

HINT SHEET FOR MYST (including realMyst)

The hints contained in this sheet don't tell you how to solve the puzzles. All the clues you need are in the game. The hints tell you where to find the clues. They are not meant as a substitute for thinking, only as a substitute for exhaustive searching. Information given in the documentation for the game is not repeated here. There are a few fake questions whose purpose is to prevent you from getting too much information by reading the questions. Do not read the hints about something unless you have actually seen it; otherwise you will be sent on a wild goose chase.

THE ISLAND OF MYST

GENERAL

How do I get to the Island?

1. Open the book.
2. Touch the picture window.

What is my mission here?

1. Have you examined the interior of every building?
2. Have you examined every book you could lay your hands on?
3. Further information can be found under "The red book and the blue book" in the library.

How do I get to an Age?

1. How did you get to Myst Island?
2. You touched the picture window of a book.
3. The books linking you to the Ages are hidden on Myst Island.
4. For further clues, follow the instructions in Atrus' note to Catherine.

In what order should I visit the Ages?

1. Each Age can be completed without having visited any of the others (although a hint for the Selenitic Age can be found in the Mechanical Age).
2. If there is a particular Age you want to visit, compare the description of the Age as given by the book on the bookshelves in the library with the location of the linking book as seen from the tower.

Where am I when I return from an Age?

1. Look down.

THE MARKER SWITCHES

What is a marker switch?

1. Atrus' note to Catherine should provide a clue.
2. There are several of them on the Island.
3. If you want to see a picture of one, go to the forechamber off the dock.
4. Look at the plaque near the entrance.

How many of them are there?

1. As many of them as you can see as you explore the whole island without entering any buildings.
2. I said, "As many of them as you can see", not "As many of them as you can get to".

THE ACCESS KEYS

What is an access key?

1. A clue how to access the linking book to an Age.

How do I access the access keys?

1. Follow all the instructions in Atrus' note to Catherine.
2. Further information can be found in the section on the tower.

How do I interpret the access keys? (*Do not look at the information on a particular access key unless you have actually seen that key!*)

The one-line key with no words.

1. Climb the other ladder.
2. The numbers are not on the tree but nearby.
3. In the wooden shack.

The one-line key with a word.

1. Do you see anything which looks like it has something to do with volts?
2. Follow the power lines.
3. The space-ship is locked but the small brick building is open.

The two-line key.

1. The first line is a time of day.

2. There is a clock which can be seen from somewhere on the Island.
3. Once you get inside the clock, the second line ought to be obvious.

The key with three long lines and three short lines.

1. One of the buildings contains sliders with dates and times.
2. The planetarium.

The four-line key

1. Follow the first two hints under "The two-line key".
2. Turn on all the marker switches.
3. Rotate the tower to every picture, whether or not the white beam turns red, and look at the access key.
4. Did any of the access keys have four lines?

THE DOCK AND VICINITY

What's with this pool in the room with the music?

1. Press the glowing yellow button.
2. Look at the plaque to the left of the entrance.
3. Remember Atrus' note to Catherine.

Can I see a picture of Catherine?

1. Guess her age and enter it onto the dial in the plaque.
2. Come to think of it, do you really want to?

How do I raise the sunken ship?

1. There is a replica of the ship somewhere on the island.
2. In the pool surrounded by poles.

All right, I've raised the ship. Now what?

1. Go aboard and look around.
2. Open the door in the stern.

What's there to do at the top of the long white staircase?

1. Turn on the marker switch.
2. Nothing else - yet.

THE PLANETARIUM

Why can't I see any stars?

1. You aren't sitting in the chair.
2. Or else you are suffering from astronomers' most annoying complaint: light pollution.
3. Too bad the astronomers can't find a switch on the wall.

To which dates should I set the sliders?

1. One of the access keys will tell you.

All right, I've seen the right constellations. What good does that do me?

1. Have you seen constellations anywhere else in the game?
2. In the library.
3. In one of the books on the bookshelves.
4. Do you notice the symbol beside each of the constellations?
5. Have you seen those symbols anywhere else in the game?
6. Further information can be found in the section on the pool.

Why can't I see any planets?

1. You can, actually.
2. Go outside and look down.
3. Not outside the planetarium in the game. Outside of your house in the real world.

