

Myst

Start:

You begin by finding a book. You open it to see a page displaying a *moving* image of an unusual island. You touch the image -- and you find yourself on the island.

Exploring the island, you see:

- beside the dock, a sunken boat.
- directly across from the boat, a door to an imaging chamber.
- stairs leading up to a large gear, partially submerged in stone.
- an observatory; a note is on the ground here.
- an odd library with a tower.
- a spaceship.
- a birdbath containing a sunken boat.
- 8 poles with symbols surround the birdbath.
- a brick enclosure leads to a generator room.
- a clock tower, blocked by water.
- a wood cabin.
- a tall tree enclosed by a brick wall.
- 8 marker switches are beside several items of interest.
- a cable connecting the spaceship to the generator room is accessible by two brick towers with ladders.

The note outside the observatory:

"Catherine,
 I've left for you a message of utmost importance in our fore-chamber beside the dock. Enter the number of marker switches on this island into the imager to retrieve the message.
 Yours, Atrus."

There are 8 marker switches:

- 1) at the docks
- 2) beside the gear
- 3) outside the observatory door
- 4) outside the spaceship door
- 5) beside the birdbath
- 6) beside the brick enclosure leading to the generator room
- 7) beside the clock tower
- 8) beside the cabin

The Imaging Chamber:

- the imager displays a pool of moving water at first. Push the button on front of it to display the current image.
- turn back toward the entrance, and move up close to the note posted to the left of the door. The note has a green button in the upper left corner and says:

"Settings - Dimensional Imager
 Topographical Extrusion Test 40
 Water Turbulent Pool 67
 Marker Switch Diagram 47"

Push the green button to reveal a panel behind the note. The control panel can be set to any number from 00 to 99. Use the up and down controls to set the number to the desired image, then push the red button. Facing the imager, push the button on it to actually see the image.

- Image 40 shows a topographical test -- cute, but unimportant.
- Image 67 shows the pool of water you saw before.
- Image 47 shows you what a marker switch looks like.
- Image 08 shows a message to Catherine. The gist of the message

is that most of the books were destroyed, and one of their sons is responsible, but he's unsure which one. A few books that weren't destroyed have been moved to places of protection; if you've forgotten the key, remember the tower rotation.

The Observatory:

- Go inside, face the entrance, and push the button to the right of the door. This turns off the lights, and displays the stars.
 - Sit in the 'dental chair' and click on the panel above you.
 - The panel will show the constellation for the selected date/time. The four slider bars select the month, day, year and time respectively.
 - If you've rotated the tower toward the dock, then you have three date/times to view:
 - Oct 11, 1984 10:04 AM
 - Jan 17, 1207 5:46 AM
 - Nov 23, 9791 6:57 PM
- If you've also read the book about constellations, you'll recognize these patterns as the "leaf", "snake", and "bug" constellations respectively.

The Library:

- the main room is 8-sided and contains:
 - w: the entrance (or wall)
 - nw: map of the island
 - n: red book (and a red page)
 - ne: picture of a hallway
 - e: bookcase (or a hallway)
 - se: picture of the entrance
 - s: blue book (and a blue page)
 - sw: fireplace
- clicking the picture of the hallway will simultaneously collapse the bookcase into the hallway towards the tower elevator, and closes the entrance into the library. Click the picture of the entrance to reverse both hallway to bookcase and re-open the entrance.
- the bookcase contains 5 useful books; 2 on the top level, 2 on the middle level, and 1 on the bottom level. The middle-right book contains 300 block patterns; you'll use this for the fireplace (which see).
- put blue pages in the blue book; put red pages in the red book. With no pages you only get static. With one page you can see that the blue book shows Atrus, and the red book is someone else. Both manage a garbled plea to bring more pages to their respective books. [You can't carry more than one page at a time! If you pick up a new page without putting the old page in its proper book, the old page returns to where you originally found it.]
- enter the fireplace, then click the button to the left to bring down a panel that can be set with one of the 300 block patterns you saw in one of the bookcase's books. [**Which pattern??**]
- the map of the island will display the library and tower, plus anything whose marker switch is turned on. So, turn on (up) all the marker switches and hold down on the tower's image to rotate the tower. When the line is red, stop, and view something interesting in the tower.
- taking the elevator between library and tower is straightforward.
- climb the "book" ladder to peek outside.
- climb the "key" ladder to see a plaque:
 - at spaceship: "59 volts"
 - at gear: "2:40 2,2,1"
 - at dock: "October 11, 1984 10:04 AM
January 17, 1207 5:46 AM
November 23, 9791 6:57 PM"
 - at tall tree: "7,2,4"

Birdbath and Poles:

- the 8 symbols on the poles are (clockwise):
 - swan, cross, leaf, arrow, anchor, bug, snake, eye.
- any symbols can be clicked from red to green. All are red initially.
- click leaf, bug and snake to green to raise the sunken boats.

both in the birdbath and at the docks.

Generator Room:

- a sign on the inside right of the room labels the controls:
power, power to spaceship, generator switches 1 thru 10.
- the generator switches provide different amounts of power that may be added together:

1: 10v	6: 01v
2: 07v	7: 02v
3: 08v	8: 22v
4: 16v	9: 19v
5: 05v	10: 09v

Clock Tower:

- across from the clock are three controls: a large wheel, a small wheel, and a button. Turning the large wheel moves the minute hand on the clock; the small wheel moves the hour hand.

Cabin

- a 3-digit wall safe is to the inside-right of the door.

Raised Ship

- In the hold of the ship is a book that shows the "Stoneship Age". Touching the picture takes you to the Stoneship Age.

Stoneship Age

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Stoneship

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Under the Umbrella

- pop up the 1st light to open the hold in the stoneship
- pop up the 3rd light to drain the water in the lighthouse

Lighthouse

- first, drain the water in the lighthouse (see Under the Umbrella)
- go down the lighthouse stairs, and toggle the chest's nozzle to drain its water. [Toggle the nozzle closed?]
- go back to the Umbrella and refill the lighthouse with water. The chest should now be floating beside the key.
- Click the key to open the chest. Take the key inside the chest.
- Click the new key on the padlock to the trapdoor above you. Open the trapdoor and go up.
- The upper level contains a generator. Crank it up until the batteries are full (solid white bar displayed on batteries). You now have lights for the tunnels.

Telescope (at top of spiral)

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Red Bedroom

- lotsa weird stuff, but the red page in bottom dresser drawer is what you want.

Blue Bedroom

- lotsa weird stuff, but the blue page on the bed is what you want.
- also, a half note is on the second-from-bottom panel drawer:

"Marker Swit
Isl

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Turn every one of

"on" position. Th
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there to th...."

Secret Door in Tunnel

- between Red Bedroom and the ship is a tunnel. Go 2 steps from Red Bedroom, and click low on right wall to open the secret door.