

# MYST III EXILE

## Demo Golden Path Walkthrough

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# Golden Path for Myst III: Exile

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This is a quick walkthrough of the steps to unraveling the mystery behind Atrus' new adversary.

## **Tomahna**

Myst III: Exile begins in the sunroom in Tomahna. Catherine explains that Atrus has been rather paranoid lately about someone going through his stuff. As we'll soon learn, these fears are not entirely unfounded. She instructs you to wait in his study.

1. Walk through the doors directly across the sunroom to enter Atrus' study.
2. Walk behind Atrus' desk. Look at the letter on his desk, which illustrates his paranoia nicely. You can also examine the Riven book, Atrus' shelves, and the other items on his desk. Examine the tapestries on the walls.
3. Walk to the Releeshan book in the protective glass case. Zoom out, and Atrus will enter, followed by Saavedro, who steals Releeshan. Follow Saavedro as the study burns behind you...

## **Getting Into the Observatory on J'nain:**

The first thing you need to do upon entering the age is find a way into the top room of the Observatory after witnessing the villain entering and locking the door behind him. This gives you a good opportunity to explore the island and see exactly what you've gotten yourself into.

1. From the top of the Observatory, cross the bridge, go down the ladder, head towards the ocean and make a right. Follow the path past the broken reflection pole. At the boulder that blocks your forward path, make a right down the steps, continue going down the curving stepped bridges until you cross the water to the Greenhouse.
2. Click on the door to open it.
3. Press the gate release mechanism. You hear a latch move, and the gates open. You now have access to the Greenhouse from either side of J'nain.
4. In the Greenhouse, there is a gate on one side and a button on the other. Press the button to open the gate to gain access to the Observatory's 1<sup>st</sup> floor.
5. Find and read the villain's journal on the hammock. (When an item has been taken into your possession, right-click or press CAPS LOCK to switch to cursor mode. Select an item in your inventory by clicking on it.) Among other bits of information, it contains the key for realigning the elevator's rotational gears. Also, be sure to examine the devices on his workbench. You'll find that electricity can be used to levitate particles or

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open a Venus Flytrap. Be sure to check the scales and learn how many crystal balls weigh the same as a metal ball, and how many wooden balls weigh the same as a crystal ball. This information will be useful later.

6. The elevator will take you to the second floor. Climb in and pull the handles. When you get to the top, you will see that the door of the elevator points the wrong way! Look in on the Saavedro, and he will taunt you. Take the elevator back down and try to figure out how to rotate it around.

7. The gears to the elevator are in a crawl space below it. Standing outside the elevator, pull the handles to send the elevator car up. A mechanism will try to rotate the elevator, but the gears are not set correctly, so the elevator will stay the way it is.

8. Climb into the crawlspace of the elevator shaft and set the gears and mechanisms as shown in the journal.

9. Pull the handles again to bring the elevator down, enter it and pull the handles. This time the mechanism will lock onto the elevator and spin it around with them.

10. After arriving at the Observatory's 2<sup>nd</sup> floor with the elevator car's door aligned with the inner door to the Observatory, you witness the villain linking away and the podium cage that holds the linking book retracting into the floor out of reach.

11. Take a step into the observatory, then turn around and pull the lever to the right of the elevator. This will lower the elevator. Open the door into the elevator shaft and unlock the door to the rest of J'Nanin.

12. Walk around the room and press the blue button next to the strange device near the center of the room. This will trigger a recorded message from Atrus and the villain. When you see the hologram projector message you learn that there are three other Ages to travel to in order to find the three symbols for bringing the linking book back up. The three Ages can be explored in any order.

13. Find another page from Saavedro's journal on the floor of the observatory near the telescopes before you leave. There are numerous pages scattered throughout the ages, and finding them will give you an insight to what drives the villain.

### **Observatory Telescopes:**

These telescopes provide information crucial to entering the three other lesson ages. However, this demo version does not contain any other ages. Therefore, the telescopes have been disabled. Play the full version to see how they work!

### **Getting from J'nanin to Amateria:**

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The key to reaching the linking book to Amateria is in understanding how to manipulate matter in the form of a large boulder that rests heavily between you and the tower containing the book.

