

# THE ARCHIVER

R E C H I S O T A N

Issue 12 · April 2008

## FAREWELL, D'NI

The Archiver Says Goodbye to the Cavern

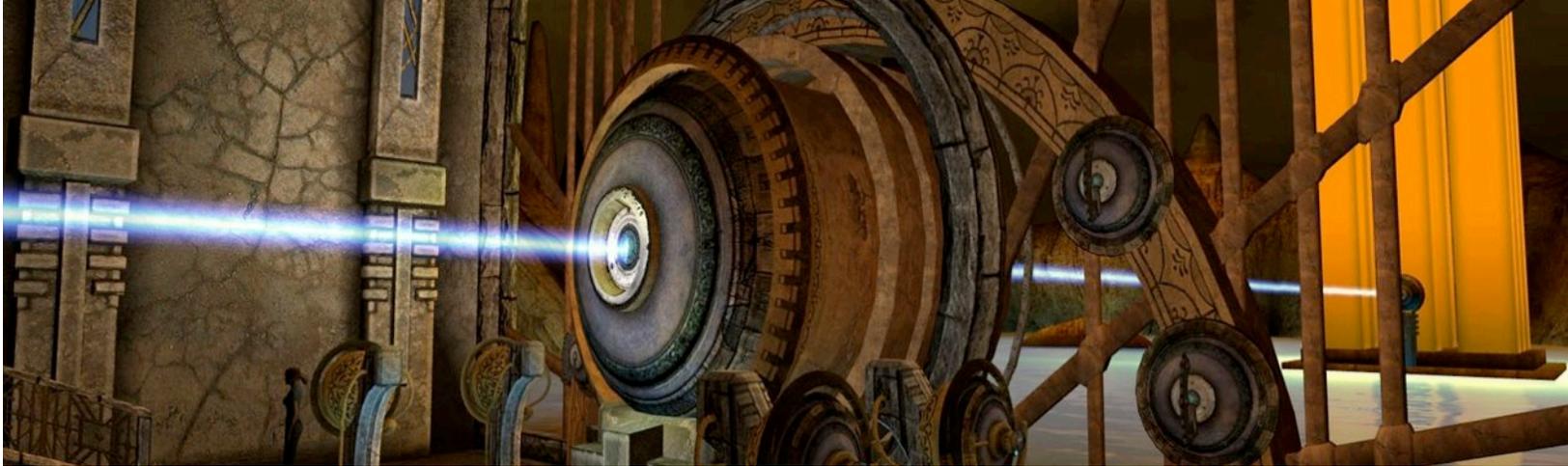
### Season 1 Retrospective

Narym re-caps the past year of exploration and discovery in D'ni.

### Echoes

A collection of messages from the community on the closing of the Cavern.

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

And so we come full circle. The Archiver was created to cover the happenings of the community, both within and without the Cavern, in 2006 during the days of Until Uru. When I created it, I never imagined that I would have the honor of covering the rebirth of Uru Live, or the regrettable responsibility of covering its second demise. The changes that this community has seen over the run of this publication thus far are staggering, and despite the less-than-desirable outcome of Uru's first year at GameTap, I'm glad I was able to go along for the ride.

I don't think that this is necessarily the end of The Archiver, though. Uru Live may be gone, and as a result the amount of Cavern-related coverage will understandably plummet, but there has always been more to the community than just what we could see or do in Uru, and I want to continue to showcase what goes on outside of Cyan's games for as long as I am able. That said, these are relatively quiet yet frenzied times, as Uru's passage leaves a massive hole in the community, and people struggle to find new ways to connect with their friends again and keep the spark of creativity alive. In such a climate, I'm uncertain when the next issue will be made available. I think most of the Archiver staff are looking for a bit of a well-deserved rest from the hectic production schedule that Uru required. Once we've had a chance to re-charge our batteries and re-assess our priorities, however, I fully expect to be back with another community-centric issue.

On that note, I want to thank all of the people who have made this publication what it is, especially those who stepped up and took on the dual responsibilities I wielded as Editor in Chief and Master Assembler. Without you, this would never have made it past the second issue, and I am now *very* glad that it has. I would also like to thank the wonderful people at Cyan for putting so much of themselves into this game, and for letting me be a part of their ResEng staff while they were able. Finally, I want to give a huge thank you to everyone who believed in Uru, and who have worked so hard to make this community as strong as it is today. Uru may be sadly gone, but this community will continue on. Until we meet again.

- *Alahmnat*

## From the Editor

Golly, what a ride.

It's really quite interesting to read through these Issues of The Archiver, the MOUL issues of 4-12, and see what happened in such a short space of time. The story that unfolded, the characters we met, the places we saw...

But that particular chapter is now finished.

Of course, The Archiver will probably continue on, but it still feels like the end of an age (in more ways than one). Contributors have come and gone, but all of them had one thing in common; their love of the world that is Uru, and their desire to, in some small way, make their mark in that world. I would like to thank everyone who has ever written a word, taken a picture, or simply commented on this humble publication. Your input has meant more than you know.

And special thanks to Al, for agreeing to assemble this at short notice. I am truly humbled by the efforts that he, and others, put into this magazine that I, somehow, got the top job at.

But thanks go especially to the readers. To all you who downloaded this magazine, who maybe never even made known the fact that they read it, to these I say: It is you who made every effort, every tear over making The Archiver happen, worth it.

Keep an eye out for Issue 13.

