

**Legend of Mystrock**  
**Walkthrough**  
**Version 2.9.0 (demo)**

**Section 1: Intro**

**The Void**

1. Turn around and read the Note in the Alcove; this is the intro by Atrus.
2. Head towards the gate and pick up the Green Gem.
3. Place the Green Gem in the Alcove that contained the Note. This will open the Gate and activate a Portal.
4. Proceed to walk through the Portal

**Section 2: Myst Island**

**Myst Island (The Dock)**

1. You begin facing South on the Dock. Turn left and follow the small trail behind you.
2. Pick up the shovel and dig at the stone circle. A buried chest is revealed. Equip yourself as needed.
3. Return to the dock. Grab the rope.
4. Walk straight to the first Island Marker. Click to place it in the “up” position. This will turn off the force field next to it. Take the Skeleton Figurine from the altar. Grab the pick axe and rocks next to the Island Marker as well to equip.

**Fore-chamber**

1. While on the dock, take the stairs leading down in to the fore-chamber.
2. Observe the Force Field containing an altar with a Power Gem. Note that there is a left button, right button, and floor lever. These are used to activate different items inside the Force Field. This section is referred to as the Dimensional Chamber.
3. Walk to the wooden sign on the South-West section of the room. Click to see 3 combinations that can be used on the Dimensional Chamber. The number on the left indicates how many times to click the left button; the number on the right indicates how many times to click the right button. Once the appropriate number of button clicks have taken place, pull the floor lever and the Dimensional Chamber will update accordingly.
4. Walk through the North mine passage. Collect any items you encounter. There is one enemy, a Snail that you will fight here. Make note of the “Inactive Island Marker” storage unit. This is simply a room where old Island Markers are kept. They serve no purpose on the Island, but this does let you know what an Island Marker looks like. An important hint.
5. You may proceed through the East hallway to reveal a locked gate requiring a Round Key.
6. After collecting all items, leave the Fore-chamber and return to the dock.

## **Myst Island**

1. Make note of the wall requiring a Skull Key, and the trap door in front of it.
2. Head South on the dock and walk up the ladder. Pick up any item you find on the first floor of the structure.
3. Walk to the South end and proceed up the second ladder.
4. Notice a Portal in the center, locked behind a spear gate and requiring the gear key.
5. Click on the Island Marker to reveal the next figurine, the Snail.
6. Collect any items and head down the stairs; crossing over the bridge.
7. Once on the other side of the bridge, walk down (in either direction) and proceed to battle the dormant twigroot under the bridge. Once dead, collect any items.
8. Head North towards the first building; this is the Observatory. Before traveling along the stoney path, walk to the back of the Observatory. Break through the forestry, defeat the twigroot's, and pick up all items found on the ground.
9. Head to the front of the Observatory. Pick up and read the letter from Atrus to Catherine. It gives you a clue on how to use the Dimensional Chamber. Left = 1; Right = Total Number of Island Markers.
10. Note the Island Marker in front of the Observatory. This brings the count to three so far.
11. Enter the Observatory and pick up the Compass in the center of the room. Walk to the back of the room and pick up the Tribal Mask.
12. You may experiment with this room by placing objects on any combination of Pressure Plates and then pulling the Lever at the end of the room. Based on the Pressure Plate Combination, a Teleporter may activate and send you to a small room that contains a specific Monster locked behind a gate.
13. Place an item on each of the four pressure plates, and pull the Lever. Enter the Portal. You will be taken to a room with an Air Element. For now, simply walk up to the gate and pick up the Mortar. Leave through the Portal to return to the Observatory.
14. Walk towards the Fountain in the center of the Island. Make note of the monsters residing within Portals on both sides of the Fountain. Each of these monsters may be visited using the Observatory. To visit them all, simply go through different Pressure Plate Combinations in the Observatory. There are only 4 Pressure Plates and the combinations are very basic. You may also wait for a hint from Atrus on which Combinations are most important.
15. Turn around and enter the Library.
16. Take the Flintlock from the Altar. This gun has infinite ammo, as do most guns in the game except for those dropped by monsters.
17. On the left side you will see wall text that reads "... red ..." and on the right side it reads "... blue ..."; underneath each one is a Red and Blue gem, respectively. Place the gems in their corresponding Alcoves in order to reveal additional information from the wall text.
18. This is one of the primary objectives of the game, to assist the trapped brothers by bringing Blue and Red gems to their Alcoves in the Library.
19. Leave the Library and walk down in to the rocky area directly to the East.
20. Battle the Turtles and obtain all items found on the ground level.

