

Table of Contents

Take a Deep Breath ... Begin.	2
System Requirements	2
Installation Instructions	3
Playing Myst® V: End of Ages	5
Just the Basics	5
Explore	5
Controls – Movement and Interaction	5
Classic Mouse-Click Mode	5
Free-Move (Advanced) Mode	6
Know Your Options	8
Save Your Journey	8
Journals	9
Beyond the Basics	10
Slates and Pedestals	10
Menus	10
Troubleshooting	13
Sound and Video Cards	13
Microsoft DirectX 9 Setup	13
Copy Protection	14
GameShadow®	14
Warranty	inside front cover
Technical Support	inside back cover

Take a Deep Breath ... Begin.

The End of Ages should not be thought of as an ending, but rather as the conclusion to a very long journey.

Some years have now passed since we first unveiled Myst and took you to worlds like no others; fantastic places that could be experienced and explored. Together we have traveled to these worlds and followed a family and the immense challenges that confronted them.

The time is here for one final journey. We're glad you could make it.

So dim the lights, let go of your world, and come enter ours.

~The Cyan Worlds Development Team

System Requirements

PC

Supported OS: Windows® 2000/XP (only)

Processor: 800 MHz Pentium® III or AMD Athlon™ or equivalent (1.5 GHz Pentium IV or AMD Athlon or higher recommended)

RAM: 256 MB (512 MB recommended)

Video Card: 32 MB DirectX® 9.0c-compliant video card supporting 32-bit color (see supported list*)

Sound Card: DirectX 9.0c compliant

DirectX Version: DirectX 9.0c (included on disc)

CD/DVD-ROM: 4x or faster CD/DVD-ROM drive

Hard Drive Space: 4.5 GB free

Peripherals: Mouse, keyboard

Mac®

Supported OS: OS X® 10.2.8-10.3.9

Processor: 1 GHz G4 or faster (1.6 GHz G4 or higher recommended)

RAM: 256 MB (512 MB recommended)

Video Card: 32 MB video card supporting 32-bit color (see supported list*)

Sound Card: Standard

QuickTime: Required for bonus content

DVD-ROM: 4x DVD-ROM drive or faster

Hard Drive Space: 4.1 GB free

Peripherals: Mac-compatible mouse and keyboard

*Supported Video Cards at Time of Release:

ATI® RADEON® 7000/8000/9000/X families

NVIDIA® GeForce™ 256/2/3/4/FX/6000 families

Laptop versions of these chipsets may work but are not supported. These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: <http://www.ubi.com/us/support>.

In addition, your monitor and chipset must be able to support an 800x600 resolution.

NOTICE: This game contains technology intended to prevent copying that may conflict with some DVD-RW and virtual drives.

Installation Instructions

Windows

To install:

1. Insert Myst® V: End of Ages CD1 or DVD into your CD- or DVD-ROM drive and click on Install from the Autorun menu.
2. Or, double-click My Computer, then the Myst V: End of Ages CD- or DVD-ROM and click on Install at the startup screen. Follow the on-screen instructions.

To play:

1. Insert the Myst V: End of Ages CD1 or DVD into your CD- or DVD-ROM drive and click the Play button at the startup screen to start Myst V: End of Ages.
2. Or, click on Start menu, then click Programs, Ubisoft, Cyan Worlds, and then Myst V. Click the Myst V: End of Ages menu item to begin the game.

To uninstall:

Click on the Start menu, then click Programs, Ubisoft, Cyan Worlds, and then Myst V. Click the Uninstall Myst V: End of Ages menu item and follow the on-screen instructions to remove the game. You may also need to delete the game directory on your hard drive to completely remove all files.

Mac

To install:

