

THE ARCHIVER

R E C H I S O T A N

A PRODUCTION OF THE CAVERN COMMUNICATION NETWORK

Returning...

The DRC is back, and so is the spirit of Uru.

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A CLEAN SLATE

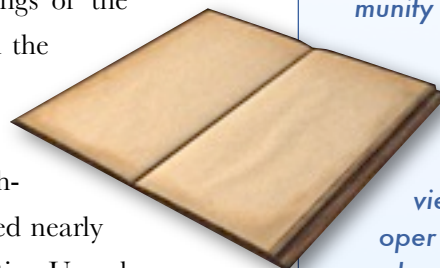
Welcome to the inaugural issue of The Archiver, brought to you by CCN.

It's been two years since Uru Live closed. Two years since a newsletter covering the community has been in circulation. It is not our intent to usurp the position of The Echo as the sole report on community news, for I still believe that it has a place to fill in the future, should Uru Live come back. This isn't really an interim publication until Live comes back either, though. It is, instead, something that takes a larger look at the community than just the Cavern, unlike The Echo. Reports in The Archiver will find their sources in the forums, web sites, and real-world gatherings of the community, as well as regular updates on what is happening in the Cavern.

I would briefly like to take a moment and thank the team at CCN for helping me to make this publication a reality. Without their support, I don't think this would have gotten assembled nearly as quickly or been readily available to such a large group of existing Uru players and community members.

We have before us a clean slate; a blank page. We can go anywhere from here, and since we are made by and for the community, we want your feedback and suggestions. What would you like to see in these pages in future issues? What should we cover? Who should we interview? Send us your thoughts, your suggestions, and your ideas to archiver@thecaverntoday.com.

- Alahmnat (alahmnat@dpwr.net)



What is The Archiver?

The Archiver is a newsletter in PDF format reviewing happenings in the Myst Community. Our goal here is not to provide a headline news service, as almost every community site has its own news reporters covering breaking stories. Instead, the goal of this newsletter is to cover the community itself: fan projects, web master interviews, and maybe even some interviews with developer and publisher employees.

Our aim in this is to cover the quieter side of things which seem to be overlooked more often these days. I hope you enjoy what we have to offer.

- Alahmnat, Archiver Editor

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Returning...

After two years of silence, the DRC has recently begun a slow return to the Cavern. For the moment, their objective has simply been to gather the splintered segments of the community into one place again. There are no official plans from the DRC to open new areas or fix any existing problems, but some of the actions being taken recently have started the rumor mill running overtime.

For the moment, however, it is at least wonderful to see so many people in the Cavern again, and it is a comfort to know that the DRC is again working to return to the restoration they were forced to abandon so suddenly in February of 2003.

Implications for the Future

There has been a great deal of speculation about what the recent DRC activity is about. Some think the Restoration is set to begin again soon in earnest, while others believe this to be little more than a (very happy) pipe dream. There is little that anyone is certain of yet, as the DRC has yet to be terribly forthcoming with its communications. Recent posts have mentioned someone named "Blake." A number of fans and explorers think that they may be referring to Blake Lewin, founder of GameTap and vice president of product development at Turner Broadcasting. While this has caused a bit of a row by Mac owners and players outside the U.S. (none of whom are able to use GameTap), some think that if this is indeed the Blake being discussed, he could be representing Turner, and not GameTap.

It is difficult sometimes to maintain the cautious optimism that Rand and others continue to request. Rumors abound that the DRC will be opening up the Age of Kahlo to new explorers soon. Michael Engberg's daughter Willow has mentioned that her father and Dr. Kodama are working on something together, and comments from Ryan and Rand Miller have hinted that something may be up with Kahlo. Moke has commented that the Museum may also be one of the areas being opened up for us soon, though it appears that Cyan utilizing work done by the COBBS team to make this possible.

Despite all this, though, Cyan staffers continue to insist that there is no work being done to improve the Until Uru client and fix any existing bugs. In a rare break from his normal cryptic self, RAWA appeared suddenly on the DRC forums for several days to discuss the function of Until Uru in Cyan's plans. According to RAWA, Cyan's mysterious backers "...know and understand what Until Uru is and what it is not. They aren't interested in funding Until Uru, but they are using Until Uru to collect information at the moment. Until Uru as it is, flaws and all, withered carrot that it is, broken-down house that it is, works for their purposes AS IS."



