

USER'S MANUAL



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RIVEN  
THE SEQUEL TO MYST™

# RIVEN®

## THE SEQUEL TO MYST®

### User's Manual



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*Perhaps you remember your last conversation with Atrus - as he sat in that ancient room, constantly writing into the volume that lay before him. He spoke to you, even pleaded with you, regarding his sons, but still, his mind seemed occupied by something else, burdened. He was struggling with a tremendous weight, and he even spoke of a greater foe ...*

### MESSAGE FROM THE CREATORS

Well, here we are again. For some of you this will be a new journey, for others it is just a continuation after a brief hiatus. Either way, what you are about to experience is the culmination of our blood, sweat and tears over the last four years (OK, maybe not blood).

**Riven** was designed to be an immersive experience. So, shut the door, turn down the lights, turn up the sound, sit in a comfortable chair, and let yourself be drawn into the world of **Riven**.

And, for goodness sake, use a pair of headphones or a good pair of speakers!

Sincerely,

*The Riven Development Team*

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## GETTING STARTED



### WINDOWS® CD-ROM SYSTEM REQUIREMENTS \*

- Windows 95 required
- 100MHz Pentium® or faster
- 16MB RAM
- Minimum 75MB hard disk space
- 4X CD-ROM drive or faster
- 640X480 display, High Colour
- Windows compatible sound device
- Video and sound cards compatible with DirectX\*\*

### \*SYSTEM CONFIGURATION:

May require minor adjustments to the configuration of your operating system, additional hard disk space, and/or updates to the hardware component drivers.

\*\*If you experience problems with the installation or compatibility of DirectX on your computer, please consult the hardware manufacturer of your video or sound card for the latest drivers compatible with DirectX. You may also want to check Microsoft's Web page for more information.

## WINDOWS 95 INSTALLATION INSTRUCTIONS

### TO INSTALL

- Begin at the Windows 95 desktop.
- Insert **Riven1** disc into your CD-ROM drive.
- The **Riven** Startup window should appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the **Riven** Startup window does not appear automatically on screen, you can install the program manually:

- Click the **Start** button on the taskbar and choose **Run**.
- Type **D:\SETUP.EXE** in the line labelled **Open**. (If your CD-ROM drive uses a letter other than **D**, substitute that letter for **D**).
- Click the **OK** button and follow the on-screen instructions to install **Riven**.

### TO PLAY

After successfully installing the program, click the **Run** button at the **Riven** Startup window to start the program. The **Riven** Startup window will usually appear each time the **Riven1** disc is inserted into the CD-ROM drive.



If the **Riven** Startup window does not appear automatically on screen:

- Begin at the Windows 95 desktop.
- Click the **Start** button, point to **Programs**, and then **Riven**.
- Click the **Riven** menu item to start the program.

### TO REMOVE

If you need to remove **Riven**, begin at the Windows 95 desktop. Click the **Start** button, point to **Settings**, and then click **Control Panel**. Double-click the **Add/Remove Programs** icon. Click the **Install/Uninstall** tab and select **Riven** from the list of programs. Click the **Add/Remove...** button and then click the **Yes** button to remove the program.



## MACINTOSH® CD-ROM SYSTEM REQUIREMENTS\*

- Mac™ OS required
- System 7.5 or higher
- 90MHz PowerPC or faster
- 9MB RAM free
- Minimum 65MB hard disk space
- 4X CD-ROM drive or faster required
- 640X480 display, thousands of colours



### \*SYSTEM CONFIGURATION:

May require minor adjustments to the configuration of your operating system, additional hard disk space, and/or updates to the hardware component drivers.

### MAC™ OS INSTALLATION INSTRUCTIONS

Insert the **Riven1** disc into your CD-ROM drive. Double-click the **Riven1** disc icon, then double-click the **Riven Installer** icon to launch the install program. Click the **Continue** button to view the ReadMe file. When you have finished viewing the ReadMe file, click the **Continue** button again. Make sure the pull-down menu in the upper left corner of the **Riven Installer** window is set to **Easy Install**. Select the hard disk where you would like **Riven** to be installed by clicking the **Switch Disk** button until the correct hard disk is displayed. Click the **Install** button. Restart your computer when the installation is finished.

### TO PLAY

To play **Riven**, locate the **Riven Folder** on your hard drive, double-click the folder to open it, then double-click the icon labelled **Riven** to launch the application.

### TO REMOVE

If you need to remove **Riven**, just drag the **Riven Folder** into the Trash and empty the Trash.



