

# THE ARCHIVER

R E C H I S O T A N

A PRODUCTION OF THE CAVERN COMMUNICATION NETWORK

## DRC Liaison Election Special Edition!

*A special issue dedicated entirely to the liaison election. Voting details and nominee interviews, with community bulletins on [page 7](#).*

### Final DRC Liaison Election Information

Details about the DRC Liaison election have been finalized, thanks to a poll on the DRC forum started by Zardoz. The poll, which featured proposals for the use of the website UruChoice.com and the DRC forums as voting locations, ran until March 26th, and concluded with the success of the UruChoice proposal.

This proposal calls for a one-week “campaign” period, starting March 27th and running through April 3rd. During this time, candidates will be responding to questions asked of them at UruChoice.com, and CCN will continue to run interviews and election-related coverage in advance of the voting phase.

Voting will run from April 4th through April 14th. Registration to vote in this election will be permitted up to the last day of voting. To register, you must provide UruChoice.com with a valid email address. Your registration will then be validated automatically and manually, and you may be contacted via email if your registration appears suspicious (such as two players registering to vote from the same computer). Following the election, registration for voting will still be open for the next election, and to allow any new voters to participate in opinion polls and recall petitions that may be posted on the UruChoice.com website in the future.

Voting will be weighted. Your five selections for candidates will be ranked, with first place getting five points, second place four, etc. Upon completion of the voting period, each candidate’s total number of points will be tallied, and the five receiving the largest number of points will be presented to the DRC as liaisons. Throughout the voting process, trustworthy members of the community will be asked to oversee the vote to prevent fraud. However, results of the vote will not be available to the public until the final tabulation is complete.

Liaisons will serve a 6-month term, and may run for re-election an unlimited number of times. In the event that Uru Live is revived in full, elections will be held again as soon as is feasible to select new liaisons, who will then have a 6-month term following their election. At any time, explorers may start a recall petition on UruChoice.com to remove a liaison from office and prompt a new round of nominations and elections for that position. Petitions will pass if over 50% of the number of voters from the previous election respond within 14 days.

For more information about the voting process, check out [UruChoice.com](#) and the [Election Method Announcement](#) thread on the DRC Site forums.

#### Election Lowdown

*Place: [UruChoice.com](#)*

*Campaign Period: March 27 - April 3*

*Voting: April 4 - April 14*

*Registration: Through April 14*



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## Meet the Candidates

### CCN speaks to nominees about the Cavern, the community, and themselves.

Over the next couple of weeks, voting for the five DRC liaison positions will be taking place at UruChoice.com. In order to help you make a more informed decision about which five candidates to choose, CCN has spoken to several of candidates, asking each a set of questions about their themselves and their part in the community.

Additionally, many of the candidates have posted answers to questions at UruChoice.com. Because of the volume of the questions and the length of the answers provided, The Archiver will not be re-producing the material there. Rather, you can check out the answers yourself before voting by visiting the [Candidates section](#) of UruChoice.com.

## The Interviews

### Tweek

#### Text-only interview

#### What is your D'mala cavern name?

Tweek

#### How long have you been involved with the URU/Myst community?

Since 1998.

#### What were your contributions in the past, and how recently have you contributed to the ongoing story of URU or Until URU?

Contributions of the past? Do you mean community wise or Uru?

I have been running DJC since 98. Was invited to beta test UruLive, joined the Guild of Greeters when they started, did some work on their site and moderated. Became a Rehearsal tester (testing new UruLive content before it was released). During the Prologue I was a member of The Great Tree and was often found where Douglas and Phil were, after a while I founded The Third Path whose wish was for all factions to work together. I was asked to join the MystWorlds Site Council by Katie and Ron to work as a liaison between Ubi/Cyan and the fan's filtering news and trying to deal with situations when things weren't going right. During that time I was asked to design a bunch of graphics ranging from the Book of Marrim cover (for the Myst V strategy guide) to new MystWorlds banners and a concept for a Myst Box set (all 5 games) amongst other things. I also worked with Sheldon and Twigg to provide graphics for pathoftheshell.com and myst-tree.com. I have now

taken over the MystWorlds site council as Katie has moved on to other things (new job) I still run DJC and help out on ExplorersGuild I also admin the DeviantArt Myst group. Think that's it, can't remember everything to be honest.