THE LIBRARY

What do I do with the red book and the blue book?

1. Open them.
2. Insert the missing page into each one.
3. Now you know your mission.
4. You can complete the game by putting red pages into the red book or by putting blue pages into the blue book, but if you want to see the whole game and get both sides of the story, do both.

What do I do with the purple book?

1. Enjoy the purple prose and the racy pictures.
2. First, though, you have to find it.

3. It's one of the badly burned books on the bookshelves.
4. Take each of those books and read it from cover to cover.

What do I do with the two pictures on the wall?

1. Touch them.
2. If nothing happens, touch the other picture.
3. If something does happen, look all around the library.

The books on the bookshelves are in pretty bad shape. Of what use are they?

1. Some of them are in better shape than others.

regular Myst

- 2a. The instructions for using the 300-page book will be given to you when you have completed one of your missions.
- 3a. Each of the other four readable books describes an Age, giving clues how to get there and how to get around once you're there.

realMyst

- 2b. Each of the five books that are in better shape than the others describes an Age, giving clues how to get there and how to get around once you're there.
- 3b. You won't be able to get to one of the ages until the endgame.

What do I do in the fireplace?

1. Poke at the window and then press the red button.
2. Have you seen patterns like the ones you can poke into the window?
3. One of the books on the bookshelves has many such patterns (in realMyst you won't be able to recognize it by the shape it's in, but once you need it, you'll be told where it is).
4. You could try all 300, but that would be unfair, extremely tedious, and either useless or harmful.
5. Complete at least one of your missions first. You will then be given instructions.

Of what use is the map of Myst Island?

1. Hold the button, look and listen.
2. Did you follow the instructions in Atrus' note to Catherine?
3. If a red beam appears, get into the tower.

4. The white beam will not turn red unless it is pointing at a part of the map which is glowing white.
5. Take a good look at the map, exit the library and keep walking straight until you come to the pool with the little ship. Flip the switch near the pool, then take another look at the map.

Help! I'm trapped inside the library!

1. You've already opened one passage. How did you do it?
2. You touched one of the pictures. Now touch the other one.

THE TOWER

How do I get into it?

1. From the picture on the box and your exploration of Myst Island you should know where it is.
2. You can see it from the pool.
3. No, you can't get into it from the outside. Just keep walking in the right direction until you come to an obstacle.
4. Secret passages are often found behind bookshelves.
5. You can't move the bookshelves by hand, but there is a picture of retracted bookshelves somewhere nearby.

What is there to see here?

1. Climb the ladder.
2. There is another ladder on the other side of the tower.
3. Did you follow the instructions in Atrus' note to Catherine?
4. The picture at the bottom of each ladder refers to something Atrus' holographic image said.
5. Climb the ladder with the picture of a key. If there is writing on the wall, it is an access key. The location of the book it accesses can be found by climbing the ladder with the picture of a book. If there is no writing, then remember what Atrus advised Catherine to do if she forgot the access keys.
6. Further information can be found in the question on the map of Myst Island in the library.

THE SPACE SHIP

How do I get into it?

1. Follow the power lines.
2. Further information can be found in the section on the brick building.

All right, I got in. Now what do I do?

1. Play the organ and fiddle with the sliders.
2. Do you remember seeing organ keys anywhere?
3. In the library.
4. In one of the books on the bookshelves.
5. Five of those keys have numbers on them.
6. Draw a picture of the keyboard with the numbers, then return to the space ship and press the key numbered 1, then the key numbered 2, and so on, on the organ.
7. Seems like the problem is more complicated than that. You have to adjust the leftmost slider so that it sounds the same note as the key numbered 1 on the organ, and so on for each of the other sliders, and then press the button.
8. No ear for music? All right then, for each of the numbered keys, first count the keys, white and black, from the bottom of the keyboard until the numbered key, and then raise the corresponding slider very slowly, counting all the notes it makes until you get to the number of keys you counted. Now press the button.
9. If nothing happens, you've miscounted. Try again until something does happen.

How do I get to the moon?

1. Play "Fly me to the moon" on the organ.
2. When you were looking at the books on the bookshelves in the library, did you notice any Ages that were on the moon?

THE POOL AND THE POLES

What are these symbols on the poles around the pool?

