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

MYST® FOR WINDOWS®

- Windows 3.1; or Windows 95
- 386DX 33 MHz (486 recommended)
- 4MB of RAM (8MB recommended) for Windows 3.1
- 8MB RAM for Windows 95
- Super VGA (640 x 480, 256 colors)-with compatible drivers
- Windows sound device-with compatible drivers
- CD-ROM drive (double-speed drive or higher recommended)

SYSTEM CONFIGURATION

May require minor adjustments to the configuration of your operating
system and/or updates to some hardware component drivers.

WINDOWS 3.1 INSTALLATION

- To install Myst, begin at the Windows Program Manager. If you are not
  familiar with the Program Manager, consult your Windows manual. You
  must have Windows 3.1 to play Myst. Insert the Myst CD-ROM disc
  into your CD-ROM drive (using a disc caddy if appropriate). To run our
  installer program, choose "Run" under the "File" menu. Type the
  following in the line labeled "Command Line:"

  X:\INSTALL.EXE

  (where 'X' is the designation of your CD-ROM drive).

• The install program will create a default directory, C:\MYST, and will then copy a number of files from the CD to this directory. This will require approximately four megabytes of hard disk space. If you wish you may specify another directory during the install program. The install program will create a program item called "Myst" within a Windows group named "Brøderbund Software." Double-click on the Myst icon to run the product.

• You may also run the program by choosing "Run" from the "File" menu of either the Program Manager or the File Manager. In the "Run" dialog box type the following in the line labeled "Command Line:"
    C:\MYST\MYST.EXE

•If you installed Myst to another directory or drive, modify the path accordingly.

WINDOWS 95 INSTALLATION

• Insert the Myst CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate) and click on "Install" at the Brøderbund Startup screen. Follow the on-screen instructions for installation.

If you do not have QuickTime for Windows™ or if you have an older version on your system, it is recommended that you install QuickTime for Windows to your system when prompted to do so.

After you've successfully installed the program, click the "Run" button at the Startup screen to start Myst. You can also start the program by clicking "Start" on the desktop, moving the cursor up to "Programs" then to "Broderbund Software." Click the Myst menu item to begin the game.

For additional information refer to the trouble shooting Guide provided with this product.

THE MAKING OF MYST®

Also included on the Myst disc is a QuickTime for Windows movie of *The Making of Myst.*

To run the program under Windows 3.1:
• Double-click on "The Making of Myst" icon located within a Windows program group named "Brøderbund Software."

To run the program under Windows 95:
- Click the "Start" button in the Task Bar.
- Move the mouse cursor to "Programs", then to "Brøderbund Software."
- Click on the program menu-item named "The Making of Myst", and it will start.

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 will also 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 by clicking at the same spot where you picked the object up. 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 . . .

For hints and tips call 1-900-7REDORB (1-900-733-3672). You must be at least 18 years old or have your parents' permission to call. This hint line costs $0.95 a minute.

MENU OPTIONS

The menu bar may be accessed either by pressing the ALT key or moving the cursor to the top of the screen. When the menu bar is visible it may be hidden by pressing the ESC key.

FILE MENU

New Game	ALT 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...	ALT R	Choosing "Restore Game" will open the standard Windows "Open" dialog box. Simply navigate to the location of your saved games, select the game you would like to restore and click "OK". 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	ALT S	Save things in case of a thunderstorm or cosmic ray event!
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!
Exit	ALT F4	Exiting Myst is like returning to real life. (Which is helpful to do occasionally.)

OPTIONS MENU

Transitions   ALT T   Toggle screen transitions on or off. Turning off screen transitions will enable you to navigate more quickly throughout the game.

Zip Mode   ALT 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   ALT 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.

TECHNICAL NOTES

Myst is designed to use the full capabilities of your computer. It is highly recommended that you do not use other programs (or keep other program windows open) while playing Myst. Doing so may significantly 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).

For additional information refer to the **Windows 3.1/Windows 95 Trouble Shooting Guide** provided with this product. 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.
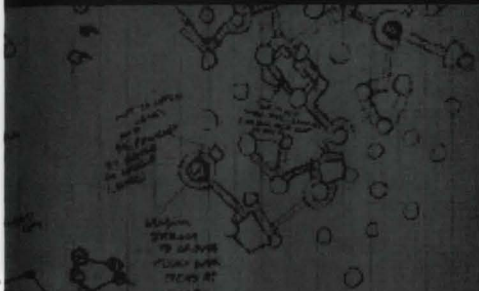
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Graphics and Animation: Robyn Miller and Chuck Carter
Sound: Chris Brandkamp
Musical Score: Robyn Miller
Producer: Laurie Strand
Assistant Product Manager: Matt O'Hara

Windows Version
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Programmer: Ben Ceschi
Windows 95 Programming: Scott Henderson
Programming Project Lead: Lance Groody
Image Processing: Wendy Johnson
Sound Processing: Tom Hays
Sound Direction: Tom Rettig
Senior Marketing Manager: Bruce Friedricks
Marketing Coordinators: Maia Stangeland, Dexter Chow
Quality Assurance Lead Technicians: John Crowell, Warren Yamashita
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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.

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