

# Myst FAQ/Walkthrough

by PSC\_Patterson

Updated to vFinal on Jan 24, 2009

This walkthrough was originally written for Myst on the PSP, but the walkthrough is still applicable to the PC version of the game.

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|  MYST
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| T A B L E   O F   C O N T E N T S
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| 4 | CONCLUSION
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| 1 | I N T R O D U C T I O N
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If you find this file at another location than the allowed locations below, please contact me using the same contact address. The newest version of this file can always be found at [www.gamefaqs.com](http://www.gamefaqs.com). For questions and/or remarks about this file, including the walkthrough, you can also use the contact address below. Only serious questions of which the answer isn't already in this file will be responded to.

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ALLOWED LOCATIONS

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[www.patt3rson.nl](http://www.patt3rson.nl)  
[www.gamefaqs.com](http://www.gamefaqs.com)  
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No additions have been made to the contents of this file. The layout has been changed and generating it is now automated. No further additions will be made to this document.

LOGIC & INITIAL STATUS

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Myst is a pretty complicated game in which the tiniest details matter and you need to have a broad knowledge of natural and mathematical workings and you need to be able to think logically about cause and effect. In the walkthrough I tried to explain why things work that way and how they connect together as much as possible, so that you will actually understand the solution. It is advised not to try anything out on your first reconnaissance, unless that's the way you want to play it, because it might be possible that the walkthrough refers to the original position of objects, handles, etcetera.

A review for this game written by me can be found at [http://docs.google.com/Doc?id=dgfp86r\\_42dpwzsr4](http://docs.google.com/Doc?id=dgfp86r_42dpwzsr4).

In an unexplainable way you'll get the Myst Linking Book in your possession, which enables you to travel to a beautiful but strange island named Myst. The

place is deserted, but during a first scouting you discover two brothers who are locked up inside other books and are desperate to come out. They ask you to find the pages to their books and free them.

You will also notice the presence of another person in this matter. Writer Atrus is leaving messages for his wife Catherine and tells her that both their sons have kind of lost it. It's up to you to decide what to do with the brothers, with your ultimate goal to find a way back to your own world.

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| 2 | 3 | CHARACTERS |

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#### ATRUS

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The main character in the Myst series and the last D'ni writer, who has the ability to create worlds by describing them in special books. After locking up his sons he has spent his time in D'ni.

#### SIRRUS

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Sirrus is locked up inside the red book and he is the cold blooded, calculating of the two brothers. He uses his power to improve his own financial situation.

#### ACHENAR

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Achenar is locked up inside the blue book and is the weird, brute force of the two brothers. He uses his power to frighten the inhabitants of other Ages.

#### CATHERINE

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Catherine can't be seen in the game, but she is talked to by Atrus in notes and video messages. Catherine is Atrus' wife, who lived on Myst in between the Book Of Atrus and the Myst game along with Atrus.

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| 2 | 4 | CONTROLS |

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#### ARROWS

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Up = Move cursor upwards  
Down = Move cursor downwards  
Left = Move cursor to the left  
Right = Move cursor to the right

#### FACE

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Cross = Interaction  
Circle =  
Square =  
Triangle = Slow down cursor

#### SHOULDER

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Left =  
Right =

#### STICKS

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Analog = Move cursor

#### FUNCTION

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Start = Pause menu

Select =

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| 3 | W A L K T H R O U G H |  
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| 3 | 1 | ARRIVAL |  
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You'll start on the pier of the island named Myst. Walk ahead and you'll see a switch to the right of the stairs, you'll encounter more of those on this island. You don't have to do anything with it now, so just go up the stairs left of it and keep clicking forward until you eventually end up at a second stairs where you can see a piece of paper on the ground in the bottom right of your screen. Pick it up to read it, the Marker Switches mentioned by Atrus are the switches which you saw earlier. With this information, return to where you started, you can see a hatch on the pier which you can open. Do that and head inside, turn around at the bottom of the stairs and check the panel left of it. Push the button to the left and above the piece of paper to bring up two numbers. What you need to do here is fill in the amount of switches available on the island. You can discover this by yourself by exploring the island, but the answer is eight. So fill in 0 and 8 and press the red button. Then turn around to face the bowl of water and press the button at the front to get a message from Atrus. After that you can leave this room and walk back to the page you found earlier. The first building to your left is round, walk past it and go inside the second, square building. You'll find a red book with a page next to it on the left, on the right is the same situation but with a blue book. Place both pages inside the book next to them by picking it up and clicking on the book.