~*Narym*

## Contributors



### Narym

*Journalist, Editor*

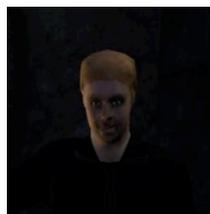
Narym, an explorer from Australia, is a long time fan of everything D'ni. While he was relatively late in actually entering the Cavern itself (he only entered during D'mala), he considers himself to have been a part of the community long before that, and counts said community as one of the greatest parts 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.



### Alahmnat

*Editor, Assembler*

Alahmnat hails from the Myst capital of the world: Spokane, Washington. In his time in the community, he's seen and done it all, including worked as a ResEng. He created The Archiver in 2006 to report on what the community was up to, and has been along for the ride ever since. An avid D'ni history buff, Alahmnat splits his community duties between The Archiver and his website, DPWR. He's also on the planning committee for Mysterium, and often complains about there not being enough hours in the day.



### 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.



### 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.

## Do You Have What it Takes?

The Archiver is always looking for new and enthusiastic volunteers to help contribute to The Archiver as we shift to focusing more on the Myst Community.

If you are interested in joining our team of journalists, photographers, editors, assemblers, and translators, then send us an e-mail at [archiver@thecaverntoday.com](mailto:archiver@thecaverntoday.com)! Please be sure to include what position you are interested in, and for translators, what languages you can translate into. Assemblers will need a copy of Apple's Pages software.



# SEASON 1

## A RETROSPECTIVE

Season 1 had been the dream of Uruites everywhere since the end of Prologue in 2004. Until the beginning of 2007, Uru hadn't really been allowed to set off on its own, and be given a chance to demonstrate the ability that the premise of the game showed. However, on the 15th of February 2007, *Myst Online: Uru Live* was finally given that chance when it was officially launched.

### The Worlds...

While several parties were in full swing, a new Age was released, a garden Age called Eder Tsogahl, to complement Eder Delin, which had been released on January the 19th. These two Ages marked the first new areas to explore since the closure of Prologue, so understandably most people were ecstatic to have these new places to explore. This was followed quickly by the first of the Pod Ages: Negilahn, from which explorers could view a variety of animal life.

The following Pod Ages, Dereno, Payiferen and Tetsonot, were variations on a theme. They each showed a different environment with different flora and fauna, with Tetsonot a damaged and presumably submerged pod. The greatest discovery came when a map emerged, which showed that each of the four pod 'Ages' were all really located on the same world, but at different geographical points. The discovery that at certain times a portal would open to a Bahro cave also excited the community, but there was some consterna-

tion about the times that some explorers would have to arrive at in order to complete the Age.

Of course, the opening of new Ages continued, with the vast desert expanse of a world called Minkata following soon after. Explorers would have to use their knowledge of trigonometry, cartography and bearings in order to find their way through the Age. This world was also known for its obvious Bahro influences, Dusty the soccer ball, and its beautiful night-time vistas, and was considered by many to be the greatest discovery of the New Restoration.

The Great Zero was also fully reopened, and allowed the practice of marker games to recommence, with many explorers taking the opportunity to construct intricate systems of markers for personal and corporate amusement. The re-release of the Age of Er'cana was also welcomed, with a great many quips regarding "dropping one's pellets" being heard throughout the cavern. Attempts were made to relight the cavern's lake using these pellets, but it seems to have not made any tangible difference in the admittedly short time since the practice started. Of course, one of the biggest shakeups was the announcement of the Guilds, and their intended resurrection. While Cyan refused to set any definite timeframe on the Guild development, the community by and large took this as a license to take matters into their own hands,



and formed “unofficial” Guilds. In fact, it seems that these Guilds may be MOUL’s biggest legacy, with most of these groups intending to continue to grow post-closure. The release of separate Guild Pubs was designed to facilitate community discussions on the topic. An interesting turn in the release of Ages was that of Jalak Dador, a D’ni “gaming Age” that seemed to serve no practical purposes in the restoration, but still was enjoyed by the community. Using moveable pillars, blocks and balls, explorers could construct their own games, many of which can still be viewed at the [Jalak Registry](#).

Of course, some of the most “famous” pieces of content were left till last, with Ahnonay, and two critical locations in D’ni Lore, K’veer Mansion and Myst Island, being opened to the public. These areas, so often referred to in the D’ni history which we are in possession of, were finally able to be explored first hand.

## The Story

These places were still to play host to yet more history-changing events. The Bahro, who it was revealed were in fact free and able to determine their own existence, were undergoing a civil war between those who wanted revenge for their past imprisonment, and those who wanted peace. Various iconic figures, such as Dr Richard A. Watson, and even Yee-sha, came to warn us of the danger inherent in this, and that we would to prepare for a possible invasion. Two lives, those of Wheely Engberg and Rose Taylor, had already been lost, and Dr Watson stated that he believed the Guilds could be integral to this defense. However, late in 2007, the DRC could no longer af-

ford to fund the restoration due to the withdrawal of financier Cate Alexander, and left the cavern. Soon after, the explorers were due to follow.

Most of the explorer community, while happy to go along with this story for the most part, also felt that they were unable to engage with the plot, mainly because of their inability to effect it in any meaningful way. While some examples can be cited (Rils exploration with Sharper and the appointment of Retelte being prime among them), by and large the community wrote the story off completely towards the end of the season, instead focusing on content that, honestly, was sparse, and far between.