1. Touch them and see what happens.
2. Of course they change colour, but if you make the right combination of symbols green something else will happen.
3. Have you seen those symbols somewhere else?
4. In the library.
5. In one of the books on the bookshelves.
6. Beside each symbol there is a constellation.
7. Where would you expect to find constellations in the daytime?
8. In the planetarium.

9. Once you've found the right constellations you know the symbols that have to be made green. Now look inside the pool.

Of what use is the little ship in the pool?

1. You can raise it by touching the right combination of symbols on the poles around the pool (see the previous question).
2. Makes a lot of noise for such a little ship, doesn't it?
3. Go to the dock and look around.

THE BRICK BUILDING

Which buttons should I press in the machine in the building?

1. There's an access key which tells you.
2. Since the machine is connected to power lines, it's the access key containing a word that pertains to electricity.
3. Now press some combination of buttons that add up to the right number of volts.

I pressed some buttons and the right voltmeter suddenly dropped to zero. What happened and what can I do about it?

1. You overloaded the circuit.
2. Flip the switch at the top of the pole to which the power line is attached.
3. From now on, don't turn on more electricity than the access key says to.

All right, I pressed the right buttons. What did that achieve?

1. Look at the sign behind you.
2. Open the door of the space ship.

THE WOODEN SHACK AND THE TALL TREE

I turned the wheel on the boiler but nothing happened. Why not?

1. The pilot light isn't lit.
2. There are matches nearby.

How do I open the safe?

1. One of the access keys gives the combination.
2. If the access key has two lines, it's the wrong one.

All right, I opened the safe. Now what do I do?

1. Open the matchbox, take a match, strike it against the box, and then light the pilot light in the boiler.

I turned the wheel on the boiler and heard a series of loud noises. What's happening?

1. Look at the picture on the left side of the screen.
2. Look at the tall tree beside the shack.

It's a beautiful tree, but of what use is it?

1. Follow the instructions in the previous questions in this section.
2. If you don't see anything different, look at the top of the tree.
3. To make the elevator come down, turn off the steam by turning the wheel on the boiler in the shack counter-clockwise.
4. If you want a scenic view of the island, ride the elevator up to the top of the tree and look around. Push the button rapidly to return to the ground.
5. Ride the elevator down to the root of the tree.

THE CLOCK

How do I get to it?

1. There are some buttons nearby. Play with them and look up at the clock each time you press a button.
2. There's an access key which has something to do with a time of day.
3. You must adjust the clock until it reads the right time.

All right, I'm inside the clock. Now what do I do?

1. You must have read the first line of a two-line access key. The second line of the same access key contains three numbers.
2. Pull the levers until you make the numbers on the cogwheels correspond with the access key (the top wheel with the left number of the key).
3. If the left chain hits the table, pull the small lever and try again.
4. Try holding one of the levers down.
5. Set the top and bottom cogwheels to the right numbers, letting the lever go quickly each time except the last one. Hold the lever down until the middle cogwheel has been set right.

All right, I've set the dials right. Now what do I do?

1. The object which just moved is a replica of a larger one somewhere on the island.
2. The large cogwheel at the top of the long white staircase near the dock moved too.

THE CHANNELWOOD AGE

This is the Age I want to visit now. How do I get there?

1. Climb the ladder in the tower with the picture of the book. Does this part of Myst Island look like a salient feature of this Age as described in the book on the bookshelves? If so, climb the other ladder and look at the corresponding access key (further information can be found in the question on that access key). If not, make sure that all the marker switches are on and try another tower rotation.
2. There are a lot of trees in the Channelwood Age.
3. There is a tall tree on Myst Island.

LEVEL ONE

How do I get a machine to work?

1. By making water flow through the pipe leading to the machine.

How do the Y-shaped switches work?

1. They don't unless the water has been turned on.
2. Find a switch to which you can hear water flowing. Follow each of the three pipes leading to the switch and listen for evidence of flowing water, and then flip the switch and repeat.

How do I turn on the water?

1. Wander around until you see something that looks as if it could be a source of power.
2. Go into the mill and turn the tap. If the sound gets louder, you have turned on the water.

How do I open the door?

1. It's locked from the other side.
2. You'll have to use the elevator to get up to the second level first.

There's a gap in one of the pipes. How do I close it?

