

MYST

MASTERPIECE EDITION



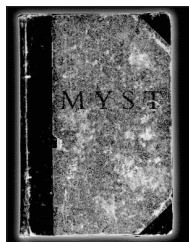
INSTRUCTION MANUAL





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

Rand Miller

Robyn Miller

Robyn Miller

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GETTING STARTED

Windows®

Windows System Requirements

- **Supported OS:** Windows 98/XP only
- **Processor:** 133 MHz Pentium® or above
- **RAM:** 32 MB (256 MB for Windows XP)
- **Video Card:** DirectX® 9 compatible
- **Sound Card:** DirectX 9 compatible
- **DirectX Version:** DirectX 9 or higher
- **QuickTime Version:** 6 or higher
- **DVD-ROM:** 4x DVD-ROM drive or faster
- **Hard Drive Space:** 30 MB minimum
- **Display:** 640x480 display, 24-bit color or better

Windows System Configuration

May require minor adjustments to the configuration of your operating system, additional hard drive space, and/or updates to the hardware component drivers.

Note: If you experience problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturers of your video or sound card for the latest drivers compatible with DirectX. You may also want to check Microsoft®'s website for more information.

Windows Installation Instructions

Installing the Game

- Begin at the Windows desktop.
- Insert the Myst Masterpiece Edition DVD into your DVD-ROM drive.
- The Myst Masterpiece Edition Autorun window will appear.
- Click the Install button and follow the on-screen instructions to install Myst Masterpiece Edition.

If the Myst Masterpiece Edition Autorun window does not appear automatically on-screen, you can install the program manually:

- Click the Start button on the taskbar and choose Run.
- Type D:\SETUP.EXE in the line labeled “Open.” (If your DVD-ROM drive uses a letter other than D, substitute that letter for D).
- Click the OK button and follow the on-screen instructions to install Myst Masterpiece Edition.

Starting the Game

There are three ways to launch Myst Masterpiece Edition on your computer.

- 1) After successfully installing the program, click the Play button in the Autorun window to start the program. The Myst Masterpiece Edition Autorun window will usually appear each time the Myst Masterpiece Edition DVD is inserted into the DVD-ROM drive.
- 2) Alternately, click on the Start menu, then click Programs, Ubi Soft, and then Myst Masterpiece Edition. Click the Myst Masterpiece Edition menu item to start the program.
- 3) You can also begin the game by double-clicking the Myst Masterpiece Edition icon on your desktop.

Note: Saved games from the CD-ROM version of the game cannot be used by the DVD version.

Uninstalling Myst Masterpiece Edition

If you need to remove Myst Masterpiece Edition, click on the Start menu, then click Programs, Ubi Soft, and then Myst Masterpiece Edition. Click the Uninstall Myst Masterpiece Edition menu item to remove the game. You may also need to remove the game directory on your hard drive to completely remove all files.

Macintosh®

Macintosh System Requirements

- **Supported OS:** Macintosh OS 7.5.5 or higher (not OS X native)
- **Processor:** PowerPC
- **RAM:** 16 MB
- **Video Card:** 6 MB supporting thousands of colors or better
- **QuickTime Version:** 6.3
- **DVD-ROM:** 4x DVD-ROM drive or faster
- **Hard Drive Space:** 75 MB minimum
- **Display:** 640 x 480, thousands of colors

Macintosh System Configuration

May require minor adjustments to the configuration of your operating system, additional hard drive space, and/or updates to the hardware component drivers.

Macintosh Installation Instructions

Installing the Game

Insert the Myst Masterpiece DVD into your DVD drive. Double-click the Myst Masterpiece disc icon to open the disc. Open the readme file and then follow the

instructions for copying the game files to your hard drive.

Starting the Game

To play Myst Masterpiece Edition, locate the Myst Masterpiece Edition folder on your hard drive, double-click on the folder to open it, and then double-click on the icon labeled “Myst Masterpiece Edition” to launch the application.

Uninstalling Myst Masterpiece Edition

If you need to remove Myst Masterpiece Edition, drag the Myst Masterpiece Edition folder on your hard drive into the Trash and empty the Trash.

PLAYING MYST MASTERPIECE EDITION

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 with-

out 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

PC

ALT + N
ALT + R
ALT + S
ALT + F4
ALT + T
ALT + Z
ALT + D
ALT + F5
ALT + F6
ALT + F7
ALT + F8

MAC

CMD + N
CMD + O
CMD + S
CMD + Q
CMD + 1-4
CMD + Z
CMD + D
CMD + 5
CMD + 6
CMD + 7
CMD + 8

FUNCTION

New Game
Restore Game
Save Game
Exit
Transitions
Zip Mode
Drop Page
Hint
Solution
Overview
Map

ABOUT THE AUTHORS

Rand and Robyn Miller, Co-Founders of Cyan and Creators of Myst®



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 gameplay. The worlds of Myst and Riven continue to unfold.

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 (Windows Version)

Producers: Samantha Williams
Technical Lead: Jan Lindner
Lead Programmer: Russ Brown
Sound Processing: Maurice Jackson and Steve Lam
Production Assistant: Daniel Achterman
Executive Producer: Bret Berry
Digital Guide Producer: Parker Lee
Digital Guide Programmers: Ian Brown and Peter Young
Digital Guide Writer: Rusel DeMaria
Testers: Dwight Cordero, Tyler Ludlow, Ben Etheridge, Alana Gilbert, Peter Vandenhoff, and the Mindscape Test Department
Director of Marketing: Todd Sitrin
Associate Marketing Manager: Marc Hamel
Executive Vice President: Chuck Kroegel
Public Relations: KC Conroe, Michael Shelling
Manual Editor: Mark Whisler
Package Design: Epicentric, Inc.

