The End of Ages Graph, 2: A Way In, No Way Back

An Age that cannot be left, eight points that nothing reaches, and what the state of the game holds back

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> **Work in progress — November 21, 2026**
> I am still working in **Myst V: End of Ages**. I will update these articles over the coming weeks, so please feel free to come back later to see what's new.

Abstract

The End of Ages Graph draws the 2,729 Classic points of Myst V and the moves between them. Read as a graph:

- **No way back:** of the places a path reaches, 115 cannot lead back to the start: the 114 points of Myst, and Releeshahn, the place of the final scene.
- **Held back:** using only unconditional moves and the introductory link to Descent, a path reaches 1,516 of the 2,732 nodes. Myst is three moves from the start, behind a book that the game keeps locked.
- **Never:** four links of the pedestals can never open, because the symbols that would open them are named "DoNotGoHere" and "NotUsed"; two of them lead to a place that neither Age has.
- **Unreached:** eight points of Todelmer, just above a stop of its tram, that nothing decoded reaches.

The files show what was kept, not why. This article contains spoilers.

Introduction

The End of Ages Graph, introduced in the previous article, draws the fixed points of Myst V's Classic mode and the moves between them. As with Myst, Riven, Exile and Revelation, I now look at what the graph shows that playing does not. To my knowledge, the findings presented here are new, except where I credit earlier work. Any point named below can be found in the browser by its label.

A path below follows the drawn moves, whatever the state of the game, unless it says otherwise: it is a distance between points, never a walkthrough.

Version of the game: Myst V: End of Ages, release 2.0.0.9 for Windows. The point labels are those of this release.

Point labels such as Rver:4 have a thick underline, in the color of their Age, and open that point in the graph browser.

Disclaimer

The disclaimer of the first article applies. This article contains spoilers for the game, including its ending.

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Interactive figures, animations and videos of the web page are shown here as still images or addresses.