Overwhelming

According to Moke, a Cyan employee, the response to Cyan's D'mala shard has been huge. So huge, in fact, that it seems to have even surprised the team at Cyan. During a recent visit to the Guild of Greeters 'hood, Moke said, "We didn't expect everyone to come here so fast. Hoping for a slower trickle..." This has been very encouraging to many people in the Cavern, as the size of the response to Cyan's shard will likely help determine the ultimate result of the pending deal with "Blake" for future funding.

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DRC Liaison/Representative Elections

A Call for Liaisons

On February 28th, Marie Sutherland appeared in the Guild of Greeters neighborhood with an announcement. The DRC was looking to take on 5 explorers as liaisons between the DRC and the explorer community. Details as to what the job entails have been slim. All we know is that liaisons will need to be able to attend regular meetings with the DRC, but the length and frequency of those meetings has yet to be determined.

Needless to say, this has created quite a stir on the DRC forums, as well as other forums such as Uru Obsession. Many people have put forward their ideas for procedures in nominations, voting, final selection, term limits, recalls, and even speculated about the role of the liaisons as well. All in all, there is far too much text to be able to address everything that has happened over the past few weeks beyond saying that it has been one heck of a roller coaster ride. Things seem to be settling down now, though there are still discussions going on about the finer points of elections and term limits.

TCT ShortWave Coverage

Starting in March, the Cavern Today ShortWave service will be conducting interviews with candidates for the 5 liaison positions. Stay tuned to the ShortWave for these interviews; subscribe to the  [RSS feed](#) now to make sure you catch all the news. The Archiver will also keep you up to date with the latest news, providing highlights from the interviews and updates on the details of the nomination process, voting, final selection, and term limits.

The Election Process

In an effort to get the ball rolling on nominating explorers and moving closer to voting, DRC forum member 75th Trombone created a thread entitled "How about this. Please, everyone, check this out." In it, he outlines a very detailed process of nomination, voting, and finally election of representatives involving a number of different methods

in an effort to appease the many various camps debating the matter. As it stands, the process goes something like this (details still subject to change):

- Explorers nominate themselves or others in a single thread that runs for a week, perhaps longer.
- Final nominees from the nomination thread are voted on by posting a single reply to a new thread with your five preferred members listed. Presently there is some debate about whether to use weighted voting (i.e. casting all your votes for one person, effectively voting for only one position rather than all five) or to require a list of five separate names to be given. There is also debate about whether to use the DRC forum or a neutral voting site set up by a neutral party.
- The top 10 vote-getters (or more, if there's a tie) are presented to the DRC for a final selection either at random or using some other selection method of their choosing. If they decline the task of selecting 5, then the top 5 vote-getters will automatically be presented to the DRC as a back-up plan.

If you have an opinion on the election process, email us at archiver@thecaverntoday.com. We will include a few emails in a special opinions section next issue.

Current Nominees

The current confirmed nominees for the 5 positions are as follows (unconfirmed nominations not listed):

- | | | |
|--------------------|--------------------------------|----------------------|
| • <i>Gadrael23</i> | • <i>Vormaen</i> | • <i>Deg</i> |
| • <i>Gadren</i> | • <i>Reverend Vader</i> | • <i>Pali64</i> |
| • <i>Capella</i> | • <i>vortmax</i> | • <i>Eleri</i> |
| • <i>Tweek</i> | • <i>Supergram</i> | • <i>Ural</i> |
| • <i>Rils</i> | • <i>T'resah the Scrivener</i> | • <i>L'orr</i> |
| • <i>Whilyam</i> | • <i>Cycreim</i> | • <i>T_S_Kimball</i> |
| • <i>vidkid7</i> | • <i>Toria</i> | • <i>tsrblke</i> |
| • <i>Durane</i> | • <i>Ian Atrus</i> | • <i>CAGrayWolf</i> |
| • <i>samsbase</i> | • <i>Professor Askew</i> | • <i>hogarth</i> |
| • <i>Tehl Nava</i> | | • <i>GingerDiva</i> |



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The Myst Embassy is hosting special in-cavern days on several Until Uru shards.

