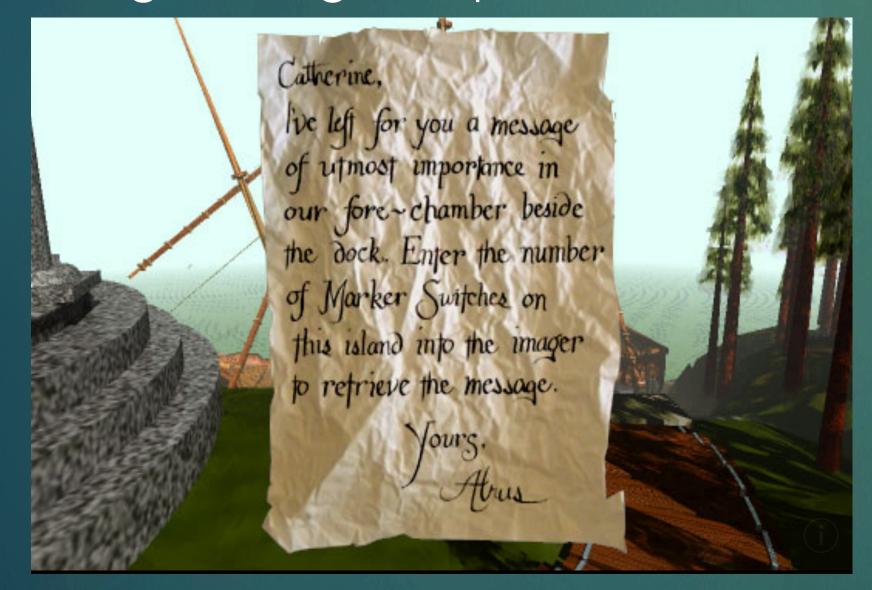


The simple UI of Myst allowed user's to be fully immersed in the exploration of the island.

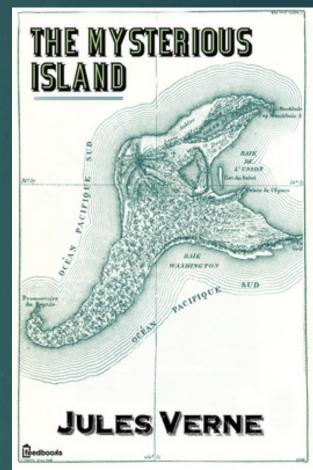


Point and click interface lends to a flip-book style experience, in which users explore the island by "walking" through snapshots.



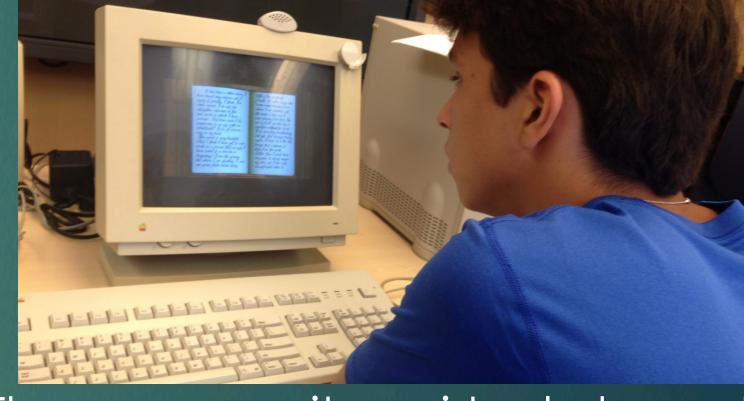
Gameplay mechanics rely on a series of puzzles whose solutions advance the game's narrative.

The two year development of Myst focused on creating a challenging yet aesthetically

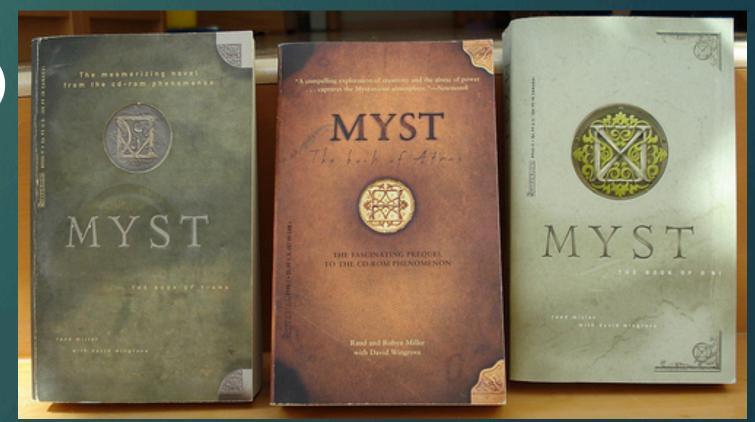




simple game for adults on the CD-ROM platform, while taking inspiration from Jules Verne's *The Mysterious Island*.



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.

Allie, John W. "Myst." Myst in Retroscpect. Patreon, 2015. Web. 22 Oct. 2015.
Carroll, Jon. "Guerillas in the Myst." Wayback Machine. Wired, n.d. Web.
Hammers, Bryon. "The History of Myst Timeline." The History of Myst Timeline. N.p., n.d. Web. 23 Oct. 2015.
Myst. Cyan, Inc. .September 24, 1993. Video game
Pearce, Celia. "The Ending Is Not Yet Written." Game Studies. N.p., 2011. Web. 23 Oct. 2015.
Verne, Jules. The Mysterious Island. Digital image. Feedbooks. N.p., n.d. Web. 22 Oct. 2015.
"What You Never Noticed About Myst | Game/Show | PBS Digital Studios." YouTube. YouTube, Web.