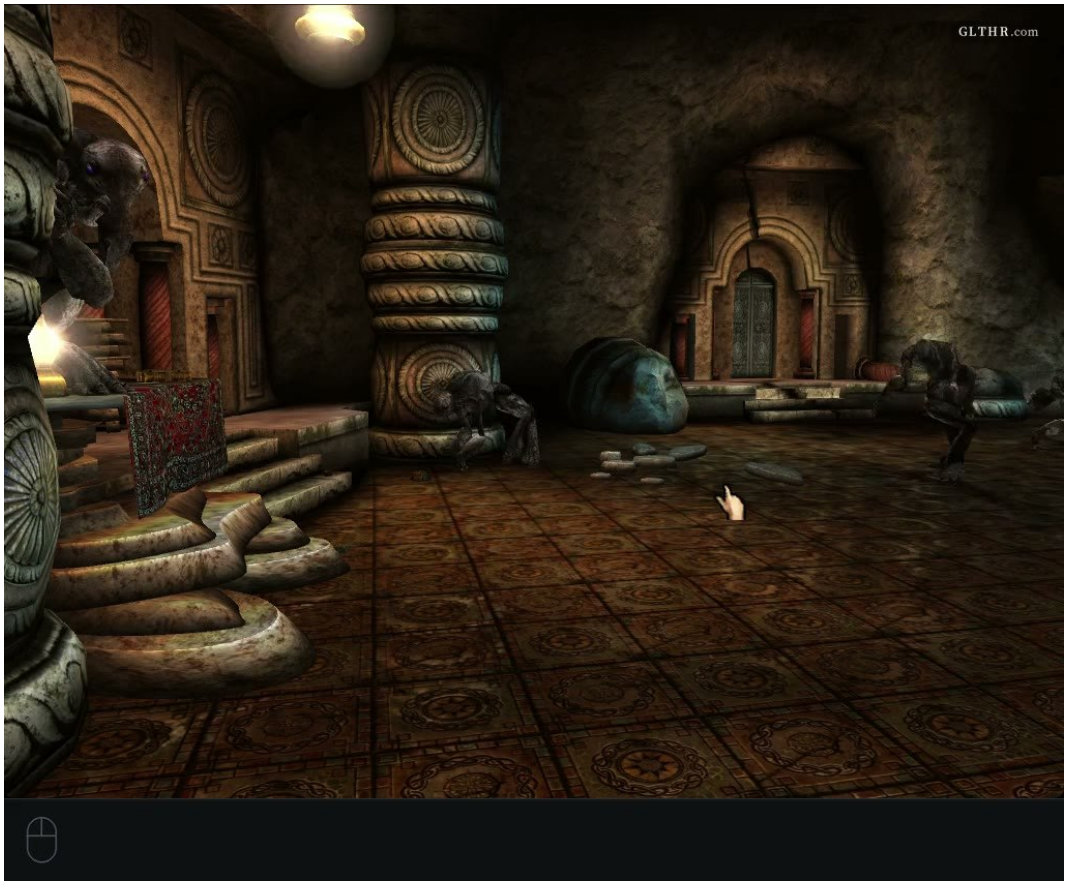
General

The Start

A new game begins at Kver:4, in K'veer, at the spawn point that the script of the Age greets with "first time in Kveer - will play intro". The player walks down to the great room, where a region near Kver:22 starts Yeesha's introduction; then comes a link that no click makes: the script of K'veer sends the player to Descent, at its volcano, Dsnt:385. In the graph, that link is the nineteenth move of the shortest path from the start, after eighteen Classic moves down to the great room.



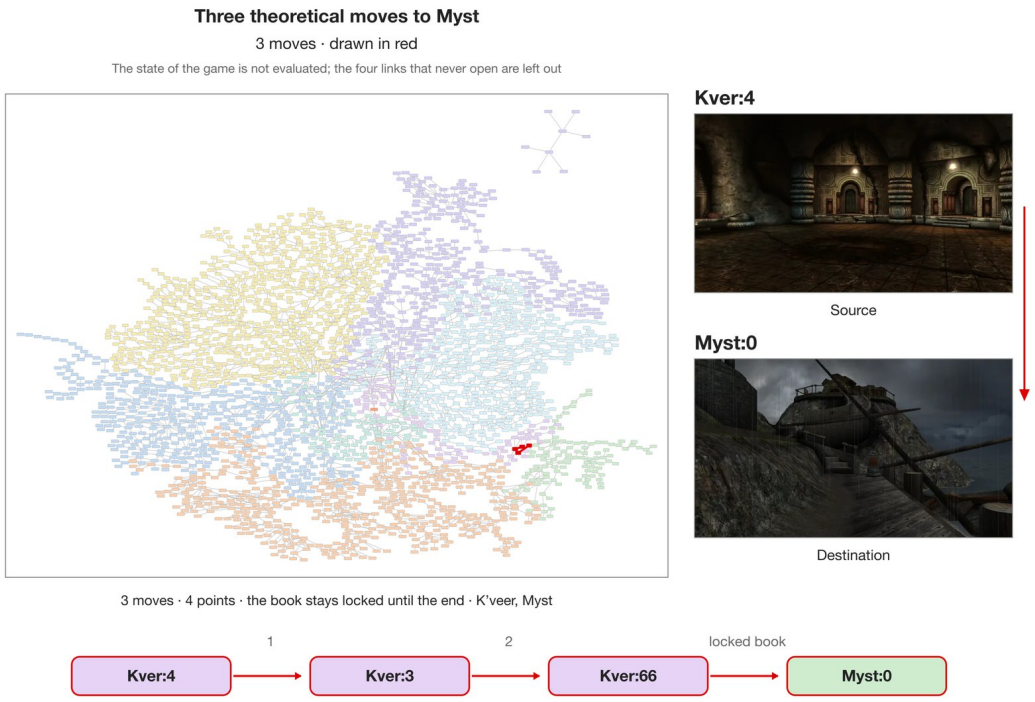
Kver:4, the first view of a new game.



