

THE ARCHIVER

R E C H I S O T A N

Issue 7 · July 2007

KI User Guide 4

Send your friends on a wild squee chase with the new Marker Missions.

Light the Lake

Explorers are asked to help restore the Cavern Lake's Algae.

Ads in the Cavern?

Jeff Wise discusses a potential revenue stream for the cash-strapped DRC.

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



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From The Editor

Shorah b'shehmtee!

Well, again, the writers at the Archiver have switched offices. MTigerV will still be around, but as the Master Assembler in charge of putting together the visually resplendent publication you see before you. I've taken up the position of Editor-in-Chief, but will look after more the organization and writing side of this publication. But, of course, this is a group initiative, with my job (hopefully...) being to guide and oversee, as it was under Alahmnat, rather than dictate.

Well, the era of *Myst Online: Uru Live* is now well and truly underway. The story is slowly but surely being unveiled, while the spaces on our Reltos' bookshelf's are, conversely, slowly disappearing. The Links (both literally and figuratively) are continuing to be found, the pieces falling into place.

Take for instance, the latest new Age to be unveiled, Er'cana. Not only can this Age be explored for its own beauty and intricate machinery, but the Age also contributes to another important undertaking, the lighting of the lake, taking place right here in the Cavern. Not to mention the new upgrades to the KI, the reactivation of the Great Zero, and also the latest controversies surrounding Cate Alexander and her pursuit of advertising in the cavern, as well as Douglas Sharper's journey to Noloben in search of the Bahro.

But we also want to hear from you, the individual readers who have taken the time to peruse this publication. Talkback is a great way for you to do this, and we're looking for responses from anyone willing to contribute. And, as always, any fan artwork, news items, or any other relevant material will find a place within our pages. Just mail to : archiver@thecaverntoday.com.

But for now, we hope you enjoy this jam-packed issue of the Archiver Issue 7!

Have fun!

-Narym
Editor-in-Chief

Contributors



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

Editor-In-Chief

Narym, an explorer from Australia, is a long time fan of everything D'ni.

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



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.



MTigerV

Master Assembler

MTigerV hails from the swamps of Louisiana, where his long years of trapping and shrimping have given

him a sixth sense when it comes to navigating the waterways of the Cavern. A long time D'ni explorer, MTigerV is also a huge LSU fan (all sports) and is constantly trying to get a surface-to-cavern radio relay setup so he can catch games while exploring.



Contributors



Maratanos

Photographer

Maratanos is a long-time fan of the Myst series, having played almost all of its variations over the years. He only recently joined the Uru community however. He has been a large contributor over the last year, fitting himself into the community despite being a relative newcomer. He also has a passion for photography, and is now a photographer for the Archiver staff.



Jeff Wise

Reporter

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



Stellaflora

Photographer

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



Qvist

Reporter/German Translator

Qvist is a German explorer and member of The Archiver, working as a reporter and German translator. He has been addicted to the Myst series since 2001, because he is fascinated by the lovely visual details, challenging puzzles and exciting stories. He was unable to experience the fascinating worlds of Uru online any earlier than he did, so he was very happy about the return of Uru Live and joined the Cavern in (second) Prologue November 2006. Since then, he has been all about perpetuating a real community feel, and wants to help bring the Cavern truly to life. When he's not in the Cavern, Qvist studies information engineering.



A New Light

Saturday, June 23rd.

A quiet day, relatively speaking. The Great Tree Pub (also known as the Watcher's Sanctuary) was opened by Ms Cate Alexander. The Sanctuary itself is located in the J'Taeri district, and seems to have been a centre for philosophical discussion during the time of the D'ni. Today, also in the Watcher's Sanctuary, Ms Alexander confirmed the release of Er'cana in the Sanctuary within a week, and also said that a new age, Jalak, would be released next month. The Age is reportedly a D'ni 'gaming' age, and will allow explorers to play, and perhaps also make, their own games. Today, it was also confirmed that the Great Zero would be reactivated on the 24th.

