

Uhtil Uru.Uhtil Uru.Uhtil Uru.
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Ages Beyond Myst.Ages Beyond
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The Path of the Shell.The Path of
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To D'ni.To D'ni.To D'ni.To D'ni.
To D'ni.To D'ni.To D'ni.To D'ni.
To D'ni.To D'ni.To D'ni.To D'ni.
To D'ni.To D'ni.To D'ni.To D'ni.

The dream tells that the ancient D'ni city will grow again someday. We fear such power—it changes people. Yeesha, our Desert Bird, your search
of a Desert Bird with the power to weave this new D'ni's future. Barkoni, D'ni Safety Guild, Gena's Shard, German Reallife, The Slacker's Shard, Uhtle's Shard, Uru's Passion,
Mushroomsoup, Ovasis, Tapesty, The Desert Shard, The Flaming Jaguar, The Great Tree, The Huru Project, The Shard of Zootal, The Slacker's Shard, Uhtle's Shard, Uru's Passion,
The Lostkin Shard, L.A.S.T. Shard, Lost City of Atlantis, Mediti Gun Place, Mushroomsoup, Ovasis, Tapesty, The Desert Shard, The Flaming Jaguar, The Great Tree, The Huru Project, The Shard of Zootal, The Slacker's Shard, Uhtle's Shard, Uru's Passion,
Yeesha, lest you do not understand. But the dream also tells of a Desert Bird with the power to weave this new D'ni's future. Barkoni, D'ni Safety Guild, Gena's Shard, German Reallife, The Slacker's Shard, Uhtle's Shard, Uru's Passion,
something they do further and further from us. I hope what you find will bring you closer. Ovasis, Tapesty, The Desert Shard, The Flaming Jaguar, The Great Tree, The Huru Project, The Shard of Zootal, The Slacker's Shard, Uhtle's Shard, Uru's Passion,
The Lostkin Shard, L.A.S.T. Shard, Lost City of Atlantis, Mediti Gun Place, Mushroomsoup, Ovasis, Tapesty, The Desert Shard, The Flaming Jaguar, The Great Tree, The Huru Project, The Shard of Zootal, The Slacker's Shard, Uhtle's Shard, Uru's Passion,

Uru Live will live, and it is because of you. Because of your waiting, hoping and wanting. And now, all of what you experienced is nothing more than a memory.

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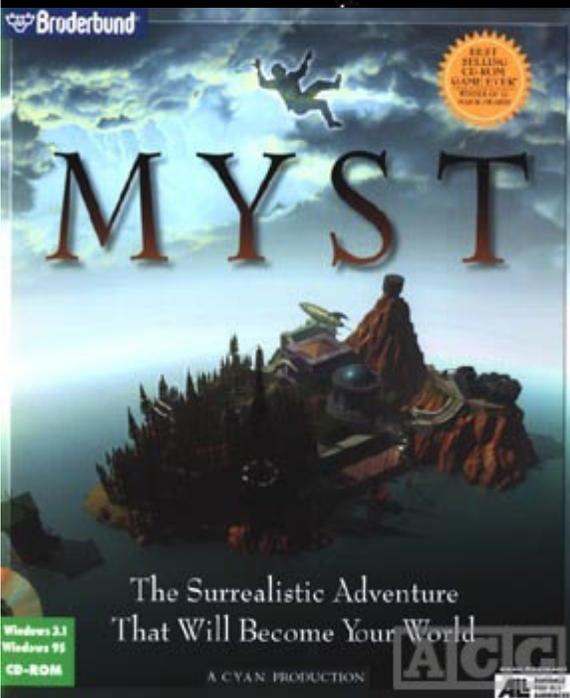
Uru Live will live, and it is because of you.

D'ni is calling. You only need to answer. That is why you are here, reading this. Because you answered the call. It brought you into D'ni, where you discovered secrets. *Secrets of the past must be uncovered, secrets of the present must be understood, and secrets of the future must be revealed.* One secret of the future was revealed on May 8th, 2006, and now it is a fact. Uru Live will live, and it is because of you. Because of your waiting, hoping and wanting. And now, all of what you experienced is nothing more than a memory.

In your hands you now hold a linking book, a portal through which you will journey. These words are the *gahrohev-tee*, describing the magic of the place you will link to. Where will you link? To an Age created by you, for this is a linking book to a place in your memory; a place of smiles, laughter, and endless waiting. Waiting for what? For this place to be real, to be alive. Touch the panel. Feel the surge. Feel it in your heart. The call, the feeling that makes you want to link. Let go of your world and link into this Age of memories, friendships, helping, exploring, waiting, wanting, creating, celebrating and hoping. Link to a place where D'ni is real, where it is alive. Touch the panel. Link. You feel the tingling. You hear the link noise. And you lag as you turn the page.

Uru Live will live, and it is because of you.

In September of 1993 the world was changed forever. A small company called Cyan did something that had never been done before. They took millions of explorers from around the world and plopped them onto a dock on an island. These explorers were left to wander around the place and solve puzzles which led to uncovering books to yet more worlds. All the while they were fascinated by the story of Atrus and his family. *Myst* was a huge success and gained many fans. To add to the back story, Rand Miller, with the help of David Wingrove and Robyn Miller, wrote three amazing novels, *Book of Atrus*, *Book of Ti'ana*, and *Book of D'ni*. Also, in 1997 Cyan released a sequel to *Myst* called *Riven*. *Riven* immersed the explorers in yet another strange world. After hours of ambient music, photorealistic islands, and headache-giving puzzles, the Stranger freed Atrus' wife, Catherine and trapped his power-hungry father, Gehn. The response to this game was again incredible. The fans were there, and they loved *Myst* with all of their hearts. Cyan saw the support



and decided to once more do what had never been done before. They teamed up with Presto Studios and allowed them to uncover the next chapter of the Atrus storyline. Cyan was working on 'Something Else'.

In 2001, the third game, *Exile*, was released. *Exile* was the perfect place to plan revenge, as the Stranger followed Saavedro through the three lesson Ages, and learned even more of the horrors of Atrus' sons. As usual, the Stranger saved the day - this time by rescuing Atrus' stolen *Releeshahn Descriptive Book* and granting Saavedro access to his home in the Age of Narayan. Finally, in November of 2003,

Uru Prologue began. The D'ni Restoration Council was in the cavern and working hard to revive the long-lost city. *Prologue* was the beta-testing stage for *Uru Live*, the most amazing thing that was ever created. *Uru Live* was to be a massive multiplayer online game in which the many fans could gather and explore the ancient D'ni cavern together. However, the timing wasn't perfect and *Prologue* was shut down in February of 2004. The cavern was sealed off. D'ni was closed, and perhaps lost forever.

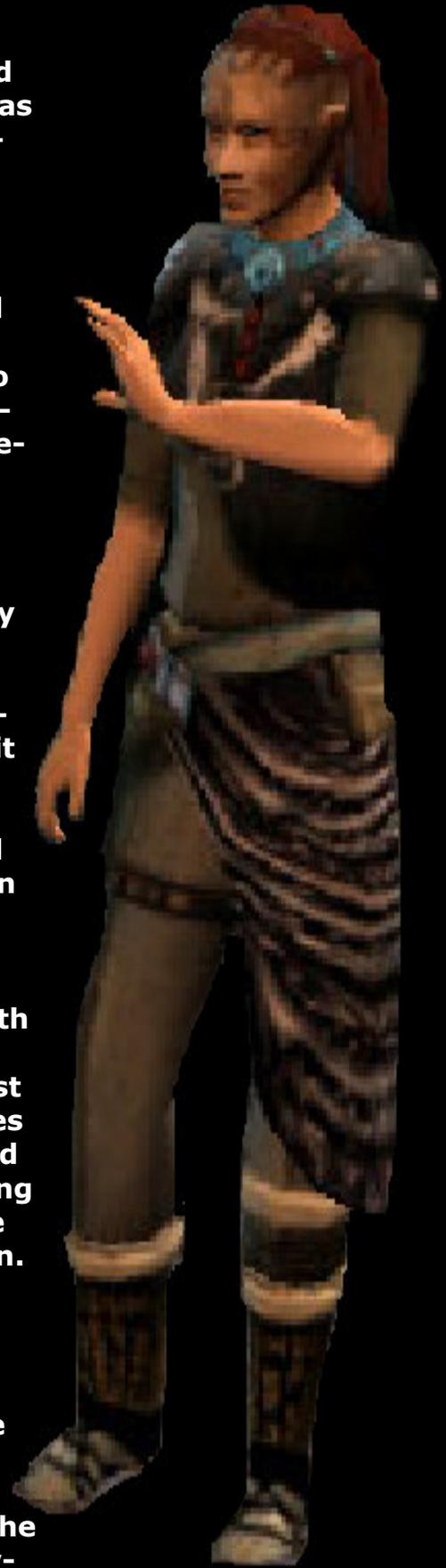
As a replacement for *Uru Live*, two expansion packs, *To D'ni* and *The Path of the Shell*, were released. They were incredible games, like everything else created by Cyan, but were not a substitute for the promise of the wonders of *Uru Live*. The offline ages were lonely.

The fans had Uru Prime and its expansion packs but that wasn't enough. They wanted Uru Live. What they received in August 2004 - Until Uru - was as close as they could get. It was just enough to provide hope until Uru could grow again, hence the name. Until Uru could be downloaded provided the player simply bought a \$6.00 Kagi Key from Cyan. Six dollars went a long way. The fans created their own shards and had a blast on Until Uru. But it wasn't Uru Live. There were no official on-going storylines or constant releases of Ages, but it was something to begin with. Soon, the UserKI was created, which brought more options to the game. It was a long time and Cyan mentioned nothing about bringing back Uru Live. Many people began to lose hope. Day after day, treading the same worn-down paths. When would it grow again? Time slowly went by, and there was little confidence for the future of D'ni. It fell once, it fell again, and it remained fallen.

Meanwhile, the fourth Myst game, Revelation, was developed by Ubisoft and released in September of 2004. Revelation brought back the notorious Sirrus and Achenar. The evil brothers finally died at the end of the game, ensuring that the Stranger would no longer have to deal with them.

In 2005, the Grand Finale to the Myst series was announced. Myst V, End of Ages would wrap up the Atrus storyline and end Myst. But just before its release, something happened. Cyan's piggy bank had become empty, and they were forced to shut down. Fortunately, shortly after, Cyan mysteriously revived, and End of Ages was re-released in September 2005.

End of Ages took the Stranger on their last journey; the seemingly unstable old lady versus the babbling with the bad accent. After trekking through four more astonishing Ages, the Stranger released the tablet and freed the Bahro from their slavery.



If you have learned anything from Atrus, it is that perhaps that the ending has not yet been written. The ending of Uru Live had not been written.

In December of 2005, there was a renovation of the DRC site. Victor Laxman, DRC engineer, made some strange posts, which renewed the hope of the fans. After two long years of waiting, there was a new gathering, as announced by Rand Miller on February 14, 2006. The D'mala shard was released on Until Uru.

Thousands of fans returned in the excitement of D'mala. The cavern was full once more. The DRC showed signs of activity and there was a smile plastered on the face of every avatar. DRC liaisons were elected. Town Hall meetings began to occur with both

Well, hello again,

Today is a meaningful day in Cyan history. It's been about two years since the sad cancellation of Uru Live, and today we'd like to share with you that we have a new glimmer of hope for moving Uru forward.

Since Uru Live's cancellation you've kept Uru on life support with the Until Uru project - setting up your own servers to bring a bit of life to the cavern. Today we are taking a small but significant step forward by offering an official Until Uru server - the D'mala shard - available to any of you who already have Until Uru access and other Uru owners you want to invite. We've received limited funding from a third party that allows us to breathe some refreshing new life and optimism into all things Uru.

A couple points of clarification. Please don't confuse this official Until Uru server as a full renewal of Uru Live. Although we would love to announce that Uru Live was truly alive again, we're not there yet. And as such, even though our official Until Uru server will be a hub of activity and a central place for information and socialization, there will be no new content yet. And although we hope that this is the beginning of grand new things, there is of course the chance that this is just a brief reprieve. We should all remain cautiously optimistic.

This new Until Uru gives us and other parties a place to meet with the community and see what works and what doesn't - to pick your brain and get your opinions. Feel free to enjoy yourself and speak your mind to "surveyors" who ask you what you think. And feel free to invite friends and family who you think would enjoy getting back into the Uru community.

Of course, I've got to close by thanking you all so much for your support of Uru. We hope that you'll continue to stick with us and help shape the future of Uru.