If you open a book after having done that you will get a message from Atrus' sons. Sirrus is inside the red book and Achenar inside the blue one. Their messages are hard to understand, but they want you to bring them more pages with the color of their book. Between both books is a bookcase with more books, most of them are burned. Read the books that are still readable if you want and especially pay attention to drawings with descriptions, copy them if necessary. You can see an interactive map of the island to the left of the red book, but not much is shown on it at the moment so it isn't of much use. Your goal is to switch all marker switches on the island to the up position, so that their location shows up on this interactive map. You can find a switch at the rocket behind this library, another one next to the water bowl opposite the library entrance and a next one next to a house you'll reach when walking from that bowl to the clock tower ahead. The fourth one can be found at that clock tower, but you can't switch it yet because the bridge is missing. But you can see a fifth switch next to a wooden cabin on the right on your way back. Return to the library and also turn the switch next to the round building to the up position. You can find the seventh switch by heading back to the pier, you can see it next to the large cogs. The last switch, number eight, is located on the pier itself. When you return to the interactive map inside the library now you can see that all locations are shown, except for the clock tower in the west.

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| 3 | 2 | TO THE STONESHIP AGE |  
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You can also see a blinking tower on the right of the map, if you press it you will see a white line spin around it which turns red at certain positions. Turn the tower until it forms a red line to the ship at the pier and then release the X button. The tower is rotated in that direction, so back away from the map. To the right of the red book is a painting, click on it and the

bookcase will reveal a passage. Follow this to an elevator at the end and get in, don't forget to close the door before you press the blue button to go up. Open the door at the top and inside the room you end up in you will find two ladders. One of them has an icon of a book behind it and if you climb up there you can see part of the ship at the pier. At the other ladder you can see the icon of a key, climb up there to get the clue connected to the ship. The world we are going to is named the Stoneship Age and the clues you get for this are 11. October 1984 10:04, 17. January 1207 5:46 en 23. November 9791 18:57. With this information you can return to the library, click the painting to the right of the secret passage so that it will close up and open the normal exit. So head outside, turn left and go inside the planetarium, which is the round building on your left. Turn around and press the blue button to the right of the door to turn off the light, then sit down in the chair and grab the panel above you.

You need to enter the dates here that you found in the tower as clues. So make sure you enter 11 OCT 1984 10:04 using the slides and then press the button between the screen and the slides to aim the screen. You will get a pattern of bright and some less bright stars, try to copy this pattern as clearly as possible. Then do the same with the settings 17 JAN 1207 5:46 and 23 NOV 9791 18:57 so that you have three accurate star patterns. In the library you can find a book about the Stoneship Age, in the bookcase in the top right corner. In the back of the book are some star patterns with an image underneath them. If you look for the images corresponding to your patterns you will find leaf, snake and beetle. With this information you can head outside and straight ahead to the water bowl. Around it are multiple posts with images on them. Look for the images leaf, snake and beetle by looking at the posts and also click the image when you find them to activate the sign. In the water bowl you can now see that the whole model ship has emerged. The same has happened to the real ship at the pier, so head over there and get on board. Open the door to the rear room between both stairs and open the book on the chair. When you click the image you will travel to the Stoneship Age.

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| 3 | 3 | IN THE STONESHIP AGE |

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Turn to the left and you can see a couple of boards lead up to crows nest with an umbrella above it. Walk up to it and you will find three buttons, but only one can be active at a time. You can see which one that is by the orange light at the top of it. These buttons will pump away the water in specific parts of the world. That isn't the only problem though, because there is also now power. For now, press the right one of the three buttons. Remember their location and head back to where you started, then continue straight ahead to the old lighthouse and inside. Above you is a hatch that is locked, below is a key attached to a chain. There are some stairs leading down as well, follow it down to the level below. You'll come to a chest with a lever on the left side of it, pull it to let the water out of the chest and then flip back the lever. Head back up and go back to the three buttons underneath the umbrella. Now press the middle button to let the water in the lighthouse come back up and drain another tunnel.