21. Jump in to the water and head up the South-facing ladder. When you reach the top of the ladder you will not be able to turn. Instead, strafe to the left in order to dismount from the ladder. You will end up on a platform that contains a lockpick and chest. Save the lockpick and open the Chest to gather its contents.
22. Jump back in to the water and use the West-facing ladder to return to land.
23. Climb the ladder connected to the one-story pillar. Walk along the bridge and dispose of the enemy Zarchton. Equip the Neck Chain the Zarchton drops.
24. Walk over to the next Island Marker, flip the switch, and retrieve the Cowerm Figurine on the opposite end.
25. Note the wall text that reads, "Selenitic Hub."
26. There are four identified Island Markers at this point. Leave this area and travel North past the fountain.
27. Turn right and head down the path until you see the Dungeon Entrance, residing between lit candles and rocky pillars. Note the fifth Island Marker on the left side of the dungeon entrance.
28. Clear the top section of the forest to obtain another Neck Chain and additional items from a buried chest.
29. Proceed to the bottom section of the forest in the area. There are additional items, a neck chain, buried treasure, and a ladder leading to a 6-story tower. When you have enough items, travel to the top of the tower to fight the Wyvern and receive additional rewards.
30. Walk to the West side of Myst Island, to the cemetery walls that contain a 3-alcove puzzle.
31. Enter this area to find additional items on the floor, a chest, and bags of rocks inside each of the 3 alcoves.
32. Exit this area and turn left to reveal the sixth Island Marker. Flip the lever up to obtain the Ogre Figurine.
31. Walk towards the center of the Island again, facing the Philosopher Stone puzzle (it cannot be reached at this time). Pan your camera angle until you see the seventh Island Marker located in the back.
32. Turn around and walk towards the Library. Note the 8th and final Island Marker near the Fountain.
33. Continue walking, heading back to the dock. Enter the fore-chamber.

### **Fore-chamber**

1. Walk up to the Dimensional Chamber and click the left button once, then the right button 8 times; per the instructions in the Note to Catherine.
2. Grab the scroll that is revealed and read its contents.
3. Note the section of the scroll that mentions using the Figurines on the altar inside the Library.
4. Exit the Fore-chamber and head to the Library.

### **Myst Island**

1. Inside the Library you will see a lever on each side of the room. Flip each one so that they are both facing up. A secret wall will open and the entrance to the Library will close.
2. Enter the secret room and collect the contents, which includes the Round Key needed to unlock the gated area in the Fore-Chamber.

3. Note the wall of text inside the secret room. Turn around and one at a time place each figurine on the altar. After placing one figurine, turn and read the contents of the wall text within the secret room. Right down the key that the text reveals, and repeat the step for each figurine.

They keys are as follows:

The Skeleton Figure gives the following Keys:

East-West  
North-South  
North-East-South

The Snail Figure gives the following Keys:

2:4:5  
(N:2),(W:2),(S:1)

The Crowern Figure gives the following Key:

Power Source: 59

The Ogre Figure gives the following Key:

7-2-4

4. Once all the Keys are obtained, exit the Library. Head back to the Fore-Chamber and use the Round Key to enter the underground basement of the Library. Collect all magic scrolls as needed, and use your lockpick to open a Locked Chest, revealing a new magical spell, clues, and a critical hint to a later puzzle, the Demonus Warus Lullaby.

### **Myst Island (Mechanical Puzzle)**

- 1) Walk to the center of the Island and head North towards the Philosopher Stone puzzle. You won't be able to access the stone just yet.
- 2) Step on the Pressure Plate surround by 3 buttons. Using the key from the Wall Text, perform the following: the left button is clicked 2 times; the middle button is clicked 4 times; the right button is clicked 5 times. The puzzle is solved and 3 Magic Bridges appear leading to the Philosopher Stone puzzle. Cross the bridge to access this section.
- 4) Using the Wall Text key, perform the following: move the stone North once, then back to the center; North again, then back to the center; West once, then back to the center; West again, then back to the center; finally, move the stone South once. The puzzle is solved and the secret wall just North of the Stone reveals the Gear Key and an item.

