

The Journal of
MYST

I magine your mind as a blank slate, like the pages of this journal. You must let *Myst* become your world. The land will offer up the answers you seek, if only you have eyes to see, ears to hear... and wits to remember. For that task, your unswerving devotion to entering your observations and thoughts on these pages may alone prove indispensable.

Record every scrap of evidence you find, no matter how insignificant it may at first appear. Words, numbers, pictures, patterns... the form is not important. In the end, these shards of broken worlds may be your best hope of discovering the identity of that betrayer of ages past, that destroyer of cultures, that defiler of sacred traditions.

I realized the moment I fell into the fissure that the book would not be destroyed as I had planned;

It indeed it had fallen into that starry expanse of which I had only a fleeting glimpse.

I have tried to speculate where it might have landed. I must admit however such conjecture is futile.

Still, questions about whose hands might one day hold my Myst book are unsettling to me.

I know my apprehensions might never be allayed. And so I close, realizing that perhaps the ending is not yet written.

Myst Island - An Overview

There are eight marker switches on the Island. Enter OS into the dimensional imager to retrieve the message from Atrus.

When you turn a marker switch on, (the up position), an image of whatever the marker switch is by, shows up on the map in the library. Turn all of the marker switches on as you pass by them. The one by the clock will soon be accessible.

In the library, look at the map and turn the tower symbol by putting the hand icon on it, and holding down the mouse button. Turn the tower until the line projecting out from it turns red over 1 of the following: the gears, the boat dock, the tall tree, or the rocket.

There are 4 "ages" accessible from

Myst Island:	Map Symbol:	Clue
Mechanical	Gears	2:40 2,2,1
Channelwood	Tree	7,2,4
Selenitic	Rocket	59 Volts
StoneShip	Boat	Oct 11, 1984
		10:04 AM
		Jan 17, 1207 5:46 AM
		Nov 23, 9791 6:57 PM

To Get the clues that help you to get to each age, turn the tower on the map so the red line is over the appropriate symbol. Touching the picture to the left of the bookcase opens the bookcase revealing a passage to the tower and seals off the library from the rest of the island. (touching the picture to the right reverses thrs). Go down the hallway behind the bookcase and up the elevator to the tower.

Climb up the ladder by the "key" symbol to get the clue you need for whatever age/symbol you've highlighted on the map.

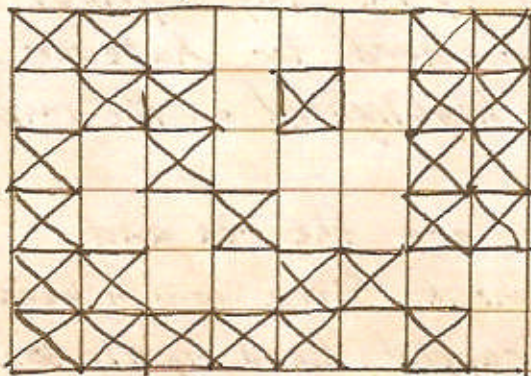
Also, in the library are the red and blue books in which Sircus and Achenar are respectively trapped, (and rightly so).

They ask you to bring them red and blue pages, which you should do until the very end. You only need to bring pages to one of the two brothers, so take your choice pick and start collecting them.

There is one page of each color in each age.

Bring ⁴ ~~one~~ pages of one color to one of the brothers and ~~the~~ will tell you to look at page 158 of the book at the far right hand side of the middle shelf.

p.158



Enter the fireplace.

Click the red button on the left.

Enter this pattern onto the slate.

Press the red button.

This should turn you around and leave you facing a shelf with a book, a red page and a blue page. Leave the red and blue pages there. You do not want to give them to the brothers because then you'll end up trapped in the books. Open the book and listen to Atrus. He's in a place called ^{DM}Annay. Do not go there until you have the white page.

