

Myst III: Exile Logo Guidelines

August 2000

DEFINITION

The Myst III: Exile logo consists of the stylized graphics of the words *Myst* and *Exile*. To maintain the integrity of the logo, the relative size and position of these elements must not be altered. *Myst III: Exile* is a trademark of Mattel Interactive. It should always be indicated as such by the use of the “ sign in superscript. *Myst III: Exile* should not be referred to as *Myst3* or *Myst 3*. The official product name is *Myst III: Exile*.

The *Myst III: Exile* logo can be used by anyone to refer to *Myst III: Exile* so long as they adhere to the rules of presentation described in this document.

CONFIGURATIONS

There are three approved version of the *Myst III: Exile* logo: grayscale, black & white, and full color. The version of the logo used should match the media it is being used with. For example, full color materials should use the full color logo. Web pages with no color content and documents that support gray should use the grayscale logo. Black and white applications, such as newspapers, ads, and flyers, should use the black and white logo.

Web-ready versions of the logo are available at www.myst3.com/html/logousage.html.

USING THE MYST III: EXILE™ LOGO

The *Myst III: Exile* logo may be used by anyone to refer to *Myst III: Exile* on media like webpages or magazine articles. It must be clear that the user is not affiliated with Mattel Interactive and any material accompanying the logo is not official press material from Mattel Interactive or Presto Studios. It cannot be used out of context, and Mattel Interactive reserves the right to revoke the right to use the *Myst III: Exile* logo on incorrect or inflammatory material or for any other reason, at any time.

Always use the official electronic artwork provided by Mattel Interactive. Do not alter the *Myst III: Exile* logo in any way. Do not translate or localize the *Myst III: Exile* logo. Do not animate, mutate, or otherwise distort it. You may shrink the *Myst III: Exile* logo to fit a particular application, but you may not shrink it until any part of it is illegible. You cannot scale up an electronic version of the logo or use a pixelated image.

The *Myst III: Exile* logo cannot be used in any way for profit. It cannot be used on T-shirts or other unofficial merchandise, flyers or other promotional material not approved by Mattel Interactive.

If you have any question about how to use the logo, please send an email to dirish@myst3.com.


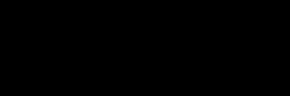

PRESENTATION

COLOR LOGO:

The color logo may be used on a black, white, or blue background. Exact approved color values are available in the table below. Do not use other shades of blue or any backgrounds that are not solid color.

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Color	RGB	HSB	Sample
White	Red: 255	Hue: 0	
	Green: 255	Sat: 0	
	Blue: 255	Bri: 100	
Black	Red: 0	Hue: 0	
	Green: 0	Sat: 0	
	Blue: 0	Bri: 0	
Blue	Red: 39	Hue: 218	
	Green: 84	Sat: 76	
	Blue: 162	Bri: 64	

GRAYSCALE LOGO:

The grayscale logo must be used on a white background. The grayscale logo may not be approximated using a black & white process. The black & white logo must be used in those cases.

BLACK & WHITE:

The black & white logo may appear as white on a black background or as black on a white background. Both versions are available from Mattel.