### **Myst Island (Channelwood Puzzle)**

- 1) Walk back to the 3 wooden Alcoves puzzle that contained the sacks of rocks. Using the Wall Text key perform the following: the left alcove receives 7 rocks; the middle alcove receives 2 rocks; the left alcove receives 4 rocks. Pull the lever to the left of this puzzle, the Spear Gate retracts and the trap door opens. Either fall down or use your Rope to climb down to the lower level.
- 2) You will be attacked by two low level mummies. Defeat them to activate the Exit Portal in that room.
- 3) Retrieve the Ornate Key from the altar. This will trigger a single undead enemy. Defeat him.
- 4) Pick up the lock pick on the South-West side of the room. Notice the small hidden switch on the West wall. Click it to open a secret room with weapons.
- 5) Collect the items as needed and take the Portal to return to the top.

### **Myst Island (Selenitic Puzzle)**

- 1) Walk directly East and go down the stairs to enter the lower level. Defeat the lone mummy that approaches.
- 2) Walk through both sets of doors to access the Power Room. Note the wall button in the hallway just outside the main room.
- 3) Using the Wall Text key, the objective is to power both the Room and Selenitic Hub with 59 Volts. Each lever in the room will activate a light source to indicate whether the power is on or off. And each lever will generate a different numeric power value. If you turn on too many levers and go over 59 Volts, the circuit breaker will kick in and no more power will be sent to the Hub. You must use the button in the hallway to reset the power source.
- 4) There are 4 levers on the West side and 4 levers on the East side. Starting from the South-West lever, the values are: 1, 2, 22, and 19. Starting from the South-East lever, the values are: 10, 7, 8, and 16.
- 5) To solve this puzzle, click on the following power source levers: 22, 19, 10, 8.
- 6) Enter the power source area and retrieve the Tomb Key. Acquire any items from the chests in this room.

### **Myst Island (Stoneship Puzzle)**

- 1) Head inside the Observatory. You will need at least 3 items to place on the Pressure Plates.
- 2) Tip: with the exception of the Air Elemental, it is a good idea to travel to each monster room using the Observatory in order to kill them and acquire party Experience. This room should be used to farm experience from battles to help level your party for the challenges to come. To release each monsters, simply remove the lone Torch in the room.
- 3) The Pressure Plate combinations are as follows:

- N-S = Snake
- N-W = Wyvern
- N-E = Sand Warg
- N-E-S = Giant Crab
- W-E = Herder
- S-W = Xeloroid
- S-E = Spider
- N-S-E-W = Air Elemental

4) Most monster rooms contain racial specific food; and particular rooms of interest include:

The room with the Wyvern contains a weapon.

The room with the Air Elemental contains the Mortar, which can be acquired without combat.

The room with the Xeloroid contains a secret wall, accessible from a secret button, with extra items.

5) Finally, note the Monsters in the rooms that correspond with the Wall Text keys: Snake, Herder, and Giant Crab.

6) Walk to the center of the Island where the Fountain is located. Place an item on the pressure plate in front of each monster: Snake, Herder, Giant Crab.

7) The screen will shake and an altar with the Skull Key will appear near the Fountain. This provides access to the Stoneship region. The puzzle is solved.

### **Myst Island (wrapping up)**

1) Walk to the area behind the altar where the Ogre Figure was located.

2) Break the dead tree brush until the Spider behind the cemetery walls are free.

3) You may either lure the Spider out or battle it directly. Once the Spider is out of the way, continue on until you locate the Healing Crystal; this is the only one on this map.

4) Travel to the West side of the Philosopher Stone puzzle.

5) Break through the brush and enter the North-West section of the forest. Kill all monsters to obtain additional items, including the fourth and final Neck Chain.

6) No further primary actions exist on Myst Island at this point. Well done!

### **Section 3: Stoneship Pre-Age**

#### **Cult Inner Enclave**

1) On Myst Island, walk to the Dock and face the wall with the Skull Lock. Proceed to unlock it using the Skull Key. This will open the trap door in front of it.

2) Drop down the Trap Door, you will end up under water. Move North and walk up the ladder.

3) Get off the ladder by strafing to the Left.

4) Stand on the platform and gather any items. Read the note from Atrus.

5) Fall down the East shaft to discover additional equipment.

6) Exit the shaft by climbing the ladder and fall back in to the water in to the main hallway.

7) Swim north and continue traveling through the map exit.

8) You will appear in the Cult Inner Enclave map. Continue swimming forward and pick up the Harpoon before climbing up the ladder.

