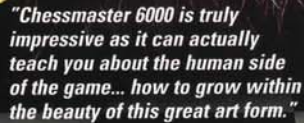


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— *Josh Waitzkin, IM*

FOR 6000 MAC

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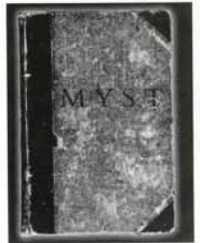
A CYAN PRODUCTION





*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

Robyn Miller

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In the interest of product improvement, information and specifications represented here are subject to change without notice.

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GETTING STARTED

SYSTEM REQUIREMENTS:

- ◆ Power PC
- ◆ System 7.5.5
- ◆ 16MB RAM
- ◆ Minimum 75MB hard disk space
- ◆ 4X CD-ROM
- ◆ Quicktime 4.0
- ◆ 640 x 480 Display
- ◆ A video card capable of thousand of colors of better

TO INSTALL:

1. Insert the Myst Masterpiece Edition CD-ROM into your CD drive and double click the "Myst Masterpiece Installer" program on the CD.
2. Follow the onscreen instructions to install the game.
3. If you do not have Quicktime 2.5 or later, run the QuickTime 4.0 installer on the CD.

TO RUN:

1. Insert the CD into your CD drive and double-click "Myst Masterpiece Edition" on your hard drive.

TO CONTACT TECHNICAL SUPPORT:

If you have any problems or questions, please contact our technical support.

ON THE INTERNET:

Online Support Request Form —

http://feedback.learningco.com/forms/support_form.asp

Online Technical Library — www.learningco.com/support

BY EMAIL:

help@tlcsupport.com

BY TELEPHONE:

(319) 247-3333 Monday through Friday 9:00 AM - 9:00 PM (EST)

24-HOUR FAX SUPPORT:

(319) 395-9600

BY MAIL:

The Learning Company

1700 Progress Drive

PO Box 100

Hiawatha, IA 52233-0100 USA

Attn: Myst Masterpiece Edition

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 without 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 Guide 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

Menu Options:

The menu bar may be accessed by moving the cursor to the top of the screen.

File Menu:

New Game! [Cmd] [N] Go to the very beginning, just as if you doubled-clicked Myst for the first time. You can click to pass the credits and introduction.

Restore Game! [Cmd] [O] Choosing "Restore Game" will allow you to restore a previously saved game. Simply navigate to the location of your saved games, select the game you would like to open, and click on the linking book to link into your saved game. Everything in the game will be just as you left it, so you can continue where you left off.

Save Game! [Cmd] [S] Save in case of a thunderstorm or cosmic ray event!

Quit! [Cmd] [Q] Exiting Myst is like returning to real life. (Which is helpful to do occasionally.)

Options Menu

Transitions/ [Cmd] [1] – [4] Choose the speed of transitions to use. There are four speeds: best, quick, quicker, and no transitions. Speeding up screen transitions enables you to navigate through the game more quickly.

Zip Model/ [Cmd] [Z] When activated, clicking on an item or area with the lightning bolt cursor takes you directly there, skipping intermediate screens. You can only “Zip” to a precise area you’ve already been.

Drop Page/ [Cmd] [D] This allows you to drop a page you no longer want to carry, since you can only carry one page at a time. A dropped page returns to the location where it was picked up.

Guide Menu

Hint/ [Cmd] [5] When you are really stumped, you can receive a hint that points you in the right direction. There are multiple levels of hints to assist you in solving the puzzles throughout the Ages of Myst but you still need to do the work yourself!

Solution/ [Cmd] [6] This allows you to see the solution immediately, but real men and women definitely don’t use this to play Myst!

Overview Hint/ [Cmd] [7] Throughout the Ages of Myst you can receive overview hints that provide more information.

Map/ [Cmd] [8] This shows a top-down view map. All of the landmarks within the age you are currently visiting are called out on the map.

RAND AND ROBYN MILLER, CO-FOUNDERS OF CYAN AND CREATORS OF MYST®

ABOUT THE AUTHORS



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 game play. The worlds of Myst and Riven continue to unfold.



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



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 for Macintosh

Presto:

Lead Programmer: Roland Gustafsson

Producer: Dave Flanagan

Executive Producers: Greg Uhler and Michel Kripalani

Mattel:

Producer: Dan Irish

Executive Producer: Bret Berry

Associate Producer: Daniel Achterman

Testers: Tyler Ludlow, Mike Chevalier, Pete Ferriola, Steve Cohrs, Jud Halpin, Cory Narog

Marketing Manager: Ray Brock

Public Relations: Michael Shelling

Manual Editor: Mark Whisler

Package Design: Tenth Dimension

Myst Masterpiece Edition

Producer: 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

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