#### What kind of time can you dedicate to telling the DRC story?

I'm pretty flexible.

#### What is your general attitude about reaching the D'mala explorers with whatever story you are asked to tell, or take back to the DRC?

Nifty Keen.

#### Who are your heroes in this community, and do you consider yourself a hero?

I don't have hero's, there are a lot of people I respect however, but seeming I can't name them all I won't name any (don't want anyone feeling left out). Me a hero? Haha..well there was that one time with the little old lady and my cape got stuck in the phone box and.. um..

No I don't think I'm heroic in anyway, I do what I do and what I do can often be a thankless job. But I'll do it as I have something to contribute.

#### Every good character has a flaw. What is yours?

You're asking a biased person this? I would say I have too many flaws, some would disagree. I tend to be a little blunt at times I tend to want to get straight to the point and not skip around it which tends to upset/annoy people. I am rather grumpy and take things personally sometimes.

#### How do you plan to encourage new explorers to come to the Cavern, given there will be no new Ages to explore or fixes to be had?

Not sure yet, we'd need to see what the DRC had up their sleeves that's if I ever got chosen of course.

#### Do you see the liaison position as an honor bestowed or a service rendered?

Well I always wanted to be part of the DRC during live (even when with the great tree folks). If I was chosen I would be happy that I am as close as you'd probably get. But I do feel like I have the experience and can do the job so if they choose me yey, if they don't so be it I'll be a little saddened obviously who wouldn't but at the end of the day its not the end of the world.

#### What do you think Rand meant when he said [paraphrase] to find a service-minded leader to do the job?



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Must have missed this where was that said?

**Bonus - anything else you would like to say to the community in one or two sentences?**

Not particularly, most of my opinions are out there no point repeating them.

**Bonus bonus - Is not liaison an awful word to spell? And it's hard to say, too. What can we do about this?**

It is a strange word...I think I'd opt for minions.

## Whilyam

### Text-only interview

**What is your D'mala cavern name?**

My D'mala cavern name is Whilyam with a Y.

**How long have you been involved with the URU/Myst community?**

I've been into the MYST games since the original MYST first came out, but I really only got involved with the Uru community and the MYST fanbase as a whole as of August 2005 when I got my Kagi key and first made it down into the caverns.

**What were your contributions in the past, and how recently have you contributed to the ongoing story of URU or Until URU?**

I wasn't in Prologue or Beta, mainly because I didn't have a computer to run them and also because I was a bit leery of the new live-rendered 3D games, preferring the games like MYST and Riven. As for current involvement, aside from being AT a few events and helping other members, I haven't really been a part of Until Uru. The only slightly relevant thing I am doing is an investigation into the alleged death of Phil Henderson.

**What kind of time can you dedicate to telling the DRC story?**

I'm on most weeknights and am on almost every weekend. If I get meeting dates early enough, I'll probably be able to come to them whenever. I'm pretty flexible.

**What is your general attitude about reaching the D'mala explorers with whatever story you are asked to tell, or take back to the DRC?**

I will be blunt, and if this is something people don't like, then so be it. I'm not going to tell a story, DRC or otherwise. I am not a storyteller, I am a messenger. If elected, I will relay information back and forth from the DRC and Explorers through any official channel provided. If none are, then I will post on the DRC forums. As far as taking information back to the DRC, I will take as many questions into my PM box or inbox, write them down, and bring them up with the DRC at the meetings.