## PLAYING THE GAME






An old D'ni proverb reads, "Lose your questions and you will find your answers." **Riven** is a continuation of the story from the **Myst** CD-ROM and the **Myst** novels. The secret to **Riven** is there are no secrets! Become lost in the beauty of its worlds and think as if you were actually there. Take time to explore and pay close attention to the details in the worlds; don't overlook anything. Keeping brief notes may help remind you of important clues and information you encounter along the way. Think about what you have seen in other parts of **Riven** and logically piece together everything you know.

### MOVING AROUND


*Basics:* Moving through **Riven** is simple and intuitive. Position the mouse pointer where you would like to go, then click. When you would like to move forward, click near the centre of the screen. When you want to turn right or left, click on the right or left side of the view.

*Details:* You are able to turn around from most locations by moving the hand pointer to the left or right side of the view and clicking. When the hand pointer changes to point either left

or right with a bent finger,  clicking will turn you 180° in that direction. It also may be possible to look or move up or down in certain areas. In these cases, when the pointer is near the top or bottom of the screen, the regular hand pointer with the thumb extended  will change to a pointer that points up or down with the thumb retracted .

In some locations, when you are very close to an object, clicking to the side of the object will move you back one step. Some areas are not accessible. Clicking on these areas will have no effect, indicating that they are not valid paths and contain no important information.



#### *Zip Mode:*

**Riven** has a Zip Mode which enables quick transportation to places you have already been. When Zip Mode is checked in the **Options** menu, the pointer changes into a lightning bolt  when it is over certain objects or areas. Clicking the mouse will *zip* you to these areas immediately, bypassing all the areas in between. You can only zip to a location you have previously visited. Be careful; if you use Zip Mode too early or without care, you may miss some important details in the areas that you are bypassing.

## MANIPULATING OBJECTS

*Basics:* If you want to examine or use an object, just click it, or click and drag it.

*Details:* Clicking an object will either bring that object closer to you or bring you closer to the object. If the object is functional, clicking it may activate it, or manipulate it (such as turning on a switch or flipping the pages in a book). If the object is not important, clicking it may have no effect.

It is also possible to move some objects, such as switches and levers, by dragging them. If an object can be dragged, the regular pointer will turn into an open hand . When you click the object the pointer will change into a grabbing hand  and you will be able to move the object.

There are a few objects which can be picked up and carried with you. When one of these objects is selected, it will automatically come into your possession. To access an item you have picked up, move your mouse pointer over the black area at the bottom of the screen. The items in your possession will appear; click on any one of them to use or examine it. When you have finished examining or using an item, click to either side of the object to put it away.

To jump to the end of a movie, press the spacebar. But, as with Zip Mode, be careful not to skip through an important movie.



## REFERENCE KEYS

To view or hide the menu bar:

Windows users: hold down the **Ctrl** key and press the spacebar, or click near the top of the screen.

Macintosh users: hold down the **Command** key (⌘) and press the spacebar, or click near the top of the screen.

Windows    Mac

<i>New</i>	Ctrl +N	⌘-N	Start a new game.
<i>Open...</i>	Ctrl +O	⌘-O	Open a saved game.
<i>Save</i>	Ctrl +S	⌘-S	Save a game.
<i>Save As...</i>			Save the current game using a new name.
<i>Exit/Quit</i>	Alt +F4	⌘-Q	Quit

## TROUBLESHOOTING

### WINDOWS 95



The Startup window will usually appear each time the **Riven1** disc is inserted into the CD-ROM drive. If you prefer **Riven** to launch without

seeing this screen, click the check box at the bottom of the Startup window marked “Show this window next time you insert the CD” so that the check mark is removed. The next time the CD is inserted into the CD-ROM drive, the program will automatically launch. (**Note:** This AutoPlay feature is not available if the **Riven** Startup window does not automatically appear the first time the CD is inserted.)

To reactivate the Startup window, insert the **Riven1** disc into your CD-ROM drive. When the program begins, immediately press **Alt+F4** to quit. Double-click the **My Computer** icon on the Windows 95 desktop. Click the **Riven** CD icon once with the right mouse button and select **AutoPlay Dialog**. Click the check box at the bottom of the Startup window marked “Show this window next time you insert the CD” so a check mark is placed there. Click **Run** to start the program.

### MAC OS

For **Riven** to work properly, your system software must include the following **QuickTime™ 2.5** components in the **Extensions** folder.

QuickTime™

QuickTime™ Musical Instruments



QuickTime™ PowerPlug  
Sound Manager (version 3.2.1)

During the installation process these files should be installed into your **Extensions** folder. If the **Riven** installer encounters an earlier version of these files, it will prompt you to save the older versions. When the **QuickTime 2.5** files are installed, any older versions will be saved in a folder named **QuickTime™ (Old Version)** which can be found in the **System Folder**.

