

## The Final part of the Riven Solution

### Crater Island

Arrive at Crater Island and get dumped into a log chipper. Go down the ladder and find the boiler in the distance. Check the ladder behind the chipper on the rock. It leads to a round hatch, which in turn leads to the logging car for a return trip to Jungle Island.

Go past the boiler to the right and follow the beach around the lake counter clockwise to find a very tall, narrow ladder. The ladder leads to a hatchway that's up the side of the cliff. The hatch is locked from this side, so you can't get through. Note the building farther down the cliff. This is Gehn's laboratory, your eventual goal.

Go to the long, narrow pier that extends into the middle of the lake. There you will find a valve handle with three possible positions. Turning it to the position farthest to the left powers the log chipper. Turning it to the middle position powers the boiler. Turning it to the right (the position in which you find it) powers the frog-catching apparatus in a cave near Gehn's laboratory. Set the valve to the middle position.

Return to the boiler and check it out. The door won't open, and there's a red light on outside the door.

Go back around the outside catwalk to the right to find the boiler controls. The first lever at the Y junction controls the routing of power from the pipe leading out to the middle of the lake. The upper (left fork of the Y) lever powers the pumps that fill or drain the boiler. The lower (right fork of the Y) lever powers a grate that can move up or down inside the boiler. Leave the lever on the upper (left) setting.

Turn to the right and examine the boiler controls. The lever at the lower right controls the heat for the boiler. You can hear a roar, as from a furnace. Turn this lever to the upright position and note that the roar stops and the water in the tank stops boiling.

The wheel at the left moves a pipe that enables you to fill or empty the tank with water. Turn the wheel and watch the water level in the tank fall.

A switch to the upper right controls the position of the movable floor grate inside the tank. First, turn to your left and switch the power valve from the upper (left fork) position to the lower (right fork) position. Then face the main controls again and raise the switch to raise the grate.

Return to the boiler door. Note that the red light is now off. Open the door and look inside: A tube or drainage pipe descends through the middle of the floor with a ladder leading down.

Cross the grate and go down into the drain. You will be enveloped in complete darkness. Click five times to see some light ahead. One more click brings you to a ladder leading up. Continue to move toward the light and emerge from a pipe high up on a mountainside above the sea.

Turn left and follow a faint, worn path in the rocks, which goes over the top of the mountain and down toward the island's central lake. Move toward a railing on a balcony resting against the side of the cliff and climb over. Look down and open the round hatch at your feet. The hatch, locked when you tried to open it from underneath, opens to reveal the long, narrow ladder you climbed earlier that leads to the beach.

Face the cliff and see the double doors. Go through the doors and into the mountain. Turn around and deliberately close the doors, revealing two passageways, one to the right, the other to the left, that are cunningly hidden when the doors are open. You will be returning to these doors shortly.

Turn around again and follow the catwalk into the cave. At the end is an elaborate trap apparatus used by Gehn for catching frogs.

Catching a frog is not necessary for winning the game at this point, but if you want you can return to the beach via the ladder outside, go to the power control in the middle of the lake, turn the valve back to the right, and then return to this chamber. Touch the steel sphere at the top to open the trap. Click and drag to move one of the tiny food pellets from the open container on the right to the trip lever in the middle of the trap. Throw the lever at the left to lower the trap. After waiting about a minute, throw the lever again and raise the trap. If the trap hasn't closed, lower it again and wait some more. If the trap has closed, touch the top to open it and note the brightly coloured frog inside. Listen to its chirp, which is the same as the chirp you heard at the wooden Eye in the frog silhouette on Jungle Island.

While you're here, look up at the fan. The loud clattering sound you hear is the noise of the fan running. The ventilator shaft beyond leads to Gehn's laboratory, but you can't access it while the fan is running.

Go back up the catwalk to the two open passages you found behind the double doors. Go

left and follow the steps down to a chamber with another Fire Marble Dome. Go around the side of the dome and note the lens of a kinoscope set into the side wall of the cavern, which should give you an idea as to where to find it. Look up at the opening in the roof, a geological curiosity that you must remember later.

Close the door to the Fire Marble Dome chamber to reveal another hidden door to the right. Enter this room, find the kinoscope, and use it to stop the spinning dome. Note the symbol.