## The End...?

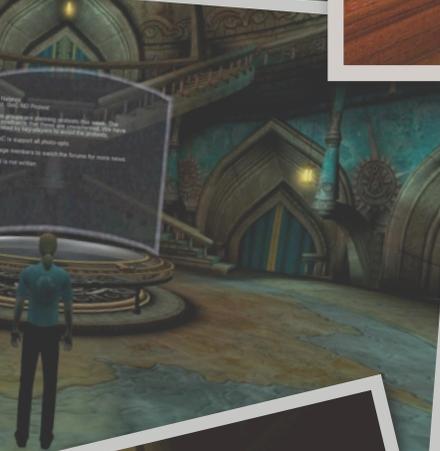
With so much to think about over the last year, it’s really hard to make a ‘fair’ judgement of the cavern experience. So many felt that the Restoration was nowhere near efficient enough to prove worthwhile in terms of opening new areas, still others felt that the community was ignored in favor of simply trying to churn out content. In the end, the first season of exploration and restoration was undoubtedly a disappointment for most, but many still seemed hopeful of a return to the cavern, and saw the potential the Restoration held out to explorers. Perhaps this potential can still be realized.

But for now, we’ll simply have to look back on the pages of history that took were written during our tenure, and remember...

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*Written by Narym*







Alone or together.

That's how it started, but one thing we had in common was that we all faced the last hours of access to the cavern, together. Whether you spent the last hours by yourself or with friends, in Relto, Bevin or Ae'Gura, it was the end of the restoration, again. Some five hours before the end saw around eighty explorers in Ae'Gura, spread from the Library to the Ferry terminal. Most explorers congregated in Tokotah square. The atmosphere was a mix, with some explorers dancing, some remembering the good times whilst others were a bit more sombre. Live music was streamed into the cavern by BeachRM via Urutunes which had a nice blend of music, some upbeat and some reflective. In addition there were approximately sixty others in the Guild of Greeters Bevin with more scattered around other neighborhoods.



As the hours ticked by, explorers linked in and gradually the city was full, (darn DRC and their rules) with people spilling over into the Bevins and across the ages. Two hours before the closure of the cavern saw a frenzy of activity when Bahro started to appear. The first confirmed sighting was at Phil Henderson's Relto. Footage can be found [here](#). The next confirmed sight-

ing was on Sam Byard's Relto, footage [here](#), shortly after this the Bahro started to appear in K'veer, linking in and out, keeping the explorers on their toes. High definition footage of both encounters can be found at [the MOUL forum](#), courtesy of Samsbase.



By the end, according to the Nexus, there were over four hundred explorers in various locations in D'ni. This number has not been confirmed but from what I saw this could be fairly close. One thing that we do know is that the Nexus does not show private Ages numbers, so in reality this figure could be much higher. Whatever the number, it was a good turnout; the explorers came from far and wide to show their solidarity and to say goodbye to all the friends that they had made over the last 14 months. The following day a sign stating that "The cavern is closed for Maintenance. Thanks for your understanding. Please keep in touch..." was put up at the entrance. Now it reads "The cavern is closed". Is this truly the end?

*The Eye Never Forgets what the Heart has Seen.*

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Written by Szark, GoG 'hood photo courtesy of Lial

## Echoes

The Archiver staff has collected the thoughts of many community members from the Myst Online forums regarding the closing of the Cavern, and compiled them here – typos, smileys, and all – for your reflection. May Uru live on in our hearts forever.

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Sometimes someone is first in each genre of art and creativity and storytelling. Cyan was and is and remains one of the pioneers in CGI graphic dynamic adventure game design, and continues to be...URU has evolved in remarkable ways and continues to be the Gold Standard of multiplayer worlds, and the story is rich and deep. And on top of that the community is just incredible, spanning the globe, and all aspects of life and type...and is filled with people of great humour, intelligence and good nature...truly a digital home away from home. It is in essence a colony in cyberspace, an adventure into a new way of storytelling that invites and includes the listener (you) and invites a further participation that becomes WE. Through an innovative use of very well designed Avatars that have the capacity for full communication and tracking one another in the multiple Ages and "rooms" of the gameworld, the player truly becomes part of the larger community but retains the ability to lurk, and be private and a hermit if they so choose.

All kinds of social activities that are just like surface life have evolved and continue, and tho this generation of the game, the second hosted by GameTap is due to conclude on April 4, there is strong and firm faith among many of the players that the game can, should and may indeed continue in a new form through the tireless efforts of its creator, Cyan.

It is rare to have the chance to both make history and be part of it, but those of us who are part of



MOUL and URU mostly I think just really enjoy our time in the Cavern, but all of us sense I think how special this chance and this time can be and is.

Shorah for now and the future.

URU LIVES

– *Dr. CrisGer*

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From someone who is not quite fit MOUL has given me Life. It has brought me out of my shell, into a world of intrigue. So much so that I started projects I would have never have dreamed off. I started to expand my mind and frame of reference. Learning late in life has and will be a rewarding experience.

As I am fairly new and only started to meet other explorers recently I feel that I will have missed the best part of MOUL. I thought of my Avatar as an extension of myself therefore I was not able to hide behind it, which brought me no end of anxiety with overcoming my shyness and minding my P's and Q's but well worth the effort. This in turn has made me think how I treat others on the surface. So thank you Cyan and Game tap for putting me on a journey of self discovery. An even bigger thank you goes out to all those explorers that made Itiseye welcome. You

should all feel very proud of yourselves. I truly hope the closure of MOUL will not shorten my path prematurely.

What I will miss the most about MOUL is not been able to be a part in building up a community that we all could have been proud of. In a way that was different from any other Virtual World or online community. All in all it has been a very positive episode in my life, one in which I will hold close to my heart and one that I will take with me into the future. Myst is my muse.

– *Szark*

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Shortly after being diagnosed with MS, I was one of the lucky ones who were allowed to participate in the URU Live Beta. I wasn't an original, just someone who lucked-out and was able to share the last month. It was what I needed to help me deal with my situation. It brought me back.

