

THE ARCHIVER

R E C H I S O T A N

Issue 8 • August 2007

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KI User Guide 5

Learn how your KI can harness the power of Jalak Dador

Mysterium 2007

Jeff Wise heads to LA for this year's gathering

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!

The idea of Guilds has certainly been a prominent one this month, with the DRC's unveiling of plans for a reinvention of the D'ni Guilds. While it has been indicated that these plans may not be put into action for some time yet, many explorers have decided now's as good a time as any, and started forming 'unofficial' Guilds, that, it is hoped, will still encompass as much of the community as possible. Many explorers are delighted with the proposal, with others vehemently against it, with still others adopting a 'wait-and-see' approach. It does appear time will be the one to tell whether the system will ultimately succeed.

Another new Age, Jalak, has also been released, with the nature of the Age being quite different to those previously explored. More details can be found in Stellaflora's Jalak article.

Mysterium, a perpetual day on the Myst gaming communities calendar, also occurred recently, with the action taking place this year in the city of Los Angeles, where Jeff Wise was able to attend, and also give his thoughts on the event.

Of course, there were all the other events that occurred this month in-cavern, particularly concerning Phil Henderson and the Bahro with Qvist bringing us a run-down of all the month's major news.

This, and so much more, awaits in this issue. Keep reading, as The Archiver staff hope to bring you some really big pieces in the coming weeks, which you won't want to miss.

But for now, enjoy Issue 8 of The Archiver.

-Narym
Editor-in-Chief

Contributors



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.



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.



Bpgisme

Photographer

Bonnie lives with her husband, three kids and a cat on Oak Island, NC. She is a musician, artist, website designer, occasional fiction writer and amateur photographer.

She played Cyan's original Myst game on her then in-laws' Mac and has played all the games and read all of the novels since then. When the cavern called to her passion for archeology as well as her love of urban exploration and abandoned architecture, she found herself wandering the ages and never wanting to leave.



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.



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

Journalist/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.



Familiar Voices

Monday, July 30th.

After Victor Laxman came to the Ferry Terminal to remove the lake light meter due to reported mechanical faults, Nick White told onlookers in the Great Tree Bevin some shocking information; Douglas Sharper had indeed killed a Bahro during his expedition to Noloben. Nick added that he still didn't know much about this incident besides the fact that Sharper has acted "abnormally" since his return. Nick said that he was going to try and find Sharper on the surface, in order to get some more information.

Later a KI message from the DRC declared that Victor Laxman had configured the Bevin imagers so that they could display pellet point scores, so as to allow some friendly competition between the neighborhoods. In this way an explorer can donate his points to a neighborhood of choice.

Later in the Guild of Greeters' Bevin Cate Alexander announced that the DRC was going to continue its work under the assumption that Michael Engberg would not be returning. One consequence of this is that Ms Alexander has an extra vote in important decisions, allowing her to potentially break any ties. Incidentally, there has been no further news about advertising in the Cavern.

At 9.30pm Douglas Sharper came to the Sanctuary to justify his aggressive expedition to Noloben. He insisted on having only killed a bad Bahro be-

cause he can distinguish the two groups after his observations, which lasted for months.

Tuesday, July 31st.

Nick White was today seen in Blabbity's Bevin and further discussed Sharper. Nick assumed that Sharper had actually killed a good Bahro because of his strange behavior. When Sharper found out about this, he followed Nick to the Sanctuary. As Sharper was taking Nick to task, the dead Bahro he had killed in Noloben appeared on the imager. Sharper asked the explorers to step back and touch nothing. Then, two living Bahro appeared, and were reportedly mourning the dead one. Nick and Sharper linked out, soon followed by the Bahro. Then another Bahro was seen at the stairs. After this event, Bahro sightings increased dramatically. Several key sightings

occurred at the roof of the Library, at the pub, in several Bevins and especially on the roof of the Takotah building, where 3 or 4 were seen together. Explorers tried to form a symbol of friendship and later one Bahro actually jumped from the roof to the point where the symbol was formed earlier, but linked out as

explorers came too close. During this time a message from the DRC confirmed these events and that the dead Bahro was the same which Sharper had killed in Noloben. The DRC asked the explorers to stay away from the Bahro, as their intent was, at this stage, still unclear.



Various tables are setup around Kirel to recruit for each of the 5 DRC guilds.

However, soon after that Kirel was released by Cate Alexander and Dr. Iduro Kodama, who together formally announced the resumption of the Guild system. Kirel is another neighborhood and looks similar Bevin, but is in fact mirror-inverted. Spread over the area there were five tables with t-shirts and balloons in the colors of the five guilds, which will be those of the Writers, Maintainers, Cartographers, Messengers and Greeters. It will hopefully give the opportunity to the explorer community to work together with the DRC in a never-before-seen way. Furthermore, there was a sheet of paper on each table explaining the purpose of each individual guild. Explorers can now pick up a shirt to show support for their Guild of choice. A further KI message about the event was distributed by the DRC.

Wednesday, August 1st.

New Bahro sightings were confirmed at several places, e.g. in several Bevins, in Kirel, in one explorer's Er'cana and even 2 Bahro in one explorer's Relto. Explorers tried to communicate with them, with some small successes. For instance, they seemed to react to some of the movements of the explorers, such as bowing. Furthermore eyewitnesses noticed that the Bahro in the Cavern are smaller than usual. In regards to these events the DRC sent another message reiterating their earlier statement to stay away from the Bahro and not to panic.

Sharper again linked to the Sanctuary to announce his second trip to Noloben. He said that he wants to show the good party of the Bahro his support in return for their own support, and he also insisted that they are worthy of our help. Then he added that he is ready to give his life if necessary. He was invited by Rils into the Great Tree Bevin for a semi-private meeting. In this meeting Sharper changed his opinion in saying that he's not sure if he has killed the right Bahro. He suggested that explor-

ers should just keep on acting as though everything was normal, for the time being.

Explorers later met with Dr Sutherland, who, prophetically, said that in light of recent events, she was no longer sure if Phil Henderson was dead, as she had previously believed.

Thursday, August 2nd.

Cate Alexander releases Jalak without any fanfare in the Ae'gura library. Jalak is a game arena in which explorers can make their own games. Later a message was distributed by the DRC formally announcing this.

Sharper met with explorers in the Watcher's Sanctuary again wearing a Yeesha shirt and declaring that he's now not going to Noloben after all, as he suspects the war will soon come into the Cavern itself.