Sunday, June 24th.

The main event of today was the GZ activation at 4pm, cavern time. The ancient D'ni device, probably the oldest piece of D'ni technology in the cavern, again started to rotate, with its instantly recognizable 'blue light' again sweeping throughout Ae'gura, the City and the entire Cavern. The Activation came as a result of the efforts of the community to re-calibrate it via marker missions. DRC member Dr Iduro Kodama also stated that the DRC had finished an investigation into the Kahlo Pub Collapse following the events of May, and stated the collapse was definitely not caused by any "earthquake or seismic activity."

However, Dr Kodama seemed to believe that it may have been caused by the Bahro. The influence of the Bahro also continued to be evident, with the mysterious symbol on a tree in Negilahn was said to have disappeared by Nick White himself. Also, the device in Descent that allows a user's KI to emit light has been repaired and improved by Victor Laxman, allowing the light to last up to a minute.

Monday, June 25th.

Ms Cate Alexander was today confirmed to now be an official member of the D'ni Restoration Council, having been voted in to take the place of Michael Engberg, who is currently out of contact, whereabouts unknown. This finally resolves much of the confusion around her prior position, and her influence on Cavern matters outside financial areas.

However, it is understood that Ms Alexander will have no duties relating to structural engineering, a job that will be designated to ResEngs. It was at this time that Ms Alexander introduced the idea of in cavern advertising to the community, as a solution to the recent financial problems. This idea has created much controversy in the



This device, which some affectionately call "Dalek", was installed at the Ae'Gura docks to measure the brightness of the lake algae.

cavern, with some believing it will be an effective way to end the funding problems, with others saying they don't want to sully the cavern with overt commercialism. Alexander said that she is "all for it", however, no definite decision had yet been reached. Dr Sutherland seems to have been the only member of the DRC to show signs of apprehension regarding

Ms Alexander's new position on the DRC, stating that there could arise a "conflict of interest" as a result. In regards to the advertising issue, Sutherland said that while she didn't like the idea, "I understand the position we are in."

Tuesday, June 26th.

Today, Er'cana and a silo in the Ashem'en (or Uran) district were released to the public in the Watcher's Sanctuary. Er'cana appears to have been a harvest Age, and was probably owned by the D'ni Guild of Caterers. From here, it is possible to construct pellets that can be eaten by the algae in the Cavern's lake, which then emit a bioluminescent light. It is believed that if the algae are fed enough pellets of a sufficient quality, it may be possible to restore a day/night cycle to the cavern. Also today, Dr Sutherland unveiled a new memorial at the Kahlo Pub, not only to Wheely and Rose, but to all explorers who have died, and who have been a part of the community. DRC have asked that any other names that are not currently listed on the memorial should be forwarded to the DRC at info@drcsite.org. Explorers are asked to put "Memorial Submission" in the title for such e-mails.

Wednesday, June 27th.

Today Dr Sutherland unveiled plans for a Great Zero stained glass project, similar to those projects implemented for Eder Delin and Eder Tsogahl. Today she also confirmed that the Age Ahnonay was on the agenda, but would likely not surface for several months. Also today was the official commencement of the re-lighting of the lake. Victor Laxman was seen installing a device that measures the levels of light in the lake, and KI-mails were sent to all explorers, asking for their help in this venture. However, it is anticipated that it may take several months to restore the algae's cycle. Mr Douglas

Sharper again put some explorers on edge, with his determined statement that he was about to depart for Noloben, in order to find the Bahro responsible for the recent deaths in the Cavern. Even though much of the community was against his mission, Sharper declared that he was still going, but would not kill any Bahro, but would, in his words, "defend myself if I need to." Whether or not Sharper will be successful remains to be seen.

The Next Episode, Familiar Voices, begins in late July.