Video: https://media.glthr.com/end-of-ages-graph-2/eoa-new-game.mp4

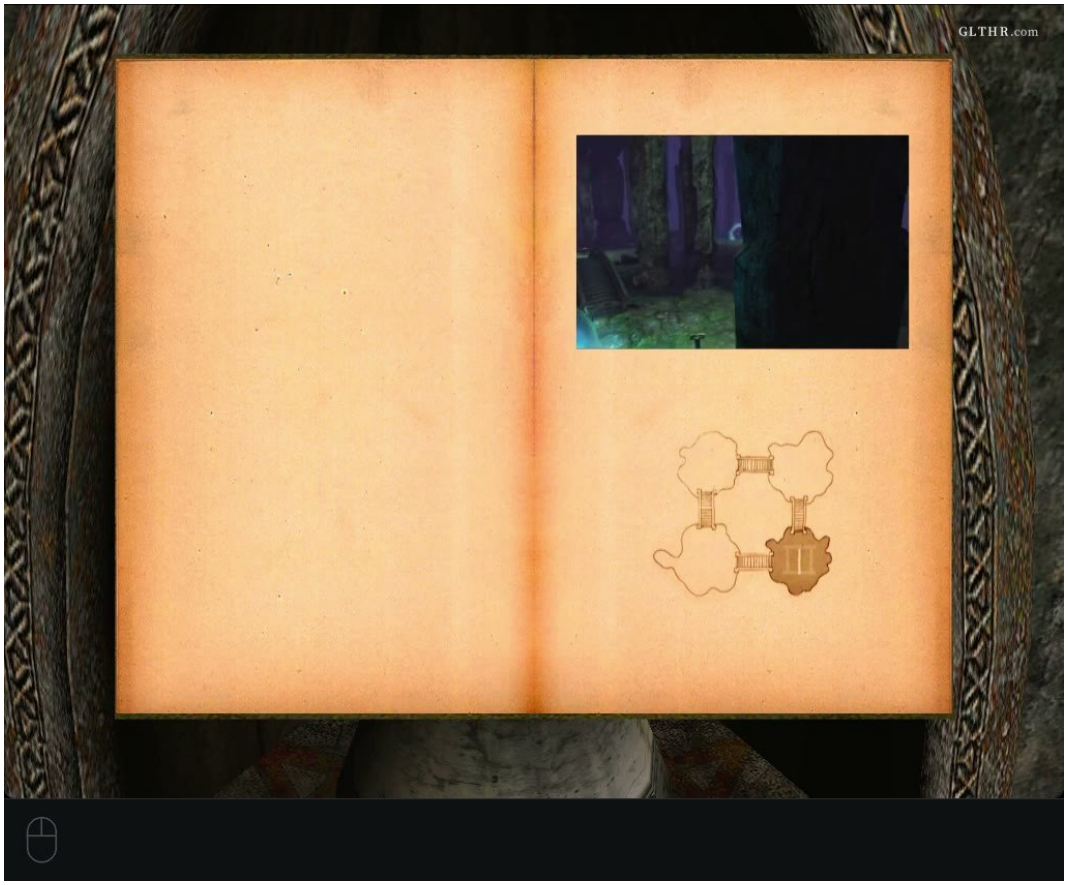
Three Moves to Myst

Much like Riven's three-edge distance to its telescope, Myst, the final Age, is only 3 moves from the start: Kver:4, Kver:3, Kver:66, then the book of Myst, which links to Myst:0. Since no link leaves Myst once you arrive, the game's insistence on keeping that book locked looks almost considerate. Its link waits for a click region named for the unlocked book; ignoring conditions, the graph opens it at once.



The three-move route in red. The final link uses the book of Myst, which stays locked until the end of the game.

Other Ages lie farther: Descent at 19 moves, Direbo at 21, and each of the four Ages of the slates at 20 to 22 (reached directly through K'veer's own books rather than through Direbo). Drbo:52, where the first book of Descent leads, is 23 moves from the start.