This will make the chest come up to the surface, so head back to the lighthouse and open the chest with the key which is now close enough. Get the small key from inside the chest and use it to unlock the hatch at the top of the ladder. Then open the hatch itself and use the ladder to climb up. Behind you is a generator with a battery next to it, which is now empty. Turn the lever of the generator to fill up the battery completely. If you run out of power later on, return to this generator and recharge the battery. Now you can leave the lighthouse and get back to where you started, to your right is a tunnel entrance which is now lit. Descend all the way down and press the button in the middle of the door to open it and get inside Sirrus' room. You

can look at everything here, but the most important thing is inside the cupboard in the left of the room. The red page can be found in the bottom drawer, but it's not a good idea to take it with you right away. So remember where it is, so that you can pick up the page just before you leave this Age. Go back up the tunnel and head left when you exit, immediately to your left is another tunnel going down. Open the door at the end to get to Achenar's room.

The blue page can be found on the bed, but you can also leave it there for now, just remember where it is. Also check the cupboard to the right of the room and especially the second drawer from the bottom, you can find the first half of a note and it's a good idea to copy the text for when you find the other half. Leave the room and make your way back outside. Walk around the big rock counter clockwise to find a wooden stairs leading up and around and ends at a telescope. Use the telescope and rotate it until you can see the flashing light on top of the lighthouse. The battery needs to be charged for you to be able to see this. The light can be seen at 135 degrees, which is information you need later on. Now you need to look for a secret door, which is very hard to see without having the lights on. If they went out, be sure to recharge the battery in the lighthouse. Then walk into the tunnel leading to Sirrus' room, but stop when you see the third flat area in the stairs. To the left of it is a door, it will open when you press the red square. Head through the new opening and walk to a room with a compass on the floor. You need to press the button corresponding to 135 degrees. You'll see a small sign indicating the north, calculate 135 degrees from that position.

When you have the north in the middle at the top of the screen, the button you need to press is the one at the end of the red arrow in the lower right quarter of the compass. If you press the right button the lights here will go on. It is now time to leave this age, so now you need to decide which page you want to bring and pick it up. You can't take them with you both at the same time, so you'll need to return later on and repeat parts of the puzzles to also bring back the second page. But given the ending of the game, which I won't give away right now, it's probably better to take the same color page from each Age and see what this will have as a result, instead of going back to each Age right away and bring back the remaining page. With a page in your hand you can return outside. Move to the buttons underneath the umbrella and press the left most button to drain the water from the ship. Go back across the boards and head right to go down the stairs into the ship. If you did everything correctly the lights behind the door will be on, if not you need to press the right button on the compass to do so. Descend all the stairs and approach the table at the bottom. The Myst book will appear from it, open it and click the image to return to Myst.

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| 3 | 4 | TO THE CHANNELWOOD AGE |

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You'll end up back in the library with the page you took from the Stoneship Age still in your hand. Use this on the book of the same color to get a message from the brother inside that book. If you go back to the Stoneship Age for the other page you can get a message from the other brother. But we'll go to the next Age now, Channelwood. Look at the map of the island on the wall inside this library again and rotate the tower below the little rocket until the white line turns red when it hits the big tree (A little cabin is shown above it on the map!). Touch the painting left of the bookcase and go through the passage that appears. Take the elevator up and go up the ladder right in front of you to see if you're really looking at the big tree. If that's the case you can climb the ladder behind the elevator to see a sign showing the combination 7, 2, 4. Leave the tower and open the exit of the library by clicking the other painting. Walk straight ahead, between the pillars with the signs on them and head through the trees on the left to get inside the cabin.

To the right is a valve you need to turn when your cursor changes into two green arrows. Turn around and you can see a safe to the right of the door. You discovered the combination for it inside the tower, so enter 724 to open it. There's a box of matches inside the safe, grab a match and turn around again. Hold the match against the lower part of the furnace so that it turns on. Turn the valve next to the furnace again when you're cursor shows up as two green arrows. The indicator on the furnace will move and when it is all the way to the right you will hear a sound and it will reset to the left. Head outside and turn to the left to get to the big tree. It will shoot upwards every time the furnace builds up enough pressure. Eventually you will see an opening you can stand in, but it's not your goal to go up. Keep standing here and let the opening move upwards, then head back into the cabin and turn the valve when your cursor changes into two red arrows until the furnace is completely off. This will make the tree drop again, so return to it and get inside the opening as soon as it reaches your level. This will make you drop below ground and you will find the book to reach the Channelwood Age there.