The white page is in a vault on Myst Island. It can be found and opened using the instructions found on two halves of a note. One half of the note is under a bed in the Channelwood Age. The other half is in the StoneShip Age in a map file cabinet. The note says:

The vault is located in very plain view on the Island of Myst, and access can be achieved very 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, as a final step, turn the Marker Switch there to the "off" position.

Says off in game

Take the white page to Atrus in ~~Dunny~~ D'ni behind the fireplace, for the anticlimatic ending and the chance to roam anywhere you want.

from the start

You can go directly to the end if you
want by turning on all the marker
switches, getting the white page,
entering the pattern from page 158
into the fireplace and going to ~~Denny~~^{D'ni}.

Mechanical Age

To get there:

Go to the south of the island where the clock tower is. Click so that you are looking directly at the box with the big wheel, the small wheel and the button. Turn the big wheel 8 times and the small wheel 2 times so that the time shown on the clock is 2:40. Press the red button and gears will rise up creating a path to the clock tower.

In the clock tower, pull the left lever and hold it down* until the gears read 3, 3, 1 (about 3 turns). Then pull the right lever twice. ^{until they say 2, 2, 1} ~~If~~ you have trouble, pull down the lever in the back right to reset the gears at their starting position of 3, 3, 3.

Go to the big gears at the NE corner of island and enter the Myst book.

* holding down the lever is the trick, otherwise it is mathematically impossible to get a 2, 2, 1 combination.

Mechanical Age

Once you're there:

The room down the hall to the left belongs to Sircus, (the greedy brother). To the right is Achenar's room; (he's into power).

In Sircus's room, to the lower right of the throne is a secret panel. Open it and in the room beyond you will find a chest in the corner. This is where the red page is.

The blue page is in a similar chamber behind the panel to the left of the throne in Achenar's room. It is sitting on the shelf.

In the hallway that connects behind the brother's rooms is a red button. Press it to reveal stairs down. At the bottom of the stairs move the lever until the holes of the two circles in the diagram line up and the circles turn red. Go back up the stairs and press the button again.

• Cross over to the center into the elevator and press the up button. When the elevator is at the top, press the center button → and quickly leave the elevator. The elevator lowers and on top of this is the ~~rotation~~ island rotation control.

The left knob frees the gears so the fortress can rotate, the right knob moves the fortress. Lowering the left knob locks the fortress back in place. There are 4 different positions it can go to, each signified by a different sound:

Clanky tin can noise - Original Island


Springy noise - first island


Ping - 2nd island

Card flippy noise - 3rd direction, no island.

Usually I could get the fortress to do a quarter turn by holding up the right lever for about 3 counts and then lowering left lever.

Once the fortress is locked into place you can exit it and take a look at the other islands.

The first one has these symbols: 

The second has these: 

Combine them: 

on the gear pedestal where you started this age, to open the stairs to the Myst book back to Myst island.

Side note: if you look through the telescope in Sirrus's room when the fortress is facing the 2nd island you see a skeleton hanging from a boat mast.

Channelwood Age

To get there:

In the middle of Myst Island is a log cabin. Just inside the door of it is a safe. The combination is 724. Get a match from the matchbox inside and light it on the side of the matchbox. Turn around and click the lit match on the button at the bottom lower left of the furnace. Now turn the red wheel to the right about 13 times. Go out to the big tree that's behind the cabin and surrounded by a brick wall. Wait until a door appears in the tree and the door rises up above the brick wall. Return to the log cabin and turn the red wheel left 2 times so that the pressure is now going down. Return to the tree and enter the door when you can. Ride it down to where the Myst book for the Channelwood Age is.

