

THE ARCHIVER

R E C H I S O T A N

Issue 15 · August 2008

Mysterium 2008

This year's Myst fans get together, as covered by Alahmnat

The Spice of Second Life

Tai'Lahr introduces us to yet another Uru refugee camp, Second Life

The RAD Contest

A glimpse into the exciting UCC future of MORE

Choice: FCAL and You

What does it have to do with you and with MORE ?

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.



Mara

Sub-Editor

Mara, a native of Oregon's Willamette Valley, found MOUL and URU just before MOUL was opened, and has been a regular and enthusiastic explorer and denizen of the Cavern since 2007. She loved spending time in the Beginners Bevin, in her own Relto and in several hoods that she was a member of, and is also a Moderator of the MOUL Live Chat Room. She currently assists with subediting for the Archiver and with helping support the community on our shared Journey.



Karkadann

Journalist

Between the odd piece of poetry, cooking, being a workaholic and just joking around, Karkadann sometimes find it difficult to relax and escape the trials and tribulations of daily life. The Myst series has always filled that need effectively, as it takes him aside and reminds him not to take life too seriously, while also making sure that its isn't taken too lightly either. An 'Age' old balancing act. He also thinks a blurb is a possible result of drinking too much ale.



Tai'lahr

Journalist

A Myst fan since 1996, Tai'lahr has played the entire series, including all the offline Uru games. During that time, she was an occasional lurker on the forums and finally joined the online community in the cavern during MOUL in December 2006. Tai'lahr became a Greeter in May 2007 and now works with the Guild of Messengers, serving as a liaison to the Guild of Greeters

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

The interesting thing about bees is that they often appear to be just as busy when there's nothing going on, as they do when there is a genuine reason to be busy. Unlike, say, a sloth, or maybe my dog, bees are always switched on, always working away. Hence the phrase 'busy as a bee'.

Now, before I get carried away with that particular analogy, let me get to the point. In many ways, the community seems busier than it was during MOUL itself. The forums are abuzz with conversation, even if it is mainly constant iterations of "When will MORE be released?" and "How can we help contribute to MORE?" Even though there's nothing official going on, even though we've received scant few details on MORE's real progress, and even though we have no indication as to when MORE could possibly be released, people seem energised and ready to contribute to the brave new world that is to be the Myst Online Restoration Experiment.

The question is, why? The first thought that came to mind was that the community was once again in its element. All through Uru's history, the community has seemed to show its true mettle when there wasn't actually a game to inhabit. In fact, for many of the old hands in particular, people are more used to that state of affairs, than when Uru is actually 'online'. A strange state of affairs, to be sure. However, I think the real answer is that we have a reasonably clear goal to aim for. Through UU, and also through MOUL, we were never quite sure of where we were headed. The community occupied a passive position, waiting for Cyan, or Gametap, or some other outside source to indicate the metaphorical way forward. We were always in doubt as to what the future held for us, and for Uru. To be sure, there is still that uncertainty. The difference is that a large amount of the future is ours for the shaping. When Cyan manages to get MORE together, and it would seem highly likely that they WILL get it together at some stage, then the community will be the ones to drive it forward.

Even now, that ownership is evident in the work of the various Guilds, groups, and individuals putting in the hard yards, even before they can make use of a lot of their work. For once, the community has a clear purpose, and that taken to it like ducks to water. Time will tell how long this state of affairs will last, but I for one hope that it will be for a long, long, time. After all, that honey won't make itself, you know.

~Narym

Corrections

In the last issue, we incorrectly attributed the quote "Ask not what Uru can do for you" to SuperGram. This phrase was in fact first coined by explorer Ja'de, and she herself paraphrased American President John F Kennedy. We apologise for any confusion.

The View from The Arch

With Whilyam

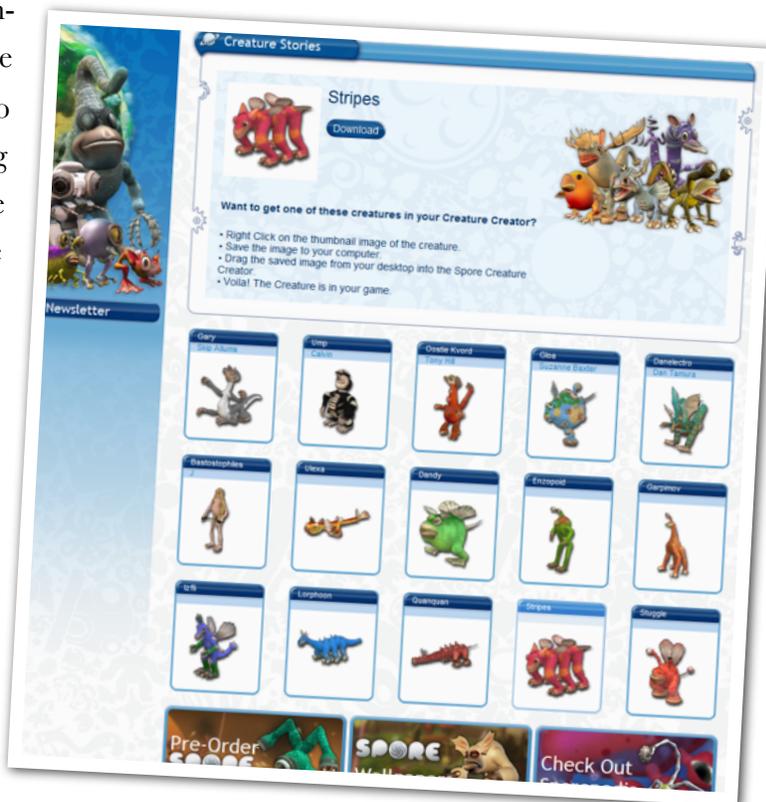
Spore and the New Uncertainty of Uru

I don't need to tell anyone who's been in the community for the past few months what's going on. Ideas and uncertainty about the future rule, and you can find everything from ones so brilliant you wonder why these people aren't employed by Cyan, to ones so poorly thought through you wonder if these people are employed at all. From the needlessly hopeful, who dream of age writing through a Gahrohevtee simulator, to the needlessly cynical, who drill the fact of Uru's death into the community as if it were an act of God. And this is true in any community that goes through the kinds of things Uru has. People will have varying opinions on what the future holds, what that future will look like, and if there's a future at all. The community (which I sometimes refer to as the Near-sighted Juggernaut) is wait-

ting, albeit impatiently. Even in this state, however, we see a great deal of the future potential, the creativity and the devotion people have to the game. The problem I see is that the gaming landscape is about to change and Uru may not be ready for it.

Enter Spore, the "Massively-Single-Player" game, as its creator Will Wright calls it. Those with a firm grasp of Myst's history (or those, like me, who've played some of Mr. Wright's other games) know that a small game of Mr. Wright's named The Sims gained the title of the first game to unseat Myst from the top game sales. The Sims, and other similar games in the Sim series, ushered in a powerful gaming wave, bringing scaled-down simulators in as a gaming design (think the hundred and one <blank> Tycoon games of

the late '90s). What Mr. Wright is on the cusp of doing now is ushering in another, the rise of the Community-Created World. In which, while not an



MMO, other players can make content that gets randomly populated into your world. The question is not if this game will be a money machine, but how.

The how reaches to the core of what a future Uru could be, and what the previous Uru wasn't and that is "creativity". The applications in which Uru could have utilized the creativity (or even just the spare time) of the community may be uncountable. From updating the site to story suggestions, assistance with code, and community management, Cyan kept itself largely to itself. This isn't counting, you'll notice, the more talked about forms of fan involvement (ages, clothing, Relto upgrades, etc.). This is also not saying that it was all in Cyan's hands. Advertising and availability were among several problems caused by Gametap. And none of the problems were huge ones, but they came together to help people accentuate the bad, and ignore the good, that was in the game.