9) Climb up the ladder and continue advancing until you come to the wooden ledge. This is the entrance to the Worshipers Enclave. Optionally, you may take the side path and use the Skeleton Figure on the altar to return to Myst Island.

- 10) When ready, head towards the wooden ledge and pick up the second Harpoon; an alert will sound, signifying your party as intruders, and triggering the boss battle.
- 11) With two harpoons equipped, jump in to the water and swim forward. It is best to avoid the underwater enemies at first.
- 12) Swim forward through the small hall and make your first Left. You will see a ladder. Climb the ladder to catch your breath. Using this platform as a safety spot, jump in and out of the water killing all enemies. There are 3 Zarchton enemies (Worshippers) total in this section. You must kill all 3 in order to open the secret doors to the far Left and Right areas of the map.
- 13) Once all 3 Worshippers are killed, proceed to either the Left or Right area that are now open. The order does not matter.
- 14) When in the first area you will face a single Worshiper and have access to a ladder.
- 15) Climb up the ladder as needed for air. Notice that when you climb up the ladder there are 3 Frogs that will attack you. These are low level frogs and their primary goal is to rob you of your weapons.
- 16) You may strafe off the ladder in order to dispatch of the frogs strategically.
- 17) Kill all the frogs and the Worshiper in order to leave the area. This is repeated on both the far Left and Right sides of the map.
- 18) Note that there is an opening behind the Frog in the far West region. Explore this area for additional items.
- 19) Once the far Left and Right areas are completed, the wall blocking the Southern region will retract, allowing you passage.
- 20) Travel to the South-West section of the map. Dispatch of the Turtle and use the ladder to regain oxygen. Note the closed door at the top of the ladder.
- 21) Continue traveling South-West and enter this room to battle another Worshiper. This time when you go up the ladder there will be a single Frog behind you. Strafe Right to get off the ladder and pass through a Portal.
- 22) You will be transported to a closed room, where you will face the 3 Monsters that were part of the Myst Island puzzle related to this region. One at a time, in order, you will fight the: Herder, Snake, and Giant Crab.
- 23) Once they are dead the Portal in the room will become accessible. Gather any items and go through the Portal.
- 24) You will be transported back to the South-West room, next to the Frog that was behind you earlier. Kill the Frog and jump back in to the water.
- 25) Kill the Worshiper (if you have not already done so) and exit the room.
- 26) Passage to the South-East region is now open. Travel in that direction. Kill the Turtle and use the ladder to regain oxygen. Note the second closed door at the top of the ladder.
- 27) Proceed in to the room and battle the final Worshiper for this part of the map.
- 28) Use the ladder to regain oxygen as needed. No Frogs reside in this room.
- 29) Once the Worshiper is dead a Portal will appear at the top of the ladder. Strafe off the ladder to access the portal.
- 30) You will be teleported to the 3-Monster room you visited earlier, only this time the sealed door will now open.
- 31) Walk forward and note the sealed off ladder on the opposite side. Also note ladders and portals at various heights and locations.

- 33) Fall in to the water and swim towards the East ladder. Climb the ladder and allow yourself to be teleported.
- 34) You will end up in front of another ladder while suspended in air. Simply push forward to climb up that ladder. Note that taking any other action will end your mid-air suspension, and you will have to start over.
- 35) After climbing the second ladder you will end up suspended at the top of the map. Note that you are now facing a wall with a small hidden button. Click the button, this will open a hidden door at the top of the map and trigger a new teleporter in the room.
- 36) Move in any direction to fall back in to the water.
- 37) Swim towards the West ladder. Strafe to the Left to enter the now revealed Teleporter. You will end up in the secret room.
- 38) Gather any items, read the note left by an unknown victim, and activate the Lever in the room. Note that the wall blocking the sealed ladder is now retracted.
- 39) Jump in to the water and proceed to dispatch of the 2 Worshipers; this task is easier now that the rooms puzzle has been solved.
- 40) When they are dead, proceed up the ladder in to the final room of the dark priest.
- 41) Enter the room and travel to the far Right section. This will lead to a hallway that contains a Healing Crystal and the currently closed Portal back to Myst Island.
- 44) Use the Healing Crystal and proceed to the far East section of this room. This will lead to the battle with the Priest.
- 45) Fight the Priest and upon defeating him the Boss Battle will end. Collect all items including the Blue Gem he drops.
- 46) Return the entrance of the room and jump back in to the water. Notice that there is now a ladder allowing you to climb back to the room where you battled the 3 puzzle monsters.
- 47) Climb the ladder and use the Portal to return to the Enclave area.
- 48) Jump in the water and locate the 2 Southern ladders where the sealed doors were noted earlier. These doors are now open.
- 49) Collect all items from both rooms. Note the "Scope" as this is one of the 4 primary instruments.
- 50) Once all items have been collected from both rooms, return to the South-East room. Climb the ladder and strafe to enter the Portal.
- 51) Walk in to the room outside the priest's quarters and jump in the water again.
- 52) Climb the tall ladder, walk back to the priest's hideout. Proceed to leave this map by taking the path back to Myst that is now open. When on Myst Island, place the Blue Gem in the proper Alcove in the Library.

