

THE ARCHIVER

R E C H I S O T A N

Issue 3 · February 2007

Who's Cate?

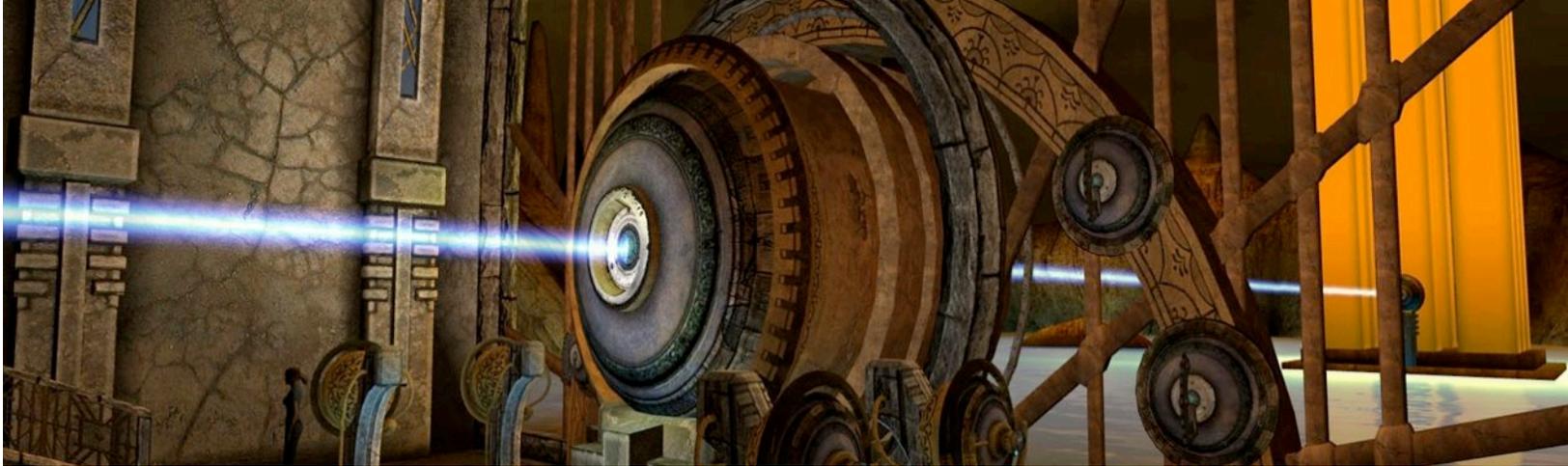
LegoAddict goes in-depth on one of the DRC's new sponsors.

Uru Live 102

More of what you need to know to get the most out of Uru Live.

Also...

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Timeline of Newly-opened Areas
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And More!



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From the Editor

Once again, we find ourselves at a new beginning. Uru Live has returned, sooner than I think many people had ever expected, and it has grown at a phenomenal rate since its miraculous comeback. And once again, I looked at the community and saw, as did others, a need for a print publication to relay news and stories to the community on a regular basis. I know I said in Issue 1 that there were no plans for The Archiver to supplant or replace The Echo, a fan-developed online newspaper which was published twice during the original Uru Live Prologue, and I still mean that. Given the nature of what I feel The Archiver is capable of becoming, I think there is plenty of room for both of us to co-exist, providing information to the community together.

As before, The Archiver's main focus will be the Cavern and anything related to the events that take place in Uru. However, we don't stop there. Real-world community meet-ups such as Mysterium and the recently announced "The Gathered: East Coast" event are on the docket, as well as any community events on the forums of the various sites in our little universe. I say this to clarify the extent to which I believe we and The Echo differ in our scope; The Echo was entirely Cavern-based, and was itself an In-Cavern publication. The Archiver aims to cover the community as a whole, not just the Uru segment of it. We will, whenever possible, seek to honor the In-Character nature of Uru Live, but we will also run some content which may not be possible to write without being obviously Out-Of-Cavern, like the Uru Live 102 piece in this issue.

But enough about our mission statement. If you've read any of the first two issues of The Archiver, you may notice that this issue is done in a bit of a different style. This is part of my efforts to further develop the direction I want this publication to take. What began as an idea for a simple bi-weekly newsletter of about 3 to 7 pages has expanded – in part because I want to push the boundaries of what this publication can do visually, and in part because of how this project came together – into what I hope will become a regular monthly electronic news magazine for this community. I hope you enjoy this new approach to The Archiver, and I sincerely hope you will continue to read on.

At this time, I would like to thank Stevecrox, LegoAddict, Kiteerah, and Narym for getting this huge ball rolling again. This issue would literally not exist if it weren't for your participation and determination. Thank you.

Alahmnat, Editor-in-Chief



Uru Live 102

Going beyond the GameTap 101 Video

While GameTap and Cyan have done a marvelous job preparing newcomers for how to get around in Uru, there is only so much you can cover in a brief video like the Uru Live 101. So, as a public service to the newcomers, as well as a few of the old-timers who might have forgotten the ins and outs of the game's interface, we decided to take GameTap's video one step further. First, Kiteerah provides a thorough run-down of the KI and how to use it.

