

The narrative world in an adventure game is usually set up by visuals, dialogue, or texts. For example, in the Colossal Cave Adventure, we get the sense of a story through the text directly since it's a text adventure. In other adventure games, it's usually set up by the use of visuals or dialogue. Most would use dialogues between characters to pave the way for the story. However, the mechanics in the adventure games also set up how the narrative plays out. Especially, the puzzles in the adventure game would give the player a great sense of the narration in the world.

At the beginning of Myst, the player mostly gets the sense of narrative through visuals and dialogues. The design of the island, the arrangement of houses, positions of the docks, and the shapes of the ships, all give the players a sense of what happened here. For example, when the players go into the doctor's house and sit in the chair to see the constellations, they will get the story of a mysterious doctor who likes to observe stars. When the players go to the library and open up the two books, they get the narrative storyline – two brothers stuck in the books asking for help.

But these only constitute a small portion of the narrations in the game. Most of the narration comes from neither visuals, dialogue, nor texts. It comes from the puzzles. For example, when we go to the lighthouse and turn the handles, we get a sense of preciseness of the people going here. We get more of the same sense when we see the mathematic mechanics inside the lighthouse. People who would waste so much time building a math puzzle inside a lighthouse must be really in love with math. Therefore, one of the brother's characteristic just paints itself in front of the player through the use of a puzzle.

Many of the same examples could be made in Myst. However, since puzzles took up a great portion of the narrative in the world, misuse of them would make the game incomprehensible. Myst, even though has several great puzzle designs that show the narrative inside the game world, makes the world completely incomprehensible through the overuse of puzzles. For example, the puzzle in the middle plaza makes totally no sense by signing each button random shapes. It not only confuses the player as the puzzle has no logical explanations as to why the shapes are like that, but it also helps the storytelling by saying the characters are demented.

The mechanism in games took up a huge portion of narrative space. The puzzle players need to solve is usually what they spend the most time doing in games. So, the mechanism design not only need to be fun and challenging, but it also needs to take account of the world's narration into it. Otherwise, the world would not be consistent throughout the game.