1. There's a lever on the pipe at the far side. Don't worry, it doesn't need water to work.
2. Of course, you'll have to find your way to the far side first!

How do I get across the gap between the boards?

1. Direct water through the pipe nearest you and then pull the lever.

THE SECOND LEVEL

It's so hard find my way around here!

1. Didn't you read the book about the Channelwood Age?
2. There's a map of this level in the book.
3. The lift by which you arrived at this level is the rectangular dead-end at the top of the page near the right side. Only the heavily-penciled huts have actually been constructed, and only the solid lines represent passages you can follow.

Can the tree people help me?

1. If you give them some food, they'll teach you enough of their language that when you hear Achenar's recorded voice talking to them you'll be able to decide whether to look for blue pages or red pages.
2. You'll have to look in every hut to find the food, though.
3. What? You looked in every hut and didn't find the food? Well, don't complain to me about it unless you've seen the tree people!

I found another elevator. How do I make it work?

1. Do you see the wheel with the long fan-belt leading down?
2. Go back down to the first level and find a wheel with a long fan-belt leading up.
3. It's near the door.
4. Direct water to that wheel. Now the new elevator is working. Go back up to the second level and get into that elevator.

All right, I've made the new elevator work. Now how do I get to it?

1. You can't make both elevators work at once.
2. You'll have to open the doors.
3. There's a lever on the second level which opens the doors.
4. Take the old elevator to the second level. Find the lever and pull it. Take the stairs down to the first level and make the new elevator work. Then climb up the stairs and get into the new elevator.

THE THIRD LEVEL

Where is the blue page?

1. In the room beyond the blue room.
2. On the far side of the room.

Where is the red page?

1. In the red room.
2. In the desk drawer.

Is there anything else to find here?

1. Seek and ye shall find.
2. Look in the drawers in the bed in the red room.
3. You should find the right half of a note. Copy it down for further reference.

Is there anything else to do here?

1. Nothing essential to completing the game, but something that ought to give you some insight into the characters who sent you on these missions.
2. Touch the hologram in the blue room. Then press all four buttons on the machine in the room beyond the blue room.

GETTING BACK TO MYST ISLAND

How do I do it?

1. Take an elevator.
2. Take the elevator you had to cross a bridge to get to.
3. If you can't make that elevator work, see the last two questions in the section on the first level.

All right, I've taken one page out of this Age. How do I get the other page out?

1. Come here the same way you did the first time. The doors are still open and the water is flowing to the elevator leading to the Myst-linking book.
2. Direct the water to the motor with the fan-belt pointing up (only the switch nearest the mill has to be flipped). Climb the stairs to the second level. Take the elevator to the third level. Get the page and return to the first level.
3. Flip the switch you flipped before. The bridge is still there.

THE STONESHIP AGE

This is the Age I want to visit now. How do I get there?

1. Climb the ladder in the tower with the picture of the book. Does this part of Myst Island look like a salient feature of this Age as described in the book on the bookshelves? If so, climb the other ladder and look at the corresponding access key (further information can be found in the question on that access key). If not, make sure that all the marker switches are on and try another tower rotation.
2. The Stoneship Age is on a ship.
3. There is a ship on Myst Island.

THE OUTSIDE OF THE SHIP

A lot of the passages in this ship are flooded. What do I do?

1. If there are some problems to be solved and some buttons to be pressed, chances are each button will solve a problem.
2. There are some buttons to be pressed.
3. They are under the parasol at the end of the long plank.
4. Press a button, then look at all the flooded passages. Then repeat for the other buttons.

Of what use are the buttons under the parasol?

1. If there are some problems to be solved and some buttons to be pressed, chances are each button will solve a problem.
2. There are some problems to be solved.
3. A lot of the passages in this ship are flooded.
4. Press a button, then look at all the flooded passages. Then repeat for the other buttons.

What can I see from the crow's nest?

1. Look through the telescope.
2. Pan around for a full circle or until you see something.
3. You should see the lighthouse. Is it on? And in what direction is it from the ship?

THE LIGHTHOUSE

How do I bring the key to the lock?

1. You can't. The key isn't for the lock anyway.
2. Don't you wish you could get down those stairs?
3. Look at the question about flooded passages.

All right, I've found the chest. How do I open it?