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| 3 | 5 | IN THE CHANNELWOOD AGE |

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Look around you and you can see a rock with a large windmill on it in the distance. Move towards it and enter the cabin. You can see that the pipe is hooked up here, so turn the valve on the connection (Left means open!) to start the flow of water. Also pull the lever on the pump with the spinning axle in the left corner. Then walk back to the walkways and follow the pipe to the first intersection. There's a switch here that you set either left or right to determine where the water goes. Put this switch to the right and go left yourself. At all the coming intersections and switches you need to put them in the left position and continue right yourself, so you will end up at an elevator and the water will also flow towards this. Get inside the elevator, don't forget to close the door and then pull the lever to go up. Get out of the elevator and walk straight. Take a right at the round hut, then go right twice inside some square huts and then take a left in the next round hut. In the one after that there's a lever which you need to pull so that you can see the entrance to some stairs open in the distance. Move towards those stairs and descend, open another door at the bottom.

Continue to the intersection, that's the first switch seen from the windmill. Turn the switch so that the water now flows towards the stairs you came from. Climb these stairs and turn around, the elevator next to the stairs is now working. So get in, close the door and pull the lever to go up. When you get out of the elevator, turn immediately left. In the hut ahead, where Sirrus lives, is the red page inside the drawer of the desk below the window that has a view of the windmill. In this room you can also find the second part of the torn note that you found earlier, by opening the second drawer of the bed. You can find the blue page by going straight from the previous elevator and keeping right all the time. In a pretty empty hut the page is on the floor next to a projector that has some clips of Achenar. With one page in hand it's time to find a way out of this Age. Return to the ground floor using the elevator and the stairs. Walk to the intersection from the elevator, where there's also the first switch seen from the elevator. Turn it to the right and continue to the left yourself. The next switch you have to put to the left, walk right afterwards. At the next two intersections you have to put the switches in their right position, go left yourself at both intersections.

At the next intersection there is no switch, just head right and you'll come to a small motor at the end of the walkway. Pull the lever attached to it and a bridge will appear so that you can continue. You can now reach an elevator in the new area, but it doesn't work yet. Turn around at that elevator and head left, ahead is a valve you need to turn to extend a pipe to the other side which enables water to flow through it to generator of the elevator. Now

you need to make sure the water goes there, so follow the route back to the first switch seen from the windmill. Put this first switch to the right, take a left to follow the flow of water. At every intersection and switch you come to you have to do the opposite of what you did at the previous one. After four switches you will reach the pipe you extended above the water, but you can't cross to the other side here. So take the detour along the bridge you created earlier to get to the elevator which now has power. Get in and go up, in the small space you end up in you can find the Myst book that enables you to return to that island.

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| 3 | 6 | TO THE SELENITIC AGE |

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With a page in hand you end up back inside the library. Place the page in the book of the corresponding color to get a message a bit more clearly than the previous one from that brother. Then you have to start looking for the information necessary to enter the Selenitic Age. The entrance of this Age is located inside the rocket in the northeast of the island, so head over to the map on the wall here in the library and rotate the tower until a red line is drawn over the rocket. Click the pointing to open up the secret passage behind the bookcase and use the elevator to get to the top of the tower. Through the opening at the top of the ladder in front of the elevator you can see the rocket, at the top of the other ladder you can see the hint 59 Volts. Leave the tower and also the library after opening the front door again. Walk straight past the water bowl towards the trees. To the left is the cabin with the big tree leading to the Channelwood Age, but to the right is another building. It's a brick structure with an open entrance, walk inside and then down all the steps inside. Open the door and you will come to a panel in front of a window. If you turn around you can see a schematic that gives some information about the elements of the panel. You need to press the buttons to get to a total voltage of 59, like you discovered in the tower. Just like the schematic I will name the buttons on the left 1 to 5 from top to bottom. The row next to it is 6 to 10, also from top to bottom. The puzzle is pretty easy once you know which buttons adds what to the total voltage. By pressing each button without having other ones active you can see what the value of that button is.

