

THE ARCHIVER



R E C H I S O T A N

Issue 11 · March 2008

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A P R O D U C T I O N O F T H E C A V E R N T O D A Y



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From the Editor

Shorah b'shehmtee

It was during production of this issue that the news was broken of Myst Online: Uru Live's cancellation. The decision was made to conclude this issue, and then use the next issue, Issue 12, as the 'farewell' for Uru Live. That issue shall be a time for goodbyes, for nostalgia and for copious amounts of tissues. But I decided that I would write here what I was originally going to write about, which, in many ways, is still apt.

The 'boredom' that many of the members of the community have indicated they have experienced over the break between seasons, or indeed, throughout the game itself, seems to centre around one thing: content, or indeed the lack thereof. Of course, this is an issue that has been talked about to death and dissected into tiny little bits. Instead, I wish to focus on the flip side of the coin, what to do when there ISN'T content to play around with.

If asked about the difference between, say, Until Uru and MOUL, most people would say "It's Live" Or "It has new content coming out all the time" etc, etc. I think though, in such a situation, I, and perhaps some others, would instead take into consideration the status of the community. How prominent is the community in the day to day life of the game. How much of the game truly RELIES on a community base to support it, as opposed to developer input? I'm not talking about this in purely economical terms (though ironically fan base was a big factor in MO:UL's cancellation). I'm talking about this in terms of the game itself.

The question, in part, comes back to content. In MOUL, we saw a game where content was, relatively speaking, in abundant supply. The game, and the ways in which the community interacted with it, were dictated by the content available. Delin group solving sessions, Minkata marker missions, Pod Age parties, etc. With some notable exceptions, content set the boundaries of what the community could achieve, at least in game.

Until Uru, seemed to have more of a different emphasis. In the absence of new content, the community essentially had to strike out on its own. Things such AdminKI allowed players to utilise the pre-existing content as they willed. Outside the game, there were, and still are, various projects in progress where people could create their own content based on the Uru story and universe.

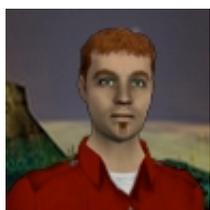
The difference between the two can so be said to be this: where in one, the content drove and shaped the community, in the other, the community drove and shaped the content. And this was perhaps (with no slander intended against Cyan) the biggest flaw in Season 1 of MO:UL: content was what determined the amount passion the community had for the game itself. When content was either in short supply, or simply not as deep or engaging as it could have been (which unfortunately did happen), the community lost interest. However, when the focus is on building a community, not content, we can see the difference. UU survived for years with not a scrap of new content to play around with, at least content from the hands of Cyan, and perhaps holds a more tender place in the hearts of some, then even MO:UL itself.

Uru, when it gave the community the room to take its own direction, and didn't have content for contents sake as the primary focus, it was all the better for it. Uru IS community, and lives and dies by said community. The cancellation of MO:UL is evidence of this. I would have said that Season 2 (had there been one) could have breathed life into MO:UL again, by changing that focus.

But now I will say that, the metaphorical Season 2, the new chapter in the story that is Uru, has that chance. What happens with that chance is up to us.

~Narym

Contributors



Narym

Editor-in-Chief

Narym, an explorer from Australia, is a long time fan of everything D'ni. While he was relatively late in actually entering the Cavern itself (he only entered during D'mala), he considers himself to have been a part of the community long before that, and counts said community as one of the greatest parts of Uru. He has interest in the arts and in writing (the regular kind) and so seems to have found his niche with The Cavern Today, and in particular the Archiver.



Shimmerillion

Journalist/Photographer/Assembler

Shimmer has loved the Myst 'verse since she was first introduced to the game. She joins The Archiver with a background in theatre, radio, and digital media. Other interests include music, dance, photography, writing, reading, etc.



Jeff Wise

Reporter

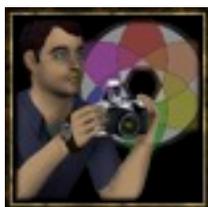
Jeff Wise is an explorer hailing from sunny California, who has long held a love for experiencing new worlds and stories. He has a strong interest in music, writing, and literature; teaching English at the high school level, and occasionally writing music inspired by the Cavern and the Ages of D'ni for The Cavern Today.



