

THE ARCHIVER

R E C H I S O T A N

Issue 14 · July 2008

Exclusive Mysteriacs Interview

Narym talks to Patrick and Adrian about their plans and ideas for the Myst Movie

Uru and Guild Wars

Hitana gives us the lowdown on another online world, Guild Wars

Guild of Greeters

Interview with Guild Master Indy

Pawprints in the Snow

A collection of thoughts on the life of community stalwart CAGrayWolf.



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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Freelance Contributors



Ace

Photographer/Artist

Ace first discovered the greater Myst community in 2006, when he typed the root directory left on the Classroom imager in Uru: CC into his

browser and came up with the DRC Forums. Since that time he has been happily engaged in hanging around the Amber Horizons (47) neighborhood, volunteering for Cavern events and helping to provide Uru-related art and photography for anyone who desires it.



Dr CrisGer

Journalist

Dr CrisGer has been an enthusiastic explorer of URU and MOUL since 2005 and D'mala shard, and continues to be fascinated by the depth

and the wonders of the D'ni world

and history. He is in Cavern a ecological archaeologist, focusing on the wider cultural dy-

namics of lost civilisations and their integration with their environments both created and natural. He is a professional artist in surface life and a CGI games and 3D researcher and crafter. He enjoys exploring the Cavern with his fellow explorers and on occasion his cat Max and his friends.



Journalist

Hitana hails from Berlin, Germany's capital. She joined the Myst community in 2005 but couldn't make it into the cavern till the summer of 2006. Still, she counts herself as an old stager, especially since she was a Greeter.

As a little side note: Hitana actually started to speak and write fluent English only through all the contact with English speaking people she met in the Cavern. UU/MOUL was, in that way, quite an education for her.



Whilyam

Journalist

Whilyam found Uru over Christmas of 2004 after getting the demo version which let you explore the Cleft. The day after he got the demo (and solved the Cleft about three times exploring everywhere) he ordered Uru: Complete Chronicles along with realMYST. After exploring the ages there,

he looked around on the various forums and eventually got into Until Uru. From there, Whilyam has been involved in the liaison elections in D'mala and has worked with Kal to attempt to get a central Guild communication forum open. Most recently, he has been working on writing several ages.

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The Usual Suspects

Alahmnat - Editor-in Chief, Master Assembler

Narym - Editor

Bert_2 - Assembler

Stellaflora - Principal Photographer

Szark - Staff Writer, News

Jeff Wise - Staff Writer, Creativity

Essjay - Advertising



From the Editor

I think most of us saw it coming. The Archiver had heard whispers from Cyan that something like this was on the cards, but then again, most of the community had long suspected something as well. Then, in the last week or so came one of those telltale silences, where you know that Cyan is hard at work on something. Then, hey presto, one morning I wake up to find that the rights to Uru have again reverted to Cyan. Uru is coming back.

But while the 'will' portion of the question has now been answered, we still have no idea on the 'how'. How exactly is Uru going to work? Cyan has already stated that the game will be, at least for the most part, fan driven, especially in terms of content. What we're going to be putting our \$25 every 6 months towards will not be the content itself, but rather the chance for us to make that content ourselves. This much as already been made clear.

However, as most anyone will be able to tell you, letting the fans take control of something is always a risky business. While this particular kind of risk is almost part and parcel of today's MMO scene, it is still one that developers work hard to prepare themselves for. For instance, it is unlikely that fans will be given unbridled access to Uru's inner workings. This wasn't the case with Until Uru, and will most likely not be the case here. Even though Cyan gave the UU community substantial power to shape the gameworld, there were always restraints in place.

But there are some differences. As far as has been made known, MORE (as it has been dubbed) will run entirely on Cyan servers, instead of UU's fan-hosting with authentication through Cyan. It would also not be unreasonable to assume that there will still only be one server, instead of multiple 'shards'. But, once again, the world will be seemingly built up predominantly on the backs of the explorers. This situation, a somewhat unique one in Uru's turbulent history, means that is largely impossible to anticipate how Cyan's stated objectives will play out. Will explorers continue to use 3rd party tools for Age creation, such as Blender, or will Cyan distribute tools made by themselves, with clearly marked boundaries for creation? Will Maintainers have to go through some sort of official process when 'bug' testing? We can speculate, but we just don't know.

What we do know, however, is that Uru is coming back. And the expectations from the explorers, and I believe also from Cyan, are all completely different. Indeed, the roles may even be reversed. Instead of the community waiting on Cyan to make something wonderful, Cyan could well be waiting for the community to do something with what they end up giving us. But, I get the feeling that this will be a different expectation to that in Myst Online. There was always the spectre over MOUL, no matter how distant, that the game had to prove itself financially in order to survive. The same with Uru Live under Ubisoft. This time, though, it's different. While a financial goldmine is obviously the hoped-for goal, for the moment all Cyan and the community want to do is create something good. To try and prove that the concept behind Uru isn't rubbish, but rather that there is, and always has been, the potential for an immersive, compelling and most of all fun world to explore. To create what Uru was always supposed to be, and to hell with those nasty publisher types (tongue firmly in cheek...).

But again, it's still a game of wait and see. And I, for one, can't wait to see what Cyan have in store.

~Narym

Please Sir, I Want Some MORE!!!

Oliver Twist reference aside, we can now be certain that Uru will be coming back. We don't know how, or when, but we are sure that it will be back in some form.

One clear difference between this new MORE era, and those of the earlier Uru incarnations, seems to be the sheer openness on the part of Cyan. Not in the sense that they're divulging all their secrets, but moreso that they are happy to talk to members of the community. We all now know that at the very least the Writers, Maintainers and Messengers' Guilds have all had direct contact with Cyan in the weeks leading up to the official announcement, an almost unheard of circumstance.

However, the most significant example is the recent 'press conference' staged by the GoMe and other associates via IRC with Cyan's Mark DeForest. While Uru had previously featured Town Hall meetings, rarely has the community experience something like this. The IRC chat room peaked at about 190 members, with chat relayed further via Teamspeak, Second Life and Mystonline.info. Full – and edited – chatlogs are present on Myst Online. This was a flurry of activity not seen for some time in the Uru community. And a flurry it was, with the first minutes marked by frantic scrolling of chat windows. Explorers greeted each other, some not having met in some time, while others speculated on the content of the discussion. However, when it came time for Chogon to address the gathered throngs, and begin the Q&A, everyone slipped into the old routine of the Town Halls. Questions were directed to the conference Chair person, GoMe GuildMaster Marten, and what a varied bunch of questions they were.

While Chogon was understandably unable to answer some questions due to the early nature of the project, there were plenty more he could answer. The questions threw into focus the fan-focused nature of the new venture. Chogon, being Cyan's Chief Technical Officer, was able to explain some of the

more technical aspects of the project. When asked whether explorers could use 3d Studio plugins to in turn make plugins for whatever 3D app they wanted, Chogon said, "Yes. That is why I want to release the source to the plugins as well as the binaries. That way some could write their own tools." This could prove a real boon for coders. There are also some plans further down the track to make use of explorer-provided servers and bandwidth to supplement Cyan's equipment, and maybe even allow fans to tinker with the Plasma engine itself, though on a strictly controlled basis. It also seems that patches and the like will still be downloaded through the MOUL patcher provided by Cyan, though no word on whether there's a baseline that explorers need to successfully log in.

In terms of the game itself, a great deal was said. Chogon stated that, "We definitely want to continue the storyline", and that while they may not be able to progress the story via the creation of large Ages anymore, they can likely do something via characters and smaller pieces of content. There will also be guidelines on what fan creators can't go near, for canon's sake, which Chogon stated were not far off being released. Most encouragingly was that Chogon stated that he was "very impressed" with the fan content he'd seen so far, which bodes well for the future of Age creation, spearheaded by the GoW.

But, in general, there was still so much still unable to be commented on, in particular a possible release date. As Chogon told The Archiver, "There are a couple of hurdles of unknown height that once we clear we can give a better estimate... so, all I can say for now is soon." But considering the amount of time that has elapsed between the closure of MOUL and these new announcements, one can't help but feel impressed. And while the press conference was probably nothing more than a kind gesture on Cyan's part, and an indication of the importance of the community in Uru's reincarnation, it was still a welcome one. At the very least, it gave us some things to think about it in the weeks to come.

Stay tuned in the coming issues as we keep up on all developments surrounding MORE, and pass on any info from Cyan regarding the project.

Written by Narym

Image courtesy of Deg at abstractpenguin.com





The View from The Arch

Ask not what Uru can do for you...

Ask what you can do for Uru. I apologize to Supergram for lifting her quote from back during UU. This game`s community has changed so much since when I arrived here in 2005. A lot of it has been for the better. The new influx of fans and their immersion in the game`s worlds has led to the creation of a new, larger generation of die-hard Uru fans who have as much passion, love, and hope in this game as the oldest of those fans back from when Uru was called Mudpie and before. They`re a creative generation who love talking with their friends who may be half a world away in ages that are worlds apart from ours. But some of this new group, the “new guard”, has been for the worse. They are creative, but limited in their inertia. When a project is given to them, some of them will contribute, however the amount of people who create good-quality, interesting projects has seemed to dwindle. J.D.Barnes` project (which is completely open and practically limitless) is the only truly ground-breaking one that comes to mind and participation –if you call a handful participation– is limited.

This is not to say that the Prologue days were bountiful harvests of fan-made content, but the period after, Until Uru, was the richest collection of fan-created or fan-experienced content seen in Uru`s history and we`re seeing a shift back to that time while still going forward. The issue now is taking the opportunity to work on projects. The kinds of communal projects that can engage explorers and show

off their talents were and still are few and far between. While there are certainly some good individual works out there, it seems few are interested in working together or putting an idea out for people to put work into. Some blame fans for not taking the initiative, and there`s certainly evidence of that. The cavern was typically split between those who thought Cyan was doing good with what they had, and those who wanted more or felt the existing content wasn`t provided in a proper way with proper immersion among other factors. Rarely was it said “why don`t we make something, maybe even better?” The reply from those dissatisfied by Cyan`s content was often “We`re paying for Cyan`s work, not some fan work” and the most creative among us felt shunned. Others blame Cyan, and there`s evidence to that effect as well. Whether it was Cyan holding back or Gametap not letting them go, the limited fan-participation was a large factor in the game`s demise. The web up-loader for the KI images was a small taste of what could have been, what should have been had people been on top of things. Imagine had the game properly used just a small subset of the talent in the community. The DRC could hold monthly art or poetry contests with the prize of having the Council show off your work and allowing you to be an IC character (or yourself) providing the history of the piece similar to what J.D.Barnes worked on.