One of the solutions is 1, 3, 8 and 9. If you enter this, or your own combination, the number 59 will appear on the screen indicators. Leave this underground room with go left when you get outside, towards the library. Take the path to the left of this building to end up at the rocket, you should be able to open the door now. In the front there are some levers below a glass globe, in the back is built in piano. Your goal is to reproduce the sound of a couple of those keys. The solution for this is inside the book about the Selenitic Age inside the library, in the back of the book. You can look for this solution, but of course it will be mentioned here. The first note is key number eight from the left, counting both white and black keys. The second note is number twenty, counting the same way. Note three is three keys more to the right (23 from the left that is!), note four is on key number thirteen and note five is key number six. What you need to do is listen closely to the notes and reproduce their sound with the slides at the other side of the ship. The most left slide is for the first note and the one on the right for the fifth note. So you're walking up and down the rocket a lot to listen to the sounds and checking them. When you think you have the right combination, pull the lever to the right of the slides. If you did enter the right combination, the Linking Book will appear inside the globe and you can use it to travel to the Selenitic Age.

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| 3 | 7 | IN THE SELENITIC AGE |

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The information you need to do anything at all is spread out all over the Age.

Walk around a bit and you'll see multiple locations with a microphone and a communication tower sending out some kind of natural sound. You can see an icon representing that sound with a little red button below it. In the entire Age there are five of these locations. You have an icon with drops of water, a cleft with air coming out of it, time indicators on a clock, a crystal tower and a round well with air coming out of it as well. Make sure you press the red button at all these locations, this will make the plaque with the icon light up a bit. On your way you'll run into the two pages. The blue one is behind you when you're looking at the water icon and the red one is directly above the icon with the crystal tower on it. At the last communication tower, with the icon of the well with air coming out of it, you can descend into a shaft using a ladder. Turn on the light with the switch and follow the tunnel to the ladder on the other side, climb up there and approach the panel at the communication tower that picks up all the sounds from the other towers. On this panel you can see the icons you already saw at the other five locations.

Your goal is to find a frequency connected to each icon, so that this communication tower can pick up the sound sent out from it. So you need to press the arrows until you really hear the sound represented by the icon, but the available values are a bit too detailed. Look what you can get by yourself, the solution will follow now. The first icon, the drops of water, has a frequency of 153.4. The second icon, the cleft in the ground with air coming out of it, has a frequency of 130.4 and that of the clock indicators has the frequency 55.8. A frequency of 15.0 corresponds with the crystal tower and the well with air coming out of it has a frequency of 211.0. Press the lowest button on the panel and the sounds you've collected will be played in a certain order, which is crystal, water, well, cleft and clock. Leave this location and move back in the direction of the rocket, so that you get to the closed off building. There are some slides next to the door and when you move them you will hear the familiar sounds. Put the slides from left to right to the sounds for crystal, water, well, cleft and clock. If you do this right and press the button, the door will open up and you can go inside. Follow the route down and you'll come to a vehicle, open the door with the blue button and get behind the controls.

Press the Forwards button to move the vehicle, after that you can use the other buttons to rotate the vehicle or move it forward or backward. On the right you can see in which direction you're turned and to the left is a button to replay the sound you hear when you stop somewhere. These sounds will tell you which way to go, you only need to discover which sound represents which direction. You can do this by trying all kinds of directions and ruling out useless sounds, which will in the end teach you which way to go based on the sound or the combination of sounds you hear. You can figure it out by yourself this way, but the easiest solution now follows. After pressing Forward for the first time, move forward again, heading north. After that the directions are west, north, east, east, south, south, west, southwest, west, northwest, northeast, north and southeast. If you see a red light in front of you on a pillar, you can not advance in that direction. After following the correct directions, or finding your own route, you can get out of the vehicle and walk through the room where the Myst book is waiting for you through the passage.

As usual, place the page you brought in the appropriate book to get another message from one of the brothers. Then you can prepare to go to the last Age of the game, the Mechanical Age. Head over to the map on the wall and rotate the tower so that the white line turns red as soon as it is in line with the big cogs in the southeast of the map. Then open the secret passage behind the bookcase and take the elevator up again. The ladder in front of you will give you a view of the cogs, the other ladder will bring you to a hint spelling

2:40 and 2, 2, 1. Leave the tower and also the library, then walk straight ahead until you stand at the edge of the island. There you can see a building with a clock on it in the water and on the shore there are some handles with a red button. With the big valve you can rotate the big time indicator on the clock on the building, the little valve will move the small time indicator. Set the clock to the time in the hint, which is 2:40. Then press the red button and a bridge consisting of cogs will appear from the water so that you can reach the building. Before heading inside, first flip up the switch next to the door, this is the only switch not turned to that position yet so after that all switches should be activated.