Special Thanks To: Caryn Mical, Jeff Franks, Tanya Schornack, M3 Group, Ted Hofmann, Randy Achee

Myst (Windows Version)

Lead Programmer: Grace Kim
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
Special Thanks To: John Baker, Doug Carlston, Mickey Mantle, Glenn Axworthy, Mike Foulger, Kent Daniels, 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

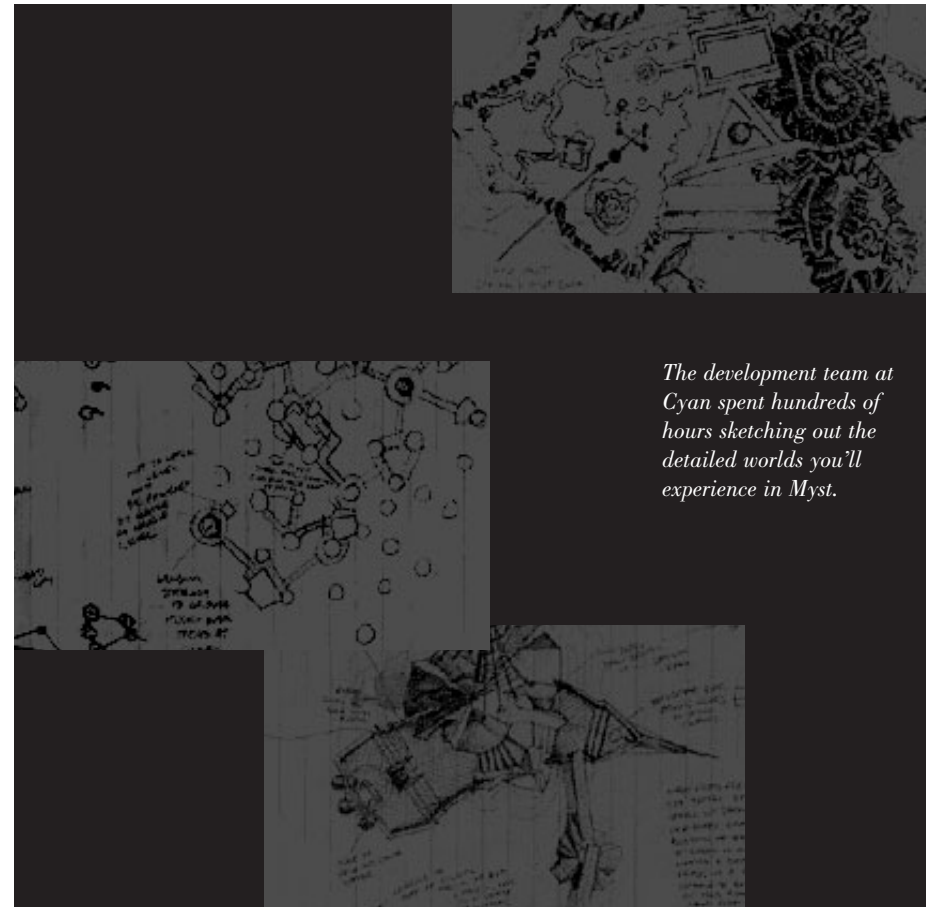
Myst Masterpiece Edition (Macintosh Version)

Developed by Presto Studios
Lead Programmer: Roland Gustafsson
Producer: Dave Flanagan
Executive Producers: Greg Uhler & Michael Kripalani
(Mattel)
Producer: Dan Irish
Executive Producer: Bret Berry
Associate Producer: Daniel Achterman

Testers: Tyler Ludlow, Mike Chevalier, Pete Ferriola, Steve Cohrs, Jud Halpin, Corey, Narog
Marketing Manager: Ray Brock
Public Relations: Michael Shelling
Manual Editor: Mark Whisler
Package Design: Tenth Dimension

Myst 10th Anniversary DVD Collection

President: Laurent Detoc
Lead Programmer: Roland Gustafsson
Installation Programmer: Yan Marchal
Executive Producer: Tony Van
Producer: Ashley Bushore
VP of Marketing: Tony Kee
Group Brand Manager: Karen Conroe
Brand Manager: Tena Lawry
Associate Brand Manager: Sarah Berridge
VP of Creative Services: Allen Adler
Graphic Artist: Alex Andrist
Graphic Artist: Jasmine Ianneo
Package Design: Blue Spark Studios
Senior Manager, Traffic: Jenna Dawson
Wordwide Director of QA: Éric Tremblay
Testers: UBI QA, Montreal, Canada



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

WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS: This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE: Ubi Soft reserves the right to make improvements in its products at any time and without notice.

REFUNDS: Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS: Please contact a Ubi Soft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

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 (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), 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.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES: Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

Address: Ubi Soft Support/3200 Gateway Centre Blvd./Suite 100/Morrisville, NC 27560

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

To order Ubi Soft products in the United States, please call toll free 877-604-6523.

TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the README file (on the game CD). 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:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you're encountering.
- Operating system.
- Processor speed and manufacturer.
- Amount of RAM.
- Video card that you are using and the amount of RAM it has.
- Type of sound card you are using.
- Maker and speed of your CD-ROM or DVD drive.

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/>.

Contact Us by Email: For fastest response via email, please visit our website at: <http://support.ubi.com/>.

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone: You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please 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 on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm EST (French language support is available from 7am–4pm EST). 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 feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail: If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Return Policy: Please do not send any game returns directly to Ubi Soft Entertainment before contacting Technical Support. 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. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a Support Representative.