

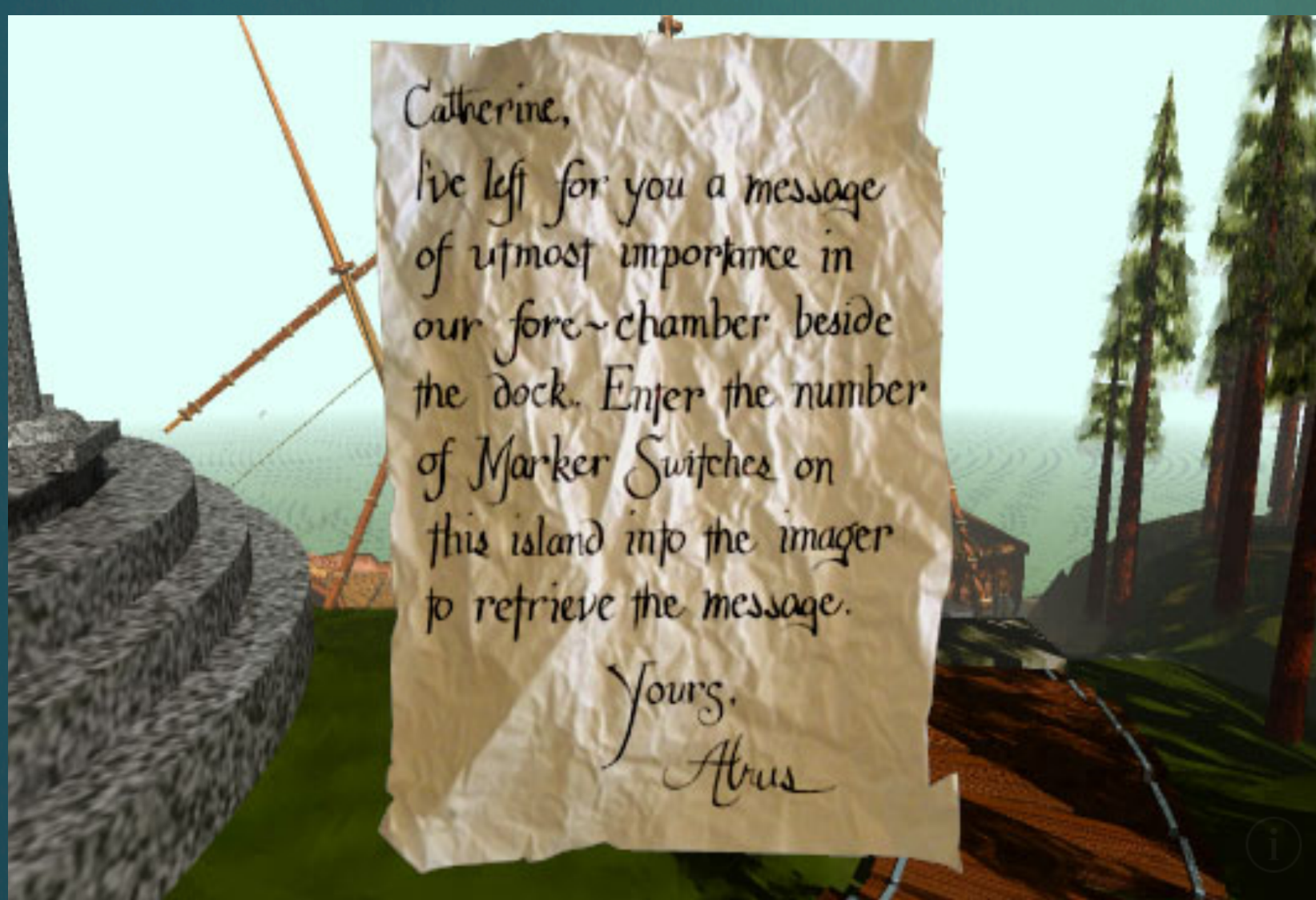


# Myst

The simple UI of Myst allowed user's to be fully immersed in the exploration of the island.