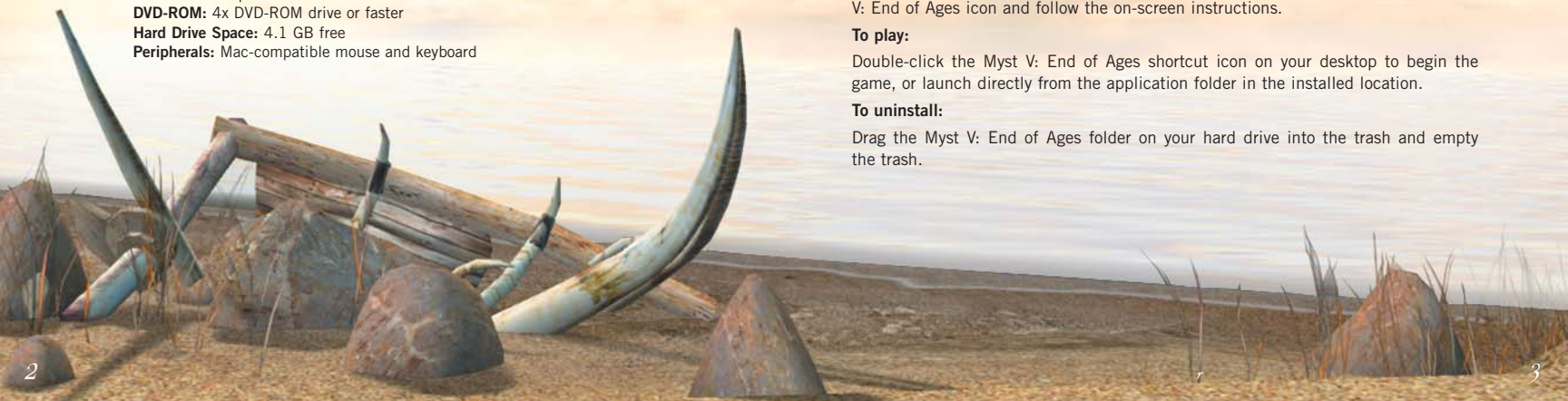
Insert the Myst V: End of Ages DVD into your DVD-ROM drive and double-click the Myst V: End of Ages Setup DVD icon on your desktop. Double-click the Install Myst V: End of Ages icon and follow the on-screen instructions.

To play:

Double-click the Myst V: End of Ages shortcut icon on your desktop to begin the game, or launch directly from the application folder in the installed location.

To uninstall:

Drag the Myst V: End of Ages folder on your hard drive into the trash and empty the trash.





Playing Myst V: End of Ages

Just the Basics

Although it's the final Myst installment, Myst V has some firsts in it. Before you jump right in, please read this section, as it will start you off with some basic information to make your experience more satisfying.

Explore...

Like all the Myst games that came before, Myst V is designed to be explored by simply clicking. But unlike the Myst games that came before, Myst V is rendered in real time, allowing you to go nearly anywhere and see nearly anything.

You can choose how to explore:

1. **Classic Mouse-Click mode:** The reliable, easy-to-use, one mouse button, point-and-click interface that makes exploring a real-time 3D environment a piece of cake. When the cursor is solid, just click!
2. **Classic Plus mode:** An in-between method combining the best of both the Classic and Free-Move modes. The view is always on center with your cursor, and when the cursor is solid, you just click to go. Right-click to unlock the screen from your mouse so that you can interact with the menu or your Slate.
3. **Free-Move (Advanced) mode:** For gamers and adventurers who are comfortable maneuvering around real-time 3D landscapes without safety nets. Go – and see – with full control.



It's easy to switch between modes while you're playing. Use hotkeys 1, 2, or 3, corresponding to the options above. Or, you can access the modes through the Options menu by clicking on this symbol in the upper right corner of the screen, and then clicking the Control tab. Choose the mode that feels best to you.

Controls ~ Movement and Interaction

Classic Mouse-Click Mode

Classic Mouse-Click mode is designed to provide a full game experience with only a one-button mouse. No other buttons (mouse or keyboard) are required. Movement is accomplished by simply clicking where you want to go. Interact by clicking or by clicking and dragging objects.

As you explore in Classic mode you'll begin to realize that clicking in different regions of the screen has different effects. Here's the lowdown...

- **Center:** Clicking in the center of the screen will generally move you forward.
- **Far left and right edges:** Moving your cursor to the far left or right changes the cursor to the Turn cursor, indicating that when you click, you will pivot in place to the left or the right.
- **Left and right of center:** Clicking in these regions will often allow you to go more directly to a side location or to move forward and turn at the same time.

The cursor generally gives you subtle feedback as you explore and interact.



Forward: A cursor pointing forward means clicking will move you forward.



Turn: A cursor pointing left or right means clicking will turn (pivot) you to the left or right.



Pointing: A pointing cursor means you may be able to interact by clicking.



Interact: An open hand cursor means you can interact by clicking, or by clicking and dragging.



