Ghosts of Uru

The city beyond K'veer's walls, and why an unused animation leaves Atrus staring at the sky

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Collection: Myst V: End of Ages (2005) — Behind the Console (alongside The End of Ages Graph)
Next: The End of Ages Graph, 1: The 2005 Game as a Graph (glthr.com/end-of-ages-graph-1)
Interactive browser: glthr.com/end-of-ages-graph
All 5 Myst games: glthr.com/myst-graphs (Myst, Riven, Exile, Revelation, End of Ages)

Abstract

Every time you visit K'veer in *Myst V: End of Ages* (2005), the game loads the skyline of a city from *Uru*. I flew outside the Great Room to see it, then went looking for scenes the game can still play. A Bahro still clings to the wall of K'veer, while on the Sky Terrace all Atrus can manage is a tilt of the head.

K'veer has a neighbor. From inside the Great Room in **Myst V: End of Ages**, you would never guess that the island of Ae'gura lies about 11,000 feet to the south. Players of an earlier Cyan game, *Uru: Ages Beyond Myst*, may recognize it by the shape of its Arch.

In Commands Beyond the Slate, I used the commands Cyan left in the game to bring a creature back to Direbo. I used the same tools here to look beyond the walls and to play scenes that normal play skips. I took the *Myst V* screenshots and recorded the clips in the running game.

I used the Limited Edition for Mac sold by GOG, with its September 2024 update.

A City From *Uru*, South of K'veer

The city is already there when you enter the Great Room. To get a look at it, I had to change where I could go and how far I could see.

1. Push back the fog and increase the distance at which the game draws the scenery.
2. Turn off gravity so you can leave the room and fly.
3. Fly about 11,000 feet south. Look for the orange horizon, then for the two arms of the island reflected in the lake.

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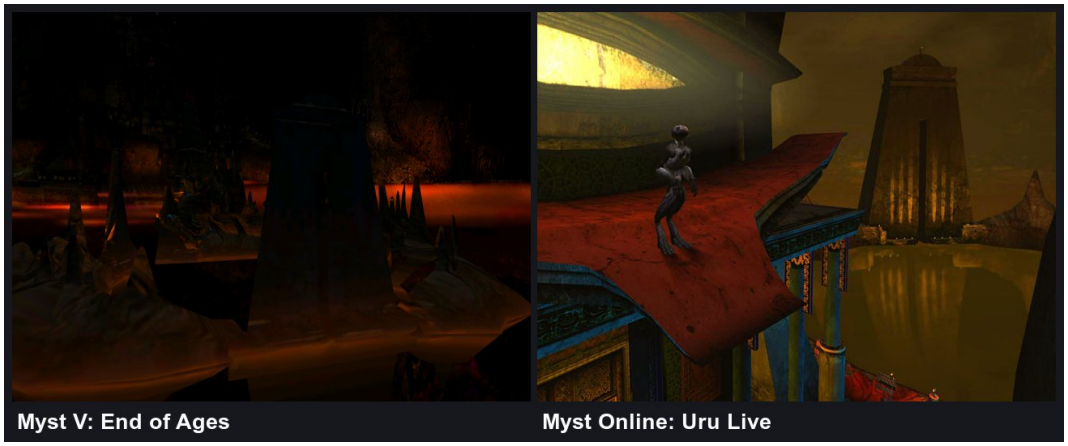
Interactive figures, animations and videos of the web page are shown here as still images or addresses.



Look at the top of Kerath's Arch. Even in the dark view from K'veer, you can make out the little cap and the way the sides widen toward the water. On the right, in this detail from Cyan Worlds' screenshot of Myst Online: Uru Live, the light catches the narrow opening between its feet.[1]

In *Uru*, you could stand in a neighborhood and look across the lake at Ae'gura. The objects in *Myst V* still carry that neighborhood's name. Ten shapes make up the scene, about 1,100 triangles altogether. The Library stands on its cliff, and rocks mark the sites of the Palace and the Museum. Even the reflection is a second piece of scenery. None of it is visible through the walls of the Great Room.

Cut Animations That Still Play

The Bahro encounters in K'veer are numbered. The game plays the seventh and the ninth. What happened to the eighth?

In the eighth shot, a Bahro clings to the carved wall of K'veer's Great Room. For about five seconds its feet hang clear of the ground. It has been holding on since 2005.



