



For Atari 2600 / VCS

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A  Production
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NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program[™] cartridge. This will protect the electronic components and prolong the life of your ATARI 2600[™] Video Computer System[™] game.

Prolog

A desperate man fleeing a dangerous situation falls in a starry void. He escapes by touching a magical “linking” book that transports him away. The book continues falling and the man worries who might find it.

Story

You are the one who found the book! Throwing caution to the wind you touch the book and end up on Myst island.

On this island two brothers appear trapped inside books of their own. They are a bit evasive about how they ended up in this situation. The somewhat conniving brother asks you to find red pages and put them in his book. The somewhat unstable brother begs you to find blue pages and put them in **his** book.

You solve puzzles and travel to four different fantastic worlds (unfortunately you cannot visit them with this cartridge due to size limitations). You bring back red and blue pages and put them in the brothers' books. They both want to be freed. Who do you trust?

While exploring you also found a torn note. When put together it looks like what is found on the following page...

MARKER SWIT / CH VAULT ACCESS
|
ISL | AND OF MYST
\
THE VAULT IS LOC \ ATED IN VERY PLAIN VIEW ON
THE ISLAND OF M | YST 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 T \ HESE SWITCHES TO THE
"ON" POSITION. TH / EN GO TO THE DOCK AND,
AS A FINAL STEP, TU \ RN THE MARKER SWITCH
THERE TO TH / E "OFF" POSITION.

Directions

- Use the joystick to move the pointer
- The pointer will change to indicate if you can move forward, left, right, or if an action is available
- Click the button to move or do an action
- If you appear stuck, carefully investigate the screen to see if there are action areas
- The Color/BW switch lengthens scene transitions which might be easier on the eyes

Good Luck!

Hints / Spoilers!

Only read the rest of the manual if you are stuck and need help!

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- What do I do first?
 - *Explore*
 - *Then maybe see the ripped note on page 5 and do what it says*
 - How many marker switches are there?
 - *There are 8*
 - What's a marker switch?
 - *A brown box with a blue and yellow switch on top*

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- How do I turn these switches “on”?
 - *Click on them. When the blue handle is down it is on, when up it is off*
 - Do I need to do the clock puzzle to get to one of the marker switches?
 - *Yes*
 - How do I activate the clock puzzle?
 - *Click on the controls to the left partially obscured by the tree*

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- How do I solve the clock puzzle?
 - *There is a hint in the library*
 - How do I find the hint in the library?
 - *Try poking things*
 - *What do the picture frames do? Look around after poking them*
 - *Note the blue frame does nothing in this version, in the real game you had to adjust this to get the proper hint*
 - *You'll need to go behind the bookshelf and take the elevator*

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- *Press the blue button to activate the elevator*
 - I am stuck in the library!
 - *When the bookshelf opens, the front door closes...*
 - *See if you can close the bookshelf again*
 - I entered the time on the clock but nothing happened and now it won't let me leave!
 - *You have to press the red button*

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- How do I find the white page?
 - *This is a good time to re-read the torn note on page 5*
 - I have the white page, now what?
 - *Have you tried putting the colored pages into the books?*
 - *Have you then looked into the books?*
 - What does “158” mean?
 - *Have you fully explored the library?*
 - *What about the bookshelf?*

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- What do I do with the weird grid pattern?
 - *Have you tried going into the green fireplace?*
 - *Enter the pattern and press the button on the left to activate*
 - What's with the green book?
 - *Someone inside seems to be asking for a white page*
 - *Maybe find a white page before going to see him*

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- I don't understand the ending!
 - Welcome to the club, 1993 edition.
 - If you are trapped in a red or blue book, you shouldn't have trusted that brother.
 - If you are trapped with the man w/o a white page, it's because the white page was ripped out of his Myst linking book and he can't return to Myst without it. So now you are stuck with him and the broken book and can't get back to Myst.

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- If you got the “good” ending, the man went back and zapped the books of his no-good sons. (how permanent this is depends on how many of the sequels you’ve played) The man is busy writing into a book in an attempt to save the world his wife is currently trapped on. He says you can link back to Myst and hang out there. Eventually in the sequel he’ll send you to Riven to help rescue his wife.