Darken Wolf

Storyteller

Darken Wolf hails from Southern California. His interests are writing, reading and video games.



Stellaflora

Photographer

Stellaflora comes from the quiet county of Norfolk all the way in England. He has always had a passion for photography which he has brought with him when he felt The Call back in late 2003.



Contributors



Alahmnat

Master Assembler

Alahmnat is a former ResEng, former editor-in-chief of The Archiver, and prodigal Assembler. He has a passion for D'ni History, and enjoys sharing that passion with anyone foolish enough to let him start talking.



Szark

Journalist/Photographer

Szark (Itiseye Mee) resides in the north of England and has loved Myst since way back then. He first came to MOUL in November 2007 and since then he has been encouraged to explore himself, to start a personal journey of his own. This wonderful experience brought him here to the Archiver and to the GoMe. His interests range from Archaeology to the Zen Buddhism. He is a Jack of all trades but a master of none.



Bert_2

Master Assembler

Bert_2 is an explorer from Europe, Belgium to be specific. He has been around since Until Uru and started of as a webdesigner at TCT and is now helping out with assembly of The Archiver and some small tasks in different TCT projects.



MTigerV

Master Assembler

MTigerV hails from the swamps of Louisiana, where his long years of trapping and shrimping have given him a sixth sense when it comes to navigating the waterways of the Cavern. A long time D'ni explorer, MTigerV is also a huge LSU fan (all sports) and is constantly trying to get a surface-to-cavern radio relay setup so he can catch games while exploring. MTigerV covers community events and is on a mission to profile every new guild that pops up in the cavern.



The End of MOUL

February 4th, 2008, 3:16 PM

Today was the one of the saddest days in Myst/Uru history: the day that the cancellation of Myst Online: Uru Live was officially announced by Gametap, with a follow up announcement from Ryan Warzecha (affectionately known as GreyDragon) on behalf of Cyan. The reactions of grief, frustration, and sadness ranked up there with the feelings that accompanied the first cancellation, ironically also on a 4th of February, 4 years ago.

Ricardo Sanchez, the Vice President of Content and the Creative Director for Gametap, stated in his announcement that the reason MO:UL would not be going into a second season was purely *“made for business reasons rather than due to any issues regarding the design and vision of the amazing world that Cyan Worlds and Rand Miller have brought to us.”* While it had long been known that Cyan was having trouble receiving adequate funding for the plans they wanted to put into action, this still came as a shock for many community members. Indeed, many had seen Season 2 as an ideal opportunity for Cyan to start to put these plans into action.

It appears that the decision was made very late on, with Mr Sanchez declaring that Gametap had *“literally been examining a wide variety of possibilities for maintaining the game, but in the end, we had to bring the exploration of the great cave to a close.”* It also appears that Gametap and Cyan still maintain an amiable relationship, and that they will continue to collaborate into the future.

With the game servers remaining active until early April, and the forums remaining indefinitely, it is hoped that community will be able to stay together. Already there have been hopes for a revival of Until Uru, and there has been plenty of talk of using in-

dependent games made by explorers as a place in which the community can continue to flourish. There has been no official word from Cyan regarding any plans for Uru, but word from the company through various sources, in particular from the Spokane-based paper The Spokesman Review, indicates that they are remaining upbeat about this news. This has subsequently lent hope to the community that they intend to keep Uru alive in one way or another.

To close, it seems appropriate to give Grey Dragon the final words. From the MOUL forums:

On behalf of everyone at Cyan and at GameTap thank you for the many years of loyalty and support for Uru Live.

Thank you Ryan Warzecha Cyan Worlds Community Manager

P.S. The Myst / Uru Community will always have a special place in my heart. I will never forget the times (good and bad) I have had with this community. Thank you for allowing me to be apart of a great gathering of friends and family. Thank you for the moments you have given me.