Written by Narym

The current names included on the Kahlo Pub Memorial are:

- *James "Aquila" Carpenter*
- *Jim "Dust'ei" Rhodes*
- *"JDrake*
- *"Mo'zie"*
- *Phil "phend" Henderson*
- *"Rasmine"*
- *Rosette Taylor*
- *Janet "Pehpsi" Burress*
- *Willow "Wheely" Engberg*



Er'cana

This Age has been different from the others, in that the community had a much greater idea of what to expect in the days and weeks leading up to the release, both through representations of the Age in Cyan's *The Path of the Shell* game, and also intimations from the DRC that the Age may have had something to do with the re-lighting of the lake.

These preconceptions were largely vindicated by the release of the Age. The Age itself is very mountainous and seems to consist of only sparse vegetation. The one main example of flora is a strange bulbous type plant, that sprout into further groups of three 'flowers'. Apart from other small shrub-like plants, there does not appear to be much other plantlife. In terms of animal life, no animals have actually been confirmed to have been seen, but plenty of insect and bird sounds have been heard.

The D'ni clearly held a large amount of influence over the Age. Paths appear to have been carved out of the rock, most likely through natural processes, and allow the Age's great Harvesters (though only one has been found to be operational) to move through the canyons. These Harvesters also can be used as a sort of 'tram service' to various areas around the Age, although a small area is currently accessible. It seems likely that the purpose of the Age was as a harvest world, possibly in the possession of the Guild of Caterers. There is certainly a large amount of industrial equipment in the Age, making the world a mechanical engineers dream.

At the moment, however, the only industrial machinery that currently seems to function properly, and who's purpose is actually known, is the pellet manufacturing apparatus in one of Er'cana's main buildings. The pellets, that are rich in some kind of nutrients, can be used to feed the algae found in the Cavern's lake. Guildmaster Kadish (of Kadish Tolesa



fame) attempted to use the capabilities of the pellets to support his claim to the position of Grower, who would bring light to the cavern, but now this equipment is being used simply to try and bring back a day/night cycle to the Cavern. There is also a link to a silo in the D'ni district of Uran in the Cavern itself. This area allows explorers to test the effectiveness of the pellets in feeding the lake dwelling algae. The DRC has called all explorers to use these new locations and new pieces of equipment to aid in the Restoration, and bring a new light to the cavern.

Written by Narym





Advertisements In The Cavern: Pros and Cons

Imagine, if you will: gazing out across the D'ni cavern lake from Ae'gura, you see the beautiful architecture of the city; the massive Kerath's Arch rising from the dim orange glow of the waters, towering over the horizon... And just next to it is a colorful billboard urging you to purchase a new car.

During the events of "A New Light", DRC representative, Cate Alexander mentioned that the DRC are looking into several options for new revenue to help fund the restoration. Advertising in the cavern was among these options. While the DRC is merely speculating at this point, the use of advertisement in the cavern has become a very real possibility. It may seem a little nonsensical at first; the thought of products and services being pushed to us while we peruse ancient texts and explore magical worlds, but how strange is it really? Advertisement is an all-pervasive force in our lives. On television, nearly a quarter of the program is dedicated to advertising in commercials, not to mention subtle product placement and in-show advertising. The clothing we buy is emblazoned with company logos, in essence, turning us into walking advertisements! How many explorers wander around the caverns in a GameTap sweatshirt? Surfing the Internet is a dangerous minefield of pop-up ads. Advertisement follows us everywhere: buses, radios, benches, and more. The truth is, there is no way to escape advertisement. It has invaded nearly every aspect of our lives to such an extent that I daresay we'd miss it if it were gone.

Advertisers are always looking for fresh new places to expel their influence using flashy signs and attention-getters. The D'ni Cavern would be as a gold mine to them. Here we have a lost world, segregated from the surface and almost devoid of advertisement; a safely contained reservation for explorers and restoration

members. Yet, perhaps for the same reasons that advertising would be effective in the cavern, we must ask ourselves if this is a world worth the cost of invasion by harsh reminders of the world above.

