

# MYST

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These hints are divided into three sections. The first section provides general hints to help you better understand Myst and to improve play. The second section contains additional help, and guides you through Myst and the different Ages. As a last resort, the third section contains the actual answers to the various Myst puzzles.

## General Hints:

Most devices on the island have been put there for a purpose. If you see a switch, flip it. If you see a button, press it. Take note of what happens. Did something change on the screen? Did you hear anything? Usually this triggers an event somewhere else on the island.

Several devices require a combination of symbols, letters, or numbers to be entered in. If you have not discovered the combination, do not waste your time guessing! Find the combinations first!

Maps to each Age can be found in the Library. You may want to copy them down in your Myst journal before transporting.

You can hold only one red or blue page at a time. Clicking on a new page will cause the page you are holding to return to its original location. Similarly, only one red or blue page can be returned to Myst at a time. You may have to revisit Ages to get additional pages.

It is impossible to get permanently trapped, there is always a way out.

Remember to save your game. You may want to use multiple saves, especially towards the end, as there is no telling what might happen!

## Discover Myst:

Find the note from Atrus, and go to the chamber by the dock. Use the Dimensional Imager to discover what Marker Switches look like. Travel around the island and count the number of marker switches. Enter that number into the dimensional imager to receive the message from Atrus. (You may listen to

the message as often as you like.)

### **Explore the Library:**

**Red and Blue Books – Place the pages in the books to receive messages. (Click again on the book to replay messages.)**

**Paintings – The left painting opens a secret passageway to the observatory tower, the right painting opens the door to the outside.**

**A Bookcase – Most of the books have been destroyed, save for a few which are still legible. Each book describes a different age which the author has created. Write down any information that you feel will be valuable later on.**

**Island Map – This controls the observatory tower rotation. The marker switches allow the island structures to become visible on the map.**

**The access keys to each age can be found in the Observatory Tower. Click on the observatory icon until the rotation line turns red. The red line will lock onto structures that contain transport books to different Ages.**

### **Observatory Tower:**

**Click on the bookcase picture to open a secret passageway to the tower. Inside you will find two ladders marked by book and key icons. Climb the book ladder to view the structure that contains the transport book. Climb the key ladder to find the access key for that Age.**

### **From Myst to the Selenitic Age:**

**The access key is a voltage number. To open the Spaceship, the proper voltage must be generated by the Power Station.**

**Inside the power station is a panel that controls ten generators. Click on each one and mark down the voltage that is generated. By pressing the right combination of buttons, the voltages will add up to the target voltage.**

**If too much power is generated, one of two circuit breakers will trip, causing the right gauge to fall to zero. You must then go outside to check which breaker tower has the thrown switch. There is a tower just outside the power**

station, and one close to the ship. The switch will be DOWN if the breaker is thrown. Push the switch UP to reset.

Go inside the spaceship and play the keyboard notes according to the sequence found in the Selenitic Age book. Listen to each tone and match it with the tuner sliders on the opposite end of the ship. Click on the animation to be transported to the Selenitic Age.

### Selenitic Age:

You will first discover an elevator. To gain access, you must enter the proper combination of sounds into the activation panel.

There are five transmission antennas and one receiving station on the island. At each antenna you will hear distinct sounds. The red buttons activate microphones that will transmit these sounds to the receiving station. Take note of the symbols that illuminate at each station. You may come across a red or blue page. Click on the page to pick it up, but remember, only one page can be brought back to Myst at a time!

After all five antennas have been activated, go through the wind tunnel to the receiving station. Here, you must aim each camera at the transmission antennas. When done, press the \_ button. This will give you the proper order of sounds to enter into the elevator activation panel.

Take the elevator to the MazeRunner vehicle and get in. The speaker panel sounds indicate which direction to take. Combinations of sounds indicate in-between directions (Northeast, for example). If you get lost, the Backtrack button will move you back towards the correct path.

At the end of the tunnel is a book that will transport you back to the Myst Library. Once inside, place the red or blue page into its corresponding book and listen to the message.

### From Myst to the Stoneship Age:

The access keys are dates which must be entered into the Planetarium Star Plotter. Turn out the lights, enter the dates, and copy down the constellation formations. Go to the library, look up the constellations in the Stoneship book,

and find the symbols associated with each constellation.

Now go to the fountain just outside the library. Click on the marker pillars that display the constellation symbols you have found. (They are green when ON and red when OFF.) The ship model will rise in the fountain, as will the ship at the dock. Inside the ship at the dock is a book that will transport you to the Stoneship Age.

### Stoneship Age:

At the umbrella crowís-nest are three buttons that pump water from different areas on the ship/island.

Pump water out of the lighthouse. You will find a key bolted to the floor and a chest down below. Drain the water from the chest and close the spigot. Pump water back into the lighthouse. The chest will now be floating close enough to the key to open. Inside the chest is another key which will unlock the trap door to the lighthouse tower.

Once inside, you will find a generator with a battery pack. Crank the generator until the light bar indicates ìfullî. This will give you ten minutes to explore the island/ship.

Take the elevated wooden path to the telescope and look around. You will see a flashing beacon (but only if the generator is fired up). Take note of the compass degree of the beacon.

