For hints and tips call: 1-900-7REDORB
You must be over 18 years old or have your parents' consent to call. Cost is $0.95 a minute.
PLEASE DO NOT MAKE ILLEGAL COPIES
OF THIS SOFTWARE

The software you are using was produced through the efforts of many people: designers, artists, producers, programmers, distributors, retailers and other dedicated professionals.

The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of personal computer software raises the cost to all legitimate users.

This software is protected by federal copyright law. Copying software for any reason other than to make a backup is a violation of law. Individuals who make unauthorized copies of software may be subject to civil and criminal penalties.

Broderbund Software, Inc., supports the industry’s efforts to fight the illegal copying of personal computer software.

Report copyright violation to:

SPA
1730 M Street, NW
Washington, DC 20036
(202) 452-1600

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 son, 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
Table of Contents

Getting Started/Installation Instructions .................. .5
Playing the Game ........................................... .10
Reference Keys ............................................. .13
Troubleshooting ............................................ .14
How to Contact Technical Support ............................ .17
Credits ....................................................... .19
90-Day Satisfaction Guarantee ................................ .23

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 Color
• 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.
W indows 95 I nstallation I nstructions

To Install
- Begin at the Windows 95 desktop.
- Insert Riven 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 labeled 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 Riven 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 colors

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 Riven disc into your CD-ROM drive. Double-click the Riven 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 labeled 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 center 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.
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 are 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.

<table>
<thead>
<tr>
<th>Key</th>
<th>Platform</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>New</td>
<td>Windows</td>
<td>Ctrl +N</td>
<td>Start a new game.</td>
</tr>
<tr>
<td></td>
<td>Mac</td>
<td>⌘-N</td>
<td></td>
</tr>
<tr>
<td>Open…</td>
<td>Windows</td>
<td>Ctrl +O</td>
<td>Open a saved game.</td>
</tr>
<tr>
<td></td>
<td>Mac</td>
<td>⌘-O</td>
<td></td>
</tr>
<tr>
<td>Save</td>
<td>Windows</td>
<td>Ctrl +S</td>
<td>Save a game.</td>
</tr>
<tr>
<td></td>
<td>Mac</td>
<td>⌘-S</td>
<td></td>
</tr>
<tr>
<td>Save As…</td>
<td></td>
<td></td>
<td>Save the current game using a new name.</td>
</tr>
<tr>
<td>Exit/Quit</td>
<td></td>
<td>Alt +F4</td>
<td>Quit</td>
</tr>
<tr>
<td></td>
<td>Windows</td>
<td>⌘-Q</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mac</td>
<td>⌘-Q</td>
<td></td>
</tr>
</tbody>
</table>
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.

HOW TO CONTACT TECHNICAL SUPPORT
You can refer to the ReadMe file or the Troubleshooting Guide included in the software box, or you can contact Red Orb Entertainment Technical Support by using the options listed below. It will be very helpful if you can tell us your computer make and model, and the brand names of both the video card and sound card you are using. If possible, have the computer both positioned near your phone and turned on. Please also be prepared to give us a detailed description of what happens when you try to run the program.

You can contact us in any of the following ways:

• Internet - Online support is available through our World Wide Web site at http://www.redorb.com

• America Online - Use the Keyword: RED ORB to find our Product Support Boards, or address your questions to BBund Tec1 or BBund Tec2 using AOL's electronic mail.

• Mail - Send your questions to Red Orb Entertainment Technical Correspondence, P.O. Box 6125, Novato, CA 94948-6125.

• Phone - Call us at (415) 382-4799 from Monday through Friday between the hours of 6:00 a.m. and 5:00 p.m., Pacific Time.

• Call 1-900-7REDORB for Hints and Tips. You must be at least 18 years old or have your parents' permission to call. The hint line costs $0.95 per minute.
Cyan

Designed and Directed by
Robyn Miller and
Richard Vander Wende

Produced by
Randy Miller

Production Manager
Tony Fryman

Lead Programmer and D'ni
Historian
Richard A. Watson

CG Production Director
Joshua A. Staub

CG Artists/Animators
Jason Baskett
Michael Bostick
Tony Davidson
Jeremy Engleman
Robin Higgins-Foley
Robert Grace
Tim Greenberg
Joshua A. Staub
Bret St Clair

CG Technical Director
Karl Stiefvater
Shaders by Lume, Inc.