Written by Narym

THE GUILDHALL

The Guild of Cartographers

This month, we decided to commence a series on the five 'official' Guilds in the cavern. Even though the cavern is due to be shut down in April, the Guilds are determined to push on, and still continue their work post-MOUL. We start off with the Guild of Cartographers, one of the Guilds that existed before the announcement by the DRC, and who were elevated to official status for their dedication. Cartographer Aiden was kind enough to give some of his time and answer our questions about the Guild, and what it does:

Q: For the unenlightened, what is it exactly that the GoC does?

A: Most people would say we make maps. Well, that's not entirely true. As a collection of cartographers and artists we work together to give cartographers a point of reference. We share ideas, techniques, and maps that we have developed.

Q: How do you, as a Guild, go about creating a new map of an Age or other location?

A: We have a list of areas in all of the Ages with the names of Guild members who have mentioned an interest in working on that area. From there it is largely in the cartographer's hands until in the final map is submitted. One of the Guild officers will make sure it is accurate within an acceptable margin, clear and easy to read, and free of any surprise-

se-ruining side-notes or symbols. Of course we encourage cartographers to share their drafts as they go along the process, that way the entire Guild can help critique the cartographer's work as it evolves.

Q: How does the experience of documenting the geography of said locales differ from what you may experience doing the same thing on Earth? Is it hard to get accurate dimensions and proportions with the limited tools we have in the cavern?

A: It is incredibly difficult, especially since the KI coordinate system does not seem entirely reliable. We end up having to use some very rudimentary means of measurement such as footsteps, tile-counting, and more trigonometry than anyone should have to deal with on a daily basis. Still, if a cartographer is persistent it isn't difficult to get a reasonably accurate measurement despite the limitations we're forced to work with.



Q: Do many members of the Guild have professional experience on the surface as cartographers?

A: Actually, there are a surprising number of artists who enjoy creating maps, and a not-so-surprising shortage of actual cartographers. Still, there have been a lot of brilliant people who have helped shape the standards and methods of the guild.

Q: How, did you, as a Cartographer react when the cavern was reopened after the D'ma-la period?

A: I was actually fresh to the Cavern and missed out on much of the significant past of the Cavern.

Q: Gaining formal recognition from the DRC must have been an incredible compliment for the work you guys do. What plans did you have, or indeed do you have, for after the Cavern is once again closed?

A: Well, while the DRC mentioned they were formalizing the Guild of Cartographers it is worth mentioning that we were never granted any kind of official recognition. On the other hand, we like to think that recognition was on it's way. In any case, there was a good deal of excited talk about how our organization would step up to the challenge of becoming more deeply involved in Cavern affairs. The idea of being some of the first to explore ancient ages in order to map them for the Community, or to work with Writers in the mapping and creation of new ages. Writing articles and features about the geography of the Ages, approaching the topics of stellar cartography, geology,



and biology as they relate and coincide with our efforts, and a million other possible ideas

Q: With the seemingly big push to have some sort of fan-run online environment in

the vein of Myst/Uru, do the Cartographers intend to continue their work within fan-made 'Ages'?

A: I'm sure we'll have a place in the community so long as there are ages to explore.

Q: Where would you like to see the GoC in 6 months time?

A: Hah, that's easy, exploring the Cavern. Realistically, though, it's pretty up in the air. The Guild has never been terribly active, maps take a lot of time and effort to make, so I imagine people may finish whatever projects they have or they may abandon them. The loss of the Cavern really does leave us standing here with our teeth in our mouth wondering what's next.

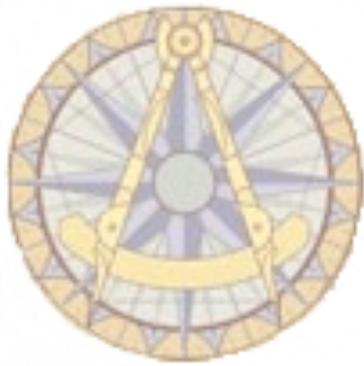
Q: What sort of explorer would be interested in helping the GoC with their work?

A: Any, really. As I said earlier, there are so many ways to get involved with the Guild, and so many of those ways are untapped.

Q: Are your completed maps available for viewing?