Video: https://media.glthr.com/end-of-ages-graph-2/eoa-first-book.mp4

The Farthest Points

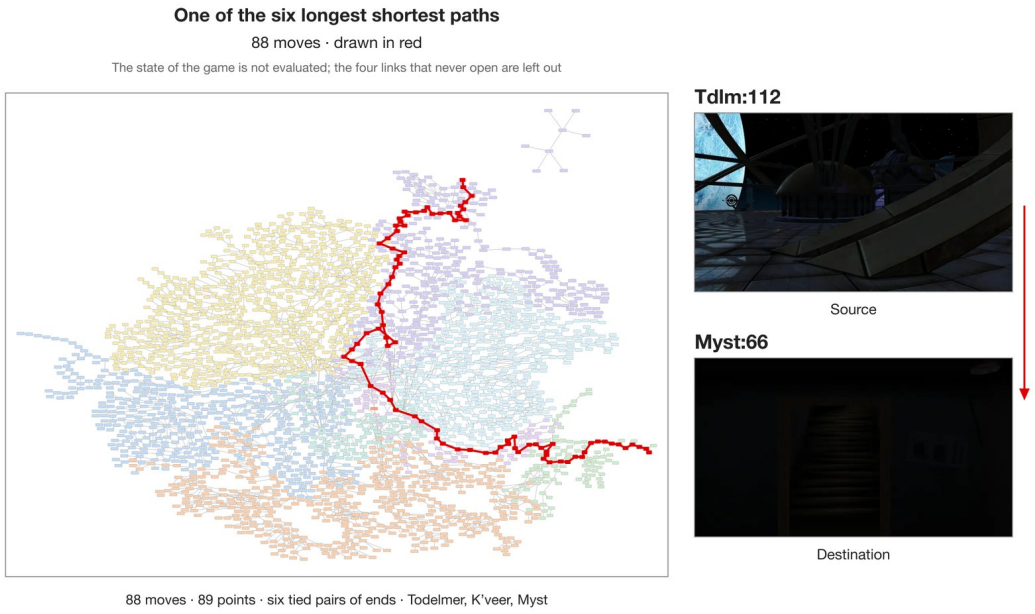
Three points of Todelmer are the farthest from the start, 59 moves away: Tdlm:112, Tdlm:120 and Tdlm:333. On average, a point is 30.9 moves from the start.



A shortest path from the start to one of the three farthest points, Tdlm:333: 59 moves, 20 of them in K'veer, then a link to Todelmer.

Longest Shortest Theoretical Path

Of all the shortest paths between two points, the longest take 88 moves. Six pairs share that length: from each of those three points of Todelmer to Myst:66 or Myst:112.



One of the six longest shortest paths: 88 moves from Tdlm:112 to Myst:66, through K'veer.