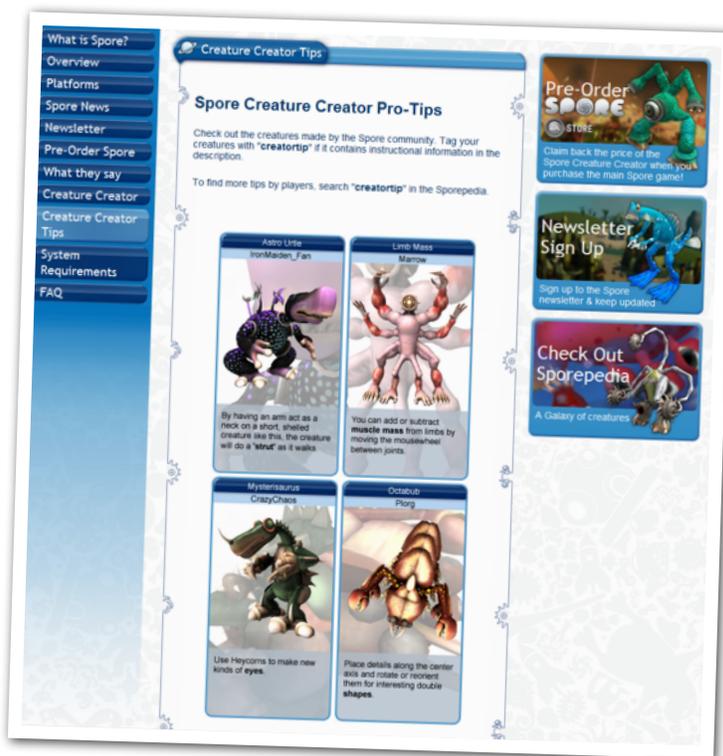
What needs to happen if Uru returns is a full-scale user created content system from a few months before the servers reopen. This is to allow people to make (or update pre-existing) content for the game's re-opening. The last thing you want is the first month's excuse to be "well we have to wait for the Writers to make some ages". Look at Spore. As of this writing there are over 1.2 million species waiting for the full game, which is coming out in September. Secondly, get a good quality content manager. I don't want to have to download every age everyone's written (or

even every Cyan age). I remember when Uru was being re-vamped there were reports that there would be a new way of getting content. You would be able to keep bits of Cyan content that you didn't want off your computer by not going there (and, presumably, through a deletion service). I'm not sure what happened to that idea, but it's essential that people have the choice over how much content they get.

Now, I've talked about Spore and how it will revolutionize gaming. And it no doubt will. Does this mean Uru can't come back? Or that it's doomed? No. Spore is ground-breaking, particularly in terms of data storage (a species in 23kb), but it is very limited.

The creatures inherently look like cartoons or claymation and likely will be most popular for making toothy blobs. Will Uru be harmed by this, though? Absolutely. It's a part, a section, of the non-violent gaming community, which will at the least have their gaming time divided by this, if they don't choose Spore entirely. Uru can still return strong regardless of Spore. However, will we have a clean shot? A clear

path upward? No. That was the chance Gametap gave us. From now on we have a big, powerful opponent who has beaten us before and isn't a game promoting violence. From now on we will have to do some creative things to get noticed. But we will also be putting our future in the hands of the community, exactly where it can grow the most.



The Spice of Second Life

Our newest contributor, TAI'LAHR, knows how to get around not only in her first life, but her second one as well. As such, she has given us this run down on that other online world; one that also plays host to a contingent of Uruites.

"I hate this place," I typed into the chat window and actually said "out loud" to no one in particular. I was on Orientation Island in Second Life, overwhelmed and confused by the massive interface and frustrated at not being able to use the mouse to make my avatar walk and run. I did not want to be here; I wanted to stay in the cavern forever, but

Myst Online: Uru Live (MOUL) was scheduled to shut down in a week and I was forced to "find a way" and "make a home" (temporarily, I hoped). This was the place to which some of my friends and others

from the Uru community were migrating (and it was free), so I toughed it out for an hour plus, just learning the basics about the interface, and how to walk, talk, and dress myself in this strange new world.

Originally called LindenWorlds, and created by Linden Labs as a platform for testing virtual reality in 2001, Second Life was renamed and opened to the public in April 2003. It began as a world where "avatars were known as Primitars, awkward robots composed of [primitive shapes], which roamed the earth

on stubby legs, occasionally terraforming it with ground-shaking grenades," according to the Second Life official guide. Seven years later, it has evolved into a place that mimics real life in many respects, and now has a population of over 1.2 million with approximately 40,000 to 60,000 of these "residents" logged in at any given time.

Customizing the avatar was, for me, the most frustrating part of the orientation. Starting with one of the several default options offered, almost every single part of the body, face and hair can be adjusted. Ironically, it seemed easier to create an avatar in one's own image with the 15 simple choices offered

in Uru than with the 138 options in Second Life. For clothing, there are an additional 42 options, and that's not counting colors and textures. However, what I found overwhelming, apparently others found limiting and so began cre-

ating their own clothing, accessories, and even body shapes, skins and hair to sell to other residents for Linden dollars, the in-world currency.

A few months into my Second Life adventure, I would be very excited to learn that some of the avatars now being offered by Linden Labs were created by residents. But, at the time, I was too focused on my discomfort at tweaking my avatar in a public place (yeah, I know, it's just pixels, but still...), so I settled for "close enough" and would later find better



options for a body shape, skin and hair (created by residents).

Uru Explorers started settling in Second Life in early 2004 when Uru Live: Prologue was cancelled and the cavern closed the first time. Since then, waves and trickles have raised the Uru community's population in Second Life to an estimated 400-500. A search under groups reveals at least 25 Uru and Myst related groups, the largest being Myst Online Explorers (481) and D'ni Refugees (408). Once there, they began to create Myst and Uru themed areas like Telador Isle which, according to Andrew Yosso, later became Myst Online Island and was utilized by GameTap to promote MOUL. Unfortunately, that area has been closed, but many

other pockets of the Uru community have been established, often with a Myst-Uru theme, and always with at least a few reminders of the cavern.

The most notable area, for its size, longevity, and plentiful Uru-like features would be the Isle of Myst which actually consists of three regions: Vulcan Myst, Siren Myst and the most recent addition of Mayan Myst. Vulcan Myst has residential lots surrounding a caldera with Eder Gira features above, tunnels to explore, and Eder Kemo features below. Mayan Myst is less Uruish, but contains many puz-

zles and areas to explore. There are at least half a dozen more Uru community areas and all are worth visiting and exploring – more than once. Uru Explorers who have been bitten by the building bug don't seem content to rest on their laurels, so there's always something new to discover.

Second Life is promoted as “an online, 3-D virtual world imagined and created by its Residents” on the home page at <http://secondlife.com/>. The same phrase could apply to There.com which Narym covered in the June issue here, but

with a few basic differences. The graphics in There have been described as “cartoony” whereas Second Life is more realistic (and neither compares to the beauty of the Myst & Uru games).

There also uses cartoon-like chat balloons whereas Second Life has a chat system somewhat similar to Uru – except PMs

or IMs are contained in their own chat windows. For someone like me whose only online experience was the simplicity of the KI in Uru, the more complex chat system in Second Life was somewhat intimidating. However, once I learned how to navigate it, I came to appreciate it as a valuable tool that both allows for mass communication while offering some control over unwanted messages or “spam.” With one avatar, I can belong to up to 25 groups and if I choose not to participate in a particular group



chat, I can simply close the window. And, no one can add me to their friends list without my permission.

Once I completed my orientation and made contact with a friend, I was offered a teleport to one of the Uru community locations and things began to look up. I still walked like a penguin and made typing motions in the air every time I talked, but I felt safe and more relaxed among my friends and other familiar names (if not faces). It wasn't long before someone gave me a notecard with instructions on how to stop the typing animation and then I was taken to the Uru Freebie place in Siren Myst. Here, Uru Explorers have collected a vast amount of clothing, body shapes & skins, animations, gestures, vehicles... - the list goes on. And, among these freebies, I was able to find a female walk animation override, or "AO," to fix the newbie penguin walk. Finally, before I left that day, I was given a safe place to set a home landmark so I wouldn't have to log in to a public

area. After all this, I decided that Second Life might not be so bad after all. As Vortmax noted, "SL can be a scary place sometimes, but when you've got the built-in community here to help you find your way around, it's a lot less scary place."

Much of the assistance to Uru newcomers is informal, just Explorers being friendly and doing what comes natural to them: offering advice, a safe place to hang out, a room for privacy in adjusting the avatar, free clothes, and sometimes even in-world cash. When MOUL closed, Thend directed a more organized two-month program to help displaced explorers adapt to the Second Life world. The Welcome Wagon program offered new immigrants from Uru temporary housing, informative notecards, mentors, and even planned field trips around Second Life to see some of the more interesting, yet newcomer friendly sights.



A mere sample of the many interesting places to visit in Second Life might include:

- Numbakulla – in Myst-like tradition, this is an island to explore with journals to read, clues to find, and puzzles to solve.

- NOAA – designed as a space to promote scientific discussion regarding the climate, this island allows visitors to experience parts of the environment they normally would not have access to in the real world. (You can see a virtual tour on YouTube at <http://www.youtube.com/watch?v=is8YX32GAYQ>)

- Greenies Home – a giant’s home compared to the size of your avatar, this ordinary looking kitchen, dining and living area reveals little surprises here and there where little green men have made themselves at home.

- Kaufmann House (Fallingwater) - a to-scale replica of a house designed by Frank Lloyd Wright. This is in the Canal District Art Campus, an area full of art galleries, museums, and interesting sculptures.