If for some reason you need to reinstall the older versions of the **QuickTime** extensions, you will need to disable **QuickTime 2.5** manually. In order to disable **QuickTime 2.5**, double-click the hard drive icon on your desktop. In the hard drive window, double-click the **System Folder** icon. When the **System Folder** window opens, pull down the **File** menu and select **New Folder**. Name the new folder **QuickTime (for Riven)**. Double-click the **Extensions** folder to open it. Drag the **QuickTime 2.5** extension from the **Extensions** folder onto the **QuickTime (for Riven)** folder. Repeat the last step as needed to move any other **QuickTime 2.5** extensions.



Once **QuickTime 2.5** is disabled, you may reinstall your older version of **QuickTime**. Again, locate the **System Folder**. Double-click the **System Folder** icon to open the folder and locate the **QuickTime™ (Old Version)** folder and double-click this folder to open it. Locate the **Extensions** folder in the **System Folder** window and drag the files from the **QuickTime™ (Old Version)** folder onto the **Extensions** folder icon. **Note:** If you do reinstall the older extensions, **Riven** will no longer run. You will need to perform a **Custom Install** before running **Riven** again.

To perform a **Custom Install**, insert the **Riven1** disc into your CD-ROM drive and double-click the **Riven1** disc icon. Double-click the **Riven Installer** icon to launch the install program. Click the **Continue** button to finish viewing the ReadMe document. Select **Custom Install** from the pull-down menu in the upper left corner of the installer window. Click the small box next to the **QuickTime™ 2.5 Components** item in the list of items that can be installed. Make sure you are installing onto the hard disk where your **System Folder** is located by clicking on the **Switch Disk** button until the correct hard disk is displayed. Click the **Install** button. Restart your computer when the installation is finished.

## CYAN

### Designed and Directed by

Robyn Miller and  
Richard Vander Wende

### Produced by

Rand Miller

### Production Manager

Tony Fryman

### Lead Programmer and D'ni Historian

Richard A. Watson

### CG Production Director

Ioshua A. Staub

### CG Artists/Animators

Iason Baskett  
Michael Bostick  
Tony Davidson  
Jeremy Engleman  
Robin Higgin-Foley  
Robert Grace  
Tim Greenberg  
Ioshua A. Staub  
Bret St. Clair

### CG Technical Director

Carl Stiefvater  
Shaders by Lume, Inc.

### Additional CG Animation

Patrick Faille  
Eric Vignola

### Compositing and Additional

#### CG World Assembly

Michael Sheets

### Effects Programming Engineer

Mark DeForest

### Post Production Engineer and Additional Programming

Ryan Miller

### Gameplay Design

Rand Miller  
Robyn Miller  
Richard Vander Wende  
and  
Joshua A. Staub  
Richard Watson

### Lead Sound Designer

Tim Larkin

### Sound Design and Live Action

#### Foley and Mix

Martin O'Donnell  
Michael Salvatori  
O'Donnell/Salvatori Music,  
Chicago, IL

### Music Composed and

#### Produced by

Robyn Miller

### Music Sampling Engineer and Additional Sound Design

Chris Brandkamp

### Live Action Segments Written and Directed by Richard Vander Wende and Tim Greenberg

### Cast

Gehn	John Keston
Catherine	Sheila Gould
Atrus	Rand Miller
Nelah	Christine Steel
Gehn's Guard	Vicente Ramos
Moiety Prisoner	Ernie Whitecloud
Leira (Keta)	Kate Vander Wende
Village Boy	Micah Biggs
Gehn's Scribe	Tony Fryman
Girl in Jungle	Sydney Wakan
Moevity Scout	Ryan Miller

### Live Action Filmed by

PVR, San Francisco, CA

### Voiceover Talent

Catherine Rengin Altay

### Assistant Production Manager

Bonnie Staub

### Systems Administrator

John Biggs

### Additional Production Management

Dennis Leahy

### CG Technical Assistant

Eric Arnold

### Journals Written by

Richard Vander Wende and  
Tim Greenberg

### Catherine's Journal by Mary Anderson

### Casting Assistance

Belinda Hunt  
Kinslee Miller  
Ryan Miller

### Costume Designer

Catherine Hunt

### D'ni Background Model (from *Myst*)

Chuck Carter

### Gate Room Illustrations

Richard Downs

### Gehn's Age Sky

Matte World Digital

### Wigs

Joyce Degenfelder

### Costumes

Kauffman-Davis Studios  
Seattle Opera

### Prop Construction

Seattle Opera

### Additional Props

Gaye Gardner  
Robert Bovil  
Cour Dain  
Joseph Fisher  
Studio 7

### Additional Cyan Support

Chris Brandkamp

Al Carlson  
Heather Ferguson-Gady  
Byron "Loco" Heinemann  
Mark Klammer  
Jeff Oswaldt

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Katie Fisher  
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