Friday, August 3rd.

Cate Alexander was looking for Reteltee in order deliver the good news of his being made the new guild advisor. A new message from the DRC confirmed the nomination and asked explorers to give him our congratulations. Later Reteltee made the announcement that guild pubs are on their way.

As had been alluded to just days before, Phil Henderson, previously believed to have died in a architectural collapse, actually appeared in the City. It appears that he had been in several places over the years, Noloben and Releeshahn, among others. He had apparently learned a lot about the Bahro in this time. For example there are few Bahro in the cavern at the moment in comparison to other ages where the sky grew dark because of the conflict between them. The Bahro are now free and can choose which 'path' to take, and some have chosen war. We and another have freed them. Phil has seen Yeesha in Releeshahn several times and continues to trust her. Sharper then appeared, and admitted his fault in kill-



ing a good Bahro, and declared his support of Phil and Yeesha. In regards to the deaths of Wheely and Rose two months ago, Phil said that they were in a place they should not have been in, and the malicious Bahro 'punished' them for it. The good party of Bahro will protect us as long as they can and Phil is now here to help us with preparation. As a Bahro appeared, Phil advised to stay away and to take our hat off to the Bahro because he and his friends are saving our souls. Then Phil said goodbye and promised to come back soon, but an as yet unrevealed he will also come back later, with more answers. A DRC KI message was later received in which the return of Phil was confirmed, accompanied by an explanation of who Phil is.

The Next Episode, Deception, begins in early September.

Written by Qvist

Jalak Dador

This last month saw a Book to a new Age placed in the public library of Ae'gura. Set in a breathtaking mountain range shrouded in mysterious mists and fertile forests, the sound of birdsong and the fluttering of flags. This Age is unlike any that we have visited before as it both demonstrates the advancement of D'ni technology and gives us an insight into the D'ni mindset.

Amid the mossy ruins of the ancient stadium built within a fenland valley, Jalak Dador holds the first D'ni gaming arena that the DRC has released. Though there is no remaining evidence of precisely how the D'ni used this arena, it is clear that it was designed to challenge both the mind and the body in tests of strategy, strength and skill. Already there have been many interesting and innovative games devised by the DRC and explorers of the age, and yet there are still many yet to be discovered. The precise manipulation of the Age will be explained in the Uru Live 102 segment of this issue, though for now I shall leave you with an example of some games suggested by the DRC.

Quick Cubes

“Alright, so this is one of our favorites. Make sure the arena is level. That means all the pillars are at an equal height. Then bring in two of the big cubes. Make sure the wall is in place and set one cube on each corner of the arena.

Somebody yell go.

The rules are you can only affect the pillars directly next to you. In other words, you can only lower or raise the three or four pillars that surround you. No diagonal stuff. You can move all you want to make sure you affect the other pillars, but you have to keep to the adjacent pillar rule.

The objective is to get your cube from your corner into your opponent's corner before your opponent gets his or hers into yours.

Play offense or defense, but hurry.”

Chess Cubes

“ This one is a little slower. Those of us who are a little more into strategy prefer this one. Same idea as before. Level the field. Two cubes. One in each corner. After they are there, hit the randomize button.

With this one, you can still only affect the pillars adjacent to you. In addition, you only get three pillar moves before its your opponents turn. Your opponent will hear the raises or lowers so don't cheat. You can move the cube all you want while your opponent is going but you can't change any pillars until it's your turn.

Same thing as before: get the cube to your opponent's corner before they do”

Written by Stellaflora

Archiver Talkback

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

I want to say I am totally against advertising in the cavern, but, if it absolutely HAD to be, I would prefer product placement to banners or signs or things like that. I would much prefer to see a bottle of Dr Pepper sitting on a desk or a Fuji camera sitting there, or a cell phone left forgotten on a bench with a label showing to signs and billboards and such. T-shirts aren't a bad idea as well. If we had the opportunity to choose the signs or what products were being advertised in our own neighborhood that might be an interesting way to customize each of the neighborhoods. In the end though, I still say NO to advertising in the cavern. Put as many billboards you like out by the highway leading to the cleft, but please leave the cavern alone.
-bpgisme

I understand the need for outside funding and I will accept subtle forms of advertisement such as T-shirts, but it doesn't mean I have to like it if it goes beyond that. D'ni is an *archaeological site*, and if the rest of the surface world would accept its existence, it would surely qualify as a Wonder of the World. You don't see McDonalds billboards in Pompeii, or Verizon posters on Angkor Wat. If Cate is that willing to sacrifice the integrity of D'ni and the Ages, then she should open up a gift shop on her own darn Relto.
-Samantha "Sorceress" Mendez

With the recent announcement of the formation of 5 new, officially sanctioned guilds by the DRC, we want to know: "How do you feel about the resurrection of the Guild System? Do you think that the advantages of the system outweigh the detriments, or is the system mostly going to cause problems in the community?"

Please send your thoughts and opinions to archiver@thecaverntoday.com. Responses should be in English and limited to roughly 150 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 9 of The Archiver.

URU LIVE 102

Backstory: Phil Henderson

Phil Henderson (sometimes known as ‘phend’) originally worked as a Restoration Engineer for the DRC. He was a fairly nondescript character, until he disappeared during September of 2002, the period of the original DRC Restoration. He apparently disappeared while on assignment in Eder Kemo, and, for two weeks, had, to all intents and purposes, disappeared completely. However, it was towards the end of September when a KI signal was detected in Kemo. Again, no actual trace of Henderson was found.

A few days later, an explorer encountered Phil in Kemo. In what was a brief conversation, Phil said that he was okay, but that he wouldn’t be coming back, before he disappeared again.

Phil slowly drifted from the forefront of explorers’ minds; that is, until he reappeared in the cavern, over a year after his original disappearance. On November 20, 2003, he once again reappeared in Eder Kemo. He had, apparently, been completely changed. He said that he had taken Yeesha’s journey; indeed, he purportedly had met with Yeesha herself. He had seemingly moved from a DRC ResEng, in support of the physical restoration of D’ni, into a very clear supporter of Yeesha’s more spiritual view of the restoration. He was certainly very disoriented, however, he seemed to gradually remember where he was, and requested a meeting with the DRC. However, when he met with Victor Laxman, he seemed to

renege on his original wish, and left. He later took another well-known ResEng, Douglas Sharper, on the Journey as well.

