

MYST[®]

URU[™]

Complete Chronicles

"TOP 10 VIDEOGAME FOR 2003."

—TIME MAGAZINE



INCLUDES: URU[™]; AGES BEYOND MYST[®], THE PATH OF THE SHELL & TO D'NI[™] EXPANSION PACKS



CYAN
WORLDS



UBISOFT[™]

A MESSAGE FROM THE CREATORS

It's hard to believe it's been ten years since we sat down to write "A Message from the Creators" for Myst®. It's been quite a journey for us. Whatever Myst journey you've been on, prepare yourself for Uru™ – something different, and yet oddly familiar.

Uru has been by far the most ambitious project that we've ever attempted – a real-time 3D environment that follows Myst and Riven® in its attention to detail. Gone are the days of high-powered computers spending hours rendering a single frame. In their place, we're generating numerous frames every second, creating the world in real-time, so you can decide what to explore.

What hasn't changed is our desire to build worlds that are as immersive as we can possibly make them. So, as we've recommended in our previous games, close the door, turn down the lights, turn up the volume, and experience Uru as if you were actually there.

Take your time, pay attention to details, savor your experience, and remember, the journey is the reward.

Cyan Worlds – The Uru Development Team



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MINIMUM SYSTEM REQUIREMENTS

While Uru will certainly run with the specifications shown below, your experience will be enhanced if your machine supports more advanced equipment. Also check the Getting Started through Uru Configuration sections for adjustments you might need to make to your system.

SYSTEM REQUIREMENTS

Supported OS: Windows® XP/ME/2000/98SE (only)

Processor: 800 MHz Pentium® III or AMD Athlon™

RAM: 256 MB RAM

Video Card: 32 MB DirectX® 9.0-compliant video card (see supported list**)

Sound Card: DirectX 9.0-compliant audio card

DirectX Version: DirectX 9.0b (included on disc)

CD-ROM: 4x or faster

Hard Drive Space: 2.5 GB required

Peripherals Supported: Mouse, keyboard

Display: 800x600 16-bit display

** Supported Video Cards at Time of Release: ATI® Radeon™ 7000/8000/9000 families, NVIDIA® GeForce™ 256/2/3/4/FX families, Intel® Extreme (laptop models of these cards not supported).

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at <http://support.ubi.com>.

NOTICE: This game contains technology intended to prevent copying which may conflict with some disc and virtual drives.

INSTALLATION


INSTALLING URU

- Before you start, make sure your sound volume is not turned down or off. You might also verify that your external speakers are in their correct left/right orientation. And of course, make sure you have the latest drivers for your sound card and video card.
- Insert the CD-ROM into your CD-ROM drive and click on Install at the Startup screen.
- If the Startup screen does not appear...
 1. Click on the Start menu and select Run.
 2. Type "D:\setup.exe" (where "D:" corresponds to your CD-ROM drive).
 3. Click OK.
 4. Select the language in which you wish to read the installation instructions.
 5. Select Install and follow the instructions on the installation wizard.

UNINSTALLING URU

1. Click on the Start menu and select Uru.
2. Select Uninstall.

GETTING STARTED

1. Create your player. Type your player name. It must be at least one character, but not more than twenty.
2. Select your player's gender, male or female.
Once set, the above two pieces of information cannot be changed for this player.
3. Click OK to save your player name and gender. The Uru Setup dialog is displayed. For most computers, you shouldn't need to change anything in Uru Setup, but if you have a substantially faster or slower computer, you may want to experiment with the settings to get the best results. Refer to the Uru Configuration section (page 11) for more information.
4. Next you'll see a screen asking you to calibrate your monitor. Follow the instructions, then click .
5. You're now given the option to select "Normal" or "Novice" mouse control presets. Choosing either selects a set of mouse options that can be changed at any time via the in-game setting menu (see pages 8-10).


AVATAR CREATION

On your first Uru trip, you will visit Avatar Customization, where you will create your player avatar. Remember that you are playing yourself or whomever you please, so design accordingly. Spend as much time as you like adjusting your avatar's appearance. Don't worry if you are not satisfied with your avatar's look; you can make changes later.