Shorah,

Rand

the DRC and Cyantists. Uru once more became an every day part of the fans' lives. They were being watched by the 'Secret Funders', and they knew it. Their hearts were sore with the anticipation of finding out if Live would be reborn. Day after day, with 'cautious optimism', they waited.

Finally, the day came; the best day in any Myst fan's life. On May 8, 2006 it was announced at the E3 Convention that Cyan had teamed up with GameTap, and together they would bring back Uru Live. Uru Live was announced to be released during the holiday season of 2006, and every fan looked forward to beta testing.

Fellow fans and adventure seekers,

Uru has been quite an adventure for us. After pouring everything we had into our vision back in 2002, Uru Live was abruptly cancelled. There have been several fits and starts since then - various attempts to keep the vision alive. The most notable was Until Uru - a continuation of Uru Live that put its future directly into the hands of the fans. The fans didn't let us down.

Although the fans were able to bide their time in the ancient underground city and distant Ages, not much changed. There were huge expanses to explore and share, but the full vision of Uru Live was designed to be dynamic and changing - providing new story and places to explore all the time. Now, with some help from our forward thinking friends at Turner/GameTap, we're pleased to announce that we're ready to bring Uru Live back to life.

We have been furiously toiling behind the scenes to write some interesting new content that will make its way into Uru Live in the coming months. We've also been working on the nuts and bolts - rebuilding our software and servers to clean up bugs and lag and to provide a base for cutting-edge improvements in the future.

This new adventure is not without caveats. We're smaller and leaner now. We have much more to do with fewer people to do it. But we're trying to work smart to provide new content that provides fresh new adventure for everyone on a regular basis.

So here we go again into exciting unknown territory. Little did we know that the opening lines of Myst would be so prophetic.

*Thanks so much for all of your encouragement and support,
Rand Miller*

We all have priceless memories of our precious days on D'mala. We did it! We proved that it was worth bringing back Live, and now we will receive the greatest gift imaginable. These pages are the links to a place you once lived in. D'mala was the greatest success it could have been. May Uru Live live forever, and may the ending never be written.



Organization

Rand a

INTERACTIVE



Events

at St Pats day

with



St. Patrick's Day Parade



Anxiously you wait, standing in the line in your neighborhood. You can't move, or use any commands, afraid that the lag will send you to the Desktop Age. All around you stand your friends, dressed in green for the biggest event D'mala has ever seen. The hood is as full as you could ever imagine, and lag is so bad, you don't dare say a word. Your heart is pounding so loud with excitement that you can hear it over the Irish music on Team Speak. Finally, over both your heart and the music,

you hear the link-in noise, as the honor guard link in, followed by Greydragon, EricL and Moke, and finally, your hero, Rand Miller. The group of new link-ins walk up the stairs, wave and say hello. Everyone lines up, and the marching music begins. When you reach your number on the countdown, you let your pointer finger hit the mouse, and in single file, you march around the hood.

After ten years of lag, two visits to the Desktop Age, a restart of your computer and hours of loading bars, you make it to the overcrowded Reception Neighborhood, and slowly lag your way into the community room. You listen to Rand's speech, and file out of the room, partying as much as lag allows you to for the rest of the day.

Any spectator who was brave enough to put on their green and link to D'mala on March 18, 2006, would think the D'ni were Irish after seeing such a celebration. For at noon EST, the second annual St. Patrick's Day parade and party began. The spectacular event was organized by SuperGram, and celebrated by over two hundred Uru fans. The Honor Guard, Moke, Greydragon, EricL and Rand Miller, the Grand Marshall led the parade through the German Real Life Hood, Guild of Greeters Hood, The Meeting Place Hood, and the Uru Obsession Hood. The after party took place in the Reception Hood. At the height of the party, the hood reached a population of 110, which was the largest amount of people that were ever in the same hood at the same time. Music was played on Team Speak throughout the entire event.

Uru fans dressed in many shades of green file into the overflowing community room and search for a place to sit. Over a hundred explorers gathered in the Reception Hood after the parade, where Rand Miller gave a speech.





The Uru Obsession marchers line up and wait patiently for their turn to march.



Rand and the marchers celebrate in the Uru Obsession Hood after their part in the march. Everyone was ecstatic that the parade was a huge success.



Above: Rand Miller, and the rest of the Uru Obsession marchers gather before heading to Nexus and the Reception Hood.

Below: Marchers in the Guild of Greeters Hood line up as Rand links in for the dress rehearsal march.

Irish Blessing
From SuperGram

May the road rise to meet you,
May the wind be always at your back.
May the sun shine warm upon your face,
The rains fall soft upon your fields.
And until we meet again,
May God hold you in the palm of his hand.

May God be with you and bless you:
May you see your children's children.
May you be poor in misfortune,
Rich in blessings.
May you know nothing but happiness
From this day forward.

May the road rise up to meet you
May the wind be always at your back
May the warm rays of sun fall upon your home
And may the hand of a friend always be near.

May green be the grass you walk on,
May blue be the skies above you.
May pure be the joys that surround You,
May true be the hearts that love you.



Up on the Roof!



It's Friday night and you have nothing to do. You come into your house and slam the door behind you, tired from another stressful day of life on the surface. You drop into your favorite chair with a sigh of relief. All day, you've been looking forward to this moment, the moment you double click on the little blue gears on the left hand side of your screen.

The link noise finishes and you see your avvie standing on the Tokotah Rooftop, among many other dancing people. Music fills your ears and you dance happily. You eat, dance, and chat with friends old and new until you fall asleep, right there in front of your computer screen.

Up on the Roof! is a bi-weekly event. Every other Friday, the music starts at noon Pacific time so that Europeans can attend. A wave of people follow the time zones across the world, linking into the Rooftop when they're free and leaving at their local bedtime.

The party is arranged by Lord Chaos, who started it as a small event on the Great Tree Shard. It moved to D'mala when that shard opened. Then, when people in Europe became interested, the party expanded to its current 9-hour format. That's a long time for anyone to dance, so Lord Chaos asked for help. Many people participate now: hosts Ghaelen, Ja'de, Lial, Oldmanjob, Old Man, Lady Chaos, Lord Chaos, Zam. and Leh'roi. Music is provided on Teamspeak by Ktdahn and the party is catered by Essjay.

Thanks to the people who come and enjoy themselves, the party has become an event that many people look forward to. Lord Chaos is most delighted by the fact that it's a real grass-roots effort by a group of people who want to help others have fun.



Top left: A large group gathers in a circle and dances at one of the many rooftop events.

Top right: Lady Chaos flies into the sky with amaz-



I started "Up On the Roof!" as a celebration of human heart. There really isn't anything else in all the universe like a human being; a baby has more sensitivity and capability than any of today's most advanced computers.

The party grew from various ideas I had, but the basic one is a long-standing enjoyment, even need, for music. In early June of 2005 I attended D'ni Happy Hour for the first time, and was for some reason strongly taken by the idea of playing music in the Cavern. Donahoo taught me how to do it that evening, and a few days later I played music for my first event.

That meeting turned into something none of us expected, and left me with a growing desire to do something that would bring Music Night's warmth and humanity to a larger audience. I looked around for a shard to host such an event, and was turned down until Trisha mentioned it to Ashtar, who offered Great Tree Shard and his Teamspeak server for me to use.

December 23, 2005, I set up a three-hour playlist and we had the first philosophic dance party on Tokotah Rooftop. About ten people showed up. That was good enough for me, and I kept on. When the D'mala shard opened, Ashtar asked me to move the party there so that the new people come. Then Old Man and Zam asked me to start earlier, so Europeans could come.

I started "Up On the Roof!" as a very simple event so that I could do it alone. I didn't want to spend all my time organizing. The European idea was too good to pass up, so I asked for help on the Guild of Greeters forum and got several responses. So, I have become a herder of cats, step by step. You never know where you'll end up when you start walking. I set the general direction, and my friends amble along in pretty much the same way, but with their own style. ~Lady Chaos

Cavern Communications Network



Straight from the cavern, you receive your monthly podcast, made for you by The Cavern Today. You download it and listen intently while checking out the forums. The weather in D'ni is the same as usual, it's a nice sunny day in Spokane, you need to give Moietay your picture for some memory book, and this is an awesome interview with Rand Miller! It turns out that the current podcast is just as interesting as all of the others.

"Cavern Communications Network (CCN) is an Uru fan collaboration. CCN brings audio and video (A/V) news, interviews, entertainment and independently produced projects to the Uru community through RSS feeds, downloads, streaming A/V and live productions.

Over the last year it has grown from a group seven members to a team of nearly 50 international contributors. CCN is *The Cavern Today* podcast, *The ShortWave* mini-casts and vidcasts, *The Archiver* cavern newsletter, *The Cavern Players* acting and production troupe, and *Lakewater Group* Independent A/V projects.

CCN hosts three discussion forums: *The Cavern Today Forum*, a forum that provides news and creative criticism about the podcasts and the newsletter; *The CCN Central Forum*, a forum that provides members and the community updates about *Cavern Player* and *ShortWave* information; and the *Lakewater Group Storytelling and Machinima Forums* that provides information for persons interested in creating independent productions with CCN affiliation and website support." ~AnnD



Top Row: Donahoo, SuperGram, SteveCroX, Tyion, D'ean, D'Lanor, J'Nathus.
 Middle Row: Veralun, Ja'de, JW, Essjay, Anthony, Altydwarber, Miles, AdamJohnso. Bottom Row: Toraneko, AnnD, Ghaelen, Alhon, Mowog.



Spoken Word Night



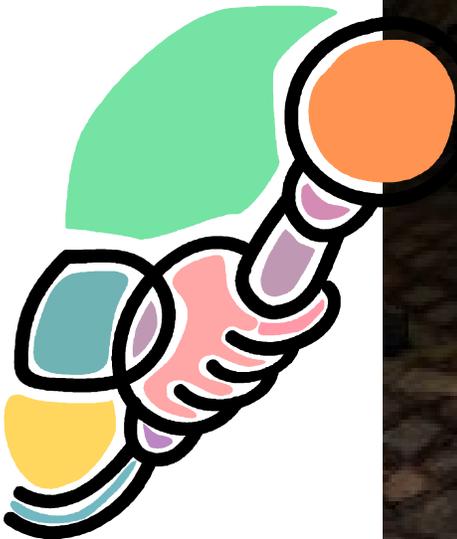
Every Wednesday evening the community room in the Uru Obsession Neighborhood is packed with people. The crowd slowly grows as more people link in and rush into the room. Everyone huddles together to be in voice chat range. You constantly hear "How's my sound?" over the hum of your computer as people check their microphones in preparation for what many consider one of the best events on D'mala. Eventually, about half an hour after the scheduled time, vid steps up to the podium and addresses the crowd. "Welcome to Spoken Word Night!" he announces, and everyone

cheers. You feel a few nervous butterflies in your stomach as you are called up to the stage. You press tab, and the fun begins.

Spoken Word Night (SWN) was a weekly event, hosted by vid. People would come to either read over voice chat, or type, whatever they would like to share. Throughout the weeks a variety of both original and famous poems and stories were shared, some related to Myst, and some not. After a few weeks, vid began creating a weekly 'bounty' topic which people could write about. Sometimes, after everyone was finished reading, it would be time for a game of 'Round Robin'. In 'Round Robin', several people would go up to the podium at once. The first person began a story, and continued until vid "buzzed" him/her out. Then the second person would continue where the first left off. The story would continue, passing from person to person, until the last person closed it up.

Excitement can always be found at SWN. Some highlights include when a group of cones volunteered (with the help of Slider) to sing "Hotel California." It was an amazing Cone Concert, or when Thend played the Mortal Combat theme song to an Uru Remix. The most memorable SWN of all would have to be when it actually started on time, down to the last second.

The audience watches and listens as vid, Nancy, Dal-ken Starbyne, Whilyam, Moietay, and Vortmax play a game of Round Robin. Everyone enjoyed a humorous story about Vortmax exploring a dark age with a miniature girl obnoxiously screaming "I'm Tay!" repetitively.



SWN BOUNTY WINNERS:

1. Ode to Cones - Dalken Starbyne
2. Eddie and Time Travel - Vortmax
3. Mountain Dew and the Cavern Lake - Gondar
4. Myst Villains in the Egg Room - Moietay and Thend
5. The Secret Life of Dr. Ikuro Kodama - vid
6. Myst: The Movie - As Directed by Peter Jackson - NOBODY!

7. What Would Happen if Yeesha called Tay "Moi"? - Thend and Vortmax
8. Adventures with the UO superhero team- Thend and Vortmax
9. What would happen if someone produced a video game about our adventures in the cavern?- Whilyam and Vortmax
10. UruObsession: The Soap Opera- NOBODY!