- Garden of Da Vinci – this “garden” is comprised of multiple rocky islands and medieval buildings with much to explore and discover, including a Jules Verne Park.

In addition to building, shopping, sight-seeing, and puzzle solving, Uru Explorers spend a lot of their time in community activities. As Melodilynn observed, “I do think everyone coming to SL has made the community closer. I've met more URU people here in SL than I ever did in URU.”

Like any other immigrants, Uru Explorers maintain many of their traditions from “the old world.” They greet each other with “Shorah,” decorate their homes with D’ni items and Uru screenshots, and hold events which started in the cavern. The Uru Skydivers continue to hold skydiving contests (except

now with the addition of airplanes, parachutes, targets, and prizes). Spoken Word Night has been renamed Spoken Wonders Night and is held every Wednesday evening in the cavern at Eder Je’ffe. The Uru Book Club readings by Dagda which moved to TeamSpeak (with chat on Skype) immediately after the cavern closed, are now simulcast at the Explorers Community Center in SL.

Also from the cavern are three parties which broadcast music over the Urutunes Shoutcast server so that the whole Uru community can listen without going into SL (all start at approximately 3 PM Linden Time [Pacific], which is 4 PM cavern time [Mountain]):

- Thursdays: the Continuous Cavern City Party hosted by BeachRM;

- Every other Friday: Donahoo’s D’ni Cocktail Party;

- Saturdays: Karaoke, organized by DaytonaKit.

Many online games and virtual worlds are touted as “free,” but then there’s always something which requires payment. According to Tichelle, “you can go into There for free but will stay very basic. And to be able to hear voice or use voice you need to pay the basic one-time fee.” In Second Life, there is very little that a user with a basic free account can’t do, including creating items with “prims” or primitive objects. A premium account (\$6 to \$9.95 per month depending on your choice of payment plan) merely offers extended support options, allows the resident to purchase land, and provides a weekly stipend of \$300 in-world Lindens (approximately \$1.13 US currency). But, buying land and understanding the tier system (monthly maintenance fees) can be somewhat confusing to the newcomer.

Both Uru and There are strictly PG, but Second Life provides separate worlds for adults and minors. Within the adult section, there are PG and Mature areas. Like real life, there are nice neighborhoods

where rules and restrictions are in place to keep them nice, and there are unrestricted places where you can find a nice house (or castle) sitting next door to a commercial venture of a questionable nature.

During my early days in Second Life, I was logging in at a friend's house which was in one of the nice, restricted areas. Within a month, I was renting my own spot next door and trying my hand at building and creating. It wasn't long before I was hooked. It also wasn't long before I began to wonder if we might get spoiled here in Second Life. Aside from the ease of building, there's also the ability to have truly unique avatars, a vast selection of clothing, multiple styles of dancing (that are looped and don't have to be constantly reactivated), an array of emotes and gestures, flying, the easier communication and the ability to belong to multiple groups... - the list goes on.

And, I wondered if some of the Uru Explorers here might not return to the cavern when it reopened. So, I opened up the D'ni Refugee group chat and posed the question, "Tell me what you think of this place, please, and are you looking forward to re-

turning to Uru?" The group exploded with excited comments, ranging from Mishanu's "omg I can't wait to go home!!" to Landru's "for me...this IS HOME" and DeAnn's more moderate, "This is home now, but I'm also looking forward to returning to Uru." The discussion continued for over an hour, and it appears that some people will not be returning to Uru, ever, while still others may not return to Second Life once Uru returns. But, I think the vast majority of them will have one foot in each world.

With Cyan's plans to incorporate User Created Content (UCC) into the next incarnation of Uru, *Myst Online Restoration Experiment (MORE)*, I have high hopes that explorers in Second Life and other virtual worlds will bring to it some of the better ideas from these worlds. It may be a long way down the road, but I envision a day when we can have the best of all these worlds in one place, Uru, and then, maybe we won't feel the need to wander anymore.

Written by Tai'lahr



Mysterium 2008 Round-up

So, somehow I've been volunteered to write about Mysterium, since the rest of the committee is either completely wiped out, mentally scarred, or just plain not going to do it.

Mysterium 2008 was, as has already been reported, held in Boston, MA in the last weekend of July. My personal trip began Thursday with a flight from Spokane, Washington to Akron, Ohio, after which we (Oscelet and I) drove with my mom and my brother (Jonas Evenstar) to Boston. Not exactly the most relaxing of trips, and far from the quickest way to get there, but it was cheaper than flying into Boston directly, I promise you that.

By all accounts, this year's event was a resounding success. We ended up with over 50 people attending (I don't have a full or accurate count on-hand, but we definitely crossed 50), and despite this being our first year running a Mysterium, we kept it together well enough to keep it from flying apart at the seams. The attendees being totally awesome people was also a big help!

Friday was largely informal, with even the formal Meet & Greet event devolving into a "whenever pe-

ople are in the convention room, feel free to talk to each other" sort of pseudo-happening. Unlike previous years, we had a dedicated space to gather all weekend that kept us out of the hotel lobby's hair, which did a lot to improve communication and people-finding, as well as keeping the hotel staff from getting mad at us for hanging out in their front entryway. Quickly, as a



committee member, I really do have to give a shout out to the Hilton Garden Inn staff... they were absolutely awesome to us. Oscelet and Jonas went on an expedition to buy a cake from Costco, and there was much rejoicing when they finally returned, battle-scarred and

haggard from their journey (Boston is not a terribly friendly place to drive around in). Friday also brought with it the announcement of an off-schedule activity that ended up dominating Saturday's events: TOMB. Within ten minutes of announcing the possibility of going to TOMB, half of the convention was on the list to go.

Saturday morning and afternoon were largely taken up with travel and exploration. I ended up being responsible for shuttling 48 people around the Boston public transportation system to get to TOMB, and I want to personally thank Nagi for her amazing work in helping to cat-herd everyone where they needed to go. I don't think we would have made it there and back without her (well, I wouldn't have, anyway). Meanwhile, Eleri and Odo stayed at the hotel to prepare for the evening's festivities, and Oscelet went to the aquarium with Anna Catherine and Moieity Jean, so the committee was pretty much all over the place.

T O M B was definitely an experience worth having. It's put on by people from MIT, and is something of an experiment in interactive storytelling and group puzzle solving. The premise is that inside a very unassuming building in downtown Boston, archaeologists have unearthed the tomb of an ancient Egyptian Pharaoh. People are led through a series of rooms by a guide (think ResEng-type NPC),

solving puzzles and avoiding "traps" along the way, all while being taunted by the voice of Pharaoh (that's the pharaoh's name: Pharaoh), who isn't too pleased that you've broken into his final resting place. On paper, it sounds completely hokey and childish, and to a certain extent, it sort of is. However, the guides really sell the

e x p e r i e n c e (they're not deathly bored to the point of sarcasm like the back lot tour drivers at Universal Studios), and going

through the tomb with a group of like-minded puzzle solvers was unbelievably entertaining. I'm told that all three of the Mysterium groups that went through set new records for speed, and I believe it. At one point,

we actually ended up stuck in the second room because the group of kids that had gone in ahead of us hadn't made it out of the third room yet (this prompted our guide to try and distract us by having us "walk



like an Egyptian" in an attempt to "please Pharaoh" [which isn't as dirty as it sounds]).

TOMB really brought out the collaborative and competitive spirit of the Myst fan in all of us. Within moments of walking into a room, people were scouring the walls for clues, fiddling with anything that looked like it might be important (even if it was just a speaker grating), and calling out instructions to each other across the room. Even though the puzzles were built to be solved by average joes who probably couldn't puzzle their way out of the Myst Fireplace, they were still built in such a way as to be challenging and require cooperation to solve. Even things as simple as the Towers of Hanoi became races against

time as the ceiling started to "collapse" above us. In fact, several of the puzzles were quite reminiscent of things we'd already seen before in Cyan's games, including a Delin door run, the aforementioned Towers of Hanoi, columns of symbols used as combination locks, and the closest thing to a real-life pixel hunt I've ever seen, where we had to scour the walls of the first room for small discs that lit up when pressed. Ultima-

tely, while the acting was campy (Pharaoh was bald-headed, heavy-eyeliner-ed, over-emotive, and straight out of a B-grade vampire movie) and the puzzles were fairly obvious, it was the best

time I could have asked for, and was well worth the price of admission. The third group even adopted their guide and let her carry M@'s Squee plushie throughout the tour. Saturday night consisted of a GPS-assisted Marker Mission around the grounds of the hotel and What Would Atrus Do (WWAD), which yielded some of the most inventive and entertaining doo-dads I've ever seen, made entirely from linoleum



sheets, bits of nuts and bolts, copper wire, glowsticks, and duct tape. Participants were broken into groups, and each group was given a bag of parts and a communal parts table to draw from. After an hour, we had a Maintainer's environmental analysis unit (shaped like a book, what else?), complete with a working hinge, dials, and a danger meter made out of a glowstick; an inter-Age communication device (presumably a pre-

cursor to the KI); and a "Squee cooling system", more popularly referred to for the rest of the weekend as the "Squee blower". River is never going to live that presentation down, let me tell you. Video will probably be up on YouTube and linked from the Mysterium website before too long.

gue conglomeration of people hanging around the hotel. The day wrapped up with a feedback panel and the handing out of door prizes and awards for the Ahyoheck tournament, the Marker Mission, and WWAD. Check the Mysterium website for a complete list of winners and what they won. Sunday evening a group of 20 of us descended upon the Melting Pot fondue restaurant in Burlington and had an



Sunday started on a somber note with a memorial for CAGrayWolf. Eleri provided a very moving slide presentation, M@ presented a mandala of Wolfie's name, Eleri and River presented the mangree plushie that Wolfie was supposed to receive, and my brother Jonas provided an a cappella recording of "For Good" (which will also be posted on the Mysterium website soon). Afterwards, we dispersed for breakfast and reflection before devolving once more into a va-

uproariously good time. I don't think that place will ever be the same (nor will many of us!).