Of course, now that Phil had made his big return, it would be exceptionally unlikely that he would just leave again. The DRC were intent on finding him, questioning him regarding his recent activities, and ‘protecting’ him. They repeatedly tried to track him down, and succeeded on the 16th of December, when he was apprehended by Mr Laxman and Dr Richard A Watson on the rope bridge in Ae’gura. He was held for two weeks for questioning, before he was released.

Shortly after this release was the time when the most well known event surrounding Phil occurred. Contrary to advice given by the DRC, Phil was found to have been up at the Guild Hall, which had been declared off limits due to structural faults. A section of the wall collapsed on where Phil was known to have been. Frantic searches and rescue parties deployed by the DRC turned up nothing more than a smashed KI device. No body was found.

However, some explorers believed that Phil had not died in this collapse, but rather continued to live on, either in the Cavern, or in the Ages. It took 4 years for these beliefs to be vindicated, on the 3rd of August, 2007. It appears that he had been saved by Bahro, and had since travelled to various Ages, including Releeshahn, the new D’ni home world, where he had again met with Yeesha. He has apparently come to help prepare the explorer community

for the inevitable arrival of the intra-Bahro conflict into the cavern. He, in any case, seems to have further grown in his knowledge of the Bahro and of Yeesha, and will likely be a valuable resource of knowledge in the times to come.

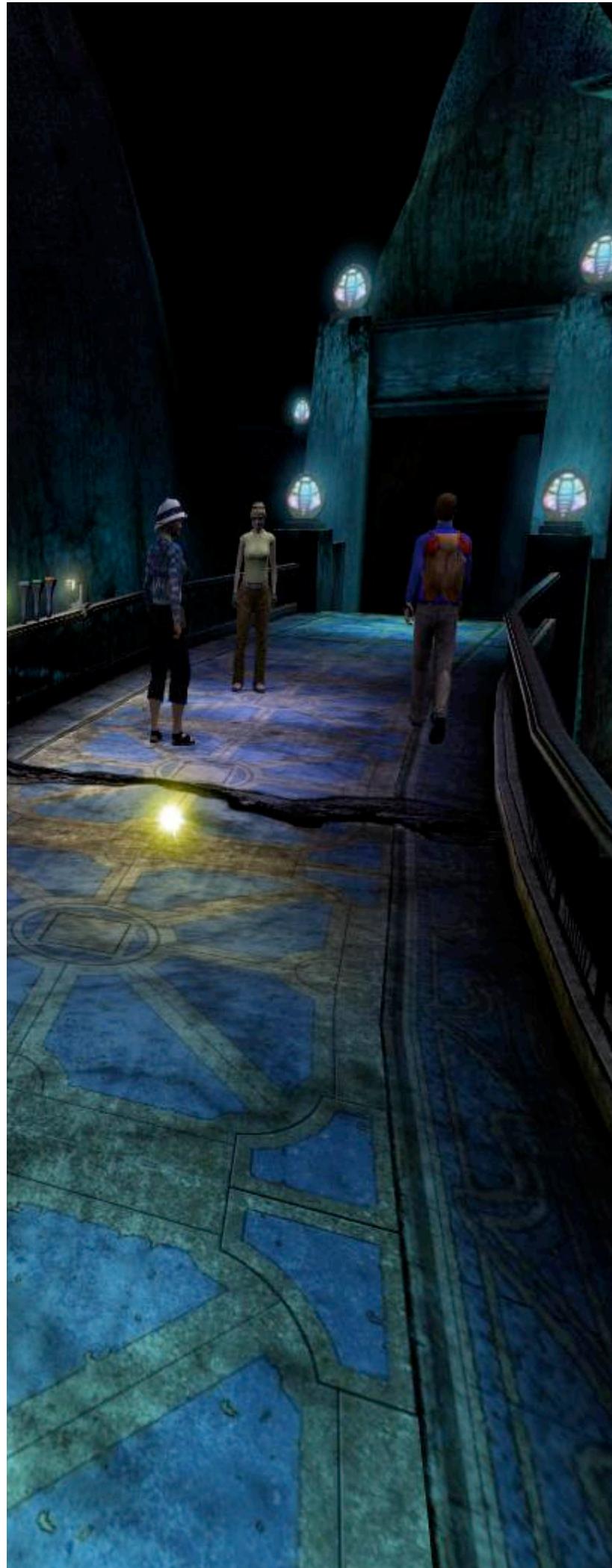
Written by Narym

The Great Zero

The Great Zero is one of the great artifacts of D’ni civilization, quite possibly second only to the Art of Linking. The Zero was the first structure built by the D’ni after the arrival in the Cavern around 9 and a half thousand years ago.

The Great Zero is located in Ae’gura, but is currently only accessible via Linking Book. The Zero played an important role in city layout and navigation, especially in an underground cavern without any other easily distinguishable point of reference. The line that emanates from the Zero itself is specifically aligned with the magnetic north of the Age (in this case, Earth) for this exact purpose. The line from the Zero also had another purpose; buildings could be constructed on the line only if they were religious in nature, and they had the prior dispensation of the King. The north line itself runs down the great stairs and through Kerath’s Arch, itself a great historical monument in D’ni culture.

With the D’ni navigational system being cylindrical in nature, (rather than rectangular, which we more commonly use), the line was integral to navigation. The first of the three coordinates, the bearing, being specifically based on the north line, with the other two coordinates being based on the Zero point itself. Despite this, there were one or two occasions in which the position of the line was called into question, for various religious and political reasons. However, it seems that these doubts never eventuated into any permanent actions or changes, and that the line