1. With the key.
2. No, you can't take the key down the stairs.
3. And you can't carry the chest up the stairs either. It's too heavy.
4. Perhaps if you drained it first.
5. Open the tap.
6. Still can't lift it? Well, you can't lift a ship either but water can.
7. Flood the passage you just drained.
8. No chest? It seems as if the chest got filled up with water again.
9. Through the tap you opened.
10. All right, you finally got the chest up to the key. Now touch the key.

All right, I've opened the chest. Now what do I do?

1. You found the key for the lock. Use it, then climb the ladder.
2. Turn the handle until the white line on the battery gets to the top. Now wander around the ship and see what you've accomplished.

DARKNESS

I've drained a passage but it's so dark I can hardly see. What do I do?

1. Go through the trap door at the top of the ladder in the lighthouse (see the previous section).
2. Turn the handle a few times and try the passage again.

I've lit up a passage but now it's dark again. Can I make it stay light?

1. No, but you can light it again the same way you did before.
2. Ten minutes of light is all you can get before you have to turn the handle in the lighthouse again.

Where do I find a battery for my flashlight?

1. Turn the handle in the lighthouse, climb up into the crow's nest and look through the telescope until you see another ship in the distance.
2. Go half way along the plank and wait for a rowboat to come from the ship, pick you up and take you to the ship. The ship will take you to a place where you can buy a battery for your flashlight.

3. All right, I lied: there's no other ship, no rowboat and no battery small enough to fit into a flashlight. But so did you: there's also no flashlight.

The passages are lit but there's a room that's still too dark to see much. Is there another light source I have to find?

1. If you've been up in the crow's nest and done your business there, you've found it.
2. If the handle has been turned recently, the lighthouse should be on.
3. But you have to find a way of directing the light from the lighthouse into that dark room.
4. There's a secret passage leading from one of the corridors.
5. It's marked by a dull red square. You have to look very carefully to find it.
6. It's on the left side of the corridor as you walk away from the blue room.
7. Touch the square and go into the room. You'll see a circle of buttons. Touching the right button will direct the light from the lighthouse into the dark room.

Help! The room suddenly got pitch dark and there's a scary beeping noise!

1. There are also scary flashes of light.
2. Use them to find your way out of the room.
3. All the passages are dark. Apparently there's been a shutdown.
4. Apparently you've pressed the wrong button.
5. Further information can be found in the question about the crow's nest.
6. The compass reading at which you see the lighthouse should tell you which button to press. Turn the handle in the lighthouse, then go back through the secret passage and get it right this time. If you don't know what you've just accomplished, wander around the ship until you find a room that was dark even when the passages were lit up.

THINGS TO FIND HERE

Where is the blue page?

1. In the blue room.
2. On the bed.

Where is the red page?

1. In the red room.
2. In one of the drawers of the chest

Is there anything else to find here?

1. Seek and ye shall find.

2. Look in the drawers in the chest in the blue room.
3. You should find the left half of a note. Copy it down for further reference.

Is there anything else to do here?

1. Nothing that is essential to completing the game, but observing the contents of the two rooms might give you some insight into the characters who sent you on these missions.

GETTING BACK TO MYST

How do I do it?

1. Have you been in a room that was dark even when the passages were lit up?
2. Light up that room (look the questions in the section about darkness if you have to) and then look around.
3. Could the Myst-linking book be in a desk drawer?
4. If you touch the desk, a drawer may open.

All right, I've got one page out of this Age. How do I get the other one out?

1. Return to this Age the same way you did before.
2. Drain the passages leading to the red and blue rooms. Turn the handle in the lighthouse, then go in and get the page.
3. Go into the secret passage and touch the right button.
4. Drain the passage leading to the dark room. Then go in and get back the way you did before.

THE MECHANICAL AGE

This is the Age I want to visit now. How do I get there?

1. Climb the ladder in the tower with the picture of the book. Does this part of Myst Island look like a salient feature of this Age as described in the book on the bookshelves? If so, climb the other ladder and look at the corresponding access key (further information can be found in the question on that access key). If not, make sure that all the marker switches are on and try another tower rotation.
2. The book describing the Mechanical Age had several pictures of cogwheels.
3. There is a large cogwheel on Myst Island.

THE BUTTONS NEAR THE ENTRANCE TO THE FORTRESS

To which symbols should I set each of the top four buttons?

