

MYST



by Montessquio

Introduction

The Island of Myst is shrouded in mystery from the very moment you step foot on it. It is a place created using *The Art*, a long-forgotten technique for writing books which act as portals to other worlds, as well as books which create entirely new worlds called *Ages*. On the island, you are caught up in the puzzles, feuds, and legacies left behind by its previous inhabitants. As you explore, you may even find them, imprisoned by their own machinations against each other. What's more, you have no time limit; the jump ends only when you reach one of the endings. It's up to you to unlock the secrets of Myst, decide who is innocent, and how to escape. Regardless of your intentions, take this – you'll need it:

+1000CP

Origin

Drop-In [FREE]

Your origins do not matter, because everyone arriving on the island of Myst is a wanderer, whether by their own choice, or by the machinations of another. Somehow, you got your hands on a Myst Linking Book, a mystical text filled with undecipherable symbols. On it's front page, you saw an image of an island. You touched it, and now here you are.

Companions

Companion Import [100CP/50CP]

Taking this perk allows you to bring one companion of your choice onto Myst with you. They gain 400CP to spend on perks and cannot take drawbacks. The cost of this perk is decreased to 50CP if you take the “Dedicated Puzzle Solver” drawback. This perk can be taken multiple times.

Canon Character [200CP]

If for some reason you desire to take Atrus, Achenar or Sirrus with you, you may spend 200CP here to gain one of them as a companion. You may take this perk up to three times, each time taking a different one of the three. Each one gains 600CP to spend on perks, and cannot take any drawbacks. If you choose to take Atrus with you, he will become unable to write linking or descriptive books to other worlds.

Perks

Journal [Free/50CP]

The island of Myst is riddled with puzzles, and while none of them can outright hurt you, they can be the most convoluted things you can imagine. Free for this jump only, or permanently for 50CP, you gain a high quality, leather-bound journal with infinite pages to help you record all the information you want. In addition to being able to write text within it, any sketches you make will always be passable at minimum, even if you have no prior art experience; although it won't improve past that without practice. Additionally, you always seem to be able to find a writing tool for it, and it will always be styled to fit in the current world you are in (if taking this perk past this jump). This journal may never be stolen or destroyed, and you may summon it to you simply by reaching into any container you own, such as a pocket or bag.

Objective Ping [50CP]

When you have places to go, finding out where your next objective is can often be more of a pain than it's worth. With this perk, you'll always know the general direction of a location you wish to arrive at, although this perk won't tell you how to get there.

Comprehend Languages [50CP]

You have a knack for learning unfamiliar languages. With this perk, so long as some basic things are described to you (such as common verbs and objects), you are able to pick up the rest of the language's grammar and vocabulary at a superhuman rate. This can't teach you social norms, so avoiding an ill-timed faux pas is up to you.

Eye For Detail [100CP]

When inspecting objects and scenes, you often notice things that an ordinary person wouldn't. Finding things like hidden levers, screws, and symbols is child's play for you, and you can discover hidden mechanics of any object you can touch with thorough effort.

Fast Reader [100CP]

You've always been quick with absorbing the written word, and now you do it at superhuman speeds. You can now read at a rate of 800 words per minute - for most books, that means you can read a full page in less than forty seconds.

Mechanical Intuition [100CP]

When dealing with mechanical devices, you always seem to have an edge. After a few moments of tinkering, lever-pulling, and banging on the chassis, you are far more easily able to understand the function and workings of physical machines you interact with. Of course, you still use those machines at your own risk.

Patience [100CP]

Patience is a virtue, they say. Ever since you arrived in Myst, it's never been more true. Whether it be during a particularly tough puzzle, or just a long journey, you always find that little bit more patience you didn't know you had, even if you feel you've almost reached your breaking point.

A Bond Across Worlds [100CP/50CP]

Sometimes, the connections you make are stronger than reality itself. When separated from someone you have a strong bond with, such as a companion, you are not only able to power through adversity for them, but no distance will ever be too much for you to handle. This perk is discounted to 50CP if you took the *Patience* perk.

D’ni Disciple [200CP]

You’re no Age-writer, but you’ve received some instruction as to the basic workings of the Linking books that allow travel between Ages. Given time to inspect one, you are able to understand the properties of the book itself, as well as the Age it links to. This information includes things like its purpose (such as an age of Resources, an age of Civilization, or a Prison age) as well as its climate and habitability.

Furthermore, you are able to recognize damaged books and repair them, if they are whole enough. With some paper, high-quality ink, and lots of time, you are able to eventually reproduce lost and damaged pages within linking books to restore them to their former functions.

When the jump is over, this perk applies to any object or tool which would allow you to instantaneously travel from one place to another.

Seek to Find [200CP]

Nothing ever gets past you. So long as you are calm, spending ten minutes inside a room allows you to instinctively know the precise positions of items of interest within it. These include things such as hidden levers, papers with important information on them, and easy-to-miss buttons, but not things like hidden doors.

An Island of Mystery [200CP]

As you journey through Myst, you discover that your goals have become more than enough to drive you onwards. When you buy this perk, you become able to shut out any boredom you may feel as a result of your situation so long as you maintain a purpose of any kind, such as “I need to locate the blue page”, or “I want to explore this forest”.

Interpersonal Intuition [200CP]

Even though there are very few living beings on Myst, they are all rife with secrets and plots. With this perk, you will be able to get a good idea of a person’s moral character and mental state as soon as you meet them, and gain deeper understanding as you spend more time with them.