This is also not to say that all fan works are holy and perfect. With what we have now it`s a very small number who match Cyan in terms of quality

(D`eux`s Age Ehko, Ahra Pahts, Zephyr Cove, and the Ages of Jo`nae being the ones that come to mind). That low ratio of quality to quantity is short term, though. It was a byproduct of crude tools with limited features as well as relative inexperience on the part of the Writers and, of course, there are people who just aren`t as good at something (be it ages or any other kind of creative content). We shouldn`t feel bad about saying that as long as we help people get better as well.

I talk about these “Myst” opportunities from the past (and I realize that cliché is now badly over-used, along with the shallow jokes about “Exodus” and “Deception”) to illustrate the need in the present to work on these sorts of things. The next incarnation of Uru (which seems closer according to recent quotes from Chogon) will look and be completely different from what many have come to be used to. That void, a void of understanding, needs to be filled with solid ideas and with content. Both of these must come from the community to have the greatest impact. While the current hacking of the game for a shot at preserving it may serve to hinder Cyan`s negotiations, it is a potential step forward should things fail on Cyan`s end. And while hacking to produce a multiplayer client is not on the top of my lists for creative endeavors (the technical expertise might be better used to produce tools for use in the offline

Uru) it is still a show of the community`s creativity. Now is not the time, though, to wait before making that age or that piece of art or that music or that story. Now is the time to get content together for Uru`s eventual rebirth. It will help Cyan and, if you don`t like supporting Cyan, it will help you and the other fans of this game if there ever develops an “underground” version of the game. It all depends, and always has, on the fans.

WHILYAM is a freelance reporter who's knowledge of everything and anything Myst astounds. He's well placed to comment on fan-created content, himself having dabbled in the 'dark art' on a number of occasions

Written by Whilyam



Guilds, Guilds and More Guilds: Uru and Guild Wars

When journeying into Guild Wars, one must be careful. Conflicts can erupt at any moment, what with all the warring going on. So freelancer HITANA suited up, picked up a sword and shield, and ventured once more unto the breach in order to give you this report on the Uruite community within the lands of Guild Wars.

2005. Uru Live, under Ubisoft, had already been closed, and Until Uru is underway. But, by this stage, many were also giving the rest of the burgeoning MMO market a go. One of these new games was Guild Wars, a world that continues to host Uruites to this day. My first impression from the game was that the screenshots I'd already seen weren't fakes. The graphics are astonishingly rich. There are plenty of people to be seen in the area. I decided to get into the crowd and start with my first quest, given to me by a non-player-character (NPC). A bit later on I add a few people to my 'buddy list', whose names I've seen on the forums as friends and with whom I can make first contact.

Guild Wars, for those who've never experienced it, is a multiplayer online role-playing game, where combat is a central aspect to the game. You can fight enemies outside towns and outposts in order to get further within the game, or you can fight other players (in player vs. Player, or PvP combat) in special arenas. Guild Wars consists of three campaigns; Prophecies, Factions and Nightfall together with one Add-On, the Eye of the North. While you have to pay for every one of the three campaigns and the Expansion pack, Guild Wars, unlike many MMOs of its kind, has no monthly fees. Extra costs only arise if you want to buy the Bonus Mission pack, extra character slots or other similar things. Of course, you can also invite real players to join you as well and it's actually more fun and works better. Towns and outposts are instanced and bound to a server. There are a lot of different servers for many countries on

Guild Wars and you can change servers with one single click. The entire performance of the game is fairly good and you hardly have bugs or other weird things happen. But the over-riding aspect is that you always have something to do which provides hours of fun and occupation.

Guild Wars is very different to MO:UL, but that might be one reason why so many people went there. People don't meet to hang out, although there is a Guild Hall to go to. Rather, players usually gather together for a quest or a mission. For instance, on my arrival at the Fellowship of Greeter (FOW) - probably the largest community (Guild) of former Uru players and a few other alliances - I'm told that I cannot join until I finish the so called "Pre-searing". This is basically the tutorial for Guild Wars Prophecies, first of the three campaigns of an Online Game that now has over 5 million registered users. So I did the "pre-searing", was invited to the Fellowship of Greeters and finally got together with people I knew. Lots of MO:UL players who had wandered off were here, and more had joined at some stage in time. "Today we have over 50 members, just in the FOG", says SandiSue, leader of the Guild.

The relative lack of content in MO:UL has long been criticized. In Guild Wars that could hardly be the case. With three different campaigns, large countries, several storylines, dozens of enemies, quests, missions and a real "science of fighting" you could play the game a year or longer and still have things to see and learn.

As Lord Chaos points out, "I entered on the Plains of Jarin and could go... ANYWHERE! Pick a direction and start walking." However people have also taken some things from MO:UL. The Greeters still say "hello" to absolutely everyone, and help for new players within the Guild is always provided, as in uru. And, as Ayli says: "We are always comparing the GW's surrounding with the areas we've known in Uru." So, you could find places that look a bit like Gahreesen or Teledahn.

The general architecture of Guild Wars is about as varied as you will see in a Myst game. You will

see different kinds of environments, from medieval fortresses to Asian temples, Oriental markets, jungle huts and Mayan pyramids. Rich vegetation, deserts, snow capped mountains and many more such wonderful landscapes can be seen.

Even more detail is set on fighting. You create a character, that doesn't only have a special look but also a profession. The core professions (from Prophecies) are: Warrior, Ranger, Monk, Mesmer, Necromancer and Elementalist. You can add four more professions by getting Factions and Nightfall. In Factions you can get a Ritualist or an Assassin and in Nightfall a Dervish or a Paragon. You could simply finish the game by doing all primary quests and missions, but there are plenty of other things you can do as well. You could earn titles for example the cartographer's title for which you have to explore everything, a very Myst-like sentiment. Since Nightfall you can also earn a rank within the group you work for. In Eye of the North it's necessary to be at a certain rank, to get armor, food or other things. This Add-On also gives you the opportunity to delve into Dungeons. There are certainly very few restrictions on what the player can do.

In regards to the question of whether they would return to another incarnation of MO:UL our fellow explorers had different answers. Nighthawk said, "I would, as I did when D'mala and later MO:UL came out, bank the GW fires and spend most of my time there in MO:UL. When you add to the mix the incredibly active, creative, talented, imaginative, and wonderful community of Cyan employees, fans, and players, both in game and on all the fascinatingly varied forums, it is just a perfect recipe for what a game and community should be", Nighthawk says. Kurtis, however, says, "To be honest, I don't miss anything here as a Myst player, and even if MO:UL were to return, I think I am done with it. It already has my 3 strikes, and I was pretty much fed up with this last incarnation of MO:UL before it was cancelled."

Racegirl, BrettM and Lord Chaos also think that Cyan needs to take a look into other online games

and learn from them in order to succeed. Certainly, many of the new breed of MMO offer a variety of things that would be attractive to a displaced Uruite. But still, over half of Uruites would come back, and would play both Guild Wars and Uru.

Guild Wars had me hooked the day I started. But by getting into the Guild, I saw that the Uru community lives on, even here. Things have changed but the joys of exploring and chatting have stayed, qualities that bind the worlds of Guild Wars and Uru together.

Written by Hitana

Back Through The Ages: Eder Gira

Eder Gira is one of the most enigmatic and intriguing of the Ages of URU. When I first saw it, I saw the raw and barren landscape as forbidding and arid, and hurried through it to get to the link to the greener and kinder realm of Kemo. Over the years though, I have come to love and appreciate it for the wonder and beauty all its own.

Gira is an alien looking landscape when one first links in. There are bright red cliffs surrounding a natural bowl or lower area, and around here are exotic looking plants that spread their leaves in the bright sunlight. As you gaze about, the landscape appears almost like something from the moon, tall organic looking pillars of rock, humped hills and deep ravines embrace you in what appears at first glance to be an almost lifeless realm of rock, sun, and wind.

But as you begin to explore you find that this Age is not as lifeless or as dead as first appears. There are the tendrils of some sort of vine, that snake across the paths and drape the cliffs. You glimpse high above a bird like creature that circles lazily above in the bright sky. And you hear the sounds of other insects and creatures all about.

And you become aware that this Age is quite active geologically, for there is a stream of red-hot lava flowing slowly, deep below you in a ravine, the heat rising in steam and spurts of bright particles. And there is steam rising up through vents that have

that appear both primitive and advanced at the same time.

It takes time to explore this Age and to find the Journey Cloths that are hidden within. Eventually you find your way to the second part of the Age, and there lie even more surprises and wonders. You have glimpsed from afar waterfalls, and you find that they descend in great floods of rushing water to a beautiful pool that flows in its turn to fall in another arc down to a deep abyss below. Such wealth of water

playing in the desert is a sight that never grows old for any explorer. You find as you spend time here in Gira that you can experience the entire length of both day and night, and with the changing time of day you see wonderful shifts of color and light as it falls in the canyon walls



and pinnacles in an ever shifting display.

In the second lake side of Gira, you find further evidence of technology, for there are lights that are apparently driven by bioluminescence and the geothermal activity of this Age. There is also evidence that the fish that swim in the lake were harvested, for you find fish traps stored in the caves behind the falls.. There are also large bones used in structures of unknown purpose, avenues and terraces and monu-

ments made from the bones of some huge creatures. And there is a link to Kemo beyond.

All of this combines to make Eder Gira an enchanting and intriguing place to explore and to spend contemplative study time in. I had the chance not too long before the Cavern was closed in April to spend a night in Gira with three fellow explorers, we lingered for hours in Gira watching the light change from the limpid richness of full day into the amber twilight richness of later afternoon, on into the pearly luminescence of night fall and until the two moons rose over the cliffs and the stars all came out. What a wonderful experience this was, as we talked, shared, explored, climbed on the arches, watched the views beyond the immediate reaches of Gira and had a most wonderful time of fellowship and contemplation. All around us the sounds and sights of Gira shifted with all their mystery and abundance. As the night fell and the stars and moon came out, we felt embraced by this remarkable Age, and filled with the wonders of this Journey that we are all embarked upon.

And beyond the far reaches of what we can walk to in Gira, there is the mysterious village far beyond the next valley of pillars. How many times have I gazed out beyond to that place and wondered who built those houses and who lives there, or who lived there long ago? Such wonders and mysteries compri-

se a part of the dream of what is unknown here in the Cavern and also comprise part of what we all dream of finding, in life on the surface. Such dreams are the guides of our waking days and illuminate our nights, just as the days and nights of Gira surround us whenever we visit there, and are never fully revealed, but always greatly enjoyed.

What appeared arid and inhospitable, even threatening and dangerous in Gira over time becomes part of its beauty and enigmas, and you may come, as I have, to greatly enjoy your time in this remarkable Age. Indeed, my time spent in Gira which has taught me to see with new eyes what may at first appear less than beautiful has served me in good stead in exploring other Ages and locations both in the Cavern and on the surface. I hope to spend much more time in this remarkable Age both alone and with fellow explorers for I found the shared time I have had in Eder Gira was some of

the most rewarding of any time spent exploring the cavern.