#### **Section 4: Channelwood Pre-Age**

##### **Lost Woods**

- 1) You begin at the center of a 4-way crossroads. Begin by breaking through the 3 accessible side-paths in order to access additional items, including a Green Gem and a Note with a hint to this location. Pay attention to the location of the single small dead tree that blocks access to the 4th side-path.
- 2) As the Note indicates, while you attempt to exit the Lost Woods you will likely be taking the wrong path. There is a very specific series of directions you must travel in order to exit (similar to a very classic game that this puzzle pays



homage to). However, if you make the “wrong” choice repeatedly, the screen will shake and the single small dead tree will be removed. Continue traveling North, South, or East until this occurs.

- 3) Once the small tree has vanished, explore the area that is now available. Pick up any items you find.
- 4) You will come to a location with a breakable wall. Smash it and advance until you see the Alcove and the Text, “Pay me and I’ll talk.”
- 5) Place the Green Gem inside the Alcove and pull the Lever. A scroll will appear with the key to exiting the Lost Woods.
- 6) Per the instructions on the Scroll, take the following directions: first travel west, then travel north, then travel west, and finally travel south. You must travel through each gate until you are ported back to the center of the woods. You will end up out of the puzzle and at the South end of this map.
- 7) When you make it out, turn East and break through the wall. Collect any items you find.
- 8) Turn West and do the same. Notice that you can go farther back on the West section. There is a portal back to Myst Island here. To access it, place the Ogre Figurine on the Altar. This will grant you access to the Myst Portal. Note that any time you return to this region, you will not have to repeat the Lost Woods puzzle. Any direction you take will grant you passage.
- 9) When ready, exit this area through the South. Note the letter from Atrus on the ground near the Exit.

## **Clan Beach**

- 1) Take one step South and turn the camera to get a good view of the situation. This is an enemy fortress that should NOT be attacked head-on. Instead, you will want to travel either East or West first, and slowly make your way to the far back side of the region.
- 2) Begin by walking West. You will encounter a single enemy guarding a chest. Defeat the enemy and open the chest to reveal the Arquebus gun (this one has infinite ammo).
- 3) Slowly travel South, doing your best to aggro each Monster one at a time. Slowly defeat each enemy and collect any items in the Chests they guard.
- 4) When you defeat the second group of Monsters on this West side, walk towards the beach to access a hidden path. The Path will take you farther South just behind the woods where you can use your shovel to reveal a buried treasure.
- 5) Return to the mainland and walk South until you are at the back of the fortress. Walk East noting any items that you find. Notice that there are Breakable Walls available on this side of the Fortress.
- 6) Continue walking East until you are facing the exposed enemies at the two East camps. Similar to the West camps, aggro these enemies one at a time, and then collect any items from the chests after defeating them.
- 7) Return to the South end and choose any Breakable Wall to destroy. Avoid the Turrets!
- 8) When you destroy a Breakable Wall, enter and flip the lever in order to gain inside access to the first level of the fortress.
- 9) Note that you will end up triggering at least one Spring Trap; which will launch your party back to the center of the map. This is unavoidable but should only happen once unless you attempt to explore the entire fortress.
- 10) Optionally, you may explore the East and West sections of the fortress to find optional items. None of which are mandatory to complete this level or the game.