"Once I went on a fantastic journey. I saw many places and learned many lessons, of joy and pain, of love and greed, of pride and fear, and the history of the present

With the final lesson learned, the earth itself opened to me. On the edge I stood, peering down into it's maw, but there was no darkness, and there was no soil... only a void filled with countless sparkling lights

In my excitement, I slipped and fell into the crack,

my head pointed down, I watched reality rushing away. So many stars all rushing past me, distant but almost within reach.

They all fell away from me, but for the one star that shone brighter than the rest

A single star that fell alongside me, twinkling and winking in the black. I watched that light as long as I could, until I had lost my way. With no rhyme or reason, I had returned to the start of my trek... dust in my face, heat on my head, dirt in my shoes.

After a time, I found my way back to the gathering. Many who had followed the same path as I, and they too saw the rift, the void, and the stars... but only I saw the brightest of them all.

I still see that same tinkling shining light, a beacon in times of darkness, and a reminder in times of light. Not everyone can see it, but they only have to look, because out of that crack fell the brightest star in the cavern." ~vid

Vid addresses the crowd, welcoming them to Spoken Word Night 13.



I feel like we can learn a lot about each other by sharing the things that we choose to read and write, and that's what Spoken Word Night is all about. Explorers coming together to share the things they love, and just go nuts and have fun with it. ~vid



One of the round robin contests included Moietay repetitively screaming "I'm Tay!". This cartoon was supplied by Thend to capture the scene.

Kadish Technotrance Uber-Dance Party

You rush to your Relto on D'mala, not wanting to be late. No, you aren't going to collect markers, repeat the Journey, gather Relto pages, check out a new update, or attend a Town Hall Meeting. You're going onto Uru to do what Uru fans do best— PARTY! But this isn't any old dancing-on-a-Heek-table party. This is the KADISH TECHNOTRANCE UBER-DANCE PARTY!

You arrive at Kadish and listen to Ireenquench's 'chill' music, while waiting for the event to begin. People arrive and your Age Players list is running off of the screen. MoonlightShadow is sitting /afk in the center of the dance floor, with all of the lights off. A giant "NOW" flashes across your screen, the floor closes and the party begins.

MoonlightShadow hosted several Kadish Disco Parties, which took place in the Moon Room of MoonlightShadow's Kadish Tolesa. MoonlightShadow provided music on Team Speak, and everyone had a blast dancing on the puzzle-floor. There were also volunteer Light Jockeys who controlled the lights on the floor of the room.



“ ENJOY YOUR PARTY! URU LIVES! ~Thend ”

Left: MoonlightShadow cheers as he stands on the balcony, watching over the fantastic party.

Above: The LJs (Light Jockeys) control the lights on the dance floor, making sure the scene is always changing.



Left: MoonlightShadow stands in the center of the floor as it raises, and the party begins.



D'ni Cocktail Party

It's Thursday evening and you look at your calendar of D'mala events. Tonight is D'ni Cocktail Party! So you turn on TeamSpeak, and link to the Kadish Gallery, prepared to have a blast.

D'ni Cocktail Party began on the Tapestry Shard, based on TheThunder's idea to have a D'ni Happy Hour in the Pub. It was sponsored by the Tapestry Activity Group, or the T.A.G. The first event was on January 20, 2005, and it occurred every other Thursday. Eventually, music on Team Speak was added to the event. GazerWolf took over the management, and later handed it back to the T.A.G.

When D'mala first opened, the event was brought over. The location was moved to the hoods and eventually to its final destination in the Kadish Gallery. Its date also was moved from Thursday evenings to Friday evenings, alternating with Up On the Roof.



Left: Explorers dance in the beautiful Kadish Gallery, among the many ornaments and hints for the Age of Kadish Tolesa. The Gallery is a perfect ballroom to have a party.

Below: The first Cocktail Party on D'mala took place in one of the hoods. There is no better way to celebrate the first party on D'mala, than by dancing on a heek table.



Bahro Glyph Tours



The air is fresh and the sun is warm. You are surrounded by exotic plants, and a welcoming atmosphere. Your age players list slowly fills as others link in to join you in the calm garden. After some time, the sky darkens and you can hear the roar of thunder. Lightning flashes across the dark sky, scaring away the small glowing fireflies. You feel the warm rain land on your shoulders and you rush into the nearest cave to escape it. Only in one Garden Age could you experience this, and that Age is

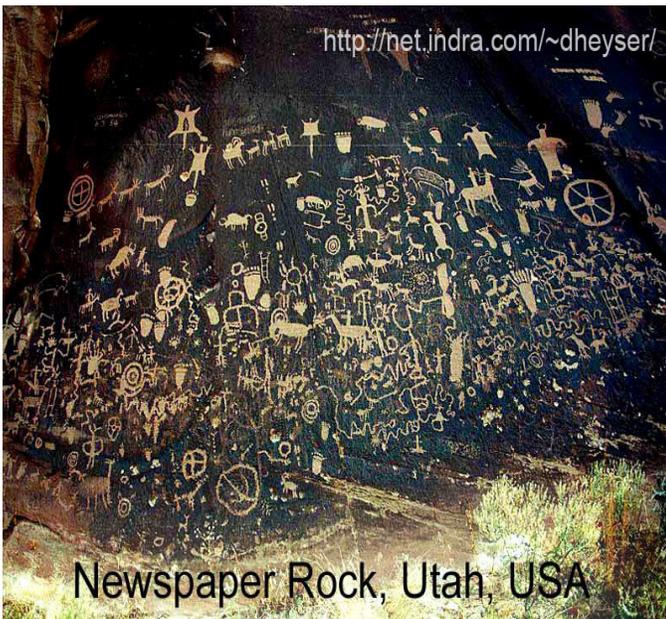
Eder Kemo. Eder Kemo is home to the Kemo fish, puffer plants, many benches, multi-colored fireflies, and most importantly, a plethora of Bahro glyphs, which are inscribed into the many rock surfaces. Over the years, many have speculated the meaning of the various glyphs, and a lot of research has been undertaken. But today, you will be lead through the Age to find out what the secret is behind the glyphs—or at least as much as the fans know.

Ireenquench and Ti'chelle lead several Bahro glyph tours through Eder Kemo. These tours informed groups of explorers what was known, and what wasn't known about the glyphs. Speculation and discussion were encouraged, and throughout the tours, many new ideas were brought up. Before these events began, many people would run through the age of Kemo, pick up some fireflies, and link away, completely ignoring the unique pictures. The tours finally brought up a chance for the community to take a closer look at the glyphs and arouse even more questions regarding their origin and meaning.

"Ever since I've encountered the Kemo Glyphs for the first time, they have fascinated me deeply, since they tell us the story of the Bahro and of the D'ni. I love discussing them with my fellow explorers – the more eyes see them, the more we can learn about that history. Doing the tours is not so much about presenting factual knowledge - it is about collecting and sharing sources, some official, some based on research of the explorer community on several forums. It's about connecting the dots, about interpretation and speculation, about exchanging views, the most wonderful access to Uru's deep story."

~ireenquench

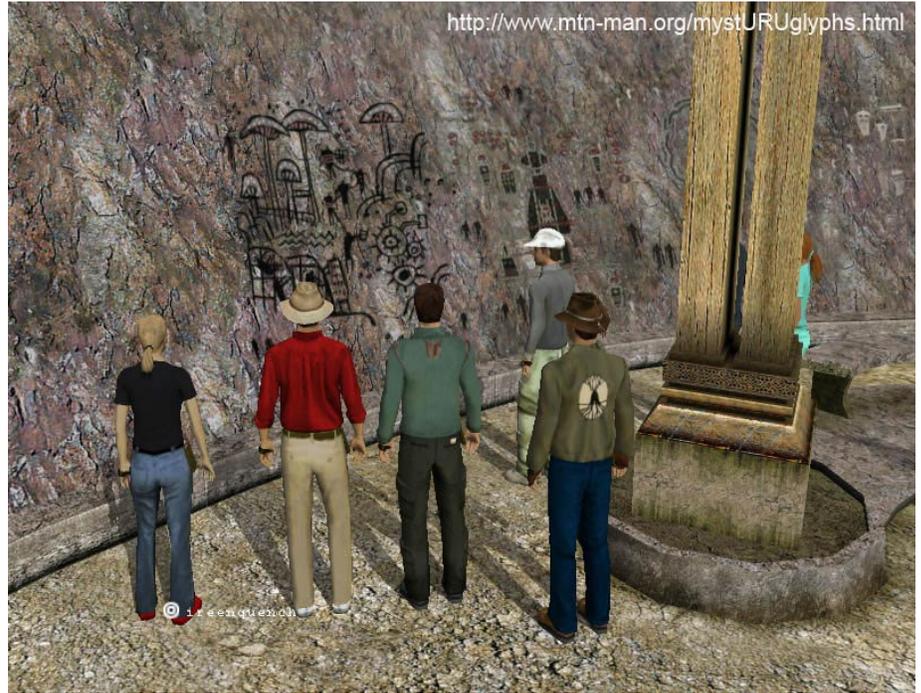
At one of the tours, explorers sit on the ledge in Eder Kemo, examining the glyph by the Shomat book. It has been noted that this glyph actually contains identical symbols to Newspaper Rock, found on the surface in Utah, except they are cut up and placed in a different order.



Newspaper Rock, Utah, USA

☒ Bahro Glyph Tours





Top left: The people attending the first text-only tour walk down the path to the next glyph. Since the tour was text only, it lasted over three hours, but was still an amazing experience for everyone.
 Top right: Explorers listen intently as ireenquench speaks about the Teledahn glyph on one of the Team Speak tours. The Teledahn glyph can be identified by the mushrooms and depicts the Bahro slavery.

“Maybe that is yet another layer of meaning behind the famous “Crying Eye” and “Gathering” glyphs: As more of us begin to see and reveal what was meant to be unseen, and we share that lore amongst us, each one of us takes one more step forward in gaining personal insights, and as the gathered we manifest collective knowledge. Fun.”
 ~ireenquench



Above: The Bahro Gathering, which is tucked away behind the pine trees, is one of the most fascinating glyphs. The Crying Eye symbol can also be found on the balcony stone.
 Right: The explorers gather to speculate the Teledahn and Gahreesehn glyphs. Many glyphs are inscribed on this wall, including one for each Age in the journey, excluding the Garden Ages.



Cyan Pizza Party



You plop into your chair in front of your best friend, the computer. You turn it on, and head to the forums, an act that has become a daily ritual. Then you find the most amazing words that your eyes have ever seen. Uru Live is back.

May 8, 2006 was a huge milestone in the life of a Myst fan. Cyan and Game-Tap announced they would be bringing Uru Live back. The immediate reaction of the fans was excitement, something they had all been hoping for since the D'mala shard was opened had actually happened! Everyone was so happy with the news that they all wanted to thank Cyan, but how? What could they possibly do to show their appreciation for the work Cyan was doing?

After much discussion amongst the fans an amazing thing was decided. Myst and Uru fans from around the world would host a Pizza Party for Cyan. From all over the world money was donated into the fund. This money would be used to buy Pizza for the great people at Cyan. One fan, Chere, was kind enough to create a plaque for Cyan from all of the fans.

At Noon, on Wednesday, May 24, 2006, the hard working people at Cyan Worlds had a pizza party. Peeling themselves away from their work they sat down together to eat pizza. Along with the employees, Myst fans D'Lanor, Ashtar, Murray, and Jewel, were fortunate enough to attend the party live. After the last slice of pizza was devoured, Greydragon presented the plaque to Rand Miller.

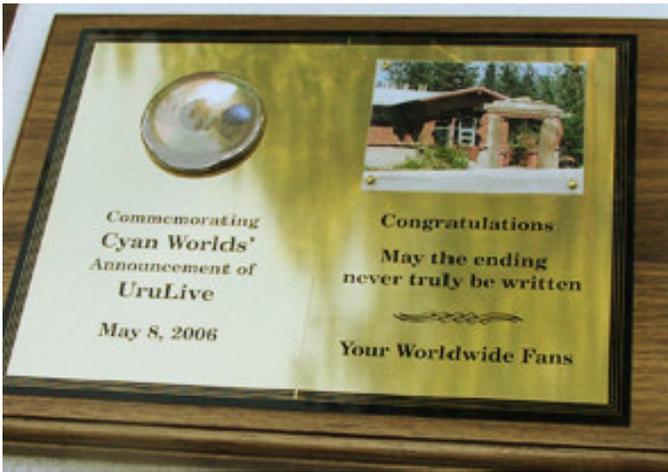
In honor of the pizza party, fans everywhere chose the event to have a 'Cyan Day'. Fans rushed to their computers and, after connecting to Uru, headed to their Relto's. Going into their wardrobe, they changed into Cyan colored clothes before heading into the cavern.