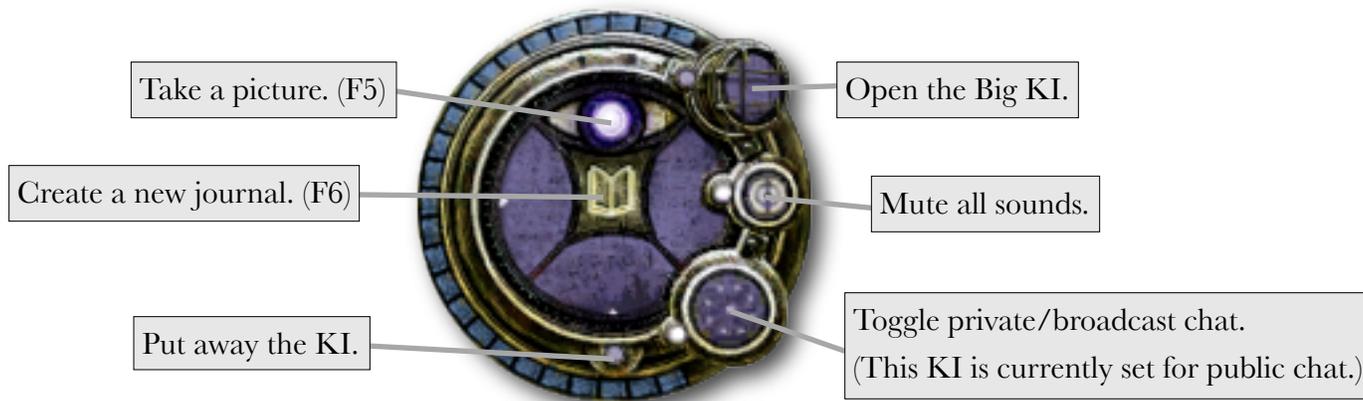
The KI

Article by Kiteerah, Images by Alahmnat and Kiteerah

The KI is an integral part of URU and is sometimes referred to as a puzzle to be solved. It is needed to use the Nexus, rename a Neighborhood you have created, and to communicate with those not in the Age with you. To get your KI, you will need to go to Gahreesen. A Gahreesen book can be found on your Relto or in the Book Room of your Neighborhood. To use the Nexus, you will have to insert your hand with the KI into the pedestal. There is much more to be said about the Nexus and the Nexus Terminals, but this guide is designed to show you how to use the many other functions of the KI.

Mini KI

To open the Mini KI either use the F2 button or hover the mouse over the lower left corner of the screen until the menu pops up, and click on the KI icon.



The Mini KI

Other shortcuts are: F5 – take a picture, F6 – create a Journal Entry. The Toggle Private/Broadcast chat button isn't working.

Main KI Window

The Main KI Window is full of information. Here you will find your KI number, the current Cavern time, the name of the Age you are currently in, the name of the neighborhood you are a member of, your buddies, your neighbors, and eventually your exact location in the Cavern.

Left Menu

In D'ni you will meet many people. Some you will want to talk to again and others you will want to ignore. The Left Menu is a list those in the age with you, your buddies and neighbors who are online. To talk to these people you only need to type. Or if you prefer and have a microphone, you can hold the Tab key down while you talk. Voice chat is only heard by those who are close to you and whose names appear in brackets: >name<. To talk to your Buddies, or Neighbors, or only one person, click on the one you want and begin typing. Talking to the Age Players is the default setting, so you won't have to click on it unless you have clicked on one of the others. Another helpful shortcut for private chat is to type "/p Name and your message". Your message will only go to the person named.



Icons

There are three Icons: the left icon is for messages, pictures and journal entries; the center icon is where you can find people lists; and the right icon is for KI and Neighborhood settings.

Pictures and Journals

The first menu, the left-most icon, is where you will find messages, your journal entries and pictures. The Incoming “folder” shows the messages, pictures and invites from the DRC and other players. The KI currently stores approximately 15 images and journal entries, though material in the Incoming folder is not

counted against that total until the file is moved to another folder of the KI. Files moved into the incoming folder will also still count towards your 15 item limit. Journal entries and pictures are stored under the name of the Age you were in when you created it. To delete any message or picture, click on it. A D’ni Zero will appear on the right-hand side. Clicking on this will delete the entry or picture.

Player Lists

The center icon has the following menus: Age Players, Buddies, Neighbors, Recent, Ignore List, and the Age Visitors Lists. Age Players shows a list of people in the Age you are currently in. Buddies

shows a list of your buddies and their locations. The Neighbors list and the Recent list show your Neighbors and those you have been near recently and where they are currently located. The Ignore List shows those you have blocked, and you will not be able to see their chat. The Age Visitors Lists contain Ages you have visited, and to which you can invite others.