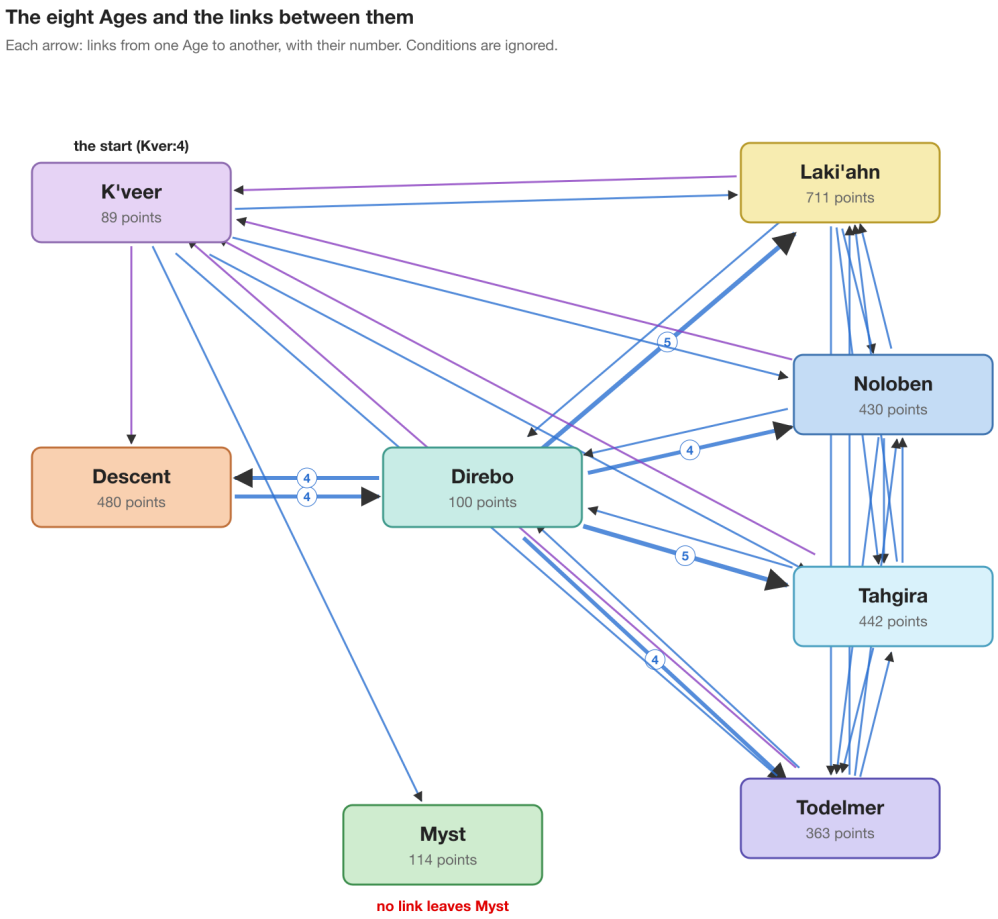
Few Hubs

The busiest point of Classic mode is Srln:191 in Noloben, with fifteen neighbors by its stored links, then Thgr:191 in Tahgira with fourteen, and Dsnt:176 and Dsnt:323

in Descent with thirteen. They are crossroads of Classic mode, where links fan out in every direction.

Between the Ages

Each Age is its own file, and the 52 links between them make a small graph of their own:



The eight Ages and the links between them, with their numbers. Purple: the links made by scripts.

Direbo is the hub: four links come from Descent and four go back, and from Direbo, the pedestals lead to each of the four Ages of the slates. Those four Ages are joined to each other at their Keeps, where the symbol of each other Age links to it once it is enabled. K'veer also holds a direct link to each of those four Ages (from Kver:68 to Kver:71), and each leads back to K'veer once the four slates rest on their Keeps.

An Age With No Way Back

In the 1993 Myst, Myst Island was the central hub from which every other Age was reached. Here, no link, responder or script leaves Myst. Of all the places that a path

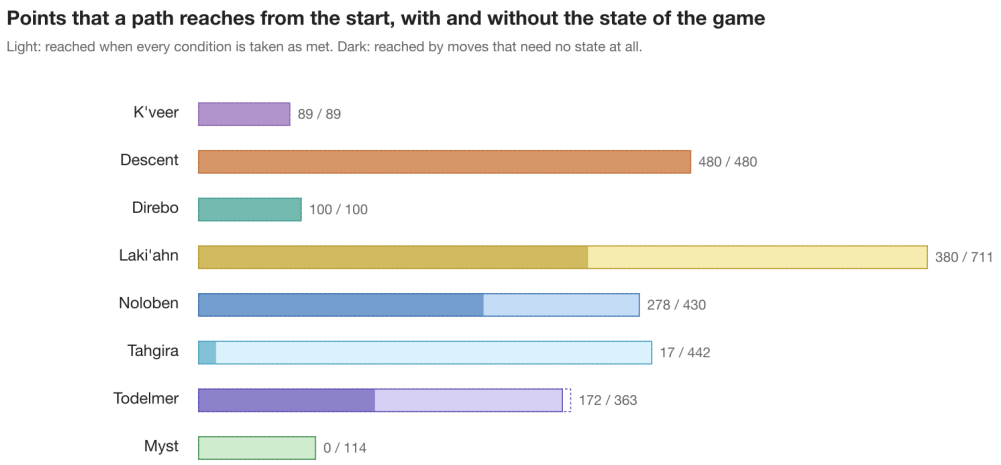
reaches, 115 cannot lead back to the start: the 114 points of Myst, and Releeshahn, the place of the final scene, which a recorded scene reaches from K'veer, more than 13,600 units above it.



Myst:0, where the player arrives in Myst. No link leaves this Age.

What the State Holds Back

Every condition taken as met, but for the four links that can never open, a path reaches 2,722 of the 2,732 nodes. Using only unconditional moves, plus the scripted link that every new game takes to Descent, a path reaches 1,516:



Points reached from the start, with every condition met (light) and using only unconditional moves plus the introductory link (dark).

Tahgira shows it most: without the fall through the crack in its ice or an activated pedestal, only the 17 points of its arrival cave are reached. In this restricted graph, the farthest points are Srln:184 and Srln:268 in Noloben, 103 moves from the start.

Links That Can Never Open

The pedestals of the Ages of the slates open as the slate is taken to them. The script that moves the slate matches the symbol the player draws against the names of each Age's pedestals. Three of those names are not places: in Noloben, the first pedestal's symbol is named "DoNotGoHere" and the third "NotUsed"; in Todelmer, the third is "NotUsed". The slate can never be taken there, and the four links that those pedestals would open never open.

