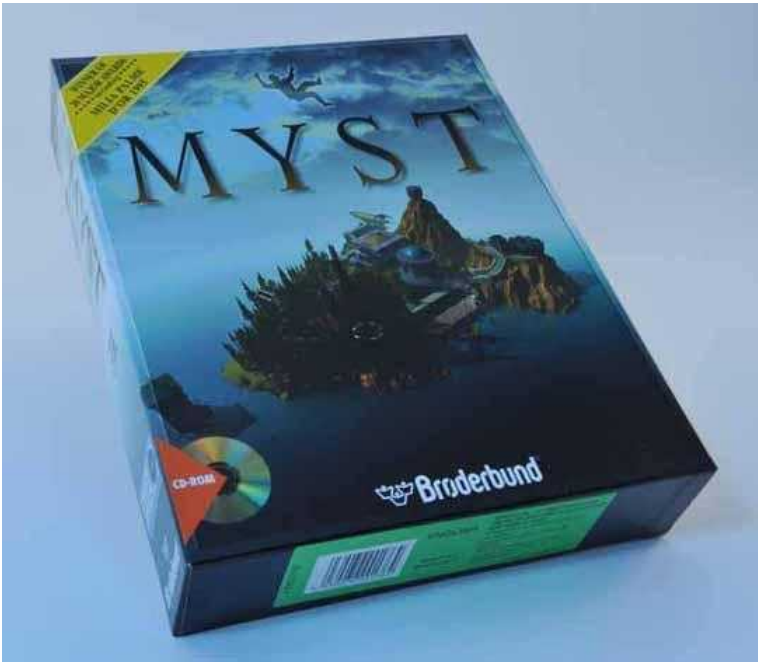


Myst Official Strategy Guidebook (22 GBP)











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

Myst PC Game

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

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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.[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.