Adding People to Lists

To add someone to one of the lists accessible through the center Icon, click on their name in the Left Menu or where it appears in an existing list (such as Neighbors). This will put their name in the box above the Icons, and arrows will appear next to Buddies, Ignore List, and the Age Visitors lists. Click on the arrow pointing to the list to which you wish to add that person. When the arrow disappears, the player has been added to this list. To remove someone from a list, click on the list, select the name of the player, and then click on the D'ni Zero.

Adding Buddies

You can add to your Buddy list in a two ways. The first is to click on “<add buddy by ID or name if in Age>” at the top of the Buddies list. If the person is in the Age with you, you can type in their name to add them. If not, you must use their KI number. Once you have entered their name or KI number, press Enter. Another way to add a buddy who is in an Age with you, is to click on their name on the Left Menu or in the Age Players List. Once clicked on, the name will appear in the box above the icons and arrows will appear beside most of the lists under the center Icon. Click on the arrow pointing to Buddies. To delete a Buddy click on the player's name in the Buddy List and click on the D'ni Zero.

Settings

The right icon is for Settings. Under KI Settings you can adjust the size of the chat, and the fade time for the chat window. Bevin Settings allows you to see how many members are members of the neighborhood you belong to and a description of the Neighborhood. If you create your own Neighborhood, this is also where you can rename and write a description of your Neighborhood. Renaming a Neighborhood is currently broken.

Inviting Someone to Your Ages

Click on the name of the player you want to invite, either from the Left Menu or one of the menus under the center Icon. This will put the name in the box above the Icons. Use the scrolling arrows to find the name of the Age you want to invite to. Click on the arrow next to the Age to which you want to invite that person. The invitation has been sent when the arrow disappears.

Sending Messages and Pictures

Click on the name of the player to whom you want to send a file. Find the Journal Entry or Picture you want to send and click on it. An arrow will appear next to the box above the Icons; click on it. Your message or picture has been sent when the arrow disappears. To place a picture or Journal Entry on the Neighborhood Imager you must first be a member of that Neighborhood. Stand close enough to the imager so it registers on the Left Menu (a new section called “Devices” will appear). Click on it so that it appears in the box above the Icons. Click on the Journal Entry or Picture and then click on the arrow pointing to the box. When it disappears the item has been placed on the imager.

Echoes of the Past

By Narym

In the Beginning...

As I sit here, writing this article, explorers everywhere are eagerly awaiting the re-commencement of the Restoration, the opening of parts of D’ni previously closed to the public, the realization – finally – of a dream. However, we have been here before, with this incredible sense of anticipation. The DRC (D’ni Restoration Council, the organization responsible for overseeing the exploration and restoration of D’ni) had originally scheduled the full-scale excavation and exploration of the Cavern to be underway several years ago, at the beginning of 2004 in fact. Many explorers arrived in advance of the starting date for a sort of ‘prologue’ to the main events; the real action, as it were, had not begun as yet, but there was still plenty to see and do in the interim. Much of Ae’gura, one of the main parts of the City, was accessible to adventurers, as well as a handful of Ages, sufficient to whet the appetite of the many people who had ventured to the Cavern. Many other events occurred as well, most involving the gradual escalation in tension between the DRC and a group of explorers, led by Phil Henderson and Douglas Sharper, a former ResEngs (Restoration Engineers) and a contracted individual, respectively. This conflict mostly derived from the ‘Journey’ undertaken by Phil through one of the mysterious passages found in several of the Ages, which are commonly known as the ‘Bahro Caves’. After this journey, Phil became a strong supporter of Yeesha, the daughter of Atrus, who was a key figure in much of the more recent history we have of D’ni. This Yeesha has as yet unknown plans for the restoration, plans that likely in-

volve these Bahro, and these plans had certainly seemed to put the DRC and its supporters on edge. This tension culminated in a week-long drama, in which Phil was kidnapped by the DRC, released, and finally lost beneath a rock-slide in the D’ni Guild Hall, presumed dead, though no body was found; only his KI was recovered. These events are explored in detail by Great Tree Productions, who are in the process of editing and distributing a series of on-location documentaries detailing the events that took place, which can be found online here: <http://thegreattree.com/media/>

Until Uru Breathes Again...

However, mere weeks before the official commencement of the Restoration effort, the cavern was abruptly closed to the public, with the DRC citing “lack of funds” as the cause for this development. Explorers everywhere were shocked. Suddenly, the greatest archaeological find of the century, and possibly the greatest in history, was to be locked away, inaccessible to the many historians, scientists, linguists and others who had looked forward to being able to help in uncovering the secrets of D’ni. Fortunately, it wasn’t too long before plans were underway to reopen the Cavern. The DRC eventually allowed private explorers to enter the already-opened sections of the Cavern on the understanding that no support would be offered to the explorers by the DRC, there would be no maintenance of the open sections of Ae’gura and the Ages, and there would be no further excavation of the City. While this was a definite improvement on the previous situation, many explorers were still upset that the DRC would be unable to continue its efforts to facilitate continued exploration of the city’s ruins.

The Great Returning...