1. From the top of the Observatory, cross the bridge, go down the ladder, and turn left across the curved walkway towards the tower on the small islet adjacent to the main land mass. Travel as far forward and to the right as you can and look down.
2. Descend the rungs of the ladder to find an inlet containing a podium with two levers and a large round boulder on a jointed bridge.
3. Click the levers in this order: left, right, left, right to move the boulder out of the path from the ladder to the door in the tower.
4. Ascend the ladder, head straight to the hole, descend and unlock the door in the tower. Within, you will see that a button on a podium is unreachable since the villain damaged the floor.
5. Retrace your steps to the previous podium with the two levers.
6. Move the boulder into the hole in the floor of the tower and reset the ladder so you can enter by using the levers in this order: left, left, right, right.
7. Proceed to the room in this tower. Above you, you can see the cage with the Amateria linking book. However, it can't be lowered because the code for the pedestal is not in this demo version.

### **Getting from J'nandin to Edanna:**

The key to reaching the linking book to Edanna is in understanding how to manipulate life and plants to reach the door in the inaccessible tower containing the book.

1. From the top of the Observatory, cross the bridge, go down the ladder, head towards the ocean and make a left going across the stepping-stones, under the bridge.
2. Cross and follow the path until you stand below and between the purple reflection pole you just passed and the yellow pole. Turn left down the rock steps.
3. Cross one bridge and click on the ladder down low on your right. Note the Barnacle Moss as you go down the ladder and the strange ear-shaped plant.
4. At the bottom, notice a little tent-shaped structure. Walk across the rocks to it.
5. A Squee lives within this nest. When the button-like plant on the top is pressed, he will come out when he hears its sound.

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6. Since the Squee is a land-based creature, he cannot cross the water to the Barnacle Moss to feed from its delicate inner flowers. Touch the Bridge Plant that grows in between the Squee and the young Barnacle Moss and it will react by retracting; creating a path for the Squee to cross.
7. Now call the Squee out and he will expand the Barnacle Moss with his chirps.
8. Retrace your steps halfway up the steep ladder to the Microphone Plant and click on it.
9. Notice if you point it at the water, it amplifies the sound. Position the Microphone Plant so you amplify the sound of the Squee to expand the large moss above you.
10. Return to the top of the ladder and cross the Barnacle Moss Bridge to the door in the tower. Above you, you can see the cage with the Edanna linking book. However, it can't be lowered because the code for the pedestal is not in this demo version.

### **Getting from J'nain to Voltaic:**

The key to reaching the linking book to Voltaic is in understanding the relationship between the Light Gun outside the locked door of one of the towers and the Light Gun found by the ocean.

1. From the top of the Observatory, cross the bridge, go down the ladder, head towards the ocean and make a right. Follow the path until you come to the reflection pole with the yellow jewel on top. At the ocean's edge you will see two devices.
2. Go to these two devices and you will see a third out in the ocean. Turn the wheel of the device in front of you to rotate the offshore structure until the sunlight is being reflected into the Light Gun next to you.
3. Follow the beam of light behind you to the yellow reflection pole. Notice it is being directed to the broken reflection pole. Turn the reflection pole once to redirect the beam of light to the blue reflection pole on your right.
4. Now go to the blue reflection pole and turn it once to direct the light to the green reflection pole on the other side of the caldera. Note the order of the colors of the jewels on the top of each pole.
5. Continue going left around the perimeter of the island to the green reflection pole. Go across the stepping-stones, and under the bridge. When standing midway between the purple reflection pole you just passed and the yellow one turn left down the rock steps. Cross both bridges and go up the rock steps on the other side to the green reflection pole.
6. Turn the green reflection pole once to send the light to the red reflection pole next to it.

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7. Now turn the red reflection pole twice to send the light to the yellow reflection pole.
8. Go back across the two bridges and make a left at the fork to the yellow reflection pole. Turn it twice to send the light to the purple reflection pole next to it.
9. Go across to the purple reflection pole and turn it once to the red one.
10. To reach the red reflection pole cross under the bridge by way of the stepping-stones and turn right up the rungs. Turn the pole once and step behind it to look through it. Notice the light has been channeled through a prism device and is reflecting on a door.
11. Walk right along the path by the ocean. At the boulder that blocks your forward path, make a right down the steps and continue up the other side to the prism device.
12. The door is locked by a color wheel combination lock. Enter the order in which the light was channeled through the reflection poles from the Light Gun to the prism: yellow, blue, green, red, yellow, purple, and red. Above you, you can see the cage with the Voltaic linking book. However, it can't be lowered because the code for the pedestal is not in this demo version.

That's it for the Myst III: Exile demo! To see more, make sure you pick up the completed game, shipping May 7<sup>th</sup> to stores everywhere.