Inside the building you can see a machine with some cogs, including three with numbers on them. Your goal is to set these to 2, 2, 1 from top to bottom, but to do this you need to know how the machine works. Check what the levers do, every lever will spin around two specific cogs and when you hold the lever you will get a different result from when you just pull it briefly. You only have a couple of turns to get to the right result, if the chain in the left of the screen hits the ground you can't spin anything anymore and you will need to pull the lever all the way on the right to reset the entire machine. The easiest way to get to 2, 2, 1 is as follows. Pull the lever on the right twice, this will set the machine to 2, 2, 3. Then pull the left lever and hold it. Pay attention, because you need to release it when you get to the combination 2, 2, 1. When you manage to do that you can see the cog at the bottom of the screen open up, something that has also happened somewhere else on the island. So leave this room and move towards the pier where the ship is also docked, but instead of taking the stairs down to it you have to take the stairs up to the big cogs. The cog that has opened up contains the Linking Book to the Mechanical Age, so open the book and travel to it.

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| 3 | 9 | IN THE MECHANICAL AGE |

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You'll start out on an island outside a ring around a fortress. Next to the cogs you start at is a panel, this is important later when you want to return to Myst. Continue past it and head over the bridge to the fortress and inside. You can go both left and right here, take a right and you'll end up in Achenar's blue throne room. You can look around a bit and check out all the stuff, but most of it is pretty useless. Do check out the device to the left of the throne, the Fortress Rotation Simulator. Put the left lever in the up position, then you can use the lever on the right to rotate the fortress and its entrance counter clockwise. Pay attention to the sounds you hear and mentally connect them to the direction the entrance of the fortress is pointing to. By moving the left lever down again you can lock the rotation system. When you're done playing you can move away and see a yellow line on the wall between the simulator and the throne, click on it to open up the entrance to a secret room. There's a lot to see in this room as well, the most important item is the blue page on the bottom shelf of a cupboard filled with bottles. Take it with you if this is the first page you want to bring back, if not just remember its location.

Return to the throne room through the secret entrance and leave this location going left, using the passage you didn't use to get here. Ignore the red button on the left wall and just walk through the hallway to get to the red throne room. There is a lot so here again, but most of it is purely decorative. Look at the throne and click on the wall directly right of the wine glass, this will open up the secret compartment of this room. Enter this hidden room and check out the note pinned to the wine rack on the right, it tells you something about the relationship between Sirrus and Achenar. In the corner opposite the wine rack is an open chest containing the red page, for if you want to take this back. Return to the passage you walked through to get from the blue throne room to this one and now press the red button on the

wall. Descend the stairs that appears and take place behind the panel with the indicator on the left and a lever to the right of it. Move the lever upwards and you will see that the symbol with the opening will start to rotate. Release the lever just before that opening is pointing down, so that it will stop pointing down and the icon will turn red.

Head back up the stairs and press the red button again to turn the stairs into a solid floor, so you can access the elevator you just rotated into the right direction. Get inside and press the up arrow to go up. Before you get out at the top, press the rectangle between both arrows. Quickly get out of the elevator and you will see the elevator move down a bit. On top of the elevator is a mechanism that works the same as the Fortress Rotation Simulator, but this one really rotates the entire fortress. So start by moving the left lever forward so that you can move the fortress. Your goal is to point the entrance of the fortress to the north, it is currently pointing south. Using the sounds you heard at the simulator you can determine in which direction the fortress is rotated. Use the lever on the right to rotate the structure and it's in the right position when you hear a ping (You can also have a chirp, a cowbell and a mechanical hit!), so move the left lever down when that's done. Press the red button and the elevator will come back up again, get in and press the down arrow to descend. Move through the red or blue room to get to the entrance of the fortress, the bridge will now lead to another island.

There's a post here with two symbols on it, copy them because you'll need them for the panel that can bring you back to Myst. Return to the elevator inside the fortress and provide yourself with access to the mechanism on top to be able to rotate the fortress again. Now you have to make the entrance point east, recognizable by the sound of a mechanical hit. Leave the fortress again to check out the new island, you will find two more symbols which you need to get out of here. Return to the fortress rotation mechanism one last time and set the entrance to the south (Recognizable by the low cowbell sound!). Now you can walk out of the fortress to where you started and enter the symbols you found into the panel next to the cogs. The first symbol is a C with the opening pointing down, the second symbol consists of two arrows in opposite directions with a rectangle in between, the third symbol looks like three mountains with a sun above them and the last symbol is the left half of a circle. Press the red button below the symbols and some stairs will appear. Don't forget to bring along a page before heading down the stairs and using the Myst book to link back.