**Who are your heroes in this community, and do you consider yourself a hero?**

I haven't been around much to get a good idea of who I feel are heroes. I think that, while some are more well-known and some aren't, at the end of the day we're all equal in the cavern (one of Uru's benefits over other RPG games). Still, you want names... Alright, three I know of right off the bat were the first few people I met when I came online: Budgie, TjennerG, Rex Havoc, and Vormaeln.

**Every good character has a flaw. What is yours?**

I can get full of myself sometimes. After finishing Myst V, for some reason, this really became apparent and I began teaching myself to not make everything so much about me.

**How do you plan to encourage new explorers to come to the Cavern, given there will be no new Ages to explore or fixes to be had?**

I had a choice to make in August 2005. I could subscribe to World of Warcraft and get new content and adventures, or I could get a Kagi key and become a part of Until Uru with, at that point, no real hope of seeing anything new. I chose Until Uru. Not because it was going to bring me new things, but that I would be part of a great community; probably one of the friendliest on the net. I also did it for another reason. Whatever World of Warcraft produces won't come close, in my opinion, to what Cyan could produce. Even if Cyan didn't produce anything new, ever, Uru would still be the better game because it is so much more layered than simply going out and killing things. That, for all the bugs, Until Uru has a nicer community, a more innovative producer, and a better game.

**Do you see the liaison position as an honor bestowed or a service rendered?**

A service rendered, definitely. The "honor bestowed" idea comes from the fact that Marie Sutherland used "representative" in the liaison post. This conjured images of the representatives of government. I think it was also fueled by people who wanted it to become a position of power, something I think would be contrary to everything this community is about.

**What do you think Rand meant when he said [paraphrase] to find a service-minded leader to do the job?**

I don't know what the exact context that was in when Rand said it, but I think he meant, like I said before, that this is a service that the liaisons are providing as messengers between the DRC and the Explorers.

**Bonus - anything else you would like to say to the community in one or two sentences?**



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To leave seriousness for a second, I'd say to the community: Get going on those marker missions because Laxman's gonna be down here wondering what we've been doing about the Great Zero for two years down here.

**Bonus bonus - Is not liaison an awful word to spell?**

**And it's hard to say, too. What can we do about this?**

Nah, I think liaison is an easy word to spell. It's one of the few words that sounds like how it's spelled: lee ay zon.

## Rils

*Interviewed by Tyion for the ShortWave*

**What is your D'mala cavern name?**

Rils, and whatever variations on it people can come up with.

Rhymes with chills, spills, and gills.

**How long have you been involved with the URU/Myst community?**

I was a teenager when Myst first came out, and I was hooked from the start. Whenever the latest game came out, either me or my parents would faithfully troop down to the store to pick it up. I wasn't aware that there was a whole community built up around the games until Uru came out. It was a whole new world that opened up, I couldn't believe I'd been missing out on it all these years! I've been involved solidly since early 2004, through Prologue and into Until Uru. Sounds like a short amount of time, but feels like forever!

**What were your contributions in the past, and how recently have you contributed to the ongoing story of URU or Until URU?**

My initial involvement with Uru was with the D'ni Explorers Guild, and I did a lot of the research and article writing for the info-base there. Later came involvement in places like UruObsession, Great Tree, Tapestry, The Lyst, stuff like that. I wasn't particularly involved in the Uru storyline, mainly due to just missing the events in Cavern. I followed it voraciously in the forums though! My contributions have always been more community-based.

**What kind of time can you dedicate to telling the DRC story?**

Whatever it takes! Like all of the candidates, it will be a balance of surface and cavern life, but if this responsibility is given me, I'll gladly do whatever is needed to make sure it happens.

**What is your general attitude about reaching the D'mala explorers with whatever story you are asked to tell, or take back to the DRC?**

Like I said, whatever it takes. It's important that the truth gets told, in whatever way is necessary to get it out there. We have many tools at our disposal – the Cavern Communications Network, in-cavern message boards, countless online forums and chat groups, all the way down to simple word of mouth. We are a diverse community with a variety of languages and information sources, and people are incredibly good about getting the word around about stuff. And likewise, going to the DRC – there are many ways of gathering opinions and questions, and I would be perfectly willing to make myself available for whatever people need.