After a while, however, rumors started to circulate concerning a possible return by the DRC to the Cavern, which was vindicated by a DRC announcement delivered by their representative, a man known as Rand Miller, on the 14th of February, 2006. He declared that the Cavern would be reopened on a provisional basis. That is, explorers would be permitted to enter the cavern on prior invitation by either the DRC or an explorer who had already been given such an invite. This era became known as the 'return', or D'mala. While the DRC were again involved in the cavern, and pre-opened areas were now maintained, there was still to be no further explorations into uncharted parts of the City. However, Rand Miller also said in his post on the D'ni Guild Forums that a new potential financial backer for the DRC would also be involved, and would be gauging the feasibility of financing a full revival of the Restoration effort. Thus, the Cavern saw an increase in incoming explorers, as news of the revitalization of the Restoration spread by word of mouth. There were even some new discoveries made, including a Bahro stone facilitating safe travel to the Tokotah rooftop, and, my personal favorite, a D'ni football (aka soccer ball). A truly groundbreaking discovery! As the time of D'mala continued, the DRC started to make appearances in the City by way of Town Hall meetings, a way of continuing to touch base with us explorers, supported by the 5 DRC-Explorer Liaisons. It was at one of these meetings that explorers were introduced to the



A soccer ball, one of the few discoveries made during the D'mala Period.

third-party backers, who, as was suspected, turned out to be video game distribution company GameTap. It was soon confirmed that, with the financial help of GameTap, the full-scale Restoration would resume. It was not too long after this, however, when a startling event occurred. At the final scheduled Town Hall before the recommencement of excavations, the Bahro appeared. As the sound of a eerie, startling scream echoed throughout D'ni and the Ages, every explorer was instantly and simultaneously linked back to their respective Reltos, for reasons unknown.

Explorers have pondered the Bahros' purpose in doing this, and indeed their attitude towards the Restoration and the explorers in general.

The End Has Not Yet Been Written...

Since then, work has been underway to prepare the Cavern for the large influx of explorers. Initially, a few select members from the public were called in to ensure the Cavern was relatively safe, and that there was enough infrastructure to support explorers. As sections of the already-mapped city and Ages were cleared for use, more explorers have entered the Cavern, and members of the DRC, several ResEngs, and members of the financial backer GameTap have been sighted as well, and have mingled freely amongst the explorers. As events steadily but surely gain momentum, we must certainly keep in mind the events of the past, and look to the events that will take place in the future of this community, this city, this great Uru.

Resources for Newcomers

A collection of links to help you stay informed about Uru and the history of the D'ni.

Help / Reference Sites

- [Myst Online URU Live](#) – The official web site for URU.
- [Guild of Greeters](#) – A great resource site with history, hint guides and walkthroughs.
- [DPWR](#) – A wonderful resource for all things Myst and URU.
- [URU Obsession](#) – The de-facto resource for all things URU.
- [The D'ni Desk Reference](#) – A fabulous library of all things Myst.
- [Zalthor's Book of Maps for Ages](#) – A site with many wonderful Age maps.
- [The D'ni Linguistic Fellowship](#) – An excellent place to get started learning about the D'ni language. Also contains a Bahro Glyph study group.

News Sites

- [The D'ni Network](#) – (a.k.a. D'net) The best source of up-to-the-minute news in the Cavern.
- [The Cavern Today](#) – A monthly podcast featuring news, stories, and interviews with Cyan employees.
- [Myst & URU Obsession Forums News](#) – A great daily list of what is happening in the Cavern.
- [The D'ni Jazz Club](#) – Another great daily list of what is happening in the Cavern.

Other Community Sites

[MYSTcommunity](#) – A long-running collection of Myst-related forums and other areas of discussion.

[MystLive](#) – A listing of Neighborhoods in Uru and activities that may be planned by their owners.



What is Uru?

By *Alahmnat*

This is quite possibly the most-asked question by newcomers. It's often not hard to see why, either: the game promises a massively-multiplayer environment, yet most of the Ages are of human contact; it has *Myst* in the title, but you can play the game in

third-person, and can converse freely with other players as well as characters in the story (if you're lucky enough to be around when they appear); it's an online game, but there's no levels, no monsters, no dungeons, no skills; just a collection of Ages and

puzzles, with a lot of reading material and some cone-worshipping weirdoes.

So what's going on here, anyway? Well, long story short, we're not even completely sure. The novelty of *Uru* is that it's a story-in-progress. And unlike *World of Warcraft*, *Everquest*, or even *EVE Online* – where “story” consists of the introductory video and the tutorial NPC – *Uru*'s story is actually happening in real-time as you play. Don't get too excited though; this story is designed to take years to tell, so there may not actually be much happening at any given time.

Story Evolution

Cyan plans to expand the game and progress the story in several ways. First, there are changes that can happen on a weekly or even daily basis. These are small changes, like activating a new *Relto Page* or

providing a link to a new vantage point in an existing Age. Second are the regular interactions of players with the game's characters. In these situations, the characters are being “acted” by real people at Cyan; they can react to your conversations, crack jokes, and occasionally drop a piece of interesting information. Finally, new Ages and areas will be opened. While



Uru emphasizes individual or small-group exploration with close friends.

ideally, new smaller Ages will come out once a month, with larger ones (like *Teledahn*) coming out once every few months, there is no schedule set in stone; it depends on whether Cyan has the content ready to go and whether the story has progressed

to the point where the new content will make sense.

