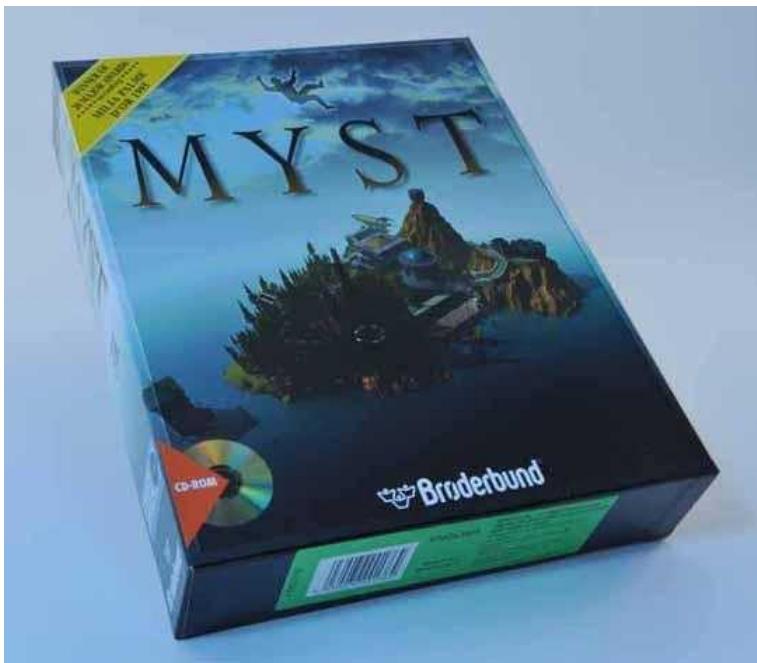


# Myst Official Strategy Guidebook (22 GBP)



Location **South East, East Sussex**  
<https://www.freeadsz.co.uk/x-583054-z>

Myst PC Game

Developer(s) Cyan Worlds  
 Publisher(s) Brøderbund, 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

PGFL: 3+  
 ROM  
 Various Keyboards Possible  
 Myst is a graphic adventure video game designed and directed by the brothers Robyn and Rand Miller. It was developed by Cyan Worlds, a Seattle, Washington-based studio, and published and distributed by Brøderbund. 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.

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Myst Official Strategy

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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.<sup>[5]</sup> *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.