The party was not limited to those who could make it to Cyan. Uru fans everywhere ordered and ate pizza in honor of the occasion. They also wore Cyan colored clothes and came to the cavern to enjoy a variety of events including:

- Music on Team Speak by Ireenquench, Ktdahn, and Moonlightshadow,
- A disco party in the moon room of Kadish Tolesa hosted by MoonlightShadow,
- A party on the Tokotah rooftop hosted by Lord Chaos
- vid's Spoken Word Night in the Uru Obsession Neighborhood.

Greydragon presents the plaque to Rand Miller on the back porch of Cyan Worlds after the pizza party. Rand Miller loved the plaque. "It was awesome!" He said after receiving it.





The plaque, given to Cyan from Chere, resembles a linking book to Cyan Headquarters. "It looks so much like a linking book, I was afraid that the UPS man would touch it and end up in Cyan HQ." Said Chere when describing it.



RAWA grins as he looks at the plaque. All of the Cyantists were surprised and excited when they received the beautiful gift.



“The pizza was incredible! I don't know what other company has fans that actually provide pizza for them, so thank you so much. ~Rand Miller”

A few days before the pizza party, there was an update to D'mala, allowing the players to create marker missions once they collect all of the red and green markers. One clever fan put together this marker mission in the city for the occasion.



The Cyantists and guests enjoy their pizza on the patio behind Cyan Headquarters. Cyan's backyard is a perfect place to enjoy pizza, while looking at the Myst-like scenery.



Cyan Pizza Party 🍕

Avatar P



Avatar P

Pictures

LEWIS



If you were a Myst character who would you be? "The whark. I always wanted to "swimm as a fish" and it would be great in Sirrus and Achenar she did a lot of good for the Moiety. I'd love to be her and wear those cool clothes." ~Toria "I would re-

have a powerful bloodline." ~Leeh Rat "I'd love to be Catherine/Katran. Because she is so loved by Atrus. Although she gave birth to two evil monsters very deep background, so he's an extremely developed character. Due to this, I'm very attached to him as a character." ~Daiken Starbyne



4dak



4th guy



AKA



Alexis Dantien



AllMyst



Amala-Sandra



Analord



Anansi



Andomind



Andrew_C



Andym



Andys1376



Anna Catherine



Ashem



Ashtar



Austruck



Ayli



Azure



Be'aker



Ben



Biggo



Bleem



Blue



BobC



Brad'li



Bunny



Butch



C'ris



CAGrayWolf

can sit back and relax as my "friend" does the work.:-) Also, I would have a deep understanding of D'ni and its culture and while I hang out on the beach age." ~AllMyst "Daiken Starbyne, of course! First of all, he's my ego. Second, he also has

to be a fish "not from this world", like the wark is, so that would make me special." ~Maria "Phil Henderson. He is the ultimate Explorer. I would have loved to have had the inside track that he had/has with Yeeshia and the Bahro. I hope someday I'll have as many books in my Relto as he

opportunities for each and everyone of us to develop and steer the story." ~Ja'de "I would be part of the sisterhood in Serenia. I found the people and their



Calam



CaptainQuery



Casolai



Cassie



Cecile



Chere



Christian Walther



Christopherger



Chuckles58



Cinders



Conductor



Cooper



Cubkyle



Cyd



D'Ianor



Da'ven



Dadguy



Dalken Starbyne



Dan'iel



Dana



Daniel Pharos



Darin Wolfe



Dav'on



Deidre



Dian

"If I was a myst character, which would I be? Hmm.. can I pick a DRC member? Nah.. they're mired up, and I'm too level-headed to be Shaprer as well. Then I have to decide pre or post-journey DRC. So, Myst characters. Well, they're all messed up. Atrus would be fun, except he has such a burden. The brothers have a definate locked storyline.. and they're really messed up with their past, even though Achenar redeems himself at the end. Gehn is too crazy, and Saveedro is much the same. Ti'Anna.. imagine living with the idea you destroyed the entire D'ni the rest of your life.. though she's amazing otherwise. Yeeshia.. and I thought Atrus had a bad burden. Then again, with all the stuff she can see and do, is it any wonder she wound up a bit twisted, and a bit obsessed? But I figure Catherine. She seemed the one who always got things done in the end, was level-headed.. and tried to keep her family together despite everything. And yet.. had the time to keep notes and journals, and was astoundingly creative in what she did. Definatly Catherine." ~Gondar



Doctor Device



Dogpenny



dogwood



Donahoo

I could be on Myst character, I would be Atrus because when ever I'd have a problem I could just let this random guy I know take care of all my problems "I'd be Atrus. I could just let this random guy I know take care of all my problems dreaming to be fascinating." ~Bunny "If I could be on Professor Askew "If I could be on does/did." ~Professor Askew

If you could go to one Age, which would you go to? "Islands of riven or K'Veer, riven for a bit of paradise, kveer for its calling to me, feel at in the vault..." ~Whilyam "If I could go to any Myst age in real life, it would definitely be Amateria. I love the puzzles in this age, as well as the set-

strong sentimental attachment to the place." ~LegoAddict "Kadish Tolesa. It's a beautiful age that reminds me of Riven because of its decayed state. Then there's also all that gold cook the fish in and keep warm by. and caves to cool off in and hide in...lol Oh yes don't forget the feathers....you can make a really cool head dress with them." ~AKA



Eirerogue



Eleri



Elisa T'sun



Emgee



Ener



Eric the Adventurer



-Erik-



Etheldred



Evelyn



Exuro



Fallstar



Filippe



Fisher



Fox



fussbudgie2



Gadren



Garvin



gchaser



Genomax



Gondar



Guido Fettuccine



Gwynhwyvar



Hana



Head Cheese



Helly



Dudemom_2000



Eedrah



Eggen



Ehren

~Professor Askew "I fell in love with the Tomahna Age in Revelation. It was like a dream home. I wanted to live there." ~Dadguy "Myst Island. I have would be Gira..It has everything....cliffs to play in, Air vents to dry off with and fly from, fish to chase and catch, lava to

home." ~Andomind "I would travel to Riven, so that I could experience all of the wonder of that age first-hand. The amazing environments and animals and the breath-taking scenery are just so immersive and awe-inspiring, that it would be an incredible age to explore." ~IBnetweasel "I am in awe of Gahreesehn. It's such a huge place so much.. that's nifty and nice to look at.. but for the obvious. To meet the D'ni, the ones who did it all.. see what they're like in person, talk with them, see what they're like and how they think and how they've changed.. and perhaps get to see Atrus before he dies." ~Gondar "Wow!!! This is a tough question....I think it and leaves such an impression as to how the Guild of Maintainers worked. And the surrounding jungle?! I would LOVE to explore all that."



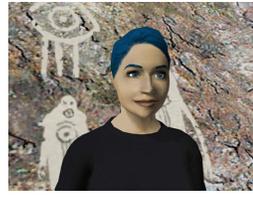
IanWatson



IBnetweasel



Ilford



ireenquench



J'ena



J'mee



J'nathus



J'Than



Jahuti



Jane



Janine



Jefe



Jeff Klinger



Jeremy



Jewel



Jimbo



Jim-Bob



JKC



Joclyn



Joelson Carl



Joey Zoonishii



Jonathan



Juli'ana



Julian Lapis



Junee

"I loved Narayan even before I ever saw it, just reading about it in Saavedro's journals and hearing him talk about it. The moment of seeing it as a living Age after believing it was dead was, for me, one of the most beautiful in any of my explorations. I continue to be fascinated with Narayan's tradition, culture, and harmony with nature. It's a place I feel I could fit in. My love for Narayan has also helped me find my niche in the online Myst community. I would love to revisit Narayan in any form: real life, game, novel, etc. As they say, "Narayan alani, Narayan latiste t'dee..." ~Anna Catherine



Juneous



JW



K'Dahta



K'ered

so much.. that's nifty and nice to look at.. but for the obvious. To meet the D'ni, the ones who did it all.. see what they're like in person, talk with them, see what they're like and how they think and how they've changed.. and perhaps get to see Atrus before he dies." ~Gondar "Wow!!! This is a tough question....I think it and leaves such an impression as to how the Guild of Maintainers worked. And the surrounding jungle?! I would LOVE to explore all that."

Out of all of the Myst games, what Age has the best puzzles? "Riven. The puzzles are built into the world. You know why ~Rehchoortahn "I liked the Voltaic Age's puzzles. It seemed like the sole purpose was to get the power on, which made all the puz-

The puzzles are independent of each other, and all feed into a greater "Metapuzzle." The puzzles aren't extremely hard, and the reward is spectacular!"
 ~Professor Askew "Amateria. fact, that eventually my interest in puzzles faded to almost nothing in favor of more story content."
 ~Brad!! "Exile's Amateria: Oh all the puzzles in that age were awesome and then to end by riding in the ball....I did it over and over again....I love that age." ~AKA



K'Huunah



Karandara



Karlosso



Katva



Katzi



KBQ



Keith Hemari



KenS



Kevin



Keyes



Kimmie



Kiteerah



L'lee



Lady Chaos



LAHI



Leeh Rat



Legacy



LeggoAddict



Leh'roi



Li'ana



Lial



Imf



Locutus



Ior



Lynh



Maestar



Malia



Maratanos



Mari'

they are there and the story behind them. They're not there just for the sake of being there." ~MysticalExplorer "I have to say zles into one huge puzzle. All the puzzles affected each other. Honestly, I'm not too sure why I liked those puzzles. There's just

Kadish Tolessa: I think it's because the entire Age is one huge puzzle, a gigantic combination lock to get to the Vault." ~Vortmax "There was something very simple made you think outside of the box to figure out what was really going on. Then, when you eventually "finish" and get the and logical about the puzzles in the original Myst. They have become, over time, more difficult and convoluted. So much so, in something about them... Maybe it was the fact I could walk around a room that just had hot lava in it a few moments before!" ~Bunny "I loved how Ahnonay



Maria



Mark Dev



Maunzepaul



Melanie



Mellina



Menolly



MikeD



mikeplay



Minta



Moietay



Morgon



Mowog



Murray



Mystexile



Mystical Explorer



Mystydeb



Nancy



Nanjoan



Nara



Neral



Nick Paul



Nine-o-Nine



Nit'Ram



Nyst



Oberon-2

"Haha. I'll have to answer Riven, hands down.

There are a lots of people who hate Riven's 'master puzzle' in the giant dome for many reasons. But everytime I read one of those arguments I find that the reasons most people dislike that puzzle are exactly those why I love it. 'It's too hard' or 'it's too subtle' and most of all 'it's too complex'. The fact is this puzzle is just too deeply weaved into all of Riven to change it in any way. This puzzle isn't really a puzzle, an arbitrary obstacle, or a locked door, it's is the Age itself seen through Gehn's eyes. All of the Age leads to this single puzzle, the story, the environment, your interactions with the characters, everything leads you to this precise moment: where you'll understand what this giant machine is for and how it works. The technical details of how you'll solve the puzzles aren't important. What is important is the thrill at the instant where you understand what is going on and what are all those clues you have seen.

In a way this puzzle is the end of Riven, because you have seen and solved most of the Age itself, and you don't have much time left to spend in this dying place; but this is also only the beginning because this is when the story truly starts. This is when you know you'll have to face Gehn and free Catherine; and allow Atrus to put an end to that 30 years-long conflict.

