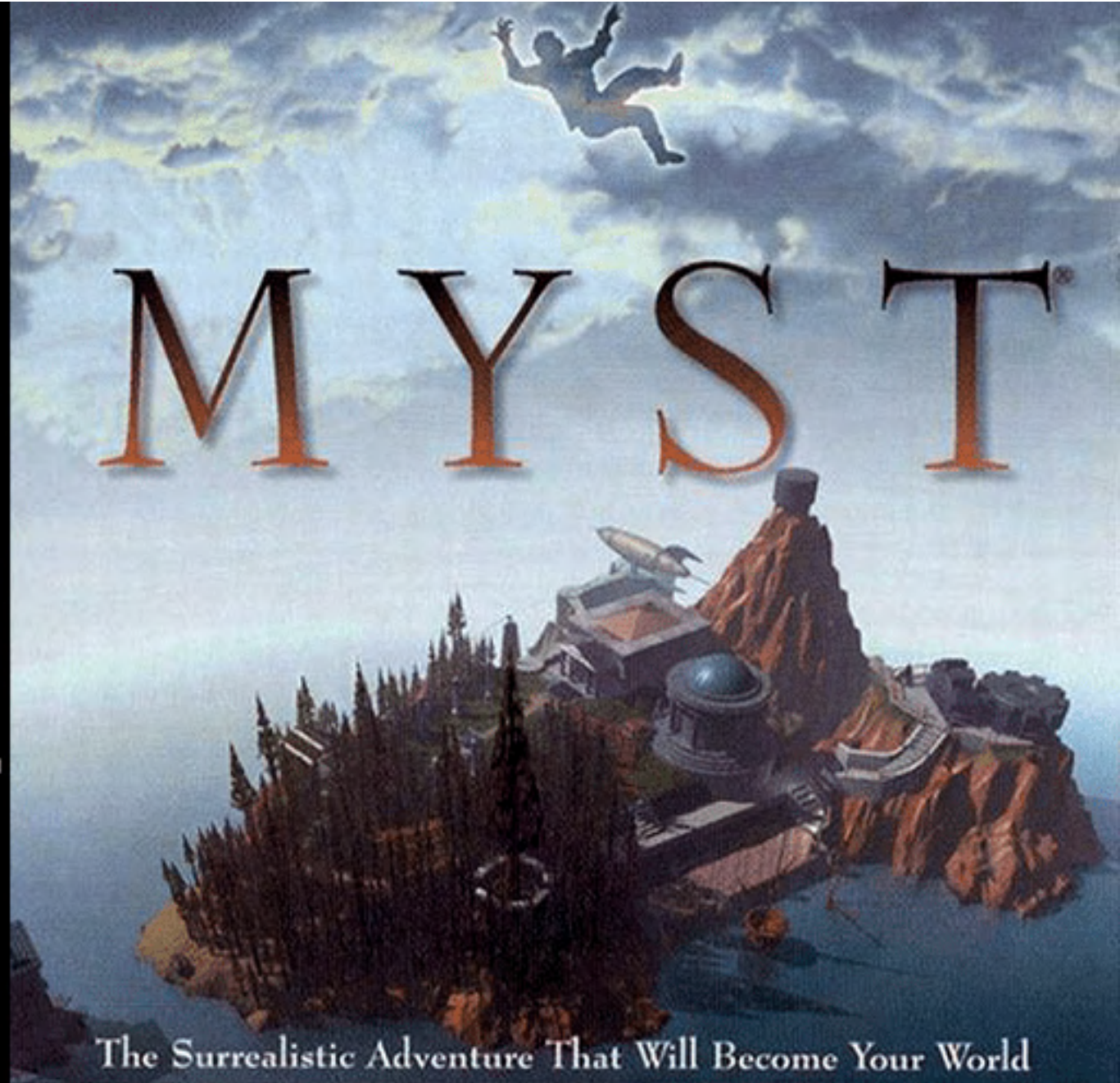




NTSC U/C

PlayStation®



The Surrealistic Adventure That Will Become Your World



WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

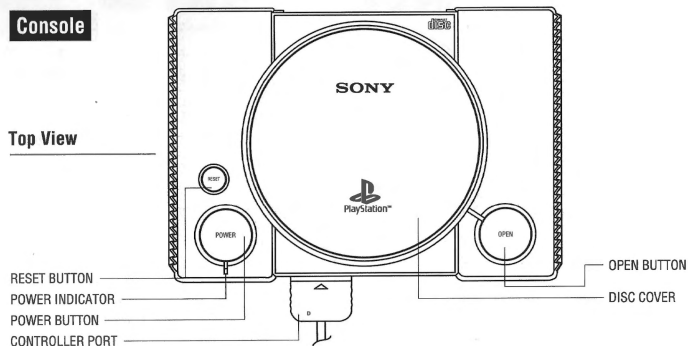
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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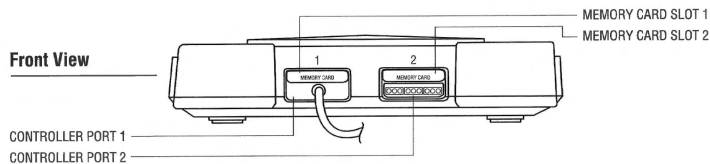
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Console

Top View



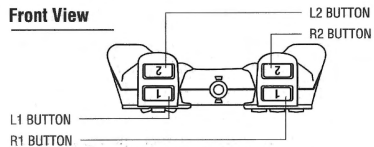
Front View



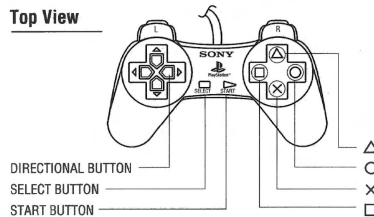
Set up your **PlayStation™** game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **TITLE** disc and close the CD door. Insert game controllers and turn on the **PlayStation™** game console. Follow on-screen instructions to start the game.

Controller

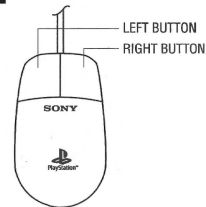
Front View



Top View



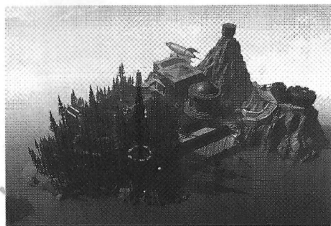
Mouse



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

Rand Miller

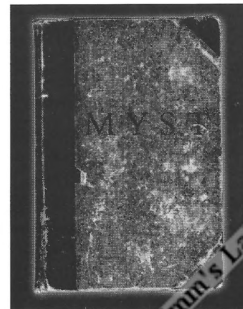
Robyn Miller



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...



GETTING STARTED

TO PLAY MYST ON YOUR **PLAYSTATION** GAME CONSOLE:

- 1 Set up your **PlayStation** game console in accordance with the instruction manual supplied with the system.
- 2 Follow your system directions to open the CD drive and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
- 3 Close the CD drive. If the unit is switched off, press the Power button to begin play. If the unit is already on, press the Reset button.

If you want to skip introduction and title screens, press button X on the Controller or press the LEFT button on the Mouse.

PLAYING THE GAME

MOVING AROUND:

Basics: Moving around in *Myst* is incredibly intuitive. Use the Directional buttons on the Controller or move the Mouse to place the pointer where you would like to go. Press button X on the Controller or the LEFT button on the Mouse to move to that location. If you would like to move forward, press button X on the Controller or the LEFT button on the Mouse when the pointer is indicating straight ahead. If you want to turn right or left, press button X on the Controller or the LEFT button on the Mouse when the pointer is on the right or left side of the screen.



Details:

It is possible to turn around from most locations (either 90° or 180° depending on the location) by pressing the Directional buttons on the Controller or using the Mouse to move the pointer to the left or right side of the view. When the pointing hand turns left or right it indicates that pressing button X on the Controller or the LEFT button on the Mouse will turn you to the left or right. It may also be possible to look up or down in certain locations by moving the pointer to the top or bottom of the image and then pressing button X on the Controller or the LEFT button on the Mouse. In some locations when you are close to an object, pressing button X on the Controller or the LEFT button on the Mouse when the pointer is to the side of the object will move you back one step.

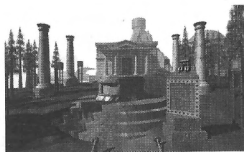


Some locations are not accessible. Pressing button X on the Controller or the LEFT button on the Mouse in those locations will have no effect, and indicate that the location is not important.

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. Pressing button X on the Controller or the LEFT button on 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. 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:

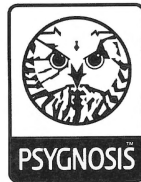
Basics: If you want to examine, use, or pick up an object, just move the pointer to it and press button X on the Controller or the LEFT button on the Mouse. To drag it, keep button X on the Controller or the LEFT button on the Mouse held down as you move the pointer.