Go back up the stairs, and then go straight ahead past the double doors and into the opposite passage. Follow the walkway and emerge on the previously unreachable catwalk above the lake. Go forward until you find a lever and hear the clattering racket of ventilator fans. Throw the lever to turn off the fans.

Continue to follow the catwalk. The front doors to Gehn's laboratory are locked, so continue to follow the catwalk around a curve, and then onto a long, high bridge spanning the gulf from Crater Island back to the Great Golden Dome. When you reach a lever at a raised drawbridge, throw the lever to lower the bridge and open the passage between Crater Island and the Golden Dome.

Continue into the dome, and follow the walkway to the left. Pass one open doorway to your left and continue toward the open section of catwalk noted earlier. Turn the large wheel to extend the bridge and complete the walkway back to the Gate Room.

Proceed to the doorway through which you first entered the Golden Dome. Throw the lever handle on the right to raise the end of the bridge between the Gate Room and the Golden Dome to a new position in the dome somewhere above your head. Leave it there you'll need access to this higher level from the Gate Room later.

Before you return to Crater Island, turn off at the side passage you passed by earlier. It leads to a high catwalk that goes around the outside of the building to the right, but you are stopped by a gap in the walkway. Turn around and press a button on the outer wall to the right of the doorway, and you will see the catwalk restored as the missing section rises into place.

Continue on the path to a heavy door with a lever to the side. Raise the lever to open the door to position 4 of the Gate Room, the one you couldn't open from the inside before. (This step is not necessary for the game as it has been laid out in this walkthrough, but is presented here for completeness.)

There is one more excursion you can make at this time, and that is to the Temple Island Fire Marble Dome. Head back for the Golden Dome and turn left, following the stairs down to the outer catwalk on the lower level. Stop just before you enter the tunnel and press the button on the wall to your right. You find yourself riding down to a still lower level, where a smooth-walled tunnel leads to a metal stairway heading up to the Fire Marble Dome.

Operate the kinoscope to determine the yellow symbol associated with this dome, and write it down. You'll need to know it later.

Now return to Crater Island, and go past Gehn's lab, past the switched-off controls for the ventilator fans, and back to the double doors. Go through and down the catwalk straight ahead to the frog-catching chamber. Look up, and then click on the open ventilator duct to climb inside. Follow the shaft until you reach another ventilator grill, and click on the grating to open it. Drop down into Gehn's laboratory.

Check out his lab this is where he conducts experiments to determine the proper kind of wood with which to make paper, the proper beetles to make ink, and all of the other details necessary for creating the books that link among the infinity of worlds. At another table, note the paraphernalia he uses for dissecting the frogs. An extract from the frogs is placed in small, cylindrical containers and smoked in his elaborate pipe.

Find his lab journal and go through it carefully. Find and record a string of five D'ni numerals. This is the code for opening the inner mechanism of the Fire Marble Domes. At this point, you know the numerals for 1 through 10. You will need to look for patterns within these numerals in order to deduce the translation of any numbers higher than 10.

Note, incidentally, that this code is different each time you play *Riven*.

Note, also, the wooden Eye on the desk with the lab journal and note the symbol on the reverse side. Read the paper underneath it to find out where it came from . . . and how Gehn found out about it.

Examine the stove in the centre of room. Pull the lever to open the door and look inside to see a partly burned linking book. It doesn't work. Note that in Gehn's journal he says he burns books in the oven when they don't work. He seems to be having some trouble getting things right.

Go to the front door and open it, unlocking it so it will now open from the outside. Return through the lab, and touch the blue-topped tram-call next to the door. Go to the opposite door and down the steps toward an awaiting tram.

(d) Plateau Island

Ride the tram to Plateau Island. When you arrive, note the door on the opposite side of the tram from the tram's entrance, but don't do anything about it now. Leave the tram, go out the passageway, and climb the steps. Follow the path through some huge, monolithic stones. Approach the titanic building and go up the steps into the portal. Pass the huge, stone plateaus that rise on either side from the surface of a pond. Continue through the crevice in the rock face and enter an elevator.

Turn around, push the button, and go up to the map viewing level. Go forward and look down to the plateaus in the pond you observed earlier, and which are now obviously maps of Riven's five islands.