Channelwood Age:

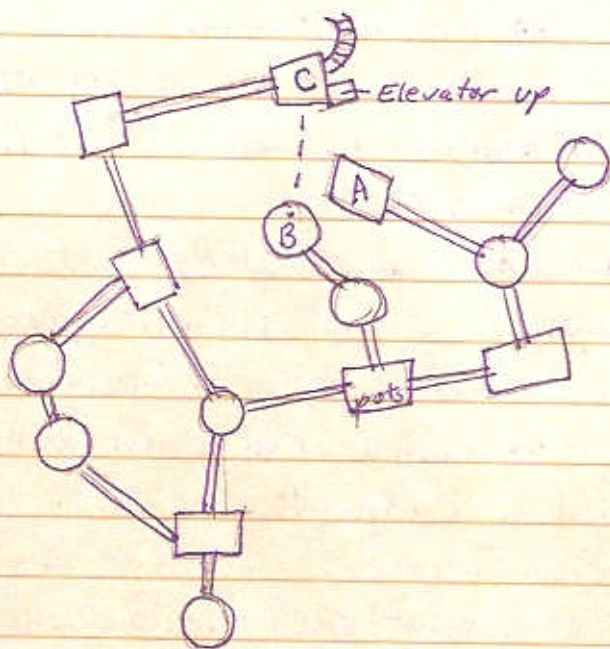
Once you're there:

Go up to the water tank at the base of the windmill and turn the faucet handle to the ^{left}~~right~~ to get the water flowing. You will now need to direct the water to various elevators to get them to work.

From the windmill, direct the water left, right, right, right to the 'middle' elevator. Enter the elevator, close the door and pull the lever to go up into the trees.

A map of this area can be found in the library on the top left of the bookshelf in the book about the Channelwood Age.

The elevator brings you up to point A. Go to point B and pull the lever which opens the door to the spiral stairs at point C. Go down the spiral stairs back to the swamp. Direct the water here by turning the one



switch between here and the windmill, Go back up the spiral stairs and take the elevator up to the level where the brother's bedrooms are.

When you get out of the elevator Sircus's bedroom ~~is to the far left~~ down the path to the left. In the dresser by the bed you will find the red page. In the right hand drawer under the bed, you will find the 2nd of 2 notes

that tell you how to open the vault on Myst Island where the white page is located.

Follow the path all the way to the right to get to Achenar's room where you will find the blue page on the floor.

To leave the Channelwood Age return to the swamp. From the windmill direct the water left, left, right to another water powered machine that when activated will build a bridge to the last elevator. Cross the bridge and go to the elevator then follow the pipe from it. This will take you to a crank you can turn to extend the pipe over a gap in the bridge.

To get the water from the windmill to ~~this~~ ^{the} final ^{elevator} bridge you will need to direct it Left, Right, Right, Left. Follow the path around to it and go up to ^{the} Myst book back to Myst Island.

Selenitic Age

To get there:

Go to the ^{brick} building on the west side of the island and go downstairs. On the panel with the gauges and buttons click the buttons in the following pattern so that the gauges both read 59:



To the right of the brick building, (and a bit behind), is a tower with electrical lines going to it. Climb it and pull the switch. Do this on the brick tower near the rocket as well. Now you should be able to open the rocket door.

Inside the rocket there is an organ keyboard at one end and a panel with slider bars and a lever at the other end.

You want to move the slider bars up and down until the sounds they make match the sounds of the organ keys marked

1 to 5 in the following diagram:



(Diagram comes from the book about the Selenitic Age on the middle shelf, left side, in the library).

You can test the position of the slider bars at any time by pulling down on the lever to the right. If the positions ^{are} right a myst book will appear in the bubble window.

The panel should look like this:



Notes up: 8 20 23 13 6

Touch the book in the window to get transported to the Selenitic Age.

Selenitic Age:

Once you're there:

This island is in a semi-circle with a tiny little island in the center, where a control panel is. Around the island there are five different spots that make 5 different noises. These noises are sent to the control panel in the center via microphones. Go to each of the 5 spots, familiarize yourself with the sound associated with each, and press the red button down at each.

The blue page is at the water sound area which you can get to by going around behind the fissure area.

The red page is by the crystals.

Once you've pressed the button at each area go to the wind sound area and go down the ladder there. This will take you to the center control panel.