Written by Dr CrisGer



MYST

THE BOOK OF TI'ANA

Piercing the Myst: The Exclusive Myst Movie Interview

It was 8pm EDT. The Mysteriacs, Patrick McIntire and Adrian Vanderbosch, had obviously had quite a day of it, Adrian in particular. His constant references to fish, and their aerodynamic movement towards other objects, were obviously the signs of an exhausted mind. However, these two incredibly kind and extremely cool guys (they told us to say that) were still ready and willing to give Narym all the details on the Myst Movie in a monster of an interview. Continue on, dear readers, and be ready to be surprised...

Q: Well, tying into your obviously hectic (and mildly brain scrambling) day, you must have a hard time working day jobs, plus devoting hours upon hours to the Myst project which, at the moment, carries no financial incentive. How on earth do you survive?

A: Adrian: It`s not always easy. There are times when it becomes far too overwhelming. Those are the moments when the site goes dead. ./ Really it`s just a question of dedication. I mean, we've worked on this for so long and it's become such a huge part of our lives that we have absolutely no choice but to keep going. My entire life has been tailored around the needs of this project for the last several years. This means making very tiny amounts of money and sacri-

ficing a lot of extracurricular activities in order to make sure that things continue to move forward

Patrick: Honestly, I'm a workaholic and have a well-paying job. So, I can stand to spend my nights and weekends (when not used up by work) to dedicate to the project. My girlfriend isn't always happy with it, and I lost one relationship over it (and many other things) as you can find out in the blog - but yeah... It comes down to being really rewarding at the end, so the time is made. Sometimes things are late; sometimes it makes life totally suck. But like Adrian say when you have a goal this chiselled out from the rock - you press ahead regardless of the circumstances, sacrifices or challenges you face. Oh, and lots of whiskey.

Adrian: Yes, lots of that. Can you just pretend I said what Patrick said?

Q: *laughs* Does the fact that this project is still fairly up-in-the air, bear down on you at all?

A: Adrian: All the time. But we feel relatively confident that what we're producing is of quality, we've gotten lots of positive feedback from Cyan, they definitely believe in our vision - we've had positive feedback from others in the industry and we just have to have a certain amount of unrelenting faith that if we continue to work hard and persevere, we can meet our goals.

Patrick: it's like a sack of rocks and we're bleeding and starving and can't move - sometimes. Other ti-

mes, it's become commonplace - this is just what we're doing right now, it's what we've been doing for years - and it just comes down to that. At the end of the day, I think that if we hadn't gotten in touch with Cyan back in 06, and hadn't established the rapport with them over the years, and hadn't gotten the numerous statements of support, encouragements, permission, feedbacks, etc - it would be even more scary. I could probably say I would have chickened out, given up along ago. But that's what happened, they trust in us, we trust in them ... and we have third party contacts just waiting for the material to review so it's not as scary. It most likely won't be up in the air for much longer.

Q: Is anything concrete, perhaps in terms of financial support, likely to come through this 'continued interest' from third parties?

A: Adrian: Financial support is really going to be up to whatever studios we can generate some interest with. We have a few contacts on that front, but our real potential lies in those that can help us in the very next phases of the project. That's where the majority of our focus has been recently. We're building this one step at a time. We have people in the industry showing support for taking us to the next level provided we have everything organized and ready to shop.

Patrick: If you're asking specifically if the manufacturing funds accounts is being bank-rolled, and if so what we're looking at, the answer is no, for right now. That's the focus of the next step for the process as Adrian said.

Q: So this is something you'll be looking at more keenly once the script etc is finalized and sorted out?

A: Adrian: Yes. Our next steps in the process will be about arranging things to maximize our potential to gain a greenlight. We'll be seeking final approval of the first draft of the script from Cyan first. After that, we will be sending off the script to an agent we've been speaking with. Gaining representation will then allow us to shop the script to

the actors we'd like to bring on-board. Once we've gotten tentative agreements from them, that's when we'll start to pitch to the studios. It's all about building a package. This particular approach is not all that uncommon. It's called the "Star Package" approach to financing.

Q: Speaking of actors, are you thinking about going for big-name stars, or perhaps lesser known talent? Rand as Aitrus, maybe? :P

A: Adrian: I'm sure Rand would be the first one to tell you that him playing Aitrus is not a way that we should go.

Patrick: Yeah, he said as early as Riven, from what I recall, that he wasn't interested anymore in playing the Aitrus characters. Regarding other actors though, we're looking for most likely a combination of known and unknown talent.

Adrian: For example, to answer your question about Aitrus we had always, sadly, had Heath Ledger in mind. Other than that, we're gonna be pretty tight lipped about our choices... How about this, we can say that Russell Crowe will not play Aitrus, and Catherine Zeta Jones will not play Anna.

Patrick: Anna has been particularly hard to figure out - we're still working on that one.

Q: Many fans have said that they don't want an overblown Hollywood-style' flick, but others have said they don't want an 'amateur, indie'

production with low production values. Are you aiming for one or the other; a happy medium; or something else altogether?

A: Adrian : Something else altogether.

Patrick: We're not planning on making a happy popcorn movie here filled with only explosions and action, but then again this is not a fan-level production, so it's going to be nowhere near what's usually considered of amateur level. Deep story lines with an appreciation for aesthetics that just happen to be expensive are what's going to make this fly. As we've said on the blog, this is not a video game movie, but it's also not a Hollywood movie, but it's also not an independent (and commonly assumed amateur movie) - it's truly just somewhere between.

Adrian: We're doing something that a Hollywood film often aspires to but tends to fall short of, and in doing so sacrifices character for plot.

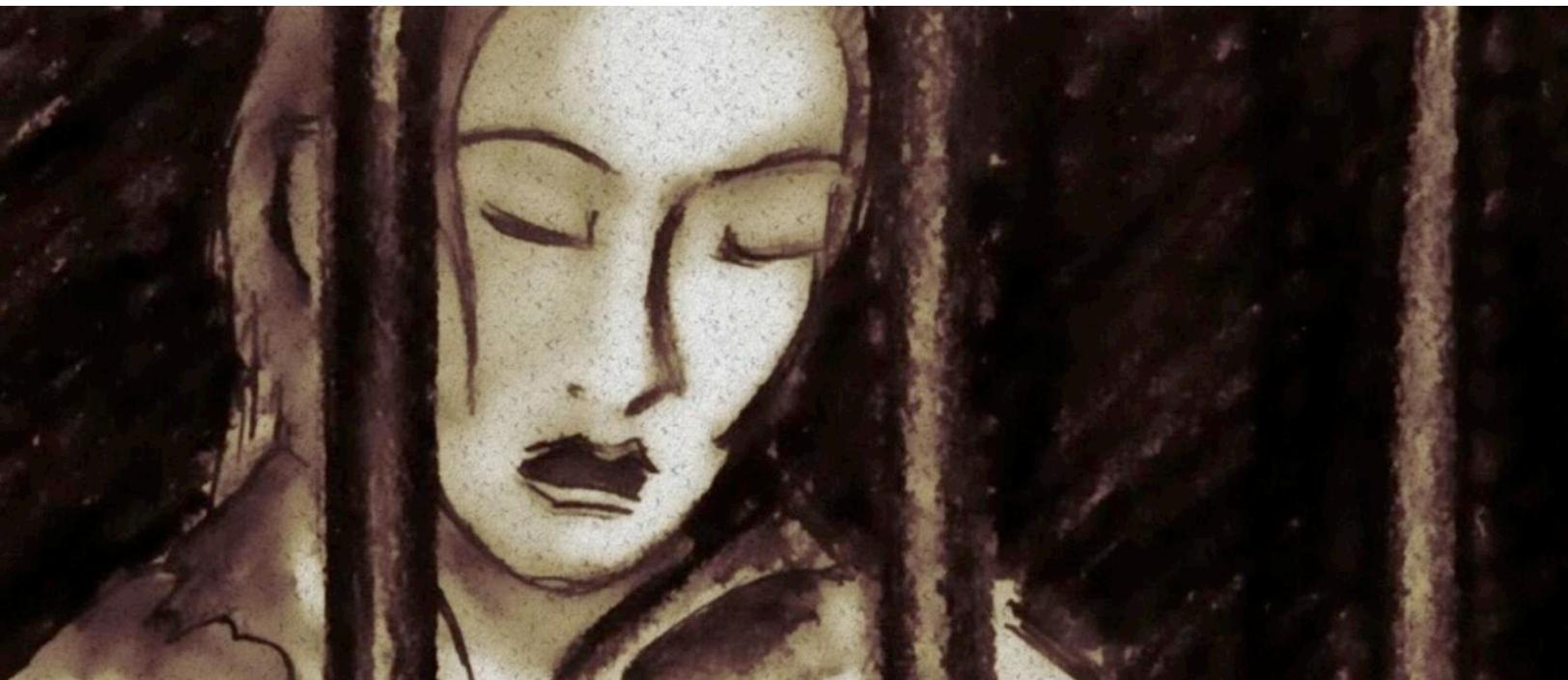
Patrick: And .. we're guilty.. there are a couple explosions.

Q: Are detailed and expansive reproductions of D'ni something the fans can look forward to, particularly in terms of the cityscape?

A: Patrick: Uhm, it depends on what you mean by detailed and expansive 'reproductions'.

Q: CGI, real sets, whatever.

A: Adrian: Our vision has not been exactly aligned in what the fans have gotten to see in Uru. So if



the fans are hoping to see a replica of the environment that they've been running around in on Myst Online they may be a bit disappointed. In regard to practical sets, CGI, etc. it is our commitment to ourselves and to the quality of the visual elements of the film that we build as much as humanly possible practically. we will augment as necessary with matte paintings and CGI - miniatures will also be employed heavily I'm sure. Think Minas Tirith from LOTR, as far as scope, not architecture. What we can guarantee is that you will not see entirely CG environments, a la George Lucas.

Q: I have images of long shots, panning over the huge D'ni City.....

A: Adrian: Us too!

Patrick: In many ways, the City of D'ni itself will be a character of the film.

Q: Cool! The community is also big on the little details pertaining to D'ni culture, traditions, language, etc. Is this also an element you want to bring forward in the film?

A: Patrick: In order to not ostracize the general public (and unfortunately the general public will have to get it too if it is to be a success at all) many elements that live in the foreground in Cyan canon will probably be put into the background or middle ground of the film. I think fans would be happy to hear though that if I have my way, they will have to watch again and again to catch everything

Adrian: The bifurcated nature of the society between the aristocracy and the lower class has certainly been brought to the forefront; the patriarchal aspect of the D'ni culture is also very present in the script.

Adrian: And, uh, some religious elements have been completely created in the process of writing the script in order to further facilitate the story. So there are new myths and things D'ni peppered throughout as well.