- 11) From the first level of this Fortress, after triggering one Spring Trap, return to its exact location. Spring Traps will display a hole in the ground after being triggered. Retracing your steps is the best way to avoid multiple Spring Traps.
- 12) Carefully examine the second layer of walls to expose another Breakable Wall. Smash through it, walk in, pull the lever, and enter the second and final level of the Fortress.
- 13) If you come in from the West side then advance until you can flick the lever that stops the auto-firing Turrets. Destroy all enemies and collect all items as needed.
- 14) If you come in from the East side simply kill all enemies, collect all items, and proceed to the West side to clear its contents as well.
- 15) Notice the 2 Barracks in the center. They will continue to spawn Ratlings over a fixed timeframe until you disable them. To disable them, go behind each Barracks, break the Walls, and click on the hidden wall switch.
- 16) Note the Teleporter at the Castle Door in-between the rear side of the Barracks. The Castle Door cannot be accessed but the Teleporter will vanish once both Barracks have been disabled, allowing access to the Pit.
- 17) After disabling both Barracks, walk to the center and either fall or climb down the now accessible Pit. This will take you to the GobHobblers' Den.

### **GobHobblers' Den**

- 1) You begin in a pool of water. Climb up the ladder and exit the water.
- 2) On the South-West wall there is a hidden wall switch. Pushing it will reveal a secret area on the South-East side of this room. Access it to acquire any items.
- 3) Walk to the center and up the North Hallway to begin the battle with the GobHobblers.
- 4) The first GobHobblers is visible and can be killed from a safe distance with ranged attacks. Once he is dead slowly advance in to the room.
- 5) Over a fixed timeframe, a pair of rat swarms will spawn to attack you. They are purely annoyance and should be killed as needed.
- 6) When entering the room, notice the 2 Ratling Bosses standing inside the East and West Walls. Also note that there are 4 smaller Ratlings in the room, each standing on top of a Pressure Plate on either side. You must pick one side, kill the smaller Ratlings on the Pressure Plates, and then remove any items from the Pressure Plates. This will trap that Boss behind the wall. Note that this will also allow both Bosses to leave their areas and pursue you.
- 7) Begin with the West side. Kill both small Ratlings and remove all Items from the Pressure Plates. Notice that a hidden Wall comes down to "lock in" the Ratling Boss on the West. The Ratling Boss on the opposite end will leave his area and attack you. Use whatever strategy desired to defeat him.
- 8) When the Boss is defeated, remove an item from the Pressure Plate to release the last remaining Boss.
- 9) Defeat this boss to end the battle.
- 10) Access all treasure, collect all items, including a Red Gem and the "Horn," which is one of the 4 travel instruments.
- 11) Walk back through the Southern hallway and notice that on the West side there is now a Path that leads back to Myst. Take it to exit this area. When on Myst Island, place the Red Gem in the proper Alcove in the Library.

## **Section 5: Mechanical Pre-Age**

### **Usurper's Lair**

- 1) From Myst Island, head back towards the Dock. Walk to the second level of the platform and locate the Gear Lock. Use the Gear Key to access the Portal. Enter the Portal to travel to the Usurper's Lair.
- 2) When inside you may use the Snail Figure to return to Myst Island if needed. When ready, walk forward and through the first gate. This will activate the Fire Bolts in the room. Pay attention to their location and timing.
- 3) While inside this second room, walk around and gather any items on the ground, including the Note from Atrus.
- 4) There is a hidden wall switch on the South end of this room. Clicking it will open a Secret Room at the South end of the Main Room. Click the Wall Switch.
- 5) When ready, walk through the gate. This will start the Boss Battle. Immediately run South and enter the Secret Room. Collect all items.
- 6) Run back out and East towards the Pressure Plates. You cannot access them yourself; doing so will cause you to fall down to a pit. There are 3 pressure plates in this room. You must throw an item on to each plate. This will make the Usurper vulnerable.
- 7) If you kill the Usurper while the Fire Bolts are active, he will simply respawn.
- 8) Throw an Item on to each of the 3 Pressure Plates. A message will indicate when you are successful. You have just over 30 seconds to fight the Usurper. Defeat him during this time.
- 9) If you cannot defeat him during this time, simply attack him until the room resets. Once it resets, very quick throw items on each Pressure Plate. The Usurper will have gained very little health back during and you are free to continue fighting him to deplete his health until he is dead.
- 10) The Usurper can only be defeated if killed during the vulnerability time frame. Once you do this, the room will no longer trigger Fire Bolts. However, the Usurper will Spawn in "ice form" for one final attack. Simply battle him directly to defeat him.
- 11) When he is dead, secret rooms will become accessible, as well as the Portal back to Myst Island. Collect all items, including the Red Gem and Timepiece. This is one of the 4 travel instruments.
- 12) When done, head back to the East area of the room, from where you started, and take the Portal back to Myst. Optionally, before leaving you may drop down each pit to access additional items. When on Myst Island, place the Red Gem in the proper Alcove in the Library.