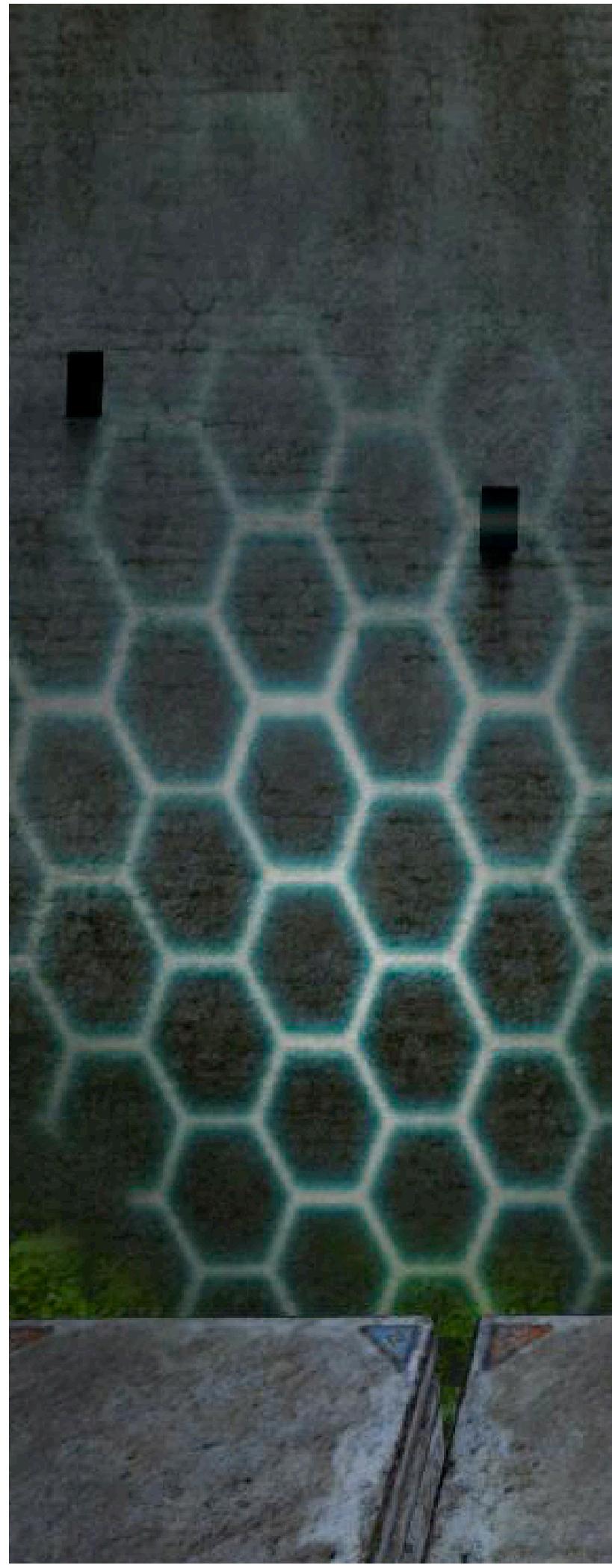


was in the same position when it was discovered by the DRC, as it was when it was originally constructed.

One of the key components of the GZ is the neutrino dispenser, the great structure in the middle of the GZ courtyard. Exactly how the device works is currently unclear, however, it seems to rely on the running water in the courtyard to function. It also seems to use some sort of unknown crystal as part of its functionality. In any case, the dispenser ‘dispenses’ neutrino particles, which are detected by the KI devices, which can then calculate the exact position of itself in relation to the Great Zero. This makes navigating in the cavern much easier, as any given point has its own set of coordinates. In fact, the KI in tandem with the Great Zero is reminiscent of an Earth GPS system, allowing the wearer to know exactly where they are in relation to the Zero point.

Since July the 24th, the Great Zero has been properly, with its blue light now sweeping the cavern. It appears that full functionality has been restored. However, it is quite possible that we have yet to discover all the wondrous technology that makes up this incredibly important piece of D’ni history.

Written by Narym



KI User Guide 5

Jalak Dador

With the release of the new Age of Jalak Dador, we also acquire a new KI control panel that interfaces with the machinery of the Age.

The Basics

At the most basic level the KI enables you to raise and lower the columns of the Jalak arena, simply click on the top of a column to raise it by one and sides of a column to lower it by one. However to really make use of arena you'll need activate the new symbol you will see flashing at the lower segment of the KI.

Column Controls

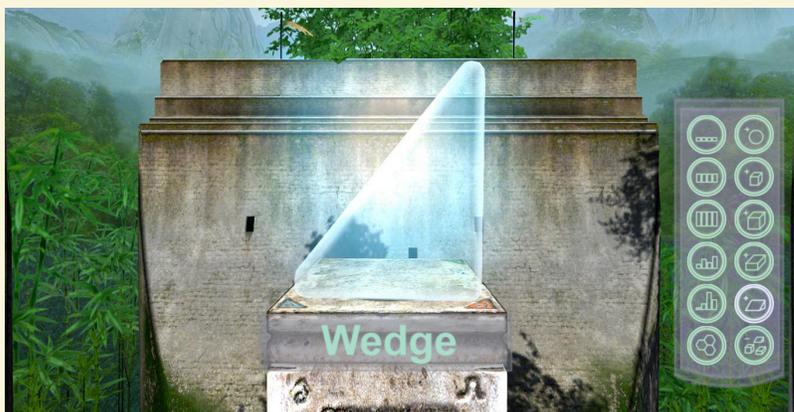
With the Jalak KI interface active, you'll have control over several elements of the arena. The first five buttons on the left of the interface affect the column levels. The first three of these will uniformly position all columns at the lowest, middle and highest positions. The fourth has a lesser randomizing effect and the fifth a greater randomizing effect.

The Forcefield

One interesting thing about this Age is that it exhibits the first working example of a D'ni forcefield. This acts as safety net, preventing the players or blocks from falling from the arena during play. The lower left button will toggle this "wall" on and off.

The Blocks

The right side of the interface is entirely dedicated to the shapes (or blocks) that can be used as playing pieces, kickable objects for games or simply to create works of art. The arena can generate five geometric shapes. A small sphere, a small cube, a large cube, a cuboid and a triangular wedge. When



Various shapes can be generated by the Jalak KI Interface.

clicking on a block button the arena will generate the requested shape above the centre square, but remember that the arena can only sustain five versions of each shape at any one time, and will deactivate a previously generated shape if you go over five. The lower right button on the interface will instantly clear the arena of all blocks.