1. Did you read the book about this Age?
2. The fortress can be rotated.
3. Once you find a way to rotate the fortress, try all the possible positions (there are four of them including the position it's in now). For each of these positions, exit the fortress and look for a clue.
4. In two of these positions you will find a pair of symbols. That narrows it down to two possibilities for the four buttons. Try each one and press the bottom button.

THE MIDDLE OF THE CORRIDOR

What's the button for?

1. Press it and find out.

What's the purpose of the machine at the bottom of the ramp?

1. Pull the lever.
2. Do you see the two horse-shoes?
3. Align them. When they are properly aligned, they will turn red.
4. Now go back up the ramp and press the button.

What's the purpose of the elevator?

1. Try all three buttons.
2. From each of the three locations.
3. Press the top button, then the middle one.
4. Note the time delay before the elevator moves.

5. Exit the elevator before it moves and look at the top of it.

I'm in a room with two levers. What do they do?

1. Play with them and find out.
2. The left one makes a sound when you pull it down. The right one doesn't do anything unless the left one is in the "up" position.
3. What the right one does depends on which room you're in.
4. If the room has a throne, it's a simulator for the pair of levers in the other room.
5. If the room was accessed by taking the elevator, you'll find out if you hold the right lever until the sound you make by pulling the left lever changes, then press the button to call the elevator, go down to the bottom and then go to the entrance and look around.
6. Did you see the picture of the rotating fortress in the book describing this Age?
7. Well, you've just rotated it. The sound is a code for the direction the entrance is now facing. Exit the fortress, look around for a clue, and see if you can figure out what puzzle the clue is for.

THE OTHER ROOMS

What is there to do in the room with the telescope?

1. You could play with the birdie and look at the pretty pictures. You could also look through the telescope: in one of the positions of the fortress, there's actually something to see.
2. If you've explored all the rooms in the fortress and haven't found the items for which you came to this Age, you may start wondering if there is a secret passage somewhere.
3. Touch the panel to the right of the chair.
4. There's a note among the bottles. It isn't necessary for completing the game, but it may give you some insight about the characters who sent you on this mission.
5. Look on the chest.

What is there to do in the room with the simulator?

1. There are some fascinating gadgets to play with in this room. Playing with the simulator could help you when you get to the real thing.
2. If you've explored all the rooms in the fortress and haven't found the items for which you came to this Age, you may start wondering if there is a secret passage somewhere.
3. Touch the panel between the throne and the simulator.
4. Pull the switch near the cage.
5. Look among the chemicals.

GETTING BACK TO MYST

How do I do it?

1. Further information can be found in the section about the buttons near the entrance to the fortress.
2. Once you've found the right settings for the top four buttons, press the bottom one and then go down the ramp and look around.

All right, I've got one page out of this Age. How do I get the other one out?

1. Go back to this age the same way you did before.
2. You found a secret passage from one room. Look for a secret passage from another room.
3. Get the page, exit the fortress, press the bottom button, and get back the way you did before.

THE SELENITE AGE

This is the Age I want to visit now. How do I get there?

1. Climb the ladder in the tower with the picture of the book. Does this part of Myst Island look like a salient feature of this Age as described in the book on the bookshelves? If so, climb the other ladder and look at the corresponding access key (further information can be found in the question on that access key). If not, make sure that all the marker switches are on and try another tower rotation.
2. The book describing the Selenite Age has a picture of a space ship.
3. There is a space ship on Myst Island.

THE LARGE ISLAND

What should I do with the five sliders under the speaker?

1. Play with them and listen to the sounds they make.
2. You'll have to explore the Age to find out which sound to set each of the sliders to.
3. Then press the button.

I found some places in which sounds can be heard. In each such place there is a button. Which of the buttons should I press?

1. You'll find out once you've been beyond the tunnel.

Where is the blue page?

1. In plain sight.
2. On the bench where you can hear water running.

Where is the red page?

1. In plain sight.
2. Above the button where you can hear crystal music.

Is there anything else to find here?

1. Nope.

Is there anything else to do here?

1. Not unless you want to get back to Myst.

THE TUNNEL AND BEYOND

The tunnel is dark. How can I light it up?

1. Pull the lever near the ladder.

How do I work the machine at the far end of the tunnel?

