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For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. All Walkthroughs | Exule Images The third Myst adventure, Exile, begins some 10 years after Atrus was imprisoned by his sons beneath K'veer 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 but be warned, there is much more to Exile than is given here. Take time to explore before you test, press, operate or use objects. Draw maps, diagrams and charts, take lots of notes and enjoy the marvellous ages that open up in front of you. And remember, as with any walkthrough, use the hints given here sparingly. The game begins overlooking the desert in an age called Tomahna where you are met by Catherine and her daughter Yeesha. She greets you and ask that you wait in Atrus's study while he prepares for a visit to Releeshan. Go through the doors and look around. Behind the desk is a linking book, with a broken link to Ghen's Age in Riven. Read the note on the desk and examine the objects both on the desk and shelves. On the other side of the room is a pedestal. Inside is the Releeshan Linking Book. Turn round and Atrus greets you in preparation for the journey to Releeshan. Suddenly it all goes horribly wrong.... J'nanin | Amateria Linking Book | Edanna | Narayan J'NANIN Arriving in J'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 note the curved pathway. On 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 posts). 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. Is there a symbol engraved on the window? In front of the door is some sort of focussing device. This is an excellent place to view the whole island. Apart from the central tower you can see two other tusks, most of the lens posts, stairs, bridges and pathways. Go all the way down the stairs and through a windy place (remember the sound) until you end up facing a greenhouse. Go into the greenhouse and pull the handle. The gate opens so go forward to the entrance in 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 a 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 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 disappear. 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 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 tusks - 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 completed, you now need to find the three linking books. Pull the lever next to the door to send the lift down and step through the tower, you can visit the three ages in any order. This is how I did it. THE AMATERIA LINKING BOOK From the tower, go towards the nearest tusk. On the far left of the last rock is a hole with a ladder going down. Climb down. Unfortunately there is something blocking the rock behind the tusk. Right at the end is a ladder. Climb down and look around. In front of you are two levers, a walkway leading to the tusk and the cylinder that was blocking the way. Pulling on the levers moves the cylinder around. You need to get the cylinder at the far right hand end and the ladder back where it started. The correct sequence is Left, Right. Climb back up the ladder and go back down the hole. The way is now free to the tusk, open the door and... Somebody has smashed the floor. Use the levers to roll the cylinder back into the now open linking book room. The sequence is Left, Right, Right, Return to the tusk and align the marbles on the pedestal to the same position you set them in the tower: Now press the button in the middle. A cage lowers and reveals the linking book to Amateria. Off you go. THE AGE OF AMATERIA A very oriental island. There is a large pagoda in the middle, some suspended tracks and a platform that you cannot get to. Step onto the path leading to the central pagoda. On your left is a hexagonal control panel with lots of buttons. You can see two more units that must be the keys to close the gaps in the walkway. puzzles. You can complete them in any order. GOOD VIBRATIONS From your arrival point head off across the bridge. At the next intersection is a linking book back to J'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 up and go down the track until you reach the control panel on the left. Pull the lever and up you go. There are lots of buzzes and thrums but ignore them for now. Start the machine and watch. A silver ball rolls into the rollercoaster and shatters. But note the sequence on the control panel. Copy down the five shapes that the little marble passes through. This is the track sequence. Go back down to ground level and carry on along the path, follow the wooden path and hop across the stepping stones. At the end climb up onto the track and turn left. From the centre of the rollercoaster, but I will you find that on your own. You now have to follow the path the ball would take. Start by going straight ahead. At the far end is a vibrating force field on the little control panel. You have to set the lever to the first shape you noted. Back onto the track and walk into the force field: vvvvveerrrryyyy ammussing. Now follow the track all the way to the end - 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 4 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 colour: 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 J'nanin Follow the elevator and pull the lever. At the top look around. There is metal channel balanced (key word here) on a massive gear wheel and a track at either end. Take a good look at the ball at the left hand end. Recognize the materials - you saw something similar in Saavedro's workroom. Turn right and follow the path round to the right. Across the wooden path and onto a mudbank enclosing a green pool. Halfway along is a platform. 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 adjust the position of the wheel which acts as a fulcrum. carry on along the mudbank. At the end is a little building. Go inside and behold: there is the balance with the ball. And remember the construction of the ball up the lift. Put all this information together to solve the puzzle. Stuck? Here is the solution: 1 iron ball balanced 4 crystal balls and 1 crystal balls. This gives us: iron = 16, crystal = 4, wood. = 1 The released ball had 1 crystal and 7 wood segments giving a total weight of 11 (4 + 7). From the stick man balance, with the fulcrum at the very left hand end, the counterbalance must be twice the weight (obviously the makers did not understand physics but never mind). Therefore the counterbalance must weigh 22. The combination that works is 6 wood and 1 iron segment to the counterbalance. Go back to the counterbalance. Go back to the counterbalance must weigh 22. The combination that works is 6 wood and 1 iron segment to the counterbalance. through the chute, the cover of the control panel half closes and you see a little bridge rise out of the water. At the end the colour: PINBALL From the arrival point go down turn the ladder (towards the glowing rocks), across a wooden walkway and up onto a mossy path. Halfway down turn right and go through the gate. Pull the lever next to the control panel and rise majestically into the sky. Below you are three pegs which fit into the holes in the two wheels. If you pull the lever across a silver ball rushes down the track and into a cup. The wheels rotate and... the ball shatters. Great. The puzzle here is to set the pegs in the correct sequence so that the silver ball is flipped back and forth without breaking or falling into the sea. It would be easy if Saavedro had not damaged one of the pegs in place start the machine and enjoy the tennis match. When it is over 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 patterns and the colour: THE CENTRAL PAGODA With all three puzzles complete, it is time to enter the central pagoda. Return to the little platform where you arrived. Go to the first hexagonal pedestal and key in any of the patterns. and look to your right. If the floor closes all is well. Do the same for the next two pedestals and enter the central pagoda. 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 the viewer and leap like a salmon into the night sky. You are now suspended in mid air with a complex little puzzles? The button panels were coloured blue, yellow and green for the right, center and left bridges. The trick here is to set the dials 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 J'nanin through the linking book. ACTIVATING THE SYMBOLS On your return from each of the ages you arrive in the tower on J'nanin Go to the imager next 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 VOLTIAC LINKING BOOK From the tower head for the dome you saw in the sea (near the yellow lens). Turn the handle until the sunlight is at maximum reflection (4 clicks). Sunlight is amplified through the reflector onto the yellow post. Stand with your back to the incoming beam and rotate the assembly until a beam of light shines to the right. Look into the lens and you can see where it is pointing. Fantastic, all you need to do now is align all 7 posts and take note of the order. The colour sequence is: Yellow, Blue, Green, Red, Yellow, Burple, Red Looking through the last lens you can see a rainbow shining on the tusk. Run round there now and look at the array of lights created by the prism device. Press the buttons in the same order you set them and the door opens. Align the marbles on the pedestal to the same position you set them up in the tower: Now press the middle button. A cage lowers and reveals the linking book to Voltiac. Off you go. THE VOLTAIC AGE You arrive in the Voltaic Age on a metal walkway facing a stone building on a little island. Go to the building and face the door which is locked (again!). To your left is a pedestal with a linking book to J'nanin Behind you is a walkway leading nowhere. Go to the end anyway. Looking around you can see tower with a platform on the top and behind it a turret above a wooden door. There seems to be lots of cables, trackways and strange mechanisms about. Perhaps you need to get power from somewhere? Follow the walkway now into the cliff. Inside there is a doorway on the right and follow to a junction. To the left is another locked door. You can explore the right hand tunnel now if you want but we come back later anyway. Go back out, turn right and follow the path into a sandstone crater. What can you see: a path leading past a tower and a massive, round, metal structure at the other end. Investigate the tower on the right then carry on to the end of the walkway. Suspended is a sort of airship with no air and you now realize that the metal structure is a door with no obvious controls to open it. Down the ladder and into a metal tower. Check out the pressure gauge and valve operating wheels - are these the controls for inflating the airship? Jump out onto the surf board shaped platform and look around. There is another wheel out here and a broken walkway (Saavedro again) and if you look up, a ladder. Climb to the top, pick up more pages and grab the handle. It swings down and reveals an opening. Climb through and you find yourself overlooking the crater. Can you see a way to the far wall? Yup, it's a balancing act along the pipe. At the other end jump down and open the ventilator cover. Crawl along until you see an opening below you. Jump down. There is a window, a pedestal, a door and a ladder leading down. Unlock the door - it's the one you saw ages ago. Climb down the ladder and look through the window. A bit warm in there: best leave the room through the door, go down the blue tunnel and step into the pit. To one side is a panel showing a power distribution circuit - is one of the symbols the airship? On the other side is a ladder. Carry on through the tunnel, at the end is another door similar to that on the little island. On the right is a ladder leading down you can see a turbine which you cannot start as someone has sabotaged the controls. Climb back down and go back to the submerged ladder. Now free of water, climb down and press the red button. Check out the generator, turn the crank and the gear wheel engages. Climb up and go back into the metal walled tunnel. At the end is a broken window. Look through and you can see the turbine. Give one of the paddles a nudge and everything gets going. Now go to the locked door, and take a turn on the wheel. Jump off and you will see a green light on the door. Open sesame! Go through and down into the void door, and take a turn on the wheel Jump off and you will see a green light on the door. chamber. On the structure is the Riven number 1. Walking around you will find four other numbers and some more pages. Look through the gap between the metal panels - there is more than one solution - you need to check each of the panels to make sure your solution is correct. If you are really stuck here is the solution when viewed through the number 1 panel -: With the circuit complete, the system powers up - the last thing to do is inflate the airship. HOT AIR Go back to the lava room. The control knob has been sabotaged - wonder who that was? This next bit is really frustrating - you can move the knob a bit but it always ends up in the centre slot. The trick is to click on the knob and release, move it a little up or down and click again. It will rotate all the way round and a platform lowers. So far so good - the next thing to do is turn on the fan in the lava room and bring the lava back. With the platform in the lower down the ladder. Look through the window - the chamber is empty. Open the door and climb onto the platform. Slide the lever to the left (gear moves) Rotate the lever clockwise (raise the lever anticlockwise (to lower the platform). Return to the lever to the left (gear moves to the left). Rotate the lever anticlockwise (to raise the platform). Leave the control room and rotate the lever to the left (gear moves to the left). airship. INFLATING THE AIRSHIP If all is well steam is venting through the valves. Close any of the valves and note the rise in pressure on the gauge. Looking up you can see two more sets of valves. The trick here is to set the needle exactly on the blue line. Close all the valves (pressure rises). Crank the lever over and go up. Close all the valves again and go up. Close all the valves. You should have noted how much the pressure rose each time you closed a valve: Bottom = 1 You now need to reduce the pressure by 41. Open 3 valves on the top level, 2 on the centre and 3 on the bottom. Climb out on to the platform and open the valve you saw before. If the pressure is correct the airship inflates. Magic, the only problem is that it crashes into the round door. To open the door climb the ladder back up to the main walkway (not the one to the suspended pipe). Go to the track junction and walk round to the tower. Get in the elevator and pull the lever to go down. Walk all the way to the end and pull the lever to open the door. The airship drifts forwards and engages with the walkway. Climb on board and pull the control lever, Enjoy the ride. When you stop get out and operate the lever at the end of the platform - and watch. Wow! Get back into the airship and operate the lever at the end of the platform - and watch. bottom. Retrieve the voltaic symbol. Looking around you spot a door in the wall, click on it and the J'nanin book appears. Time to leave. Activate