I remember I understood this puzzle the very moment I saw it. The map room, the colors in the underwater throne room, the notes in Gehn's journal, it all made sense. What a thrill when I got the machine to work. No other puzzle in the long running Myst saga has done this for me." ~Aloys



Old Man



Old Wolle



Oldman



Oldmanjob

made you think outside of the box to figure out what was really going on. Then, when you eventually "finish" and get the and logical about the puzzles in the original Myst. They have become, over time, more difficult and convoluted. So much so, in

If you were hired at Cyan what job would you have? "Personal slave to Rand Miller." ~Cyanfan "If I was hired by Cyan, I would want the one was around and play the new stuff....lol" ~AKA "My job would be to help Grey Dragon oversee the forums so he can do more important

the programming I fail at. Being able to design a Myst game is my dream..." ~Zib_redlektab "I would want to be the Janitor. That way I could go in after hours, when no of the "guild of writers". So the only thing I could do at Cyan is developing story bits for "yet another something" or whatever they call it these days." ~Maria



Oliver



OrangeMelon



Otter



Owehn



patdu05



Peni



pia123



Pradfa



Q'uatemass



Qlex



quahog42



Quasimodo



Quintin



Racco



Rahk



Ramsine



Raymond



RedSoxFan



Rehchoortahn



Rolute Guardian



Rich



Rigel



Rik



Rils



Rivenorth



Robyn



San_San



Semplerfi



Sevy

write by Cyan's games." ~Whilyam "If I were hired at Cyan, I would either be a 3d Modeller, or design. I love designing and making ages, it's telling. I have written since I was little and I hope to finish my novel some time. If I do I will dedicate it to Rand and Robyn, my favourites

job of writer. And by writer, I mean of the storyline for the different games. If I worked there, I would want a job that could make or break a things and to make cookies since I have hardly any usable knowledge when it comes to making games.” ~Bunny “I'd probably design puzzles, since I can't do any real programming, and my drawing skills rival those of a four-year-old. Plus, I'm pretty good at coming up with puzzles.” ~Leeh Rat “I'd love to do costume designing, and getting to pick what clothes

game and the storyline of a game is really what makes a game great, or what makes a game a waste.” ~Leeh Rat “I'd love to do costume designing, and getting to pick what clothes could go on the avatars. Playing dress-up in the adult world” ~Toria “Storyline. I like telling stories and writing them and I was inspired to



Shadowcats



ShadowSword80



Shaja Neera



Shonda



Sithly



Skylark



Slider



Soosi



Sorceress



Stephen



Stevecrox



Stinger



Str'aasha



SuperGram



T_S_Kimball



T'resah



Ta'rie



Taba



Teknobuba



tfoTM1



The Enlightened



TheFourthDoctor



Thend



Timbo



Tinkerbel

“Let's see.. I can't draw. I can't model 3d-wise. I can't program sufficiently to do anything. I can't manage. They already have a D'ni advisor, and I'm not gonna supplant RAWA, no way no how. What does that leave? Hm.. they already have a groundskeeper. They already have a receptionist. I wonder if they'd hire a 'continuity establisher'.. AKA a plot-hole fixer. You know, I'd go and browse forums and then whenever someone says "How could X happen, if in the same time it never did!" like how the linking cloths work in Gahreesen.. I'd quickly come up with a better idea than 'Yeesha Magic'. (I'd say it was Bahro magic!)” ~Gondar



Tofer



Tokai



Tomahna Guy



Tomala

I've always wanted to be a part of making those beautiful 3D environments that Cyan is so well known for.” ~Mystical Explorer “Story

If you could rename one of the Myst games, which would you rename? ""Myst IV: The Return to Point & Click". with more than one word in the title. Myst, Riven, Exile, Revelation, Uru - all very creative. "End of Ages?" Not as much.

This is because the game focuses on the Bahro, and is about their journey to freedom." ~Zib_redlektab ""End of Ages" is the only Myst game more in Uru." ~Anansi "Why should I rename one of the games? All of the titles fits quite well for the content." ~Morgon



Toria



Trail Mystic



Tripper



tsa



Tyion



Undercover Brother



Unicorn



Ural



vid



Vortmax



Wahlter



watcheroftheskies



Weldergeek



Whilyam



wkwalker



Y'elnoc



Yosho



Zarf



Zhorla



zia



Zib_redlektab



Zubeller



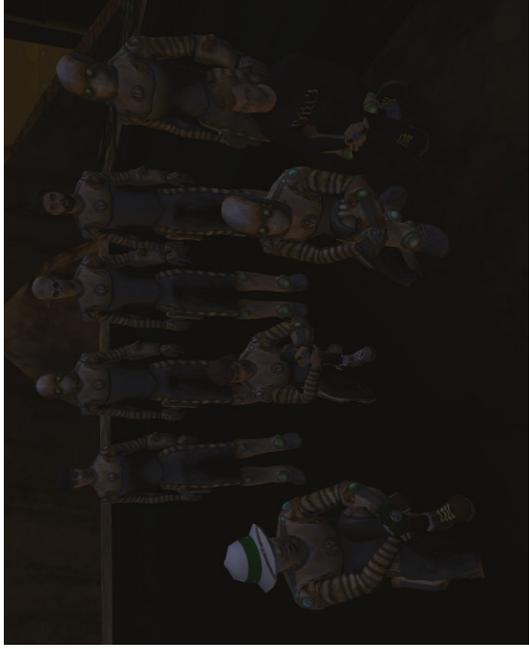
"Definitely Uru. I'd just rename it Uru, and avoid the appendix. Uru: Ages Beyond Myst. A new game not of the Myst line by the same company that brought you the best selling game Myst, and the stunning game Riven: the Sequel to Myst. Uru: experience the Myst universe, but without visiting Myst Island! It has nothing to do with Myst, by the way. No really.. it's not about Myst, but we want you to keep Myst in mind when you're playing. Did we mention we also made Myst?" ~Gondar

End of Ages much. I only liked Todelmer and the bits of K'veer and the Great Shaft. And I would have liked them

end to the ages, the ending can never truly be written. I would change the title of Myst V to Myst V: Path of the Bahro.

Frankly, after playing Uru, Revelation didn't work for me at all. I can't tell you how many times I turned in circles playing I think I'd change it to Myst V: Redemption. It sounds cooler and would stick with the "R" theme of some of the pre-

that game." ~Professor Askew "End of Ages, not sure what I would call it, I just don't want it to be the last." ~Leh Roi "If I could rename a Myst game, it would be Myst V. The title of this game doesn't fit the story, especially with Uru Live coming out now. There is no previous Myst sequels. I guess the point was to put emphasis on EoA being the last game in the series. It doesn't really matter. The game is what counts!" ~AllMyst "Maybe End of Ages... I'd rename it to MYST: The Annoying D'ni Survivor ;P Yes, I didn't like



Cavern

EWIWI

n Life



CLDZ



CONES



"Listen to the wisdom of the cones and you can go far...in D'ni" ~Slider

Slider is the cone master of D'ni. He has accomplished many extraordinary things with his cones. In honor of him, Janine wrote a story for Spoken Word Night.

Slider's Story By Janine

The world is a great and massive place, one globe circling and being circled by so many other orbs into infinity. The surface world is filled with work and play, joy and sadness. Pity the surface people who have never viewed the ages, walked the path or taken on the journey that our feet have trod.

You have seen ages, read the writings and learned some of what has come before. These are things that have brought us all together in a shared desire to walk more paths and learn more of what was and could yet be to come. Look at us, a community, a society, all drawn together by a shared hunger. And bound by our hunger for more knowledge, we have now found ourselves drawing nearer to the end of the Time of The Great Wait. Here in the places left to us by the D'ni, we shall bide our time till the restoration continues. In our waiting we amuse each other, assist each other and do what we can to draw the pitiful surface bound down to share what we have learned so far.

But, I am not here to talk of ages known or restorations to come. I want to tell a tale of what comes of the waiting and the hunger for more of the journey. I would like to tell you a story of a member of this community, one who like us all offers help to those who need and provides amusement to us in our Time of The Great Wait.

This is the story of Slider and The Children of the One True Cone. Hear ye now the tale.

Slider had walked the ages. He was drawn down to the hoods and cavern, curious about the restoration. Surface life weighed heavy upon him and life below had stalled into the Time of the Great Wait.

In this time of waiting Slider had played the games as his neighbors did, helped other explorers along their journeys and still surface life weighed upon him and the Time of the Great Wait offered little relief.

It came to him one night in a dream. The One True Cone! "Slider," said The One True Cone, "Arrange them and all will know."

"Huh?" Slider responded, waiting to see if this was a good dream or a nightmare.

"Arrange them and all explorers will know, Slider. They will know that the cones wish to BELONG."

Feeling a little bolder, Slider replied back to The One True Cone, "But the cones do belong, the DRC put them there to warn us of danger spots, of course sometimes they get in the way, but we just kick them aside."

"No," said The One True Cone. "My children are unhappy here in this, the Time of the Great Wait. They wish to play with the explorers. Being pushed into water and off cliffs no longer gives them joy. All my children want is to help the explorers in their waiting. Slider, you must find ways to allow the cones a greater joy and you will have accomplished a grand thing and perhaps you shall have some comfort in your wait for the restoration to continue.

Upon waking Slider was amused to have had a dream about a cone. How odd he thought it was. Dismissing it as just part of his obsession he went about with his surface life as usual. But a strange thing was to happen on his next trip down to the cavern.

Walking along in the city, Slider decided to check out the pub, there he came upon a single cone. He looked closely at it. It was scuffed, dented and looked totally wrong where it was sitting as if it was out of place somehow. Then the voice of The One True Cone came to his mind, "Slider, if you arrange them, all will know."

Slider bent down to the cone and asked, "Are you lonely? Wanna go to the pub with me?" He listened and looked but was given no sign of acknowledgment. "OK," Slider said, "Listen, I will call you Slider Jr. and you ARE going to the pub with me for some fun." And with that Slider began nudging the cone, edging it this way and that, gently here a little rough there. After much pushing and nudging and edging he finally got his new friend into the pub.

"There!" Slider said, feeling a great sense of accomplishment. "You made it Jr.! How does it feel, huh? Hey, I know! I will take your picture and post it so all the neighbors will see it, perhaps others will come and buy you drinks. What do you think about that?" Slider looked and listened but no sign of acknowledgment was given.

People came and saw the cone, named Jr. Others saw the pictures and made wonderful comments about Jr's presence and Slider's skill.

That night while sleeping, The One True Cone revisited Slider's dreams. "Excellent beginning, my boy," She said. "Still you have much more you can do, my children all want to meet you and see places they haven't seen or be in places most unexpected. This request I make of you again. Arrange them and all will know."

"But, True Cone, ma'am. I'm afraid I may cause a cone to poof during my travels. You know it kinda happens a lot."

"Do not be troubled," responded The One True Cone. "Just fulfill your destiny as I have asked."

Slider awoke that morning with a new sense of purpose. What more can I do, he wondered? He quickly made his way down to the hood and found a bunch of cones. This time it was different. Slider could hear the little whispers in his head. "Name us. Play with us."

And so Slider began. He herded the cones and gave them each a name and began to take them all down to the light garden. There he set them up on the pedestal one by one, Susan, AKA Jr., Vort Jr., Bob and Tabavid. Again and again he took pictures as his progress went on. One cone, two cones, three cones, four. It was a grand accomplishment and the spectators enjoyed sharing their names with the cones and watching Slider as he enjoyed his work. One cone did poof during his efforts and all the spectators wept for the cone he had named Mini-Gram.

But the coned named Mini-Gram was so pleased that when she returned to The One True Cone, she told all that had happened. Mini-Gram told all about getting a name, and the herding and working that Slider was doing. She told The One True Cone all about the spectators that cheered and watched as the cones worked as hard as they could to make themselves into the shape that Slider had wanted. And all the while, the other cones in waiting listened with excitement, waiting for their turn to return to the game.

The One True Cone was pleased to see that her children were happy again. "Do you feel better now, my children?" she asked.

"YES, YES!" they replied. "Send us back so we can play more!"

"In a while, my children, you must rest for now." She replied.

Again, that night Slider slept and The One True Cone came to him.

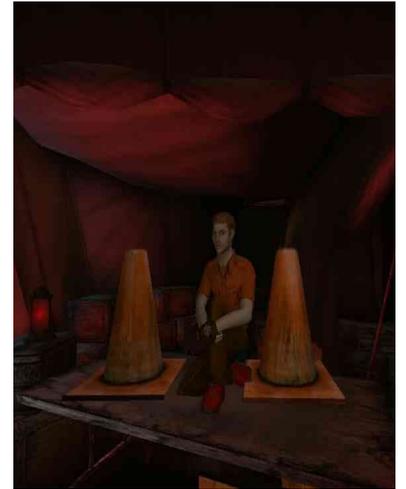
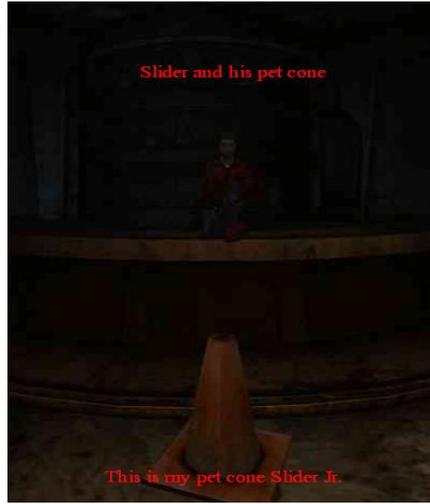
"Thank you, Slider." She said in a soft and kind voice. "My children have found a new joy. You arranged them and the explorers have seen. Your efforts have not only lessened the burden of the Time of the Great Wait for the explorers but for my children, too. The cones are pleased that you have shown the explorers that they can be more than just targets for frustration or wanton destruction. They can belong to the game now with a better purpose. I thank you and hope that you will continue on with your work."