Patrick: Heh... and there will be a reekoo on screen. Adrian: However – we have done away with linking books altogether.

Q: Haha. My heart skipped there.

A: Adrian: Good, so he got the joke. Hehe moving on ;)

Q: So you're creating new plot elements/cultural tidbits of your own?

A: Adrian: Yes.

Patrick: Without a doubt.

Adrian: Some things are necessary just to sufficiently motivate character actions.

Patrick: But trust that nothing has been thrown in just to be there. Many of these things have been reviewed by Cyan and passively accepted. No sign offs yet, but definitely no complaints. I think they like discovering new things within their own creation.



Q: Will these elements become part of the 'proper' Myst universe canon? Or, rather, do you think that is likely?

A: Adrian: We can't really speak to the 'proper' canon. I mean, the canon is really determined by fan reception and Cyan's official acceptance of those types of elements.

Patrick: We haven't had any communication with RAWA, who seems to be in charge of canon, but we have been working directly with Rand.

Adrian: Because we're adapting a novel into a film, and not just doing a transcription – there is some necessity for this film to operate slightly outside the confines of the established canon.

Patrick: Some things just don't work for a movie that work for Wikipedia and the game. Adrian: The goal is to try not to take any liberties that are going to ultimately be a disservice to the established canon.

Q: So does this mean the Movie will perhaps contradict parts of the canon?

A: Adrian: Yes. That is that potential for contradiction. But you have to decide which canon we're talking about - because the canon appears to change.

Patrick: No slam against Cyan, but honestly – every new product release seems to change some rules. It's a hard world to navigate through.

Q: Heh, this is true. Once upon a time, real 'prison books' existed, then they simply became normal Ages that people were imprisoned on.

A: Patrick: That's one of the current canons that we're following. We're respecting the change for the prison books.

Q: As in the move from people being stuck in a void, instead being in real Ages?

A: Patrick: Yeah. But there is also some confusion as to what the type of books Veovis was to be imprisoned in the Book of Ti'ana. Like I said, confusing world to navigate.

Q: Will the new additions include any additional subplots and/or notable new characters?

A: Adrian: New characters, no, not really...

Patrick: ...but some old characters have been vastly re-crafted.

Adrian: So some motivations and political views have been in some cases transposed from one character to another; some characters have been combined into one character.

Patrick: Many new sub-plots.

Adrian: Yes, lots of new subplots. Daddy-issues



abound.

Patrick: The beginning of the film is almost completely changed from the book

Q: So, as in the whole sequence where Aitrus is on the excavation to the surface?

A: Adrian: That still happens, but it's not the beginning of the film.

Patrick: You have to start with where the audience is before you bring them where they've never been before.

Q: Where is that starting point then?

A: Adrian: ...Buy a ticket when it comes out. ;)

Patrick: We struggled really hard with whether we wanted to answer or not. Keep in mind, this is our passion too, so being secretive is sometimes very very hard.

Adrian: We can tell you that there is a bit of a homage to Close Encounters.

Patrick: Just no planes in the desert.

Adrian: And no aliens, either. Well, except for the baby Gehn.

Q: Aren't you almost entirely giving it away now?

A: Patrick: Next question please. ;) Throws fish at it! (You had to be there... -Ed)

Patrick to Adrian: Didn't they do that in the Muppets? The Muppet Show?

Adrian to Patrick: Yes! They did!

Patrick: The strange things that come back to you when having a migraine...

Q: You've set out from pretty early on to engage with the community. You've posted on various forums, and written on your blog. Your nice words regarding Wolfie's passing were also noticed. How important is the community to the project, and you guys personally?

A: Patrick: The community is our test base. Always has been. When we first started talking to Rand



about doing the website, he was curious to see how many fans were out there that would jump on board yet, and how effectively that could segue into the general public. The first phase is almost complete. Next, the masses. By being fans ourselves (me a little longer than Adrian, and me a little more Myst-geek-dom than Adrian) we've wanted to make the connection for years, share what we were doing, but had to keep the project in mind. It's very important to the project, it's guiding us, it's helping Rand see we have what it takes to help carry the legacy; to us - it's our way of giving back..a lot of your walkthroughs have helped us

through years of fiddling with puzzles. But it goes further than that - we're just two guys - two guys who were really ballsy to try to pull this off. We don't shy away from that reality,

Adrian: The fans have been important to us on a personal level - because for the first few years of this project we've had to overcome a lot of nay-saying, disinterest, and lack of encouragement. The fans have been fan-tastic about prodding us forward and providing us with validation at times when we've really needed it. We're grateful to all of them. Even when they talk (excrement - Ed) about my dialog... :)

Q: It was interesting to hear, or rather, read your reaction to explorer Turjan's music on your blog. Is there the potential for real contributions from the community into the movie? Such as musically, technologically, or even dramatically?

A: Adrian: Anything is possible, but when you're dealing with a film that's going to be working inside of the Hollywood industry, a studio is generally going to be far more comfortable with established collaborators, unions, professionals, etc. Honestly, it's going to be an uphill battle for us to prove what we're capable of.

Patrick: .. and to prove that we're worth keeping on board. We've already dealt with a bit of that that's one of the next stories coming up on the blog as we fill in 2005 and 2006.

Adrian: Regardless of whether or not Turjan has the opportunity to contribute in an official capacity to the project, his work is certainly of merit and had an effect on us.

Patrick: I can imagine that we'll continue shining a spotlight on contributors even if at the end of the day they are only able to give inspiration.

Q: How about in more modest ways? Perhaps as extras, or, in musical terms, as music for demo reels? Or will this largely be out of your hands when/if you do team up with a production company?



A: Adrian: Actors and things of that nature are cast through background casting companies. I think we would certainly have an interest in at least attempting to reward loyal fans with the opportunity to be on set, but there is just no way of knowing if that's actually possible or not.

Patrick: It's a really tight industry.. with large concerns for liabilities... What is good to know though is that if and when this does go into production – we'll be bringing the entirety of that story to the die-hard and casual views at the blog. When Rand said every step of the way, he meant EVERY step of the way.

Adrian: We'll, like, wear glasses with little spy cameras on them wherever we go.

Adrian to Patrick: Or, like, find a portal into our heads like Being John Malkovich.

Patrick: Yeah, anything for the fans.

Q: That's good to know :P Are there any other interesting trailers or other things you've got hidden away that you may consider showing the community in the near future?

A: Patrick: There are always things being created. Whether or not we'll keep them to ourselves is unknown.

Q: Maybe looking a bit too far into the future, but if the Myst Movie was a success, would you want to do further Myst related movies? Say, the BoA or BoD, or something else entirely?

A: Patrick: Yes please.

Adrian: Hopefully we'll be able to do both, and something else entirely.

Q: But if you could only pick one other Myst project after this one, what would you rather do?

A: Patrick: BoA.

Adrian: Logically, BoA

Patrick: We got some neat ideas for that one.

Q: You're thinking about it already?

A:Adrian: We've been thinking about it for years.

Patrick: This process can't be compartmentalized. When reworking some of the elements for BoT, it was natural to look forward to what it would mean for other material.

It was at this stage that Patrick had to leave to, as he said, "Make money, keep project going."

Q: I have to say, many of us fans didn't know what an animatic was until we saw this one. But almost everyone was gobsmacked by it. What was the tone you were going for when you made it?

A: Adrian: Well, I think the story is a tragedy. It's going to be a brooding film. I think the elements we were really trying to convey were about the humanity and the struggle of characters like Veovis. Ultimately, the story is about Veovis in our minds. He's really the one with the massive character arch. I think his parti-

cular story parallels the story of D'ni as a culture. That's what we wanted to focus on. There is a lot of darkness floating around in D'ni. We are interested in exploring that. Think of BoT as the "empire" of the D'ni franchise. :) This film is about people. Plain and simple. It's the corruption and redemption aspect that really drew us into the story to begin with. Whatever themes and tones follow that focus are what we were ultimately going for with the animatic. And when I say that the film is a tragedy, I mean that very literally. Veovis' character follows the traditional arch of a tragic hero from Greek tragedy.

Q: The impression I got was here was a city in its last days. It almost looked like a ruin, even though people populated it. Is that something you'll be going for in the visual style of the movie? An empire, literally, about to crumble?

A: Adrian: Not at all actually. That would probably be a limitation of the drawings. When Anna first discovers D'ni it's still an impressive and thriving city. The troubles it faces are below the surface of its elegant façade.

Q: Will there be more visual representations of those troubles later in the film? I.e., when Veovis sets out to meet A'gaeris?

A: Adrian: Absolutely. Certainly so. I think the visual components of the film will begin to mirror the narrative elements more and more as it progresses.

Q: I also noticed a high proportion of Hans Zimmer's work in the animatic. Would he be a dream composer for the Myst Movie?

A: Adrian: Honestly, not at all. I think he's done some great work that really suits what we are aiming for, but I also think he's become rather redundant in his work

Q: Would you want to see something along those lines written for the movie, or maybe something more traditionally 'Myst'?

A: Adrian: I can tell you that I've been listening almost exclusively to the Battlestar Galactica soundtrack from season two while writing. Hans Zimmer

came up because one of our jumping off points for the tone and character elements of this film was the movie Gladiator. I know a lot of people will think I'm crazy for saying that, but the reality is that there is a lot of dynamic character work going on in that film.

Q: You also previously mentioned that this will be a tragic film, in the truest sense of the world. The content of the book, translated to film, can obviously be expected to fairly heavy



and mature. Are you thinking of 'toning it down' for the largest possible audience, or are you going to stay true to the decidedly adult sub current of the plot?

A: Adrian: Um...I think that it would be a real mistake to tone down the themes and cheapen the story. We really don't have any interest in making a dumb movie. I think the goal here is to have a film that works on multiple levels. It should be accessible to a younger crowd, but also meaty enough to satisfy people like...well like me, I guess. We're hoping for a PG 13 rating when all is said and done. This isn't for little kids, that much is for sure.

Q: Well, that's about it. Did you have anything else you wanted to add?

A: Adrian: Not really. I've been noticing a bit of confusion about the purpose of the animatic. I made a comment about it on the site earlier today. No one has gone anywhere near it. I just don't think people have

been clear about the fact that it wasn't actually what we intended to pitch to Cyan. It was just a sketch of what we were planning to send. Literally. People have been commenting as though it was a completed product.

Q: So does that mean you actually sent something different to Cyan?

A: Adrian: No. Unfortunately, we were in the process of raising funds when Cyan nearly went under. That forced us into sending what we had for fear of there no longer being a company to send the completed product to. Once we were in the door. Cyan suggested we move on from the trailer concept and focus on the feature. I think that got lost somewhere in the storytelling of the animatic. Partially because we haven't released some of the posts from that time period yet.