Advertising is a very real and viable method for the DRC to up their funding and continue to restore and release new ages and areas of the city to the explorer community. While that thought of the billboard alongside Kerath's Arch might be a little on the extreme side of examples, a few well-placed and carefully thought out advertisements might not be so bad. The fresh new income would mean a lot to the DRC members that already struggle to complete restorations under a very finite and slim budget. There are powerful pros and cons to this issue, and what we really need to ask ourselves is whether we want to sacrifice the escapist purity of a cavern free from the distractions of the surface world for the much needed revenue it would bring to the DRC and the restoration effort.

Written By Jeff Wise/ Photo Mock-up by wewi at The D ni Museum of Art

Archiver Talkback

Following on from Jeff Wise's look at the concept of advertising in the Cavern, we want to ask the explorer community:

Would you be willing to see advertising appear in the Cavern, so as to combat the recent financial issues? Why. or why not?

Please send your thoughts and opinions to archiver@thecaverntoday.com. Responses should be in English and limited to roughly 100 words. We will also be sounding the Cavern for opinions, so if you see one of us, let us know what you think! Select responses will be printed in Issue 8 of *The Archiver*.



URU LIVE 102

Only time will tell...

Time measurement is a very interesting but confusing subject, especially occurring in the recent events of "A New Light". To help enlighten readers a little, a short overview of D'ni history may be appropriate.

The Roots of the D'ni

The forefathers of the D'ni were the so-called Ronay ("people of the root"), who lived in an Age called Garternay ("root of the Great Tree"). As the Ronay realized that their sun was going to die, taking them with it, they all searched for a new home. Most of them abandoned Garternay and settled in a huge age called Terahnee ("new tree"). But a small amount of men under the leadership of Ri'nerf settled in an Age written by him, which we call "Earth", but was known to them as "D'ni". They arrived on Earth in the cavern lying beneath a volcano near Carlsbad, Eddy County, New Mexico, marked the Great Zero as point of origin (as the Ronay did in all of their ages) and crowned Ri'nerf as first king of the D'ni. These events mark the beginning of the D'ni timeline. The DRC date all preceding events as BE ("Before Earth") and all succeeding events as DE ("D'ni Era"), like we do with "AD" and "BC" in our Gregorian calendar. Day 0, year 0 represents April 24th, 7656 BC.

D'ni Time Units

The D'ni based their measurement of time on the bioluminescent cycle of the algae that resides in the cavern's lake. They have a day/night cycle of

about 30 hours and orientate on the Earth year. The exact duration of a D'ni year can be fixed by 365.2421875 days. So one Gregorian year can be (almost) accounted for as one D'ni year, which is called a "hahr". The D'ni divided this time unit in smaller parts to get a unit for a D'ni day. So they divided a hahr into 10 vaileetee each of 36.52421875 days, which are comparable with our months and each vailee is 29 yahrtee. So a yahr has a duration of 30 hours, 5 minutes and about 27 seconds, one day/night cycle of the algae. It is noticeable that there exists no representative of our week in the D'ni time system. Further divisions were made by 5 and 25 (because of the D'ni base 25 numeral system). So one yahr has 5 gahrtahvotee (each 6h 1min 5 sec), one gahrtahvo has 25 tahvotee (each 15min 31sec), one tahvo has 25 gorahntee (each 34.82 sec) and one gorahn has 25 prorahntee (each 1.39 sec). So there is also no representative to our units hour and minute, but a prorahn can be said to be similar to our second.