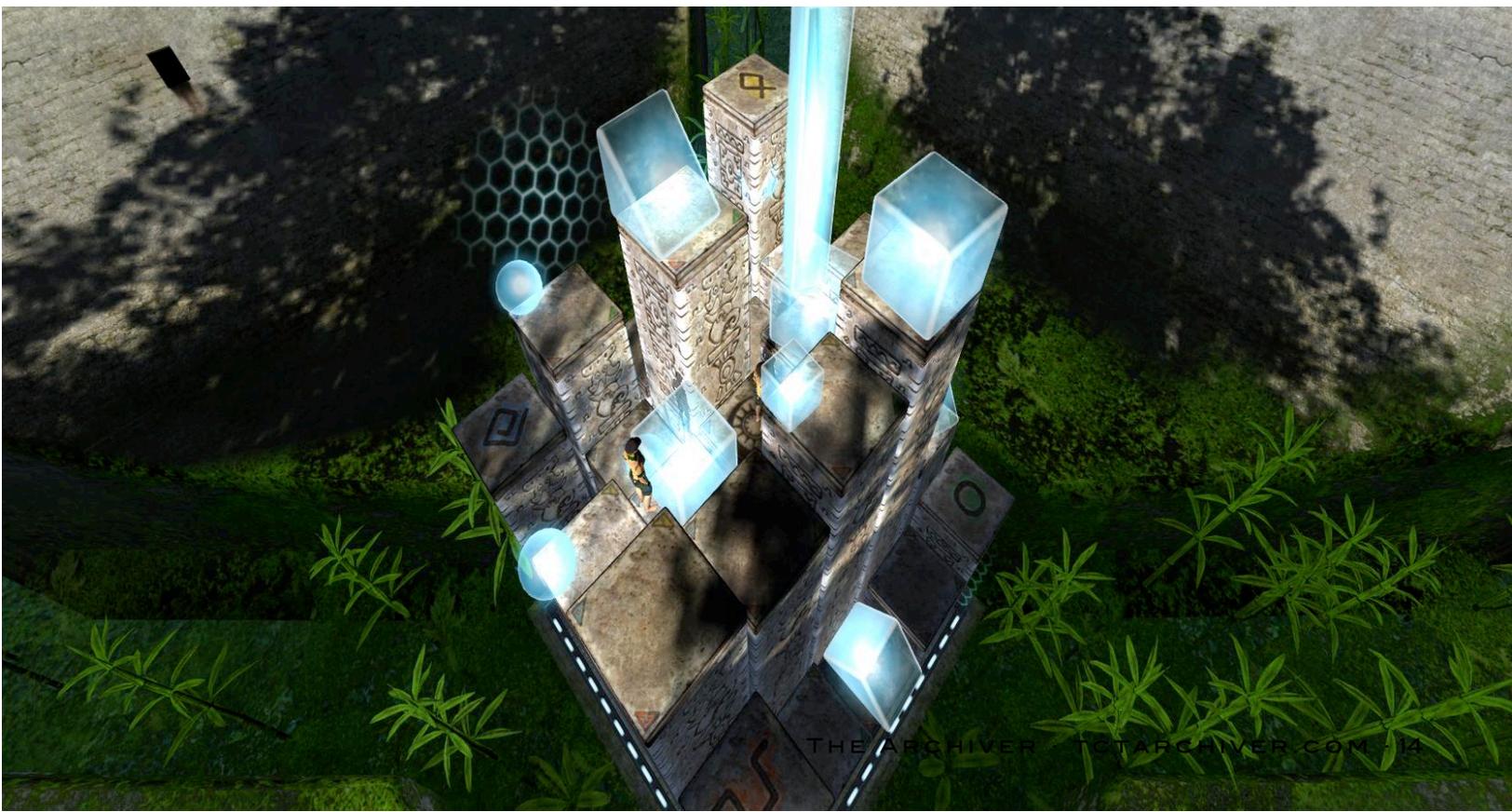
Other Controls

It should be noted that in addition to the interface there are also two textual controls for saving and loading the column positions of the arena. These will not save or load the positions of the blocks. `/savecolumns *layout name*` and `/loadcolumns *layout name*`, where `*layout name*` can be any name of your choosing. These commands will generate and read from text files that may be found in the root directory of Myst Online and may be shared with others though the various URU forums and The Jalak Registry (<http://www.heywetried.com/jalak>).

Non-Jalak Updates

Outside of Jalak, the KI has also been upgraded to allow explorers to transfer their accumulated pellet scores to the statistical imager (right side when facing the lake) of any neighborhood. Like with all imagers, approach the imager until the symbol below it glows and you will notice the pellet symbol appear on the lower segment of the KI. Pressing this will transfer all your accumulated pellet scores to the imager where the donors names will appear in order of individual pellet score uploads totals. Uploading additional scores will not be added to the scores in your previous entries but will create a new entry. All pellet scores donated will be added to the overall neighborhood score. Donating your scores to an imager will reset your KI scores to 0.

Written by Stellaflora





JALAK GAME OF THE MONTH

The Archiver is proud to announce a new regular segment. Here we will feature a different Jalak game from The Jalak Registry (<http://www.heywetried.com/jalak>) each issue. This month's is Obstruction (<http://www.heywetried.com/jalak/obstruction>), created by JKC and has been selected by Stellaflora and Qvist.

Stellaflora: "A highly enjoyable game to play with friends. Ideal if you want to get straight into the game without all that messy setting up. 9.5/10"
Qvist: "An amusing and highly varied strategy game, which isn't complicated and can even be played by four players. 10/10"

Intro and Objective

Starting on the opposite corner pillar from your opponent, you must somehow find your way across and to reach your opponents starting pillar before they beat you to it. Each player can pick ONE of the following actions on their turn; They can move to an adjacent pillar which is on the same level they are on (no diagonals), they can raise a pillar, or lower a pillar so that they may either set up for a future move, or to block their opponent from making a move.

Gameplay

1. First, the two players must choose and stand on any of the 4 corner pillars. But it has to be opposite

from the opponents pillar. So if you chose to stand on green, then your opponent would be on blue.

2. Hit the button that randomizes the pillars, and when the pillars stop moving the game can begin. The person who ends up on the highest pillar goes first (or you can work something out on who goes first).

3. On a players turn, they can only choose one action to take. This is either to make a move to another pillar that is adjacent to them and on the same level, or to raise or lower a pillar of their choice.

4. There is a special move that can be made. If a player lands on the middle pillar (the one with the sparkly mark) they can choose to hit the randomize button to shuffle the pillars around. This can either aid that player, or just make things worse on their part.

5. First player to reach the opponents symbol wins.

Other Rules

Players may raise or lower the pillar they are standing on, as well as their opponents.

Players may NOT move the same pillar their opponent just moved.

No see-sawing moves, like if you move your opponents pillar and they move yours, then you move theirs again, and so on and so on...