Q: Will you work a couple more trailers once the feature itself is well underway?

A: Adrian: Typically trailers are farmed out to companies specializing in them by the studios.

Q: So by that stage it wouldn't be your responsibility anymore?

A: Adrian: Not really. Hopefully, they'll want our input. I'd like that

Q: Any other closing comments?

A: Adrian: To the fans, I suppose we'd both just like to say thank you. And thanks to Cyan as well.

Q: Well, thank you for the interview. It was great to hear all that info about the Movie.

A: Adrian: There's a lot more that hasn't been said. That`s for certain.

*Interviewed by Narym
Pictures courtesy of Mystmovie.com*

Pawprints in the Snow

When David Sweeney, better known as CAGray-Wolf, passed away suddenly on Saturday the 21st of June, it came as a shock to the whole community. Even though there were many who hadn't really known Wolfie, almost everyone had at least heard of him, such was his influence in the community. From his days as a DRC Liaison, to his appearance at Myserium in Spokane, to his tireless work for the Guild of Greeters, CA-GrayWolf had a hand in so many of Uru's greatest ventures. Even when he was forced out of the Liaisons because of the strain placed on the position, it simply wasn't enough to force him away from the community. Amidst every problem, he just never stopped giving. The Archiver would like to offer this collection of thoughts on Wolfie's life, and what he meant to this community. The whole team here would like to express our deepest sorrow at his loss, but also our greatest joy at the legacy he has left with everyone who remembers just one thing that he was able to give to Uru. May we never forget.

Eleri: "My favorite memory of Wolfie is from Mysterium 06 in Spokane. Blade and I had just arrived, and I was writing our name and room number on the board, when I hear from behind me "Wait, YOU'RE Eleri?!?" He was not expecting me to have bright purple hair.

Being on the DRC Liaisons and the Mysterium Committee with Wolfie taught me a whole lot about what a committed, caring soul he was. Where I was impulsive, he was cautious. Where I was wanting to blaze ahead, he was taking careful steps. It was a good balance, even when it would frustrate me to no end, and we would joke that he was my leash.



I saw Wolfie take criticism from the community hard, and the situation with the DRCLs, especially some of the private attacks, left a shadow on him. It was a wonderful thing to see him re-emerge from that shadow, and pour his heart and soul into planning Mysterium. He really believed in the power of bringing us all together in one 'real space'.

When I got the email Tuesday, I couldn't stop crying. It seemed so universally unfair. And calling his mom, well...I hope I never have to make another call like that again. But she appreciated knowing how much the community loved him, and how dear he was to us.

Above all, Wolfie was the epitome of Myst Community. Dedicated, caring, he saw everyone in the community as friends; current, or to be made.

We are made smaller in many ways, by his leaving."

mystri ven:
"CAGraywolf AKA David Sweeney was a great friend of mine even if we have never met, we talked a lot through email and chat and was figuring out ways to

meet in real life some day.

Sadly, I am now heart broken because of his loss and feel like I have a piece missing inside me and don't have anyone to worship each day that passes because we traded a lot for our love of collecting.

David will be missed by many people and I hope that his memories will stay alive in each one of us that knew him for the kind, loving and generous person he was.

David, if you can hear me, I already miss you and always will, but I will always remember and have a place in my heart for you till the day we will finally be able to meet with the maker.

Live free and R.I.P. my friend.

Jonathan/MYSTRIVEN

Tomala: "CAGrayWolf was a good friend. He marched to the beat of his own drummer, and I really respect that in a person. I voted for him during the Liaison elections and even had the honor of meeting him in person at Mysterium 2006. In my opinion, he was one of the best greeters/guildmasters they ever picked. He was one of the nicest greeters I ever got

the chance to know. The last time I saw him, he was in the GOG Bevin in M O U L , wearing violet hair, greeting, playing heek, and even doing a little dance on the heek table with me. Those are good memories I will always remember. I'll miss him, we'll all miss him, and I'm sure those of us who knew him well, won't forget.

Jenny: "David aka Wolfie was a warm, funny, intelligent and intense human being. I was fortunate to call myself one of his friends. We first met in Uru closed beta and we hung out a lot on messenger and than called each other frequently. We worked together on several projects in the Myst Community. Da-

vid's life revolved around the community in so many ways. He wanted to see it flourish and grow. He really did pour his heart, soul, blood, sweat and tears into it. He loved the game and all the people. Even when he was weak and feeling terrible his thoughts were on the community. It became his support group in so many ways.

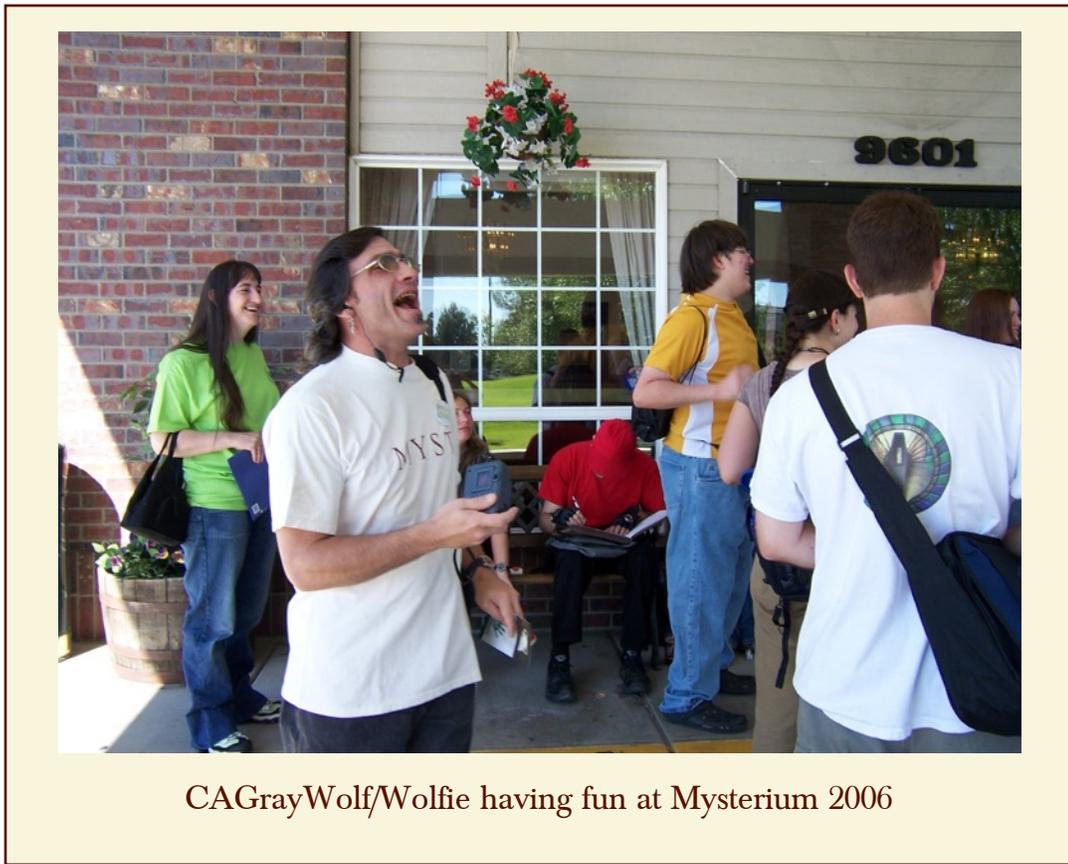
He was passionate for what he believed in and always fought for that belief. Yes he was stubborn and he and I on many occasions butted heads, because I'm just as stubborn, but we always got over it. That was the great thing about Wolfie is that he could be quick to anger, but he was even quicker to forgive.

I regret in the last two years, David and I were

not able to stay in close contact. I live with that now and it weighs heavy on my heart. The passing of a friend is difficult, but there are a few lessons to learn and that is life is fleeting and precious, take

each day as it comes and live it fully and pick up that phone, write that email and stay in touch because you might have the choice taken away from you and there might not be that opportunity to say "Thank you for being a friend" or "goodbye."

So Wolfie... Thank you for writing to me those last two emails. I'm sorry that I didn't respond.



CAGrayWolf/Wolfie having fun at Mysterium 2006

Please forgive me and thank you for being a friend.
All my love ~Jenny"

Ja'de: "I first meet Wolfie in the Ubi beta. He came in the wave after mine. Like me, he was new to forums and was finding his way around. Every one has a fond memory of him and if you only read the good things posted since his passing then you might think he is a paragon. He was more than that though. He had his ups and downs just like the rest of us. He lashed out when he was in pain and then asked for forgiveness in his own way. He could do this because he was a friend and friends take the good and the bad, helping each other through the bad times and celebrating the good times.

He was much more outgoing than he admitted. He was also dedicated to URU and this community which made him a perfect candidate for Liaison.

He now has access to all the ages and I'm glad for him but I do miss my friend."



UruBoo: "Although I knew Wolfie for 5 years, I never met him in RL or in places other than Uru or the forums he and I were members.

I admired him because we share almost the same thoughts about Myst and Uru. We usually were thinking in the same direction of what Uru was, could be and should be. And he had a knowledge about anything related to Myst/Uru that no one else had. He really put much effort and blood to the Myst/Uru community. Just look at his collection of Myst related

stuff and you don't need to say a word no more. Unfortunately, he left this world prematurely because I never met or knew anyone that could contribute more to Myst/Uru than him."