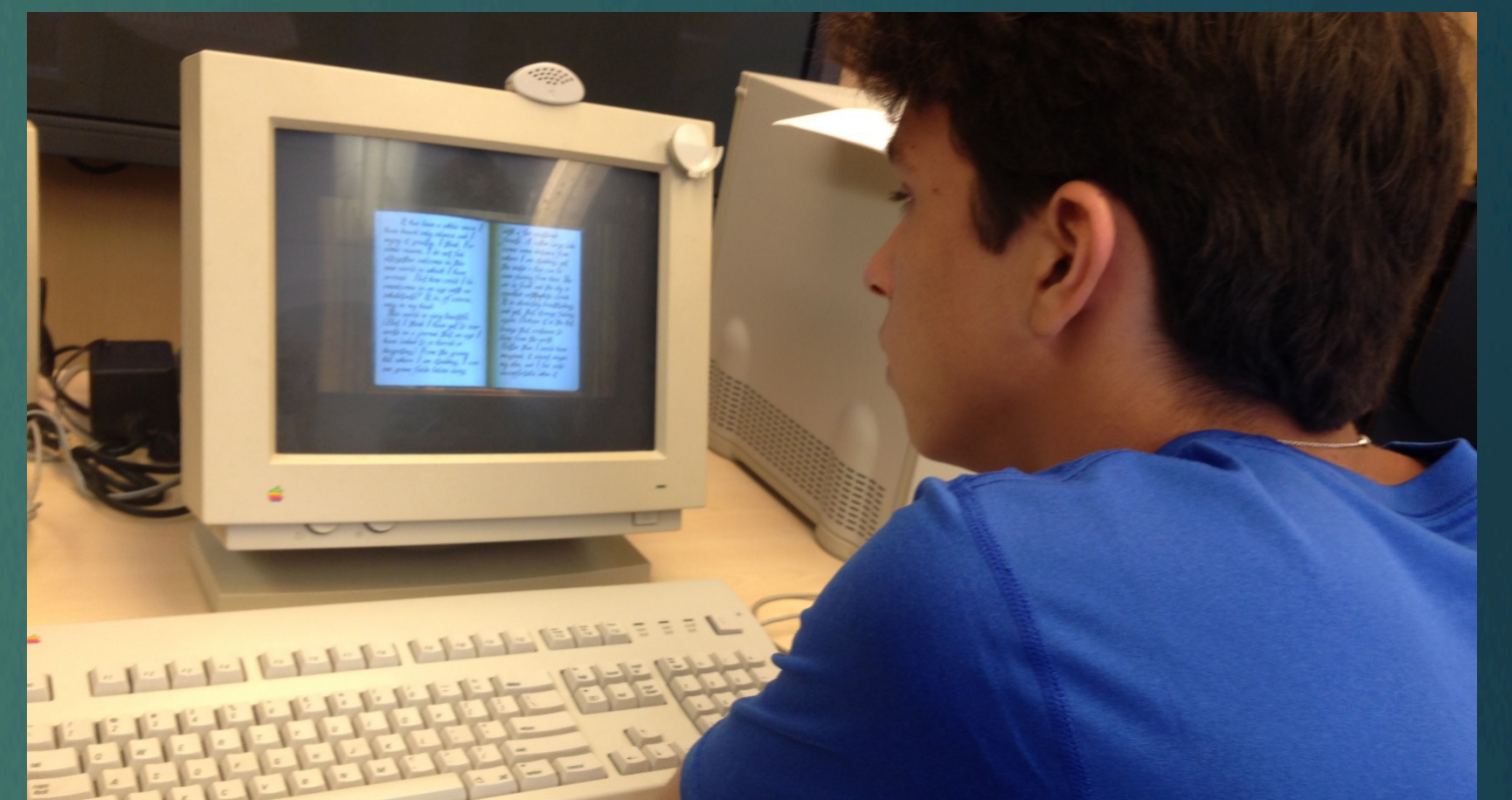
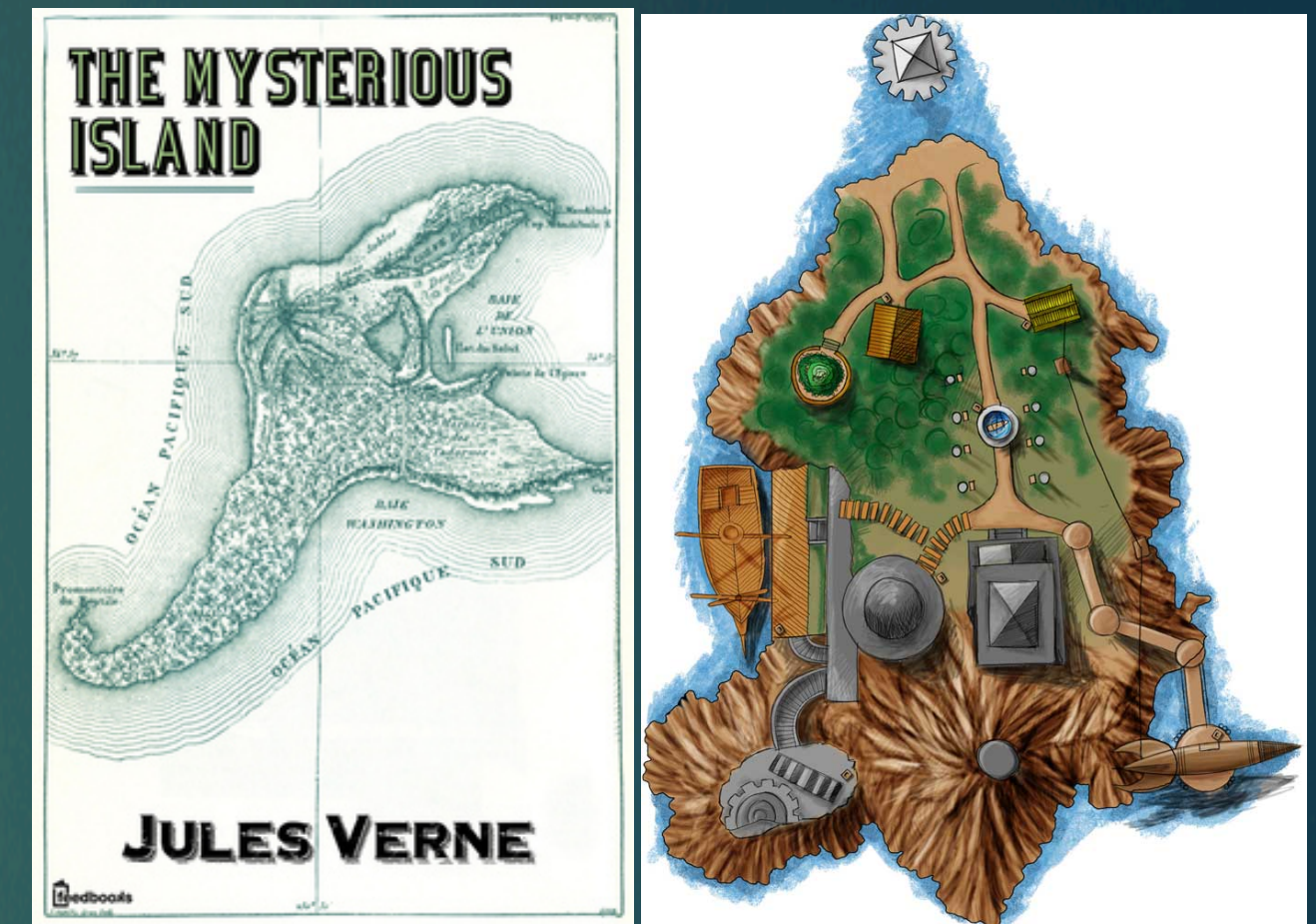


Point and click interface lends to a flip-book style experience, in which users explore the island by "walking" through snapshots.



Gameplay mechanics rely on a series of puzzles whose solutions advance the game's narrative.

The two year development of Myst focused on creating a challenging yet aesthetically simple game for adults on the CD-ROM platform, while taking inspiration from Jules Verne's *The Mysterious Island*.



The game omits a virtual character in order to fully immerse the user as the main protagonist.



The narrative elements of the game were complex enough to merit a series of books and sequels.