I just recently became aware of Myst Online URU Live. With the excellent assistance of ResEng T Appling (who always listened, asked the right questions and provided encouragement along the way) all my computer compatibility problems were solved

and I once again I found myself roaming this fantastic world of fantastic worlds. Once again, I could walk, run, jump, dance ...anything my avie wanted to do. All this, and be surrounded by My beautiful places, bright caring people, history, philosophy, puzzles and challenges that will forever leave me wanting MORE.

SO, thank you to: CYAN, Cyan employees, GOG,





GOMA, and specifically: Deryn, Budgie2, Kimmie, Jaquet, Lira, Tailahr. White Rose, Roland, Kon Dor and many more who bring, and will bring, light to myself and others. Surely, you've been told before, but here goes again...Never underestimate the amount of good you have done.

– *Betara*

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MOUL has given me a chance to explore a side of myself that I knew was there, but because of real life limitations, I was never able to fully develop and express. I am able to show the real me without other peoples prejudices and preconceived notions getting in the way. Because of MOUL, for a brief moment, I felt like I was doing something important. What I was doing really mattered to someone. I knew this because others shared my passion. They joined me on this journey, and together we made the URU experience a little better for others. I know that the contributions I have made in URU are not great, especially when compared to contributions others have made, but they have made an enormous impact in my life. I am more confident in what I say and do. I know that for one brief shining moment, I was a part

of something bigger than myself.

– *Lynnutte*

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Uru, for me, has been an amazing experience. I've made friends, enemies-unfortunately-as well. I trudged through the sands of Minkata; I collected all my Sparks; I helped in a few Eder Delin/Tsoghal Door callings; I helped people join our neighborhood; I even participated in a few Spoken Word Nights. Uru will always hold a spot in my heart. And I know that, some day, Uru will return. I end this with two phrases. One is known throughout the community. The other is one of my personal favorites.

"The Ending Has Not Yet Been Written..."

And

"Momentai"(Take it easy).

– *\_Calumon*

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I also shall add my name to the list of those disappointed with what I hope, and can only hope, is what shall be a short hiatus or holiday from the cav-

erns of the Dni'. I have been a fan of the games of Cyan since the very first days of Myst. I was so elated when I discovered it online, and ohh, what an experience it has been over the past year. I am ever grateful to have met so many fine people in this game. Zedra, Krazzed1, Stephen C. Cabby, Erowyn, and so many more on my buddy list that were there to help out in the quest through difficult and wonderful puzzles like Minkata and Ahnonay. It has been a place to retreat away from the realities of life and into a community that has no borders.

Memories of many a Delin or Tsogal run, skinny dipping with friends in Ahnonay, sitting at the top of the long stairs in the city, listening to the gossip, standing around in the Canadian Bevin voice chatting, and watching Krazzed1 and 2 doing a dance, these are memories I will not forget.

I can only hope this is only a short vacation which will allow me time to get my spring gardening done. Let's hope that through some collective efforts from us as fans, and the help and guidance from Cyan, that URU will return online .... because the end is not written and may I add nor shall it never be written.

cheers

– *The Islander*

---

It's a feeling of fear that you will lose something. In EVE it is the materials, money, items, etc. In Uru it is the memories and people and places. You don't want to lose any of this but we can only do so much. We can only take pictures or movies of the ages we

will lose on April 4th or nearby then. We can only copy sounds or music from the Uru directory to try to preserve the environment. We can only save pictures of our friends and keep in contact with them through other places or email. But none of those are quite what we have now, and that hurts. In a very real way it is as if a world we enjoy will die, taking all our friends with it, very soon. We can save pictures, but in the end they are only pictures.

– *Whilyam*

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To quote a famous line from a movie, "I'LL BE BACK". And I sincerely hope everyone else will be too. The story of Uru is by no means ended in my opinion and the fans will no doubt make sure it continues in one form or another. This game/community/experience is absolutely unique on the Internet. Long may it continue.

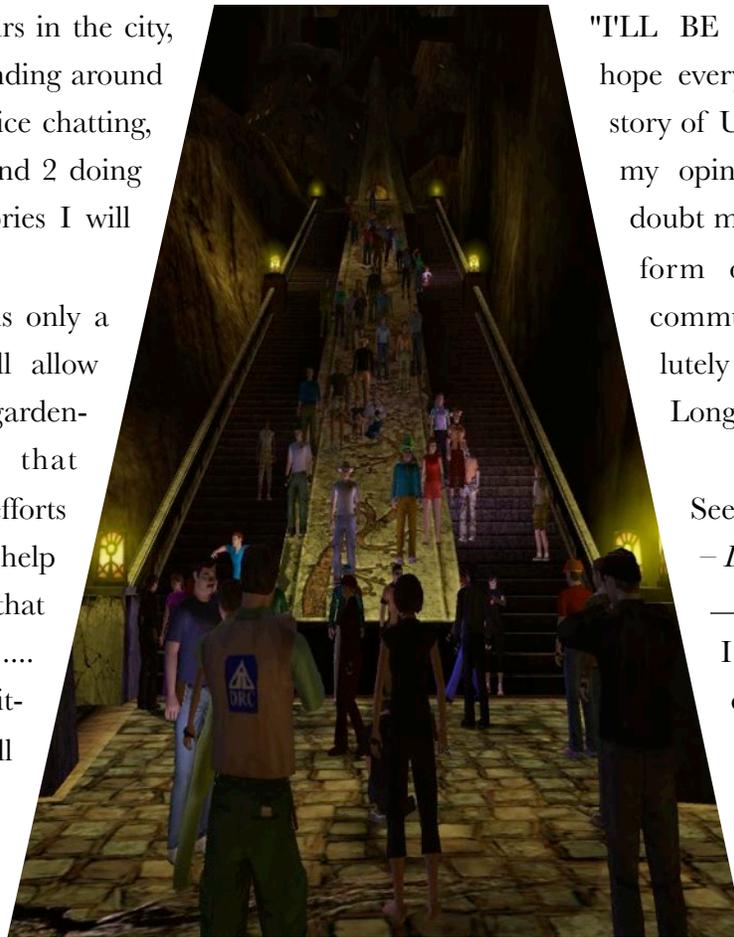
See ya'll soon,

– *Dichromus*

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I wasn't around at the time of the original Live, and due to technical problems I haven't been able to fully experience Uru's most recent incarnation. I'm very much a lurker on