Day/night cycles in various ages

Some (but not all) of the other ages have their own day/night cycle durations. There are three such Ages. The shortest cycle is that of the Age of Teledahn. It takes 1m 7s for the age to rotate around the sun (or the sun move around the Age, depending how you look at it). It's noteworthy to add that in the places in Teledahn which we have access to at the moment, the sun never sets; it holds its level above the horizon. Secondly, it's worth observing the day/night cycle in Eder Gira because of the beautiful

starry night sky and especially the gorgeous sunset. So, to see a complete cycle just go and spend 10 hours there! Thirdly, with the release of the four pods explorers noticed in Negilahn and later in Payiferen a day/night cycle and the appearance of a portal on each day at a specific time. As they are on the same age, called by explorers the Zik Age, measurements have proven the duration of one day in this Age to be 15h 43m 5s.

Written by Qvist



KI User Guide Part 4

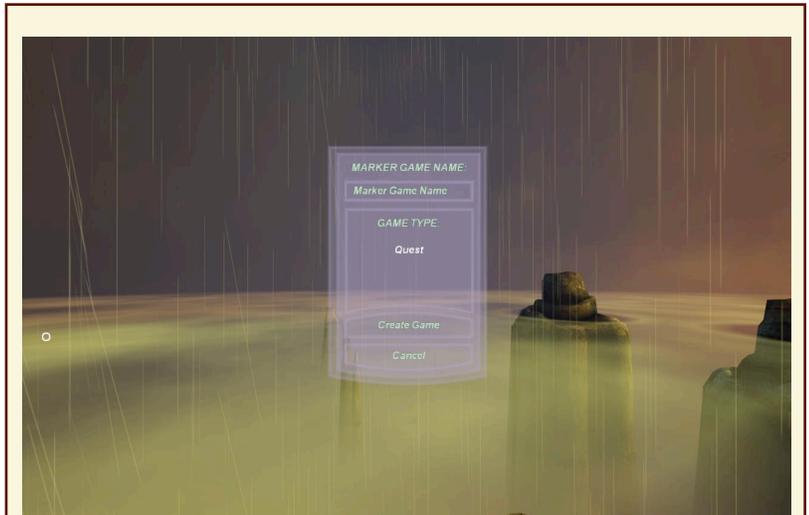
“A New Light” brought a few new additions to explorers' KIs; marker games, pellets and the KI light. Currently the light only functions for one minute and requires explorers to visit the Great Shaft. Marker games are a wonderful addition, these can be created and shared amongst explorers. The pellets, according to a KI message sent out by the DRC, will feed the algae in the lake, and after a time shall cause the algae to once again light the Cavern.

Marker Games

After completing the Great Zero Marker Missions and feeding the data into the Great Zero, explorers can make their own marker games. To create a new game, click on the plus sign on the left side of the small KI. This will bring up a menu where the game can be named. To create a game, next click on create. The Main KI will now open with two options available: Edit Game and Done Editing. Click on Edit Game and now begin placing markers. Markers are placed by clicking on the plus sign on the KI when in the desired spot. Each marker can have its own text that is displayed on retrieval. To edit the text, simply open the Big KI, click on the desired marker and enter the text. When all the markers are placed and any desired text has been inserted, click Done Editing and the game can be played and/or sent to others. Sending a marker game is done in the same manner as sending a picture or journal entry via KI mail. Click on the person who you want to receive the game, click on the game, an arrow will appear pointing to the name in the box above the menus.

Pellets

Pellets are made in Er'cana. There are currently many discussions on the MOUL forums



Marker Games can easily be created with your KI and mailed to friends.

as explorers try to find the best recipe for lighting the lake. The KI now has added functionality that enables it to keep track of an explorer's pellet scores. This new display can be found in the lower left of the Big KI, next to the KI number. Each pellet can be tested prior to being dropped into the lake. It is assumed that the higher the pellet score the better the pellet is for the algae in the lake, and subsequently how effective it may be in restoring the day/night cycle. In the DRC KI message explorers were told to not expect to see results for several months.

KI Light

Relatively speaking, the KI light is much simpler to use than the other new functions. Simply go to the KI device in Descent, insert your KI into the device, and when you remove it, it should emit light. Currently, the light only lasts for up to one minute, and some explorers continue to report 'bugs' in their KI's, but DRC member Victor Laxman is still working at repairing the device, and it is hoped functionality will continue to improve.

