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## realMyst - Version History (iTunes)

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### Version History

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#### **1.3.0**

Jan 9, 2018

- Added iOS 11 compatibility
  - Fixed a few small bugs
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#### **1.1.1**

Nov 2, 2015

- realMyst -- Now on iPhone and iPad!\*
- updated for iOS 8 and 9 compatibility
  - cleaned up and cleared out some baggage

\*(iPhone 4s or better, iPad 2 or better)

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### **1.0.15**

Feb 20, 2013

We've cleaned up lots of stuff in realMyst. Here's what we did to make it better than ever...

- Updated SIRRUS and Achenar book behavior
- Fixed generator room door button issue
- Worked on the Mechanical Age elevator
- Cleaned up the Channelwood Age elevators
- Fixed fall-through condition in Mechanical Fortress stairs
- Fixed Selenitic Maze auto-save corruption if quitting in Maze
- Cleaned up endgame state when returning to D'ni after finishing
- Fixed the generator room when saving while changing
- Fixed the crystal solution as provided in Rime journal
- Cleaned up interaction with a ladder while engaged in a puzzle
- and bunches of other smaller bug fixes and clean up

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### **1.0.4**

Aug 3, 2012

realMyst UPDATE! Thanks for your feedback! Here's what's new...

- New, high-resolution text & images in books and notes!
- Improved textures in a few floor areas
- Improved user interface navigation behavior
- Fixed staircase area in Mechanical Age
- Fixed issue in the generator room on Myst Island
- Fixed the dock fore-chamber door on Myst Island
- Small loading improvements in some areas
- Fixed several other small bugs
- Adjusted iOS requirements for stability (iOS 4.3 or higher)

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### **1.0.0**

Jun 8, 2012