In-Cavern (IC) vs. Out-Of-Cavern (OOC)

In the past, there has been a great deal of confusion, discussion, and arguing over the concepts of IC and OOC. In an effort to resolve this debate, we here at the Archiver put forward our thoughts on the subject.

IC conversation has often been termed “role-playing.” In the traditional sense of the word, this means you are playing the role of another character in a story. That is not what IC’s intent is, though. IC is merely the assertion that what you do in the Cavern is real, that D’ni is real, and that all of the people and places you visit in your travels are real.

OOC conversations treat Uru as a game set in a virtual, fictional world, plagued by computer problems, lag, and bugs. In either situation,

you are still “playing the role” of yourself, exploring the Cavern and Ages. All that has changed is your tone and perception of the world. There is no real “role-playing” required, because all you need to do is just be yourself. The important thing to remember is the context of what you say.

For examples of how to translate your conversations into IC speech, as well as notices of IC-oriented days in Until Uru, check out [Dotsahveht D’ni](#) at the Myst Embassy web site. Eleri from the Myst Embassy has also made a Dotsahveht D’ni ‘hood on D’mala.

DPWR.NET’s Golden KI

DPWR.NET hosts a bi-weekly “Uru Photography Contest” known as the Golden KI. The objective of the contest is to produce artistic “photographs” of the Uru environments using either the in-game KI (for Complete Chronicles users) or the ever-handy Print Screen button. There is no prize for winning beyond recognition of a job well done, but even this provides sufficient incentive for people to grab their “cameras” and start snapping photos. Some are quiet but powerful, while others are much more bold, yet overall, the entrants and especially the winners have brought a sense of beauty and art to these worlds of pixels and polygons. That such a feat is possible is a testament not only to the photographers, but also to the team at Cyan who built these worlds.

Entries to the Golden KI are accepted every other week from Monday through Sunday at DPWR, and the alternate weeks are used for voting. To prevent “voter fraud” all entrants and voters must be registered with DPWR to participate. A complete gallery of previous winners and entrants is available in the [DPWR.NET Gallery](#). For more information about participating in the Golden KI, [click here](#).

Get the Word Out



Marie Sutherland of the DRC, as well as numerous Cyan staffers - including Rand, Grey Dragon, and RAWA - have made several pleas to the Until Uru community to spread the word about Until Uru and sign up new explorers. However, at the same time, it is imperative for the future that the number of explorers not be artificially inflated, so please don't invite your cat or a friend you know is never going to play.

If you need help joining Until Uru, or if you want to help a friend get into the Cavern, there's a good one-stop topic with plenty of links to trailers, banners, and instructions on how to join on the [UbiSoft UU Forum](#).

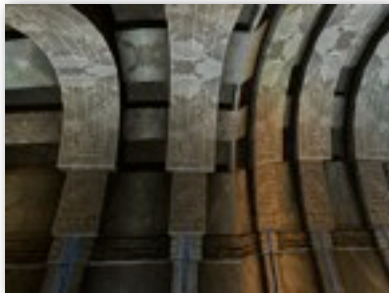
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Creativity Corner

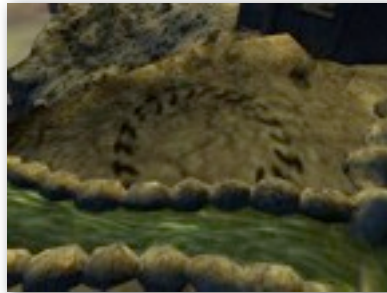
Every issue, The Archiver salutes the winners of the various creativity challenges put on by web sites around the community. Here are this issue's winners. Please remember that all original content in the Creativity Corner is property of its creator, and all images from the Myst series are property of Cyan Worlds, so don't steal it.

Golden KI Winners

The Golden KI celebrates the art of Uru as photographed by explorers. Rounds are held every other week, and winners are voted on by the community.



Arcs, by Kaelri (Round 38)



Mysterious Circles..., by Marein (Round 37)

MYSTcommunity's Creative Challenges

The [MYSTcommunity forum](#) hosts three challenges, though their frequency is sometimes hard to predict. Ideally, the Creativity Challenge is hosted every month, with the writing challenges alternating between Myst and Original Writings each month.

