

# MYST

MASTERPIECE EDITION

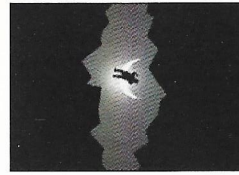


**Updated Version  
New Features**



A CYAN PRODUCTION





*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

*Rand Miller*      *Robyn Miller*

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## SYSTEM REQUIREMENTS:

- ♦ Windows® 95/98 requirements
- ♦ 75MHz Pentium® or faster (133MHz Pentium or above recommended)
- ♦ 16MB RAM (32MB recommended)
- ♦ Minimum 30MB hard disk space
- ♦ 4X CD-ROM drive or faster
- ♦ 640x480 display, 24-bit color or better
- ♦ Video and Sound cards compatible with DirectX 6.1 or higher
- ♦ DirectX 6.1 or higher
- ♦ QuickTime 4.0 or higher

## TO INSTALL:

1. Insert the Myst Masterpiece Edition CD-ROM into your CD drive and click on "Install" at the startup screen. Follow the on-screen instructions.
2. If the startup screen does not appear, click on the Start menu and select Run. Type D:/setup.exe where "D:" corresponds to your CD-ROM drive and click "OK." Follow the on-screen instructions.

## TO RUN:

1. Insert the CD-ROM into your CD drive and click the "Play" button at the startup screen to start Myst Masterpiece Edition.
2. Or you can click "Start" on the desktop, then click "Programs" and then "Myst Masterpiece Edition." Click the "Myst Masterpiece Edition" menu item to begin the game.

## HOW TO CONTACT TECH SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the readme file. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

## CONTACT US OVER THE INTERNET

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up to date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis so please check here first for solutions to your problems: <http://support.ubi.com>. If you cannot find an answer to your question, you will be able to send your question directly to our Technical Support staff. We will attempt to answer your question within 72 hours (barring weekends and holidays.)

## CONTACT US BY PHONE

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am – 9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please log on to our support site at <http://support.ubi.com>.

## CONTACT US BY STANDARD MAIL

If all else fails you can write to us at: Ubi Soft Technical Support  
2000 Aerial Center Pkwy, Suite 110  
Morrisville, NC 27560

## RETURN POLICY

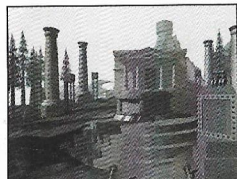
Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.



*Moving Around:* 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. When the pointing hand turns left or right it indicates that clicking will turn you to that direction. It also may be possible to look up or down in certain locations. In some locations, clicking to the side of an 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 to. 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:* If you want to examine, use, or pick up an object, just click on it, or click and drag it. 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 to their original location. Also, if you are holding a page and you 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, 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, and don't forget anything. But most importantly - think of what you would do if you were really there. Remember, there is always the DigitalGuide if you need it...

To access the DigitalGuide, click in the black area at the bottom of your screen or select one of the options within the Help Menu.

Click on the Question Mark icon to receive a hint. There are at least three levels of hints and each one will provide a little more information. Use the arrows to navigate to the next or the previous level of hint.

Click on the Magnifying Glass icon for a general hint. If you are really stuck, click on the Light Bulb icon to view the solution immediately.

## REFERENCE KEYS

### 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 introduction.

*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 continue where you left off.

*Save Game/ALT S:* Save 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 through the game.

*Zip Mode/ALT Z:* When activated, clicking on an item or area with the lightning bolt cursor takes you directly

there, 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 where it was picked up.

#### *Help Menu*

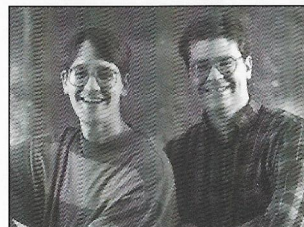
*Hint/ALT F5:* When you are really stumped, you can receive a hint that points you in the right direction. There are multiple levels of hints to assist you in solving the puzzles throughout the Ages of Myst but you still need to do the work yourself!

*Solution/ALT F6:* This allows you to see the solution immediately, but real men and women definitely don't use this to play Myst!

*Overview Hint/ALT F7:* Throughout the Ages of Myst you can receive overview hints that provide more information.

*Map/ALT F8:* This shows a top-down view map. All of the landmarks within the age you are currently visiting are called out on the map.

