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All Walkthroughs | Exile Images The third Myst adventure, Exile, begins some 10 years after Atrus was imprisoned by his sons beneath Riven Island and the subsequent destruction of Riven. If you haven't played the other games then a bit of background information can be found on the Myst and Riven pages. Here you will find all the solutions to puzzles both warned, there is much more to Exile than is given here. Take time to explore before you rest, press, operate or use objects, draw maps, diagrams and charts, take lots of notes and enjoy the marvellous ages that Exile has to offer. Exile is a walking tour through a beautiful world, one that is full of secrets and surprises. The look around the desk and examine the objects both on the desk and shelves. On the other side of the room is a pedestal. Inside the Releeshan Linking Book. Turn round and Atrus greets you in preparation for the journey to Releeshan. Suddenly it all goes horribly wrong....[Nanin] Amateria Linking Book [Amateria] Voltiac Linking Book [Voltiac] Edanna Linking Book [Edanna] Narayan[NANIN Arriving in Nanin you see the thief disappear around the corner, up a ladder and into the tower that dominates the island. You follow but he has locked the door behind him. What you need is another way into the tower but first, take time to explore the island. If you cannot wait then read on. Go back down the ladder and onto the curved pathway. On the right is a ladder leading down to a beach. Go down and turn right, following the beach to the end. Up and to the right is a post with a lens arrangement on the top. Take a look in the lenses and note the colour of the ball on the top. Clicking on the bar below the lenses rotates the post. You will notice that the lenses reflect other objects. Interesting - maybe there is a pattern here? (If you have explored the island you will have found 7 locks). Looking around you can see a circular object on top of another post with a pedestal close by. Looking closer you see a wheel and a dome in the sea. Leave it for now and follow the path around the crater. Halfway down is a broken post. At the end are some stairs leading up and down. At the top is a tusk with a locked door (why are the doors always locked?). If you look up above the door there is a little window. Is there a symbol engraved on the window? In the greenhouse you pull the handle. The gate opens so go forward to the entrance to the tower (locked again). Turn round, press the large button and enter the tower. Inside appears to be a bedroom/workroom. On the bed is Saavedro's book, take the time to read it, there may be some clues inside. Next to the hammock is a balance. Note the size and positions of the weights. Looking around you will see an experiment on the table that you can play with. Also take careful note of the other experiments especially those with balanced balls. There is an alcove with the cylindrical wooden structure, go round the back and open the door. Go inside, pull the handle and up you go. Look into the tower and you can see the thief (Saavedro) - he thinks you are Atrus. He does something with a machine and a cage rises. Nothing more to do here so go back down. Leave the elevator and look around. Maybe you can operate the lever from the outside? Get it right and the elevator leaves without you. Down below is a pit, jump inside and look at the damaged walls. Hmm, this seems similar to the diagrams in Saavedro's book. Set the four mechanisms and climb out. Bring the lift back and get inside. Pull the handle and this time the elevator rotates. Open the door and you see Saavedro link out and the cage disappears. Enter the tower and look around. On the floor are some more of Saavedro's pages. You will keep finding these all over the place. Press the blue button on the central railing, three projectors open and Atrus appears but is hijacked by Saavedro who tells you to find the 3 symbols. Go to any of the projectors and note the symbol etched onto the viewer lens. Experiment with the controls to discover that left lever controls the zoom, the right the focus and moving across the lens adjusts the position. As you move the controls a series of marbles rotate around the screen. You need to align the symbols with the little windows on each of the tasks - this is the first part in gaining access to the linking books. With each of the viewers aligned, take note of the marble positions. With this puzzle solved, the next task is to get to the top of the tower. Go back down the ladder and onto the beach. Pull the lever on the left and take a short ride up. Play with the controls. The three levers in the centre adjust the position of the wheel which acts as a fulcrum. The other lever activates the pagoda and releases a silver ball. Watch the sequence carefully and try to work