Left, the Bahro on the wall in K'veer. Right, a second Bahro crouches beside the red carpet in Descent. The game still marks the spot for that encounter.

[1] Cyan Worlds' official screenshot gallery. This product contains trademarks and/or copyrighted works of Cyan. All rights reserved by Cyan. This product is not official and is not endorsed by Cyan.

I found the missing shot among the files the engine calls *pages*. A page can hold a character, a room or a single movement. I loaded the page for the eighth shot, brought the Bahro into the Great Room, and played the animation. The same procedure worked in Descent.

Of the game's 228 pages, sixteen load only when something asks for them. I could account for five in normal play. Four serve the Bahro's heat, rain, time and wind commands. The fifth brings Yeesha into K'veer. That left eleven.

Two quieter performances also played. In front of the linking bubble, Yeesha stands with her eyes closed and her hands behind her back. In Tahgira's Ice Cave, Esher has about five seconds of movement of his own. The scene that shipped uses a different take.



Left: Yeesha's cut idle, in front of K'veer's linking bubble. Right: Esher's cut idle, in Tahgira's Ice Cave.

Those are the four performances pictured above. The two Bahro encounters each have a second page for the movement the creature makes while it waits. Together with Yeesha and Esher, that accounts for six of the eleven pages. Yeesha's page even includes 38 pieces of her sash, exported as visible shapes five feet below the floor.

Three more pages belong to Direbo's 130-foot urwin. One holds the animal, one makes it breathe and sway for about twelve seconds, and one makes it walk. The Cutting Room Floor identified all three and asked for pictures of the creature in the game.[2] You can watch it move in Direbo.

That leaves two pages. One holds a skeleton of Esher for Laki'ahn with no movement recorded. The other does contain a movement, written for Atrus. I tried it on the terrace where he appears in the ending.

Atrus on the Sky Terrace

The stone terrace in the Releeshan ending is part of K'veer. Its floor is about 13,700 feet above the Great Room. Classic mode gives the player nowhere to stop on it, but the floor can be walked. The flags flutter, leaves fall, and Atrus stands in the stone circle. A winged Bahro waits about 420 feet below him.

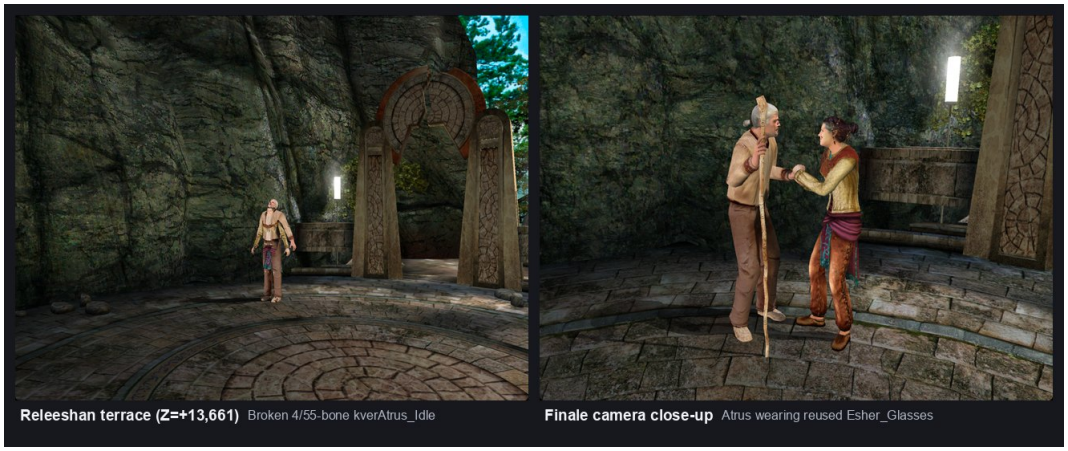
[2]The Cutting Room Floor, "Myst V: End of Ages", sections "Unused Urwin" and "Unused Dialogue", read in its archived copy of September 20, 2026. As shown in Commands Beyond the Slate, the game's movie command still plays them over any Age.

When I played the unused animation, Atrus tipped his head straight back to look at the sky. His body stayed rigid. The flags behind him kept moving.



Video: https://media.glthr.com/end-of-ages-hidden-worlds/eoa-releeshan-broken-atrus.mp4

In the running game, on the sky terrace: the unused idle moves only the four bones of Atrus that kept their names.



On the sky terrace above K'veer: the unused idle tips Atrus's head straight back (left), and the close-up of the ending shows the glasses that still carry Esher's name (right).