It's important to note, also, that Cyan intends for *Uru* to be somewhat episodic in nature, similar to serialized TV shows like *Stargate SG-1* or *SciFi's Battlestar Galactica*: each “episode” of several Ages and areas will further the overall story, but may be only loosely related to what happened in the “episode” before, and at the end, there will be a denouement, with some sort of recognition that you made it through the episode, and a few hints toward the next one.

Things to Do

To answer the “what do you do” question that gets posed quite often as well, here are a few tips:

1. **Visit the Guild of Greeters and Beginner's Bevins.** If you're totally stuck on a puzzle, or you need some more help with your KI, stop

by these two ‘hoods. The Greeters will be able to help you with the particulars of the game and the Ages, while the Restoration Engineers (ResEngs) in the Beginner’s Bevin conduct tours with some introductory information for newcomers to D’ni. Keep in mind, the Restoration Engineers are all In-Character, so don’t expect to hear much (if any) discussion of the technical issues relating to Uru.

2. Visit the Cleft. I know the lady in the introduction (that’s Yeesha, by the way) said you could choose to “explore together” using the Book on your bookshelf, but going to the Cleft and completing the tasks assigned to you there will help you get into the groove of Uru’s story, even if you begin to see things differently than Yeesha does.

3. Make some friends. I know Uru is a big place, and there’s a ton of people you don’t know running about and chatting things up, but don’t feel left out. The Explorers are a friendly bunch by and large, so if you need help or just want to have a conversation about something, speak up. You may end up making an acquaintance with whom you can explore at a later date. Take it from me: exploring with someone else is great fun.

4. Explore everything. In Uru, your status isn’t determined by any sort of leveling mechanism, but rather by the extent of your explorations. You can showcase just how many obscure

places you’ve been to by collecting Relto Pages: small sheets of paper that slip into your Relto Book when touched and add new objects to the scenery on your personal Age.

Taking the “Massive” Out of “Massively Multiplayer”

Uru is, at its heart, a very intimate sort of game. You get to know your fellow Explorers, either because they share a Neighborhood with you, or because they’re rather outspoken when in Ae’Gura, and even a few years down the road, you’ll probably be hard-pressed to find more than a hundred people in one place at the same time. Uru is more about small-group exploration than it is about huge Guilds or Corporations where you may only know one or two of the people you’re supposed to be allied with.

It is this aspect of Uru more than any other that I think trips up most newcomers to the game, veteran Myst and MMO players alike. Myst players are baffled and occasionally frustrated by there being anyone else in the game at all, while MMO vets are constantly trying to figure out where everyone is. Yet I find it to be one of Uru’s strengths, because it encourages communication between players, and enables Cyan to tell a huge story that involves a great many people simultaneously without being tied down to infrequent game-world-changing events that only the privileged will ever get to see. Some detract Cyan’s decision to have the game’s characters roam the D’ni city at random, occasionally dropping tid-



bits, and even more infrequently advancing the story, as had been done in 2003/2004's Prologue, but I think it is more a motivator to be in the game and to keep people interested than an attempt at exclusivity in their storytelling. With the game officially starting this month, the current dynamic should change soon.

In-Cavern, Out-Of-Cavern, In-Character, and Out-Of-Character

Much has been made of the immersive experience of Uru's gameplay, and many have worked to maintain this immersion in the text and voice chat channels. The terms above are often used interchangeably and are regularly abbreviated "IC" and "OOC". Yet In-Character and In-Cavern really are two quite different things, and you don't have to be In-Character to be In-Cavern. In fact, most people who insist on staying "IC" are merely asking for people to keep it "In-Cavern", not "In-Character", and you may already be In-Cavern without even realizing it.

In-Character implies that you are actively role-playing as someone participating in the DRC's restoration of D'ni. By definition, all of the DRC and ResEng actors you meet in the game are In-Character. They are part of the game and do not recognize the game's existence, even when directly confronted by it. Rather, they treat everything going on in Uru as reality, and will often attempt to explain gameplay bugs in a logical manner using non-technical expressions (for instance, the DRC used to caution explorers about hearing loss after linking to another Age rather than saying that the audio in the game ceased to function). There's not much to do here but grin and bear it if this is something that aggravates you; Cyan will not be following the console

gaming rout by having the game's characters refer to the gameplay mechanisms in-game.

In-Cavern merely requires you to suspend your own disbelief and imagine, for the time you're in the game, that what's going on is real, or at the very least, that you're actually there, and not sitting at a computer driving an avatar. Essentially, you are adopting the DRC/ResEng's manner of speaking In-Character without having to actually assume a separate character yourself. You are, obviously more than welcome to do this, but it is by no means required; Cyan likes to stress the You Are You angle of Uru's spelling. There may be times when you have to step Out-Of-Cavern to say something or do something because the game is being problematic, or you need to describe how to do something to someone else. Often times, it is less confusing and more polite to simply drop the pretense of reality for a few moments to help another player through a problem than to patiently insist that you don't know what a mouse is or where the F6 button is on your KI. It is also, by the same token, a general courtesy to step In-Cavern when you encounter a group or even an entire neighborhood dedicated to conversing that way.