This was by no means a comprehensive account of what happened at the convention; I've barely even scratched the surface of what went on from my own

perspective, let alone everything else that ended up happening at the con. For more accounts, photos, and general insanity from this year's Mysterium, be sure to check out the official Mysterium website, <http://www.mysterium.net> and <http://my.mysterium.net>, where other attendees can post their own reports, blogs, and other Mysterium-related stuff. See you next year in Spokane! -

Written by Alahmnat



THE GUILDHALL

The Guild of Writers

In this month's Guildhall, WHILYAM went and spoke to Kato, Councillor over at the Guild of Writers, about what they do, and what the future holds for them in terms of User Created Content..

For those new to Uru, what do the Writers do?

The Guild of Writers is a Cyan-approved and storyline-sanctioned group of people actively researching and using tools to expand the content of all forms of URU.

Obviously the news about Uru's return means all the Guilds will be seeing more attention, but it seems certain that the Writers will be the driving force in terms of supporting this new Uru. What do you see as the Guild's role in the future?

I see the Guilds as a major part of URU's future--driving it forward as Cyan once did. This, however, is a personal vision--many people among us feel entirely different ways about URU's future and our place in it. Are there any Writer who have experience in areas such as 3d modeling and programming that have helped them as Writers?

Definitely. We have people from all industries -- writers of fiction, non-fiction, and instructional books, music composers from movies and games, and modelers that have worked professionally, not to mention the BRILLIANT programmers, some pro, some amateur, all amazing, that are behind our tools. But all of us--pros or not--are on the same ground he-

re. We're all essentially learning how to do things again, whether it's modeling with a new program or programming in a new language. What do you hope for or need from Cyan in order to set about producing the ages needed for Uru's continuation?

We want their support--we want us to be a fully realized part of their vision, too. We're doing amazing work here. It's one of the greatest communities I've ever seen, and I want Cyan to see that too. I think they do, very much so, but they're understandably reluctant. We'll all get what we want in due time, I think.

The Writers' membership policy is open like all the other Guilds, with the exception of the Greeters. What benefits and/or hardships do you see as a result of this policy?

We haven't had as many problems as you'd think, yet. Whether you've been in this community from the beginning or have just joined up today, we're behind you. The excellent tools we develop are behind you, and our resources are behind you. We help people get up to speed. We give a lot of constructive criticism. Sure, there are arguments, but hey, these make us stronger. While the membership is open to all, do you see a certain set of qualities as defining a "good" Writer?

No. Because everyone has creativity. And, in my opinion at least, it's the IDEA that defines the quality of a work, not the execution. We all have stunning ideas--and we work with each other to refine the execution.

What special challenges did the Writers face during their formation that other Guilds didn't experience? How did you overcome them?

Initially, there was a lot of hesitation about where we would be. The Greeters and Cartographers were already formed, and the other Guilds, we just didn't know how to do things. But a few of us who were well known in the community, a core group that today basically maintain the Writers, got together, and we saw that people wanted the Writers to be up and running as soon as possible, so we did it. And we caught flack for it then. There were polls, and competitions of sorts. But what it boiled down to is that people wanted a centralized community to discuss the Writers' role in the future of URU, and we made that happen first.

With Uru re-opening once more with the promise of fan content, what challenges do you think will come up in the Guild's future? How will the Guild have to adapt to issues yet to come?

There are going to be challenges, and that's something we must all accept. How will we test our Ages? How will we weed out ones deemed "offensive," ones sure to come up? It's a tough road ahead, but we've figured stuff like this out before, and we can do it again. We're a strong community of brilliant thinkers, and we can do it.

Cyan's push towards User-Created Content has been a relatively recent development, with the original Uru being Cyan-only, with only the stained glass artwork and poetry being fan-made. Do you think this change has been out of necessity, a result of new progress in the development of fan tools, or as a continuation of a trend most well-known through programs like Second Life? Do you think this push is good or bad?

I love the push, but I don't like the comparisons to Second Life. Second Life is a great experiment--I

love it. But it's not URU. URU is something that Cyan and us have made in the spirit of the MYST series, with MYST's sensibilities. We don't have flying genitals. We don't have giant offensive pictures on the walls. It's not us. And trust me when I say that I mean no offense to Second Life--it's a great world and I have much respect for it. But we're more mature than they are.

And yes, I do think that it was necessary. Cyan can no longer sustain URU by themselves--and soon they'll probably want to work on other projects. So, hopefully, one day, we'll be able to take almost all the reins and let the fans have URU--it's the only way that we can keep URU running perpetually.

Lastly, what do you see as the best way to manage fan-made content? Also, by what criteria should ages and other content be judged?

I don't know. It's something that's come up, certainly, but...it's not something we've figured out yet. It'll take discussion. It'll take the brightest and most active minds of our community pulling together and trying to make something that doesn't make everyone mad. But we can and will figure it out. And I think the managing of fan content is something that both we and Cyan will have to figure out and test first before we can have that complete control.

Interview by Whilyam



Choice!

“What’s going to happen”, “Something wonderful”. Those immortal words from Arthur C Clarke’s 2010 have particular meaning as we embark on the next chapter of Uru Live, which is MORE (Myst Online Restoration Experiment), where fan participation could be at a level never seen before in the history of the MMO. But, unlike 2010, we have a choice whether this world lives or dies.

Cyan has recently revealed a new restoration plan that will include content supplied by its fans; this is something portions of the community have been waiting for and

have embraced. Due to Cyan’s staffing shortages, they have asked the community to help keep the cavern open and help with management, self-moderating, and the implementation of fan

created art and literature. Combined with this, Cyan has also revealed plans to operate (well, get the community to operate) what has been loosely coined “front-end” shards in a fashion similar to Until Uru and Prologue, but with one major difference -- Cyan will have total control, as they did with MOUL.

But first, what is a shard? *Please bear with me, this is as technical as I get.* A shard is either one server or a collection of servers, known as a cluster, complete with a full game database and avatar files, which gives the ability to create a full or/and a separate instance of Uru. A server could be a piece of hardware

or a piece of software; both primarily do the same job of managing network resources, sharing the tasks in running the game. What the actual server system requirements would be is, unfortunately, still unknown. MOUL was a cluster of servers, which formed a shard, whereas Until Uru had multiple shards where community members set up their own independent servers, which had the full game database on them, including the avatar files; but with Until you had to choose which shard to log on to. Whereas MORE is most likely to be, according to Cyan, one big shard with a worldwide sever network, with the

avatar files being held by Cyan. This management of network resources could also, in theory, alleviate the lag problem that some of us encountered in the past.

In layman’s terms this means

that MORE would be like MOUL, in that you would log on, never knowing which server you were on. Another aspect of this sever shard system is that you could create separate instances, which opens up the possibility to have customised neighbourhoods and ages etc. How we would get to these private events and instances is still to be decided. But quickly the fans came up with some ideas like, *“we could have linking books in the public library”* or *“how about using the nexus”*. But there is an important thing to note, that all of this is still on the drawing board and no final plans or decisions have been confirmed.



Another part of this new proposal, and an important part for us explorers as well, is that a nominal fee would be charged to enter the online game, with Cyan adding that it will only be used to cover the server and running costs. This means that in the foreseeable future there will be no major content made by Cyan. However, this could change with what Cyan has termed "Pie in the Sky"; if MORE is successful, Cyan may consider introducing new content for it again, someday, possibly for an additional fee on top of the MORE subscription cost. This is not something that players should expect or worry about any time soon. One thing that Cyan did inform the community about was the possibility of small bits of content being added by them; in what form, well, we will have to wait and see.