Puzzlecrafting [200CP]

Do you marvel at the intricate designs of the puzzles spread around the island, and its various linked ages? With this perk, you can learn to create your own. While it doesn’t grant you understanding of how to solve puzzles left by others, this perk gives you the ability to craft puzzles of any intricacy desired as well as the capability actually build them, provided you have the raw materials and tools available to do so.

Empty Silence [200CP]

The empty, uninhabited island of Myst and it's peripheral Ages can do a number on one's mind if they are left there long enough. Given time, even the hardest of people will turn insane. Not you, though – you're special. By taking this perk, you become immune to any ill effects caused by prolonged loneliness and lack of interaction with people.

D'ni Acolyte [400CP (Requires D'ni Disciple)]

Sometime during your journey through Myst you found Atrus' old cache of ancient D'ni scripture. From it you were able to glean a few of the secrets to maintaining ages. Although you cannot create new ones with this perk, you are able to re-write small aspects of existing ages, such as removing or placing certain obstacles on a path, or creating new structures of moderate size. When doing so, you must have physical access to that Age's Descriptive Book, and cannot be in that Age.

When the jump is over, this perk applies to any alternate universe or plane that would exist in your new setting, but the modification must take place before you first enter that alternate universe or plane, and cannot be repeated on said place after it is done the first time.

Eidetic Memory [400CP]

Your mind is like a steel trap - nothing that enters it ever has a chance to escape. When you take this perk, you are able to perfectly recall anything you've ever witnessed from the moment you acquired this perk, as if you were viewing a photograph or movie. This perk does not make you immune to any supernatural effects that would cause you to forget things – it only prevents memory degradation over time.

Hint Guide [400CP]

You have an uncanny ability to know what to do next, or at least that's what others will think. In reality, this perk will give you the ability to request hints at will from some unknown source. These hints can appear to you in many forms, varying from simple flashes of inspiration, to a relevant news article literally slapping you in the face. No hint will ever give you the whole solution, but it is certainly reliable when problems seem impenetrable.

The Unending Mystery [400CP]

As you journey through Myst, you discover that your goals have become more than enough to sustain you. So long as you have a concrete goal set ("I must survive the week", or "I must locate the final red page"), or so long as you dedicate yourself to solving a mystery or puzzle, you will find yourself unable to grow hungry nor tire, although you may still willingly eat and sleep.

Well-Kept Secrets [400CP]

The traps you studied on Myst have rubbed off on you in more than just a physical manner. Starting the moment you take this perk, memory-reading and memory-sealing effects cease to affect you if you do not will it, and an adversary can never get you to unwillingly divulge information.

D’ni Scholar [800CP (Requires D’ni Acolyte)]

When you met Atrus within the Age of D’ni, you got him to share with you the secrets of The Art. Now, given enough time, dedication, planning, and resources, you are able to craft descriptive books of your own to link to new Ages. While it will take decades for you to reach the level where you can create a functional book, the skill is now yours, and you may craft worlds with certain limitations.

Unfortunately, due to the chaotic energies surrounding jumpers, any world you create will be contradictory – instantly destroyed or uninhabitable in the worst case, and doomed to a long, slow decay into nothingness at best.

Walkthrough [800CP/400CP]

You now get incredibly strong premonitions of the immediate future, if you concentrate hard enough. Concentrating on a problem for several minutes will now grant you a cryptic but direct message describing what you must do to solve the problem or achieve a goal. If you purchased the Hint Guide perk, this perk is discounted to 400CP.

Key of the Mind [800CP]

Your incessant puzzle-solving has given you an edge when dismantling mental puzzles, as well. By taking this perk, you become able to pry secrets out of anyone, even if they are hostile to you at the moment. So long as you can hold a conversation with them, you can eventually get them to spill their secrets. Beware though, the worse their disposition towards you, and the bigger the secret, the longer it will take.

Drawbacks

Dedicated Puzzle Solver [+100CP]

Whether it was you, or some higher power, it has been decided that you will not be using your powers to cheat the system this time. For the duration of this jump, you may not use any of your abilities to progress through the puzzles; you are forced to solve them manually. This drawback also applies to all your allies.

Amnesia [+100CP]

If you had any knowledge that would have helped you, it's of no use to you now, as you seem to have hit your head upon landing. Any knowledge of puzzle solving and Myst, whether it be granted from a perk or from meta knowledge, is now gone from your mind until the end of the jump.

Completionist [+200CP]

In order to complete this jump, you can't simply finish the game once - you must complete every puzzle, gather every blue and red page, and discover every secret that Myst has to offer. Additionally, you must discover every ending. If you encounter one of the two bad endings, you simply re-start from the beginning. If you take the "Speedrunner" drawback, you cannot take this one.

Speedrunner [+200CP]

If you don't operate well under pressure, then do not take this drawback. You now have precisely ten days to complete the jump before the D'ni linking book is burned to a crisp, locking you out of the good ending. You'd need to have a death wish to take this along with the Amnesia drawback. If you take the "Completionist" drawback, you cannot take this one.

Endings

Free Sirrus or Achenar

You are trapped in a prison age for ten years, and then you go home. (End Chain)

Trap yourself in D’Ni with Atrus

You are trapped in D’Ni with Atrus for ten years, then you go home. (End Chain)

Free Atrus

You brought Atrus the final page for his Myst linking book, freeing him.

You may either remain in Myst, go home, or move on.