Often, conversing In-Cavern is simply a question of what information to leave out of the discussion. For instance, if you had to use the restroom while in a conversation, you can leave "brb, bathroom" out of the discussion and simply use the /afk KI command to indicate your idleness. The KI will indicate that you are away automatically.

The Ending Has Not Yet... You Know the Drill...

I hope this has been informative to those of you new to Uru. See you in the Cavern!

The Hate For Cate

By *LegoAddict*

Explorers waited with baited breath in a huge crowd for more than two hours, with so much chatter that you couldn't follow the conversation with the person next to you. What could have produced such a turn-out at neighborhoods like UruObsession? Some christened it "The Wait for Cate".

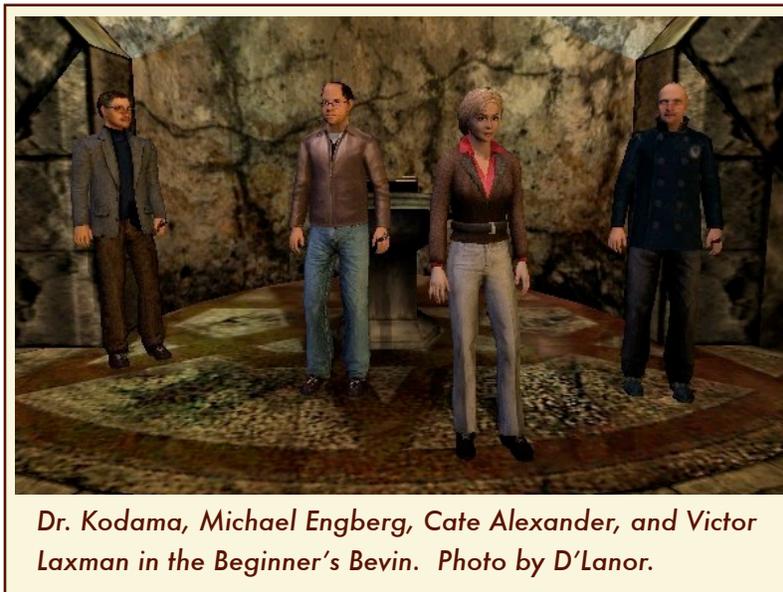
On December 27th, 2006, Nick White (a translator for the D'ni Restoration Council) visited the UruObsession hood and made a none too subtle hint about a mysterious lady named "Cate". Michael Engberg referred briefly to her when he inferred that the DRC wasn't the only group making the decisions for the restoration. Of course, the speculation machine exploded.

So it was the mysterious lady Cate who brought everyone to the UruObsession hood on January 3rd, 2007. Community members had guessed that she would introduce herself around noon, Cavern Time, like many other DRC members, and so people gathered to wait. And wait.

People linked en masse, it seemed, to get to the Beginner's Bevin after DRC Liaison Vortmax informed us that Cate would appear there.. There were a lucky 65 people who got there to meet DRC funder Cate Alexander. Introducing herself with an honor guard of the whole DRC and 6 Restoration

Engineers, she explained that she was a financier with a large personal investment in the Council and its restoration (we have since learned that she is the owner of a venture capital company specializing in funding underground exploration). She also announced that the Courtyard was being opened as she spoke, and that the Canyon was to open the next day (which would make the Gallery accessible via the rest of the City, something not possible since the Fall). She also announced that a new Age would be opened the next week, and that the Great Zero would open as well.

It was a red letter day for the explorers; but there seems to be a dark side to Cate. Former DRC Liaison Gadren, with permission, released a chat log taken before Cate met the explorers in Beginner's Bevin.



Dr. Kodama, Michael Engberg, Cate Alexander, and Victor Laxman in the Beginner's Bevin. Photo by D'Lanor.

She questioned the viability of the position of Liaison, intoning that it was ineffective and might be removed in the future. She is also seeming to push the DRC members as hard as she can to get new Ages and areas of the City opened. Is she simply the typical business woman investing

in this venture and expecting some return, or is she the prophesied Destroyer? Is she an innocent caught in a as of yet unforeseen crossfire, or is this a lady who would push the restoration in the wrong direction? Only time will tell whether Cate Alexander is friend or foe to the explorers and to D'ni.

The New DRC

By Kiteerah

On December 19th, a Town Hall Meeting was held with some of the DRC, during which there was a terrifying Bahro scream, and all explorers in D’ni and the Ages were spontaneously and simultaneously linked back to their own Relto. Just before the mass link, Dr. Kodama was heard to say, “What the...” He has since explained that he was talking to Laxman and that there was an odd spike in the Lattice just prior to the mass linking. The DRC quickly closed down the City and have been extremely busy with checking all areas. Michael Engberg was found in the City on the 21st and he believes “there were all kinds of events when the link happened.” Some could be explained by a seismic event, but not all. For instance, many objects were moved or just disappeared. On a side note, he also mentioned that the City Proper is in much worse shape than the areas we see now.