A: We have a number of completed "Official" maps as well as other maps and charts at <http://www.urumaps.com>

Written by Narym



A Personal Journey

Greetings to all my fellow explorers, I would like to introduce myself, I am Itiseye Mee and in November 2007 I finally got my personal linking Book to Relto. I can still recall when I first linked into the City, leaving that cold wintery morning behind. The *City*, the awe and spectacle of it all was intense. Up the great stairs I went, marveling at my surroundings. At the top was another explorer, well I didn't know what to say or do and then I panicked and linked out. It still makes me laugh at myself today but I still wonder what the other explorer made of me. Did I hurt his feelings? Was he bothered? These questions I cannot answer, but it did play on my mind for some time after. *Alone or together*: I would have to decide.

As time passed it soon became apparent that in order for me to be part of this community I would have to get involved. Being proactive I started to research everything I could. I managed to procure a copy of *The Myst Reader* and read it twice. I read all the research journals on the history and culture of the D'ni. Also I referenced a number of websites and as my knowledge progressed I felt confident enough to make my own comments. Then one day while I was searching the internet I came across [SAPS](#). (Society of Anthropologists, Psychologists and Sociologists) spearheaded by Horatio252 was initiated on the first of November 2007. SAPS's mission statement is, to quote Horatio252, *"To expand our understanding of D'ni, its people, its culture and all people and groups effected by it through anthropological, psychological and sociological study"*.

Shortly after joining SAPS I was thinking about how the D'ni built a community down here. Then I thought about the latest members of the community and the transition explorers have, coming from the surface down into the depths of the earth in the



ruined
city of D'ni.

As I continued my research, I found a thread on [MOUL](#) titled [Cavern Etiquette: Meeting and Greeting](#) initiated by Dot. This inspired me to look for more information. Then, shortly after my discovery, late last year an explorer named Kerryth had an idea to host a discussion, a mirror for *Cavern Etiquette: Meeting and Greeting*. After a few KI mails and meetings a date was set.

The fifteenth of December 2007 was SAPS's first ever Live discussion held at K'veer in partnership with Kerryth. The topic up for discussion centred on *Cavern Manners*. There we were in K'veer; one by one approximately 25 fellow explorers linking in to share their views. For an hour and a half we talked and listened, and due to Kerryth's enthusiasm and planning the discussion was a success. Some other interesting topics were raised during the discussion but unfortunately time was against us. Early in the New Year I summarized the discussion and posted it on MOUL, which sparked off two more threads. One, [Cavern Etiquette: Showing appreciation](#) and the other [Cavern Etiquette: Respecting personal space](#) which further kindled my interest.

The Meeting and Greeting thread inspired Dot to start another called [Newcomers, old-timers and](#)

[Community](#), which referred to the influx of newcomers. In the thread a question was posed: “*Has a well established community with a deep shared history got room for newcomers ?*” New explorers on the other hand, with a few exceptions, want to be part of the community and contribute their own individual skills. They want to learn from the old-timers to make sense of what has past and what the future might hold. Being a newcomer myself, I tapped into the wealth of knowledge the old guard have. This helped to ease my transition and also inspired me to write this article. A great group that has dedicated themselves to do just this is [The Guild of Greeters](#) which the [DRC](#) has supported and encouraged.

My journey so far taught me that from the beginning, when Jeff Zandi let people explore the cavern, there has been a group of dedicated private citizens (not the DRC) trying to understand the D’ni

whilst creating a community. I then realised that I had an opportunity to leave all the negatives of surface life behind me and to bring only what is beneficial for the community. In a sense I could explore a new social identity. Due to the expansion of the personal linking technology, the cavern can now be accessed from all over the world, with new explorers coming down every day.

One thing was clear to me: the unique nature of the cavern attracts a broad spectrum of explorers from all age groups and backgrounds, who bring different customs and expectations. We all bring our own manners and idiosyncrasies to the cavern. This in turn highlights the subtle differences we all have in

our societies. On the surface some of us live in small towns or villages where greeting and socialising with people is considered normal practice, whilst others live in big cities where social interaction outside the personal network is less common.