Details: Pressing button X on the Controller or the LEFT button on the Mouse while the pointer is on an object will either bring that object closer to you, or bring you closer to the object. If the object is functional, pressing button X on the Controller or the LEFT button on the Mouse 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, pressing button X on the Controller or the LEFT button on the Mouse 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 button X on the Controller or the LEFT button on the Mouse 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 press button X on the Controller or the LEFT button on the Mouse 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, right where you picked them up, by pressing button X on the Controller or the LEFT button on the Mouse at the same spot you picked the object up. There is also a menu option allowing you to drop a page (a specific type of object you will



Player Info:

Last Name

First Name

Street Address

City

State

Zip

Country

Birthdate

1 ☐ Male

Systems:

3 ☐ Sega Genesis

4 ☐ Sega Saturn

5 ☐ 3DO

7 ☐ SNES

8 ☐ PlayStation

9 ☐ PC

Which type(s) of games do you enjoy most:

11 ☐ Sports

12 ☐ Driving/Racing

13 ☐ Flying

15 ☐ Adventure

16 ☐ Strategy

17 ☐ Role Playing

19 ☐ Other. [PLEASE SPECIFY]

How did you find out about this game?

20 ☐ TV

21 ☐ Radio

22 ☐ Internet

24 ☐ Demo

25 ☐ Word Of Mouth

26 ☐ Magazine Ad

What gaming magazines do you read?

28 ☐ Electronic Gaming Monthly

29 ☐ Ultra game Players

30 ☐ Game Pro

32 ☐ Game fan

33 ☐ PSExtreme

34 ☐ P.S.X.

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Number

2 ☐ Female

6 ☐ Nintendo 64

10 ☐ Mac

14 ☐ Fighting

18 ☐ Shooting

23 ☐ Review

27 ☐ Store display

31 ☐ Next Generation

PRODUCT CODE: SCUS-94602

Ste 170

vice

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 back to their original location. Also, if you are holding a page and you attempt to 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, and 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, don't forget anything. But most importantly - think of what you would do if you were really there. Remember, there is always the sealed envelope if you need it, but...

OPTIONS MENU

At any time during the game, you can access the Options Menu by pressing the SELECT button on the Controller or by pressing the RIGHT button on the Mouse. Use the Directional buttons on the Controller, or move the Mouse until the pointer is over the option you require. Select it by pressing button X on the Controller or by pressing the LEFT button on the Mouse.

Fastest Transitions:

Selecting this option will give rapid fades between scenes. Move the pointer to Fastest Transitions then toggle the option on and off by pressing button X on the

Controller or by pressing the LEFT button on the Mouse.

Best Transitions:

Selecting this option will give slower (but more impressive) transitions between scenes. Move the pointer to Best Transitions then toggle the option on and off by pressing button X on the Controller or by pressing the LEFT button on the Mouse.

Environment Sounds:

Selecting this option will turn on the island's ambient sounds. Move the pointer to Environment Sounds then toggle the option on and off by pressing button X on the Controller or by pressing the LEFT button on the Mouse. NOTE: In the 'Selenitic Age' of Myst, Environment Sounds are an integral part of the game and should be turned ON.

Zip Mode:

Toggle "Zip Mode" on or off with this option. When activated, pressing button X on the Controller or the LEFT button on the Mouse when the cursor is a lightning bolt will take you directly to that item or area, skipping intermediate screens. You can only "Zip" to a precise area you've already been.

Drop Page:

A page is a specific type of object you will discover and collect while playing Myst. If you want to drop a page, select this option since you can only carry one page at a time. The page will be returned to its original location. If you want to select this option, move the pointer to Drop Page then activate the option by pressing button X on the Controller or by pressing the LEFT button on the Mouse.

Load Game:

Use this option when you want to return to a previously saved game. Before using this option, make sure you have a Memory card installed according to the system instructions.

If you want to select this option, move the pointer to Load Game. Select the option by pressing button X on the Controller or by pressing the LEFT button on the Mouse. You will be taken to a screen showing the Memory card slots which contain information. As you pass the pointer over each slot, the file name will be displayed. When the pointer is over the required file, press button X on the Controller or the LEFT button on the Mouse. You will be asked to confirm that the selection is correct. If it is, move the pointer to Yes and press button X on the Controller or the LEFT button on the Mouse. If it is not, move the pointer to No and press button X on the Controller or the LEFT button on the Mouse.

Once the game has loaded, you will be returned to the game.

Save Game:

Use this option when you want to save a current game. Before using this option, make sure you have a Memory card installed according to the system instructions.