Laxman is interested in how the Instancing we are experiencing works. What he knows as of the 22nd is that going through the Nexus takes you to a public in-

stance of the City. However, Yeesha has been at work with the remaining books, and those seem to point to either a private or Neighborhood-level instance. Work is being done to investigate this matter, and he has asked the Explorers to investigate this as well.

Since the bizarre happenings of December 19th, the DRC has been more visible. They have popped up in hoods and in the City on a fairly regular basis. While being seen more often, they aren’t necessarily more forthcoming with information. The explanation for their lack of information is, according to Nick White, that “things have gotten a little more strict.... things are starting to run a little more like a business now. With Cate involved.” All of these sightings are “part of the kindler/gentler DRC,” said Victor Laxman on December 22nd. Yet even with all of these new visits, explorers are still crying for information. The whereabouts of Sharper, Phil Henderson and Dr. Watson, new Ages, Cate Alexander, the happenings of the 19th, and instancing are on everyone’s lips.

On the subject of Dr. Watson, the members of the DRC claim to know nothing, but when asked which member of the DRC was mostly involved with historical translations, Dr. Kodama answered “Dr. Watson.” This seems to have stunned those around him in the URU Obsession Bevin on the 29th. When questioned further, he said, “Nick knows quite a bit if you see him. Nick White.” Nick was found on the 11th of January and it appears that Sharper has called, and he has filled Sharper in on the Restoration so far, but said that Sharper has not said that he will be coming back. On the 19th of January, he mentioned that rumors were flying at the DRC about Sharper calling Cate Alexander. Nick has also been working with Dr. Kodama on the Phase 1 and 2 restoration efforts in Eder Delin, Er’Cana, Ahnonay, and one which does not yet have a name.

Cate Alexander is a new funder of the Restoration. While she doesn’t seem to have ties to any company that we know of, she does seem to be in charge of things. On January 9th, Victor Laxman was seen in the City checking on Nexus Terminals and



asking Explorers around the Tokotah Courtyard if the Nexus was working properly. He seemed to be agitated about the D'ni technology used in the Great Zero and the Lattice. When asked if he would be able to have the Great Zero ready in time to open when Cate had announced, he answered, "Trouble, nothing but trouble. No promises." At this point, Cate had arrived at Ferry Terminal and before she could reach the Courtyard, Laxman Reltoed out. Cate questioned Explorers about what Laxman was doing and had said. She then commented that "He's [Laxman] working hard but evidently not hard enough." This encounter has caused much speculation among Explorers. When talking to Nick White on the 11th, he stated that "You don't tell Cate something is going to be done if it's not going to be done. He's finding that out."

With all these sightings, areas of the City being opened up, and a new Age out now, the Cavern is a very exciting place to be. Hope to see you all there.

Eder Delin Opened

By Kiteerah

On January 19th, the DRC officially opened Eder Delin. The initial distribution of the Books was rather bumpy. The original plan was for Delin to be in only a percentage of Neighborhoods, however not only did Delin appear, but Tsogal was also found by some lucky Explorers. This reporter was in a Neighborhood Linking Room when the Book appeared. It flashed for a minute before becoming solid; it was quite a sight! As suddenly as they appeared, the Books were gone. The DRC sent a KI message to Explorers stating that the distribution method was “ill-advised and problematic”. The Books reappeared later in the day, to all Neighborhoods, to the relief of Explorers.

Eder Delin is a wonderful place. The trees stretch into the pink sky, and birds call to each other. I spoke to a few explorers about their impressions of Eder Delin. 4runner said, “I think it is a beautiful age, nice and peaceful. Good for meditating and meeting special friends.” Whilyam said, “It's very pretty. A great garden Age.” AKA said, “I thought it was warm and inviting, very cozy and relaxing.. wonderful for a picnic.” Nine-O-Nine said, “I liked the sounds. That was one of the 1st things that struck me.”

Contributors



Alahmnat

Editor-in-chief

Alahmnat is the senior member of the community within the staff of The Archiver, having joined when RivenGuild was still in its heyday, in the summer of 1998. He created The Archiver as a way to record the events of Uru and the movings of the community surrounding it in a more permanent form.



LegoAddict

Journalist

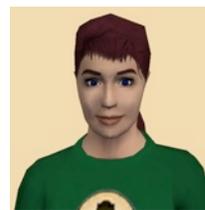
LegoAddict is an explorer from Canada whose obsession with Uru has surpassed his Lego obsession. He loves the community that has developed around Uru, and tries to learn all he can from older members. He is one of the newcomers to the Uru world, entering on the Slacker's Shard thanks to the efforts of the Slackers to help him get online. He likes to code websites and do the graphics, and works for his mom's web design company.