**Who are your heroes in this community, and do you consider yourself a hero?**

"Hero" is a strong word, and one I don't throw around lightly. I have a deep respect for people like Tweek, Essay, our late friend Aquila, folks like that that have consistently given so much to the community. I do what I can to garner the same sort of respect, and while I know I'm nowhere near the pedestal those other folks are on, it gives me something to work towards!

**Every good character has a flaw. What is yours?**

One of the more obvious ones is that I have a hard time taking things seriously sometimes. I have a bad tendency to joke around when maybe I shouldn't, and I know my irreverent attitude and sarcasm has been misconstrued in the past.

**How do you plan to encourage new explorers to come to the Cavern, given there will be no new Ages to explore or fixes to be had?**

I've always encouraged people to visit the Cavern, or to at least get involved with the community after the Kagi keys ran out. It's very exciting to see people I've only known through the forums finally able to come down and hang out in person. Besides getting new folks involved and spreading the word of Uru through word of mouth and other marketing schemes, maintaining people's involvement is a major issue considering the lack of new content. That's why organizations like the LGC, CCN, and DEG are important, to get people involved. Events like D'ni Happy Hour, Party on the Rooftop, and stuff like the upcoming St. Patrick's Parade are also a blast and great for developing friendships and continuity.

**Do you see the liaison position as an honor bestowed or a service rendered?**

A bit of both, I think. It would definitely be an honor to represent the entire community – how many of us are there and only 5 get to see the inner workings of the DRC? But I think it is more of a service rendered – those of us who care about the



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community and the development of Uru are looking to do what we can. Different people are gifted in different ways to serve, and this is a great opportunity for a few folks to do what they can for the betterment of us all.

**What do you think Rand meant when he said [paraphrase] to find a service-minded leader to do the job?**

“Servant leadership” is a big buzz word in current management circles, and one I agree with. People are more likely to go along if you go first, rather than trying to push people from behind. This isn’t about feeding your ego; it’s about working hard to get something constructive done.

**Bonus - anything else you would like to say to the community in one or two sentences?**

According to my dictionary, “Liaison” means “a linking up or connecting of parts of a whole.” This isn’t a political governmental thing – we’ve been asking for better communication from the DRC for years, and here is our chance. Don’t let egos get in the way.

**Bonus bonus - Is not liaison an awful word to spell? And it’s hard to say, too. What can we do about this?**

As much as I love all you French folks out there, you do have some crazy words. I propose we find a different word that has one syllable and preferably three letters or less. “Bob” for instance. “Have you heard the latest about ‘Bob’?” “No, I have a hard time keeping up with ‘Bob’.” “I hear ya, ‘Bob’ is getting a little out of control...”

## Tehl Nava

*Interviewed by Ghaelen for the ShortWave*

**What is your D’mala cavern name?**

Well my D’mala cavern name is Tehl Nava. I might have a couple of incogs running around out there, but most of the time you’ll see me it will be as Tehl Nava.

**How long have you been involved with the URU/Myst community?**

Well I’ve been involved with Myst since its introduction. A friend of mine brought the CD over to my house and said ‘dude, you gotta try this game out.’ And so immediately I was enthralled. I thought it was such an interesting concept that I got a copy for myself as soon as I could. Since then I’ve gone over various forums and websites trying to expand my knowledge of the universe, see if there was any detail I might have overlooked on my first time around and even to this day I’ll still pop in and see what I can see.

I first saw Uru on a store shelf and the box art caught my attention kind of out of the corner of my eye. But when I saw the word Myst it just jumped into my hands. As soon as I finished it, if not the day I first linked in, I’d already signed up for Uru Live. They kind of got me hooked by saying ‘want more, look here’ on the box. Besides, my books were lonely and I needed more. And since October 2003, that’s where I’ve been and that’s where I’ve stayed.