In spite of these differences some explorers, old and new, have dedicated themselves to maintain a level of etiquette in the cavern and to create some common ground. This is not to say they want to legislate or police how explorers act, on the contrary they tend to lead by example. While writing this article, one of my fellow explorers sent me a link to [Virtual Cultures](#) which discusses community building

and self moderating more deeply than I can here. I found it to be very interesting and I would like to encourage others to read it also.

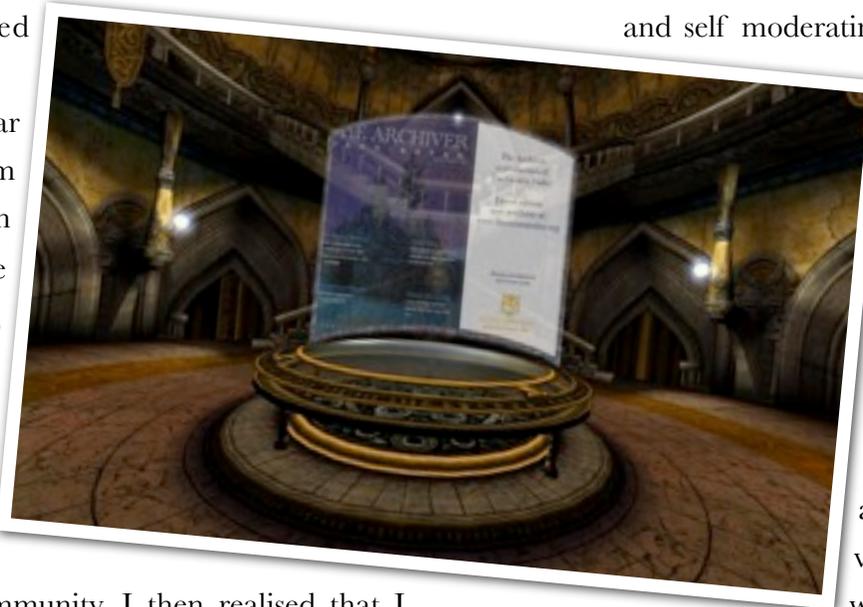
Overall, my experiences have taught me that although the Guild of Greeters play a vital role in the cavern it shouldn’t in any way negate my respon-

sibility to greet and welcome others: old and new explorers alike. To help create a community based on friendliness, consideration, mutual respect and appreciation for what we do for each other, but most of all to enjoy myself and to have fun.

Shorah!

Thanks to Dot, Horatio (SAPS), Kerryth, Andros and all my fellow explorers who inspired me to write this. Also thanks to MOUL and Virtual Cultures for the reference materials.

Written By Szark



CAVERN COUTURE

Find a way ... Make a home ... Look fabulous!

GameTap's recent announcement concerning the cancellation of *Myst Online: Uru Live* has left us all in shock. There is uncertainty amongst explorers right now - will *Uru* continue in another form, or will the community we have formed be split into individuals searching for another meaningful experience on the surface?

Whatever the future may hold, now is the time to celebrate the few days we have left in *Uru*'s current incarnation.

For the remaining weeks preceeding April 4, wear clothing that celebrates the time we have spent in the cavern. Proclaim your love for *Uru* with the very fabric of your being.

Among your choices for this month are:

- Various Cyan tees: *Riven*, *Myst*, etc.
- First month shirt
- Zandi's tropical print shirt
- Yeesha's journey shirt
- Guild tee shirts
- Catherine's jacket
- Watcher's pouplet
- and many more!

Let's stand tall till the very end, wearing our love for *Uru* (literally) on our sleeve!

Written by Shimmerillion



CREATIVITY CORNER

KI Toons

by Thend & ireenquench



CREATIVITY CORNER

Golden KI Winners



Sunset, Rising Moons, Fireflies, "Gira"
by Linnena



Light in Tetsonot
by Dani



The Hall of Kings
by Rileyroo

CREATIVITY CORNER

Golden KI Winners



hahr rahm gah shorah!
by christine stanton



Soulshine
by Rileyroo

The 340 Voices of Uru

Editor's Note: This article was written before the cancellation, and so should be read in that light. It is included because it offers some interesting insights into the demographic of the community before the closure of MOUL.