the symbol and the cage opens. THE EDANNA LINKING BOOK From the tower go down to the bridge Cross the first bridge and you can see the door to the ladder and step onto the ladder. At the bottom instead of going into the greenhouse, climb across the rocks and press the top of the conical thing. Hey, a little animal appears. Turn round and click on the strange plant growing out of the water. Click again on the animal house and the creature runs across. His squealing inflates the red plants so that he can drink. This could be useful. Head back to the ledge (halfway up a little animal house and the creature runs across. His squealing inflates the red plants so that he can drink. the ladder), pick up the fern and pan around until you can hear 'Squeak'. Click once and the red plants inflate providing a path across to the tusk. Go inside the tusk and look down at the pedestal. Align the marbles in the same position you set them up in the tower: Now press the button in the middle. A cage lowers and reveals the linking book to Edanna. Off you go. THE AGE OF EDANNA Arriving on Edanna you are on a small platform. Look into the centre of the flower and you can see a linking book. Pan right and you can see a linking book. Pan right and you can see a linking book. have developed alternate means of gathering light, other plants react to the left and you will see a colourful bird fly in with food for her chick - now you know where the sounds were coming from. There is a lens flower nearby so take a close look at the avian family. Walk back back down to the vine and you will see it drawing water from an organic bowl. Now go through the opening in the wall and follow the path a little way until you come to the vine that is all closed up. There is a bowl nearby with what looks like a water bulb next to it. Click on the bulb to make sure. You will also see the mother bird fly down into Edanna. Carry on up the path to the top. There is a palm of some sort and an orange bloom in shadow. Click on the bulbous bit in the middle of the palm and it rises up revealing a linking book back to J'nanin and allows sunlight to fall on the orange bloom. Click on the bulbous bit in the middle of the palm and it rises up revealing a linking book back to J'nanin and allows sunlight to fall on the orange bloom. revealing a lens. Look through the lens and you can see a pulsing hot spot. Pan around until the hot spot falls on the water bulb. The heat from the focussed beam explodes the bulb and the vine begins to drink. These are all important clues which will help you solve later puzzles. Return to the vine and jump on board. After a bumpy ride you end up in the depths of the forest. Follow the path a bit until you come to another bowl. There is a little electric fish in there. Carry on down the path until you come to an empty water bulb on the right. Click on the spines and water flows down bringing with it the electric fish. Turn round (picking up more pages) and go down the orange lit tunnel. At the bottom there is lots to see, much all out of reach. THE LOG PUZZLE Walk along the branch to the rotten log - it is covered with the strange tubers you used to get to the Edanna tusk (a clue here). Suddenly there is the sound of the mother bird in panic. Cross the log (hope it is strong enough) and go straight ahead into a hollow log. At the end turn on the light and a leaf unfolds. Directly in front of you is the log bridge and behind it a flat area. That is where you want to go. Walk down the leaf and grab hold of the tee-shaped vine. Swing across to the the platform on your right. Landing safely, have a good look round. There is a little crank which raises the trap and a release mechanism connect to a string which leads back across to the leaf bridge. The first part of the puzzle here is how to trap an animal. Raise the trap using the crank. Shake the tree until one of the pink fruits falls to the floor. Go behind the crank and slide down into the hollow log. Turn right and walk out onto the leaf bridge. 'Squeak'. Arrives so pull on the handle to drop the trap. Now you know what animal the fruit attracts, you realize he may be able to help you destroy the log bridge which is blocking your way to the leage far side of the forest. Reset the trap and shake another fruit free. This time kick it a bit further along. Return to the leage far side of the forest. Reset the trap and shake another fruit free. trap. The frightened 'Squeak' runs off and complains bitterly from the log. The tubers react and the log crashes down into the depths. Fantastic, now you can swing across to the far ledge. Go left and turn on the light to unfurl the leaf. Carry on down the path until you hear some frantic flapping. In front of you is a large trap with a very annoyed bird inside. If you played with Saavedro's experiments you will know how to open the plant. If not do not worry, the solution is given below. FREEING THE BIRD Carry on down the path through the opening in the sea wall and you will soon come an open area. On your right are some of Saavedro's experiments you will know how to open the plant. If not do not worry, the solution is given below. FREEING THE BIRD Carry on down the path through the opening in the sea wall and you will soon come an open area. water and along comes the fish as well. Now turn to face the path. Go left and down until you come to another dish and deflated pod (near the green lights). Click on the pod to fill it with water and the fish (who is probably quite fed up by now). If you look up you can se the plant that has trapped the bird. Its roots are in the dish - maybe releasing the fish will electrocute the roots and force the plant to open. Look around now and you will see some white orchids and one of those sun flowers. Carry on around the dish and you will end up next to a rolled up leaf. Nearby is also a viewer with another boring message from Saavedro To go across the leaf we need light. Return to the ledge with Saavedro's painting and take the other path - following the thick vine root. At the bottom are three white orchid. Go under the root arch and look into the lens of the furthest orchid. Pan around until you are focussed on the middle orchid. Ban around until you are focussed on the middle orchid. magic the bridge unfurls. Head now for the leaf bridge. Step across and climb up the fungus encrusted hollow logs. At the top is the sun flower. Return now to the three orchids on the other side of the bridge. Realign the furthest orchid with the other orchid (the one you can't get to). The light flashes to the sunflower, heating up the water and the bulb bursts. The electric fish now released attacks the roots and the trap opens freeing the bird (hooray). The way out is on the other side so realign the orchid to unfurl the leaf bridge. Cross the bridge and climb up the first hollow log. At the top look left, there is another tunnel there - crawl inside and you will come out on another branch. Jump onto the tee-bar and down you go again. Go down the path all the way up to reach another white orchid. Look into the lens and pan about until the light shines onto the stamen of the huge plant. They rise up in the light. Now go back down the path and keep looking right. There is another opening by the mushrooms. Go through it and in front of you is another of the huge seed pods. This one is open and flitting above is a swarm of butterflies. Turn left and follow the path all the way down. Somebody has cut a hole in the vine, climb inside and crawl along to the end. It appears that you are inside the first seed pod you saw. The seeds look very much like those the mother bird down Climb all the way up the path through the hanging flowers. At the top is one of those palms you saw at the top of the tower- click on the central bulb and the vine rises, blocking the light to the seed pod. Turn round and follow the path all the way to the bottom. Walk round the seed pod and look up to see the butterflies still there. Click on one of the fungal growths near the seed pod - the butterflies do not like the spores and fly away. Back once more to the seed pod root. Climb inside and crawl all the way to the top which is now open. Grab hold of the central stalk. Another cloud of spores is released and the bird returns to take you away. Enjoy the ride. Back on the top of the tower, look around and you will find a gap you can slide through. And there is your goal - the Edanna symbol. Activate the symbols. And beneath these symbols and a bridge slides out and you can slide through. And there is your goal - the Edanna symbol. Activate the symbols. And beneath these symbols are legends which may also be familiar if you bothered to read Atrus's notebook. Now climb the steps and turn left. There are two pedestals and a lever (none of which work), a blue force field and a gate. Looking through the gate you - he seems a little eccentric and he is wearing one of the tapestries. Take heed however of his warning that the doors the linking book open don't close behind you. When he finally clears off look around until you find the power lever. Give it a tug and everything powers up. Looking out over the landscape you can see a series of floating islands. Go back down the stairs and over to the lever between the pedestals. Looking closely you can see three sets of interlocked circles - one for each of the ages perhaps? Unfortunately the symbols you have are not enough. It is now time to read Atrus's journal if you have not already done so. Amongst all the clutter are four sets of four words emboldened. Take careful note of these. If you cannot find the word sets here they are: Nature - Encourages - Spur - Change Balanced - Systems - Stimulate - Civilization Now go back to the tapestries. You will be able to find the symbols that match the words but you will only be able to fully match three of the word sets. Copy the symbols. The three parchments provide the position of 6 symbols. The other 6 must be positioned so that the 4 words follow in the correct order: When the symbols for each age are complete the panel will light up. When all three are entered, the pedestal. Move the lever to the right (turning the force field back on) and open the hatch. There is only one set of circles here. You need to find the four symbols that match the forth set of words from Atrus's journal. Move the lever to the left and go outside. The outer force field is still activated. Have a look at the gondola if you like but do go down the stairs. There is a linking book back to Tomahna but what you really want is the Reeleshan book. Around the corner are more tapestries and on them you will find the missing symbols. Back up the stairs pull the lever to the right again. Open the cover on the pedestal and enter the last set of symbols: The outer force field opens and Saavedro delivers an ultimation. SAVE YOUR GAME NOW! What to do now. Do you let him go and return empty handed? Do you confront him? Difficult decisions. Remember, you need to return to Tomahna with the Releeshan Book and also prevent Saavedro from following you (open books do not close remember). Once you have tried every combination and still got nowhere here is the solution: With Saavedro outside but contained by the outer force field, go upstairs and turn off all the power trapping Saavedro. Go back down and confront Saavedro through the gate. Trapped, Saavedro pleads for release to join his family and offers the Releeshan book in return. With the book safely in your hands, move the pedestal lever to the right and turn the power back down and confront Saavedro bids you farewell and sails away. Time to leave now. Move the lever back to the left and go down to the Tomahna linking book. Wave goodbye and return triumphant to Atrus and Catherine. THE END Obduction Scratches Myst II: Riven Myst The Cave Rhem 3 - The Secret Library Reah Schizm Riddle of the Sphinx The Omega Stone Amerzone Zork - Nemesis Zork Grand Inquisitor Hype - Time Quest If you have found this walkthrough useful, discovered an error or have a suggestion then let me know: feedback. web design by www.aerin.co.uk Mystery Manor Adventure Walkthrough 2018 Walkthrough by: Louis KootMyst 3 Exile is the 3rd game in the Myst series. Originally the game was released on 4CD-Roms. When I played the game, so I didn't had to worryabout having to change CD continuously. Unfortunately, now in 2018, the original 4 Cd-Rom version and the 2001 DVD version will notinstall and play on my Windows 8.1 x64 bit computer because both versions. Therefore I can't play this game anymore, so I can't make new screenshots. You just have to do with the old screenshots and my English translation of my own 2013 Dutch Myst 3 Exile walkthrough. To select the spoken language in the game and to select the language of your choice and alsoat the Text and Subtitles of your choice. The game is completely Mouse controlled....it's a "Point and Click" game Myst 3 Exile opens with aintroduction video in which we see Atrus who puts the finishing touches to his Releeshan Age book. Releeshan is the Age that Atrus wrote for theD'ni people who survived the Riven drama. Atrus muses about what new opportunities he has got and then the introduction is over and the game starts. in Tomahna, high in thedesert mountains. Tomahna is the place that Atrus has built to start a new life with hiswife Catherine from the clutches of Atrus's father Gehn, in Myst 2: Riven.. Atrus did not sit still because not only did hewrote his Releeshan Age but he also found time to conceive a daughter with Catherine and theyhave named her Yeesha. You will then gain control over the game. Turn to the left, or wait until you turn to the left, or wait until you turn to the left, or wait until you turn to the left automatically, and ..........Catherine, with her newborn baby daughter Yeesha in her arms, will welcome you warmly. Catherine says that Atrus will come to greet youtoo in a minute. Atrus is still checking everything in the house before going on holiday to the Releeshan Age where the survivors of the former D'ni civilization now live. Catherine is sitting on the left side of the garden bench to play with the baby, click one by one. Wait a few seconds, or turn to the left yourself, because Catherine will tell you more. Sitting on the bench Catherine tells us that due to recent suspicious events, Atrus is worried about the safety of the house, during his absence. When Catherine tells us that due to recent suspicious events, Atrus is worried about the safety of the house, during his absence. When Catherine tells us that due to recent suspicious events, Atrus is worried about the safety of the house, during his absence. you are inside, go to the right andbehind Atrus's desk. You'll see a leather-bound book on a nicelycrafted standard. Click on that book about Gehn's Fifth Age Riven. When you open the book you see the sea of flames that remained after Gehn's fragile work was destroyed. Close the book again and look, left, at the interesting, but otherwise completely unimportant, objects on the shelves in the cupboard. Then move your cursor down to the Atrus desktop. There is a Letter on the desk. Click on the Letter to read it. In the letter Atrus expresseshis concern about the safety of Tomahna. It seems that some disturb