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realMyst - Version History (iTunes)

Lloyd Woodall - 2018-01-22 - in Release Notes

Version History

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)

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