1. Press one of the icon buttons. Use the arrows to rotate the machine in three-degree steps either for a full circle or until you hear something other than static. Now cross the tunnel, press the button with the same icon, and return and repeat the same experiment.
2. Now you know which of the buttons on the near side of the tunnel you should press.
3. All of them. Each one turns on a microphone which transmits the sound to one of the receivers at the far end of the tunnel. The button with the same icon on the machine will make the receiver pick up that sound.
4. Provided that the receiver is pointed in *exactly* the right direction.
5. Press one of the five icon buttons. Pan the machine around until you hear something other than static. Either the left or the right arrow should be blinking. Pan around in 0.1-degree steps in the direction of the blinking arrow until the static disappears. Repeat for the other icon buttons.
6. Now press the bottom button and take careful note of the sequence of five sounds you hear.

GETTING BACK TO MYST

How do I do it?

1. Set the sliders under the speaker to the same sounds you heard from the machine on the far side of the tunnel (the leftmost slider to the first of the five sounds heard, etc.).
2. Press the button, then go in and look around.
3. I'll bet you thought you'd find the Myst-linking book here. Well, no such luck. Enter the little car, sit in the chair, and go Forward.
4. Hmm. Seems like you're in a maze. You could map it but there's a smarter way to proceed.
5. You heard a sound when the car stopped. In case you missed it, press the button to hear it again. If you have been to the Mechanical Age, the sound should be familiar.
6. The sound is telling you which direction to go.
7. There is only one direction in which the tracks don't lead to a wall. So now you have decoded one of the sounds.
8. Go in the right direction and listen up. Again, there's only one direction which doesn't lead you back where you came from; so now you've decoded a second sound.
9. Go in the right direction. Now there are two new directions you could go, but one of them is a direction you've already gone in and it doesn't correspond with the sound you heard. Now you know three of the sounds and the right direction to go.
10. Two more steps and you've heard a fourth sound, but there are two new directions and neither of them corresponds to a sound you've heard.

11. Did you get to a dead end? If you're not on the right track, the sound-clue always leads to a dead end (in fact, every direction leads either to a dead end or back onto the right track). The direction you went which took you off the right track was not a cardinal direction. The fourth sound must be the fourth cardinal direction.

12. Three more steps and you hear a pair of sounds. Evidently this is the way non-cardinal directions are coded. Now you can decode any sound or pair of sounds you hear.

13. Follow the sound clues until you get to the end of the line. Now exit the car and look around.

All right, I've got one page out of this Age. How do I get the other one out?

1. Return to this Age the same way you got there the first time.
2. Get the page, then go right to the sliders and press the button.
3. Get back into the car and run the maze again (you did record the sequence of directions, didn't you?)

This game has no humour. Where can I find a good joke?

1. It's in one of the dead ends in the maze.
2. You'll have to map the whole maze before you find it.
3. Why is it that you always find what you're looking for in the last place you look?
4. Because after you find it you stop looking.
5. That was it. If you actually did map the maze, then the joke's on you.

THE END GAME. DO NOT READ THIS SECTION UNTIL YOU'VE VISITED ALL THE AGES (except Rime in realMyst)!

All right, I've visited all the Ages. What do I do now?

1. *SAVE THE GAME!*

2. Either put the fifth red page (one from each Age and one from near the red book) into the red book, or else put the fifth blue page (one from each Age and one from near the blue book) into the blue book, or both, and listen for instructions. *Opening the book a second time will give you the instructions again but not the story; so listen carefully or restore the saved game!*

3. The instructions mention the fireplace and a page number (in realMyst you are also told where to find the relevant book). Further information can be found under the question on the fireplace in the section on the library. If you execute these instructions correctly, then you'll see a green book, a red page and a blue page.

4. Then decide whether you're going to bring SIRRUS the sixth red page, bring ACHENAR the sixth blue page, or open the green book.

Should I give SIRRUS the last red page?

1. You do want the reward he promised you, don't you?
2. Go ahead! The experience should be most rewarding.
3. Good thing you saved the game.

Should I give ACHENAR the last blue page?

1. He has been dreadfully ill-used, and he does seem extremely grateful to you.
2. Go ahead! The experience should be most gratifying.
3. Good thing you saved the game.

Is the green book a trap as SIRRUS and ACHENAR say?