person hasbroken into the Study Room of Atrus and that person has read all the other side of the room. Notice of Atrus, Sirrus and Achenar. After looking at all the other side of the room. Notice of Atrus and of the room. the fiery orange-red gemstone that hangs on the right of the frame. It is a D'ni marble, a source of light and enormous energy. Click once on the glass globe to see the Releeshan book in Close-up and...... you are greeted by Atrus who offers you his apologies for letting you wait. Atrus gives you his most recent Diary about the Releeshan Age. Then Atrus walks to his desk to give you the key to the Releeshan book, which is in the glass globe. At that moment, Atrus is suddenly interrupted by a wild lookingman, who pops up here through a Linking Book, and who is apparently crazy. This madman callshimself Saavredo and he grabs the fire marble and throws it at the draperies, which hang next to Atrus's desk, causing a fire. The glass of the bell jar breaks and the intruder picks up the precious Releeshan Link book to link away again. The thief's Linking Book falls on the floor.....whether you like it or not, you have to go after Saavredo, because as usual Atrus turns out to be completely useless again. So click with your hand on the Linking Screen in the book and ...... After the "bird's-eye video" you are in.......Chapter 1: J'Nanin: 2018: Walkthrough by: Louis KootBack to the Walkthrough by: Louis KootBack to the Walkthrough by: Louis KootBack to Mystery Manor Adventure Home More than an ordinary walkthrough by: Louis KootBack to the Walkthrough by: Louis Ko much help you want with Myst III Exile, from a small hint to a full solution. Our unique puzzle checklists for each age will track your progress and show you which puzzles to solve next. Choose an age to get started, or read more. J'nanin, the Lesson Age, is the hub Age you link to from Tomahna. Amateria, the Machine Age, has a building in the center surrounded by many tracks and gadgets. Edanna, the Life Age, is an inward-growing tree full of plants and animals. Voltaic, the Energy Age, has a canyon and several machines. Narayan will become unlocked once you have collected all the symbols. Spoiler Section - items that aren't discussed in a certain Age's hints General Puzzle Strategy Soundtrack Reference Screenshots Links HowLongToBeatMyst III: Exile NewsLoad More Minimum: Requires a 64-bit processor and operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor: 1.8 GHz Processor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bitProcessor And operating systemOS: 7 / 8 / 10 / 11, 64-bi DirectX 9 compliant audio device Recommended: Requires a 64-bit processor and operating system Minimum: OS: macOS 10.9.5 or greaterProcessor: 1.8 GHzMemory: 512 MB RAMGraphics: 32MB video cardStorage: 4 GB available space Page 2 Featured Lists Browse About Welcome to the Age of Energy. Your ultimate goal in Voltaic is the very island on which you stand, but unlocking the secrets of this island is going to take a lot of exploration and puzzle solving. You start the level on the circular door, which is locked and cannot be unlocked until you restore power to the island. The sphere to the left of the door contains a J'nanin linking book you can use to return to J'nanin if you so desire. You can check out the immediate scenery and when you are ready to get started head across the walkway shown in the right. Make a mental note of the catwalk that continues into the chasm, as you will return here shortly. For now head down the red-tinted hall and collect the missing journal pages lying on the walkway shown in right image. Continue until you reach a junction. The door to the left leads to the lava control room and is sealed from the inside - you will open it later. For now, turn right and head down the blue passage leading toward the hydroelectric power plant. When you step down into the small room turn right and examine the indicator panel on the status of several devices on the island. Currently everything is OFF since there is no power being generated by the power plant. the center hub of the giant waterwheel. In the next room is another locked door much like the first one you encountered on the small island. Ignore it for now and turn right to locate the ladder leading down into a vertical shaft. Climb down and press the red button on the small island. gear up into the floor. Note: If you've gotten ahead of me and already started the waterwheel spinning then you cannot raise this gear. You will need to return to the top of the ladder and spin the red wheel to turn the waterwheel spinning then you cannot raise this gear. down into the room with the indicator panel turn right and look through the broken portal shown in the left image. From here you can reach through and manually open the waterwheel vanes, which starts the wheel spinning and power flowing to certain systems. Step down and check out the indicator panel. If you have done everything correctly up to this point it should look like this. Now turn and go back down through the wheel hub to the previously locked door which is now glowing green. Click on the handle and it will open allowing you access to a ladder leading down to a small room. In this small room. In this small room is an imager that you can approach and press the button to play a message from Saavedro. This is the first of three imagers you will find (one in each Age). Each imager will play a new message until you have heard all three. These messages play in the same order regardless of the order in which you visit the Ages or access the imagers. Turn and follow the very long passage leading to the Electromagnet Chamber (this requires many clicks). Go down the ladder and approach the first station shown in the right image. Click on the small opening to examine the circuit controls and get ready for your next puzzle. Circuit strips leading from the top to the bottom. The top and the bottom strips are fixed, but you can rotate the middle three strips by pressing the buttons to either side to move the strips must be aligned in each one. Begin by pressing the top-right button (1) until the contacts are lined up as shown in the left image. Now press the lower-right button (2) until the bottom contacts are lined up as shown. Finally press the middle button (3) until the middle contacts line up with the previous two contact strips. When the circuit pattern looks like the one in the right image the station should automatically shut and electricity should start flowing. If the cylinder does not shut and power-on then you will need to circle the device and check all the other view ports to make sure the strips are lined up in ALL the windows. Make sure you also pick up the ladder and return down the very long hall. Climb up the ladder in the imager room and return through the vaterwheel hub to the room with the indicator. Check the panel and make sure it looks like the one in this image. You have now done everything there is to do in this area so return back through the blue passage to the intersection then head left through the red passage until you are back outside. Turn right and begin the long walk up the twisting catwalk into the chasm. A few clicks into your journey and you will pass an intersection with a ladder that leads to another catwalk far below. You also get your first look at the magnificent airship. Climb down the ladder and cross the walkway. You will arrive at a pneumatic (air powered) lift with a control lever. Currently there is no air pressure so the lift is not working. You can look to the right and check out the four pressure so the lift is not working. gauges on the two levels above you, but you cannot access these right now. Exit to the path opposite the valves and curve around to the right where you can climb another missing journal page. Turn and open the circular door and pass through to the other side. Angle to the left and climb out onto the steam pipe that crosses the chasm below. Make your way across the suspended pipe that resembles some huge dinosaur bone. When you get to the other side click on the hatch down and to the right to open it and enter the vent shaft. As soon as you enter the hatch slams shut behind you leaving you in total darkness. Start to move forward until you see some light ahead. When you reach the shaft of light look down to find a grate and click on the right image. Click on the right then the red handle to open the door. This is the locked door from earlier back at the blue-red tunnel intersection by the hydroelectric power plant. You now have guick access to the first part of the island if you need it. Lava Control Room Puzzle - Difficulty: Hard Your objective here is to get the fan operating in the lava room to vent the heat through the pipes to fill the airship on the other side of the island. Naturally there are several things that are going to make this difficult. The controls for the fan are on the other side of a lava-filled room and to make matters worse the control switch in this room has been sabotaged. Here's what to do. Click and hold on the red knob and drag it around counterclockwise until it clicks twice then release. The knob will spin around on its own and the lava will drain from the room. Now climb down the ladder behind you and open the control device that is fully functional. First move the knob clockwise and release to raise the catwalk and lower the gate to the right. Now slide the knob through the center groove to the left and watch as the huge gear mechanism moves to the opposite side and engages. With the gear out of the way you can examine the painting on the wall, which ties into the journal entry you found back near the airship. Now rotate the red knob counterclockwise to raise the catwalk even higher and flood the room with lava. The catwalk is now high enough to allow you access to the fan start-up. Now rotate the control knob clockwise to lower the catwalk and close the lava gate. Now slide the red knob through the middle slot to the left to switch the gears then move the knob back through the middle slot to the left to switch the gear one final time but do not move this knob anymore. Exit the catwalk and return to the other control room via the ladder on the other side of the containment door. Now you can rotate the red knob in this room counterclockwise to refill the room with lava. The fan should now be working and heat should now be working to the other side of the island. You now need to return to the pneumatic lift and the four red valves back near the airship. You can either climb back up through the vent and crawl across the pipe, or exit out the door you unlocked earlier and go that way. Airship Valve Puzzle - Difficulty: Hard This is a difficult puzzle because it takes a lot of trial and error to just figure out the rules. I'll make it easier by telling you the rules first in case you would like to solve this puzzle for yourself and finally the total solution if you just want to get through it. The image on the right is what you see when you first arrive at the first set of valves. By making some experiments you can learn several things. There are three sets of valves on three different levels. The steaming vents indicate which valves are open (negative pressure). All valves are open at the beginning except for the one that is stuck closed giving you a starting pressure of 10. The valves on level 2 add 4 units and the valves on level 1 each add 1 unit. Note the mark on the gauge at the 19 level - this is the target pressure you need to achieve to fill the airship. Note the color zones on the pressure gauge. The lift you are standing on is powered by the same hot air you are venting, and for the lift to carry you to the next higher level and in the red zone to reach the top level. Now you have the rules if you want to solve this yourself otherwise keep on reading. Shut all the valves on the lift to the middle level. Close three valves on this level adding 12 for a total of 52, which will get you to the top level. Ride to the top and close only one valve for a total of 53. Now pull the handle to the bottom level and open the left to ride down to the middle and open one of the valves to make the pressure 49. Return to the bottom level. Now go around the corner and turn the red wheel shown in the image to fill the airship. Watch as the ship fills and then moves forward to stop at the dry dock doors. Now you need to make your way back to the suspended catwalk that winds through the chasm. Head back past the red valve wheels and across the catwalk. Climb the ladder and turn left to follow the walkway until you reach the intersection shown in the left image. Turn left and follow the curving walkway around to spot the missing journal pages shown in the middle image. Finally, walk out on the new catwalk to the very end where you will find a lever in the center of the platform. Pull the lever to open the huge doors and release the airship. As the dirigible floats into the chasm it catches on the gantry and spins it around so you can easily board the craft. Flip the lever in the cockpit and enjoy the breathtaking ride through the gorge and over the falls past the power plant. You will finally come to rest at a new gantry near the small island where you began this part of your adventure. Exit the craft and walk out to the lever and flip it to trigger an amazing sequence of events. Now get back on the airship and ride out to the lever and flip it to trigger an amazing sequence of events. to open it and enter. Inside is a circular chute with a ladder leading down. Climb down several clicks until you reach a closed hatch with a wheel. Turn the wheel to open the hatch and reveal an awesome site. You are now looking directly down on the floating debris that is suspended in a magnetic field in a helix formation. This is the Energy Symbol you need to take back to J'nanin. The symbol is automatically logged in your book. Now you can look up and pivot until you locate the small doors. Open them to reveal a linking book that will take you back to the Observatory on J'nanin. Back in the Observatory you can go to the imaging table and place the symbol on it to cause the cage to rise from the pit and trigger a message from Saavedro. When the message is over you can exit to the upper catwalk outside and prepare to get your next linking book. Return to Chapter 2: J'nanin: The Lesson Age, and jump to the section for the next book you intend to get. MYST III: EXILEWalkthrough by Witchen=O)May 2001Version 1.3a Table of ContentsChapterOne - TomahnaChapterTwo - J'nanin1. The WheelPuzzle2. The GardenHouse3. The ElevatorPuzzle4. Voltaic Code5. AmateriaCode6. Edanna Code7. The RainbowPrism Puzzle2. The GardenHouse3. The ElevatorPuzzle4. Voltaic Code5. AmateriaCode6. Edanna Code7. The RainbowPrism Puzzle2. The GardenHouse3. The ElevatorPuzzle4. Voltaic Code5. AmateriaCode6. Edanna Code7. The RainbowPrism Puzzle4. TheAir Ship Valve Puzzle2. The GardenHouse3. The ElevatorPuzzle4. Voltaic Code5. AmateriaCode6. Edanna Code7. The RainbowPrism Puzzle4. Voltaic SqueePuzzle2. TheVenus Fly Trap - Bird Puzzle3. The PurplePod Puzzle5. The Central Tower Bridge Puzzle5. The Central Tower Bridge Puzzle5. The Central Tower Bridge Puzzle5. The SonicRing Puzzle5. The Central