out what is happening. It is all about balance. Pull the lever to go back down and carry on along the mudbank. At the end is a little building. Go inside and behold: there is the balance scale! Recall what you saw in Saavedro's workroom: the balance with the stick men and the balance with the ball. Put all this information together to solve the puzzle. Stuck? Here is the solution: vvvvvvrrrrrrrrrrmmmmmmmmmm. Now follow the track walk the way to the end - setting each lever to the correct position. The solution is: From the centre of the puzzle, go down the track leading to the setting sun. Set the lever to the 10 o'clock position. Go through the force field, follow the track down and go straight through the junction. Set the lever to the 12 o'clock position. Carry on along the track and straight across the central junction. Set the lever to the 2 o'clock position. Follow the track down and take the central exit. Set the lever to the 4 o'clock position. Carry on along the track, across the central junction and set the final lever to the 6 o'clock position. You should now be above a bunch of hexagonal rocks. Return to the main control panel and start the ball rolling. Enjoy watching the ball roll around the rollercoaster and away. The cover of the control panel half closes and you see a little bridge rise out of the water. At the end the cover fully closes and reveals a pattern. Note the pattern and the colour: COUNTERBALANCE From your arrival point head off across the bridge. At the next intersection is a linking book back to [Nanin] Follow the path into the tunnel, down the stairs and turn right at the intersection. Go past the elevator and follow the path. Towards the end there is a ladder on the right. Climb back down the stairs and onto the beach. Pull the lever on the left and take a short ride up. Play with the controls. 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The three levers in the centre adjust the position of the wheel which acts as a fulcrum. The other lever activates the pagoda and releases a silver ball. Watch the sequence carefully and try to work out what is happening. It is all about balance. Pull the lever to go back down and carry on along the mudbank. At the end is a little building. Go inside and behold: there is the balance scale! Recall what you saw in Saavedro's workroom: the balance with the stick men and the balance with the ball. Put all this information together to solve the puzzle. Stuck? Here is the solution: vvvvvvrrrrrrrrrrmmmmmmmmmm. Now follow the track walk the way to the end - setting each lever to the correct position. The solution is: From the centre of the puzzle, go down the track leading to the setting sun. Set the lever to the 10 o'clock position. Go through the force field, follow the track down and go straight through the junction. Set the lever to the 12 o'clock position. 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If it does not work then it means you have not solved all the puzzles. Inside the pagoda watch out for an impressive set of stairs appearing. Climb up and sit down. You can press the button and listen to Saavedro's moaning if you wish or alternatively, pull the handle above the viewer and leap like a salmon into the night sky. You are now suspended in mid air with a complex little puzzle in front of you. Remember the bridges that rose up when you solved the puzzles? The button panels were coloured blue, yellow and green for the right, center and left bridges. The trick here is to set the dial so that the track is continuous and ends up at the red marker. If you cannot solve the puzzle here is the solution: When you are ready look up and press the blue button to start the sequence and prepare yourself for an astounding ride. At the end, the Amateria symbol reveals itself and you can return to [Nanin] through the linking book. ACTIVATING THE SYMBOLS On your return from each of the ages you arrive in the tower on [Nanin] Go to the imager near to the blue button. Place the symbol from your inventory on the imager. The cage rises from the depths and Saavedro has another dig at you. Ignore him. THE VOLTACI LINKING BOOK From the lower head for the tower. Go back down the ladder and onto the beach. Pull the lever on the left and take a short ride up. Play with the controls. The three levers in the centre adjust the position of the wheel which acts as a fulcrum. The other lever activates the pagoda and releases a silver ball. Watch the sequence carefully and try to work out what is happening. It is all about balance. Pull the lever to go back down and carry on along the mudbank. At the end is a little building. Go inside and behold: there is the balance scale! Recall what you saw in Saavedro's workroom: the balance with the stick men and the balance with the ball. 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