Hello fellow explorers! I am Kalypso, a guest writer for this month's issue of The Archiver. This article is the result of a survey I did in the cavern regarding what kinds of explorers are in the cavern, how much time they spend there and where they are getting their MOUL information from.

The methodology: Between August 2nd and August 15th, I surveyed 251 explorers in Ae'Gura, The Watcher's Sanctuary, Kirel and several Bevins. In the following months I added the answers of 89 additional explorers. I randomly talked to explorers and those who replied to me were asked if they wanted to answer the survey. No one was forced to answer it. Players who had played Uru for less than a week could not answer the survey. The answers from each person are in a short chatlog of our conversation.

The questions:

1. Did you first play Uru through Gametap or before that, or had you played it previously (ie through ABM, Until Uru, etc)?
2. How often do you play Uru? [3 choices] Every week; Every month (mostly during the episode); less than once a month.
3. How do you know when new things are appearing/happening in Uru? [3 choices] On the Internet (UruObsession, Myst Online official forums); In the cavern (Buddies, relayers); I don't know where to get the information.

The results:

Total: **340 explorers**

New explorers are defined as those who have played Uru only through Gametap while Experienced explorers played Ages Beyond Myst, Prologue or Until Uru.

New explorers: 101 = 29.7%

Experienced explorers: 239 = 70.3%

"A few days per month" also means mostly during episode week.

In the cavern **every week:** 322 = 94.7%

In the cavern **a few days per month:** 15 = 4.4%

In the cavern **less than once a month:** 3 = 0.9%

Information about what happens or appears in Uru. Internet includes websites and forums. Cavern includes buddies, relayers.

Information on the Internet AND in the cavern: 259 = 76.2%

Information ONLY in the cavern: 70 = 20.6%

Don't know how or where to get information: 11 = 3.2%

New explorers: 101 explorers

In the cavern **every week:** 94 = 93.1%

In the cavern **a few days per month:** 6 = 5.9%

In the cavern **less than once every month:** 1 = 1%

Information on the **Internet AND in the cavern:** 64 = 63.3%

Information **ONLY in the cavern:** 32 = 31.7%

Don't know how or where to get information: 5 = 5.0%

Experienced explorers: 239 explorers

In the cavern **every week:** 228 = 95.4%

In the cavern **a few days per month:** 9 = 3.8%

In the cavern **less than once every month:** 2 = 0.8%

Information on the **Internet AND in the cavern:** 195 = 81.6%

Information **ONLY in the cavern:** 38 = 15.9%

Don't know how or where to get information: 6 = 2.5%

The analysis:

This simple yet extensive survey gives us a very good look at who the average explorer is between episodes. Because the survey wasn't done during an episode, the proportion of explorers playing every week is overrated (95%). I was less likely to survey those who only play during episodes. However, a lot of valuable information can be extracted from this survey. I was pleasantly surprised to see that 30% of the people who play Uru are new fans who came through Gametap. In my opinion, the flow of new players from Gametap is what is going to save Myst Online from being cancelled again. The core fan base is solid but not big enough for Uru to survive, even if "old" fans are still pouring in each month. Another good thing is that new players are becoming "addicted" to Uru: 93% of new explorers met between episodes were playing each week. This is fantastic piece of information because MOUL follows the Myst tradition of creating passionate fans. The gorgeous Ages from Cyan, the history of the D'ni and the welcoming community appear to be keeping them in the game week after week. The MOUL community is also heavily involved in the way explorers are keeping up to date with what is new in the cavern, both in the game and on the various forums. One of the problems of MOUL is that information in the cavern is almost exclusively shared through word of mouth which makes it difficult for explorers to fully know what is going on in the cavern. For complete news coverage they must leave the game and find information on the forums...if they are aware of them. Certain explorers even say that the story and action are happening mostly on the forums so they are less inclined to log into the game.