Tower Bridge Puzzle5. The SonicRing Puzzle5. The Central Tower Bridge Puzzle5. The SonicRing Puzzle5. The SonicRi Sun Room and StudyThe game opens for you at Tomahna, highin the desert mountains. This is the residence Atrus has built for hisnew beginning with Catherine welcomes you with new babydaughter, Yeesha, in the Sun Room outside Atrus' study. She explains thatAtrus will greet you shortly. He is busy checking the house over before they all leave on a vacation to visit the Releeshan Age, where the survivors of the ancient D'ni civilization now live. Atrus is worried about the house being secure in their absence, due to recent suspicious circumstances. When Catherine moves to the left side of the screen and sits on a garden bench to play with baby Yeesha, enterthe blue glass door of the Study. There are two doors. Your entry is onthe left side. Once inside the room, pan right andwalk behind Atrus desk. You will see a leather bound book on an elaboratestand. Click on it. The D'ni emblem on the book's cover just may look familiar. It's the number five (5). It's the book for Gehn's Fifth Age. Open it tosee the flaming holocaust left behind when Gehn's fragile work was demolished. Leave the book and swing left to see interesting but nonfunctional items on the shelf. Pan down left to the top of Atrus' desk. Read the message to Tamon from Atrus. Atrus is definitely worried about security at Tomahna. It appears some nefarious soul is sneakinginto the Study and is reading Atrus' journals. You will also get a verybrief history lesson involving MYST and Atrus' heinously wicked sons, Sirrusand Achenar. After examining all the other inactiveitems on Atrus' desk, look up and walk forward toward the encircled globe, encased on a bronze pedestal, across the room. Note the flaming red/orangegem suspended from the right side of the frame work. It's a D'ni fire marble, a source of light and great energy. Click again to be greeted by Atrus, who apologizes for keeping you waiting. Atrus will give you hismost recent journal concerning the Releeshan Age. Then, he starts overtoward his desk to get the key for the Releesahn book in the glass case. At this moment, you are suddenly interrupted by the visitation of a wild looking, apparent mad man. He grabs the firemarble and throws it, starting a fire in the draperies near Atrus' desk. The glass dome breaks. You see the usurper take the prized Releeshan linkingbook, use his own linking book to dematerialize, and he is gone. The thief'sbook drops to the floor with a thud. And, whether you like it or not, youare going in after this strange creature. Chapter Two - J'nanin: The Learning Age J'nanin is a barren island, or so itappears. It has a fresh water lake in the middle, at the bottom of a deepchasm. There are pathways, ladders and stairways all over the island. This island age will be a learning experience for you. You need to find the thief and find out what he is up to. This ragged larcenist has ducked around the rocks up a pathway to your right. Go forward twice. Pan to your rightto see a metal ladder going up the side of the cliff. Climb it. At thetop, pan down and cross the walkway to the thief's destination. It lookslike an observatory of some sort. Go to the door and click on it. Throughthe portal, you can will see the thief pacing about holding the Releeshanbook. Try the door. You can't enter yet. Turn around and pan down to see thatthis observatory building appears to be built on a rock projection in themiddle level, where you entered the J'nanin age. Don'tcontinue down to the middle level, where you entered the J'nanin age. the pedestal with a reflector apparatus. Notice the red firemarble on top. Turn it by clicking on the lower, circularhandle. There are three positions. Through this reflector some distance away. The other one has a purple fire marble gracing it's top. Back out of theview and go forward right of the pedestal toward the huge ivory tusk lookingstructure out beside the sea. Notice that odd looking black and gold motifat the base of the tusk. Go forward, see a hole, or well, ahead of youcarved into the rock to your left. Turn toward it.Click forward and go down the ladder.Pan up and turn 180 degrees to see that you are in a cave near the waterline. Ahead of you is a door. But, there's a strange, elaborately decorated, wheel obstructing your path to the door. You can't get over it, aroundit, or under it. Pan left toward the ocean. If you lookcarefully, you'll see what appears to be a turguoise colored man-made pillarout there. And, just to the left of it, you can barely make out another ladder on the cliff side. That looks like our next destination. You will see the top of the cave ladder just to the right of the cliff's edge. Goforward and climb down the ladder. Pan up and right to stand before the pillar you saw from the other side. WheelPuzzleTo move the wheel out of the way soyou can access the door in the base of the tusk:click the left lever once click the right lever once click the the door and open it. This is the Amateria linking book room. The thief has apparently destroyed theroom, making it impossible for you to get across to the other side. Ohwell, you have plenty of other things to do here in J'nanin. Let's leavethis place for now and explore the island. Take time here to read Atrus' journal appearing below your playing screen. Atrus Journal - Commentaryon Releeshan: Atrus decides not to rebuild the D'ni civilization. But, rather to carry it's survivors forward into a newly written age, "...in which the natural equilibrium of the new age. He contemplates "...natureencourages mutual dependence." Atrus muses that Nature wouldbe a safer foundation than Energy, which is forward moving and harder tocontrol. Finally he decides he must include all three concepts under consideration for the new age in order to maintain a balance. ... " balanced systems stimulatecivilizations." When you have finished reading Atrusjournal, turn around and go back up the ladder. Go back across the walkway you see ahead. Turnleft and pan down to see another ladder leading down to the sandy beachbelow. Go down the ladder and turn right. Keepgoing along the beach until you come to a second reflector pedestal with ablue fire marble. Look through the viewer to see an identical pedestal with ablue fire marble. Interesting. Turn to your left and go out on therocky point to turn the wheel on the pillar jutting out of the rock there. Note that turning the wheel rotates the dome on the off shore structure and eventually opens it. Reflected sunlight is beamed to the booster projector bedestal. If you turn it again, you will see that the reflected light, projected by the off shore dome, now shines on either the base of another tusk structure, or on a rock area to screen right. Turn left and proceed until you comeacross a pedestal with no reflector on top. Obviously, its broken. Could the thief be responsible for this destruction, as well as that seen in the linking room? Remember where the broken pedestal is. Go forward on the left side of the pole four times. Turn right and descend the rock stairsthrough an area where the wind tunnel and to the water. There, you will see a bridgeleading to a lovely little garden house. The Garden House do a cross the bridge and open the gardenhouse door. Step inside. Pan down and pull the lever on the column to theleft. When the gate opens, go forward into a small circular area. Pan downleft to see another column with a large round button on it. Push it. When the gate behind you lowers, go forward into the living quarters of the thief, which is on the bottom floor of the observatory. Go right and look at the little stickmanmobile on the rock table beside the hammock. Hmm. Could that be Atrus andhis two infamous sons hung in effigy there?Turn left to see the animal hide hammock. Read it all now. It isnecessary to fill in the back story for you.Saavedro's journal revealshis twisted, vengeful stalking of Atrus to seek justice for the death ofhis wife, Tamra, his two small daughters, and the people of Narayan, whichwas his home. He finds after a time, that Sirrus and Achenar, Atrus' sons, aren't with him there at Tomahna. Remember that Saavedro's understanding is incomplete in addition to being deranged. He doesn't have Atrus' latestjournal. You do.Look at the symbols in some of the journalspages in the upper right corner. You will notice that some of the fact. Also take a good look at the drawings. Saavedro is quite the artistand you will need both his art work and his ranting as time goes

along. Turn around and go up the stairs across the room, in front of the platform. Look on your left at the unfinished portrait Saavedro has been drawing. Obviously a beautiful woman. But, shehas no eyes. Is this Tamra? Did Saavedro has been drawing. Obviously a beautiful woman. But, shehas no eyes. Is this Tamra? Did Saavedro has been drawing. what he is up to?Go forward, right and forward to standat the desk. Examine the scales, the mortar and pestle, and other items. To the left of the desk is a battery. Turn thecrank at the left. Click on the wires in the center to disengage them. Note that the plant creature extends a tentacle or root arm, into the gapbetween the wires. Turn the crank again to reveal that this is an exoticVenus Fly Trap variety of plant.Look at the scales on the right again.Note that one side carries four greenish blue crystal balls and the otherside carries four greenish blue crystal balls. Yet the scales are perfectly balanced. Walk left to the stone table beside holds a single blue green crystal. Could the different weights of these three materials contain the answer to the perfect balance? Or, maybe it do do with the fulcrum's position, as in the mobile on the other sideof the hammock. Go examine the mobile again and remember this exercisewith the varying weights of different materials. You will need it later. Go over to the round to the back of the elevator and click on thedoor handle to enter. Inside, turn right and click on either lever yousee. The elevator will rise. In a cutscene, you will see the thiefsecure the Releeshan book in a cage like contraption and send it down into a pit of some sort, where you can't see it. You will not be able to gainaccess to it. At least, not for the foreseeable future. Exit this viewand turn around. Try to open the door. No go. Something else needs to bedone here. Look out the window. See the off shorelight dome and the bigger, booster projector you set up earlier? Could it be that the appropriate arrangement of the various fire marble colorson the door and cause it, or a tusk door, to open? The alignment of the observatory door and the tusk doors provokes much further investigation. For now, let's go back down in the elevator and turn extreme left. See the levers thatwork the elevator mounted on the wall? Pull the levers. The elevator willrise to the top floor again. When you regain the cursor, pan down. See the area under the elevator's various mechanisms. Saavedro has been destroying the works here also. Look at the diagrams in his journal to help solve these puzzles. The Elevator Puzzle 1. Weights (starting left toright)click the left weight twice leave the center weight alone click the right weight twice?. CrankFlip the first two bolts so their threadedends are pointing left Leave the third one alone. Don't move it. But, leave it positioned where you can see it through the opening.3. SwitchJust pull the rod toward you.4. GearsTurn the gears until the tooth on the lowergear and the hole on the upper gear line up. Climb aboard and rise tothe top. Click the door handle and watch the cutscene where Saavedro uses a linking book to guickly escape your intrusion. The cage spins out of sight down below. Turn right and open the elevator door. Step out of theelevator. Turn right around the balcony and pickup more pages from Saavedro's journal on the floor near the wall. Continuearound the balcony and pickup more pages from Saavedro was standing. See the blue button on your left there, blue button on your left there are a the spot where Saavedro's journal on the floor near the wall. above the cage? Press it to seean opening of colored lights from the half domes on the walls. This is followed by a cutscene of a message from Atrus to his sons, which has been contaminated and claimed as his own forum by Saavedro. Saavedro admonishes you to find three important symbols that will allow you to access the cage and the Releeshanlinking book. After the cutscene, go look through the viewers.Look through the viewer closest to whereyou are standing, to the right of the blue button pedestal. You will see the symbol for the viewer closest to whereyou are standing, to the right of the blue button pedestal. and right until you can see the Voltaic symbol on the tuskabove the canopied door. Using the left handle for focus, align the four tiny marbles around the viewer must be positioned as follows: VoltaicCodeouter marble is about half way between the 6 o'clock position. the rim. the second marble is at the 3 o'clock position. Be sure to make a note of the positioning of the marbles. This is the first of the three puzzles you must solve and these marble codes are critical to your progression in the game. When you have completed the Voltaic viewer, move to your left and pull the lever on the right side of the elevator, sendingit back down to ground level. Continue moving left to the Amateria viewerand repeat the process you used with the Voltaic viewer. When you havecompleted the code identification process here and noted the position of the four marbles, i.e., captured the second code, move to the third andlast, Edanna, viewer and finish the final code identification. AmateriaCodeouter marble at 6 o'clock. inner marble at 9 o'clock. EdannaCodeouter marble between 10:30 and 12 o'clock. second marble between 7:30 and 9 o'clock. third marble at 6 o'clock. third marble at 6 o'clock. third marble at 6 o'clock. on the high walkway. Looks familiar doesn't it? It's just been guitea long time since the first time you stood here to watch Saavedro paceabout inside the observatory. Go to the end of the walkway and godown the ladder to the walkway below and then on to the beach. Walk toyour right until you come to the lighted yellow reflector pedestal.RainbowPrism PuzzleNote: The process of setting up thereflected light system to establish a prism color array at the Voltaictusk would have been much simpler for you if Saavedro had not broken one of the reflectors. It's important here for you to writedown the color order of the reflector pedestals as you visit eachone and establish their settings. At the yellow reflector, set it so youcan see the blue reflector across the blue reflector, off to the stepping stones and go up the stoneslab past the purple reflector and down some steps. Go over two walkwaystogether and climb rock steps to the left on the other side. Continue upto get to the red reflector. Turn it once and check to see the red reflector. clear across the chasm again. Go back down, across the two walkways and climb up the rocks to the fork in the stairs. Go left. Climb up to the second yellow reflector. Turn it once. This willsend the light beam to the red projector at just the point where you