Credits

Additional CG Animation
Patrick Faivre
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
Randy 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 Keslow
Catherine Sheila Goold
Atmos Randy Miller
Nelah Christine Steel
Gehn's Guard Vicente Ramos
Moody Prisoner Ernie Whitecloud
Leira (Keta) Kate Vander Wende
Village Boy Micah Biggs
Gehn's Scribe Tony Fryman
Girl in Jungle Sydney Wakan
Moody Scout Ryan Miller

Live Action Filmed by
PVR, San Francisco, CA

Voiceover Talent
Catherine Rengin Altay
Wigs
Joyce Degenfelder

Costumes
Kauffman-Davis Studios
Seattle Opera

Prop Construction
Seattle Opera

Additional Props
Gaye Gardner
Robert Bovil
Gour Dain
Joseph Fisher
Studio 7

Additional Cyan Support
Chris Brandkamp
Al Carlson
Heather Ferguson-Gardy
Byron "Loco" Heinemann
Mark Klammer
Jeff Oswald

Special Thanks to
Everyone who worked Myst - Riven exists because of you!
Everyone at Broderbund, especially Dennis Leahy and Laurie Strand.
Everyone at Sensoft, Inc, especially Masami Maeda and Kiharu Yoshida.

The original Myst team
John Miller/Symplex Systems
Kiss Kapsuk
Katie Fisher
Rhode Island Historical Society
The City of Santa Fe, New Mexico
Net-Tel/Wes Morris

Extra Special Thanks to
The Cyan team. Your efforts have been superhuman. Thank you for caring about this project!
The families and loved ones of everyone closely associated, for living through the deadlines with us.

Extra, Extra Special Thanks to
Debbie, Kinslee, Kerryn, and Kara Miller; Beth, Alexander, Grace, and Abraham Miller; and Kate, Helen and Evie Vander Wende. We love you and couldn't have done it without you!
Robyn and Rand would like to thank their parents, Ronald and Barbara, for their remarkable emotional and spiritual support and for their unflagging love.
And Richard would like to thank Garry and Evelyn (his parents) - I owe everything to you (but don't worry, I'll pay you back some day).

Broderbund
Software/Red Orb
Entertainment

Lead Programmers
Ben Geschi
Allan Young

Application Programmers
Frankie Ford
Ed Rose
Samir Ramji

Programming Directors
Jeffrey Charvat
Grace Kim

Executive Publisher
Laurie Strand

Senior Production Manager
Dennis Leahy

Production Manager
Matt O'Hara

Assistant Production Manager
Ralph Marsh

Lead Sound Designer
Tim Larkin

Assistant Sound Designer
Brian Walker

Sound Processing
Ralph Marsh

Video Processing
Scott Aronian

QuickTime Programmer
Mike Foulger

Systems Programmers
Glen Axworthy
Scott Henderson
Bob Gullan
Michael Zacks

Production Tools
Programmers
Esteban Ahn
Andrew Kay
Peter Van Gorder

Installer Programmers
Kent Daniels
Fred Campbell

MMX Programmer
Davis Frank

Senior Marketing Manager
Bruce Fredricks

Marketing Coordinators
Valerie Schultheisz
Deanne Waltz

Package Design
Cyan
Tollerson Design

Package Illustration
Cyan

Public Relations
Comnors Communications

Retail Merchandising
Lisa Dawson

Web Site Coordination
Angie Simas

Quality Assurance (QA) Team Leaders
Warren Yamashita
Juan Manuel Torres
Jeffrey Zemrak

QA Core Team
Jennifer Winter
Sean Hamilton Alexander
Julia Thiel
Inga Pedersen

QA Management
Rodrigo Silva
Kirk Rouston
Erik Spence

Documentation Review
Anne Seta
Karen Lamoreux
Inga Pedersen

QA Automated Testing Lead
Mike Taber
Barry Burnis

MPEG2 Audio Compression
QDesign Corporation
Vancouver, BC, Canada
Special Thanks to
Berkeley Sound Artists
Frankel & Company
Organic Online, Inc.
RD/Fox Advertising
Saatchi & Saatchi Advertising

PVR Crew
Director of Photography
Steve Kotten
Live Action Production Manager
Rene Jensen
Assistant Camera
James Pusch
Gaffer
Mike Van Dine
Grip
Alex Robinson
Ultimate Operator
Sprague Anderson
Audio
Robert Tachories
Videotape Operators
Wayne Cory
Jeff Piccinini
Make-Up
Nanice Marsalis
Joanne Edmonds
Wardrobe Assistant
Pamela Buss
Live Action Continuity
Pat Burke
David Van Woert
Live Action Editor
Michael Albanese
Aldo DiVergilio
Assistant Editor
Vince Oresman
Digital Video Capture
J. Anthony Ruflo
Derek Gatlin
Operations Manager
Steve Manke
Post-Production Coordinator
Laurence Lamson
Voiceover Engineers
North by Northwest Productions
Additional Sound Design for O'Donnell/Salvatore Music
Paul Heitheck, John Binder, Mark Devos, Brian Jennings, Sean Richards, and Jeff Krajewski (courtesy of Fuse Music and Design, Chicago, IL)