Original Writings Challenge - January

This month's winner was Jesthar, with his submission, [Sunrise](#).

Myst Writings Challenge - November

The winner for this month's writing challenge is Cactus Wren, with her short story, [From Tomahna: Near Midnight](#).

Creativity Challenge - October

This month featured a tie in the computer category, with both Shoom'lah and Fahrmy taking in four votes each, while Wanais won for photography with her image, "Fall."



Self-portrait, by FahrmyBoy



Untitled, by Shoom'lah



Fall, by Wanais



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Mysterium 2006: Spokane, WA



Once again we find ourselves invited back to Cyan's headquarters in Spokane, Washington for a look at what they're doing now. Given that the company almost closed down for good last year, this is a very good sign that Cyan is confident that they will be around for some time to come. Of course, now we have five months to pound our heads against our monitors speculating over what's to come, but that's half the fun.

The Lowdown

- Location: Spokane, Washington
- Dates: July 28 - 30
- Hotel: Ramada Suites, 9601 N. Newport Hwy.

For reservation information, contact the Ramada Suites at **800-210-8975** and ask for a room with the "Mysterium Group" rate. Rooms at the official hotel are \$69.95 per night plus tax. Find a roommate to split the cost by using Ran's [Roommate Search](#).

You are also welcome to stay at any other hotel during the convention, but as most events will take place at the Ramada, you may want to join in. Attendance is free, plus cost of transportation, lodging, and other attractions.

See you in July!



Fans gather at Cyan's offices at Mysterium 2003 in Spokane, WA.

What is Mysterium?

Mysterium started in 2000 as a way for fans to get together in real life and hang out for a weekend. Cyan got involved by inviting everyone to visit their headquarters, and since then, there has always been some form of developer presence at the gathering.

The focus, however, is still on the community, not the products. Fan presentations, EDGE training, and even just going out for dinner are very much group affairs, and it has been said by many that the real fun of Mysterium is not just seeing what's new in the Myst series, but hanging out with a bunch of friends. The shocked looks on restaurant staff when we walk in are pretty priceless too.



Kha'tie demonstrates proper EDGE technique at Mysterium 2003.



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BULLETINS

End of Ages Wins Big at GiN Attention Mac Users

Myst V: End of Ages won big at this year's Game Industry News Awards. The game was nominated for four categories: Best Puzzle Game, Best Environment, Best Soundtrack, and Best PC Game. Not only did it win all four awards, it also took home the Game of the Year award. Congratulations to the team at Cyan Worlds for their hard work!



Helpful How-to's

Forget how to use your KI? Need help joining a new 'hood? Then be sure to check out The ShortWave program's new production, entitled "Sunday to Sunday" hosted by J'nathus. You can get it by subscribing to the regular ShortWave feed or by downloading it from the [ShortWave website](#).

For those of you interested in purchasing a new Intel-based Macintosh, you may want to hold off, or at the very least, be aware that you may not be able to play the Myst games on it. Intel-based Macs do not support the Classic environment which Myst and Riven require to run. Additionally, problems have been reported with getting End of Ages to install on Intel-based machines due to a problem with the Java-powered installer.

There is currently a fan-based project underway to create an OS X-native engine for Riven called the [Riven X Project](#). Though currently in development, it looks like a promising bit of technology. Additionally, workarounds have been posted on the Ubisoft community forums for [End of Ages](#) and [Revelation](#), should you have trouble running them. Be aware, though, that Exile, Revelation, and End of Ages will all be running under Rosetta emulation even if you do man-

age to get them installed and working, so expect a performance hit.

Upcoming Events

With the onset of spring fast approaching, the number of events on the Surface is increasing. In addition, a number of special and regular events are planned in the various Until Uru shards.

For the latest news on events from the Cavern, be sure to tune into the ShortWave program.

Surface Gatherings

- July 28 - 30: Mysterium 2006

In-Cavern Gatherings

Special Events

- March 18: 2nd Annual St. Patrick's Day Parade, 12PM EST, D'mala shard (Tapestry Shard back-up)

Weekly Gatherings

- Check the [1-11 issue](#) of the ShortWave for a full list of gatherings.

To contact The Archiver, please send your emails to archiver@thecaverntoday.com.

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