Look at the control with five buttons shaped like the islands of Riven. Note how pressing one button causes water to flow onto the top of the corresponding island plateau and hump itself into a three-dimensional relief of that island's topography.

Turn around, walk back the way you came all the way through the elevator to another crater lake. In the middle of the lake is a large structure: the Map Room.

Approach the map chamber. As you cross the causeway, look to the left and note the Fire Marble Dome for Plateau Island turning just beyond a narrow, V-shaped cleft in the rock wall of the crater.

Enter the map chamber. Note that the water maps and plateaus outside correspond to the map currently visible here. Press the yellow square to see a 3-D relief map of that one square. Use the handle at the bottom to rotate the 3-D map so that you can view it from all sides.

Each island is divided into squares similar to patterns seen on Temple Island. For example, Crater Island is represented by four squares arranged in a square, while Plateau Island consists of four squares arranged in an "L" shape.

Each square, when you click on it, can be further divided into a five-by-five square grid. You need to identify where on each 3-D island map that island's Fire Marble Dome is located.

In the case of Crater Island, you will have to use additional clues, since the dome is underground. Look for the hole or crater that you saw earlier when you looked up inside that island's Fire Marble Dome chamber. The domes on the other islands are easily identified.

Use the five-by-five grids to create co-ordinates for each dome site. For example, if the columns across are labelled **A, B, C, D,** and **E**, and the rows down are labelled **1, 2, 3, 4,** and **5**, then the co-ordinates of the dome on Crater Island are B-4. Record all of the dome sites or your best guess for later reference.

Leave the map room and go to the junction of catwalks, turning right. Investigate the dome in the cleft. Note, if you can, the symbol highlighted in a coloured circle with a horizontal line.

Go back around the catwalk, and follow its curve counter clockwise. As you walk, observe the wark totems rising from the lake and note their colours: blue (visible from the side of the lake near the dome), yellow, orange, and green (closest to the kinetoscope).

The kinetoscope is broken, the device pushed out of alignment. To open the dome, simply click your mouse button rapidly until the dome stops rotating.

Return to the elevator, and ride it down to the plateau. Walk along the path, noting the three-dimensional water mountains still rising above the last island you examined. Return to the tram. Rotate the tram to get out on the side of the door you noticed when you first arrived. Go through the door.

Walk down an orange-lit passageway. Note the handle with yellow stripes on the left just before the hexagonal-shaped pool. Throw the lever to raise a golden elevator cage. Go inside. Turn around and push the button to close the elevator and descend beneath the surface of the water.

Emerge from the elevator and follow the passageway through caverns and tunnels. Up ahead, you see Gehn's scribe look up, obviously startled, and dash into a side passage. Follow him to arrive at another tram station, just in time to see the scribe making his escape.

Return to the main passage and turn left. Follow it through a portal and up a long, flight of steps to enter Gehn's underwater Survey Room.

Sit in the throne. Push the button on the control panel to the right to rotate and elevate the throne.

Lower the right-hand lever in front of you to bring down the Colour Wheel. Look down at the wheel. Note the symbols, some of which are the same as the symbols you've been noting on each of

the Fire Marble Domes. Click on either the symbols or the tabs with finger holes to rotate the wheel. Click on the button at the bottom position to turn on an underwater light.

Go through all of the symbols to connect a specific symbol with a colour. The lights are located on the underwater portions of the wahrk totems you noticed earlier. One light, the one symbolised by a circle with a vertical line, is broken; you'll need to guess its colour.

The vertical eye shape with a dot, a symbol you've not seen thus far, is blue. The circle with a dot is green. The horizontal eye with a dot in the middle is yellow. The circle with a horizontal line is orange. The eye with a vertically aligned slit pupil is red.

When you click on red, your view shifts up. The red light is visible through the glass of the Viewing Chamber. Wait a few moments to see and hear a live wahrk. Apparently, he's trained to appear to get food when the light is on; when he doesn't get food, he leaves. If you want to play with the wahrk's mind, try calling him three more times and watch him get more agitated each time. After his fourth appearance, he will slam into the glass, and then vanish. He will not reappear unless you return considerably later.

Raise the Colour Wheel. Pull the lever to lower the left-hand viewer. This one has only two buttons and six tabs with finger holes. Press the button on the left to see a spy-camera view of Catherine in her prison. When this view is active, the finger hole tabs do nothing.