"I will!" replied Slider, "The cones will go places they've never been, and I will arrange in places most unexpected. I will do more and more! But, One True Cone, Ma'am, what does happen to the poofed cones? I am so sad for Mini-Gram"

The One True Cone replied, "When my children poof from your world they come to me and share their adventures with all the other cones waiting to rejoin the game. After a time they are returned when they have rested and told the tales of their adventures. My children are eager now to take their places in hopes of giving joy. You are giving my children much to say and much to look forward to if only you will continue. Jr. has told his tale and Mini-Gram has also come to us with the joyous news of your work in the hood. All the others are happy and wanting to play and belong."

And suddenly in the dream, Mimi-Gram appeared at The One True Cone's side. She was giggling and bouncing. "Slider?" she whispered in a quiet voice, "Next time, will you name me George?"

And thus it was that Slider had a goal during this, the Time of the Great Wait. He continued arranging cones and taking them to areas they had not been and arranged them in the most unexpected places. And that is Slider's destiny.



Above you can see a few of Slider's many cone accomplishments.



This cartoon of Slider was supplied by Thend. Slider always wanted to be able to wear a cone hat.

Coneone coneday conein conethe coneUru coneObsession coneHood, coneSlider, coneThend, coneNancy, coneABguy, coneand conegwynhwyvar conediscovered conehow coneto conetalk conein Conish, conethe conelanguage coneof conethe cones.

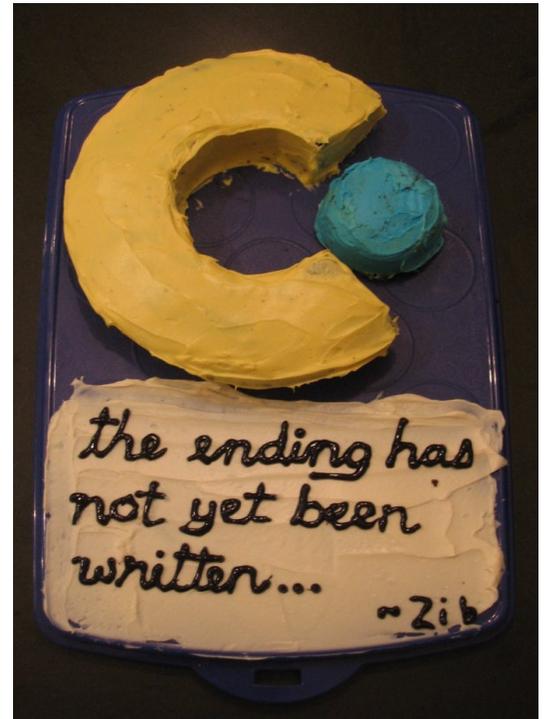
Some silly surface-dwellers build snowmen, but Moietay builds snow cones. This is a snow cone that she built in her front yard.

Fan Creations

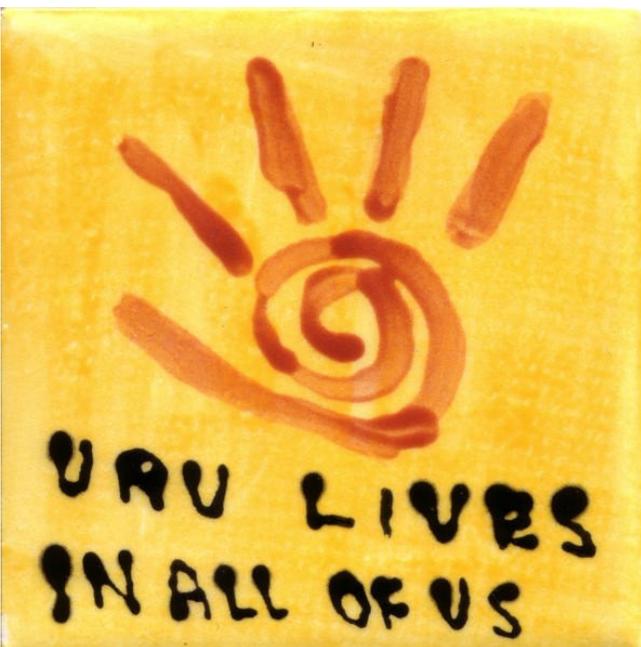
What people have created out of the cavern in honor of Uru.



"Uru Mosaic" is one of the many Uru wallpapers created by Mystical Explorer.



Zib_redlektab made several Uru related cakes, including this one, which was baked when Cyan announced that they were closing.



Toria painted this journey hand tile.



Above is "Believe", which is one of Eternity's many Uru wallpapers.

Fan Fictions:

Some small samples of stories. Go to the sites listed to read the rest!

"The Call" by Moietay (UruObsession.com)

I can't just sit here with a possible linking book beside me. I need to do something. Something, anything! Who is this girl?

"Who are you?" Alina asked.

"I'm the T'wagome." But as she said the words her body vanished. As if she was *linking*. And soon she was gone. Adrenaline rushed through Alina. *Oh My*

Yahvo. She grabbed the book from the empty seat. *What if I could link?* She opened up the book. But nothing was inside. Nothing. Just empty pages, as if nothing was ever there. She went through the whole thing. Nothing. "Myst" had even vanished from the cover. But how?

She looked at Sharon who never noticed any strange happenings like the person beside her vanishing or something. Old people can be so oblivious. She looked over to see Alina frantically flipping through the pages.

"You better pack up, the plane just landed."

"Thanks," Alina said half thinking. She grabbed her backpack and stood up, keeping the strange book in her arms.

"Maybe you can meet my granddaughter when we get off of the plane." Sharon suggested.

"Maybe..."

So she followed the crowd out of the plane. But her mind was racing. Racing through everything it knew and wanted to know. Trying to work out the events of the bookworm. No she wasn't dreaming, day dreaming, hallucinating or something. *If what happened wasn't real, I'm a squee*. She looked down at herself. Nope, no white fur yet.

"Cho" By Teroglahn (DPWR.net)

*When the wahrks will learn to fly
And every sunner begins to die
Decades will pass, and what about I?
The Fissure Cage I guard!
When Gehn links into another Age
And locks up all the Moiety into a cage
Guess what I'll do- you don't have to be a sage.
The Fissure Cage I guard!*

Cho stopped singing to have a drink of water from his canteen. Cho had paced back and forth across the Fissure Plateau for over a year now, and neither Atrus nor Katran arrived! He found a few Moiety rebels sneaking around once in a while, but they all managed to evade him. In his native tongue (in fear of his master overhearing), he continued:

*The day I turn one hundred and twelve
And Gehn gives up his quest to rule a thousand realms
They'll say, "Cho, old Cho, what are doing? Please tell?"
The reply: The Fissure Cage I guard!*

Suddenly, Cho heard soft foot steps from behind him. He turned around, and nobody was there- obviously behind one of the large rocks. He thought of only one person who would be doing this (besides Rifih in a silly mood)- the Black Moiety.

"The Stranger's Story" by Tiana Lu-thien (MystCommunity.com)

Ravel leaned forward in his chair, and ill-concealed look of satisfaction on his face.

'Did you ever kill anyone?'

There came a ringing in my ears. The blood pounded in my veins and the scar on my arm was suddenly and painfully throbbing.

Did you ever kill anyone?

My mouth was past feeling dry - it was burning and a choking sensation arose in my throat.

Did you ever kill anyone?

My hands felt clammy and cold. Unconsciously my long fingers curled themselves into fists.

Did you ever kill anyone?

The face... the blood...

I was shaking and I felt horribly vulnerable. Ravel's eyes glinted triumphantly. 'Well?' he said again.

Dumbly, I nodded.

A murmur rippled through the crowd.

Someone near the back stood up. Ravel leaned back in his chair, a hiss of air escaping between his teeth, as the Elders exchanged glances.

'It... I didn't... I didn't mean to kill him,' I said hoarsely.

Menith raised a hand to silence me and bent his head to listen as another man spoke in his ear; but all the while he watched me with narrowed eyes.

I dug my nails into the palms of my hands and bit my lip, trying to force away the black mist that was creeping over my eyes and the memories that beat against the door in my head.

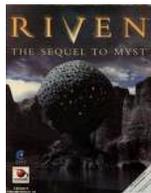
These keychains were made by Weldergeek. Six of them were sent to Cyan.



Favorites

Favorite Myst game:

Riven- 48%
Myst- 17%
Exile- 14%
Revelation- 12%
End of Ages- 9%



Favorite Uru: Ages Beyond Myst Age:

Kadish Tolesa- 44%
Teledahn- 17%
Gahreesehn- 16%
Eder Kemo- 14%
Eder Gira- 6%
Relto- 3%
Cleft- 0%



Favorite Uru: Ages Beyond Myst Relto Page:

Waterfall- 30%
Tree- 17%
Islands- 17%
Rain- 12%
Imager- 12%
Dock- 7%
Carpet- 3%
Sticks and stones- 2%
Roof- 0%



Favorite D'mala Event:

Other- 19%
Town Hall Meetings- 17%
First day- 12%
St. Patrick's Day Parade- 12%
Up on the Rooftop!- 9%
Return of Uru Live party- 7%
Spoken Word Night- 7%
Kadish Technotrance Uber-dance Party- 5%
Doing Ages with friends- 5%
Cyan Pizza Party- 4%
Tent Party- 3%

Favorite Myst Soundtrack:

Exile- 27%
Riven- 24%
Uru- 22%
Revelation- 13%
Myst- 11%
End of Ages- 3%



Favorite Myst animal:

Squee- 39%
Wahrk- 15%
Beetle- 6%
Quab- 6%
Sunner- 6%
Pirahna Bird- 6%
Mangree- 6%
Other- 6%
Bahro- 6%
Shroomie- 2%
Firefly- 2%



Favorite Myst Character:

Atrus- 46%
Yeesha- 16%
Catherine- 10%
Other- 6%
Saavedro- 6%
Achenar- 5%
The Stranger- 5%
Ti'ana- 3%
SIRRUS- 3%



Favorite Myst Villain:

Gehn- 49%
Saavedro- 17%
SIRRUS- 17%
Achenar- 8%
Other- 6%
Esher- 3%



Favorite version of Uru:

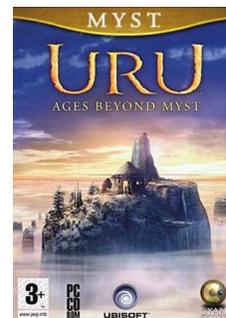
Ages Beyond Myst- 46%
The Path of the Shell- 42%
To D'ni- 12%

Kagi or invite:

Kagi- 68%
Invite- 32%

Most often played Myst game:

Uru Prime- 59%
Riven- 15%
Myst- 11%
Exile- 11%
End of Ages- 3%
Revelation- 1%



Were you part of Uru Live Prologue:

No- 57%
Yes- 43%

First or third person:

Third- 65%
First- 35%

Hardest Uru ABM/POTS Age:

Ahnonay- 49%
Kadish Tolesa- 29%
Er'cana- 8%
Teledahn- 7%
Gahreesehn- 4%
Eder Gira- 3%
Eder Kemo- 0%
Cleft- 0%



Myst game the most hints were used on:

Revelation- 36%
Riven- 30%
Exile- 13%
Uru prime- 13%
Myst- 5%
End of Ages- 3%



Pizza eaten at the Cyan Pizza Party:

Was not there/ didn't eat pizza- 49%
Other- 19%
Cheese- 13%
Pepperoni- 10%
Hawaiian- 3%
Sausage- 3%
BBQ- 3%

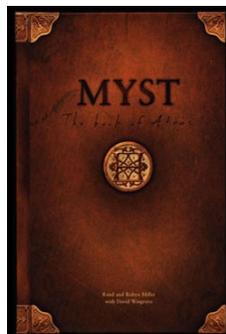
Favorite color:

Blue- 33%
Green- 21%
Red- 16%
Purple- 13%
Orange- 4%
Black- 4%
Yellow- 3%
Pink- 3%
Brown- 3%



Favorite Myst soundtrack composer:

Tim Larkin- 58%
Jack Wall- 31%
Robyn Miller- 11%



Favorite Myst book:

Book of Atrus- 45%
Book of Ti'ana- 41%
Book of D'ni- 14%

Can you speak D'ni:

No- 76%
A little- 19%
Yes- 5%

Can you read D'ni:

No- 69%
A little- 25%
Yes- 6%

Can you write D'ni:

No- 78%
A little- 17%
Yes- 4%

Do you know D'ni numbers:

Yes- 65%
A little- 35%
No- 0%

Have you ever lost an avatar at fetching player on D'mala:

No- 63%
Yes- 37%

Favorite Uru: Ages Beyond Myst puzzle:

Kadish pillars- 16%
Kadish Vault- 14%
Kadish Moon Room- 13%
Eder Kemo fireflies- 13%
Other- 11%
Kadish scopes- 9%
Gahreesehn power- 7%
Kadish Pyramid- 6%
Teledahn Control Room- 4%
Teledahn solar power- 4%
Teledahn buckets- 3%

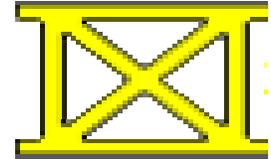
Most annoying Uru ABM/POTS Age:

Ahnonay- 55%
Er'cana- 13%
Gahreesehn- 13%
Eder Gira- 10%
Kadish Tolesa- 7%
Teledahn- 2%
Eder Kemo- 0%
Cleft- 0%



Which game has the best storyline:

Riven- 50%
Exile- 16%
Revelation- 13%
Myst- 9%
Uru Prime- 9%
End of Ages- 3%



V O R T M A X

V S.