## **Section 6: Selenitic Pre-Age**

### **House of Walls**

- 1) From Myst Island, walk to the Selenitic Hub and use the Tomb Key to open the Serpent Doors. Once inside, acquire any items you find. Walk towards the right-side Portal.
- 2) You will be transported to the House of Walls. The first Challenge is a wall of sound. Per instructions from the Lullaby scroll, click on the following sound devices:

Click the Top Left Button

Click the Top Middle Button

Click the Top Right Lever

Click the Bottom Left Button

Click the Bottom Right Lever  
Click the Bottom Middle Lever

- 3) When the puzzle is solved, you will now be able to access storage rooms on the East and West sections of this area. Collect any items you find.
- 4) Note that there is a hallway on the South-West corner of this room. This leads back to Myst Island. Simply place the Crowern Figurine on the altar to access the Portal back to Myst.
- 5) When ready, walk to the now accessible Northern section of this map.
- 6) Collect any items and activate the Healing Crystal. Walk up the ladder and read the Note from Atrus.
- 7) Enter the Portal to begin the Boss Battle with the Demon Wall.
- 8) You will begin at the rear end of a long hallway. Along the East side of this Hallways you will find 4 locked treasure chests. There are 4 Skeleton Archers in this room. Defeat them to obtain lockpicks for these chests.
- 9) When ready run forward to face the head of the wall. Note that you are on a time limit. Every 50 seconds the rear wall advances closer. Do not use any of the Portals in this room as they will only throw you in to a trap. The object of the game is to defeat the Skeleton Commander and exit the room before the walls close in on you completely.
- 10) To begin, use your ranged attacks to defeat each Crab. Melee is possible as well but requires proper timing to avoid the floor spikes.
- 11) Once all 4 Crabs are defeated, proceed to break the walls that were behind them. When all 4 walls are broken, throw any item in to the wall so that it lands on the back Pressure Plate. Do not attempt to enter these broken walls as you will be teleported in to a trap.
- 12) Once all 4 Pressure Plates have items on them, the gate will open releasing the Skeleton Commander. Defeat him to end the Boss Battle. Collect all items, including the Blue Gem and leave the area with the now accessible Portal.
- 13) The Portal will send you to the final room in this area. A secret door will open automatically, allowing you to return to Myst. Before leaving, collect any items and the Flute, one of the 4 travel instruments. You know have all four!
- 14) Return to Myst Island and use the Blue Gem on the appropriate Alcove in the Library.

## **Section 8: Myst Island (Sky Bridge)**

### **Library**

- 1) Now that you have all 4 travel instruments, place all 4 on the Library Altar. A secret will be revealed.
- 2) Walk outside and look up towards the sky. You will see a Magic Bridge leading from one of the 6-story towers.
- 3) Walk up to the 6-story tower on the North-East section of the Island. Climb up the ladder and walk over the wooden bridge.
- 4) You can now walk along the Sky Bridge, which leads to the tower behind the Library.
- 5) Carefully walk over the Sky Bridge, walk on to the new tower, and pull the Lever. A Portal will appear, take it to travel to the Void.

## **Section 7: The Void Re-visited**

### **The Void**

- 1) This is the final puzzle of this Beta release. It is modeled after a classic riddle. There are several ways to solve this puzzle. You must choose one question to ask either Face, and depending on which question you ask a specific Face, a specific answer must be given.
- 2) Locate the wooden box that contains 4 scrolls: 2 scrolls provide questions; 2 scrolls provide answers.
- 3) If you answer any question incorrectly, the gate to Death will open. This leads to your parties demise and you will have to reload the game and try again.
- 4) To ask a question, place a question scroll of your choice in the appropriate Alcove. When ready to answer, place an answer scroll in the same Alcove.
- 5) This guide will cover only one correct way to solve the riddle:  
  
Walk to the West Face and place the following question scroll in its alcove, "What door will the Other say that you oversee?"  
  
Place the following answer scroll in the same Alcove, "Death"
- 6) The Life door will open. Walk through it to teleport to the final area of this Beta release.
- 7) Talk to the final Face and read the final letter from Atrus. There are no items in the Chests and you cannot travel to any of the Ages. You are free to explore Myst Island and revisit any other location. Thanks for playing, I am currently working on updating the Mod to include these additional Ages. Cheers!