**What were your contributions in the past, and how recently have you contributed to the ongoing story of URU or Until URU?**

In the Prologue I was kind of considering becoming a Greeter, but I didn’t want to get stuck to a schedule. I was just never sure when I was going to be there. So, I was just a freelancer and I would go around helping people, pointing out new items as they appeared, helping people with their Ages, other things. I wasn’t really very social but, I did what I could.

I’ve had a few projects involving Uru, where I’ve helped try to promote it either internally or externally. Some of those had fallen apart before completion. I’ve also been involved with many of the forums. There’s probably what, like six dozen or so out there now but sorry I’m only registered on a few.

There are stories that I was among the first to broadcast music, and I would kind of hold small concerts here and there.

I’ve been involved with several of the guilds officially or unofficially. I did work for the UU anniversary party; gave part of the opening speech, sent out invitations by mail. I know that’s kind of unusual these days.

Just a few efforts like starting my own shard, all to keep things going.

**What kind of time can you dedicate to telling the DRC story?**

The amount of time I can dedicate to telling the story can vary, but I really don’t see that as being an issue because one of the ways communication and storytelling is supposed to work is that it starts with one person, who tells a few more, who tell a few more. And yeah, the story could get skewed along the way, but people will talk about it. They’ll discuss among themselves. ‘Hey did you hear this.’ ‘well that’s not how I heard it.’ And if a confusion or a problem arises they can always work their way back up that chain and say ‘well I didn’t understand this,’ or ‘is this true.’

**What is your general attitude about reaching the D’mala explorers with whatever story you are asked to tell, or take back to the DRC?**



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Well, we obviously need something, something to keep us alive, something to keep us going, and something to make it meaningful. I mean, look around; signs of this stress are everywhere. And if this can be our first step towards rebuilding, well then, that's what we have to do.

### **Who are your heroes in this community, and do you consider yourself a hero?**

You know actually I don't really have any heroes in this community. I have some people I respect and who I like to pal around with of course.

Hero is a very strong term, especially if you're talking about having a community hero because it really boils down to setting someone on a pillar above everyone else, which leads to proclaiming their greatness and such.

The community isn't supposed to be about that, that's power struggles and egos. Community is supposed to be about just that, community. Not me above you or you above me and if that's what it's going to be about then we might as well just give up now. That's pride and that's what caused the first fall of D'ni, right?

As to would I consider myself a hero, no. Maybe someone out there might think I see myself that way, or they might even see me that way themselves, who knows. But really I'm just one person and it's not about me.

### **Every good character has a flaw. What is yours?**

Well I can't see through lead, and this little green rock called Kryptonite, has some really nasty side-effects, let me tell you... Seriously though, I'm not Superman. I'd have to say that one of my biggest flaws is that my patience isn't infinite. If I see something wrong, and I try to get it resolved through the proper channels, but I don't see immediate results, I tend to take matters into my own hands in an effort to fix things. And that has gotten me into a lot of trouble, but I'm working on it.

### **How do you plan to encourage new explorers to come to the Cavern, given there will be no new Ages to explore or fixes to be had?**

I like to think of it this way, Uru has the capacity to grow and be something truly great, and Live was about that growth. We're the ones who've stood our ground and remained here in the hope for that to return. And I find it really fitting that there have been so many 'grass roots' efforts to encourage others to join and see what it's all about.

If you liken it to nature, the grass roots prevent the fertile soil from drying out and being swept away by the wind. So too it prevents the land from becoming desolate and incapable of

growth. Our desire to stay and see that renewed growth had gotten us this far and this close to that becoming a reality; and I'd like to see that continue, wouldn't you?

### **Do you see the liaison position as an honor bestowed or a service rendered?**

Well, I think it's a mixture of both. There's the whole being elected bit of course, but it's also a tremendous responsibility to take on. They say that no good deed goes unpunished though, so I'm sure it won't be as much of an honor as some would make it out to be.