enteredJ'nanin and began to chase the elusive thief, Saavedro. Go down the rock slab and cross under thewalkway on the stones. Go right and use the rock slab and cross under thewalkway on the stones. Go right and use the rock slab and cross under thewalkway on the stones. Go right and use the rock slab and cross under thewalkway on the stones. come to rest on the prism deviceestablished in front of the entry to the Voltaic tusk. Go back down to the beach. Go right andforward up the path until you reach the stairs. Go down a few steps to the fork and then go up left to the plateau of the Voltaic tusk. Look at the array of lights created by the prism device. There are all the colors you visited. Do you recall allthe colors in order? If you didn't write them down, the proper order is: yellowbluegreenredyellowpurplered The door to the Voltaiclining book tucked away safely inside. Pan down and press the button on the column in front of you. Did you write down the marble code from the viewer exercise in the top of the observatory? The solution is a pageor two back, if you didn't. Once you place the marbles correctly, press the middle button. The cage will descend with the Voltaic linking book. Click on it to open it and click on the picture to be transported to the beautiful and mysterious Voltaic Age. Chapter Three The Voltaic Age: Age of Energy Where the J'nanin Age symbolized a learning of lessons, the Voltaic Age is one of the three element ages revealed at J'nanin in Atrus' journal. The Nature Age of DynamicForces. And, Edanna: The Nature Age of DynamicForces. And by the set of DynamicForces. And Saavedro) and return the symbol to J'nanin. When you arrive in the Voltaic Age, you are facing a small circular rock building set atop a little island. Go forward and left along the walkway. Turn right to see the hatch of what appears to house some sort of power supply, maybe. Try the hatch lock withno luck. Turn left to see a winged metal object (modern ina small side area. Go to it and open it. This winged sculpture houses yourticket back to J'nanin. It's the J'nanin linking book. At least you knowyou can get back there at any time you want to.Go back to the little circular intersectionand go right out to the pier. Look back over your head to the route of the main power cable and examine the various structures apparently created to generate electromagnetic power. In addition to finding the proper symboland more journal pages, it appears that you will need to establish a functional power is the requisite task. Go back to the little intersection, around the building to the right and across the walkway to briefly explore the chasm of the main island. When you pass through the cliff side, keep going on down the walkway to briefly explore the chasm and the various structure erected in it. The whole scenario will make more sense to youif you do this first. Walk along to the tube like structure erected in it. on the right. Walk past it to the intersection and go right. Follow the semicircular path to end up facing a small metal elevator, housed inside the tube. Turn around and try the lever on your left. But, you willfind that the elevator is not functional yet either. Step back out and look down to view some of the various levels and walkway erected here. Go left again to the intersection where you came down to the elevator. Go right. Look at the huge round wheel mechanism to the right of the walkwayand the scaffolding suspended across the top of the chasm. Could that besome kind of track? Turn back left and walk along past the big wheel. Lookright to see what appears to be an air ship. Look at the walkway off to the right. Go down the ladder, across the walkway to another cylindrical platform. These are the controls for the air needed to inflate the walkway has suffered greatly under the hands of Saavedro. Youcan't get out there. Go back up the walkway past the bigwheel and climb the ladder to get back on top where you started. There is much to see and there are many levels to explore. Remember that passageway off to theright you passed on your way into the chasm area? Let's take a look downthere now. Go back past the elevator to the big crack in the canyon wall. As you approach the exit, that leads back to the little island, turn leftand enter the copper colored, lighted tunnel. As you follow the walkway, keep an eye out for more pages from Saavedro's journal. When you reach the intersection youwill see a door (metal hatch) off to your left. Go forward to the view window to see the variousmechanisms required to inflate the air ship with hot air. Notice how hotit is in here. NOTE: If you have not already been up the maintenance ladder, to the left of the elevator where the round gauges are, and haveaccessed this room through the ventilation ducts, you will not be ableto open the door. Its optionalbut not necessary, to investigate this control room at this point. You can check out the red knobbed controlhandle on the pedestal in front of you, and move the mechanisms arounda bit. You might note that the center of this pedestal has been jammed with some sort of pin. Saavedro's work again, no doubt. Turn around, and walk around the ladderto go down under the control room. Walk forward and open the viewer tosee that this chamber contains molten lava. This has to be where the hotair comes from for the air ship. Go back up into the control room andgo forward once toward the window. Look up. This must be a ventilator shaft of the viewer tosee that this chamber contains molten lava. checked out another area and maybe startto get a few things accomplished here.Leave the control room, using the redhandled door. Walk forward and take the new route down the blue tunnel. The Water Wheel PuzzleThis new path leads to the main powerplant. Just before you go up the steps, in the lighted rock chamber, turnright and look at the green diagram on the tunnel wall. The symbols representvarious places, or structures, in the Voltaic Age. The black lines between the symbol is the little island. the three in the middle, left to right, are the water wheel, the electromagnetic chamber and the walkway elevator. the lowest symbol represents the magnet. You can make a note of the symbols and their use if you like. But its not really moving water by now. The hatch won't open until power is restored. But, note this one's similarity to the one on the little island where you came in.Turn to you right and look down. There's a gate right behind that coppercolored tube with the ladder. Go look. The tube is full of water, but obviously the ladder indicates that this circumstance can be changed.Turn to the right and go back down the tunnel to the small intersection at the base of the steps. Turn right controls the ladder. You are in the control wheels have been severely damagedand is inoperable. Saavedro has been here too. The red wheel on the right controls the gate, however. So you can control the gate's operation. Turn the wheel area. The water wheel area. The water wheel is thathuge, horizontally seated cylinder you are looking at. The brokencontrol wheel manipulates the inner workings of the water wheel is thathuge, horizontally seated cylinder you are looking at. left.Go back over to the area where you saw the waterfall. Wow, what a drasticchange in the view! The sluice gate is now in a totally different positionand water has been directed under the wheel again.) At the bottom of the ladder, turn aroundand press the big red button. You are looking at a huge gear assembly. The gear must be used with the water wheel gear, to turn it. This actionproduces electricity for the entire island. Click on the crank on the leftside of the gear to reengage it. Saavedro has released it so it doesn'twork. When it is raised into place again, climb back up the ladder. Go back down the tunnel. Stop just beforeyou get to the stairs and turn right. You should see a broken window in the view port, with some sort of mechanism visible beyond it. This is the manual way to get around the fact that Saavedrosabotaged the second wheel in the control room. The power is now on from the water wheelto the electromagnetic chamber. Note that the turning of the water wheel and the chamber is lit.Go back up the stairs and down the vibratingtunnel. Look down to see a view of the water wheel turning under the platform. And, the circular top of the gear is turning at your feet, right in frontof the chamber. Turn to the right and click on the viewer controls (the black portal) tosee another cut scene of Saavedro blaming Atrus for not better supervisinghis errant sons, Sirrus and Achenar. Turn right after the cutscene andgo on down the tunnel with the off set stepping stones. The Circuit Cylinder PuzzleAt the end of this tunnel, you willenter another large area with a huge, squatting cylinder in the center. Proceed down the ladder and look up to see the D'ni number 1 on the panelabove you. Walk around the cylinder, left or right, to see four other panels with the D'ni number 2, 3, 4, and 5. Back at the first panel, you will see hot spot between the two cross bars below the D'ni number. Click on it. This is an aperture One of five. You must line up the disconnected circuits, beginning with the permanently fixed ones at the top and bottom. Therecan be no gaps in the connections. When you have created perfectly joinedcircuitry in all five panels, electricity will jump from the cylinder to the constant of the connections. When you have created perfectly joinedcircuitry in all five panels, electricity will jump from the cylinder to the connections. using different methods. The two methods I found easiest would probably be todo one complete panel at a time. Or, you could establish all the top moveable circuits first, then all the middle, and then all the bottom. When you get it right, all five panels of the cylinder will close. Anyway you decide to complete the puzzle, its not difficult and once you have all the circuits intact, go back up the ladder where you came into the chamber and watch the arcing electricity on the floor in frontof the D'ni number 3 panel.Read Saavedro's journal periodically, to keep up to date with his twisted response to the tragedy at Narayan.Who could help but be traumatized after what happened to his home and family?Go back to the ladder and make yourway through the tunnel with the off set stepping stones to the chamberahead. Turn left and go up the ladder and out through the hatch. Makessense to check the power flow diagram again now, to see if you have everythingrunning smoothly. Go on down the steps and turn left. Darn. There's onestructure which still has no electric power; the little island. Turn right and continue down the tunnel. At the intersection, where you see the red handled hatch on your right, go left instead and continue on up to a blank wall. Turn left and go outto the little island. You can see the water wheel turning now, from theend of the pier. But, it seems the hatch door on the building is stilllocked tight. Maybe we can now do something with the air ship back in thechasm. You know that the elevator should be working now. Go back into the canyon and take theright path at the intersection. Go to the little elevator and get in. Pullthe lever in the cage at the end. Ah, so now you see what it's for. The entire wheel opens like a fan for the air ship to pass through the elaborate doors. It's a sort of hangar arrangement. Go back up in the elevator and on tothe main pathway. Turn right at the intersection, and go all the way tothe end. Look down right and descend the ladder. Go back to the controls. Still nothing. Turn to look at the broken walkway which apparently and turn right at the intersection, and go all the way tothe end. Look down right and descend the ladder. provided the routeto access the air ship. Turn to your right and see a metal ladder. Go forwardup the ladder three times. Turn and get off into the bucket shaped cageahead of you. Look down on the grilled flooring to find more of Saavedro'sjournal notes. Come up and turn around to see a gianthatch. Open it and go through to the brightly lit chasm side. Walk across the long track or pipe. (Hopefully, you aren't afraid of heights.) Go through the next hatch at the end of the pipe and to the right. It's very darkin here after the hatch closes. But, just go forward until you can't anymoreand then turn around. Go back one click and look down. Click on the grateand drop down on the floor of the control room for producing hot air. Thisis a familiar place. Turn around and go down the ladder. Look at the molten lava again through the viewer. You'll need to open thisdoor, but not just now, obviously. It would be just a tiny bit lethal. Go back up to the control room in frontof the window. has also sabotaged these controls by pounding a metal pin into the center. But, it is still partially operational. The Molten Lava PuzzleNote: If you click again, toward the knob to go, it is still partially operational. The Molten Lava PuzzleNote: If you click again, toward the knob to go, it is still partially operational. The Molten Lava PuzzleNote: If you click again, toward the knob to go, it is still partially operational. will swing around the entirecircle freely. Otherwise, it can be extremely stubborn. Move the knob up and around, counterclockwise, and returning to its original position. You willsee the gears moving through the control room window. Go back down the ladder and use the handle beside the view on the molten lava hatch to openit. If you are successful, it will open to establish that you used thered knob on the pedestal correctly. If there's still lava in the chamber, go back up and try again. Open the hatch and enter. Turn leftand go forward through the railings where you see a red knobbed pedestallike the one in the control room. Only this one is completely intact. Move the red knob in a clockwise direction, so the platform rises. The move the knob again so that it is positioned to pass through the middle slot. Let go of it and watch the gear, up toyour right, go over your head and lock on to the larger gear to the left. Swing right and look at the apocalyptic painting on the wall. More of thetalented, but tortured, Saavedro's work. Well, what now? Nothing more is happening. Try the red knob again. But look, you can go forward past the pedestalnow and turn on the fan. See the red glow in the circular panel ahead ofyou? Turn on the fan. Then, return to the control pedestal. After all, you can't go anywhere else right now. At the pedestal, lower theplatform a bit, by moving the red knob clockwise around the center. The fan is turning. Now, move the redknob again to the right, to reposition that first overhead gear back overon the right side in front of the painting. Then pull the red knob counterclockwiseto move the platform to floor level and simultaneously drain out all themolten lava. The fan is now blowing the hot air necessary to inflate the air ship, but you need to move that overhead gear back overto the left and engage it to complete the process. Pass the red knob backthrough the center of the pedestal. Leave and go back up to the controlroom. At that upper control room pedestal, move the red knob counterclockwise. This action will raise the chamber platform again and allows the lava toflow back in. Now you have turbo hot blowing air. Look up to see the open end of the ventilationshaft. Hop in and skeedaddle out of there. Time to see if you can get theair ship inflated. When you come out of the ventilationshaft, turn right, go forward, left and cross the pipe again to the otherside. Go down through the ladder. Once on the wing shaped platform, turn left to theair ship control panel. The fourth valve, on theright, has been disabled by you know who. You can't fix it. Look down at the pressure are three levels of 4 valves each. This is the bottom level you are standing on. The first three valves should be open (left to right) and emitting hot air. gauge andyour pressure should register at about 10. Going counterclockwise, youwant to establish pressure at 19, where the dotted red line is. That's the air pressure you need to develop to fill the air ship with hot air. Remember the number! Now, it would appear relatively simpleto do this, getting the pressure set at 19. However, there's a rather influentialcaveat here. There are three tiers of valves to work with and the elevatoralso uses hot air to operate. Though not apparent by looking at the gauge, this decreases your accumulated pressure every time you move it. The elevatoris pneumatic. When you see hot air/steam the valveis open and you lose pressure. There's a straightforward way to get they alve puzzle solved. And that's simply to greatly overbuild the pressure at halfway into the right) to raise the elevator uptwo more levels to the top tier. Establish the pressure at halfway into the right to raise the elevator uptwo more levels to the top tier. allthree working valves. 