If you want to select this option, move the pointer to Save Game. Select the option by pressing button X on the Controller or by pressing the LEFT button on the Mouse. You will be taken to a screen showing which Memory card slots contain information and which are available. Choose the slot to which you want to save the current game of Myst. When the pointer is over the required slot, press button X on the Controller or the LEFT button on the Mouse. You will be asked to enter a file name by moving the pointer to the required letters and pressing button X on the Controller or the LEFT button on the Mouse to input each one. You will then need to confirm that the selection is correct. If it is, move the pointer to OK and press

button X on the Controller or the LEFT button on the Mouse. If it is not, move the pointer to Cancel and press button X on the Controller or the LEFT button on the Mouse.

Once the game is saved, you will be returned to the Options Menu.

Quit:

Use this option to quit the game and return to the title screen.

Move the pointer to Quit then press button X on the Controller or press the LEFT button on the Mouse. You will be asked if you are sure you want to quit the game. If you are sure, move the pointer to Yes then press button X on the Controller or press the LEFT button on the Mouse. If you don't want to quit, move the pointer to No then press button X on the Controller or press the LEFT button on the Mouse.

Return To Game:

Use this option to leave the Options Menu and return to the game.

Move the pointer to Return To Game then select the option by pressing button X on the Controller or by pressing the LEFT button on the Mouse.

RAND AND ROBYN MILLER

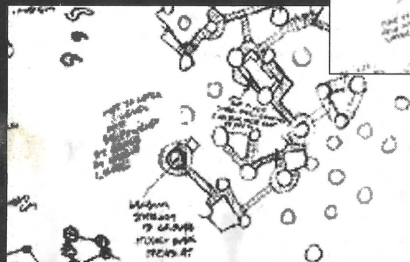
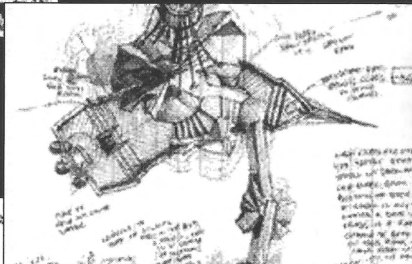
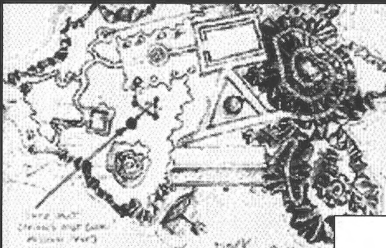
CO-FOUNDERS OF CYAN AND CREATORS OF MYST



ABOUT THE AUTHORS

Cyan was formed six years ago when brothers Rand and Robyn Miller began working together developing children's software. 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 is Cyan's first goal-oriented game and their first game aimed primarily at an older audience. It is also Cyan's largest project to date. Myst is the result of two years of creative collaboration by the development team at Cyan.



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

ORIGINAL GAME CREDITS

Designers:
Rand Miller and Robyn Miller

Graphics and Animation:
Robyn Miller and
Chuck Carter

Programming:
Rand Miller and Rich Watson

Sound:
Chris Brandkamp

Musical Score:
Robyn Miller

Video and Movie Editing:
Robyn Miller and
Rand Miller

Producer:
Laurie Strand

Assistant Product Manager:
Matt O'Hara

Senior Packaging Manager:
Bruce Friedrichs

Marketing Coordinator:
Maia Stangeland

Quality Assurance Lead Technician:
John Crowell

Manual:
Rand Miller, Laurie Strand, and
Matt O'Hara

Special Thanks to:
John Baker, Doug Carleton, Stew Apelzin, Lance
Groody, Grace Kim, Tom Rettig, Shannon Ward,
Scott Aronian, Tony Fardella, Wendy Johnson,
Kathleen Burke, Jessica Switzer, Nancy Bulette,
David Kessler, Ken Goldstein, Craig Fryar, the Myst
Focus Group testers, and the Brøderbund QA
Department

PLAYSTATION VERSION CREDITS

PlayStation Version Developed By:
Visual Sciences

Programming:
Russell Kay
Gareth Ashe
Brian Marshall

Moral Support:
David Cowan
Richard Swinfen

Producer:
Bill Allen

Product Manager:
Sue Campbell

Public Relations:
Jane Hickey

Quality Assurance:
Mark O'Connor
Dave Parkinson
Brian Walsh

Packaging and Manual Adaption:
Anthony Roberts

Manual Editor:
Damon Fairclough

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\$1.15 per minute live representation assistance
\$4.95 for mailed out tips

Within Canada: **1-900-451-5757**
\$1.25 per minute

For U.S. callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

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SUNSOFT



MYST™



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