



INTERVIEW WITH GENEVIEVE LORD, PRODUCER OF MYST IV REVELATION

1. The graphics in this game are surreal. Describe how you come up with these amazing new worlds? What inspires you?

The team was first inspired by the rich history of the *Myst* universe, and took what had been done with previous games as a standard to be achieved and even surpassed.

The story is really the foundation of all *Myst* titles, and writing this one was really a collaborative effort between our team and Mary de Marle (the scriptwriter of *Myst III Exile*) Cyan was also consulted to ensure that this new *Myst* adventure was consistent with previous iterations.

The story is built around an investigation into the minds and worlds of two mad brothers. Therefore, the creation of the worlds was directly inspired by their emotions and personal evolution. The team created a visual design that conveys the psychology of the characters. This makes for a complementary presentation in which the story justifies the visuals, the visuals justify the puzzles, and the puzzles justify the story.

Upon joining the team, I was very impressed by the depth of research, which had a significant impact on both graphics and gameplay decisions. I strongly believe that the player's experience will be greatly enhanced due to all of this preliminary work.

2. The *Myst* franchise is known for its ability to immerse the player. How did you work on that aspect in *Myst IV Revelation* ?

We used the previous games as a standard to be achieved and even surpassed. In the past, immersion came mainly from the beauty of the graphics, the exciting story, and the great music.

We held onto these core game design and production standards, and decided to go