the forums and even when I got a chance in the cavern I tend to shy away from other people. Even with that limited exposure to the full Uru experience, I can't possibly describe the sinking feeling when I saw that my beloved game was being cancelled for the second time. However, I've been watching this com-



munity long enough to see what it's capable of. I'll forgo the obvious cliché, but know this can't possibly be the end of Uru. The fans simply won't allow that.

– *Kathryn*

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Thanks to everyone who put up with my stupid questions. I rarely have found a community of nicer people, even in real life setting. I couldn't be in the cavern much last year and was scrambling to finish the various quests, before Season 2 started up. So you can imagine my deep disappointment when I read the news that it was not continuing. I hang onto hope with many of you that it will come back again.

I know I had some frustrating times with the game play and the limits to my avie, but all in all, my heart always raced a little faster when I was heading into a new location or age, because I couldn't wait to see the beautiful creations.

Lovingly,  
– *Flobiwan*

---

This past year+ has been a truly unique experience for me and no matter what happens, I will treasure the memories forever. I made many new friends in the cavern and I hope to stay in contact with a lot of them. I know this isn't the ending be-

cause I have faith in the Uru Community; we will survive. Even those who wander away for a time to try something new will have the spirit of Uru within them, and the people they meet will be fortunate to know them.

– *Tai'lahr*

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Uru as a place is beautiful, inspiring, and just plain fun. Uru as a community is indescribable. The people I've met, the friends I've made, and the influence they have all had on me will be with me for a lifetime. I'm a better person for having known you all, and you have my gratitude. We'll see each other again.

– *DeAn*

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I've been coming back to this thread the last several days, then leaving unable to respond because I felt I'd already said it all elsewhere, and I felt emotionally exhausted. Then, so many people said it so well there didn't seem to be anything I could add, especially anything brief. :D But I've thought of something, if it's not too late.

In Uru I learned how to play again, and for that I will always be grateful. Years of heavy-duty parenting, working hard at a demanding job, dealing with a



century-old house, juggling volunteer commitments, fighting cancer, getting elderly parents through some life passages – all of these had me in a kind of tunnel, not without laughs and good times, but scheduled and controlled and not much fun.

In all of you, this delightful community, and in these magical places of Uru, I found a freedom and lightness of heart I had forgotten how to experience. I found beauty, kindness, whimsy, passion, brilliance, imagination, hilarity: Play. They can shut the Cavern down, but nobody can take that away from me, nor my happy memories of the past year.

And it's not over, of course. ;)

– *Kerryth*

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To me, this place is like stepping into a bubble, apart from the real world, and floating off to new adventures and good feelings. And like a bubble, and all things magical and precious, it is a fragile thing...the kind of thing you want to keep forever, but also the kind of thing that you know cannot last forever.

– *Romer Openfield*

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Exploring the cavern, the ages, the legends, the people, myself, the dozens of sites around the world, and learning, almost, to simultaneously speak in multiple, party-line conversations...it's all been a great kick. Thanks. "If you don't set goals, you can't regret not reaching them." (Yogi Berra)

– *jimmyleg*



MO:UL was and is something amazing that I wouldn't trade anything thing for.

It's a place for a dreamer to find themselves, and be inspired.

– *MustardJeep*

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To me, MOUL was like a family at home, the relationships it created, trials, tribulations, friendships, even marriages. Then all of a sudden it gets pulled apart, like the family all moved to different parts of the world, even though we can still communicate, it is still not the same as MOUL was. How many games have had the diverse spin off web-sites that MOUL has created? I do hope Rand and his team has something up their sleeves to bring the family somewhat back together. I am hopeful.

– *nvr2old*

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Uru has been like living a myth. I've been able to share that myth with my friends, my family and my children. It'll always be a part of my life.

– *Blade Lakem*

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My life changed because of URU live. I have met and befriended people from all around the world. We have had happy and sad times but they are all awesome because they were shared. I will miss MOUL more than these words can express.

– *AKA*

All that you take with you is what you leave behind.

- Riff on Pericles and John Allston

– *JWPlatt*

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Remember the Cones are always around no matter what we do or where we are.

They are always there to protect us.

The ending will never truly be written.

– *justthetigger*

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From young to old, I too have met and made friends with many fun, loving, wonderful, interesting and talented people.

I would like to take this opportunity to thank all the people that served the community and/or created the various in Cavern events, games etc... over the last year +.

And to Cyan and fate. For making it possible for me to meet one special lady.