An animation tells the game which bones to move by giving their names. I compared the names in this one with the 55 bones of the Atrus on the terrace. Only four

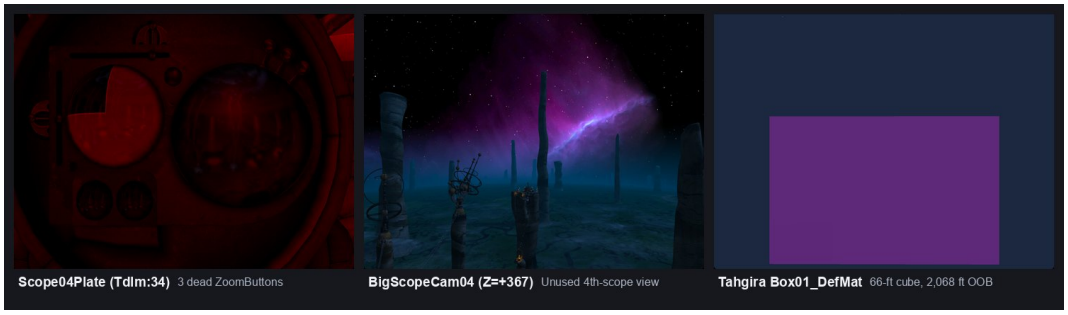
match. They control his head, his neck and his staff, which accounts for what you see in the clip. The animation may have belonged to an earlier version of Atrus.

In the close-up with Yeesha, Atrus wears glasses. In the files, they are still called Esher's glasses.

Props Left Behind the Scenery

- **A telescope stage under Todelmer.** Whenever you look into a telescope, a camera films a model of the eyepiece: a mechanical stage 45 feet wide, with a brass gear, handles, vignettes and exit buttons. It floats 9,700 feet below the deepest floor of Todelmer that can be walked. A player sent there does not stay, even with gravity off: the game treats that depth as a fall out of the world, and at once puts the player back at the arrival point of the Age.
- **A fourth telescope.** Inside the first pillar of Todelmer, three feet from Tdlm:34, the broken-cable puzzle stands where the names of the files place a fourth telescope. Its console plate is still there, with three zoom knobs wired to nothing, a zoom setting that nothing uses, and a camera placed high in the sky for it.
- **A purple box north of Tahgira.** About 2,000 feet north of the glacier floats a purple box, 66 feet long, 21 wide and 40 high. Both its name and its color are the defaults that 3ds Max gives a new box. I suspect someone left a test object in the scene when they exported it.

Labels such as Tdlm:34 open that place in the End of Ages Graph.



Left to right: the console of Todelmer's fourth telescope with its dead zoom knobs, the unused aerial view built for it, and the purple box north of Tahgira.

I also found six small videos of faces made for lip sync. None of the game's pages refers to them. The Cutting Room Floor describes an unused line of Esher, *"A Slate has been placed, and because of that a link is created. Use it!"*, and the video of his face that goes with it.[3] Another of the six is an alternate speech of Esher for Tahgira, and its seven subtitle lines ship too, unused.

K'veer eventually got a window. When the Great Room appeared again in *Myst Online: Uru Live*, players could look out over the cavern and see Ae'gura in the distance.[4] In *Myst V*, getting the same view takes a little more work.

[3]The Cutting Room Floor, "Myst V: End of Ages", sections "Unused Urwin" and "Unused Dialogue", read in its archived copy of September 20, 2026. As shown in Commands Beyond the Slate, the game's movie command still plays them over any Age.

[4]The OpenUru wiki describes "a large window overlooking the cavern, with Ae'gura in the distance" and calls the room "nearly identical to the one from Myst V".

Technical Details

The boxes below give the file names, the counts and the coordinates behind each section, in the same order.

How the audit was done

The audit covers the 228 `.prp` pages of the game, with its 13 `.age` files and 23 `.sdl` files: 9,636 meshes, 2,442 animations, 1,265 sound buffers and 350 attachments of Python scripts. It separates what the game loads from what it never loads.

The pictures rest on Commands Beyond the Slate: a player's `.fni` file binds keys to console commands and to the game's own Python 2.3, and the program is not touched. Three calls do the work:

- `Plasma.PtLoadAgePage` loads a page marked to be loaded on demand;
- the responder `cRespLink` of an Age (`PlasmaTypes.ptAttribResponder`) fades in the character that the Age spawns;
- `player.physics.disable()` turns off gravity for the player.