- Click on each of the avatar body sections to use the adjustment sliders, color palette choices, and clothing selections.
- When you are happy with your Uru self, click **UURU**.
- To reset your avatar design, click **RESET**.



IN-GAME SETTINGS

Drag your mouse over the lower-right corner of the Uru screen and click  to open the Uru control panel. The following choices are available:

Help: Access the minimal “Quick Help” reference.

Settings: Make adjustments to the display and audio settings. Use the Advanced options to fine-tune your Uru exploration experience. For example: If the screen moves too fast, try the Smoother Camera option.

Keyboard: Remap the keyboard controls.

Calibration: Adjust your monitor’s brightness and contrast.

Credits: Read Uru’s who’s who.

EXPLORING IN URU

Uru is a real-time 3D environment in which your avatar plays an integral part. Experiencing Uru from a third-person perspective gives the best cinematic look and feel; Uru was designed with this in mind. While first-person view is useful for those times when a direct look at something is needed, we encourage third-person view as the main method of exploration. It might seem awkward at first, but give it a chance; it's well worth the effort.

Of course, in the end, the viewpoint you use is a personal preference. We've provided numerous options to accommodate almost every taste. Check the In-Game Settings section (page 8) for what's available.

Basic Keyboard Controls

Walk forward	↑
Walk backwards	↓
Turn to the left or right	← or →
Run	Shift ↑
Jump	Space Bar
Stop examining/Exit mode	Esc, Backspace, or click away
Toggle first- and third-person view	F1

Basic Mouse Controls

Examine or activate	Left mouse click
Look around	Right mouse and drag
Mouse-guided walk	Left mouse and drag
Turn to the left or right	Left mouse at left or right screen edge
Walk backward	Left mouse at bottom screen edge, push scroll wheel
Clickable/Hotspot	Left mouse

Advanced Controls

Sidestep left	, (comma)
Sidestep right	. (period)
Wave, laugh, clap, more...	Ctrl-1, Ctrl-2, Ctrl-3, etc...
Zoom telescope (where applicable)	+ and - (Numeric keypad)
Pan telescope	Right mouse and drag
Always run	Caps Lock
Dolly camera	Mouse scroll wheel

URU CONFIGURATION

Run UruSetup.exe to access the Uru configuration panel. After logging in, the tabbed panel is displayed.

ACCOUNT TAB

After initially creating your player, you won't have to do anything on subsequent visits; your player name will already be shown.

- **Play** saves settings and starts Uru.
- **OK** saves settings without starting Uru.
- **Cancel** exits without saving anything.

GRAPHICS TAB

Note: *The following graphics settings affect the quality of Uru's display on your monitor. Higher quality (and higher screen resolution) generally results in lower performance.*

3D Hardware: If you have multiple graphics cards installed, select the one you would like Uru to use. *Default: Uru Setup will detect the best-suited card, if more than one exists.*

Screen Resolution: Select the width, length, and color depth for your monitor.

Windowed: Check this box to view Uru within a window. *Default: Uru runs full screen.*

Quality, Overall: This tells Uru how much quality to use when rendering special effects and environmental clarity. Uru will select settings that work well with your system.

Full-Scene Anti-Aliasing: Anti-aliasing smoothes the jagged edges of avatars and scene objects, so the higher this is set, the smoother the edges will appear.

Texture: This tells Uru how much detail to use when displaying textures such as object surfaces and close-up foliage. This affects how things look close up.