Shadowcats: "I have known David/Wolfie for nearly 5 years now I never got to meet him in Real Life, but we did share many many personal moments in our lives the ups and especially the downs of our health through phone calls or SMS and such. We got close and usually supported each other on the days we just wanted to give up, so close we called each other long lost Brothers. As Brothers do we also had our fights but made up as it made us stronger people. He served this community even when he was in so much pain none knew at the time but his

love of the community and his dedication got him through those days. I will miss my Bro very very badly but I know he has left his legacy for us all to remember what a great person he was to those he met in Real Life and to the many more he met through The Myst Forums and the Cavern. RIP David *Shadowcats*"

Cat'ja: "David was a friend, a comrade in arms and we shared our frustrations with pain and limitations. He was a joy to meet and talk with; warm and loving, his great heart will live on in those whose lives he touched and we are diminished by his loss. I feel that this family is now missing a great part of what held us together and made us what we were but he will live in every one he touched, however briefly. *Cat'ja*"

LaReh: "I met Wolfie when he joined the UbiSoft Uru Live beta in September of 2003. He was a real character and was soon very well known among the community both in cavern and the forums. He was a natural to become a Greeter and was eventually elected to join the ranks of the Greeter Guild Masters of which I was a founding member. I'll never forget that meeting when we told David of our decision, he was so happy and it was the beginning of a new era of the Greeters, with him being the first new GM added but certainly not the last. Guild Masters came and went in those early days and so did Wolfie but his dedication to the GOG was never in question. Always a champion for the underdog, he was never afraid to call someone out if he felt they were out of line, up to and including the Grand Master herself. Those were the days..... smile.gif In the years that have passed CAGrayWolf became a prominent member of many forums and panels, serving in many important roles and capacities becoming a valuable member in all of them. His natural wisdom and kindness drew others to him like a magnet. He was a valued friend and confidante to many, including me. I am proud to have been his friend. Health issues were preventing him from many public appearances lately but he nevertheless worked tirelessly on the committee for this year's Mysterium even though he was probably not attending. That is just one example of his dedication to our community. In closing, allow me to say that my life is richer in feeling and meaning having known David and shared many feelings and emotions with him. A great guy, premier Myst collector, valued friend and teacher to many regardless of age. I miss you already Wolfie. Rest in peace and I'll see you on the other side someday. Shorah b'shemtee my brother. your pal, Larry "LaReh" Bizarro (*Retired Founding Guild Master - Guild of Greeters*)"

Deem: "I only knew Wolfie (David) a short while. Yet in that time, I learned what an incredible spirit he was, and how powerfully Myst had brightened

his life. During Mysterium 2006 at Cyan, I first met Wolfie. We were so happy about the future launch of MOUL. I had no experience with online gaming at the time, but already could see how amazing this "community" of players was from the first incarnation. Wolfie had been amongst these first ones, and the brightness and joy in his eyes spoke volumes about what was ahead for me online.

I next "met" Wolfie online when I became a Greeter. Here, too, he had been amongst the first, helping to set down the creed of this guild. He was so proud and protective of what it represented and what our purpose was. He was a role model, a mentor, a stern teacher at times, and always a warm, caring friend willing to listen and exchange very lengthy emails with me about our role in URU. I valued his advice. I treasured even more the passion with which he could reach out to people like me and treat us like family.

In October 2007 I had the honor of being invited to Wolfie`s amazing home in Riverside. Every wall seemed a monument to the worlds of Myst. Journey cloths, rare posters, games from all over the world stretching from floor to ceiling. It was mind boggling! A display case contained the rarest gems of his collection, and each had an amazing story. When Wolfie pulled out a D`ni Olympics medal and told us the story of Pepsi, we were in tears. URU had changed lives. No mere game, URU had given hope and a sense of connection to those with physical disabilities or ailments which had sadly isolated them from the world. In that moment, I saw how healing and how precious this "game" was to so many. I realized how brave David was, and how selfless and caring he was, despite his own disability.

In spring of 2008 there was a small gathering in Burbank. Wolfie made the long trek to join us, though we could tell how much the journey had physically exhausted him. He brought some exceptional items from his collection, including Catherine`s dress, and again I listened, in awe, at his stories. And saw the pride and delight in his face. He had a

gift for sharing URU`s magic. I think he even embodied it.

The cavern`s closure and Wolfie`s passing were both emotional blows to me. There is hope again that the cavern will flourish and that we might return. And though David will not be with us via computer, I know in some way he`ll be waiting for us there in the cavern. I already have the feeling that he and Pepsi are now exploring the real worlds of Myst someplace in time and space, with linking books of imagination instead of parchment. We were blessed that Wolfie shared a little of this magic in his time here with us. I am honored to call him a friend.

Collated by Stellaflora



The Explorer: Age Journals

Part II

By Jeff Wise

Teledahn - Link in Room, and Outer Walkways

So this is Teledahn... The moment I linked in, I could feel my allergies tingle with disappointment. The soft glow of the cavern seemed warm and inviting, but I knew the real joys would be outside. There were journals describing this place in great detail. I look forward to seeing that swampy marsh littered with an endless expanse of sweetly rotting mushrooms. Truly there are no limits to the imagination of a writer. I can't wait to see more.

Jeff stepped across the damp wooden floors of the link-in point. It wasn't long before he made his way out of the wooden chamber towards the metal walkway that had been constructed here and presumably was what held the structure of the "hut" intact. Eager to get away from the soft glowing spores that floated

gently through the air like sweet-smelling snowflakes, he held his hand over his nose in a futile attempt to curb his allergies before finding the exit and stepping outdoors.

The scene was jaw dropping. Towering monolithic mushrooms stood tall, bending every direction from the sheer weight of their heads. There were pancake-like critters flapping themselves into the air

and gently floating down, and oversized insect creatures that zipped and zagged through the hazy skies like dragonflies. He remembered the journal that he had read

now, something about this place being owned by a



caterer. It got him thinking about the D`ni again; their society, and specifically about their food.

How amazing they are. Here is a society of people who have endless resources and room at their disposal. There is no need to regulate population. No need to worry about food shortages. Everything they could ever want was at their fingertips. Yet I can see the sort of temptations that would bring: the temptation to waste all that power. It would be so difficult to see the consequences for wrong behavior.

But Yeesha... maybe that is what she meant. Maybe this is what makes her words so true. A society that needs nothing is one that could only be focused on wants and desires; and those wants would spill, eventually, into the few things they couldn't have.

And then we're back at A'gaeris and Veovis again...

There was so much more here to explore, Jeff hardly knew where else he would start. He decided to stop and take a rest. There was just too much pollen in the air for his tastes. He would have to come

back again later. Jeff figured he could try coming back at night, pending he figure out how long he day lasted here. He paused, looking to the sky for the sun, but grew dismayed when he eventually found it. The sun spun around his view of the sky at an extreme velocity. Even the loud humming machinery by his side, that apparently gathered solar energy from the lone sun, was able to keep up with its rapid arc across the tan sky.

Deciding to try again later, he sighed and reached to his side for the personal Relto book, knowing that he would be able to backtrack to D`ni with it, and perhaps find a less allergenic world to explore.

~Jeff



THE GUILDHALL

The Guild of Greeters

Our resident Guild expert WHILYAM again picked up his microphone, and spoke to Grand Master of the Greeters, Indy, in this Guildhall interview.

When I came to Until Uru back in 2005, I logged into several of the shards. I admit that back then I envisioned a larger structure than what was really in place. As an example, the first shard I logged into was "The Meeting Place" as I assumed this was some form of a central hub of activity. The next shard I logged into turned out to actually be what I thought it would be. The Guild of Greeters shard was one of several shards I and hundreds of other people visited back then. The afternoon of the first day that I had my Kagi key, I met Budgie by the tent at the top of the Great Stairs and she helped me get started. Having fun with the Greeters was not a difficult thing, just like with most of other Until Uru shards. Cone-sitting with TjennerG, doing Goldenwedge's marker missions, chatting with Lotta Lagg and Ken and Tai`lahr, not to mention the times when Rex Havoc would put Kerath's Arch in the middle of the Tokotah plaza. So, when Narym wanted someone to do an interview with the Greeters, I was thrilled to have the chance to catch up with the first true Guild and the first place I called home.

Q: For those new to Uru, what do the Greeters do?

A: The Guild of Greeters was established to assist new explorers to D`ni answering any questions they may have. Our mission is to ensure that a safe and fun time is had by all, and that someone will always be

available to lend you a helping hand when you need it.

Q: Without a Cavern to greet in, what are the Greeters doing now?

A: At this time we are waiting, like all others, to see if UrU Live will be revived again. In the meantime we help people with questions on our forum and maintain all the valuable information on our website <http://www.guildofgreeters.com>

Q: Are there any Greeters who feel as though real life experiences have helped them in their job in the Guild?

A: Yes, many of our Greeters are also in Real Life doing some kind of volunteering job where they are helping others.

Q: The Greeters were part of Uru Live's customer support network. With the cavern closed for now with a potential re-opening, what do you see as the Guild's role in the future?

A: We were not part of the customers support network. We were only helping explorers with hints and tips when they were stuck in some part of the game. We also introduced new players to the game concept and how they could interact with the people



and the environment. As there are no new people to help we have no active task at the moment. Our role in the future will depend if we are going to see a restart of UrU Live

Q: The Greeters were one of two previously-established Guilds to be sanctioned by Cyan but, unlike most of the others, the Greeters do not have a similar policy of allowing anyone to join the Guild. Do you see this as a hindrance going forward, and might the Greeters relax their application requirements?

A: Being a Greeter is not just being part of the Guild. Helping other people is not always easy. Your actions and the way you behave reflect on the Guild. In order to maintain a certain level of quality we have these application requirements. At the moment we are not accepting any new applications.



Q: In that vein, what makes a “good” Greeter?

A: A good Greeter has a good knowledge of the Cavern, having explored and completed all the Ages, as well as having a willingness to help and be of service. We stress that becoming a Greeter is not for notoriety or just to get a Greeter shirt. A good Greeter is selfless and hard working, expecting nothing in return except hopefully a smile and

a thank you.

Q: As one of the oldest Guilds still around, what circumstances led to the Guild’s creation? Were there any issues then that the newer Guilds didn’t have to face?

A: The Guild of Greeters (GoG) was the sole idea of Ron Meiners (the then Myst Community Manager for Ubisoft) who felt it was especially important that UrU Live have a core group of people that would be in a position to welcome new people into the community, help orient people to Uru, help in Uru as requested, and overall form new ties with the folks coming in. They would act to immediately show new folks coming in what a wonderful community they were joining. Ron Meiners then presented his idea to CyanWorlds and Ubisoft and they both favored the idea highly. Ron Meiners crafted the original mission statement, and others implemented it in very meaningful ways. Ron then contacted Tjara, who he felt was highly regarded in the community already, and asked her to lead this new group. (read more here: <http://www.guildofgreeters.com/index.php?o...&Itemid=29>) As we are officially sanctioned by Cyan so we do try to keep up our high standards. People expect a Greeter to be there when they are stuck or have a question. People also expect Greeters always to be friendly. A Greeter cannot say what he wants because he is representing the GoG. A Greeter has to be very patient and also needs to have a thick skin, sometimes there are situations where you are being provoked by others. This means we have to be careful who is accepted as Greeter, we cannot simply accept anyone that wants to be a Greeter. We have to take care that there are Greeters on duty 24/7. We need to handle conflict situations. We need to take care that our Greeters are permanently up to date with new content and problem situations/bugs on the servers. These are aspects other Guilds do not have to worry about.