But the new explorers are not all aware that they have to obtain their information outside of the game. 82% of old players use both the forums and the game to be informed but this percentage falls to 63% when we are

talking about new players. Those who rely solely on word of mouth in the cavern (32% of the new players) are missing out on valuable information that could improve their MOUL experience in a way that'll help them become permanent explorers in the cavern. Even 18% of "old" fans do not visit websites or forums for several reasons.

The follow-up:

When this survey started, Kirel was just released and we were in the first stage of building the guilds from scratch. A month later, a group of Messengers supporters met in the Guild of Messengers Pub to discuss ways to fill the void of information easily available in the cavern. The Cavern Criers were born out of it. Since then, between 2pm and 4pm KI Time each day, you can find a person in the cavern, all dressed in yellow, handing out News KI Mails to the cavern community with a smile.

Written by Kalypso



Webpage of Mystery

January 2008 a seemingly random internet search revealed a stunning find and was duly posted on the [Uru Obsession](#) forum. It was to spark off a great debate amongst the Myst community. The find I am referring to is the website <http://www.mystmovie.com>.

At the top of this plain page is written "Many thousands of years ago, The Book of Earth was written...", and on the bottom a slogan MYST - The Motion Picture. This website triggered a lot of speculation amongst the Myst community as to the motive behind the site. Was this viral marketing, a hoax or maybe just a way to create interest for a petition to make a movie? Although there has been for some time now an online [petition](#), collating, and still taking signatures to this day. It was later revealed by Cyan's Grey Dragon that the site was in fact real. To Quote Grey Dragon: "For years now Cyan has wanted to make a Myst Movie. Cyan is interested in every avenue that would lead to the production of a full length feature film. In order to get people interested in such a venture there needs to be some momentum behind it. Nothing has been Greenlit, but the folks at www.mystmovie.com hope to change that very soon and we at Cyan support them in this endeavour."



Within hours of the initial post Myst fans were already taking the webpage apart looking at the HTML source code. It was discovered, a few hours later, that the page changed in appearance. A small image appeared on the page together with the D'ni word "heebor". This word when translated was shown to be the number fifteen. Later this image was replaced by another, with a different D'ni number.

With each change the location of the picture moved also. To accompany each picture change a new word was added to the slogan. Finally; was the first addition followed by R e a l a n d t h e n C h a n g e, ending up with:

MYST The Motion Picture. Finally. Real. Change. It soon became apparent that whoever was behind the site had a

good knowledge of the D'ni language and it was soon revealed, in the source code, that this group of anonymous webmasters called themselves "Mysteriacs". Sometime later it was confirmed that Linking

Lady, who originated the threads on the forums was in fact a one of the Mysteriacs.

By the third day the slogan reverted back to MYST The Motion Picture. More investigation into the source code revealed a series of additional D'ni words:

*“rihsh.fah.vahgahsehn.vahgahbree.fah.vagahsehn.naygasehn
heegahsehn.vaht.vahgahsehn.rihsh.vaht.heegahsehn.heebor.naygah
fah.vahgahsehn
nayvoo.vaht.heegahsehn.rihgahfah.rihsh.vahgahsehn
rihsh.heebor.heebor.naygahbree.heegahtor
heegahfah.heegahsehn.vaht.vahgahsehn.naygahtor.vahgahtor.rihga
hbree”.*

This single webpage created fervor around the forums and put the fans in puzzle solving mode. In a short time this was translated and then put through a substitution cipher which produced the following: *“I know the tree of possibility grows once again”*. This prompted the Myst community to start collecting the images to make a collage while others were taking notes and translating the numbers.

Four days after the initial find a new image appeared with a new word being added to the slogan, Greatness. Also embedded was another series of D'ni text which read: *“Hope is the greatest living organism”*. Shortly after this it was rumoured that the webpage had been hacked. This spurred a fan to send an e-mail to the embedded address. Amazingly a reply was sent back, in D'ni, saying hevtée ril: *“No words”*, and shorah teh: *“With peace”*. Later that same day the webpage returned to its original puzzle format. It was also observed that maybe Mysteriacs was responding to the community's efforts. After each set of decrypted text

was completed another series would appear shortly after. As the days rolled by, the collage of pictures started to produce some amazing results. They seemed to show the same vista in two different types of light. Well, this lead to even more speculation as to what we were seeing. Opinions as to where the pictures related to, ranged from Garternay, the D'ni's homeland, to the city of D'ni in its hay day.