Narym

Journalist

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



Kiteerah

Journalist

Kiteerah is an explorer from the Midwest, who came to love everything D'ni after playing Myst as a teen. She came to the Cavern in late 2003 and was a member of Prologue. After visiting the City on various shards, she made D'mala her home. The wonderful URU Community has made her feel as though she is part of a huge and loving family. On the surface she is a mother of 4 who creates web pages and loves to read and write.



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Cavern Activities

Some activities courtesy of the D'ni Network News Service

Hide & Seek

Due to the huge success of a hide and seek event that was organized for Sunday 14th January and massive explorer support, monthly Hide and Seek games will now be organized.

These will originate in Hide&Seek's Bevin and all are welcome to participate.

Ideally it would be best if any who wished to participate created a new explorer (perhaps named something hide and seek related or with H&S as a postfix) or use one of their existing explorers and joined the Hood. This would allow for easier information/invite distribution and also allow the games to be held in the our instanced city.

The time and date of any events can be found in the In Game Events section of the Uru Live website.

For more information about the Hood refer to our page on MystLive.net.

– Slightperil

Up On the Roof Returns

The Rooftop Volunteer Group is proud to announce the return of Up On the Roof! Up On the Roof! is a Friday night party full of music, food, dancing, and fun! Join your fellow explorers to unwind from the week and kick off the weekend right! Traditionally held on the Tokotah Rooftop, it has

moved due to Ae'Gura's instancing behavior, but that won't stop the party. Join us for a great time!

Date: February 2nd

Time: 6 PM - 10 PM Cavern Time (GMT -7)

Place: Up On the Roof! Bevin

Music is on Shoutcast (use any media player) at <http://gtradio.zapto.org:8000>

Host KI Numbers: Lord Chaos #177819; Ktahdn #221299; Lady Chaos #199860.

Uru Live Launch Party

According to an e-mail from GameTap, Uru Live will be officially launched on the 15th of February. Tweek has been working to organize a launch party in the D'ni Jazz Club Neighborhood. The event will run all day.

Ahyoheek Leagues

There are a few Ahyoheek Leagues starting around the Cavern. One of them is being run by stephenisakeeper. He's using the MyLeague service to track rankings at <http://myleague.com/urulive>. He's also looking for hosts to host league events. If you are interested in hosting or playing, contact him at KI# 876886 or 1299901.

Community News

D'Net News Launches

Following in the wake of the resignation of all five DRC Liaisons and the subsequent dissolving of the post by the DRC, former Liaisons Tweek, Gadren, Vortmax, and Eleri, along with Professor Askew

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and Blade Lakem (Eleri's husband), have formed [The D'ni Network](#) (or "D'net"), a website dedicated to delivering up-to-the-minute news about Cavern events and happenings.

You can also choose to receive D'Net's news bulletins via KI-mail on Tuesdays and Fridays by sending a KI-mail to The D'ni Network, KI# 1580779. Make sure you include your KI number in your message.

DPWR.NET's Golden KI Returning Soon

The bi-weekly Golden KI Competition on DPWR.NET will be returning the week after Uru Live's official launch. It has been inactive for the past month due to lack of new material to photograph and general lax participation. It is hoped that the official launch of Uru Live will liven things up a bit. Entries will be accepted starting February 18th, and will be accepted until 11:59 PM Cavern Time (GMT -7) on Saturday, February 24th. A week of voting will follow, and a winner will be announced on March 4th, with new entries being accepted on that day as well.

Uru Live for the Mac!

You heard right. Uru Live is coming to the Mac. Unfortunately, PowerPC owners will still not be able to participate, as Uru Live will work only with Intel-based Macs. However, if you would like to join the super-secret Uru for Mac beta test, [click here](#). Full details can be found on the [official Uru Live website](#).

Barrier Removals and Other Discoveries

- *December 23rd – Imagers have been placed in the Neighborhoods.*
- *December 26th – Telescopes have been placed in the Neighborhoods.*
- *December 27th – The Kadish Gallery Doors were opened.*
- *December 28th - Neighborhood Fountains became fully operational.*
- *December 29th – Barriers to the Community Rooms in the Neighborhoods were removed.*
- *January 2nd – T-shirts were found in Ae'Gura.*
- *January 3rd – Barriers to Takotah Courtyard were removed.*
- *January 4th – Barriers between Takotah Courtyard and the Canyon were removed.*
- *January 5th - Relto page was discovered in some Neighborhoods.*
- *January 9th – Private Rooms (Egg Room, Prayer Rooms) in the Neighborhoods were opened.*
- *January 10th – Door to the Docks on Ferry Terminal were opened.*
- *January 11th – Barriers between the Canyon and Concert Hall were removed.*
- *January 12th – Barriers to the Hall of Kings were removed.*
- *January 16th – Books to the Great Zero Observation were placed in the Linking Rooms of the Neighborhoods. The Great Zero was also opened.*
- *January 27th – Barriers to the cave T-junction in Ae'Gura were removed. A Butterfly Relto Page was also discovered.*
- *January 29th – A Bahro Stone was found in Ae'Gura, and a Bench Relto Page was also found.*
- *January 30th – A rope bridge was erected, spanning the broken bridge. The barriers in front of the Library still remain standing, however.*