The Uru backdrop in K'veer



Two views from Myst V. The wide shot shows the arms of Ae'gura and their reflection. The closer view shows the Arch between them.

The skyline is part of `Kveer_GreatRm.prp`, so it is loaded with the Great Room. Its objects carry the prefix `nb01`, the backdrop of a neighborhood of *Uru: Ages Beyond Myst*.

Inside the dome `nb01CaveBackdropStateMaster`, 76,000 feet, ten low-detail meshes make 1,102 triangles: the arms of the island (`lowPolyIslandArms`, 327 triangles), their reflection in the lake (`lowPolyIslandArmsReflect`, 327), the Arch (`lowPolyArch`, 40), the cliff edge of the Library, the rocks of the Palace and of the Museum, and the marker `nb01BahroBoatsRunMaster`, two triangles at `(-20713, -10535, -177)`.

Two console commands push back the far clip plane and the fog:

```
Graphics.Renderer.SetYon 25000
Fog.SetDefLinear 0 25000 1
```

From `(-1550, -7800, 380)`, the skyline is in view.

The sixteen pages loaded on demand

The `.age` files mark 16 pages with the flag `1`, loaded on demand. A scan of the scripts of each Age calls all 16 unused, because it leaves out `Global_bahroHandler.prp`. Reading every `plPythonFileMod` of every page, `Global` included, finds five of them in use: `Global_BahroCommand{Heat,Rain,Time,Wind}.prp` serve the four Bahro handlers, and `Global_glblYeesha.prp` brings Yeesha into K'veer. `glblYeesha` and `glblEsher` still carry `glblEsher-AfterSlate_*.ogg`, the unused line of Esher in six languages that The Cutting Room Floor describes.

The eleven pages that are never loaded:

Page	Status	Bones matched	Animation	Note
`Direbo_drbo UrwinShape.prp`	Plays	`40/40`	Mesh (3,836 triangles, 128.7 ft tall)	Scene object `'handle'`, in lower case
`Direbo_Urwin Idle.prp`	Plays	`39/39`	`UrwinIdle` (12.50 s)	Breathing and swaying, on `'handle'`
`Direbo_Urwin Walk.prp`	Plays	`39/39`	`UrwinWalk` (2.00 s)	Walk cycle, on `'handle'`
`Kveer_kver Bahro_Shot08.prp`	Plays	`41/41`	`kverBahro_Shot08` (5.33 s)	Clinging to the wall in mid-air; the game plays shots `07` and `09`
`Kveer_kver Bahro_Idle08.prp`	Plays	`41/43`	`kverBahro_Idle08` (10.00 s)	The idle of the same Bahro
`Descent_dsnt Bahro_Shot07.prp`	Plays	`41/41`	`dsntBahro_Shot07` (5.33 s)	Hanging, crouching pose; the region `RgnBahro07` is still beside `dsntBahro Warp09`
`Descent_dsnt Bahro_Idle07.prp`	Plays	`41/43`	`dsntBahro_Idle07` (0.17 s)	The idle of the same Bahro
`Kveer_kver Yeesha_IdleFor Intro.prp`	Plays	`94/94`	`kverYeesha_Idle ForIntro` (3.00 s)	Also holds 38 visible meshes, `Y_Bone_ Sash01..38` (380 triangles), under K'veer's floor
`Tahgira_thgr EsherIdleTake.prp`	Plays	`121/121`	`thgrEsherIdleTake` (5.30 s)	The Ice Cave plays `thgr EsherIdleIntro`
`Kveer_kver Atrus_Idle.prp`	Broken	`4/55`	`kverAtrus_Idle` (3.33 s)	Bones named `A_Bone_*`; the Atrus that shipped has `Atrus_Bone_*`
`Laki_lakiEsher IdleKeep.prp`	Empty	`121/121`	None (0 `plATCAnim`)	A skeleton with no animation track

Each page that plays is loaded with `Plasma.PtLoadAgePage`. The character of the Age is faded in through its `cRespLink` responder, and the animation is played on it. The four animations pictured ran this way: `kverBahro_Shot08` on `Bahro7Spawn`, in K'veer's Great Room; `dsntBahro_Shot07` on `Bahro9Spawn`, in the Great Shaft room of Descent, at the region `RgnBahro07`; `kverYeesha_IdleForIntro` in front of K'veer's linking bubble; and `thgr EsherIdleTake` in Tahgira's Ice Cave.