But what is fan created content? Fan content is essentially any creative work that is added to the live server, from background music to writing a story line, or from modeling small items in 3D to modeling a full age, or just textures. The list goes on and on. Although whenever we have fan related content we inevitably end up having rules and guidelines, in the form of an FCAL (Fan Created Art License), which in this case is supplied by Cyan. An FCAL protects against certain aspects of what fans can and cannot create, and it also protects Cyan's years of hard work. More information on the finer details of the FCAL can be found here: <http://www.mystonline.com/forums/viewtopic.php?t=15869>.

In addition to this information, Richard A Watson (RAWA) of Cyan has revealed some (Guidelines for Official Story / Age Creation <http://www.mystonline.com/forums/viewtopic.php?t=15890>), in which he had this to say: *You (collectively) are now part of the creation process, and I have it on good authority that "with great power comes great responsibility." Specifically, in this case, that means that since we're going to be*

working out these kinds of details as we go along, even more patience, flexibility, and understanding is going to be needed on all levels from everyone involved. RAWA's post also sets down five rules for age writing, and then continues to explain what the FCAL covers, together with examples, to give us a better idea on the limitations. In conjunction with the FCAL, Cyan has announced plans to set up an FCA panel, to be selected from three Guilds.

Who, what and why an FCA panel:

The Guilds of Archivists (GoA), Maintainers (GoMa) and Writers (GoW) will jointly set up a panel of guild members that will serve as the contact point for the FCA approval process. Panel members will be chosen by the guilds' leadership teams, and will serve initially for a term of a few months. The panel itself will often rotate, so people don't get bored, burnt out, or start reading more into the job than there really is, which is one of the concerns that have been voiced by the community. The panel's mandate is to give advice and guidance, so that we can avoid legal complications. They will not, however, dictate policy. That will still be Cyan's prerogative.

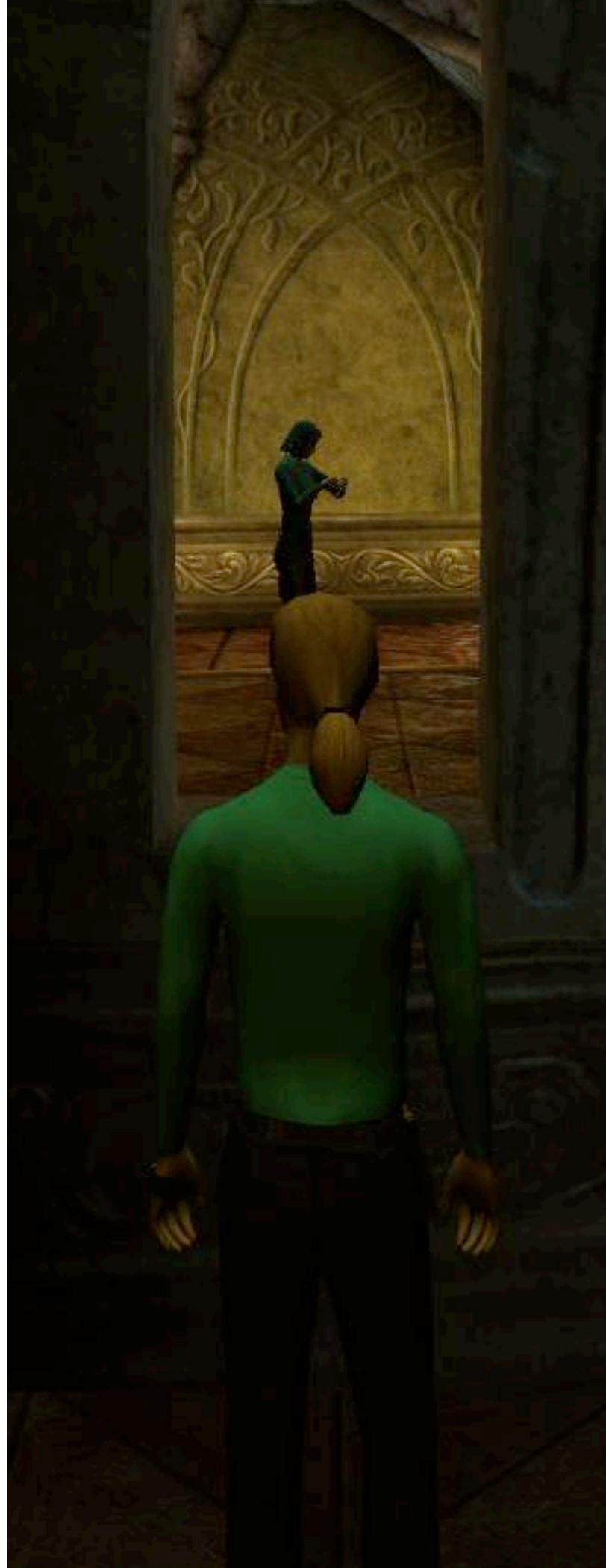
Basically, the FCA Panel will only act as a mouthpiece for Cyan Legal. This panel will be charged with inspecting fan created content, using a set of FCAL guidelines provided by Cyan regarding story-line, software and programming compatibilities, copyright infringement and so on. Maintainer MustardJeep elaborates a little by saying, "The FCA panel will be doing mundane paperwork, which will often be before the Content Exists, to give Cyan a very general idea of what the license will cover." Before Cyan will permit any new content into the game, the applicant must get approval for their proposed Fan Created Art. This means we must apply for the license before we begin to make any new content for MORE. If a FCAL violation is found then

the panel would give an explanation and every opportunity for the infringement to be corrected. An appeals process would be in place that would be dealt with by a separate panel, but, as with any gray areas, Cyan has the final say. There is, though, an upside, a perk if you like, to this job -- yes, seeing the new content first, which is why all FCA panel members will be under NDAs (Non-Disclosure Agreements). Oops, up go the membership numbers for those three guilds.

An important fact to note, that often gets overlooked, is that the FCAL is not about what the Age looks like, but what is in the Age, and that the person receiving the FCAL from Cyan has agreed to follow Cyan's rules on what can and cannot be used in MORE.

What does this all mean?

Overall it means that we the explorers will have MORE choices to contribute and to expand this on-line world, more choices than we ever had before. Whether it be providing actual content, or working behind the scenes, or even spreading the news. There are so many Guilds, groups, and societies already active that one is spoiled for choice (Have a look at <http://rel.to/> to see a full list). One could join the GoMa, and be responsible for tracking software glitches that spoil game play, or help the GoA to preserve the Myst canon, or perhaps join the GoW and help to make ages. Or how about the GoMe, or one of its affiliates, to keep the community informed and entertained. And since the announcement of MORE, the list continues to grow, which saw a resurgence of some community groups looking for like-minded people to join them and to take part in this wonderful event, two of these being the Guild of Fine Artists (GoFA), which will probably be a big source of artistic talent, and the the Guild of Cartographers -- we need maps after all; otherwise we would get lost.



We could also join as many guilds as our work load will allow. Again, our choice. Try to think of the Guilds and other community-based groups as a support mechanism and an information portal from Cyan to the fans, and vice versa, and not just as “member only groups”. It’s not mandatory that we join a particular community group; it might be preferable to work freelance (also our choice), but without new content there will be no MORE. This is where the larger community can help, by engaging in conversation, and offering ideas and inspiration. We could also provide content through these groups by using them as a vessel for our creative works, as they have a great support teams in place with friendly people wanting to help.

One thing worth mentioning as we venture into the unknown is that all the Guilds, groups, and societies that contribute to MORE will all have one thing in common -- not one of them will have any more power than the other. Yes, certain groups will have more control of certain aspects of the game than others, but this is to be expected. That is in their

mandate after all. But control does not mean power, the power to do what they want, no. These organizations have rules to abide by, too, rules set down by Cyan. No, the power still remains Cyan’s preserve.

But before all this can happen the cavern has to be reopened, as we left it back in April; then Cyan can, with help from the community, begin the long process of integrating the front end server shards and the content itself into MOUL. So there a lot of technical details to work out, but Cyan reassures us that it is feasible. Nothing like this has ever been attempted. Cyan wishes to break new ground again. No surprise there. It will also be interesting to see, if the fans were to succeed, what impact, if any, it will have on the online gaming industry. It will be a treat to watch the pages turn on this next chapter of Uru. Something wonderful is going to happen, indeed!

All we can do until then is patiently wait for the instantiating barricades to come down, to let the hard work and parties begin.