At the control panel highlight the icon representing each sound and then use the arrows to set the coordinates/degrees for it. Once you set the button to the correct degrees it will stay that way unless you change it. Remember to press the icon first before you set the degrees. The sum icon at the bottom of the panel will scroll through the various icons showing how they are currently set. The icon and degrees for each area are:



153.4

water sound



130.3

fissure fire sound



55.6

rattly clock sound



15.0

crystal sound



212.2

wind ~~water~~ sound

Now go to the door near the rocket that goes into the side of a hill. Set the knobs at the right hand side of the door so they look like this:



so that the sounds they make are crystal, water, wind, fissure, and clock in that order.

Press the button and go downstairs to the submarine. Press the forward button and you will descend to a maze.

As long as you are on the right path, the submarine thing will give you noises indicating which way you should go. You can hear the noise again by pressing the red button on the speaker grill.

The cardinal directions are represented by the following noises:

Ping - Go north

Sproing - Go east

Tin Can Noise - Go south

Card Flappy noise - Go west

The other 4 directions, NE, SE, SW, & NW are

indicated by a combination of these noises.

Or you can just go N. W. N. E. E. S. S. W. SW. W. NW. NE. N. SE, and get out of the submarine. Use the Myst book to get back to Myst island.

Stoneship Age

To get there:

Go to the planetarium, (the building to the right of the library). Turn off the light and sit in the chair. Pull down the overhead console and use the slider bar to select one of the 3 dates that you got from the tower.

~~Then~~ Then press the button by the screen. The screen will display a constellation which corresponds to the constellations in the book about the Stoneship Age. (Top shelf - right hand side).

Oct 11, 1984 10:04 AM. - Leaf

Jan 17, 1207 5:46 A.M. - Snake

Nov 23, 9791 6:57 P.M. - Spider

South of the library is a fountain with a sunken ship. On posts around it are various symbols.

Press the spider, snake and leaf symbols so that they ~~ship~~ are green. The ship in the fountain and the ship in the ocean will

rise out of the water. You can now go
onto the boat on the ocean where you
will find the Myst book to the Stoneship
age.

eye

flamingo

spider

cross

snake



leaf

anchor

arrow

Stoneship Age:

Once you're there:

The thing with the umbrella pumps water out of areas so you can get to them. Do the right button first so you can get to the bottom of the lighthouse. There you'll find a chest. Open the knob on the lower left of the chest to let the water out then close it again. Go back to the umbrella and press the middle button. This pumps water back into the lighthouse causing the chest to float up to the key and it pumps water out of the passage to the brothers' rooms.

~~Return to the lighthouse~~

Climb up to the top of the rocks and look through the telescope. The top of the lighthouse is at 135 degrees.

Return to the lighthouse and unlock the chest. Use the key from ~~the~~ inside the chest to unlock the padlock above you.

Climb the ladder and look at the batteries. Turn the generator until the light is green and the white line, measuring the batteries charge, has reached the top.

Going down the stairs into the rock by the ^(backside) bow of the ship will take you to Sirrus's room. The red page is in the bottom of the dresser here.

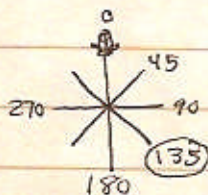
The other stairs, (by the front of the boat), lead down to Achenar's room. The blue page is on his bed. In the 2nd to bottom drawer of the cabinet in this room is the first half of the note explaining how to open the vault on Myst island and get the white page.

If the lights go out you may have to go back and do the generator again.

Between the surface and the brothers' bedrooms there are 3 landings for the stairs. On the landing ^{nearest} to the bedrooms, you will find a side panel.

Open it to find a passage that connects both stairways. In the middle of this passage is a compass on the floor.

Press the button corresponding to 135 degrees to light a submersible lamp. You'll know if you goof because the lights will go out.



Return again to the umbrella thing. Press the left button and go down the stairs in the bottom of the boat. Keep on going down until you get to the table. (If you wait too long you may have to relight the submersible lamp). Touch the top of the table and a Myst book will morph out of it. Use the Myst book to go back to the library.