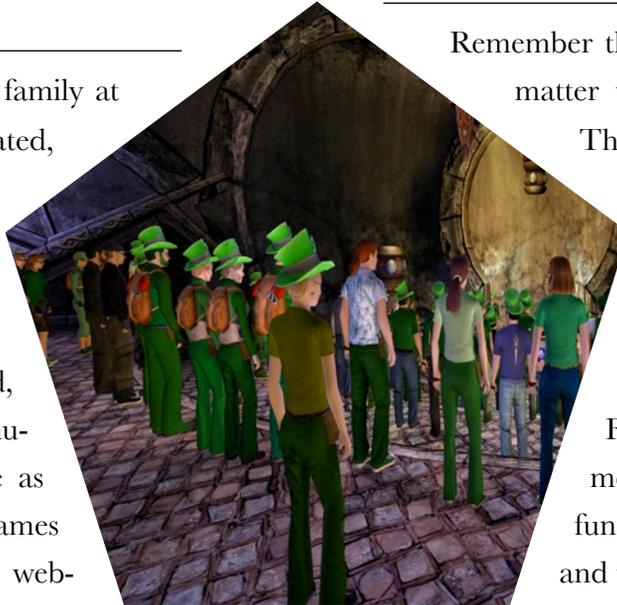
To sum it up ... It's been a slice of life ... I shall never forget.

– *Krazzed\_1*

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I've been a watcher in this forum ever since I joined MO:UL in September 2007 but I've only recently registered because I wanted to leave some small traces of myself in the massive, spectacular and intriguing experience that is MO:UL.

I'm not an online game player and the only computer games I've ever played and enjoyed were the whole Myst series and URU - The Complete Chronicles. I'm not sure how I found out about MO:UL but once I did I struggled hard to surmount



the barriers of being an international subscriber and a Mac user to get myself into the Cavern. And boy was it worth the effort.

I found a happy, funny and welcoming community. I found familiar and not so familiar places to explore. I stretched my mind in ways it can never be stretched in my normal life. I found people of all ages, abilities and backgrounds from all over the world. I started out as a solo player who just asked for help on the multi-player puzzles and developed into someone who helped others, who joined in the banter and fun and hopefully made a couple of other explorers laugh now and then.

I want to thank Cyan for their vision in creating this special thing and working hard to keep it alive for so long. I want to thank all the other explorers, the friends I've made and the wonderful folk at the Guild of Greeters for making me feel part of this truly unique experience. I hope that a way can be found, that a home can be made so that URU can continue into the future.

– *QuinMaddox*

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Losing Uru Live twice is almost too much to bear. I can't even read this thread without getting emotional, but I can't put my thoughts into words right now. Maybe some time later. :(

– *Donahoo*

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Again, my hat's off to you Rand; Despite everything that's occurred, you've persevered and tried - Thank You. My original answer to your 2004 post back at the Ubi forums is still valid: This concept is a very unique one, and should be kept alive in some form - even if that means letting the community give it a try now.

I'd now add that letting others look into how it can continue long-term will help others in trying it again. Just today, I ran across an 'in the trenches' review for D&D v4 that will be out in June; It appears that WotC has learned from the past few years in not just tabletop but other styles of gaming these days - including the MMO - and run with it well. It may do to my RPGA playing in cons what B5-ACTA did to my minis gaming... Wink

That's what I'm looking forward to on this next Interregnum - A chance to learn in depth and rebuild, so that the general format for this type of MMO gaming (even if it's not UL) can survive as viable.

– *TS Kimball*

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The communion of ideas, friendships made, conversations had, the helping of others, the camaraderie of multiplayer puzzle, while re-enjoying the beauty of this URU world. Although a re-play to a point, the learning of a language, histories, the feeling of realness, the attempt at episodic-storytelling, in-game, of a world, that if you use just a bit of imagination, could be as real as Ancient Egypt, minus the linking books and Relto. The Gathered, humans, will tell a story of a place, as they have done for thousands of years. What Cyan's URU has left behind I shall carry forward, if only in story.

The educational and learning tool that could soon be lost, sadden me, as I have enjoyed this since 1994.

– *Da Vinci*

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I will miss everything, but...

MOUL is a broken uru. Sure, it's fun and interesting but not like Prologue. Prologue was a "completed" uru. MOUL is, as I said, broken.



I believe that IF Cyan Worlds can find a publisher that will give it a lot of money for development (like Ubisoft, unlike Gametap) and still won't cancel it and publish it well (unlike ubisoft and gametap), they will be able to "fix" the game. If we would all like to. "Fix" is making every journey like TPOTS, as they wanted to do in Prologue.

So, I don't know about you, but for me, the only thing I can do to help is look for a publisher. And a good one.

The game is a big bunch of fun packed in 3.12 GB. I think it's a big chance will come if we would all like to. Ubisoft gave us great, big content, but they barely marketed the game and cancelled it. Gametap gave us great but not big content, and like ubisoft, they barely marketed the game and cancelled it. The game turned out to be more a movie than a video game, unlike Prologue. Fun, but still not Prologue. I think that if we will get a publisher that will give the amount of money that Ubisoft gave to development, Cyan Worlds will be able to "fix" MOUL's new content, to be great like, say, TPOTS.

– *The stranger*

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I have nothing to rant against Cyan. They gave me an opportunity to explore the beauty that is MOUL. And that is what I will miss the most ~ the

beautiful ages such as Kadish and K'veer. I am just mostly sad that we are losing all of that. ( And I hope beyond hope that someday it will come back to us. I've only been a part of the game since sometime in September or November, and having it come to an end so quickly ~ at least, for me ~ has been quite a shock to the system. And though I have never been much of a social gamer, I wish now that I had sat in on the many readings and other events that have taken place in my short time in the cavern. The people that I have met and conversed with in-game have all been very nice and most importantly very helpful. So, thank you Cyan for this my first online gaming experience. It has been very rewarding and fun. And thank you to everyone in-game and those of you in the forum for all of your assistance, stories and experience. Shorah!

