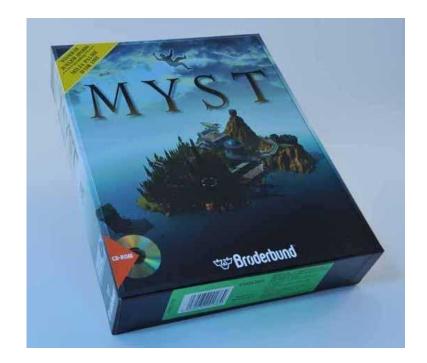


## **Myst Official Strategy Guidebook (22 GBP)**



Location South East. East Sussex

https://www.freeadsz.co.uk/x-583054-z

Myst PC Game

Developer(s) Cyan Worlds

Publisher(s) 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



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Myst is a graphic adventure video game designed and directed by the brothers Robyn and Rand Miller. It was developed by Cran Worlds, a Sporane, Washington Based spudio, and published and disfriguted by Based spudio and disfriguted by Based spud September 24, 1993 it was developer Gyan'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 Sunsof, and Mean Hamster

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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.