The Releeshan terrace and the skeleton of Atrus

The terrace is `Kveer_kverReleeshan.prp`, 13,661 feet above K'veer's Great Room (`Z = 13,661.5` at its floor). No `.node` point of Classic mode stands on its floor. The page holds the flags, the falling leaves, `AtrusSpawn`, and a winged Bahro of 70 bones parked 419 feet lower, at `Z = +13,242`.

Played on `AtrusSpawn`, the animation of `Kveer_kverAtrus_Idle.prp` moves what the bone tables predict. It names bones `A_Bone_*`, and the Atrus that shipped has `Atrus_Bone_*`: 4 of 55 names match, for his head, his neck and his staff. The mesh of the glasses that Atrus wears in the close-up of the ending is named `Esher_Glasses`.

The telescope stage, the fourth telescope and the box

- **The telescope stage** is `Todelmer_MiniScope.prp`, always loaded, at `Z = -11,526`: 9,700 feet below the deepest floor of Todelmer that can be walked (`Tdlm:253`, at `Z = -1,814`). It holds 14 meshes (`Gear`, `ZoomHandle`, `FrontVignette`, `MiddleVignette`, `UpDnHandle`, `ExitGUIButton01..06`), filmed by `Camera - TelescopeGUI` at `(1.35, -53.20, -11511.16)`. A player warped there, even after `physics.disable()`, is caught by the engine's check for a fall out of the world and put back at `LinkIn PointDefault` (`900.75, 245.82, -145.89`).
- **The fourth telescope** is in `Todelmer_InteriorPillar1.prp`, three feet from Tdlm:34, where the broken-cable puzzle stands (`cPythRopePile`). What is left of it: `Scope04Plate`, three zoom knobs with no modifier (`ScopeZoomButton10..12`), an SDL variable that nothing reads (`BigScope04Zoom`), and the camera `BigScopeCam04` at `Z = +367`.
- **The box** is `Box01`, in `Tahgira_Exterior.prp`, at `(-100, 11, -756)`: 2,068 feet north of the glacier, 66 × 21 × 40 feet, with the material `Box01_DefMat`.

The face videos

Six Bink videos of 256 × 256 pixels, made for lip sync, ship in the folder `avi/`, and no `.prp` page refers to them. One is `thgrEsher-TahgiraThermalsAlternate.bik`, whose seven subtitle lines also ship, as `Tahgira.EsherAlternate`. The console command `Movie.Start` plays them over any Age.

Series and Companion Articles

Myst V: End of Ages (2005): The End of Ages Graph & Behind the Console

Group	Article	Address
Graph	The End of Ages Graph, 1: The 2005 Game as a Graph	glthr.com/end-of-ages-graph-1
Graph	The End of Ages Graph, 2: A Way In, No Way Back	glthr.com/end-of-ages-graph-2
Finding	Commands Beyond the Slate: Myst V: End of Ages (2005)	glthr.com/end-of-ages-commands-beyond-the-slate
Finding	Inside Myst V's 2005 Neural Network	glthr.com/end-of-ages-slate-neural-network
Finding	**Ghosts of Uru** (this article)	glthr.com/end-of-ages-hidden-worlds

The 5 Myst Studies on glthr.com (glthr.com/myst-graphs)

Game	Graph Study & Browser	Findings
Myst (1993)	The Myst Graph (3) · Browser	The Library Ceiling Shortcut, Behind the Ages, Trapped in Myst
Riven (1997)	The Riven Graph (2) · Browser	The Riven Diffs, The Contradictions of the Fifth Age, Catherine Is Still in Her Cell, The Sixth Knock, What Changed Between Riven's CDs and DVD
Myst III: Exile (2001)	The Exile Graph (2) · Browser	Linking Without a Book, The Valve That Refuses to Turn, The Two Realities of the Edanna Tusk
Myst IV: Revelation (2004)	The Revelation Graph (2) · Browser	The Vision the Amulet Never Showed, 53,921 Files: Watching Ubisoft Montreal Build Myst IV
Myst V: End of Ages (2005)	The End of Ages Graph (2) · Browser	Commands Beyond the Slate, Inside Myst V's 2005 Neural Network, Ghosts of Uru

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  note   = {glthr.com}
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Your questions and leads are welcome: myst@glthr.com

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