– *Ryobi*

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OMG! The beauty of it ALL!

Eder Tsogahl.... your first view of the outside of Gahreesen.... the City....

How many times did you drop in to the city and the first thing you see is someone sitting at the top of the stairs just admiring the view?!? What other game anywhere can claim this?

How many times did you go over to Eder Delin just to sit and relax?

I went on the field trip to SL today....got a headache from the bad pixelization. Nothing else compares to URU.

Scary thought...what happens after Apr 04 to this forum? :o

– *Todoni*

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*Introduction by Alahmnat, photos by Alahmnat, Szark, and Stellaflora*

# Beyond the Void

## A Few More Steps

Shorah, Itiseye Mee again and I'm back to share the next part of my journey with you all. A few months back some events put a few twists and turns in my path of self discovery. If you cast your mind back to [A Personal Journey, issue 11](#), I made a choice to be a part of the growing community and to contribute as much as I could. I looked deep into myself and I thought I don't seem to have anything to add. My skills were and still are very limited due to an unfortunate life; but hey that's another story, more like a soap opera really.

Before I begin, I would like to share a bit of the back-story to my first article, so please bear with me. This first piece stemmed from the Live discussion held at K'veer, back in December. I did a summary of the discussion and posted it in the relevant thread. Anyway I wasn't happy with it, it didn't convey what I wanted it to. I thought long and hard about how I could do a better job. I got the idea to write what I had learnt and so "A Personal Journey" was drafted. Very cathartic for me I must say.

After my first draft was completed I kindly asked one of my fellow explorers to take a look and to offer any advice. Finally, my luck started to change, as this friendly explorer happened to do this sort of thing for a living. I got back some good pointers and advice and made some alterations. Then, as a courtesy, it was sent off to another person to be reviewed

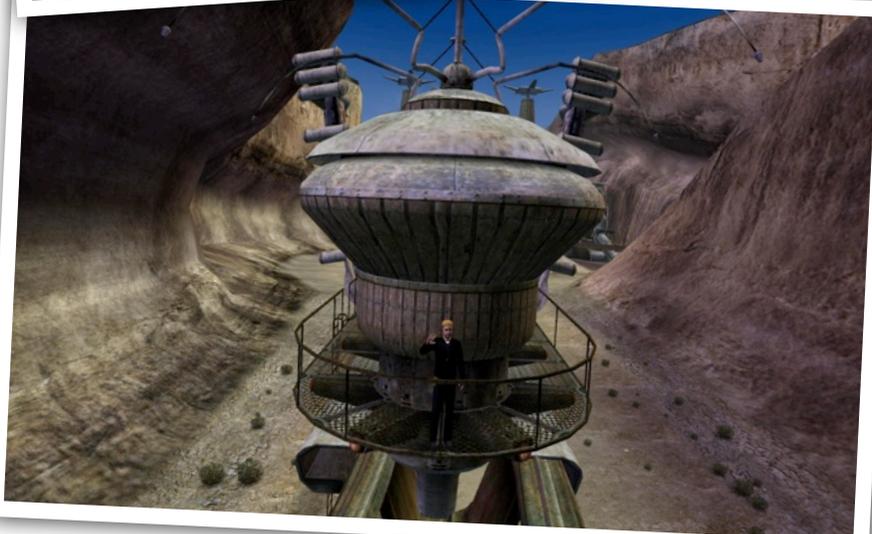
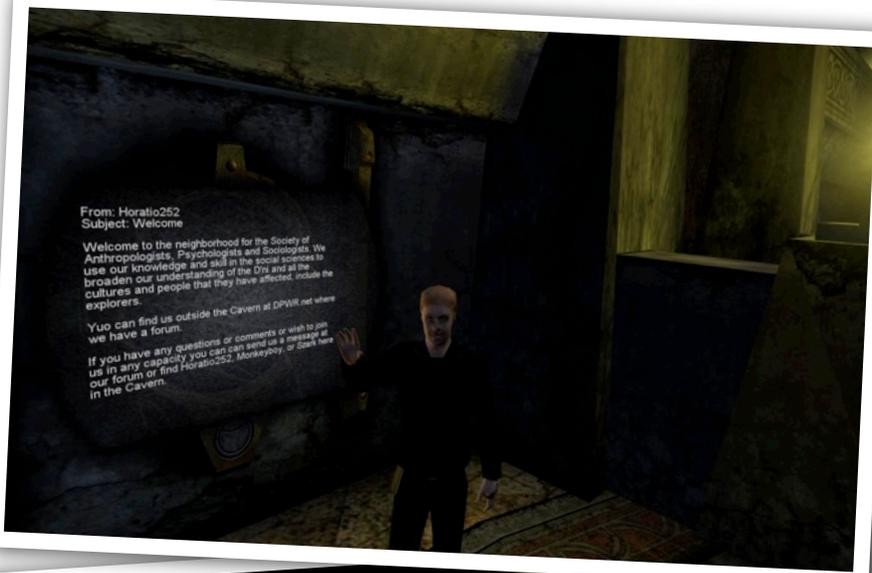


again. My luck was still in as this second explorer also did this type of work. Well it came back with red fonts all over it, crossed out here crossed out there. I thought someone had put graffiti all over my work, but to be honest it wasn't that bad. Also there were some nice words of encouragement attached which lifted my spirits to no end. These two individuals helped me so much, but ultimately it was you, the community who inspired me and I didn't want to stop there, so I wrote some more.