Only a player who lands on the middle pillar can activate the 'randomize pillar' control

No jumping



THE GUILDHALL

D'ni Linguistic Fellowship

As the cavern comes back to life and the called return, many explorers who share similar interests are drawn together. Much like the Guild's of D'ni, these modern day groups seek to contribute to Cavern society in various ways, according to their abilities and talents. In this series, the Archiver takes some time in each issue to profile one of these groups.

This issue, we have a chat with the D'ni Linguistic Fellowship, a group with a flair for the many exotic languages found in the Cavern and the Ages.

What is the Goal of DLF?

Since we were founded in 2003, the most basic goal of the DLF has been to bring knowledge and enthusiasm about the D'ni language to the Cavern. Since it's the one we know the most about, D'ni is the language we've worked with most extensively, but we've also worked on the languages of inhabitants of the D'ni Ages, or the ahrotahntee, including Narani and the bahroglyphs. We've always felt it to be important to create an environment that encourages learning at all levels, so we've done away with things like guild hierarchy and rank. Instead, we really try to foster an open and welcoming place for linguists to come wherever they are in their studies and join in, ask questions, pose new theories, and the like.

Aside from your obvious love of language, do any of your groups leaders have surface experience (linguists, archeologists, etc.)?

In fact, we do. We have more than one DLF member who has studied or received a degree in linguistics on the surface, a handful of anthropologists, literary scholars, students of culture, and the like. Lots of us are bi-, tri-, or multilingual. Most of us are amateur linguists, though, at varying levels of proficiency. Part of what I love about the DLF is that as you work in D'ni linguistics, you end up learning a lot about linguistics, cultural studies, etc. from really smart people who've studied it themselves.

Is it difficult to get access to original D'ni texts?

Very difficult! We can count the original D'ni texts to which we have direct access on one hand, basically. There are scraps of D'ni in inscriptions that are visible all around Ae'gura and in the Bevin neighborhoods, and given what we know about the D'ni as a record-keeping and archiving civilization, there must be volumes upon volumes of the stuff hanging around! The DRC has been the primary gatekeeper for most of that info—they've done a great job, even more so when Nick White was on staff, of translating documents into English and publishing those texts. There's a lot of translated material available in notebooks, and Nick's been feeding us new texts like the D'ni creation myth bit by bit. We're trying to back-translate some of these texts, actually, to see what the original D'ni might've looked like. Still, it's only a drop in the bucket, and we're a little worried that the DRC is heading in a direction where translation will fall to the

wayside. Our recent open letter to Cate Alexander (<http://linguists.bahro.com/forums/index.php?showtopic=1193>) and Town Hall meeting were intended to get the word out and help raise awareness about this issue. Though we know it's not at the top of the DRC worklist, it'd be amazing if some day we get direct access to full D'ni texts, even a D'ni library!

Have you been able to work with the DRC language experts?

Unfortunately, we haven't. Ms. Alexander indicated in early May that, along with the firing of Nick White, translation efforts within the DRC had dropped significantly—in her words, “at this point we don't have much need of translation.” I was able to talk to Laxman briefly soon after, and he reported that there was some internal reorganization going on, and that while they would try, there was no guarantee that DRC staff would be able to focus on translation. So at this time, D'ni doesn't seem to be high on the list of priorities. Personally, I like to point out that the DRC has a whole squadron of explorer-translators at hand to help out if they're short staffed, but given the sensitive nature of the documents they work with, I understand their reluctance. Still, it'd be a dream to work with DRC language experts to help out with the Restoration eventually!

Are you working on deciphering the bahro language as well?

Indeed we are! Bahroglyphs have long been a topic of interest for us. The Bahroglyph Study Group (<http://linguists.bahro.com/domahreah/glyphs>) started soon after the DLF did to try to make sense of the glyphs in Eder Kemo and elsewhere. With the Minkata stela, we've there's been a flurry of new interest, and some really interesting new theories floating around. Ireenquench and Ti'chelle have also been really prominent in this area. They've been conducting Bahroglyph Tours in the Cavern for almost two years I

think, and they do an amazing job of it! Really fun and lots to learn and talk about.

Do you plan to publish a translation guide in the future, sort of like a modern-day Rehevkor ?

Good question! We actually don't plan on it. Because part of the philosophy of the DLF has been to support real education and learning, we made a decision early on that we wouldn't maintain an official wordlist. We felt it was a much more useful experience for students to construct their own individually, as a way to interact with D'ni words and their meanings hands on. That said, there are some great reference resources out there along these lines, many maintained by DLF members. Cyanworlds actually released a word list with the Myst V European Collector's Edition, which was tough for us Americans to get a hold of! It wasn't exhaustive, and it did have some inconsistencies, so we've been wanting to put together a commentary on the D'ni Language Guide for a while now. Trying to figure out the copyright issues at the moment, but I'm hopeful it'll happen eventually.

D'ni Linguistic Fellowship

Website: <http://linguists.bahro.com>

Email: dnigrammer@yahoo.com



Do you think there should be a formal Guild System reinstated in the cavern with DRC oversight and support or is the current loose confederation of explorer groups that support and govern themselves and (to a much lesser extent) each other sufficient?

You know, this is a really tough question, and one that I've been written strongly about at the UruLive forums. I think that we have an amazing opportunity in our hands with the question of a Guild System. The current models that are out there, which rely on hierarchy, rank, points, competition and so on, simply will not work for us in the Cavern, in my opinion—all of that flies directly in the face of everything we explorers represent: free, open, collaborative exploration and discovery. I think there's so much potential here for us to do something revolutionary and ground-breaking, to come up with a guild system that embraces the values that are important to us. A lot of folks are afraid of reviving the hubristic pride of the D'ni, which was deeply tied up in their guild system, and a lot of folks are wary of the elitism guilds might inspire. I'm sympathetic to those reservations and agree we need to be wary of such things, but also think we need to be careful not to make a simple equation, guilds=elitist hubris. I can see the advantages to both options you mention in your question, too—existing within a DRC-endorsed guild system could lead to some amazing opportunities for the kind of interaction and access I talked about above, that we currently don't have. I think we've also grown to really appreciate the freedom and openness of the current setup, though. That said, I don't see any reason why a system overseen by the DRC couldn't have the kind of organic, grassroots feel we have currently. Again, it'd just take some thinking outside of the box.

What type of explorer would be attracted to joining your group?