Written by Whilyam

Myst Movie Update

"It's 4 am and I just burnt the first demonstrative DVD for the concept Animatic trailer for Myst: The Book of Ti'ana. I'm freaking out". This is how one of the latest journal entries, Emancipation written by Patrick, starts. Since our last update we have had quite a few reflections of the past, with a number of new postings from 2004 being added to the site. These latest memories, mostly recall the ups and downs, when Adrian and Patrick started the storyboard process for the Animatic. Yes the long awaited animatic. The purpose of this animatic was has been clarified by Adrian in the following statement: "The animatic was simply a previsualization tool for our internal use only that, because of Cyan's near folding, ended up becoming our primary pitch piece to them. Our original intent was to present a fully-produced, live action, studio quality trailer for their review. This animatic was built to shed light on the problem areas of the trailer script (of which there were many)...The animatic was a first-pass at our concepts...In short, rest assured that this animatic is not by any means the end-all-be-all of our ideas, vision or intentions for the feature film. It is merely a rough glimpse into something far larger and far more epic in scope". This was also addressed in Narym's interview, on page __ of this issue. This confusion is due to the way that this blog works, slowly revealing the story bit by bit, so we may not have all the facts for some time. But slowly exposing what it takes to fulfil a vision and not knowing what will come next, makes this an intriguing process to follow. These latest entries, spread over a four month period, showed the amount of work and dedication one needs to take on a venture like this. From getting an artist, adjusting the images and assembling the Animatic, voice



acting, choosing sound effects and the musical score, the list is endless. All this and they still find the time to take us on a rollercoaster ride that is, their personal lives.

One of the issues the Mysteriacs faced was finding a sketch artist to do the storyboards. After some ups and downs Phil took up the baton. Patrick recalled how Phil had struggled with rendering obscure backgrounds and found complex perspectives challenging, not so, anymore, as the (Animatic <http://mystmovie.com/2004/12/08/emancipation/>) shows. This storyboard process also tested both Adrian`s and Patrick`s talents and also their sleep requirements, but as Patrick says "it`s totally worth it". It`s interesting to see these new blog entries strewn with photographs accompanied by their respective sketches, this gives an insight on how the

Animatic process was done. Also amongst most of these new revelations, the Mysteriacs reveal more of the plot structure with snippets like this;

"Veovis has been crowned emperor of Ti'ana. He's shadowed Aitrus and ke herself. He's been the namesa- invented and reinvented. He's been orphaned, driven insane, and written in kind with not only Judas but Jesus Christ. He's been stabbed, and torched and left for dead. He's been redeemed, destroyed, and redeemed again. He's been our compass through this - leading everything and everyone except his father - his unforgiving, unloving, always-belittling Lord Rakeri"...

So what have Adrian and Patrick been up to recently? Well, another section of the script has been released which can be seen (here

<http://mystmovie.com/materials/gemedet.pdf>). Adrian has had a bout of the dreaded writers block; he likened it to the wall that marathon runners get. Adrian summarises his nightmares and anxiety with “*Lord, bring me the muse or bring me death. Please. Amen*”. Recently Patrick has been getting itchy feet, wanting to shoot something, now that he has bought a new toy, sorry equipment, a nice HiDef camera. Patrick says “*Oh the things I could ~~wouldn't~~ be doing if only this Myst thing wasn't in the way. Nothing else makes you feel quite like a filmmaker like the experience of purchasing pretty gear you may or may not ever use!*” Nice to see their sense of humour is still intact!

Last issue we mentioned why this site exists; *...You've been invited to witness and to be involved in the process - to be an intimate part of a journey.....* and so we are. Nek`rahm, an explorer that I usually see on the Guild of Writers forum, has been mentioned and been sort of praised for always putting comments on as soon as the posts go up. Another explorer Turjan`s, from France, known for composing and making musical instruments based on the D.ni, has been in contact with the Mysteriacs and has also been mentioned on the blog. Their response was positive but by no means concrete, stating “*We're not at a point where musical score is ready to be nailed down, and*

we're not sure what options we are going to have at that juncture, but I can tell you that we were both very thrilled to hear what Turjan had come up with. To say the least, it's worth a listen. (Check it out”!

<http://aylahn.wordpress.com/2008/06/20/support-me-in-my-plea-to-the-mysteriacs/>) As you can see the invitation to join in and be a part of this journey is real, an invitation by real down to earth people, so come along for a slow ride into history!

Well, until next month Shorah.

Written by Szark
Pictures courtesy of Mystmovie.com





Looking at the Whole

In part one we left Szark, in his Relto waiting for his next event of the day.

Introductory Bahro Glyph Tour:

With my batteries recharged I linked to the Uru Obsession Bevin to meet up with my tour guides; two explorers, ireenquench and Ti'chelle. I said my salutations and was directed to Eder Kemo, where I met up with my fellow touries, as Ti'chelle likes to put it. Due to health and safety, you know what the DRC are like; the tour could only accommodate twenty explorers including the hosts at any one time. Mind you it was a comfortable number as we could all gather around and see the Bahro glyphs.

We began the tour at a rocky overhang; upon a large array of drawings on the back wall. This journal, a translation of D'ni text written by Nick White, told the story of King Shomat and his disregard for anyone, including the inhabitants of Eder Kemo. Over the next two hours we moved all around Kemo listening to ireenquench and Ti'chelle's lecture. I was truly enthralled by what I was seeing and hearing. There are drawings all over Kemo, some out in the open, some slightly hidden and some have been damaged. The damage was probably done while attempting to erase it from history, but by whom and for what reason, no one really knows. One theory is that it depicts the age of Rebek, where the bahro were hunted for sport. These drawings, sixteen in all, depicts the ages of Kadish Tolesa and Ahn-nay, moving on to the Bahro's prison ages of Teledahn and Gahreesen. Other Bahro related drawings can be found in the Cleft, Teledahn and on the Tablet in our Bevins.

lay a blue journal with



Wow! What an amazing discovery, I learnt that some of the characters on these glyphs were done in a similar style to ones used on Native American rock art called petro glyphs. For example the hand on the journey cloths are similar to the hand symbol used by Native American's. The Hand to the Native Americans symbolises the presence of a person, their work, achievements, and what they will leave behind for future generations. It also represents the direction of the creative spirit through an individual, as a vessel for the Creator's, or Marker's, power. I think these two meanings can be seen following Yeesha's journey. Firstly the journey cloths are

an indication of our own progress of passage. The second part could have a double meaning: One; the *creative spirit* could refer to Yeesha being the *Grower* and two; our *creative spirit* used to work out how to follow Yeesha`s path to the end. These similarities between the glyphs would suggest that the Bahro had been to the surface and found a race of people that closely resembled their own lives in servitude under the D`ni. I`d like to think that they were also teaching us about ourselves.

The depth and scale of these petro glyphs, was to me, one of the most interesting revelations of the Whole to date: Closely followed by the Puzzlers second lecture of cause. That evening was a restless one; I think it was down to an information overload, it must have taken a while for my brain to defrag, plus the anticipation of the following days Intermediate Bahro Glyph tour didn`t help.

It`s good to have an end that we journey toward; but it`s the journey that matters, in the end.

Szark

Maybe boxout: All sixteen sets of Kemo Petro Glyphs can be found on <http://linguists.bahro.com/domahreh/glyphs/images.html>

Written by Szark



Four Week Guild Forecast with Dr CrisGer

Guild of Greeters

Tijara - Founder Former Grand Master Secretary

Indy - Grand Master

Ayli - Webmaster/Content Designer

Ja'de - Forum Admin

Kurtz1265-Forum Admin

Tech - Server Admin

<http://www.greetersguild.com/>

Active and supporting players and explorers through the Guild of Greeters main site, their forum, chat room GOG greeters are active in greeting and helping on chat rooms including their own Chat room and also the URU Live Chat at Mystonline.info.

World of Greeters Multi World Greeting Site

<http://www.worldofgreeters.com/forums/>

Guild of Cartographers

Founding Grand Master Futographer

Grand Master Aiden

Guild Master Nalates

Resources and Maps are available and accessible on the technical site. Guild Master Nalates has been reorganizing the Guild upon the unexplained departure of Guild Master Aiden.

Current active GOC members have been putting the call out to get members back and active. GOC has put out announcements in SL, There, GW, and where ever else to find old members and recruit new ones as well as on innumerable forums.

As a list of tasks for the Guild, Nalates has put up a

l i s t h e r e :

<http://www.uruobsession.com/forum/index.phpact=ST&f=65&t=33635&s=6e02472b9867d4b62256b19807792b4c>

GOC members have started working on the tasks and plan to try to get the lines of communication established with the GoW and the GoM. They also going to test the tutorials step by step to make sure that they are clear and accurate.

These are basically GOC immediate goals. It is ramping up again and trying to get everything up and running.

Technical GoC site with maps and site views

<http://www.cates-associates.net/uru/>

Maps

http://cates-associates.net/uru/uru_maps.asp

Original GoC site

<http://home.att.net/~cartographyguild/about.htm>

Another amazing resource for mappers and those interested in the history of the D'ni is the Atrus Journey map that is available in various sizes on the GOC site.

<http://www.fadedtwilight.org/DniTranslations/index.htm>: and the full site overviews of the amazing actual age Maps made by Gadren and hosted as links on the UO site:

<http://www.uruobsession.com/forum/index.php?act=ST&f=65&t=16340>

Guild of Messengers

Grandmaster: Marten

Affiliates Chair: Lynnutte

Services Chair: Shimmerillion

Liaisons Chair: Kerryth

Reporters Chair: Narym

Website: <http://www.guildofmessengers.com/> (redirects to <http://messengers.sixpencemedia.com/>)

Rel.to Keyword: gome

Submit News Stories

<http://messengers.sixpencemedia.com/forum/viewforum.php?f=14>

Rel.to Keyword: submitnews

Discussion Forum

<http://messengers.sixpencemedia.com/forum/>

Rel.to Keyword: gomeforums

News and Events Calendar

<http://messengers.sixpencemedia.com/newsevents.php>

RSS Feed - Embed the latest news in your own website!

<http://messengers.sixpencemedia.com/masterfeed.php>

[hp](#)

The GoMe has been very active recently, helping get the news out about the Reversion of the Rights to MOUL to Cyan from GameTap recently and Guild Master Marten was the MC of the Cyan Press Conference Chat on July 3 in which Chogon gave extensive information on the direction and details of MORE and the beginning of the Restoration of MOUL as MORE.

The GoMe is working to keep the community in touch and up to date. They have created an effective news distribution system, and MOUL community members can file stories and information on events very easily on the GoMe site. The GoMe also distributes a (semi-)monthly newsletter.

In the next month the GoMe is looking forward to bringing the community the latest news from Cyan on the community-involved revival of Uru. We are looking for able persons to help us collect and disseminate information throughout the community. When Cyan shares news with us we want to share that news with the community as quickly as we can.

Guild of Writers

Aloys-Councilor of Building
ChaosSong - Councilor of Sound and Vision
Tsar Hoikas-Councilor of Tool Development
Kato-Councilor of Forum Management
Paradox-Councilor of Public Relations
Trylon-Assistant Councilor of Blender Affairs
<http://www.guildofwriters.com/>
GoW Wiki <http://wiki.guildofwriters.com>

Things are happening at the GoW, with the main focus is helping people create ages that they can visit in Uru: Complete Chronicles/The Path of the Shell. Back in January, GOW split the development of their version of the Blender Plugin from Alcugs and since then, the plugin has seen in these past six months arguably more development than the 3 years it was at alcugs. GOW is continuing to develop the plugin to enable Age Creators to create the best ages possible... Of course, MORE brings in something new to have to consider in its development.