Translucent: A translucent cursor hand means no movement or interaction is possible.



Free-Look Cursor: When you right-click or use the Control key on a Mac in Classic Mouse-Click mode, you are free to look around.

Additionally:

There is also a mouse-look option available for Classic mode explorers. With mouse-look, your view becomes centered on your cursor. If your mouse has a right button, you can click and drag it to freely look around in any direction. (On a Macintosh without a right mouse button, you can hold down the Control key and click and drag the mouse to look around.)

Sometimes, when there is a place you can return to, you can use your middle-mouse button to back up.

Free-Move (Advanced) Mode

Free-Move mode is for players who are comfortable with standard keyboard and mouse controls in other games. It's a bit more complicated to move around and interact, but you have the freedom of full control over where you move and where you look.

Default controls in this mode include the WSAD keys for movement and the mouse for looking. The left mouse button will move you forward. You can run by holding down the Shift key. Full customization of the controls is available.

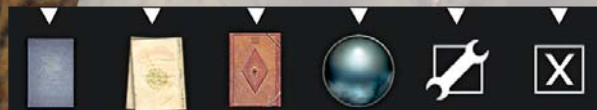
The cursor is locked in the center of the screen in Free-Move mode, but clicking the right mouse button locks the view and allows the cursor to move around the screen. Clicking the right mouse button again or moving will toggle back to Free-Move mode. To access the journals and menu options, right-click to lock the screen, then move the cursor to the upper right corner of your screen.

Know Your Options

Myst V offers lots of control and user options. Hopefully we've set most everything to decent defaults, but tinker with them if you're so inclined.

To bring up the Settings and Options controls, just move the mouse to the top right of the screen. If the screen is locked onto the mouse, right-click to unlock it. Or, if you don't have a right mouse button, press the Esc key to unlock your mouse, allowing you to move your mouse to the top right of the screen.

You'll notice that a few icons pop down...



Click here to exit the game or to open the Main Menu. In the Main Menu you can choose to load a different saved game.



Click here to open the Options menu. Here you can adjust your video, audio, and controls settings. See the Menus section for more information.

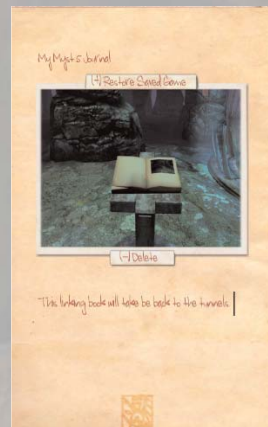
Save Your Journey



Camera: When you quit Myst V, everything is saved. There's no need to actively save your game. When you start again, you will be right where you left off. But if you want to create a specific save, you can. First, you'll need to find your Player Journal with the camera. Don't worry – a couple of easy-to-find journals are waiting for you.

Journals

Player Journal: The snapshots you take with your camera are stored in your Player Journal. These pictures are a great way to record your adventure, but they also serve to save your game. You can restore your save at any time – which will immediately restore everything back to the way it was when you took the snapshot. Your Player Journal is also a great way to enter notes about clues and puzzles you discover along your journey.



Yeesha Journal: You can collect a number of journal entries, written by Yeesha, on your journey. As you find her booklets, they will fill in her journal and the story of her past. Any booklets you haven't found appear translucent.



Encounter Journal: Whenever you meet up with a character in the game, their speech is entered into this journal. Many clues and goals are hidden in their communications to you. Here you can review that information.

Beyond the Basics

Slates and Pedestals



Without going into too much detail (we don't want to spoil the fun), you will at times carry a Slate that is a helpful part of your journey. But carrying a heavy Slate can be troublesome, too. You can't climb ladders while you're holding the Slate, and certain items or devices can't be used while the Slate is in your hands. You can drop the

Slate by clicking anywhere on its beveled outer edge. You can pick it up off the ground by simply walking back over to it.



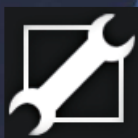
The Slate can also be placed on the various pedestals along the way. If you're standing next to a pedestal you can put the Slate on it by clicking on the pedestal. To take the Slate off the pedestal, just click on the Slate.

Note: Depending on which mode your controls are set to, you may need to right-click or hold the Control key on a

Mac to lock your screen in order to access the Slate when it's being held at the bottom of your screen.