DLFers as a whole are inquisitive, eager to learn, and enthusiastic about the D'ni culture. We tend to

really enjoy puzzles—the D'ni language has always struck me as one of the master puzzles the D'ni left behind for us to figure out—and to think creatively, from different perspectives. So much of our work is speculative, so being able to put yourself in Kadish's or Gehn's or bahro shoes and imagine what would've been important enough for them to write down is important. And there's some very logical thinking too, trying to figure out how a bit of grammar works or what kind of phrase would best fit some unknown D'ni.

Where can explorers contact you if they are interested in joining?

Explorers can visit our website at <http://linguists.bahro.com> and check out all the resources and services we have to offer. There's no "official" joining process, mostly explorers register at our forums and that's it! We also have a Bevin in the Cavern, so DLFers are welcome to join our 'hood too! Any questions can also be sent along to me directly at dnigrammar@yahoo.com.

Anything special planned for the coming months?

Sure! We've got our annual korokh deseekaytee (Book of Puzzles) coming out for Mysterium in the next few days actually, the Puzzlemakers have been working furiously and it's looking awesome! There's also a lot of new programs that we're going to try out, things like a translation service open to the public, DLF Ambassadors for guilds and explorer groups who need linguistic support for their work, more in-cavern translation advocacy directed at the DRC, and even some neat creative collaboration with Subterranean Restorations, the Cavern Choir, and others. We'd love for anyone who's interested to get in touch and get involved, of course!

Written by MTigerV



MYSTERIUM 2007 LOS ANGELES, CA

“Please note that there will be no members of the Mysterium Committee present at Mysterium. There are no Cyantists or other “official” personnel attending Mysterium. Please make your plans accordingly.”

These were ominous words that put a lot of pressure on this year’s Mysterium right from the beginning. Many people across the various Myst community boards began to express their doubt for the Mysterium to be held in Los Angeles on July 20th-22nd, and speculated that it would be small and uneventful. Because of this pressure, a number of early arrivers met at the official Mysterium hotel this year, the Comfort Inn in Santa Monica on Thursday night to plan out the event, eventually resolving to make certain that this Mysterium would become the greatest experience possible, and to prove that they would not need Cyan-tists or committee members to create an amazing event. The following days would prove that the Uru, Myst, and D’ni community was astounding enough that they could pull together a thrilling and unforgettable meet-up event.

Mysterium officially began bright and early on Friday morning, as the attendees began to arrive, myself included. Once everyone had gathered the lot of us piled into a handful of cars and drove down to the iconic Santa Monica Pier. We walked along the sands

of the beach towards the bedazzling pier, making Minkata jokes, and discussing what we felt might happen in the next episode of Uru Live.

I had not had the opportunity to experience a Mysterium before, but I was taken aback at how quickly I found myself becoming friends with this diverse group of intriguing people. The neatest thing, I felt, was that anyone present could make any obscure reference to any Myst game, and be confident that their surrounding peers would know exactly what they were talking about; an experience many Myst would not have in any other setting.

Exploring Los Angeles was a novel experience, and everyone was having a great time. People on the street stared and watched us closely, pondering with bewildered faces every time we were overjoyed to find a traffic cone lying around. We laughed, knowing we were surrounded by friends and compatriots, and for so many of us, this was the first opportunity we have had to connect faces and personalities with the avatar names and message board identities that we had become so familiar with.

Leaving the pier behind, we all piled into the cars again and traveled to one of the best-kept secrets of Los Angeles: The Museum of Jurassic Technology. There is no easy way to describe what this museum is about, but suffice it to say that it is a playground for the type of people who might enjoy Myst. The layout of the mysterious museum is maze-like; there are exhibits dedicated to logic puzzles and superstitions, and even unexpected surprises such as an out-of-place library room that is strangely reminiscent of Sirrus’

stockpile of treasures on the Mechanical Age of the original *Myst*.

Afterwards, we headed to another museum; the world-famous Getty Museum of art. On the drive there through excruciating traffic, we'd ask questions to each other, such as "What is your favorite Age from any *Myst* game?" or "What part of Uru has your favorite music?" Everyone was in high spirits, and I do not think that I ever saw anything but a smile cross any of the attendees' faces.

We walked around the beautiful gardens of the museum, affectionately referring to them as "Eder Getty", taking pictures and crowding around the strange but beautiful trees and even an orange cone we found, "doing its job". After breaking off and exploring the art exhibits, we returned to the cars and went our different ways for the rest of the night, some heading out for ice cream, and others heading back to the hotel, or to go stand in a line to purchase their new Harry Potter books at midnight.

On Saturday, the group met again in the morning, and split into two groups, one heading off to Universal Studios in Hollywood, and the other going to check out the gardens in Descanso. Both groups had a fantastic time together, exploring, playing, and cracking jokes with one another. At Descanso, for example, once we had discovered a fountain that resembled the ones in Uru's neighborhoods, we took a variety of fun pictures of us, either dancing as our avatars might, or sitting with one knee forward at the fountain's edge.

At the end of the day, we all accepted Shoom'lah's invitation to join her at her amazing home. The house itself had been remodeled by a Hollywood set designer, and definitely had a major appeal to any fan of *Myst*. We were surprised and delighted to be greeted by a sales team from the recently formed *Mystwear.com*, and had the opportunity to take a first crack at their merchandise before their website would be operational later that week.



After a few more group pictures, pizza, and some time exploring the beautiful home, we all filed into Shoom'lah's living room to share presentations with each other. We were able to hook people's computers up to a wide screen LCD Television on the wall above the fireplace, which allowed Shoom'lah to present some of her Myst-inspired artwork. Slider showed a slideshow of his amazing cone pictures; getting those cones into astounding places. K'laamas presented a copy of *Rekorokh Deseekaytee* ("The Book of Puzzles") on behalf of the D'ni Linguistic Fellowship, to each of the attendees. Squall showed off a music video he created in memory of the now missing snow in Eder Delin. Even I was able to present something, per-

forming a live piano arrangement of "Kerath's Arch", a piece of music I composed after the events in the cavern that led to Wheely Engberg's death.

After the presentations were over, we relaxed, and those of us with laptops logged into Cyan Chat to meet up with others who weren't able to make it out to Mysterium. RAWA even joined in, and even presented us with a new D'ni word at our request: "eer", meaning, "bandage" (noun).

