

# Myst Official Strategy Guidebook (22 GBP)



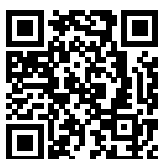
Location

**South East, East Sussex**

<https://www.freeadsz.co.uk/x-202070-z>



Myst PC Game Developer(s) Cyan Worlds Publisher(s) BrÃ,derbund, Midway Games, Mean Hamster Software, Sunsoft Designer(s) Robyn and Rand Miller Composer(s) Robyn Miller Platform(s) Mac OS, Windows, Saturn, PlayStation, Jaguar CD, AmigaOS, CD-i, 3DO, PlayStation Portable, Nintendo DS Release date(s) September 24, 1993[show] Macintosh NA September 24, 1993[1] PSP JP June 15, 2006[2] Nintendo DS EU November 2007[3] NA May 13, 2008[4] Genre(s) Graphic adventure, puzzle Mode(s) Single-player Rating(s) ESRB: E PEGI: 3+ RSAC: ALL USK: Alle Media CD-ROM Input methods Keyboard, mouse Myst is a graphic adventure video game designed and directed by the brothers Robyn and Rand Miller. It was developed by Cyan Worlds, a Spokane, Washington-based studio, and published and distributed by BrÃ,derbund. The Millers began working on Myst in 1991 and released it for the Macintosh computer on September 24, 1993; it was developer Cyan's largest project to date. Remakes and ports of the game have been released for Microsoft Windows, Sega Saturn, PlayStation, Jaguar CD, AmigaOS, CD-i, 3DO, PlayStation Portable, and Nintendo DS by publishers Midway Games, Sunsoft, and Mean Hamster Software. Myst puts the player in the role of the Stranger, who uses an enchanted book to travel to the island of Myst. There, the player uses other special books written by an artisan and explorer named Atrus to travel to several worlds known as "Ages". Clues found in each of these Ages help reveal the back-story of the game's characters. The game has several endings, depending on the course of action the player takes. Upon release, Myst was a surprise hit, with critics lauding the ability of the game to immerse players in the fictional world. The game was the best-selling PC game of all time, until The Sims exceeded its sales in 2002.[5] Myst helped drive adoption of the then-nascent CD-ROM format. Myst's success spawned four direct video game sequels as well as several spin-off games and novels.



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