### **What do you think Rand meant when he said [paraphrase] to find a service-minded leader to do the job?**

I think it's safe to say that a service minded leader would kind of have to take the initiative to go out there and help others, and to relay the information to others that would otherwise not have it. It's kind of a complicated role in that you take the lead in being the last on your agenda.

### **Bonus - anything else you would like to say to the community in one or two sentences?**

Well I can think of a couple of things to say. First, for all we know this is Uru's last chance of having a future. And if people want to put their egos and their motives above that, then this entire thing is doomed to fail and the sooner people realize that the better. It's not about me, it's not about you, it's about us.

And if we want there to be more, there's got to be more to us. Secondly, I'm not a perfect person, I never claimed to be. But I've always been true and honest to myself and what I feel, and nobody can fault me for that; I'm not ashamed of it. I'm not putting on a show for you, for this election, for my own self image. I am who I am, take it or leave it.

### **Bonus bonus - Is not liaison an awful word to spell? And it's hard to say, too. What can we do about this?**

Yeah, liaison is kind of an awful word to spell. As to something we can do about it though, we can either hold conversations over a hot mike or, we can find the D'ni equivalent and make it look a lot easier by comparison.

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*CCN would like to thank those nominees who took the time to answer our questions. See you at the polls!*



# BULLETINS

## Stay Involved with the Uru Day Planner

In an effort to help keep people informed about upcoming events in the Cavern, AdamJohnso and A'drian (aka frankenscarf) have created the [Uru Day Planner](#), a one-stop source for all upcoming events in the Cavern. For those already aware of its existence, be sure to update your bookmarks, as the Day Planner's previous host died. Additionally, Cyan has added an [event calendar](#) to their Until Uru page.

## Mysterium Updates

Ran would like to remind those looking for someone to share a room at Mysterium this year that the deadline for roommate signup on his site is June 15th. This includes those who are unsure whether they will be able to attend. Ran's roommate signup sheet is located [here](#).

Also, if you are planning to attend Mysterium this year, the Mysterium Committee requests that you fill out their [registration form](#) in order to get a clearer picture of the number of attendees and to ensure that all attendees get door prizes. Attendance at the gathering is free as always, but donations to help pay for the conference room and other shared expenses are appreciated. Donations can be made [here](#). Remember, donations are not required to attend, and attendance is not required to donate.

## Until Uru Tech Support Changes

GreyDragon posted on the D'niGuild forums the following information regarding changes to Cyan's email contacts for Until Uru:

"[UUCustomerSupport@cyan.com](mailto:UUCustomerSupport@cyan.com) will be the address to send problems getting into the D'mala shard, problems with other D'mala shard members, and any game play issues you deal with

on the D'mala shard.

[urusuggestions@cyan.com](mailto:urusuggestions@cyan.com) will be for requests for an item for an event, suggestions of new features in the future, and anything else that doesn't fit into the other email address.

Because of limited resources at Cyan it is always best to post/look on the forums first. Many other users have had the same issues that you experienced and they are very willing to help you out. Here are some great forums that can provide you with some information.

- [MystCommunity Tech Support forum](#)
- [UruObsession Tech Support forum](#)
- [D'niGuild Until Uru forum](#)

Make sure you send your KI # when you have an in-game issue. Because of the interest in the D'mala shard, resources at Cyan won't be able to get to every issue right away, but we will try our best."

## Upcoming Events

Stay tuned to CCN for information about gatherings in the Cavern, and be sure to check out the Uru Day Planner for the latest calendar of Cavern events.

Just a reminder to all that Mysterium 2006 is July 28 - 30 in Spokane, Washington. Judging from past visits to Spokane, Saturday is likely to include a trip to Cyan headquarters.

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*If you have a bulletin to post, a story idea, or an opinion on something happening in the community, please send an email to [archiver@thecaverntoday.com](mailto:archiver@thecaverntoday.com).*

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