

[PDF] Myst: The Book Of Atrus

David Wingrove, Rand Miller, Robyn Miller - pdf download free book

Books Details:

Title: Myst: The Book of Atrus
Author: David Wingrove, Rand Miller,
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Description:

From Publishers Weekly In the acknowledgements to this first novel in a projected series, Wingrove is thanked by his coauthors, the Miller brothers, "for accomplishing the impossible." Wingrove's achievement certainly is improbable, at least judging from the sorry results of other computer-game-to-novel translations, like the paperback spinoffs of Doom. For with Wingrove's help, the Miller brothers, who created the Myst CD-ROM, have created a rollicking adventure tale full of engaging philosophical contemplations about the interplay between art and science. The authors follow their hero, Atrus, from breech birth (and his mother's resultant death) into his uneasy relationship with Gehn, the father who abandoned him at birth and who now wants to recreate the culture of the D'ni, beings whose writings could conjure?or at least discover?worlds. The narrative avoids the excesses that plagued Wingrove's Chung Kuo series while imparting the passion that the Millers channeled into the Myst CD-ROM. The result is a thrilling tale that will appeal not only to

gamers but to all those who enjoy absorbing, fast-paced, well-constructed fantasy. Fifteen two-color illustrations, not seen by PW. Major ad/promo; author tour.
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From Library Journal This is the first of what will be a series of novels revolving around the popular CD-ROM game *Myst*. Players of *Myst* discover a mysteriously deserted island and search for clues to its story. In *The Book of Atrus*, the frame story for *Myst*, Gehn comes to claim his long-neglected son Atrus. Gehn intends to train Atrus in the godlike like ways of the D'ni, a vanished race that had the ability to create new worlds by writing about them. Eventually, Atrus and Gehn clash over the fate of a potentially faulty world. Although not fully realized enough to stand on its own, this first effort fleshes out the *Myst* universe nicely and will be of interest to those acquainted with the game. Be aware, however, that this is not a small audience: over 500,000 copies of the CD-ROM are in print; a sequel and two more novels are contracted. Public libraries may be able to claim a share of that market. For popular fantasy collections. ?Edwin B. Burgess, U.S. Army TRALINET Ctr., Fort Monroe, Va.

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