This puzzle has continued sporadically up until the present day. At the time of writing this article, the page changed to: MYST The Motion Picture. Gorgevhn: meaning *“Soon”*. Then on the 17th of February around midnight UTC the page changed again. A status bar appeared which takes some time to upload. Whilst uploading, periodic outlines of the past tile pictures briefly show before disappearing. Once the upload was complete a *“sign in box”* was initiated. To what this sign in box was for was another question but it soon came clear that this was another puzzle to





be solved. Soon after, this brief change was removed and replaced with a more informative page. Is this the end to the ongoing puzzle, who can say? We will endeavour to keep you updated on any further developments on the Myst Movie front.

We can list the changes to the webpage in order, thanks to a group of dedicated fans at Myst & Uru Obsession, MOUL and Mystlore. For a more in depth analysis of the MYST The Motion Picture conundrum please go to [Mystlore](#) which includes all the pictures, embedded D'ni text and ciphers used to crack them.

Deciphered text in order of discovery:

I know the tree of possibility grows once again.

Hope is the greatest living organism.

D'ni was to be a new beginning, and that it will remain forever.

The words of the other (outsider) are nothing now. We are lost to our maker.

He has charged (assigned) me with the death of our empire.

We will begin once again.

Know and revere The Maker.

In that he is the creator and protector of our world.

But follow me. And he will cherish you, and he will love the made once again.

I am the greatest of the D'ni.

I am the tool of the maker.

Changes to the slogan:

MYST The Motion Picture.

MYST The Motion Picture. Finally.

MYST The Motion Picture. Finally. Real.

MYST The Motion Picture. Finally. Real. Change.

MYST The Motion Picture.

MYST The Motion Picture. Greatness.

MYST The Motion Picture. Greatness. Corruption.

MYST The Motion Picture. Greatness. Corruption. Redemption.

MYST The Motion Picture.

MYST The Motion Picture. Tyranny.

MYST The Motion Picture. Tyranny. Fear.

MYST The Motion Picture. Tyranny. Fear. Destruction.

MYST The Motion Picture.

MYST The Motion Picture. Gorvehn

"Between guessing and knowing is a long dark tunnel."-

Kahlis, The Book of Ti'ana

Shorah

Szark

Thanks to all the dedicated Myst fans that spent their time to bring us these results. Also thank you Mystlore, . [Mystonline](#)) and Uru Obsession for the reference material.

Written by Szark

Artwork courtesy of Kohdi

The Guilds need YOU!!

In the wake of MO:UL's closing, many of the Guilds are taking matters into their own hands to keep Uru alive.

In particular, The Guild of Writers and The Guild of Maintainers are attempting to create Ages based off of the old Uru: Complete Chronicles software, and they need more members to help make their dreams a reality.

The Writers are currently looking for people who can aid in the various areas of Age construction. In particular, programmers and designers are required, preferably with experience using the Blender software commonly used in Age construction, and also, for programmers, an ability to script in Python. OF course, there is a need for the more artistically minded, with musicians, concept artists and storytellers all needed to truly bring the Ages to life. Puzzle designers are also welcome.

The Maintainers are also looking for new members. prospective Age testers are required to have a copy of Uru:CC, as well as a program called Uru Library Manager, which is freely available on the Maintainers website. No other experience is required, apart from an ability to spot small errors, ability to document bugs and other similar problem, and above all, persistence and dedication. Maintainers may also help make walkthroughs and hint systems for regular explorers when the Ages go public.

Of course, there is always room for those with little to no experience in Writing or Maintaining. Both Guilds offer tutorials and assistance from experience Guild Members, with all that they require being an open mind and a dedicated spirit.

Enquiries can be followed up at the Writers' and Maintainers' websites, which are <http://www.guildofwriters.com> and <http://www.guildofmaintainers.com> respectively.

This advertisement was authorised by the Guild of Messengers, Central Offices, The Cavern, New Mexico