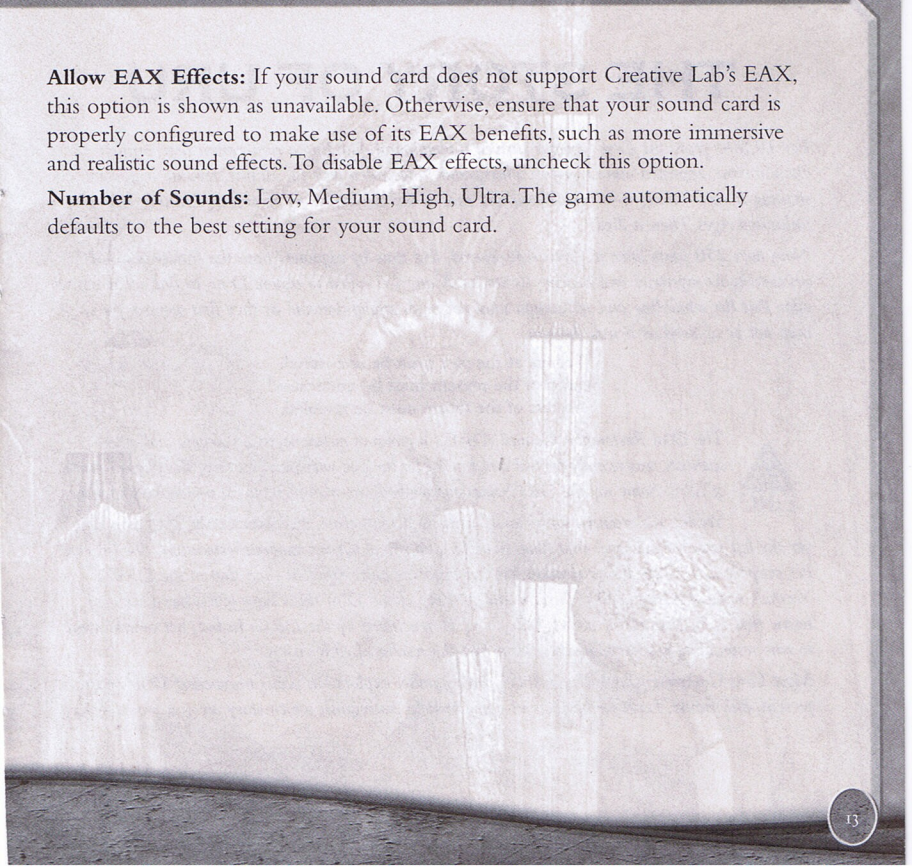
Anisotropic Filtering: If available on your card, this feature improves the texture quality, making it more consistently sharp. A small adjustment in this setting can have a big effect.

AUDIO TAB

Enabled: Check this box to turn on audio and audio settings. If left unchecked, Uru will run without any sound, and you will miss a huge amount of what's wonderful about Uru!

Hardware Acceleration: Leaving this option checked will usually give you much better performance since it offloads audio tasks from the CPU to the sound card.

Note: *Hardware acceleration can be adjusted from the Hardware Acceleration slider in the Advanced Properties tab found in the Windows sound control panel. In general, this slider should be set to 100% because some features, such as EAX™ environmental audio, are only available when set to 100%.*



Allow EAX Effects: If your sound card does not support Creative Lab's EAX, this option is shown as unavailable. Otherwise, ensure that your sound card is properly configured to make use of its EAX benefits, such as more immersive and realistic sound effects. To disable EAX effects, uncheck this option.

Number of Sounds: Low, Medium, High, Ultra. The game automatically defaults to the best setting for your sound card.

THE STORY OF URU

For 10,000 years, the D'ni™ people thrived underground, building a civilization that, on first examination, appeared almost perfect. Thirty-four kings ruled over the empire, moving it forward, shaping it, and honing it to understand and master the wonderful art of writing Linking Books to unlimited Ages. Then it died.

Now, over 250 years later, it's been rediscovered, this time by explorers from the surface who are uncovering its mysteries and hearing its stories. Many feel called to restore D'ni, to find all it has to offer. But the rebuilding and restoration may not be as straightforward as they first seemed, for D'ni may not be as dead as it was thought.

Secrets of the past must be uncovered.

Secrets of the present must be understood.

Secrets of the future must be revealed.