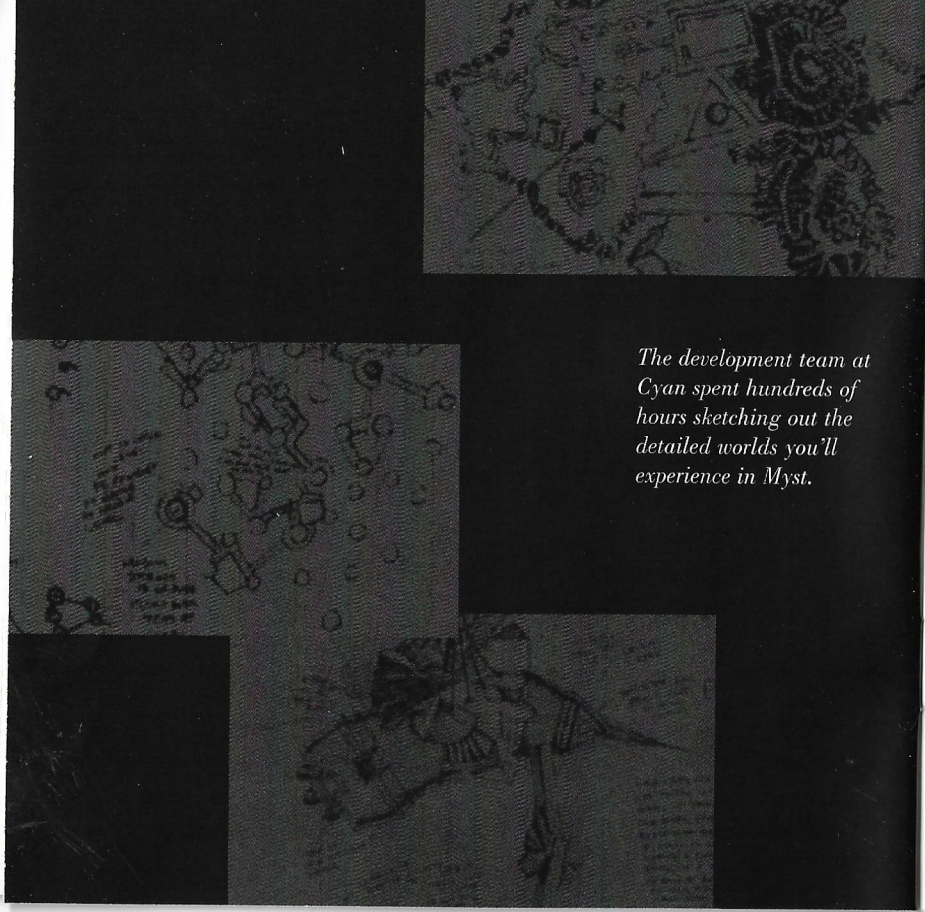
#### ABOUT THE AUTHORS



Cyan was formed in 1988 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 was Cyan's first goal-oriented game and their first game aimed primarily at an older audience, but has touched people of all ages over the years. Myst was the result of two years of creative collaboration by the development team at Cyan.

Riven: The sequel to Myst was released in 1997 after four years of development. Riven is Cyan's most provocative title to date and has won numerous awards for its graphics and game play. The worlds of Myst and Riven continue to unfold.



*The development team at  
Cyan spent hundreds of  
hours sketching out the  
detailed worlds you'll  
experience in Myst.*

#### CREDITS

**Designers:** Rand and Robyn Miller

**Original Programming:** Rand Miller and Richard A. Watson

**Graphics and Animation:** Robyn Miller and Chuck Carter

**Sound:** Chris Brandkamp

**Musical Score:** Robyn Miller

**Producer:** Laurie Strand

**Assistant Product Manager:** Matt O'Hara

#### *Myst Masterpiece Edition*

**Producer:** Samantha Williams

**Technical Lead:** Jan Lindner

**Lead Programmer:** Russ Brown

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#### *Windows Version*

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**Windows 95 Programming:** Scott Henderson

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**Sound Processing:** Tom Hays

**Sound Direction:** Tom Rettig

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Frankie Ford, Leo Hourvitz, Glen Rotan, Heidi Jonk, Dave Lucas, Allan Young, Bob Gulian, Shirley Cochran,

Esteban Ahn, Stewart Apelzin, Mike Collins, Ginny Walters, Shannon Ward, Kathleen Burke, Jessica Switzer,

Joyce Anderson, Glen Coats, Kris Nuich, Guillermo Ortiz, Dan Skeen, Kurt Short, Craig Fryar, Marcus Badgley,

and the Myst Focus Group Testers

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#### **TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:**

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

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**ADDRESS:**

Ubi Soft Replacements  
2000 Aerial Center Pkwy, Ste 110  
Morrisville, NC 27560  
Phone: 919-460-9778  
Hours: 9am - 9pm (EST), M-F

**REPLACEMENT FEES**

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list.

**WARRANTY ADDRESS AND CONTACT INFORMATION:**

Email: [replacements@ubisoft.com](mailto:replacements@ubisoft.com)

Please use a traceable delivery method when sending products to Ubi Soft.



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