The next morning, the group traveled to China Town for some Dim Sum, eating at a little restaurant called Ocean Seafood, and walking around the city to see the Bradbury Building and to find the Mexican Marketplace. Squall even found and purchased a hat



that closely resembled Douglas Sharper's hat in Uru. It turned out to be quite a busy day. A small group went to CAGrayWolf's house to see his Myst collection, while others visited the La Brea Tar Pits, and the Page museum dedicated to those pits.

Of course, no visit to Los Angeles would be complete without a trek through Hollywood to see Grauman's Chinese Theater and the Walk of Fame. The Mysterium group finished off the day eating at the famous California burger chain, In N Out.

Although this years Mysterium was much smaller than the one last year in Spokane, the Los Angeles meet-up was still a great success. Because of the smaller numbers, everyone had a great opportunity to really get to know each other. Furthermore, since many of the attendees lived around the Los Angeles area, it gave them an opportunity to exchange phone numbers in order to plan other get-togethers around the area.

Attendees Included: Slider, Fell The Librarian, Jimmy 9892, Sephoris, Jeff Wise, DanTheMystFan, Calumon and his Dad, Squall, K'laamas, vaaht, Nissan, Deemer, IBNetWeasel, Serephina, Varekai, ryansdavis, StarCat79, M@, Purple Penguin, Steven, Pager C., woxell, and Shoom'lah.

Mysterium is really a community event, so we'd like to hear about your opinions, stories, anecdotes, anything, from either Mysterium07: LA, or from past Mysteriums.

Stories, or pictures, can be sent to archiver@thecaverntoday.com. Any written material should be limited to around 200 words.

Photos and Story by Jeff Wise



BULLETINS

Cavern Activities

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

Under the Roots!

"Under the Roots!" is a party for all Uru explorers. Up On the Roof! Returns, as Under the Roots! August 24 in Uru Live's Watcher's Pub.

Start time is 8PM Eastern, 6PM Cavern, 5PM Pacific.

Getting there: We use the Watcher's Sanctuary now because there's no easy public access to the Tokotah Rooftop. Go to the Maintainer's Nexus from any Nexus terminal or the book in your Relto. In the initial display you'll see a list of City locations, with the Watcher's Pub near the bottom of the list. Click the name, push the Nexus button that pops up and then use the book.

Party time: We start later now, due to lack of European hosts. If some Europeans volunteer to host for their time zones we'll consider starting earlier.

End time: usually around midnight Eastern. Depends on how energetic people are.

Music: The music is eclectic, provided by Ktahdn. It's broadcast on Shoutcast now, rather than Teamspeak. The Shoutcast server is provided by Ashtar, Patron Saint of Up On the Roof! and is easier to use than Teamspeak. It sounds better, too.

So come down and join us at the Watcher's sanctuary on Friday for plenty of dancing, chatting, and just hanging out with friends.

Cavern Timeline

* July 26 - New function of the KI to donate your pellet score to a neighborhood of your choice.

* July 30 (Familiar Voices Day 1) - Victor Laxman removes the device at the ferry terminal for reparation. Douglas Sharper returns from his trip to Noloben and has killed a bahro there.

* July 31 (Familiar Voices Day 2) - Two living and a dead bahro appear in the Sanctuary. Then bahro sightings are made at several places. Kirel can now be accessed via Nexus.

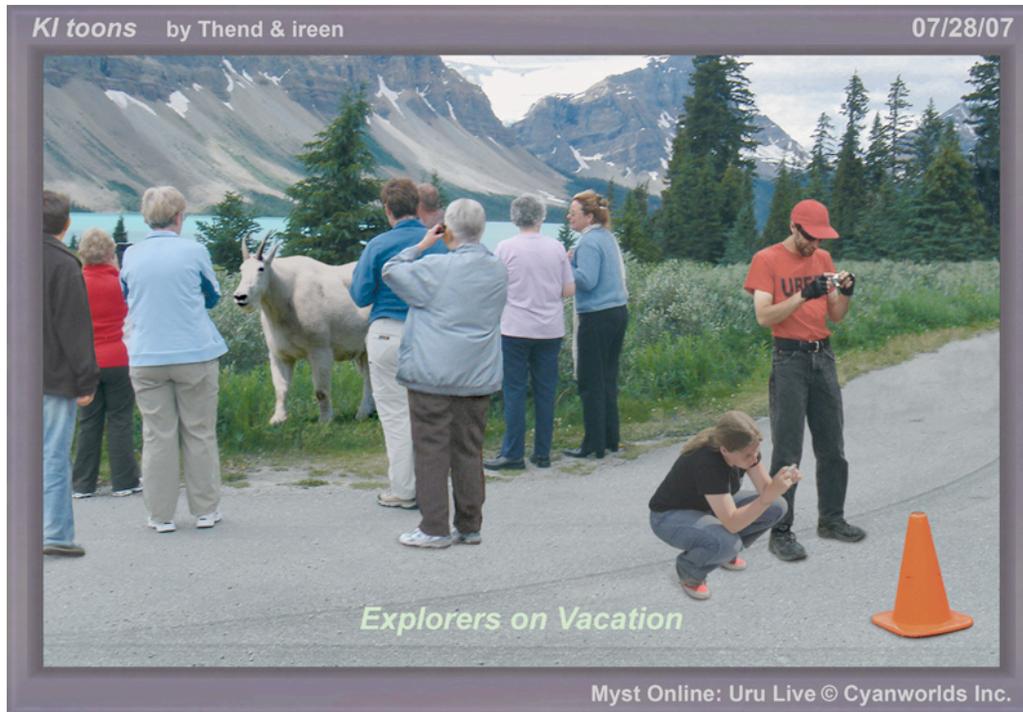
* August 1 (Familiar Voices Day 3) - Bahro sightings are still made at various places. Sharper wants to go back to Noloben. July sparkly disappears, new Relto page in Er'cana.

* August 2 (Familiar Voices Day 4) - Jalak gets released by Cate Alexander in the Library. In Jalak explorers found the August sparkly. Sharper changes his opinion and won't go to Noloben.

* August 3 (Familiar Voices Day 5) - Reteltee is the new guild advisor. Phil Henderson returns to the Cavern to help the explorers in the upcoming war.

CREATIVITY CORNER

KI Toons by Thend & ireen



Golden Ki Winners

"Two Lamps" by Nine-O-Nine



"Oh Noes!" by pixelpink