The D'ni Restoration Council (DRC), a group of archaeologists, engineers, and other scientists, was recently formed and funded for the sole purpose of restoring the physical world of D'ni. Some say the DRC's cautious methods are meticulous to an unnecessary extreme.

Yeesha, the eccentric daughter of Atrus and Catherine, was born nearly 200 years ago, yet she left recorded messages that have something to say about the modern restoration. She believes her purpose is to shape the restoration, yet her vision is quite different than that of the DRC's. Yeesha's understanding of D'ni history and mastery of the D'ni skills have given her a sense of rescue that is far beyond the surface-only focus demonstrated by the DRC. In fact, her commitment to true restoration is what motivates her to test the resolve of each visitor.

Myst Uru: Complete Chronicles includes three parallel exploration paths uncovering D'ni's past, present, and future. Look for symbols in-game to help distinguish which story arc you are exploring.

YOUR PERSONAL AGE (RELTO)

Each Uru player receives an Age of his or her own called “Relto.” After reaching Relto the first time, you will begin Uru there each time thereafter. Among the important objects in this small Age are your personal bookshelf and closet. Relto is also your refuge.



RELTO BOOKSHELF



Upon your first visit to Relto, you will find two bookshelves. Uru includes two journals from Yeesha on one of the shelves to get you started on three parallel exploration paths (see “The Story of Uru”). As you explore in Uru, Linking Books will appear on your other shelf. Distinctive covers and interior linking panels will show which Book leads to which Age.

As you explore in Uru, Linking Books will begin to appear on one of those shelves. You will notice that each bookshelf has some dividers, indicating that some spaces have been reserved. You may link from any of the Linking Books, which returns you to an Age where you have already been at least once.

Removing a book: There may come a time when you would like to revisit an Age as though for the first time. To do this, you must remove that Age’s book from your shelf first. Click the clip at the bottom edge of the book to push it to the back of the shelf. You may then link to the Age from the initial Linking Book, thereby “starting over” in that Age.

CLOSET

Your closet is your portal back to the Customization screen, where you can change your clothing and appearance. Click to open the closet and link to Avatar Customization. When finished, click **MURU** to return to Relto.

RELTO AS REFUGE

You can use your Relto Book to link at any time in Uru. Drag your mouse over the lower-left corner of your Uru screen and click the Relto Book icon, then the Linking panel.

If, during your Uru travels, you should step off the edge of a crevasse or miss while jumping to a pinnacle, all is not lost, nor will you die. Instead, your avatar quickly links back to your Relto. This is commonly called a “panic link.”

ABOUT BOOKS

Books figure prominently throughout Uru, so it's important to distinguish between the two types you will find – Linking Books and all other kinds.

Linking Books: Made through a book-creation skill unique to the D'ni, Linking Books literally take you to another world. You will know these by the Linking panel on the right-hand page, which gives a glimpse of the world to which it will take you.



Relto Book: Early in your Uru adventure, you are given a special Linking Book that stays with you at all times. This book, written by Yeesha, provides players with special abilities, such as a quick and safe return to Relto. Yeesha has also scattered among the Ages additional pages (Yeesha pages), each of which adds an environmental element to your Relto.

Other Books: You'll find DRC research journals, old D'ni journals uncovered during restoration, and various other writings by restoration participants.

JOURNEY CLOTHS

In some Uru Ages, you will find a number of Journey Cloths like this one. You'll discover their primary purpose later, but they have another handy function, as well.

The last Journey Cloth you touch in a particular Age can be used as a return location to that Age.



From your Relto library shelf, select the Linking Book you wish to link with and touch the Journey bookmark that's inside.

You may find other devices to use or interact with throughout the game. HOW these devices are used is found within the game itself. Keep exploring...

FREQUENTLY ASKED QUESTIONS

Q: How do I save my progress?

A: Uru will save your game automatically. You may continue your game from the last Journey Cloth touched by opening the Linking Book and turning the page. There you will see the Hand symbol of the last Journey Cloth touched. Click on it to continue. If you need to start an Age over, simply remove the book (see page 15) and pick it up again from the pedestal.