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| 3 | 10 | CONCLUSION |

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You have recovered the last page of the red or blue book, so place it inside the corresponding book for a final message from Sirrus or Achenar. By now you must have noticed that both brothers are trying to give you a negative view of the other one and that they both can't really be trusted. Now it's up to you to make a few decisions. No matter which brother you talk to, a book placed somewhere in the bookcase inside the library is always mentioned and a brother always tries to convince you to free him and not the other one. The first part of these instructions really have to be followed, so make your way to the bookcase and take the book all the way on the right from the middle shelf. There are numbered patterns inside based on empty or filled squares, flip over to page 158 and copy the pattern in detail. Move away from the bookcase and move inside the fireplace also here in the library, press a button left of the opening to bring down a panel. Squares will appear where you click, they all have to match the pattern you just got from the book. A filled square in the book is a lowered square on the panel.

When you're done copying the pattern, press the button again, if the pattern is correct the room will turn around and you can see a red page, a blue page

and a green book. Save your game here if you want to experience multiple endings of Myst. For the two worst endings you can pick up the red or blue and place it inside the book of the same color. You do need to have first collected all pages of that color from all Ages to see the real ending. These are not the intended endings, for that you will need to open the green book in the fireplace. You will have a conversation with Atrus, who you saw earlier in a message for Catherine. The most important thing he tells you is not to link to him directly using this book. You can do this if you want to for another ending, but it's not a good one. Atrus mentions another page you need to bring to D'ni for him. As you know there are multiple switches on wooden posts all around the island, which you all turned to the up position during your travels.

These switches all need to be in the up position, so if that's not the case that's what you're supposed to be doing. Then go over to the marker switch at the pier and lower it. This information can be taken from the two parts of the torn note you brought back together earlier. The hatch below the switch will open and the page you are looking for becomes available. Take it back to the fire place and make the correct pattern again on the panel to turn it around again. Open the green book and Atrus will talk to you again. Click on his image to travel to D'ni and talk to him personally after approaching him. You need to give him the page to continue through the conversation, then Atrus will travel to Myst himself and return a little later. He will tell you that you're not in luck and he can't help you get back to your own world. You can return to Myst if you want to using the book on Atrus' desk to see what Atrus did to the books holding Sirrus and Achenar. For the rest you're all done here and you can only explore Myst and the other Ages. Link back to Myst and you'll be surprised to know there is another Linking Book.

This book wasn't in the original Myst, it was in realMyst, and it will bring you to the Rime Age. Turn around and follow the path to the building, enter it. There's a book here linking back to Myst, a furnace that isn't working and another closed door. At the outside of the house to the left of the door is a pipe you need to open so that the furnace inside will work, so head in and turn it on. Close the door you came in through, so that the temperature will rise and the closed door will begin to melt. You need to wait a little before this happens, but later you can open it and go through the opening. Get inside the elevator and press the top button to go up. Upstairs is a panel and when you pull the left lever you can see an electric display between the towers. Turn around in the elevator and you can see a small red button, press it to turn the elevator itself and read the diary in the room in front of you if you want. Leave the elevator the way it is and press the button to go down. In the room at the end of the tunnel is a note on the table to the left. At the machine you need to put these crystals on the correct platform, based on shape and color. By pressing the platforms you can change the shape, by moving the cursor over the crystal it will change color. If you think you've got everything right, press the button. You can see some vague images of Riven, the sequel to Myst, and that really concludes the game.

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| 4 | C O N C L U S I O N |
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| 4 | 1 | F I N A L W O R D |
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I still don't know why Myst had to come to the PSP of all platforms. The wider screen called for some necessary adjustments to the original images and the point and click system doesn't work perfectly with a cursor connected to the D-pad or analog stick. Maybe a DS version would have been more interesting. I still enjoyed going back into the first game in a series I'm a huge fan of.

CYAN WORLDS

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I have a lot of admiration for this company and the way they put Myst out there. This conversion might not be the best one, you can still see it was top notch at the time it was released.

GAMEFAQS

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