Written by Kiteerah



BULLETINS

Cavern Activities

*Some activities courtesy of the D'net and
MystEmbassy.net*

D'ni Cocktail Party

Location: D'ni Party Bevin. Because of instabilities in Nexus this Bevin doesn't always appear. To be sure you will be admitted, please request an invitation using your KI's PM feature to Donahoo: KI 182272 or to D'ni Party: KI 2315307

Date and Time: until

Parties are held every other Friday. Be sure to practice your /dance steps!

Music is on Shoutcast on the Great Tree server at this url (<http://gtradio.zapto.org:8000>) typed into any music player or into your browser's address bar.

D'ni J: Donahoo

A C.A.T. Sponsored Event

Single Day Event On: 7/20/2007

Great Zero Stained Glass Project

The explorers are being given a chance to make a contribution to the restoration effort.

The DRC have recently located a few pieces of stained glass artwork depicting the Great Zero and are giving the explorers the opportunity to restore them to their former glory.

If you are interested, please submit your restored designs to info@drcsite.org. Designs will be accepted until Midnight MST on July 21, 2007. Your submission is governed by these terms and conditions. This event is limited to explorers and visitors to the cavern.

Please use the following guidelines:

Image Size - 1024 by 1024, 72 DPI

Include your Explorer Name

Cavern Timeline

- * June 23 (A New Light Day 1) - The Watcher's Pub released
- * June 24 (A New Light Day 2) - The Great Zero activated, the KI Upgrade Machine provides the KI the opportunity to emit light for a minute
- * June 26 (A New Light Day 4) - Er'cana is released, the DRC places a Memorial to the Lost in the City.
- * June 27 (A New Light Day 5) - The DRC places a Lake Light Meter in the City, a new shirt is found in one of the Ages, a new Relto page is found in one of the Ages, Marie Sutherland announces the Great Zero Stained Glass Project, entries are due July 21st.

CREATIVITY CORNER

KI Toons by Thend

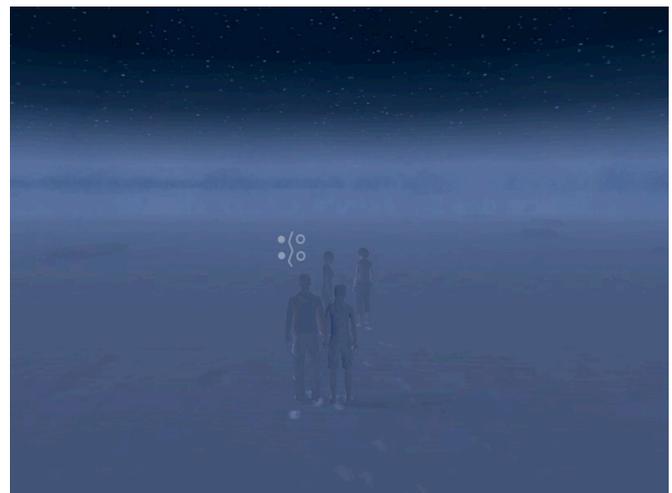


Golden Ki Winners

"What's Out There?" by crimsonking



"Following the Stars Together" by Sam



CREATIVITY CORNER

Golden Ki Winners

"Side by Side" by dagra7



Stop Press

Archiver's Note: Shortly before we went to press, this mysterious press release found its way into our inbox. The Archiver does not necessarily support the opinion that follows, but we are going to do some investigating and get to the bottom of this for the next issue.

July 14, 2007 / Leesahn 9, 9663

FPI Investigates Er'cana Pellets

DRC Accused of Encouraging "Poison Pill" Myth

Ae'gura, New Mexico — A research summary released by the Fuzzy Physics Institute (FPI) reveals the facts behind the action of Er'cana pellets and exposes the mythology that has grown around them in the explorer community. The DRC is shown to have fostered this mythology by their vague and uninformative communications on the subject.