90-Day Satisfaction Guarantee
If you are not completely satisfied with your purchase, return the product to Bruderbund Software within 90 days of the date of purchase, along with the original sales receipt and the reason for return. Please state whether you would prefer another Bruderbund product of equal or lesser value, or a full refund. Dealers, distributors and their employees are not eligible. Please call Bruderbund Customer Support at (415) 382-4743, or return the merchandise to Bruderbund Software, P.O. Box 6125, Novato, CA 94948-6125. If you wish to return the product via U.P.S., please send it to Bruderbund Software, Attention Customer Support, 755 SouthPoint Boulevard, Petaluma, CA 94954.

The Bruderbund 90 Day Satisfaction Guarantee also warrants for a period of 90 days that this copy of this product is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the 90 day period, call the Bruderbund Technical Support Department at (415) 382-4700 from Monday through Friday between the hours of 6:00 a.m. and 5:00 p.m., Pacific Time. Bruderbund Technical Support personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided you may inform Bruderbund that you would prefer another Bruderbund product of equal or lesser value, or a full refund.

Restrictions
The Software contains copyrighted material, trade secrets and other proprietary material. In order to protect them, and except as permitted by applicable legislation, you may not decompile, reverse engineer, disassemble or otherwise reduce the Software to a human-perceivable form. You may not modify, network, rent, lease, loan, distribute or create derivative works based upon the Software in whole or in part. You may not electronically transmit the Software from one computer to another or over a network.

Warranty
Export Law Assurances
You agree and certify that neither the Software nor any other technical data received from Bruderbund, nor the direct product thereof, will be exported outside the United States except as authorized and as permitted by the laws and regulations of the United States. If the Software has been rightfully obtained by you outside of the United States, you agree that you will not re-export the Software nor any other technical data received from Bruderbund, nor the direct product thereof, except as permitted by the laws and regulations of the United States and the laws and regulations of the jurisdiction in which you obtained the Software.

Government End Users
If you are acquiring the Software on behalf of any unit or agency of the United States Government, the following provisions apply. The Government agrees:

(i) if the Software are supplied to the Department of Defense (DoD), the Software are classified as
"Commercial Computer Software" and the Government is acquiring only "restricted rights" in the Software, and its documentation as that term is defined in Clause 252.227-7013(e)(1) of the DFARS; and

(ii) if the Software are supplied to any unit or agency of the United States Government other than DoD, the Government's rights in the Software, and its documentation will be as defined in Clause 52.227-19(c)(2) of the FAR or, in the case of NASA, in Clause 15-52.227-19(e)(1) of the NASA Supplement to the FAR.

Disclaimer Of Warranty
You expressly acknowledge and agree that use of the Software is at your sole risk. The Software, and related documentation are provided "AS IS" and without warranty of any kind. If for any reason you are dissatisfied with the software, return the product with your original sales receipt to Bruderhand within 90 days of the date of purchase for a full refund or a replacement product of equal or lesser value. Bruderhand expressly disclaims all warranties, express or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. Bruderhand does not warrant that the functions contained in the software will meet your requirements, or that the operation of the software will be uninterrupted or error-free, or that defects in the software and the fonts will be corrected. Furthermore, Bruderhand does not warrant or make representations regarding the use or the results of the use of the software or related documentation in terms of their correctness, accuracy, reliability, or otherwise. No oral or written information or advice given by Bruderhand or a Bruderhand authorized representative shall create a warranty or in any way increase the scope of this warranty. Should the software prove defective, you (and not Bruderhand or a Bruderhand authorized representative) assume the entire cost of all necessary servicing, repair or correction. Some jurisdictions do not allow the exclusion of implied warranties, so the above exclusion may not apply to you.

Limitations On Warranty
Unauthorized representations: Bruderhand warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Bruderhand dealer, distributor, agent or employee, shall be binding upon Bruderhand or shall change the terms of this warranty.

No consequential damages: Bruderhand shall not be liable for special, incidental, consequential or other damages, even if Bruderhand is advised of or aware of the possibility of such damages. This means that Bruderhand shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data or use of the software, or from any other cause except the actual cost of the product. In no event shall Bruderhand's liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software or manual to other parties in any way, nor rent or lease the product to others without the prior written permission of Bruderhand. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise use it on more than one computer or computer terminal at the same time.