Written by Szark



The Rapid Age Development Contest

If you haven't been involved with the Guild of Writers much over the past few months you likely haven't heard of an interesting new contest there to help you hone your age-making skills. The program, called the RAD competition, is a contest just finishing its second

run-
ning. The goal of RAD (Rapid Age Development) is for as many Writers as possible to make as good an age or area as possible in as little time as possible. The contest's first running was a mix of two popular forms of content-making: ages and "shell" areas of the massive fancy of Ahra Pahts. The

latest running "Rise of the Shells" narrowed the scope to just the city shells for Ahra Pahts and made several structural changes to the program (such as expanding the time frame from two weeks to three).

Andy Legate, who led the team that produced the age which won the first RAD contest (Zephyr Cove), explained the hectic process of creating the

age.

"In the first RAD, I decided to see if I could put together a team to work on a Age quickly and see how far we could get. I had 3 volunteers, all Maintainers, none who knew Age Writing. Jishin and PhillipH both had modeling experience, Jishin with 3DSMax and PhillipH with Blender. I was really happy about that, but both had RL stopping them from doing a lot of serious work. I concentrated on

mainly the terrain and water at first. Jishin and PhillipH were able to get some models done (IE beach chairs, table, umbrella, coolers, tikki torches, etc, Jishin designed the mesh for the first cave), and I would texture the things and place them in the Age. Nynaveve helped with testing and ideas. The name Zephyr Cove was her baby, and we all agreed that sounded too cool to pass up.

After the first week, I really came under the gun. Zephyr is huge you know? We didn't want to turn anything in that

looked half completed (IE cliffs just end, tunnel has nothing in it, etc, etc). We were also at the point where it was all on me. So I spent some 15 and 18 hour days on the computer. Thank goodness Real Life decided to cooperate this time around.

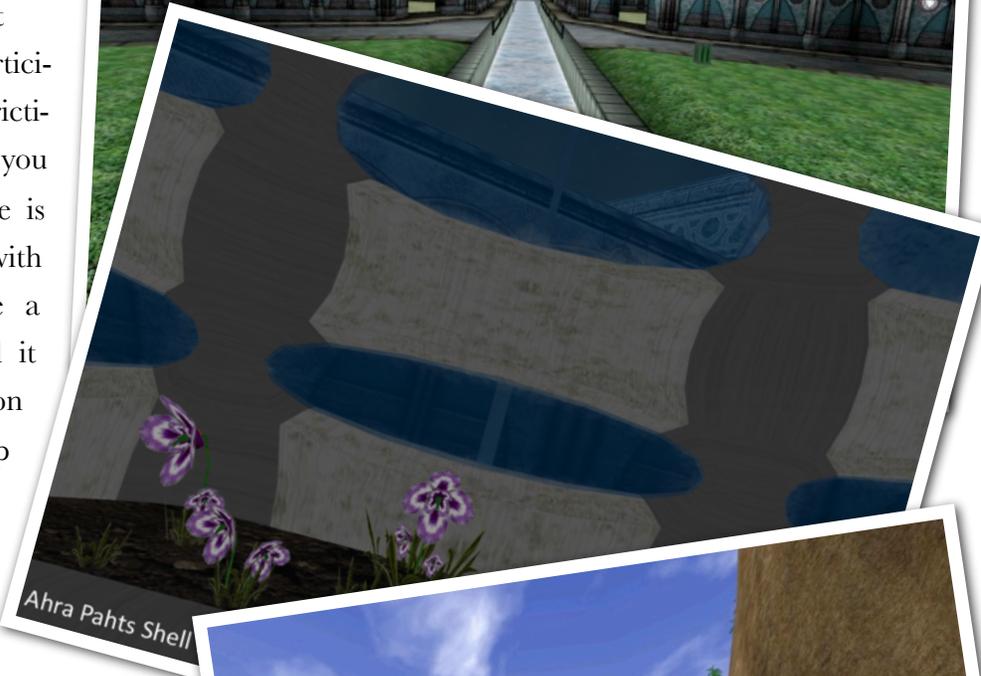
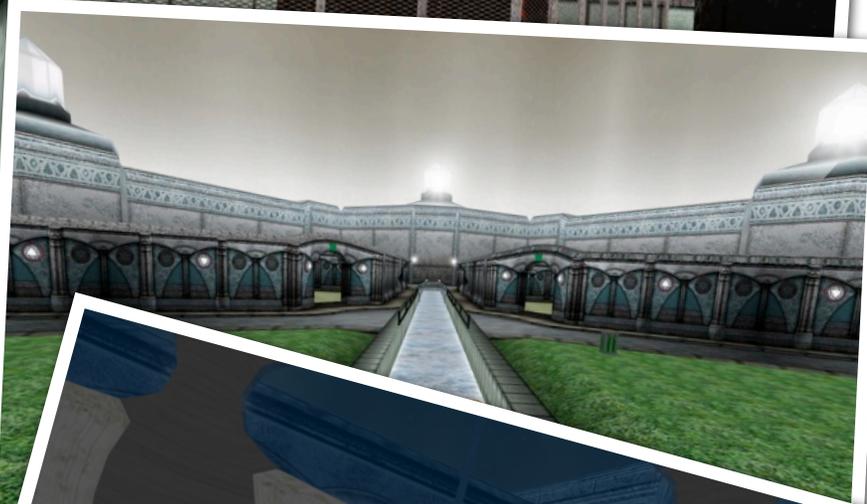
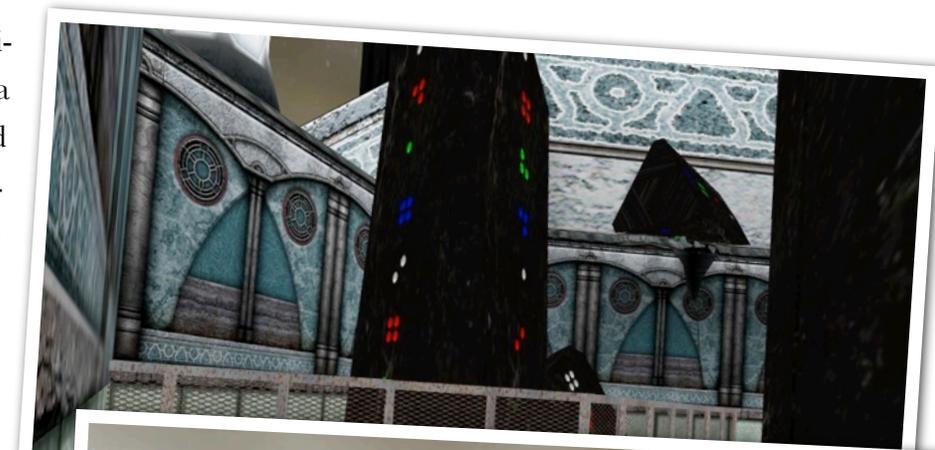


About 3 days before the dead line, I realized that Zephyr could be much bigger than a RAD entry. That after the contest, I could carry the Age further and go back with improvements in textures, and new features that the tool team would be coming out with later versions of the plugin.

Finally, with only a day left, we did our final bug testing and decided that was all we could do with the time left, and I submitted it to the judges.”

The RAD contest is a relatively-new program out at the Guild of Writers that’s gotten a relatively impressive turnout. As with other community projects, though, it depends on people in the community participating. If you’re interested, the only restrictions being that you do this by yourself, that you don’t use Cyan’s assets, and that the age is made within a limited time frame. As with Zephyr Cove, the contest can act like a springpad to making your next age and it helps you streamline your own age-creation process. This sort of program will help MORE succeed not simply because of the training in terms of speed, but also in terms of gradual quality. The ages and shells aren’t “Cyan quality”, but they have improved in terms of the features available and the additional week of time allowed for more complexity in the ages. All-in-all, trying your hand at writing an age or shell in a short period of time, even if it’s not for the RAD program, can help make you a better and quicker writer.