Five different types of pellets are capable of being produced in the Er'cana bakery, according to this report. They were categorized based on their effects, from least injurious to the lake organisms to most injurious. Each type was studied to determine how it produced the observed effects. BrettM, FPI Director of Research, stated that environmentally-safe procedures were strictly followed during the course of these studies, with initial testing taking place in the lab to avoid any possible harm to the cavernian ecology. "Which is more than can be said for many explorers, despite their claim to be concerned for the health of the lake," he pointed out.

Predictably, the "dud" pellets in the first category were found to be the safest. Pellets in the second category, producing an orange glow, were also found to be safe when used properly. Surprisingly, pellets in the next category, the "steamers", were found to be as safe as those in category 2, though, again, they must be used properly. Another surprise was the discovery that the fourth category, producing white light, was mildly harmful to the algae, despite producing "points" for explorers that use them. "Safe' does not necessarily mean 'beneficial'," Brett clarified. "And it appears that the DRC's reward points do not necessarily mean 'safe'. Who knows how they come up with these things?"

The pellets assigned to category 5 are extremely deadly to the lake organisms, and this report provides no detailed information about them. Ttreb, FPI Director of Outreach Services, emphasized the Institute's goal of mixing social responsibility with their science. "All details concerning the production of the Category 5 pellets were withheld, even from the papers intended for publication, despite their scientific value. It just wouldn't be right to tempt any unstable members of the community with this information," he said.

The report is an executive summary of three FPI research papers prepared by the team of P.J. Ochanomizu and A. Tenma, who were given crash-priority access to FPI resources because of the urgency of the situation. “Explorers were sent out to make these things and dump them in a delicate ecology with little real information on what they were actually doing,” explained Brett. “And they actually did it! Jumped right on the bandwagon without asking questions,” he added, shaking his head in disbelief. “We thought it was important to find the facts and get them out before any lasting harm was done. Too many explorers accepted the DRC’s imprecise message of June 27 without putting on their thinking caps, and were racking up ‘points’ at a fantastic rate, as well as dumping other types of pellets produced by their ad-hoc search for ‘the perfect recipe’. The risk was simply incalculable, and we had to move fast!”

“Pachy [Ochanomizu] and Astra [Tenma] are not available for comment on their work, unfortunately,” Ttreb informed reporters. “Because of the political implications of their results, we felt it best to ask them to take on one of our surface projects for a time, getting them out of the line of fire, so to speak.”

Brett claimed that the real bottom line of this report is the way in which it illustrates the irresponsibility of the DRC. “It began with the way in which their communications degraded into the popular myth of ‘poison pills’ that would ‘kill’ the algae, excepting those that produced the DRC-recommended orange glow,” he said, citing earlier studies on the effects of entropy on Cavern information flows. “The DRC fostered this degradation — unintentionally, I’m sure — by failing to communicate clearly and fully. It is essential that they learn to reduce the ambiguity of their messages, just for starters.” He added that contributions are being solicited among FPI staffers for the purchase of a dozen or so copies of Strunk & White for delivery to the DRC.

“However,” Brett continued, “their withholding of information is clearly deliberate, and I can’t give them a pass on that.” He stated that this habit of holding their cards close to the vest is simply aggravating in most cases, but crosses the line into dangerous conceit when they motivate explorers into taking action based on their unsupported claims and nebulous reassurances. “Something must be done,” he said. “They call for physical light while keeping us in intellectual darkness.” Copies of the full report, entitled “Risk Assessment of Er’cana Pellets: Modes of Action and the Mystique of the ‘Poison Pill’”, can be obtained by contacting the FPI Outreach Services division at KI 1132330, or downloaded from the FPI publication list on the Web at <http://home.earthlink.net/~fuzzyphysics/>.

For more information, please contact:

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