Pump water out of the Stoneship tunnels. Look for the red and blue pages in each of the brothersí rooms. (You may also find a half page.)

Hidden in the tunnels is a secret passageway that leads to a giant compass. The compass activates the lights in the shipís aft. Push the button that corresponds to the degree angle of the flashing beacon. If you press the wrong one, the lights will go out, and you will have to recharge the generator again.

Pump water from the shipís aft. Downstairs is a book that will transport you back to Myst.

### From Myst to the Mechanical Age:

Go to the Clock Tower on the opposite end of island from the Library. Use the wheels to set the time to the observatory clue. The large wheel advances the minutes hand, the small wheel advances the hour hand.

Once inside the clock tower, use the levers to set the combination to the observatory clue. Pull and release the left lever to rotate the bottom two gears. If you pull and hold the lever down, both gears will turn once, but only the middle gear will continue to turn. The right lever operates the same way for the top two gears. On the far right is a lever that resets the puzzle.

When completed, go the giant gears near the dock. Inside the gear is the book that will transport you to the Mechanical Age.

### Mechanical Age:

You will first discover a metal platform. To gain access, you must enter the proper combination of symbols into its activation panel.

The center of this island is a mechanical fortress which can rotate on its axis. To get to the other islands, you must rotate the fortress using the controls inside. Practice with the Fortress Rotation Simulator in Achenarís room to get your timing right.

In-between the two brothers' rooms is a passageway. Press the red button to lower the staircase to the elevator control panel. Use the handle to align the circles until there is an opening (circles will turn red). Go back up and raise the staircase. Enter the elevator and press the UP button. When the door opens, press the middle button and step outside.

Use the controls to rotate the fortress. Go outside and search the islands for clues that will help you get back to Myst. Remember to bring back a red or blue page!

### From Myst to the Channelwood Age:

Go to the Cabin on the island. Enter the combination into the safe as found in the observatory clue. Use the matches to light the pilot on the furnace. Position your cursor in the middle of the wheel (until it turns clockwise green) and click to crank up the furnace. This powers the tree elevator and will bring it to above ground level. Wait until you can no longer hear the elevator moving

upward. Now turn the furnace off (counter-clockwise red) until the fire goes out. Quickly go outside and turn back towards the cabin. Move to the right of the cabin in-between the two large trees. You will see a giant tree with an elevator moving downward. When the elevator reaches ground level, click to move inside. Wait for the elevator to take you to the Channelwood transport book.

### Channelwood Age:

Here you must channel water to power up various devices on the island. Go inside the Windmill to the water tank. Click on the nozzle to open the pipe (counter-clockwise), and head back towards the trees. You should now hear water flowing through the pipe.

There is a junction box at the first fork that controls the flow of water; (the yellow dots indicate direction). Channel water to the elevator on the right. Step inside, close the door, and move up to the second floor.

Here, you must search for a red lever that opens the door to the wooden staircase. A map to this level can be found in the Channelwood book in the Library. Once open, the elevator from the first to second level is no longer needed, so you can use that water to power another device.

Channel water to the elevator at the top of the stairs, and take the elevator to the third level. Look for the red and blue pages. (You may also find a half page.)

Travel back to water level, and channel water to the motor on the far left. This will activate a water bridge. Cross the bridge and head to the right. To power the elevator found here, you must complete the section of missing pipe. Turn the crank to extend the pipe. Go back and channel water through this pipe to the elevator. This will bring you to a book that will take you back to Myst.

### From Myst to Dunny:

Place your last page in the red or blue book and listen to the message. If you have placed enough pages into either book, you will be instructed to enter the correct pattern into the fireplace vault.

### MYST Answers:

**Number Marker Switches 8**

**Selenitic Age**

**Observatory clue 59 volts**

**Power station generator Left row: one and three  
Right row: three and four**

**Receiving Station Water 153.4  
Volcano 130.3  
Clock 55.6  
Tones 15.0  
Wind 212.2**

**Elevator sound sequence Tones, Water, Wind, Volcano, Clock**

**MazeRunner Controls North = bell sound (bing)  
West = bird type sound (twrr)  
East = air brake sound  
South = bell clank**

**MazeRunner Path N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE**

**Stoneship Age**

**Observatory clue Oct. 11, 1984 10:04 a.m.  
Jan. 17, 1207 5:46 a.m.  
Nov. 23, 9791 6:57 p.m.**

**Pillar sw Leaf, Snake, Insect**

**Water pump switches Left pumps out book room  
Middle pumps out Stoneship tunnels  
Right pumps out the lighthouse**

**Compass Press button at 135 degrees, (12th button  
clockwise from the North).**

**Mechanical Age**

**Observatory clue 2:40 and 2-2-1**

Symbol Code      First Symbol      Horseshoe  
                         Second Symbol      Triangle Rectangle Triangle  
                         Third Symbol      Circle over Three Triangles  
                         Last Symbol      Half Circle

Channelwood Age

Safe combination      724

Dunny

Access to the vault can be achieved easily if the simple instructions are followed. First, locate each of the Marker Switches on the island.

Turn every one of these switches to the *on* position. Then go to the dock and turn the Marker Switch there to the *off* position.

Either Sirrus or Achenar will give you the key to the vault. If not, you need to return more pages to them!

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