L E G A C Y

On March 26, 2006, in frustration over the elections, **Legacy** was named Dictator of D'ni in the UruObsession Neighborhood. She had a few followers, including Thend and Moietay. Though, several weeks later, **Vortmax** decided that he was the Emperor of D'ni for a day and had a coronation at the top of the Great Stairs in Ae'gura. Ever since, there was tension between the two groups in D'ni— **Vortmax** and **Legacy**.

Why choose Vortmax?

- Vortmax had a proper coronation, unlike Legacy.
- Vortmax has more followers, unlike Legacy's small, but intimidating (being sarcastic here) group of Legacy, Moietay and Thend.
- Vortmax is a DRC Liaison.
- Empires are better than dictatorships.
- Legacy stole her position from Moietay.

Why choose Legacy?

- Girls dance better than guys, and even the cones agree!
- The cones are on Legacy's side.
- Moietay will give you cookies and Thend will give you compliments.
- Vortmax was only Emperor for a day (key word: DAY)
- Legacy became Dictator of D'ni before Vortmax became 'Emperor'.
- Vortmax's coronation party crashed.

Posted by Thend on UruObsession:

"Last night [March 26, 2006], in the UO Hood, there was a discussion about how drawn-out and confusing everything was about the Uru 'liason' elections. So, as Moietay, Legacy, Oldmanjob, Vid, and myself sat there, we decided to finally resolve this on-going issue and hold the election right there and then -and it only took about five minutes.

First, slogans were thrown around. Everyone but Legacy was running, so she became the deciding vote by default. My 'Thend is your Friend' line nearly won her support, that is until she called for a dance-off between the then-second place Moietay (with her 'Moietay loves Uru' campaign) and myself in honor of Wilson, the cone. I cried foul and nearly conceded on the spot since, as everyone knows, the 'guy-dance' is just abysmal. Predictably, Moietay won the election unanimously and was declared 'Grand Empress of Uru'.

Then, in a surprise twist, Legacy suddenly proclaimed herself 'Dictator of D'ni', thus ousting a shocked Moietay. The once-'Grand Empress' was shortly demoted to 'Cone Chairwoman', which she took with more grace than you would expect from a recently denounced ruler. However, this only made the rest of us jealous and hungry for designations of our own. I begrudgingly accepted the title of 'Lord of Bad Dancing', while Oldmanjob offered and received the post of 'Ambassador to Age of Parts Unknown'. Vid would've undoubtedly been granted something too but, sadly, during all the excitement, he had poofed out. Even ones who had come in late got positions, such as Ural, the now-official 'Prince of the Fountain' and the sleeping Marten, Uru's 'Master of AFKers'. After haggling a bit more, Legacy even took pity on me and graciously amended my title -you are now looking at the newly-appointed 'Lord of Bad Dancing, Proper Articulation, & Compliments'.

So, there might've been scandal, unrest, and maybe even a little coup d'etat, but at least all that election business is over with now, right? "



Right: Dudemom_2000 crowns Vortmax at his coronation right before he is hit by a rotten tomato thrown by one of his rival's minions.

Left: Moietay, Legacy and Thend hang out in the hood.

Vortmax's invitation on DRC site:
"Greetings to you, explorers! You are cordially invited to the Coronation of Vortmax, Chosen of Yahvo, Defender of

the Cavern, Lord Protector of the Explorers, and Emperor of D'ni (for a day)!

Please join us in Ae'gura, at the top of the Great Stairs, this evening [Friday, April 14, 2006] at 6PM US Central Daylight Time (11PM GMT) for the royal event! After the coronation, we will retire to Kahlo Pub for a celebratory event, as well as an election watch party.

We hope to see all of our loyal subjects there!

Emperor Vortmax"

Finally, on June 15, 2006, peace was made. Vortmax accepted Legacy's offer of co-dictator, and the two factions joined together.



From a Newbie's Point of View...

First experiences in the cavern

"My very first time on Until Uru was on the Uru Passion shard. It was dead empty. Not very exciting. Eventually, another person, whose name I don't remember, came onto the shard. I was extremely excited...I got to talk to someone on Uru for the first time! We were both in the city, and she was typing to me. The question was: how do I reply? I clicked and fumbled with my KI, but couldn't work it out. I linked to the Hood and read the notebook in the classroom, but I still didn't know how to type a message. I quickly logged off, searched all over the internet, and still found nothing. When I returned to the shard, the person was no longer there. I was so frustrated! Then I simply typed...

My very first time on Until Uru that I talked to somebody was on the Slackers shard. At the time, I didn't fully grasp the concept of what you did on Uru, I just knew I wanted to show off my new-found ability to communicate :P. So I linked to the city and ran around, hoping one of the few people on would type to me. Finally San_San said something, and I replied. Then she asked me "Are you catching the reds?" Referring to the markers. I, not knowing what 'the reds' were, and not wanting to sound stupid, said "yes". Then she replied with something like "Oh okay, I'll leave you alone then." No! I thought. *Darn, I shouldn't have said yes. Don't leave me alone!* "No, its okay." I replied. /rotf Later that night I also met SuperGram and Tomala, and I've been addicted to Uru ever since." ~Moietay

"I came on for the first time and was greeted by a bunch of people who were just in the Hood. Naturally, I didn't know how to use the KI yet, so I was PMing people when I wanted to broadcast, broadcasting when I wanted to PM, ect. Everyone was so patient and willing to help. I don't get around much because of a major technical problem called auth response failed, so I hav'nt really had a chance to meet people, but I'd have to say that Kimmie was very helpful. I've only visited the City once, and it was so nice... almost like UU was mocking me. Because of my tech problem, I am constantly in newbie mode. It's just so nice to have a community that cares about everyone. In games like Runescape, people randomly use words that would indefinitely be bleeped out on radio and television, but in URU, people try to help one another. They are patient, and willing to put up with seeming incompetence. UU lives up to it's name. It is an uru, it is a community." ~LegoAddict

"Well, my first day was on Tapestry...I don't remember exactly when, but it was around the beginning of 2005, maybe february? 🙄 Whatever. I signed on and went from age to age looking for people, when I finally ran into SuperGram ("Hi Zib," the first words I ever read in-cavern 😊) and Old Man in the UO hood. They welcomed me to UU, and SG helped me join the hood. Hooray for SG! 😊" ~Zib Redlektab

"Well I first came to Until URU when the D'mala Shard was announced and ToriaURU, someone who I had been familiar with from the forums, kindly sent me an invite. It took me a fairly long time before I actually started my journey, so I sat in the hoods and in the city and talked. When I first came to UU I was amazed by the community. How they treated others. How they helped new people. How they made sure to be polite. How they sacrificed themselves for others. I was blown away. The night when I became attached to UU is a night I will most definitely never forget. It started as a normal night at the URU Obsession Hood, when Connor(another new explorer) and I mentioned that we had not even started our journeys. Immediately we got responses:"What!!!!?" Everyone was shocked. Instantly everyone said: okay we are starting you guys tonight! So, Vid, Janine, K'Huunah, and Brad'li took Connor and I to my Teledahn. That was an amazing experience. I had played all the MYSTS. They were all great, but in those games you were always alone. The experience of completing an age with others was indescribable. I finally saw the magic of URU that I had not yet seen. To me URU was a boring game where you sat around and talked. But that night my perspective was spun-around. When I thought it couldn't get any better, next time I logged on they all offered AGAIN to take me to Kadish. This time even more came along. They were so very patient as they fought the urge to scream out spoilers. They encouraged me and without them I'm not sure I'd would have been able to complete the ages. New followers joined: Thend, Azure, Darin Wolfe, and Vortmax, among others. And each time they humbly offered to take me, a wild 14 year old, on my next age until I completed all four.. Those nights really showed me what URU was: a community, that cannot be broken..." ~Leeh Rat

Favorite Cavern

"I would have to say my favorite experiences on D'mala had been when a bunch of us get together and play. Sardines is one of my all time favorites...The silliness of being squished in together and laughing while waiting to be found is great fun.

The Mafia game was another favorite. I don't think I have ever laughed so hard being dead as I did playing that first game in Carl Palmners hood.

I also have favorite quiet times.

"Borrowing" suits from the wall with a friend and then sitting on the edge of the platform watching the landscape go by while having a nice conversation.

I also really enjoy strolling the city with a friend...listening to music.

There have been fun times in the city on the tent...or in the hood by the fountain.

And of course....because I am the Queen of Jumping....I have to say....Jumping almost anywhere is a favorite of mine....Bridge, tent, top of the Great Stairs...It really doesn't matter...they are all fun.

Lag is my friend...lol" ~AKA

"During my time in UU there were so many great events and experiences, it's difficult to single one out. Over time there were so many wonderful people I've met that it's difficult to single out one person. But one man does come to mind as very special to me and that man is EricL. Primary and above all was the never-ending dream and hope for the return of UruLive. On May 8th we saw the dream come true and the excitement was electric....." ~SuperGram

"What an amazing place. To choose one favorite memory would be impossible because I don't think there was a single time I didn't have fun on D'mala. I will say a few times that really stick out in my memory. The first was when Legacy, Thend and I were complaining about all of the chaos over the elections, so Thend and I had a dancing contest to see who would be the Ruler of D'ni. Of course I won. But then I handed my power over to Legacy, the Dictator of D'ni. I can't fail to mention the fun times chasing around Whilyam with Andym's hat when he calls me the first three letters of my name. Thanks to vid for SWN, my favorite event ever. Also thanks to San_San, Tomala, Aeronie, and all of the other Slackers for being my first friends when I bought UU. You guys are awesome. I'm rambling on a bit here, but one of the most insane experiences on Uru was this impossible task of creating a memory book...yeah that was stressful. I don't recommend trying it :P. Pretty much, thanks to everyone for being such wonderful people, because you all know what Rand says, we are the best fans in the world!" ~Moietay

"My favorite times in UU have been when there were lots of people around enjoying themselves. The Ladies' Garden Club, Happy Hour in the Pub, D'ni Cocktail Parties, the D'olympics, St. Patrick's Day Parade, marker missions, playing sardines. Or just playing the ages with my buddies, sitting in the pool on Relto, playing heek in the hood, learning balcony jumping, climbing the tent rope and sitting on the sign (which is missing on D'mala.)

The off-line game was so lonely after UruLive ended." ~Donahoo

"I've always enjoyed the multi-player aspect of UU. Exploring the ages and the city with friends will always be something I cherish, and am so thankful to Cyan for allowing us to do it. :)" ~Fallstar

"1. the Day Vortamx was elected to the Liason position, it was pretty funny , we and he had people wait by the Great Stairs up top then for his 'Rise to Power' he was Dubbed Emperor Vort for the Day. He took his grand walk up the Stairs as everyone waited up top. Anyone that was there got a Title for being his loyal subjects, It was all in good fun.