2nd level - close all valves. Top level - close the right valve only. 2nd level - open all three operablevalves the right of the required number 19 mark. Good. Close enough! Swing around and go left forward once. Swing to the right to see a red handled cylinder that looks like an airtank. Turn the handle. You should hear air escaping. Watch as the hot airflows up the hose and inflates the air ship. It loosens from it's moorings and sails forward. Unfortunately, it slams into the closed hangardoors. Well, hopefully there's no damage. And, we sure do know what ournext move is.Pan down and follow the walkway up through the valve control area and on across the walkway, up the ladder, and to the elevator. Get in the elevator and use the lever on your left to go down a level. Get out and go left along the walkway to the upright lever at the end. Pull it.Watch the air ship leave the hangar. The air ship moves forward, pulls the walkway a bit and hesitates there. What are you waiting for? The future calls. Climb aboard! Turn left and pull the handle. Youwill surely be impressed with the air ship ride through the chasm. When the gondola comes to rest opposite the little island. leftand go to the lever at the end of the walkway. Pull the lever. Watch thegondola move forward engaging the walkway and, again, moving it forward. Then, see the little island split in a huge rift all the way around thestone building's new position hoveringabove its foundation. Truly surreal. Get out on the right and go down thewalkway to the hatch (now showing a green light) and open it. Go forward to the shaft and climb down. At the bottom, look down to see a small wheel. Turn the wheel. That's thesymbol for Energy you see floating there before your eyes. You will automaticallycapture it and store it in your inventory. Pan upward, then, to see a hotspot in front of you. Click on it. The doors will open and the J'nanin linking book will be presented. Time to go back to J'nanin with your firstcaptured prize, the Energy symbol. Go over to the blue imager on the observatory platform above the blue button. Remember what Saavedro said about finding the three hidden symbols? Wonder what he'd say now that you have the energy symbol? Place the symbol from your inventory on the imager. It will cause the energy symbols? Wonder what he'd say now that you have the energy symbol? Place the symbol from your inventory on the imager. It will cause the symbol from your inventory on the imager. It will cause the symbol from your inventory on the imager. you more about the Lattice Trees of Narayan andthe damage the brothers caused there. Afterward, go outside via the elevatordoor on the high walkway, down the walkway, down the ladder, across the lower walk and take the rock ladder down to the beach. Turnleft. Go under the walk to the stone ramp. Go up the ramp and forward upthe stone steps. At the fork, turn left and go down to the walkway, turn left to see a ladder. Go down the ladder. Stop to enjoy a ride on the purple and yellow "Hearken Fern" to hear amplified sounds from around the chasm. Canyou hear water from the beach near the green house? Get out of the fernand look up at the Barnacle Moss above you and the seemingly unreachabledoor to the Edanna Age tusk. There's no obvious way to climb up there. Turn around, go left past the fern and climb the ladder dowr to the beach. Go straight across the stepping stonesand over to the cute, little Squee's tent. Turn right and click on thespiky plant in the water in front of you, to flatten it. Then, turn backleft and click on thespiky plant in the water in front of you, to flatten it. Then, turn backleft and click on the spiky plant in the water in front of you, to flatten it. Then, turn backleft and click on the spiky plant in the water in front of you, to flatten it. He will use the plant to cross over to the moss. Whenhe runs over there to indulge himself, notice that when he chirps, themoss inflates significantly. Wonder if this process could be usefulup on the cliff side? Let's see if you can use the fern to pick up and amplify those Squee chirps to inflate the moss. its tough) and goback up the ladder and ride the Hearken Fern again. Aim the fern towardSquee. You'll hear him chirping happily away. When you get the fern positionedcorrectly, a cutscene will play showing you your new route to the unreachabledoor. Climb up there, clear to the top, and walk across to the door. Walk across to the pedestal.Input the correct marble code. Retrieve the Edanna Age linking book from the cage.Edanna Codeouter marble at 7 o'clock. The cage will descend. Click on the picture to link to the beautifullyvertical Edanna age!ChapterFour - Edanna: The Nature Age Right off the bat here, remember whatyou are here for. You must find the second of three symbols. In accomplishingthis primary goal, you will discover the plant and animal species in thisage and the interdependencies (symbiosis) between them. Think of Edannaas an inverted 200 foot high tree. All the flowers, foliage, and animals, are on the inside of this tree structure. You open at Edanna's middle level facinga huge, pink flower with what looks likesomething is in the cage, doesn't it? You can't quite get to it. But, youcan click on the pink flower's center to find that it is a magnifying lens. You will see that the linking book back to J'nanin appears to be held organically, and securely, inside. You can only go one direction for now. So, pan right and go along the path through the tunnel you see there. shapedplant. This is a "Corkscrew Cattail." Click on it for a scenic ride to be to of Edanna's uppermost level. Turn right to view the ocean throughan opening. You'll be surprised by a giant, colorful bird carrying somekind of food to it's nest. Walk over for a closer look. Use the pink lensflower to see that the bird is feeding it's cute, little chick. Turn and go down the path where yousee that the cattail is drawing water from an organic basin of collectedwater. Follow the vine up to the bird's nest to see another twisted stick cage. Turn completely aroundagain and go back down to the cattail. Turn left and go through that openingtoward the ocean. Turn left again to see a twisting greenishbough leading upward. Follow its vine on down to the nearby basin, you will see that it swater supply has been used up or has evaporated. Poke that big greenishveined melon thing there. It's definitely full of liquid, probably water. That would make sense, wouldn't it? But, it looks like this particularsymbiotic arrangement needs a bit of your encouragement. Turn right and climb all the way to the top where you see a plant that is obviously a variety of palm. Go righton up to it and press that bluish circular bulb in the center. The palmfronds close up and leap for the sky.Pan down and to the right now, to seewhat they were hiding. It's a second linking book back to J'nanin. Withthat reassurance, turn completely around and go over to the orange andyellow flower on the cliff's edge. This is an Aurora Blossom. Click onit. It's also a variety of lens flower. The palm fronds have been movedaway now, directing sunlight through the flower's lens. Pan around untilyou see the dry basin by the wilted cattail plant below. See that blackscar on the tree just above and right of the basin? It looks like the tree has been burned. This probably gives you an idea on how of quench the thirst of that poor cattail. Well, if not, direct the brillianthot spot from the lens, to the green melon-shaped plant full of water. The water to the cattail and it unfurls, providing a new meansof transportation for you. Leave the close up of the Aurora Blossomand turn around left. Head back down the path to the now available cattail.Climb aboard for a long trip to Edanna's lower level. When you arrive atthe bottom, turn left and start down the big branch toward the little palmtrees you can see. Go three clicks forward. Pan left a bit. Go toward the pink electric sting ray is shocking the roots trailinginto the water, and is eating from them. Turn left and continue down the pathof branches. It's much darker and cooler at this level. At the base of the branch, see another pod-like plant on the right. It looks like thepod or melon on the upper level after the water was drained from it. Goforward and click on it for a close up. Then, click on the reddish growthat the front of the pod. Watch the water come down the vight. You should immediately see more pages fromSaavedro's journal. Pick them up and read the new pages.Keep on going down the tunnel untilyou come to a big branch leading off to the right, and you see a drop offinto the vegetation that looks pretty dangerous. There are some interestinglooking objects across the way. You may hear some creature noises, or bird calls, along the way here also.But, just keep going across the moss to the next limb. Turn right and gointo the lavender lit tunnel ahead of you. Spiraling right, go forward three timesuntil you see a large yellow lighted gourd hanging by vines in front ofyou. Pull the ball on the bottom of the vine. The gourd opened up and providesa great deal of much appreciated light. The leaf behind the gourd now unfurls, providing a new pathway for you to explore. The SqueePuzzleWalk to the end of the vine. Turn completely around tosee a tent structure behind you. Use the vine cursor to swing over there. Visually, follow the rope attached to the top of this tent trap to thesmall pedestal and turn the crank. Thetent will rise. Go forward to the pink fruit and knock one down onto theground. Click on the pink fruit to roll it forward once along the crack. Go back past the pedestal and down the dark tunnel behind it. When you pick yourself up, go 90 degreesright, back into the tunnel. Pan right again and go forward. Pan down the length of the leaf. A cut scene shows you an adorable little Squee, who's come for the pink fruit. Pan down right and see that trapeze handle?Pull it. (If you catch the little Squee, you forgot to roll the fruit forwardin the crack and the Squee will be pathetically crying.)The tent trap should come down besideSquee, scaring him off across the rotten log bridge you came across, withall the moss on it. When Squee squeaks, the moss expands, right? Watchas the log comes apart and Squee runs safely off into the forest with hisprize. Do you suppose that Saavedro placed that rotten log there? It did look a bit out of place here, didn't it? Go down the length of the leaf again (with your back to the Squee trap) where the rotten log was. Click on that hanging vine again. Place the vine cursor over the flat, lighted area aheadof you. Swing over there.Turn left and go down the tunnel toa new area. Walk over to the lighted gourd. Pull the ball hanging downfrom the vine and unfurl the leaf. Don't walk across the leaf yet, though.Instead, the lighted gourd reveals bettervisual access to the lavender lit area to your right. path. Go forwardfive times down the winding path to find a huge Venus Fly Trap to the leftof the path. TheVenus Fly Trap - Bird PuzzleThe poor mother bird is caught in thefly trap. Unless you intervene its croak city for her and probably forher chick. This is your next Edanna test. Turn right and see the triangular openingwhere the ocean is visible. Click four times forward to go through theopening. Turn left and go along the yellow lighted path. Follow the pathdown until you come to another round melon like pod along the path to theright. Go one click beyond it. Turn around. Click on it to go forward andview another round melon like pod along the yellow lighted path. Sirrus and Achenar. Beneath the painting are Saavedro'spalette and paints. Click on the melon pod to inflate inand again, capture the itinerant little pink ray. Step back on the pathsplits in two, around the spikey roots of the carnivorous fly trap plant. Take the left path for now the path. At the bottomof this path, you will see a green lighted area with a huge organic basinlike the ones that water the cattails above. Click on it to bring waterand the little pink ray right on down to this area. Wonder if we loosed the ray to zap those roots, if the fly trap would be shocked enough torelease mother bird? Go one click forward past where youcan see the ray swimming in the pod. Pan down right. Go forward three timesand pan slightly right to see some sort of man made apparatus sitting on a limb. Oh, its another viewer to receive another anguished message from Saavedro. Turn left and continue down the path. See that curled up leaf there to the left and up? But, there's no gourd to light up and unfurl the leaf. Go all the way back up the path. Be sure to carefully follow the huge vine that winds down. Stop when yousee a white orchid hanging to the right of the path. With that white surface, you might be able to get some additional light reflected down in here. If you turn left here, you will seeanother big white orchid and of those Aurora Blossoms across the way. Reflected light must be the answer to this dilemma. Go on down the path once. Clickon the next orchid off to the left. Get a close up view. This flower alsohas a lens. Place the viewer so you can see the leaf across the way. Comeout of the close up. Continue right down clear to the end of the path andstop. You should see bright sun light below you. Turn around to face the back side of another huge, white orchid. Click on the bottom rear of the flower, oron the vine. glow from the second orchid. The light will pulsate when combinedcorrectly. Be sure that you position the left of the big tree limb in front of you in the viewer. Go back up the