Press the rightmost button to get a camera's view from Crater Lake on Jungle Island. Use the tabs to rotate the view.

Note one view that looks like the silhouette of a fish created by a rock cavern and its reflection in the water, which gives the shape of a delta-wing type configuration. Note a white speck at the pointed end and surmise that the shape is the missing fifth animal silhouette, and that the white speck is the silhouette's wooden Eye.

Leave the throne and go down the stairs to the tram car room where you saw the scribe escape. Take the tram car and ride it back to Jungle Island.

(d)The Moiety Age

Leave the tram, go through the open door, and go to the wooden elevator. Ride up one level to the inside of the Jungle Island wahrk idol.

Leave the jungle via the wooden gate and turn right. Follow the wooden catwalk through the blue-lit cavern and out to the lakeside, where a ladder was lowered earlier. Climb up the ladder, go to the prison cell, and go inside. Open the drain grate, pull the ring, open the secret door, and descend into the cavern. Go down the tunnel to the side passage and the room with 25 stones and animal totems.

Touch the stones in the following order: delta-shaped fish, beetle, frog, sunner, and wahrk. This drains the water from the far wall and provides access to the Moiety universe by opening a ledge with an open book. Touch the screen to see the other universe; click to go through.

Enter the room behind you, where a strange idol is on display. Approach the idol to examine it more closely. Quickly turn to see Moiety rebels shoot at you with a blowgun dart.

You awake in a boat on the way to a large building that resembles a tree. Explore the room you awake in, and look through a window in a wooden door to see a rebel village. Turn to face the table. A woman, named Nelah, brings you Catherine's journal and your trap book. She mentions Catherine's name, although you cannot understand her language.

Examine the journal. Note the entry about a pin that locks the telescope, and find a series of five D'ni numbers. Later, Nelah returns with a linking book. Touch the link image to return to the room with 25 stones.

Leave the Moiety gateway tunnel. If the lights are out, keep clicking to get to the trap door. Pull the ring to exit. Turn right to the end of the catwalk and go down the ladder. Turn around and follow the catwalk into the cavern through the blue-lit cave, and past the jungle and clear-cut area. Return to the tram, which takes you back to Temple Island. Go through the Temple, up the passageway, and across the bridge to the Gate Room.

Push the rotation button to set the doorways to positions 1 and 3. Go to position 3, where the ramp beyond now extends upward to a vertical slit high in the Great Golden Dome. Cross the ramp and enter a high, narrow passageway. Note a lever on the wall, and beyond, the Marble Puzzle.

Look at the marble grid. Six marbles are lined up to the right. The grid is a five-by-five array of squares further divided into smaller squares, exactly like the array you saw in the Map Room on Plateau Island.

Place coloured marbles in the appropriate spots, based on what you learned in the Map

Room and at the Colour Wheel. The colour is determined by the symbol that opened each dome. The positions are determined by consulting your notes from your session in the Map Room.

When you think you have it right, step back and throw the switch on the wall. This lowers the marble press. Push the white button on the wall switch when it appears. An explosion and whooshing sound signals that the marbles are set correctly. You have now powered up the linking books in all of the Fire Marble Domes.

If there is no whooshing sound, the marbles were positioned incorrectly, so try again. You must guess at one of the colours, as well as to the position of the dome on the fifth island. Experiment until you get the right setting.

Return to the Gate Room and go to entrance 1. Press the rotation button three times to set the gates to positions 1 and 4.

Go through position 4 and follow the catwalk beyond. Go into the Golden Dome. Turn left on the catwalk and cross the walkway extension. Pass the entrance to position 3 in the Gate Room and go down the steps to the Golden Dome's lower level catwalk. Exit the door and follow the walkway to the right past the power valve for the West Drawbridge. Stop on a red plate on the path and turn right. Push the button to take the elevator down a level. Turn and follow the tunnel to some steps that lead up. Go up to the Fire Marble Dome.

You now have the five numbers for the dome lock settings from Gehn's lab journal. Move the sliders to the appropriate numbers on the scale and push the button, opening the inner dome and raising the linking book. Open the book and touch the scene inside to travel to Gehn's universe.