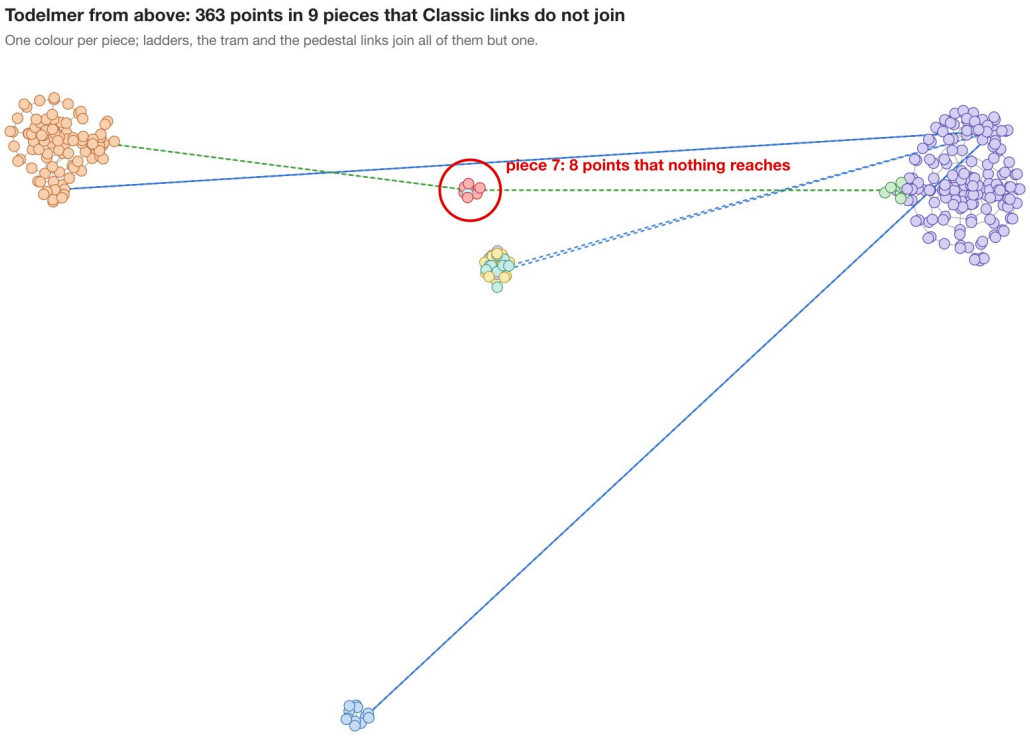
Two of them lead to a spawn point named `LinkInPed3`, which neither Noloben nor Todelmer has: the graph draws it as a dashed white box, named and absent. Asked for anyway, from a player's own script, the one into Noloben does not fail: the game puts the player at the Age's default arrival, the pedestal below (Srln:1).



The pedestal at Srln:1, in Noloben.

Eight Points That Nothing Reaches

In Todelmer, the Classic links leave nine pieces, which ladders, the tram and the pedestals join, all but one:



Todelmer's 363 points in nine pieces. Piece 7, eight points about ten units above a stop of the tram, is reached by nothing that the data decodes.

The eight points stand just above the tram's stop, linked to each other and to nothing else. No box that switches points covers them: Todelmer's six, at the tram's third dock and inside two of its pillars, all stand more than 600 units away (the first article describes these boxes). Something else that the data does not decode may still lead there. In the graph, they are the only stored Classic points that no path from the start reaches.



Left, the tram stop of Todelmer (Tdlm:285). Right, the view from Tdlm:287, one of the eight points above it: put there by a script, the player stands on a floor.

Conclusion

Myst V can be walked, but its Classic mode keeps a map of 2,729 places, and the map has a shape: one hub, Direbo; four Ages joined to each other; and one Age,

Myst, that no link leaves. It also keeps traces of what changed: pedestal symbols named not to be used, a spawn point that two Ages name and neither has, and eight points that nothing reaches. The files say what was kept, not why.

How to cite this article

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Your questions and leads are welcome: myst@glthr.com

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