Please note – you will not be able to save until the Linking Book is found. You will need to pass the Cleft/Desert area.

Q: Why does the game crash right after the introduction or why is my character only a black shadow at the Avatar screen?

A: The most common cause for this problem is not having a video card that meets the minimum video requirements for Uru. In order to play this game properly, your computer must meet or exceed the minimum requirements listed on page 4.

Note: Intel® Graphics Controllers are not supported as they do not meet the minimum video requirements of the game.

Q: I do meet the requirements you mentioned, but the game still crashes. What can I do?

A: The problem may be due to certain PC settings being too high, such as color, sound, or texture settings. Adjusting these options to lower settings could help. When you start Uru, click the Graphics tab. There you will be able to change your resolution as well as texture details or color settings. You may also want to try updating to the latest video drivers. You can also free up some RAM on your computer by shutting down unnecessary background applications, such as virus scanners; firewalls; PoP scanners; MSN messenger; or ICQ. If all this doesn't solve the problem, please contact Ubisoft Technical Support via the Internet or telephone. Technical Support contact information can be found at the back of this manual.

Q: Your box states that there might be conflicts in using this game with certain drives. What should I look out for?

A: In most cases CD/DVD-RWs or “CD burners” will function normally and without problems. There are some CD/DVD-RWs that will not recognize the CD in the drive, or you might have trouble installing. It is recommended that you use a regular CD/DVD-ROM drive when installing and when verifying the play disc. In addition, some virtual drives can cause problems when you’re trying to run the game from them. If you run into issues where the CD is not recognized, simply disable your virtual drive and run the game from a standard CD/DVD-ROM drive.

Q: My mouse input is slow or unresponsive when I am playing. How can I fix that?

A: There are a few things that can cause this type of behavior with the mouse. The very first thing to check would be the video card drivers. If the drivers are up-to-date and the video card is supported for use with the game, you should then check the sound card drivers. If the machine is having a hard time creating sounds, it will create slow gameplay/choppy mouse. If both drivers are up-to-date, you should then check to see if there are enough system resources to play the game. It is good to close all programs before playing the game, as well as applications like anti-viruses, AOL® Instant Messenger, Winamp....etc.

If you are running Windows 98/ME, press Ctrl-Alt-Delete, and End Task all programs running in the background except Systray and Explorer. If you're running Windows 2000 or Windows XP, press Ctrl-Alt-Delete and open the Task Manager. Make sure there are no items under the Applications tab. Next, click on Processes. If there are more than 25 processes running in the background, you should contact your computer manufacturer so they can walk you through the processes and close all unneeded processes. Another item that might cause lag in the game would be mouse drivers. You should update the drivers for your mouse. If you are using a wireless mouse, in most 3D games, it will be choppy.

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"Burn You Up, Burn You Down" performed by Peter Gabriel. Written by Peter Gabriel, Neil Sparkes, and Karl Wallinger. Published by Real World Music Limited / Universal Music Limited. Peter Gabriel appears courtesy of Real World Records / Geffen Records and EMI Records.

ABOUT CYAN WORLDS

In 1987, brothers Rand Miller and Robyn Miller formed Cyan, Inc., and created several titles of a new kind of computer game. Their products took a direction unique in the gaming world: non-intimidating, whimsical worlds for children to explore. Cyan received innumerable awards, including "Best New Use of a Computer" from the Software Publishers Association in 1989.

In 1991, Cyan began work on Myst, a project that would become a phenomenon, catapulting computer entertainment into popular culture. The goal was to bring Cyan's formula for building immersive, richly interactive worlds to the mainstream audience. They built a new vision – completely from scratch – a world that took advantage of everything CD-ROM had to offer.

And now the journey continues. Cyan has been quietly expanding to create worlds unlike anything previously possible. They have combined an unmatched legacy of photo-realistic environments and an interactive story with new, proprietary real-time 3D technology that will once again set the standards for virtual entertainment.

www.cyanworlds.com