STORY OVERVIEW

MYST III: EXILE introduces a new villain, a bitter man whose home world was destroyed by Sirrus and Achenar, the sons of Atrus and Catherine, whom players originally encountered in MYST. Played by Academy Award nominee Brad Dourif (*One Flew Over the Cuckoo's Nest*), the villain has been hiding on Atrus' Ages, awaiting his chance to gain revenge.

Inadvertently, Atrus himself provided the chance. He and Catherine reestablished contact with the D'ni, a race of people whose knowledge enables them to write the special linking Books first encountered in MYST. Atrus hopes to see D'ni civilization restored to its full potential, and his efforts to do so provide the perfect impetus for a man whose heart seems bent completely on revenge.

The player must track the villain through several surrealistic Ages, navigating puzzles to uncover the truth behind this new adversary. Only then can disaster be averted, and the fate of thousands ultimately determined.

AGE DESCRIPTION

Building on the surreal style of Myst and Riven, Myst III: Exile features five fantastic ages or worlds for players to investigate and explore, including:

Томаниа

Atrus and Catherine's new home, Tomahna sits like a flowering oasis at the edge of a rolling desert landscape.

J'NANIN

Sometimes described as a rock-climber's paradise, J'nanin is an ellipticalshaped island in which towering granite cliffs and strange, tusk-like formations surround a freshwater caldera.

VOLTAIC

Voltaic is a dusty world of sand and sky, water and wind; a place where strange, obviously manmade constructions poke out of an otherwise dry and desolate landscape.

AMATERIA

A sweeping mechanical wonderland in the middle of an endless black sea, Amateria's terrain combines basalt columns and geyser-formed mud pots with some of Atrus' most sophisticated inventions.

Edanna

Possibly inspired by dreams of paradise lost, Edanna is best described as an inward-growing tree whose massive, hollow trunk creates the perfect growing environment for a variety of exotic plant and animal ecosystems.