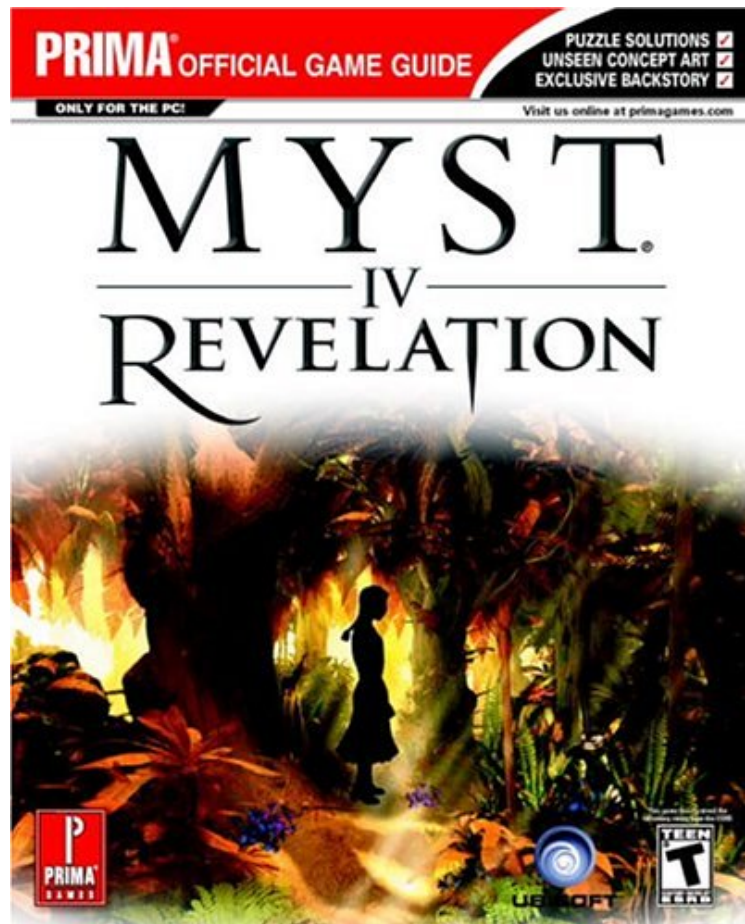


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Myst IV: Revelation (Prima Official Game Guide)

Bryan Stratton

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Bryan Stratton : *Myst IV: Revelation (Prima Official Game Guide)* before purchasing it in order to gage whether or not it would be worth my time, and all praised *Myst IV: Revelation (Prima Official Game Guide)*:

1 of 1 people found the following review helpful. Play Without Headaches and Get This GuideBy SLD12DAYI was a huge fan of *Myst* and *Riven* back in the 90's, so I was thrilled when I discovered I could play the sequels on my Xbox. However, I knew from my past experience with these games that there's SO MUCH to them and can be frustrating and tedious if I miss a single thing. I was even more thrilled to find this strategy guide as it is critical to successfully navigating through the game. Prima's attention to detail and accuracy are on point, unlike some of the craptastic online guides such as CheatCC. And it is written so you can use this guide whenever you feel you need a little extra help but do not want to spoil the challenge by relying on it completely from the beginning to the end of the game then put it down again when you want to figure it out on your own.The *Myst* and *Riven* games are so intricately detailed that a strategy guide is practically a requirement to play them. Since this guide is out of print, be prepared to possibly spend more on it than you spent on the game itself. You will get your money's worth. I promise.1 of 1 people found the

following review helpful. A+By Mark J. NovaseIt was like buying a new game for 1/4 of the price, much better condition than expected. Arrived quickly, product was better than advertised, what more can you ask for?By the way, why doesn't offer a spell check option for these reviews. I know I can cut and paste it into e-mail or word processing program and spell check and cut and paste it back in, but why should I have to? E-mail if you agree.1 of 1 people found the following review helpful. Great help in playing the gameBy NORMAN L. JOHANSENI've played the first three MYST games now ... and have been finding them getting harder and harder in trying to understand the puzzles and what's to be done. A guide like this is great to have when getting "lost" in all the visuals and just not finding out what-to-do.

Full and complete walkthrough of your journey, from Tomahna to Serenia Supplemental background information about every Age that you can't get anywhere else Comprehensive puzzle solutions that explain the logic of each riddle, not just their answers Lavishly illustrated with hundreds of screenshots and previously unseen concept art Quick-reference appendix that includes every journal found in the game All branching storyline pathways explored and explained Fill in the missing aspects of the story that began in Myst and continues in Uru