Written by Whilyam



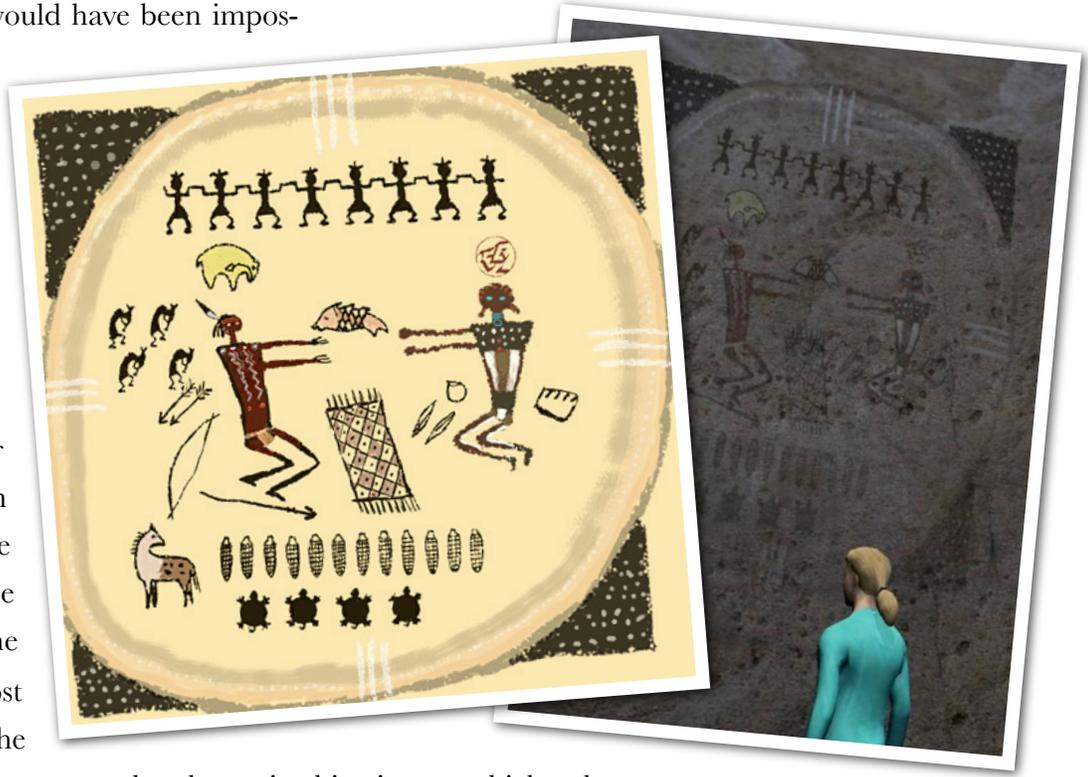


Looking at the Whole

In this final part, Szark finishes his weekend with a deeper look into the Bahro Glyphs. Intermediate Bahro Glyph Tour:

The morning came, and being a Sunday, day of rest, I took every opportunity to refocus myself before my second tour of the weekend. The time came and I linked directly to Kemo, where once again we listened and discussed the glyphs, this time on a whole different level. About an hour into the tour we all had a surprise -- we would all link to the Bahro cave and wait for a pellet to be dropped. Seventeen explorers in the same cave waiting for the glyphs to be revealed (a sight to behold). There we discussed the series of petro glyphs, seventeen in all, that depicted Yeesha's journey. KI mail pictures were supplied with the tour, free of charge. Without these KI pictures it would have been impossible to view and discuss these glyphs by dropping pellets alone.

These pictograms tell of Yeesha's journey, starting with her leaving her father and mother (Atrus and Catherine) in Tomahna, to embark on her quest. The second picture in the series shows Yeesha at the Cleft. In this second image one should see a road-runner in the bottom left corner, which most likely refers to Yeesha, as the Desert Bird. Other animals are also shown in this picture, which, when combined, develops the whole picture to have a deeper meaning. For example, this next picture shows Yeesha sitting down with a Native American with what looks like a bear over his head. The bear is often used to refer to



the "first helper" in creation myths. There are also 12 cobs of maize lined up, which could mean the passage of time, as in twelve months of a year. In the past crop plants have been used by many cultures to show the passage of time, or to mark a particular event in time. So does this image mean that Yeesha stayed with the tribe for a year and learnt about her path, her destiny, from the Native American, the first helper? Below the maize are turtles, which are used by Native Americans to symbolise strength of the female power, together with fertility, long life, and perseverance. Sounds like Yeesha!

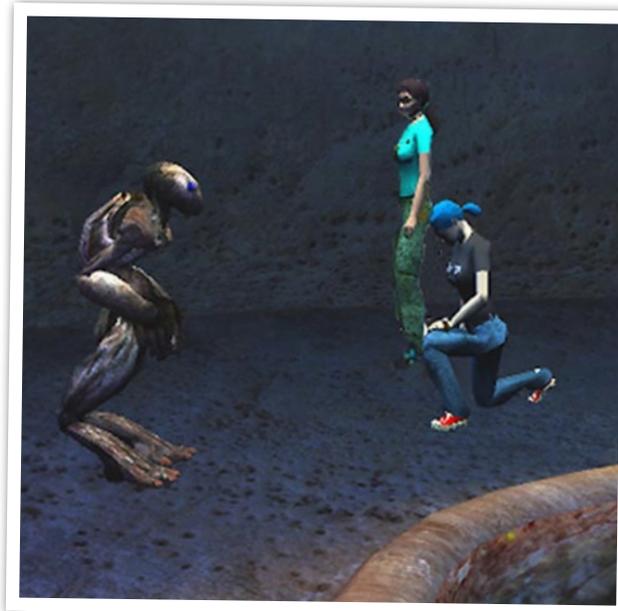
As you can see, there is more to these pictograms than meets the eye. All seventeen Petro Glyphs can be seen at Yeesha's Journey Sequence <http://linguists.bahro.com/domahreh/glyphs/images2.html>. We had been in the cave for over two hours (it didn't seem that long; how time flies when you're having fun), when we were directed to Minkata to look at more glyphs on the Touchstone. Half an hour later it would be all over.

On the last tour, before the cavern closed, a Bahro made a surprising appearance in the cave whilst a group of explorers were discussing Yeesha's journey. An eyewitness, Dr CrisGer, had this to say about the sighting;

"At 5:09 KI PM time the tour was visited by an adult Bahro, during a period of about 10 minutes. The Bahro linked in without warning or preamble and began a series of encounters with the explorers. It appeared on the link-in side of the cave and moved about slowly, crouching down and bowing on occasion. It linked in and out four times, appearing in different sides of the cave and not once did it appear anxious, and was very amicable to the explorers present. Attempts at communication were acknowledged by gestures by the Bahro, but no audible calls or sounds were heard. At all times the explorers displayed the utmost respect of the Bahro, never attempting to impede or impinge upon the visitor. The Bahro appeared to be at ease with the tour visitors, and the general consensus of the group was that the intention of the appearance was benevolent and supportive of the study group's research and the presence of explorers in general, however that is purely anecdotal".

The Group's job is a lot harder than I imagined due to the high volume and detail of the glyphs to be studied. With this in mind, if you find yourself fascinated by this subject then why not pop across to the website and sign up? They are always looking for new explorers to help out with the deciphering. You never know, you may even discover a previously hidden gem of information.

Thee that will not look forward must look behind.



The Bahro Glyph Study Group: <http://linguists.bahro.com/domahreh/glyphs/>

Kiva's American Indian Symbol Dictionary: <http://www.kivatradning.com/symbol1.htm>

BrettM's - Bahro Glyph Analysis: <http://home.earthlink.net/~seizuretown/myst/bahroglyphs.html>

mtn'man's - Uru Glyphs: <http://www.mtn-man.org/mystURUglyphs.html>

Written by Szark

Mystery Histories

with Karkadann

There is so much about the D'ni Ages that we don't know. So many notes and recordings from various people throughout history that refer to things we have no understanding of. We can only speculate as to what these things are, or even if they existed at all. Here, we publish some of the theories that people have thought up, to try and explain the unexplainable. Note that much of what is recorded here is theoretical, and may be not verifiable or based on proven fact.

So little is known about Teledahn history, but with what we have found so far we have managed to put together enough of the pieces that many pieces of the story seems to fall into place. Most people know of the Bahro and the issues concerning Teledahn and the Guild of Caterers, but few know about a rarely seen sister species to the Bahro that existed in Teledahn, that may actually be the original inhabitance of the age, and may have existed their before the Teledahn link book was written in 8990 DE by Guild Grand Master Mararon. It was then that the written history of Teledahn started, but they seemed to have forgotten a few things, and the reason for this will seem quite obvious as we learned more about this additional species.

After reading through Nicks White's notes, and looking through all the evidence, we realized that he may actually be right. There may well have been another species in addition to the Bahro, and to think all this time we all thought they, the Bahro, were unique. However after examining the bones and what little evidence was available we realized that something did not add up, and the evidence for an addition species seemed to be mounting. A species that was not well known or written about. Considering the trouble they caused with the Guilds I can only assume that the pride of those who were forced to deal with them where the same ones who erased them from history. Fortunately they could not erase

everything.

Although the species was different, they were similar to the Bahro and may have been working with the Bahro from time to time. The various and unique abilities of this additional species are as yet unknown, however rumor has it that one of their many abilities may have allowed them to work their way into the Guilds. With the help of a few Bahro sympathizers and those who saw no long term benefit of Bahro enslavement, this unnamed species may actually be responsible for causing the fall of the Guild that was enslaving the Bahro. Some theories suggest they may have evolved outside of the slavery that the Bahro where burdened with, but at the same time developing and evolving parallel path to the Bahro perhaps one learning from the unique abilities of the other, and making the slavery a bit more bearable for the Bahro, at least until the time comes when they can cast off their chains and be free of all those who would exploit them. It might actually explain why the Bahro allowed themselves to be enslaved for so long.