Best of all, you can write on the Slate to communicate with creatures and make them do your bidding. They only understand certain elementary symbols, which can be found in the worlds you explore. You'll need to give the Slate to the creatures to communicate with them, but since the creatures are shy you'll need to puzzle out a way.



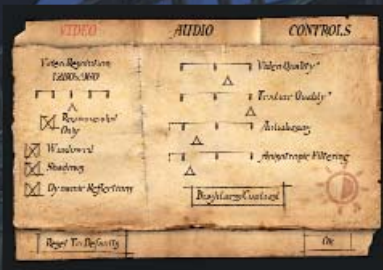
Menus

Settings and options are accessed in the game via this icon in the upper right edge of the screen. Clicking brings up a control panel with tabs for graphics, sounds, and controls.

Video Tab

You must click OK for most items to take effect.

- **Video Resolution:** Slide right for more detailed graphics and left for better performance.
- **Windowed:** Explore in a window instead of full-screen.



- **Video Quality*:** Slide right for better graphic effects (if supported by your card).
- **Texture Quality*:** Slide right for crisper texture and left for better performance.
- **Antialiasing:** Slide right for less jaggy graphics and left for better performance.
- **Anisotropic Filtering:** Slide right for smoother graphics and left for better performance.

* Changing these items requires quitting and restarting your game.

Audio Tab

- **Audio Mode:** Choose how your computer will produce game sounds.
- **Enable Subtitles:** Click to enable/disable subtitles at the bottom of the screen.
- **Mute:** Click to enable/disable all sound.
- **Number of Sounds:** Slide right for more simultaneous sounds and left if sounds get choppy.
- **Sound Effects, Music, Ambience, and Voice Volume:** Various independent volume adjustments. Slide right for louder, left for quieter.



Controls Tab

Controls are discussed in detail in the "Controls – Movement and Interaction" section.

You can reconfigure the inputs in Free-Move (Advanced) mode by left-clicking in a box, then inputting the key you want.

Mouse Sensitivity will affect how sensitive the mouse is in the other modes as well. Slide left for a slower response rate, or right for quicker reaction.

It's easy to switch between modes while you're playing. Use hotkeys 1, 2, or 3, which correspond to Classic Mouse-Click, Classic Plus, and Free-Move (Advanced) modes respectively.





Troubleshooting

This section provides information that should help you solve some common problems.

Sound and Video Cards

This product requires Windows 2000/XP and DirectX-compliant sound and video cards. If you experience problems with sound or video while using this product, please contact the manufacturer of your sound or video card for the latest DirectX-compliant drivers. If such drivers are not used, this product may not run properly on your system. Optionally, a third-party driver update trial service, called GameShadow®, is included to assist you. It is accessible through your Start menu, should you choose to install it.

Microsoft DirectX 9 Setup

This game requires DirectX 9.0c or later. If you do not have DirectX 9.0c, then it can be installed or reinstalled from the CD/DVD. Installing DirectX 9.0c is an option when installing the game. You can also install it by using Windows Explorer to open the DirectX folder on the game CD/DVD. Double-click on Dxsetup.exe to start the DirectX 9.0c install. From within the installation program, you can reinstall DirectX 9.0c, test your driver's certification, or reinstate your previous audio and video drivers.

DirectX Disclaimer

Myst V: End of Ages utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that are not DirectX compliant. DirectX is a Microsoft product, and as such, this publisher cannot be responsible for changes that might occur to your computer

system due to its installation. For DirectX-related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service. Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

Copy Protection

In order to play *Myst V: End of Ages*, the game CD/DVD must be in the CD/DVD drive.

GameShadow®

A free evaluation copy of GameShadow's service is included with the North American products for PC users. Installation of GameShadow is accessible through your Start menu. The evaluation copy gives you five (5) free downloads of patches and drivers compliments of Ubisoft and GameShadow. You can also visit mystvgame.com or www.ubi.com technical support to download any patches directly.

Myst® V: End of Ages

© 2005 Ubisoft Entertainment. All Rights Reserved. Based on *Myst®* and *Riven®* created by Cyan Worlds, Inc. © Cyan Worlds, Inc. All Rights Reserved. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. D'ni™, Cyan®, and *Myst®* are trademarks of Cyan, Inc. and Cyan Worlds, Inc. under license to Ubisoft Entertainment. Developed by Cyan Worlds, Inc.

Notes