Good, now that that's done I will continue... The second part of my story starts when I spotted a brilliant idea to hold a Photograph display, an exhibition if you like, on the Bevin imagers. The idea was to hold an in cavern event for all explorers to show off their pic-

ture taking skills. That brilliant idea I am talking about, yep [PhotoQuest](#). What an ingenious way to host an exhibition. There were three picture categories: [Moving Water](#), [Light](#), and [Bones](#), spread over three Bevins. It was a wonderful way to spend a few hours; hood hopping, chatting and seeing the talent of the community. It also showed what can be done when explorers help each other toward a common goal. When I saw this thread I said to myself, "These explorers have gone to a lot of effort for the community, I will not let them down". So off I went snapping here and snapping there.

After a couple of days I thought of a devious plan, I would submit some pictures under another name. That's about as devious as it gets with me. I did this



because I wanted people to react without thought. Seeing as I was attending the event, I thought I would be noticed as one of the entrants, as the names of each photographer were attached to each set of images. I surmised that the other explorers might feel obliged to say “Hey nice pic Itiseye” without really meaning it; platitudes of society and not an attack. Mind you it was most likely a glimpse into my own lack of self belief. I did this for myself and not to deceive others, besides no one was harmed in the submitting of or in the making of the said pictures. Well it paid off so I must have done something right because I’m one of those people who receive instant Karma. The remarks that my fellow explorers were coming out with really surprised me. They were honest and positive comments and to top it off I learnt that my deception was not necessary. That was the defining moment when I realized I was where I was supposed to be, with this great community.

Those comments taught me that maybe I might have something to add. This revelation about myself prompted me to look around for a group that required my newly found talent. I discovered a thread at the [Guild of Messengers](#) website asking for help with various things, one being photography. So I posted my interest and was immediately accepted and directed to The Cavern Today (TCT), in particular the Archiver, to help out as much as I could. I did as I was told and contacted Narym and this is where my path altered and where my first ever article, A Personal Journey, came into play.

With this newly found confidence and position at the TCT, I asked Narym if my first piece was good enough for the Archiver. The news that it was to be in the next issue made me feel like a giddy young child on its birthday. For me, this was a great achievement and I found I enjoyed writing immensely; something else I found out about myself. I realized that with enough determination doors would

open in the most unexpected places.

As you can see, I strove to contribute something and my choice to do so was repaid in kind by the community that I supported. My entire Journey from day one has been helped along by the warm and friendly embrace of the community. You all made me see that we are better together than apart. Thank you all.

When the announcement came that the cavern was closing a lot of explorer based groups stated that they would continue their efforts beyond the closure. I am hoping that by sharing my insight and travels with you that I might somehow inspire others, like me, to shrug off their lack of self belief and take a chance. To join in, to contribute and to keep this community alive, because without us there would be no Guilds, societies or study groups. The lore of the D’ni will last beyond the cavern and there is still a lot to discover and decipher. So I urge you to go forth and find a niche for yourselves, you won’t be disappointed. Well, I hope not. The passion of my fellow explorers is quite infectious and one thing that I am sure of is that my journey will not end with the cavern closing!

*“When all is taken from one, the only hope that remains is what is given by another. Through this giving, both are redeemed”.*

*-Book 2, Entry 1,071, Item 54*

Until we meet again.....

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*Written by Szark*

# BULLETINS

## Real Life Events

### Mysterium 2008 Information

Mysterium 2008 is fast approaching. The new Mysterium committee has been hard at work organizing the event, and registration is now open. This year, the event is being held in historic Boston, MA, from July 25th through July 27th. Unlike previous years, there is a registration fee in addition to the cost of getting to the convention. Until June 15th, adult registration is \$15, and children 10-17 are \$10. Children under 10 may attend for free. After June 15th the prices go up, and online registration ends July 15th, so be sure to register early. An online registration form is available on the [Mysterium website](#).

The Mysterium hotel is the Hilton Garden Inn. You can reserve your room online for the special rate of \$95/night through [this link](#). For those interested in sharing a room with other attendees, more information and resources will be provided soon.

For more information about Mysterium, please visit [mysterium.net](#).

## SecondLife Events

*All SecondLife events require a free SecondLife account to attend.*

### Karaoke Night

**Where:** Trailwalker Beach, Vulcan Myst

**When:** Saturdays, 8pm – 10pm Pacific Time

Karaoke nights continue every Saturday in Second Life. Look for more information [here](#).

### Sunday Dancing in Siren! Relto

**Where:** Romantic Relto

**When:** Sundays, 7pm – 9pm Pacific Time

Weekly Sunday night dance party in Romantic Relto from 7-9 SLT. Bring a partner or find one at the dance. DJ Mighty Thor takes requests and dedications.

### D'ni Cocktail Party

**Where:** Trailwalker's Beach

**When:** Every other Friday, 7pm – 9pm Pacific Time (next event May 2nd, last event June 27th)

Donahoo continues the tradition of D'ni Cocktail Parties every other Friday starting this week from its temporary location in Second Life on Trailwalker's Beach. Music is available through GT Radio ([here](#) or [here](#)).

## There Events

*All There.com events require a free There account*

### TMP Fundays

**Where:** The Meeting Place of Uru in There

**When:** Sundays, 12pm – 6pm Pacific Time

TMP Fundays will continue using TeamSpeak (TS). So, no matter where you are or what you are doing you can join in. Download TeamSpeak for free [here](#). Under connect use jersey-shard.org as the server address. Give yourself a name and away you go. So, please join us in avic person in There and on TS, or just in TS. It is great fun and a good way to stay in touch with other Uruites. Contact Soosi in There for further information or help.



UNTRANSLATED: Network error 6, Disconnected  
From Server.  
protocol: Game Server



Ok