(d)Gehn's World

You arrive inside a cage. Note the linking books, each with a graphic symbol of a different island. Turn until you see a button on a star-shaped design mounted on the bars. Touch it to call Gehn and have him talk to you. He talks about being trapped on Riven without books, but you know he has been writing books. He tells you that he is a changed man who wants to atone for the trouble he's caused.

He also smokes frogs and wears a grand version of the uniform worn by the guard who first greeted you upon your arrival. You know that he uses the wahrks to instil fear in the natives, and if the elaborate native warning network and Moiety rebellion are any indication that the natives are, indeed, terrified of him. All suggest that Gehn is not to be trusted.

He asks you to go through the trap book first, so he can satisfy himself that it is, indeed, a linking book to D'ni. When he holds the trap book in front of you, click on the picture and you'll get trapped inside the book. Watch while Gehn decides to follow you to D'ni. He gets trapped, which frees you, and you are now inside his home outside the cage.

Find the switch that turns on the power to the other linking books in the room, and move it to the right.

Find a lever next to a window, and pull it to lower the bars to your former cage.

Find a tunnel leading down a ladder to Gehn's bedroom. Examine the various artefacts in the room. Go to the bedside table and examine his personal journal.

Click on the grey metal sphere on the table, which appears to be some kind of watch. Listen to the sequence of sounds, which are the code to Catherine's prison.

Go back up the ladder to the main room. Go into the cage area. There's a book that links to Prison Island here, the one with a single small square as an identifying graphic. Link to Catherine's island.

(d)Catherine's Prison

You arrive inside the Fire Marble Dome on Catherine's island. Press the button on the floor to the right of the book to lower the book stand and open the dome. Turn and follow the walkway toward a gigantic tree stump covering the entire small, rocky island. Go up the stairs and through a door to an elevator. Note three keys and a lever, plus a pull cord. Press the keys and listen to the different sounds. Enter the correct sequence of sounds (the sequence you heard on the watch in Gehn's bedroom), and then throw the lever to open the cage.

Catherine joins you and pulls the elevator handle to descend. She congratulates you. "We're all free! You captured Gehn!" She tells you to open the fissure and reminds you that the combination is in her journal.

Go back to Gehn's residence. You'll have to stop the dome again because Catherine has just used it.

(d)End Game

In Gehn's home, return to Temple Island by means of the Linking Book. Go through the tunnel to the elevator and press the button to take you up one level. Go through the Golden Dome to the Gate Room. Go through position 1 and turn right, going down the stone steps.

Return to the place where you first arrived on the island, at the telescope. Use the code from Catherine's journal to open the hatch. Look through the viewfinder to see stars in the fissure. Pull open the pin that blocks the telescope's descent by clicking on the support strut to the left of the hatch, and then swinging the lever handle up. Step back to the main controls and pull down the lever to the right of the scope. Press the green button.

Repeatedly press the button until the glass breaks.

Now watch Riven destroy itself. Atrus comes through from the chamber in which you first arrived on the island. Catherine arrives a moment later and they embrace; she tells you the villagers are all safely in the Rebel Age. "The path home is now clear for all of us."

Atrus has brought a linking book. Catherine goes through to safety first. He then links through himself, letting the book fall into the fissure. You follow, falling into the Star Fissure on your way home at last.

(c)Riven: The Lost Episodes

With the help of this game guide, of course, you made it all the way through *Riven* without a single mistake or wrong turn. Want to see how the game ends if you don't perform so brilliantly?

Restore to a saved game made just *before* the final few moves of play.

(d)You Fail to Trap Gehn

If you fail to trap Gehn before opening the Star Fissure, you lose the game.

You fall into darkness as a world dies.

(d)You Fail to Free Catherine

If you trap Gehn but fail to free Catherine before smashing the glass view port in the Star Fissure, Atrus will come through and take the book. "I don't understand" He looks at you, bewildered. "You've trapped Gehn, but why did you signal me? The age is collapsing. There's no time left."

The shock and grief on his face when he realises that Catherine may be lost forever should spur you on to return to the world of Riven again, this time to end the quest on a less tragic note.

For now, though, the wind howls as a world and a people die.

Make sure you both trap Gehn in the Book *and* release Catherine from her prison, using the code in Gehn's bedroom and you won't have to experience either of these unpleasant endings!

Good luck, and happy adventuring!