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## **All eyes on filmmakers in push for *Myst* Movie**

Independent filmmakers unveil daily blog chronicling journey to Hollywood for celebrated video game franchise, *Myst*

*SOUTH BEND, IN - April 28, 2008* - After over 4 years of quiet development, independent filmmakers Patrick A. McIntire and Adrian Vanderbosch are pulling back the curtain and inviting everyone to play a part in bringing one of the most celebrated game franchises of all time to the silver screen - *Myst*. Code named Project Passage, the endeavor spent its infancy gaining endorsement from Rand Miller, CEO of Cyan Worlds, Inc. and creator of *Myst*. Now, a full narrative of the project's every turn is being released at the website [mystmovie.com](http://mystmovie.com). (<http://mystmovie.com>)

"When we first approached Rand about doing a website telling our story, he was elated. We found that his ideas in its execution mirrored our own - to really expose the blood, sweat and tears that go into a process like this," says Mr. McIntire. The online journal exposes his and Mr. Vanderbosch's hopes, goals and fears without apology, forming an emotional bridge to the readers.

One fan known as Robert the Rebuilder, an online handle crossing over from *Myst Online: URU Live*, Cyan's foray into the massive-online-multiplayer game genre, states: "They have changed from being simply scriptwriters in our minds to real human beings whose struggles resonate with our own personal experiences." Mr. Vanderbosch is glad that fans feel this way. He posts daily about the struggles of his real life aside the whelming task of adapting *Myst* to a major motion picture.

"There is a large misconception that the *Myst* movie will be just a rehash of the game," Vanderbosch says from his home office in South Bend, Indiana. "Some people who grew up with the game just aren't familiar with the huge fictional universe that Cyan developed as the backdrop for *Myst*."

That backdrop, portrayed in three novels published by Disney's Hyperion throughout the 1990s is the focus of the film in development. *Myst: The Book of Ti'ana*, the basis for the motion picture, tells the story of a prideful civilization known as the D'ni who live in a large cavern at the center of the Earth. Their ability to magically create and travel to worlds they describe in volumes of linking books forms the epicenter of their social, political and religious structures – that is until young Anna from a world away shows up at the city gates. "*Ti'ana* is about how one challenge to a society's beliefs can expose the cracks in its façade and unravel its very fabric. The story is about a people and their fear of losing their identity," Mr. Vanderbosch recounts.

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“Identity is very important,” McIntire says in support of their unorthodox approach. “We’re new players in the game, and instead of masquerading as big-wigs, we’re honest about where we come from.” That place is the middle of the Midwest - about 3,000 miles from the studios. “We may be strangers to Hollywood, but *Myst* isn’t. Just in the last couple of years, Cyan has entertained many conglomerates as suitors. I think our approach was a breath of fresh air.”

It was. Rand declares on the *Myst* Movie blog: “Project Passage did not begin with the disingenuous handshakes of martini executives over burrata caprese at Madeo, but with some real-world, tap-water, grass-roots determination for something that just has to be done.”

And it is being done. For better or worse. With everyone watching.

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### **About Cyan Worlds, Inc.**

Cyan Worlds, Inc., located in Spokane, WA, is best known for *Myst* and *Riven*, which received numerous awards, critical acclaim and broad popularity. Cyan has been designing and building immersive interactive worlds since 1987. They currently employ over 30 designers, programmers and artists for game creation and offer complete QA and game testing services.

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