keys

(hold down the ⌘ key and press the spacebar to show or hide the menu bar)

FILE MENU

New Game	⌘ N	Go to the very beginning, just as if you doubled-clicked Myst for the first time. You can click to pass the credits and intro.
Restore Game...	⌘ R	Restoring a game links you back to a saved Age of Myst. You always return to an Age at the location where you first entered. The items in the Age will be restored just as you left them, so you can take off where you left off.
Save Game	⌘ S	Save things in case of a thunderstorm or cosmic ray event! (Do not name any of your saved games *Myst*, doing this will cause Myst to function improperly.)
Save As...		Yes, you can save a game with a new name before you try something, but real men and women don't use "Save As..." to play Myst!
Quit Myst	⌘ Q	Quitting Myst is like returning to real life. (Which is helpful to do occasionally.)

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OPTIONS MENU

Changing the type of screen transition will enable you to navigate more quickly throughout the game. This feature is particularly helpful on slower machines, in which case you might want to select option 1 or 2.

Fastest Transitions	⌘ 1	Fastest – no visual effects between screens.
Fast Transitions	⌘ 2	Fast – fast visual effects between screens.
Better Transitions	⌘ 3	Better – very nice visual effects, but slower.
Best Transitions	⌘ 4	Best – simply lovely visual effects, slowest.
Environmental Sound	⌘ E	Toggle the environmental sounds on or off. Turning the environmental sounds off will improve performance on slower Macintoshes.
Zip Mode	⌘ Z	Toggle "Zip Mode" on or off. When activated, clicking on an item or area when the cursor is a *lightning bolt* will take you directly to that item or area, skipping intermediate screens. You can only "Zip" to a precise area you've already been.

Drop Page	⌘ D	This allows you to drop a page you no longer want to carry, since you can only carry one page at a time. A dropped page returns to the location it was picked up from.

VOLUME

Turn Volume Up	⌘]	Turn the volume of your Macintosh up.
Turn Volume Down	⌘ [	Turn the volume of your Macintosh down.

••••••••		Set the volume to 7 (loudest).
•••••••		Set the volume to 6.
••••••		Set the volume to 5.
•••••		Set the volume to 4.
••••		Set the volume to 3.
•••		Set the volume to 2.
••		Set the volume to 1.
•	⌘ 0	Set the volume to 0 (quietest).

Myst is designed to use the full capabilities of your computer. It is recommended that you do not use any other programs while playing Myst (with Multi-finder), or that you keep other windows open during play. Doing so may affect the performance of Myst. In addition, the performance of Myst may vary according to the capabilities of your CD-ROM drive (as well as your other hardware).

Myst is designed to use a minimum of 2500K of memory in your Macintosh. You may not have that much memory available because of system extensions and other inits. In order to play you will need to remove or turn off some inits and extensions. See below.

If you are having problems running Myst, first check the following:
• Make sure you have turned off System 7's virtual memory and file sharing.

• Make sure you have installed QuickTime 1.6 and Sound Manager 3.0 by placing them in the Extensions folder within the System Folder on your hard disk. After placing them in your Extensions folder restart your computer.

• Turn off any unnecessary inits and extensions. To do this simply remove them from your Extensions folder and restart your Macintosh (make sure to leave QuickTime, the Sound Manager, and your CD-ROM extensions, you'll need these!). You may wish to put the extensions you just removed into a separate folder named Extensions (Disabled).

• Make sure your monitor is set to 256 color mode in the Monitors control panel.

To improve performance on slower machines.

• Increase the size of your RAM cache to 512K or more. The RAM cache is located in the Memory control panel in your System Folder.

• Allocate more memory to Myst. To do this, select the Myst icon (click on it once) after it has been copied to your hard drive. Then choose Get Info from the File menu. Set the Preferred size (in the bottom right corner) as high as your RAM will allow. Close the information window.

For further technical support, call (415) 382-4700.

ABOUT THE AUTHORS

Cyan was formed six years ago when brothers Rand and Robyn Miller began working together developing children's software for the Macintosh. Their previous releases have included *the Manhole®*, *Cosmic Osmo®*, and *Spelunx and the Caves of Mr. Seudo®*. These products were recognized not only for the quality of their sound and graphics, but also for the richness of their non-threatening exploratory environments.

Myst is Cyan's first goal-oriented game and their first game aimed primarily at an older audience. It is also Cyan's largest project to date. Myst is the result of two years of creative collaboration by the development team at Cyan.
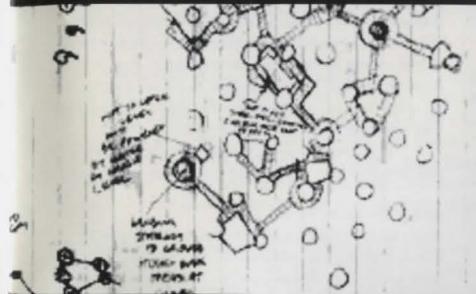
The development team at Cyan spent hundreds of hours sketching out the detailed worlds you'll experience in Myst.
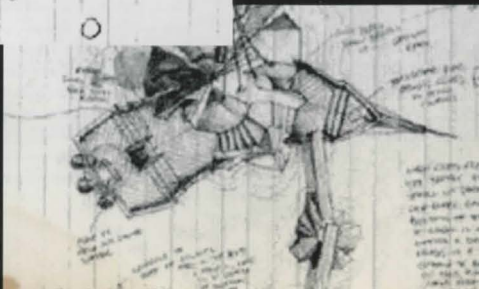
Designers: Rand Miller and Robyn Miller

Graphics and Animation: Robyn Miller and Chuck Carter

Programming: Rand Miller and Rich Watson

Sound: Chris Brandkamp

Musical Score: Robyn Miller

Video and Movie Editing: Robyn Miller and Rand Miller

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Assistant Product Manager: Matt O'Hara

Senior Marketing Manager: Bruce Friedricks

Marketing Coordinator: Maia Stangeland

Quality Assurance Lead Technician: John Crowell

Manual: Rand Miller, Laurie Strand, and Matt O'Hara

Special Thanks to: John Baker, Doug Carlston, Stew Apelzin, Lance Groody, Grace Kim, Tom Rettig, Shannon Ward, Scott Aronian, Tony Fardella, Wendy Johnson, Kathleen Burke, Jessica Switzer, Nancy Bulette, David Kessler, Ken Goldstein, Craig Fryar, the Myst Focus Group testers, and the Brøderbund QA Department

R023

22 November

A great injustice has been done ... and I, Atrus,
have paid the price. The books I have created lead to
worlds so fantastic, they could fill a lifetime.
But something has gone terribly wrong and my
creations are being destroyed by someone's greed.
I suspect one of my sons, either Sirrus or Achenar,
but I cannot be sure. I dare not write further
without revealing too much. My only hope is
that I can find the answer before it's too late.

Brøderbund

CYAN

COMPACT disc
DIGITAL DATA