path to the second orchid tothe left of the big tree limb in front of you in the viewer. Be sure that you position the light on the second orchid tothe left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you in the viewer. Be sure that you position the left of the big tree limb in front of you position the left of the big tree limb in front of you position the left of the big tree limb in front of you position the left of the big tree limb in front of you position the left of the big tree limb in front of you position the big tree limb in front of you position the left o or the leaf will rewinditself. Go back up to Saavedro's painting. Turnaround and take the left side path down to the edge around to the right anddown in the dark, to the now unfurled leaf. Cross the leaf and go up righthrough the glowing mushrooms. At the top, you should see the Aurora Blossom, the ray and basin in the same view. Walk past the blossom and up the steps past the blossom, on your right, and on ahead to the hollowed out log with the lighted mushrooms. Go inside and go forward just once. You can see the ocean through an ovalshaped hole. Pan up a little bit, so you can see that the hole is separated around a large log or branch. Go one click forward. There's another routethrough the log at the right. But, for right now, pan down left and takethat lighted mushroom path down. At the bottom, hop on the leaf and turn left. Go across the leaf, then right up the path. At the basin, continue on goingup toward Saavedro's painting again. When you get there, turn around. Goforward toward that big root again to the right of the spiky fly trap roots. Go down the steps and follow around to the left to the third white orchid (out near the ocean where you firstfound the sunshine). Click on the lens and center it on the first orchidnow, which is just to the right of the big limb you can see in the lens. When you have it right, the pod melon will break open and spill the waterand the pink ray into the basin. The little ray immediately goes to work, shocking the roots of the Venus Fly Trap. Hooray! Mother bird is free. After she flies back to her chick lookthrough the lens again and move the bright light back to the left sideagain to unroll the leaf. You need it. Go back up to the painting. Turn aroundand come down the left path again, to see a close up of the basin and theelectric ray at work. Go down behind the basin and theelectric ray at work. where you heardSaavedro's last message. Continue on down. Cross the leaf to the hollow mushroom log. Climb up to the top and turn around where you want to go next, believe it or not. Follow along this left bearing mushroomlit path, out to where you see the ocean again. Watch for more of Saavedro'sjournal pages in the log. Click on the bee hive looking plant to get anothertrapeze bar cursor. Click to swing straight down to the newest pathway. Follow the path to the right where thetwisted branches look rather like steps. At the top you will find yourselfenveloped by a rather slurpy sounding flower and transported back up to another limb. This is your way back up to the Fly Trap area if you wantto return. To go on down to the swamp, take thetrapeze ride again and for forward down the flat walk to the left of the swamp, take thetrapeze ride again and for forward down the flat walk to the swamp take thetrapeze ride again and for forward down the flat walk to the left of the swamp. lavender area. The Purple Pod Puzzle Look at the huge round seed pod to theright. Go forward five times and turn left to see another path strewn withwhite cup mushrooms. Veer back right and continue up into the dark. At the top of this path you will find another huge white orchid's lens and position it to lock on (pulsate) when you see the two tendrils stand upright (in the bright light) on top of the huge purplepod. Go 9 clicks forward down the path. Lookto your right to see the cupped white mushrooms, marking the entry to theother path you found on the way up. Go 3 clicks forward and stop. Turn rightto see the little insects over the top of an open purple pod. You needto get those insects to fly over to the other seed pod you hopefully justopened with the reflected light. Turn right and go around the side of theseed pod and up to where you see a palm. Push on the bulb at its base tomake it rise up and block the sun from the open pad and the insects below. Now, let's go see if the insects took off for the other pod. Go down the path 4 clicks, bearing right. Well, this seed pod has closed all right, but those stubborn insects arestill hanging out. Turn back left and go on up this path until you reacha long tubular flower laying on the ground with a round hole in its side. Beside it, down left, sits a round mushroom chock full of nasty smellingspores. Turn back right and continue examining mushrooms, going ahead slowly,until you find the biggest one. Click on it to release its insectrepellent spores and watch the little buzzers take off out of there asfast as they can fly.Go back over to the tubular flower with the hole, and hop right inside of it. Go down the length of it and be sure of Saavedro's notes on the way! You will come up inside the seed pod, complete with buzzing insects. Make your way as far up intothe pod as you can get. Then turn and click on the center stalk where youget a hand icon. A huge cloud of purple spores will emit and the motherbird will immediately pay you a visit. She picks up the seed pod, withyou tucked inside. Off you go to her nest. Don't be afraid, she'll notharm you. She's your new best friend.Pan around and down at the base of thepod until you find a place at the left of the birds where you slide outand down a limb. Aha! There's the Edanna symbol you came for! Turn leftand go forward once. See the J'nanin linking book held there? Click onit. Click on the picture to go home to J'nanin and the observatory. Walk around to the imager. Take the Edanna symbol and place it on the imager. Watch it be manipulated, justas the Voltaic symbol was, and neatly stored away in the descending cage. Listen to and watch Saavedro's seeminglyless bitter and much calmer message. One more symbol to go before we goon to Narayan. Remember at the beginning of J'naninwhen you first arrived and moved that big wheel out of the way down in the cave by the water? Leave the observatory, via the elevator and the high walkway. Go down to the tusk beyond the red firemarble projector. Go out to the furthest point on the rocks and down the ladder on the right. Use the wheel to roll it back into the now open linkingbook room at the base of the Amateria tusk. Using the lever click the right lever click the hole. Go down to the little room. Step on the wheel, that has now filled the hole Saavedro created in the floor. Approach the pedestal. Set up marbles in the correct code for Amateria:outer marble at 9:00 o'clock. The cage with the Amateria bookwill descend. Click on it to open it. Click on the picture to link to ChapterFive - Amateria: The Age of Dynamic Forces Wow! this looks like an over the wateroriental amusement park. Surrealistic as all get out, isn't it? And itsgetting dark to boot. What a sunset! One couldn't help but wonder if thisage was created when Sirrus and Achenar were younger; perhaps just forfun. From where you are standing, turn rightto see a large central building with an interestingly shaped pagoda tower. You can't cross the gaps in the bridge here. Turn back left to settle on a hexagonalbox containing 13 white buttons. Approach the box. bridge. But, thatcomes much later. Turn back left to go back to the intersection. Turn rightand go across the bridge. At the interim covered area, turn right to seeyour back up J'nanin linking book. There's another one. Turn back and cross the bridge. Walk through the rock entry and take the very narrow stepsdown to the lower level. Just keep panning down and follow the blue lightsif you aren't sure where to go. At the bottom, go forward four clicksuntil you are facing a yellow fire marble lantern. There's a wooden walkwayover the water on the left, and another path into the building on the right. further into the building. You will see a little elevator off to the left. Get in and look down to pull the lever. Step out on the platformand look at a huge metal chute, you can see massivegears and what might be considered an axle (fulcrum) that rolls back and forth. Pan up left and look at the reddish/orangeball at the top of the track. Examine it closely to see that it looks likeit is made of 3 parts wood and 1 part bluish/green crystal. Now, that shouldstrike a memory bell! Remember those little scales in Saavedro's digs under the elevator is, in the garden house? This ball appears to have been deliberately fashioned of several different pieces. But, you are not able to do muchhere yet. So just consider carefully the ball, the track, the chute andthe sling just under the end of the chute. Before you go down in the elevator, and you're standing inside it, look down to find more of Saavedro's journalpages. Push the lever to go back down to the main level. At the bottom, go to the right and out on the walkway. It hasn't changed much weatherwise, but you will not get drenched, nor struck by lightening. Walk along the wooden bridges around the side of the building to a strange area of small, sectioned ponds containing luminous green water. Keep going and go up on the little platformahead. Pull that long vertical handle on the left. Up you go. Pull thehandle or the right of the control panel to see a mind boggling scene!You will witness the top of the centralcontrol tower detach itself from the building, hover in the air momentarily, and hurdle a perfectly round ball of ice onto the tracks below. You cantell its ice, because it shatters when it doesn't follow the correct path. Do this more than once, because its great fun. And, also so you can seehow the orangish ball interacts with the ice ball to balance the metalchute as the ice ball attempts to pass through on the left end to let the ice ball pass through the chute and onto the tracks unharmed. You can move the three center leversto position the fulcrum/axle in three different spots. Experiment with the levers and the ice ball to see what difference the positioning makes. Then, look up very closely at the orangishbalance ball on the right. Now you can see nothing but wooden sections, right? We already know that one crystal ball is the same weight as fourwooden balls. And 1 metal ball is the same weight as 4 crystal balls. So, the crystal part of the balance ball weighs identically with four woodenparts. The balance ball has seven wood pieces and one crystal piece. So, the crystal piece of wood, see? 7 wood + 4 (equivalent weight) crystal totals 11. Although fashioned of differentmaterials it carries the weight required for the task and it is perfectlyround.....think about this. For example: A ball made entirely of crystal would be too heavy.Well, enough of all that right now.I have a headache. Let's go do something helpful. Use the longlever on the left to descend to the ground.When you arrive, turn left and continuealong the edge of the green pond area to the small building with the purpleroof.When you get to the entry of the littlebuilding, go inside through the double sliding doors and swing left. Go forward to view the weighing and cutting room where the balls are fashioned for the counterweight mechanism. However, Saavedro has been in heretoo, the scoundrel! There are fragments of wood, metal and crystalscattered on the floor beneath the counterweight. TheWeight and Fulcrum PuzzleIn order to balance ball for the counterweight. ball that is already begun is half wood. So, that is 4 wood, right? Youneed 22 total weight. So, add two more wood wedges (just click anddrag) and one metal wedges are darker. When you move the two wood andone metal wedges over to the counterweight, you will not have a round ball.But, you have established the necessary weight required.Go back out to the control pedestal.Use the lever on the right side. If your calculationsare correct, the new ice ball will successfully make its way down the track, over the metal chute, down the track on the other side and back to thetower, intact. You'll see a cut scene of a bridge being raised upon that interesting little off shore structure you couldn't reach backat the beginning of Amateria. Also, the two doors that descend to cover the control panel have the code you need for the hexagonal puzzlecontrolling the bridges to the central tower. Be sure to carefullyrecord the code pattern on the top of the panel and note the border coloris yellow! Go back down from the control towerhere and right, down the water and back into the stonebuilding. Go right and forward up the steps to the second level. Go back down from the control towerhere and right, down the water and back into the stonebuilding. tower.Go forward once. Turn left. Use the code you just received when yousolved the Weight and Fulcrum Puzzle to press the buttons in the hexagonalbox. If you got it right, when you leave the close up, the first section of the bridge to the central tower willsnap into place. But, wait, you can only go across one of three gaps. There are two more code boxes and, obviously, two more puzzles to solve. That was just a test of your ability to record the codes. Wehave a bit more exploring and work to do before we can enter the centralbuilding. Go back to the stone building, go down the stairs and back to the right at the fork. Go past the elevator. Keep going down the tunnel with an elevated platform for him to work from. Keep going out of this room and into the area beyond that looks. You will enter a quiet pool area, inside cave like room, with another bizarre painting of Sirrus and Achenar, by Saavedro, complete with an elevated platform for him to work from. Keep going out of this room and into the area beyond that looks like theburned skeleton of a ship, or maybe a whale. Go on through, jumping from one outcropping to the next, until you can climb up to the track, bearing left. TheSonic Ring PuzzleWalk through the pagoda shaped terminal there and out to a big, hairpin curve in the track. Wow! There's huge vibrating circle here. Its a sonic field of some kind. Don't go through it yet. Go straight ahead to the ramp off to theside. Turn right to see a little control switch. Go in close. Turn the hand to the 10 o'clock position. Notice the difference in thesound of the vibration from the sonic ring. Note: In order to successfully solve the puzzle, the sonic rings must be set in sequential order, no matterwhich ring you start with.Go back and walk right through the field inside the ring. Cool! Go down through that little tunnel under the ring and follow the track up through another terminal. Set this one for 12 o'clock. Step back through the ring and follow the track up through another terminal. It's another hair pin curve.Go out to the ramp on the left, past the sonic ring, to the switch on thepost. Set this one to the 2 o'clock position.Go back through the one in the middle. Go on up the curving track to thefourth sonic ring. Go through it and right, on the ramp, for access to the switch. Set this one to 4 o'clock. Then, go along the track upward and through to