The last tidbit of information we found about this additional species suggest that the same ability that allowed them to infiltrate the Guilds with out raising suspicion may have allowed them to incorporate themselves into several other communities, including the Bahro and our own, Unfortunately know one really knows. Their existences were never really proven and are still in question but to date they have not been written off as a myth. Their unique abilities have often caused them to stay in hiding for fear they may befall the same fate as the Bahro. Their true form has never been documented and only the Bahro know what they really look like. They don't seem to be talking.

Written by Karkadann



BULLETINS

Continued Recent Events & Changes Timeline

Real Life Events

The World That Players Wouldn't Let Die

Austin Game Developers Conference

Venue: Austin Convention Centre

Austin Texas.

15 – 17 September 2008

For full details, please go to <https://www.cmpevents.com/GDAU08/a.asp?option=C&V=11&SessID=7844>.

SecondLife Events

All SecondLife events require a free SecondLife account to attend.

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.

Amber Horizons (47) Open House

When: Mondays 18:00 - 20:00

Where: Dragonia DeCuir & Jazzn Criss's Relto

Everyone is welcome at the Amber Horizons Open House. You will need a free SL account to participate. Join members of the AH (47) Hood for a fun evening

of dancing, conversation and tours to interesting SL locations.

Community

2nd GoW Rapid Age Development Contest

Winner of the July 2008 RAD contest:

The scores are now in, they have been tallied, so without further ado, may we present to you all the winners of the July 2008 Rapid Age Development Contest.

AHRA PAHTS SHELL #309 by TINUVIEL

Tied for second place were Marcello Shell #129 and DakoterJ Shell #104.

More information and pictures can be found on http://guildofwriters.com/wiki/RAD_Hall_of_Fame

Guild of Archivists are Seeking Project Managers and Guild Liaisons.

Currently the Guild of Archivists (GoA) has two project management positions open: a Chat Log Project Manager and a D'ni/Surface History Project Manager. In addition the GoA is also looking for individuals to act as liaisons to the other community Guilds currently in operation. We are currently in need of liaisons, to the Guild of Writers, the Guild of Cartographers, and the Guild of Greeters. Volunteers for D'ni Linguistic Fellowship and D'ni Zoological Society liaisons would also be appreciated. More details of the positions can be found on the GoA's forum. <http://www.dpwr.net/forums/index.php?showtopic=5401&st=0&#entry24427>

Some More Horrible(sic) Ahnonay Poetry

Clickety-clickety click
Said the quab, if I just had a stick
I'd go clickety clickety clickety click
But no, for when holding a stick
I could only go clickety click
Oh, no, what is that? What a kick?
You're so rude, you who point and then click!
And your two squishy legs make me sick!
Said the quab, if I just had a stick!
Clickety-clickety click
Sploosh!

By Nyrphame

I never saw a bahro
I never saw one fly
I never saw one on the ground
Or eating peanut pie
I never danced a bahro dance
Or poked one in the eye

I never fixed the lever
In Teledahn. Again,
I never knew from clues I found
Just what would happen then.
I never called a ResEng up
Though they were handy men.

I never found a toihlet
When wandring to and fro
And thus the question so profound,
That plagues explorers so.
We cry to empty cavern walls
"Where did the D'ni go?"

And now we'll never know
And now we'll never know...

By Regh'rets

"I Want a New Quab"

I want a new quab
One I don't have to kick
One I don't have to chase around
or have to poke with a stick

I want a new quab
One that's well fed
one that won't try to share my pie
or try to sleep in my bed

One that won't try to surface
and watch everything that I do
One that let's the spheres advance
when I'm alone with you.

By Doug Parker

**A Poem of Great Sadness, and Melancholy, and
Also Sadness, That Will Cause All Who Read It
To Break Out Into Tears, or Nasty Boils, I'm Still
Working On That**

Ahnonay, oh Ahnonay
Now that you've goneaway
All I can seem to say
Is how i miss Ahnonay

By Narym

crazyraider killed the thread
wrote a pome, yep killed it dead
got somethin there if you ask me
yep quite a gift for lethal po-tree
don't know bout him, but if it were me
I sell that pome to the US ar-my

By Nyrphame

To the honor of yet another horrible poet

Beautiful Ning Tree of Kadish's Ahnonay!
Alas! I am very sorry to say
That nine quab lives have been taken away
One the last Sabbath day of 2007,
which will be sung about a long time in heaven.

'Twas about seven o'clock at night,
And the mist it blew with all its might,
And the lightning came flashing down,
And the dark clouds seem'd to frown,
And old Kadish in the air seem'd to say-
"I'll blow down the Explorers on Ahnonay."

When the explorers left Sphere one in the morrow,
Their hearts were light and felt no sorrow,
But Kadish blew a terrific gale,
Which made their hearts for to quail,
And many of the explorers with fear did say-
"I hope Yahvo will send us safe through the Age of
Ahnonay."

But when they came near to Water Bay,
Kadish he did loud and angry bray,
And shook the central girders of Ahnonay
On the last Sabbath day of 2007,
Which will be sung about a long time in heaven.

So the explorers sped on with all their might,
And Bonnie Dunnee soon hove in sight,
And the explorers' hearts felt light,
Thinking they would enjoy themselves on the New
Year,
With their friends at home they lov'd most dear,
And wish them all a happy New Year.

So the explorers mov'd slowly along the isle of
Ahnonay,
Until they were about midway,
Then the central girders with a crash gave way,
And down went the explorers touchay!
The Mist Fiend did loudly bray,
Because nine quab lives had been taken away,
On the last Sabbath day of 2007,
Which will be sung about a long time in heaven.

As soon as the catastrophe came to be known
The alarm from mouth to mouth was blown,
And the cry rang out all o'er the town,
Good Heavens! the Isle of Ahnonay is blown down,
And the explorers who had left in the morrow,
Which fill'd all the peoples hearts with sorrow,
And made them for to turn pale,
Because none of the explorers were sav'd to tell the
tale
How the disaster happen'd on the last Sabbath day of
2007,
Which will be sung about a long time in heaven.

It must have been an awful sight,
To witness in the dusky flashlight,
While the Mist Fiend did laugh, and angry did bray,
Along the bay of Ahnonay,
Oh! ill-fated Kadish of Ahnonay,
I must now conclude my lay
By telling the world fearlessly without the least dis-
may,
That your central girders would not have given way,
At least many sensible men do say,
Had they been supported on each side with buttres-
ses,
At least many sensible men confesses,
For the stronger we our houses do build,
The less chance we have of being killed.

Oh well...
but than however...
Dunnee was destroyed in one day or so...

By Hitana



From the Eyes of a Quab

Ah, It is a nice day
Today in Ahnonay.
Its not too sunny nor too dark,
And as I walk I leave no mark.
When I check to see if my friends are about,
I notice something that really sticks out,
Then I hear a splashing sound,
I try to find it and look around.
I hear it again and again and then it clicked,
All my friends were getting kicked!

Wait, this thing is coming for me;
I really, really need to flee!
Hey! Put me down!
You stupid behemoth, can't you see me frown?
"Ah, yes, you will make a great pet!"
Wait, what? What did he say? His language is one I
don't get!
He touches a book and we're whisked away
From my home on Ahnonay.

I next find myself in some hut;
Thank Kadish, he put me down, what a nut!
"Have fun on my Relto."
What? Relto? I have heard other beasts like him
speak of Relto;
They open a book on their side,
Touch a page, and I guess go to where they reside.
He goes to the shelf and takes a book,
He disappears and once he is gone I take a look;
I run outside this shack, in search of food,
But it is like a desert, man that beast was so rude!
I walk around and find a pool,
It may not have food, but it is cool.
I start towards the hut to accept my demise,
When all of a sudden the ground turned green and
alive, oh what a surprise!
Then the thing comes back, holding something in his
hand,
"Here ya go, buddy, I hope this doesn't taste too
bland."
A rock with algae from Ahnonay!
Oh happy day! And with no predators I will never be
prey!
What a bad person I thought this man was,

But now I know what good things he does.
I actually like this island and hut,
And you are very nice, but,
There is one thing that would make this really great,
Would you mind gong out and getting me a mate?

By Crazyraider312

What you forgot

You never cut the grass
or poked a little quab.
You never threw a stone
at the meter or laid in Kadish's
bed.

You never drank the water
or caught one of the stars.
You never got a bit of mist
in a little
glass.

You never climbed the statue
and sprayed it a moustache.
You never kicked mad Kadish
in his vogon
arsch.

You never liked Ahnonay
because it simply was a pain.
But you can't stop writing horrible poems
about it
again
and again
and again

By Hitana



D'ni Travel
Board

Walt Disney World



Teledahn

where the spores are