1. Open it and find out.
2. Listen to everything ATRUS says.
3. Try touching the window of the green book.
4. Try returning to Myst using the book on ATRUS' desk.
5. If you don't have the item ATRUS wants, then the green book is indeed a trap. Good thing you saved the game.

How do I get the item ATRUS wants?

1. Did you find the two halves of the note?
2. The right half is in the Channelwood Age and the left half is in the Stoneship Age.

3. Look at the question about 'anything else to find' in both of these Ages.
4. Copy down both halves on a piece of paper, then read the message from your paper.
5. If you have been in the Mechanical Age, then you should be able to follow the instructions in the note.

All right, I gave Atrus the item he asked for. What do I do now?

1. Listen and watch.
2. Wait for his return and then listen to everything he has to say. Seems like he's advertising a sequel!
3. When he offers you the Myst-linking book, use it and then look for evidence that he's done what he says he had to do.
4. Look at the red book and the blue book.
5. Pretty rough justice for trapping Atrus in relatively pleasant surroundings, you say? All right then, restore the game and do first SIRRUS and then ACHENAR the favour they've been begging you for.
6. SIRRUS is red, his brother is blue.
If you trust either one, then it's goodbye to you!
7. And now there's nothing else to do until the sequel comes out - unless you're playing realMyst.

THE RIME AGE (realMyst)

Hey! What happened to the book about the Rime Age?

1. Atrus must have put the book somewhere. Look around.
2. It's on the floor near the exit.
3. Maybe he wrote something in it.
4. Turn to the last page.
5. You now have all the information you need to get to the Rime Age - provided you can interpret it.

OK, I've found the book about the Rime Age. So how do I get there?

1. Look at the first drawing on the last page of the Rime Age book. Does it look familiar?
2. It's the panel that controls the imager.
3. Set it to the number shown in the book.
4. Does the imager look like the second drawing in the book?

5. It won't unless you turn it on.
6. Atrus has penciled a circle on the third drawing of the book.
7. On the far side of the imager. Maybe you should look there.
8. Do you see the blinking yellow button? Maybe you should press it.
9. The first drawing in the book shows that the panel is being tilted. Take a good look at the panel.
10. Do you see a knob that can be turned?
11. Does the picture look like a familiar part of the island?
12. You have opened up a passage into the left side of the walkway to the spaceship. And in realMyst, you can go there.
13. Atrus has penciled a 4-digit number near the third drawing in the book.
14. Enter that number into the machine at the end of the passage.
15. Well, you didn't expect the linking book to appear here, did you? Look around the island.
16. Look in the library.

OK, I got to the Rime Age. How do I get back to Myst?

1. The linking book is in plain sight.
2. In the little building.
3. But if you have read the Rime Age book carefully, you have no need to return to Myst.

I can't open the side door to the building!

1. Have you ever been unable to get into your car in weather like this?
2. The door is frozen shut.
3. There is a furnace in the room.
4. It is a gas furnace and the valve is outside.
5. The room will not warm up if the heat is allowed to escape.
6. Close the door to the outside and wait a minute or so. Then try the side door again.

OK, the side door is open. What is there to do around here?

1. You can play with the levers and watch the fireworks.
2. You can press the red button in the elevator.

3. You can read the book in Atrus' study.
4. You can descend in the elevator.
5. You can look around this room and play with the machine.

How does this machine with the five pans work?

1. Try clicking on one of the pans.
2. Try clicking on the crystal that appears on the pan.
3. Try touching the crystal without clicking on it.
4. When all five pans contain crystals, try pressing the button.

I see stars. Should I?

1. Nope.
2. Look at the note on the desk.
3. Make the crystals on the pans correspond in colour and shape to the ones in Catherine's note, in the same left-to-right order.
4. The rightmost crystal is the hardest one. It should be purple, not indigo, and it should be narrower at the bottom than at the top.
5. Still seeing stars? Go back to Myst and reread the book about the Rime Age.
6. Under what conditions, according to the book, do the crystals function best?
7. When it's cold.
8. And you've heated up a nearby room!
9. Turn off the gas, leave the outside door open and try again.

OK, now I see a picture. What is it and what do I do now?

1. Go back to Myst and reread the book about the Rime Age.
2. The picture you saw is a scene from Riven.
3. And now buy the game and play it.