the tack the way you came to the terminal. Stop in the middle and turn left view the central building. Turn back. Go forward twice and thengo down right across the black skeletal remnants and into the pool areawhere Saavedro's painting is. Go through the area and just outside, turn left and go up the ladder on the side of the wall. Go along the track to the control platform on the left. Pull that tall handleto the extreme left to raise the platform. Pull the lever at the left to release another ice ball. You will enjoy seeing the ball pass gracefully through its cycle, it momentarily turns each sonic ring off, according to the sequence in which you have set the switches. So, the ring that is set in the 10 o'clock position turns off momentarily, then the one in the 12 o'clock position, etc. This allows the ice ballto pass through them, one at a time, unharmed. Afterward, you will see that there's new pattern embossed there and it has a lovely blue border! Areyou recording it? Turn left and use the lever to comeback down. Turn and go back up where the ladder awaits yourreturn. Go back through the pool area, across the skeleton and upagain on the tracks. Go left to the terminal. Stand in the centerand go extreme right. Keep following the track until you must stopover a pool of hexagonal basins. Very cool. Step on the mosscovered pillars and go along until you see a gate made of stickson your left. Pop in there and find another control platform. Use the lever at left to go to the top. The Pagoda Pinball PuzzleYour assignment here, "should you chooseto accept it," is to set up a pattern so the ice ball ends up at the rightside of the wheel out there, in the top left available position. The wheel must land in a ring that has a bottom, or it will fall rightthrough into the sea. Use the red pegs on the holes in thetwo wheel controls to establish the correct pattern. Note that one of the holes in the top left available position. The wheel must land in a ring that has a bottom, or it will fall rightthrough into the sea. Use the red pegs on the holes in the top left available position. The wheel must land in a ring that has a bottom, or it will fall rightthrough into the sea. Use the red pegs on the holes in the top left available position. The wheel must land in a ring that has a bottom, or it will fall rightthrough into the sea. Use the red pegs on the holes in the top left available position. 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The wheel must land in a ring that has a bottom of the holes in the this a few times for practice, tosee how the mechanism works. Pull the lever below the wheels, horizontallyto the right, to literally "get the ball rolling!"Solution:Left WheelPlace two of the red pegs in the 120'clock (just right of the broken peg) and 2 o'clock positions. Right WheelPlace the last peg in the 10 o'clockpositionWhen you are successful, you will see the ice ball enter the central building, as did the others, and another (last) bridge to the off shore structure is complete. Look at the top of the now closedpanel. Record the hexagon codes on thetop of the control panel doors, and the corresponding colors.) Use the tall left lever to descend. Turn left before you exit the gate. Bo key pillars and up on the tracks. Go right through the sonic ring. Go to the terminal and turn extreme left to face the central building. Go forwardand turn right to climb down onto the black skeleton. Go through the pool area and down the blue lighted tunnel. Go up the stairs, left at the fork, and out of the building. Go out the door and acrossboth bridges. Turn left. Go forward. Turn left to face the finalpush to solve the.... TheCentral Tower Bridge PuzzleKey in the first panel code (yellowborder) from the Sonic Ring Puzzle. Go across the first bridge. Turnleft and input the (green border) code from the Pagoda Pinball Puzzle. If you are correct, you will be ableto open the round door on the central tower. Step inside to be impressed with the sudden appearance of a mechanically operated stairway. Go up the stairs and look down to see the four doors providing passage for the iceballs through the tower. Walk forward and click on the purple suspended chair below to gain access to the viewer. Be patient through another sad monolog from Saavedro.When he is finished (are you ready for this?) reach up and pull the leverabove your head.You are in the ice ball's position.But, you are in no peril. You have one more puzzle to solve up here.When the puzzle for this?) reach up and pull the leverabove your head.You are in the ice ball's position.But, you are in the have completed) as follows: Yellow: Weight and Fulcrum PuzzleBlue: Sonic Ring PuzzleGreen: Pagoda Pinball Puzzle configurations thatyou have already established. If you solve the puzzle, the threebridges you saw in cutscenes after you solved the yellow, blue and greenpuzzles, will rise from the water and remain stationary at the appropriate critical moment. When the bridges are stabilized you will be ableto get to the Off shore Structure (red). The Central Tower Turntable PuzzleOkay, let's go for it. Click on the control panel for a closeup. Number the circular buttons from top left to bottom right:123456789Look at the red, yellow, blue and greenindicator on the sides of the panel. That shows where the ice balls startand exit the tracks. You need to establish a path out to the red structure. Starting with track button number two (top middle)you must build a route from the entrance to the red structure backwardsto the exit point of the other colors. When you get it right, the ice ball can roll from blue, through green, to red. When you think you have it all set up, push the blue button in the towerover your head. Try it a few times...try it many times. You can do it. If you get frustrated, here is the solution: Click #2 onceClick #7 onceClick #5 twice (middle)Click #3 onceClick #8 oncePress the blue button up top side.You are about to find yourself insidean ice ball. Is this incredible, or what? You personallymake the jaw dropping, awesome trip around the entire array of tracks inAmateria. It's worth every second of hair pulling puzzle annoyanceyou have been through so far! See the beautiful Dynamic Forces symbol and place it on the viewer. You will see the cage appear below you and, this time somethingdifferent, a little bridge to the open cage. Atrus will speak toyou again, in a cut scene, as though he were bidding Sirrus and Achenarfarewell on their first trip to Narayan. Go down across the little bridge to the cage and click on the point of your EXILE sojourn will begin under water. ChapterSix - Narayan: The Balance Age You are facing a set of stairs. Before going up the stairs, turn right and examine the words and symbols is very familiar) on the red tapestries. Also notice a maze of what likely is electrical conduit all over the floorin huge looping circles. It looks more like tree roots. Go back to and up the stairs. Try the little metal hatch on a pedestal to your left. What is that? It won't open. Go left and then turn right to examine the blue bubblein a lighted doorway. This is some kind of force field and it's activated. Turn left, go forward and try the round hatch on a pedestal. Nothing will happen here either. Turn right and go forward again, to standin front of a gate where you can see a large gondola suspended from anoverhead cable. You can't open the gate either. You don't suppose there is a power shortage in Narayan too!:) Turn right and go up the metal stairwayyou can see off in the left corner. As you turn and step forwardtoward the tower, Saavedro will emerge. Yikes! Has he now goneso totally bonkers that he is dressing in the tapestries?He's very angry that you aren't Atrus, that's for sure. Next, he is chastising himself for being so stupid.He's left the J'nanin linking book behind too, and he goes on to tell youthat you are stuck here for eternity. However, he says that if youare lucky enough to figure out a way out of Naravan, be careful about thelinking books because .... "the doors they open don't close behind you, "Look down, You are standing on power generator. That's pretty obvious, Now, pan around untilyou see the controls with a now familiar red handle. Turn it once to hear the generator power up. Nice sound. That was simple enough. Not like the Voltaic Age, for sure.You can examine other areas up here.Is that a huge species of marine plant towering above the platform?Maybe that's part of a Lattice Tree that Saavedro talks about in his journal.It might make you think that all the strange looking conduit might reallybe Lattice Tree that Saavedro talks about in his journal.It might make you think that all the strange looking conduit might reallybe Lattice Tree that Saavedro talks about in his journal.It might make you think that all the strange looking conduit might reallybe Lattice Tree that Saavedro talks about in his journal.It might make you think that all the strange looking conduit might reallybe Lattice Tree that Saavedro talks about in his journal.It might make you think that all the strange looking conduit might need to see the beginning of the tower tower tower to see the tower towe the gondola route. Go back down the stairs and over tothe switching pedestal that stands between the other two, that have openinghatches. Follow the conduit to the right. Go over there and over to the left. Walk over to the left. hatch. Open it. Notethat it has three active circles, one for each age you visited, where youfound the appropriate symbols PuzzleThe Age Symbols PuzzleThe symbols that you got fromeach of the three ages. Find the words that correspond with eachsign. Here's the problem; Saavedro has not revealed the entire setof four signs are missing. Or, in other words, two signs are missing on eachof the three ages symbols. The signs are all in Atrus journal asan integral part of his long monolog on the premise behind the creation of each age. From Atrus' journal: (four signs/words each age) Edanna: 1. Nature 2. Encourages 3. Mutual 4. Dependence Voltaic: 1. Energy 2. Powers 3. Future 4. Motion Amateria: 1. Dynamic 2. Forces 3. Spur 4. Change With the information you have, you can complete the entire symbol for each age in accordancewith the three wheels inside the puzzle. You need four signs foreach of the three wheels. The signs you have, remember, only supplytwo of the four needed. Starting with Edanna: You have the signs for NATURE and ENCOURAGE. You need two more words, MUTUAL and DEPENDENCE. Find those two words and carefully copy the sign for each word.For Voltaic:You have the signs for FUTUREand MOTION.Find and carefully draw the signs for ENERGY and POWER.For Amateria:You have the signs for ENERGY and POWER.For Amateria:You have the signs for ENERGY and CHANGE, Find and draw the signs for ENERGY and POWER.For Amateria:You have the signs for ENERGY and POWER.For Amateria:You have the signs for ENERGY and CHANGE, Find and draw the signs for ENERGY and POWER.For Amateria:You have the signs for ENERGY and POWER.For Amateria:You have the signs for ENERGY and CHANGE, Find and draw the signs for ENERGY and POWER.For Amateria:You have the signs for ENERGY and POWER.For Amateri three ages in the exact word sequence from Atrus' journalshown above. Now, go back tothe hatch and attack that puzzle! You can complete each of the threesymbols in any order. Put the first word in the upper circle of eachwheel and work clockwise! I started withEdanna at the top circle. Input clockwise, the signs for Nature, Encourage, Mutual and Dependence around the circle to complete the requirements for that age symbol. Below right, inputclockwise the Amateria symbol with the signs for Energy, Power, Future, and Motion. Below left, inputclockwise the Amateria symbol with the signs for Energy, Power, Future, and Motion. Below right, inputclockwise the Symbol with the signs for Energy. light up. Whenyou complete all three wheels correctly, the hatch will close and the forcefield off to the left will be shut down.Okay, you haveestablished the power to the switching lever and pull it to the right. Go back to the hatch at the far right of the room. Open it and note thatyou now have power. But wait, what to input here? Oh yes. Rememberthere was a fourth age:Balance(d) System(s)Stimulate CivilizationWe have four more signs to decipher. Leave the puzzle.Go back and take a look at the tapestries again. Find the word CIVILIZATION and draw its sign. On looking furtherfor the words Balance, Systems and Stimulate, you will find they are notthere. Go back to the switching lever and pull it to the left. Turn around and exit the room where the force field has again disappeared. Go left and down the stairs to find more tapestries. Find the wordSYSTEM(S) and record its sign. Find the word BALANCE(D) and record its sign. And, lastly, find the word STIMULATE and record its sign. You have themail now. Return up the stairs to the main level. Pull the switchinglever to the right again. Go to the little hatch and input the signs in clockwise sequence from the top: Balance, System, Stimulate. Civilization. You will see adisturbing cutscene where you are given an ultimatum by the devious Saavedro. As soon as he is finished here inNaravan. You have turned on all the power. And, your ticket home(Tomahna) is the linking book sitting right downstairs on the podium. However, you need the Releeshan linking book Saavedro stole in the firstplace. You don't want him left here with an opportunity to reachTomahna. And, you don't want to go back to Atrus and Catherine empty handeddo you? Remember what Saavedro said about the doors being left openbehind you? What about his potential access to Atrus, Catherine andbaby Yeesha?1. You can immediately pull the switchinglever. If you do this, Saavedro will prove himself to be the lyinglout that he has been so far. He will toss the Releeshan book awayinto limbo, jump into the gondola and take off. This leaves you strandedtill infinity and beyond!2. You can follow him out to the gondolaarea where he waits. But, if you are out there too long Saavedrowill drop the Releeshan book and go after you. If you go out again, you will get thesame reaction but no hammer this time. If you try a third time: Lookout immediately!3. Here's the best scenario: Runupstairs and throw the power switch on the main generator. Both of the force fields (gate too) will close, trapping Saavedro outside of the control room.Come back down the stairs. FaceSaavedro through the gate. He'll finally give the Releeshan bookback to you, trying to bargain for his freedom. Is he pathetic orwhat? He can't go anywhere without power and he can't come back inthe control room.Here's your chance. Turn aroundand set the switching lever to the right. Of course it won't do anythingyet, because the main power is shut off. Go quickly back up the stairsand turn the generator back on. This will activate the gondola and a grateful, happily waving Saavedro will bid you adieu, hop in the generator back on. This will activate the generator back on. are alive, "including his beloved family. After he sails away, go back down thestairs, turn the switching lever to the left to open it and return to a relieved and happy Catherine and Atrus, as

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