GOW is also working closely with the Guild of Maintainers, who have a rather excellent system in

place to test released ages and help the writers fix issues in them. Some really great teamwork is going on there.

There is a new "Rapid Age Development contest focusing on 2.0: Ahra Pahts Shells". Visit the excellent GOW forum and catch up on all the news and join the Guild if you are interested in the exciting future ahead for MOUL MORE.

Guild of Maintainers

MustardJeep - Guildmaster, Communications Department

Jishin and Dot - Guildmasters, Creative Department

Frisky Badger - Guildmaster, Personnel Department

Montgomery - Guildmaster, Submissions Department

Andy Legate - Guildmaster, Training Department
Nynaveve - Webmaster

<http://www.guildofmaintainers.org/>

G o M

F o r u m

<http://www.guildofmaintainers.org/Forum/>

The Guild of Maintainers is very active in studying and preparing for the possibility of Age making and contribution of player made materials and Ages to the possible future MOUL.

The Inspections of explorer-written ages are continuing. The latest is Dragon's Tooth, by Metabasalt (<http://www.guildofmaintainers.org/Forum/viewtopic.php?f=71&t=641>)

The guildmasters have been setting up and discussing, with the Guild of Writers leadership team and Cyan, a proposal for an FCA license application process (see e.g. <http://www.mystonline.com/forums/viewtopic.php?t=15869>). This is currently being discussed and refined with input from the wider Uru community. It is likely that three guilds will be represented on the proposed FCA panel: GoMa, GoW and the Guild of Archivists.

The whole guild is discussing and voting on a career ladder for the Guild of Maintainers (Frisky Badger, GM for the Personnel Dept, is leading on this with input from maintainers)

(<http://www.guildofmaintainers.org/Forum/viewtopic.php?f=70&t=620>) – note that there is no compulsion to participate in this scheme, but the option is there should people want it.

Maintainers Corvus, ametist and Lareh will be on the judging team for the second Rapid Age Development (RAD) contest, with Writers Lontahv and Trylon, and Cyantists Mark (Chogon) and Eric (http://guildofwriters.com/wiki/RAD_July_2008_Sign_up_sheet).

Nynaveve is setting up a version of Bugzilla for GoMa bug reporting (this is at an early stage of development).

MustardJeep and the rest of us are working on a Wiki to store and make accessible Guild documents and other material, including Books of Commentary for the explorer-written ages (this is at an early stage of development).

Dot is looking to develop a new headquarters for the guild in There, with input from expert landscape architect Paislee.

And, especially since the announcement of MOURE, we're welcoming lots of new members to the guild and to the GoMa forum. From 1st to 10th July, we gained 40 new forum members, of whom 21 joined as maintainers, and 2 as cartographers. All are very welcome! The MORE, the merrier!

Guild of Healers

Ghaelen

The Guild of Healers is slowly building a forum and website that will provide information regarding D'ni healing and the Guild. Since the close of MOUL, progress is at a minimum; however, we have begun collecting what information there is. There is also a place on the forum for speculative discussions about the Guild and things such medicinal plants that seem common to both the cavern and the surface.

There is a temporary home for the Guild of Healers called "Guild of Healer's Groves" in an MMO called Kaneva. It is public if anyone would like to go.

There are different areas and Ghaelen is there to build two or three times per week. Anyone is welcome to go and explore the area. It is a large area so there are a few desolate places yet. Some sections have turned out rather nice, and there are hopes to have a gathering this summer. Ghaelen is there as ghaelen or Ghaelen DLareh.

Guild of Archivists

<http://www.dpwr.net/>

DPWR Forum

<http://www.dpwr.net/forums/index.php>

DniPedia Archive

<http://www.dpwr.net/forums/index.php?autocom=i>
[bwiki](#)

MOUL Forum Section on Guilds
<http://www.mystonline.com/forums/viewforum.php?f=42>

Guild of Caterers

<http://guildofcaterers.proboards60.com/index.cgi>

Printehr

ryuutenshi

soniclight

The Guild of Caterers is a group of Myst/Uru Live fans who also happen to enjoy food a lot- not just eating it, but in preparing and making it as well. Taking their inspiration from the ancient D'ni Guild of Caterers, they have banded together to share, create and discuss new recipes based off what we know of the D'ni and their Ages. The Guild provides a fun and safe place for fans of Uru Live to hang out with one another while the cavern is closed. Cooking is as full of puzzles as any Myst game, and their goal is to create a community within the larger fan community dedicated to tackling these new culinary puzzles together. It's not easy creating recipes that are both original and delicious, but together they hope to accomplish just that!

The Guild have been waiting to elect any Guild Masters until it has more members (current count is 13, with about 4-5 active members on any given week).

Current endeavors are focused on three main topics: finding a suitable recreation of the famous Chor Bakh from the Book of Ti'ana; creating a portable food (a wrap at present) that might have been a sufficient meal for the Guild of Maintainers when they were exploring Ages; and identifying ingredients that the D'ni would have had access to and finding any necessary substitutes for future recipes in order to keep it authentic.

Printehr (one of the two founders) had been drafting a letter to the D'ni Zoological Society for more information on the wildlife.

Guild of Artists (Fine, Artisans, etc.)

no official site yet

a MOUL Forum thread here:

<http://www.mystonline.com/forums/viewtopic.php?t=15827>

Tweek has created a site for resources for the Artists' Guild idea....and a set of forums <http://artists.grey-skies.net/>

Efforts are underway to consider establishing a Guild of Artists that would have broad cross Guild connections to both serve as a Guild home for artists, and also to provide artistic services to various MORE needs and requests. A number of people are working on this idea: the group has not formed into a Guild structure yet and there is lively discussion on this in various places including a thread on the MOUL forum in the Guilds section and Tweek is working on a site design possibility with tutorials. There was a Guild of Artisans in the URU past...and many creative people of various types including writers, artists, musicians, poets, graphic artists, designers, programmers, web experts, photographers, actors, performers, directors, and more are among us and already active in helping in other Guilds.

Written by Dr CrisGer



BULLETINS

Continued Recent Events & Changes Timeline

Real Life Events

Mysterium 2008

When: 25 - 27 Jul 2008

German Uru RealLife Community Gathering

When: 6 - 12 Aug 2008

Where: Reichenbach, Germany

The German Uru RealLife Community invites explorers to join them at their yearly get together. For more information or sign up any interested person should contact me at hamsta@bildle.de. Reichenbach is near Kassel in central Germany.

SecondLife Events

All SecondLife events require a free SecondLife account to attend.

Sunday Dancing in Siren! Relto

When: Sundays 22:00 – Monday 00:00

Where: Romantic Relto

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. SLT is Second Life Time = PDT

Spoken Word Night

When: Wednesdays 19:00 – 20:00

Where: Eder Je'ffe Drive-in & Theatre

Spoken Word Night has taken refuge in Second Life. SWN provides a venue for participants to present

their literary and musical creations or just enjoy listening to them.

D'ni Cocktail Party

When: Fri, 11 & 25 July, 19:00 – 23:00

Where: Trailwalker's Beach in Second Life

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. Use one of these sources for music: <http://gtradio.zapto.org:8000> or <http://www.urutunes.com> and tune to the GT Radio Channel

Uru Skydivers Saturday Event

When: 12 July 2008

Where: URU Skydivers Center near the D'ni Museum of Art Each Saturday a different skydiving event will occur. Time will vary. Please contact SkydiverWatashi Fall in SecondLife for more info.

Community

Rex Havoc Resigns

Rex Havoc, Membership coordinator and Guild Master of the Guild of Greeters has decided to resign his position. We are sorry to see him go and we would like to thank him for his dedication to the community. We would like to wish him well in all his future endeavours.

2nd GoW Rapid Age Development Contest



BULLETINS

After the success of the first RAD contest, held back in February/March of this year, the Guild of Writers are holding a second. This time the age creations are centred on Ahra Pahts. Ahra Pahts is a large city full of compartments known as shells. These shells are what your creation lies within. Applications have closed now but we will keep you informed as to the result.

GoMe Newsletter

The Guild of Messengers has been busy lately trying to keep to community informed by expanding its services. One of these expansions is the release of their first ever Italian translated (newsletter

http://xoomer.alice.it/quartiereitalianouru/PDF/GoMeNewsletter_June_it.pdf

Got Some Inspiration ?

At The Archiver, we`re always looking for submissions from the community. If you`d like to become one of our freelancers, drop us a line at the.archiver00@gmail.com. Freelancing requires no formal sign up, no extra forum logins, and work is provided purely on an issue-by- issue basis, so if you can`t contribute consistently, that`s NOT a problem! Even a single article is always welcome!

Quality Is Important To Us !!!

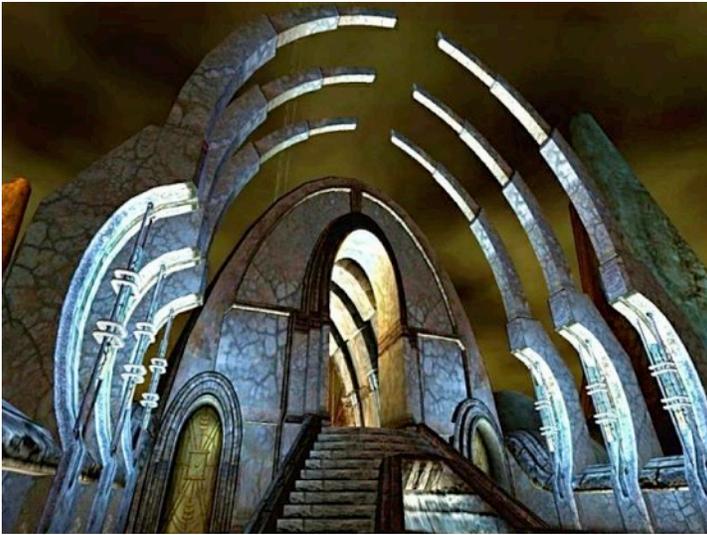
We at The Cavern Today think the opinion of the community is very important for our products, that`s why we at The Archiver would like to know what YOU think of this issue.

All comments, suggestions and ideas are welcome, so please let us know what you liked and didn`t like in this issue.

Post on the forum <http://www.thecaverntoday.org/forum/> or mail to the.archiver00@gmail.com

CREATIVITY CORNER

Golden KI Winners



The Great Zero Calibration Chamber Access
by Natika



Jerle hunts for JUST the right Crystal
by Jerle



Let There be Light
by LaReh

see the
Eders



D'ni Travel
Board

*Gira
what Ederz*