2. the Day gwyn, jane and I figured out you could actually get in the Gira Baskets and run around and climb with them while they were attached to you. very funny. took lots of pictures.. climbing the Arch and jumping off the Falls. It was something new when we thought there wasnt anything else to be on." ~Sithly

"My favourite memory of D'mala shard is this one. I was with Moietay, Matrix, Ruby O'Degee, Bogardan Mage, and a few others, and we all went to Matrix's Kadish from the city. The clocks didn't turn so we had to go back to Matrix's Relto and had a party there, while he set the clocks. Then he came back and got us. Then he let us do his Kadish without him! LOL. I recall a nice hug with him too. We were all stuck in the Vault at one point. He appeared again, in his Kadish and came and rescued us, by allowing us to link out to his Relto. The door of the vault was open to him, but closed to all of us. It wouldn't allow us out. I can recall that being a very fun time

for all of us. 😊 Enjoyable!

I can recall also a nice chat with a good friend from Australia while sitting on the fountain in Amber Horizons. Leelee is her name and she's a dear friend of mine." ~Toria

Experiences

"Sunday, December 18'th 2005 – The Christmas parade.

I remember this as if it were yesterday (mostly due to the fact that I filmed most of the thing). However, mine is a rather – how do I say it – unique memory of the parade. This was due to the fact that I was one dressed up of Santa's Reindeer, Dancer.

When we had practice, we had a lot of problems due to lag and I was like "This won't work out as planned. It's only us here and it's lagging like crazy"

When the day arrived, I was very anxious. I got my avatar in the Reindeer outfit and before I knew it, I was standing in line with the others at the Hall of Kings, in Ae'Gura, waiting for the event to begin.

Ae'Gura was decorated (or rather, modded) for the occasion, with a clear ceiling and a transparent floor that made it look like it had snowed recently (I'm not 100% positive on this, since I've never actually seen snow, yet)

By some sort of miracle (from the Maker, no doubt) the lag was almost unnoticeable and when the parade was over everyone started dancing. I had a lot of fun, especially when I typed /dance and saw the words 'Dancer starts to dance' on the KI display. I chuckled since that's why I had chosen the Reindeer name Dancer in the first place.

Everyone then got warped to the Nexus where we chose a 'hood to go to. By a stroke of luck, I ended up in the 'hood where Richard A. Watson was. However, he had to leave and then I had to leave as well. Being in the GMT+1 timezone has it's disadvantages, unfortunately, and since it was a Sunday night, it meant that I had to wake up for school the following morning.

Next morning, when I logged in to check if anyone was there, I was quite surprised to see Supergram still at it with a couple of people. That lady must have one heck of a stamina to stay almost 9 hours non-stop." ~4th guy

"It was February, I think it was the 9th, and there was a buzz about messages on the DRC boards, and that something was coming, and it was found out something would happen in a week. And then.. all of a sudden, I'm forum cruising, and I come across a post, saying to check my UU shard list. This new 'D'mala' shard is up. So, thankful I had gotten myself a Kagi key, I log in, pop it up, and create an avvie. The best moment of it all? Entering the cavern, running to the top of the Great Stair and looking over the lake, and realizing "I'm home". That first instant, when D'mala was packed with people who'd heard the news and were trickling back after the long emigration.. seeing everyone there. That's when I knew that Uru Live was going to be back one way or another, and nothing would stop it." ~Gondar

"I loved that total feeling where all world but Uru ceases to exist. We had about 6 people travelling together through Relto and Kadish on a wild adventure of discovery and near-disaster. You were always left wondering just who would appear on the other side of the linking page." ~Matrix

"I have some favorite times in UU I'd like to share. My first favorite time was when Sheldon was doing the PotS puzzle on the forums. There was a time we were asked to have 5 of us take a group photo in Kadish's vault. I think that was my very first time to do anything that required me to go to someone else's age. Well, it was a very special thing to me, doing this pic with people from around the world!

Then the Myst tree puzzle more recently got me a bit more involved with the learning of D'ni history and things. It was fun. But when D'mala came along, I finally got serious about getting my PC cleaned up and tweaked for UU. Supergram and a few others kept saying or posting some info about these settings and all, and after I worked it a bit, I was much more able to go to D'mala without excessive crashes and mega lag. Because of that, I made it to this year's St. Pat's day parade. That was certainly the most fantastic event I have experienced in UU!

But I have had a few special moments that were not much more than someone saying to me, "we are going around collecting markers, would you like to come along"? Or one time some were trying to test their Gira to see how many could go there without it crashing us all. We only had 5 of us there for a half hour or less, but it was a fantastic time to me. For me, every time in D'mala ends up being special in one way or another, because the people there make it special!" ~Zubeller

"My favorite memory of Uru was about a week after the opening of D'mala. I had just finished the last leg of my journey, and opened the fissure on Relto, when it struck me... I wanted to know what would happen if more than one person jumped in. It was very late at night, and of the few people I knew at this point, none of them were online... so I linked to the Nexus, and checked the 'hood list... and linked to the first 'hood I saw that had someone in it.

There was only one explorer there... so I introduced myself to her, and asked if she'd help me with an experiment back on my Relto (and I only just now realize how fishy that sounds). She agreed.. and we linked... and I explained what I wanted to do. So we jumped into the fissure together... I ended up back at the cleft, she ended up on her Relto. After that, we found each other on Ae'gura, and we've been plotting evil schemes ever since.

And that is the story of how I met a very close friend of mine because of an experiment." ~vid

Other

Adsootema Alphablue Barkonis D'ni Safety Guild Genas's Shard German Reallife Guild of Greeters



Oops...it looks like somebody knocked over the arch.



The marchers are lined up for the 2005 St. Patrick's Day Parade.



The honor guard dances on the fountain at the 2005 St. Patrick's Day Parade.



The Honor Guard— dressed in uniform for the occasion—salute.



Talk about a Christmas party! People, cones, a bonfire...and even a miniature Kerath's Arch!



The Slackers take a group photo in the community room of their Shard.

Himesa Jersey The Lostkin Shard L.A.S.T. Shard Lost City of Atlantis Meet-

Shards



Without panic linking, explorers are able to swim in the lava in Gira. Somebody needs a maintainer's suit!



After Murray and Jewel's wedding reception on the H'uru Shard, explorers find out that the end of the world is in New Mexico! And here we thought Earth was round.



Working together, the Slackers attempt to push over Zandi's trailer.



After the Rockin' New Year's Party on the D'ni Safety Guild, the explorers discover that it really does snow in Eder Kemo!



Ten colorful Slackers gather for another group photo in the cleft.

ing Place Mushroomsoup OvOasis Tapestry The Desert Shard The Flaming



As you dance on the Tokotah Rooftop, you feel nervous butterflies in your stomach. You glance at the clock to see that there are only five minutes left. After going /afk, you minimize Uru and anxiously refresh the page on Uruchoice.com. This isn't any rooftop party, it is the election results party. Because tonight at 10:00pm Eastern, five explorers will accept the title of DRC Liaison. You refresh the page once more, and five names appear on your screen: Gadren, Tweek, Eleri, CAGrayWolf and Vortmax.

Shortly after D'mala was released, the DRC announced that they would need five people from the community to become liaisons. The only job description given was that the liaisons would create a link between the DRC and the community. The DRC didn't want to be involved in the selection process at all, so the entire community was faced with a challenge.

There was a lot of chaos and debate over how the liaisons would be selected. After voting on methods for voting, it was finally agreed how the elections would take place. Trickster created a site, (uruchoice.com) which would host the campaigning and elections. Each person who wanted to run for liaison had a week to campaign and answer questions. The community could use this to make an educated decision on who to vote for. The following week, elections began and each fan could vote for five people in preferential order.

Gadren, Tweek, Eleri, CAGrayWolf, and Vortmax were chosen as liaisons. The liaisons attended several meetings with the DRC and also planned Town Hall meetings, where all explorers were welcome to ask DRC members or Cyan employees questions about a certain topic. The meetings with the DRC were IC and the meetings with the Cyantists were OOC. The Town Hall meetings were a huge success and helped answer some of the many questions the fans had. Thank you DRC Liaisons!



 DRC Liaisons

DRC

In 1987, D'ni was discovered by John Loftin and Elias Zandi. Soon Dr. Richard A. Watson joined the two in their expeditions to the city. In 1991, John did not return from one of the trips. Around that time, Dr. Watson began helping Cyan create the game of Myst, which would begin to reveal the history and secrets of D'ni to the public. After Myst was created, the Miller brothers came down to the city for the first time.

Elias brought his son, Jeff, into the cavern in 1995. The two of them disagreed about the restoration of the city. The next year, Elias died, leaving the land above the city to his son, and his money to the D'ni Restoration Foundation.

The D'ni Restoration Foundation became the D'ni Restoration Council (DRC), lead by Dr. Watson in January of 1997. Dr. Marie Sutherland, Dr. Ikuro Kodama, Victor Laxman, and Michael Engberg were also members of the DRC. Restoration Engineers (such as Phil Henderson and Nick White) also assisted in the restoration of D'ni.

By 2002, authorized explorers were allowed to help out in D'ni and in 2003, the public was granted access to the cavern. After the incident with Phil Henderson, Dr. Watson disappeared, and appeared to leave the DRC.

In February 2004, due to the lack of funding, the DRC officially closed and the restoration of the city was abandoned. About six months later, the cavern was re-opened for explorers, though the restoration would remain abandoned. Though, on February 15, 2006, the DRC returned to D'ni. Victor Laxman, Marie Sutherland, Michael Engberg, and Ikuro Kodama, came back with restored hope for the future of D'ni.



Ikuro Kodama



Victor Laxman



Marie Sutherland



Dr. Richard A. Watson



Michael Engberg

Cyan



Cyan was established in 1987 by brothers Rand and Robyn Miller. The company created *The Manhole*, which was the first CD-ROM game ever made. Two other games, *Cosmic Osmo* and *Spelunx* were also created. These award winning computer games were the first of their kind. They immersed children into safe, exciting worlds to explore and expanded their imaginations.

In 1991, Rand Miller, Robyn Miller, Chuck Carter, and Chris Brandkamp began the challenge of creating *Myst*. The company succeeded and continued to grow until it gained a team of 40 talented workers. Eventually, five games of the *Myst* series were completed, with assistance from various partnerships. In 2006, Cyan teamed up with GameTap in the hopes of bringing back the near-failure of *Uru Live*. *Uru Live* was a continuation of the *Myst* series, which allowed players to interact and explore with others.

In a unique building in Spokane Washinton, miracles are created every day. Cyan opens up the great tree of possibilities to explorers all around the world. Hundreds of fans' lives are changed by the games this company offers. We love you Cyan!



Rand Miller



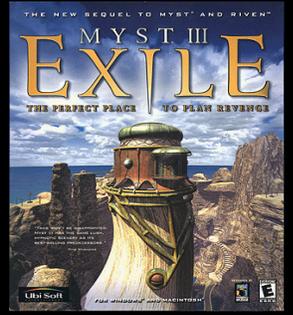
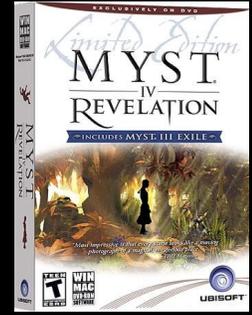
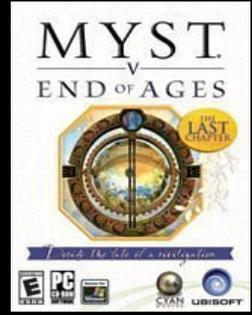
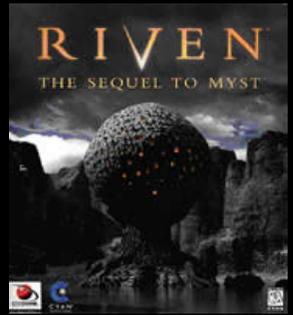
Rand Miller (avatar)



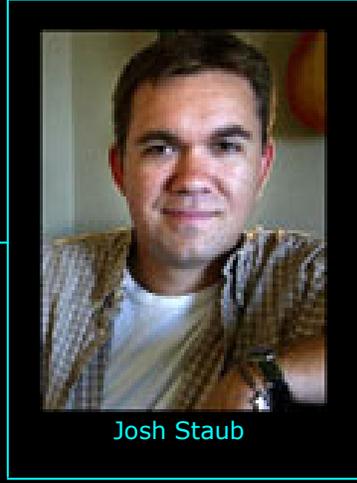
Richard A. Watson



Greydragon



Ryan Miller



Josh Staub



Tim Larkin

Thank

THANK YOU CYAN!

Thank you b'fahsee to all of the people at Cyan, who created the amazing worlds and story of Uru and Myst.

THANK YOU GAMETAP!

Thank you GameTap, for making it possible for Uru Live to return.

THANK YOU ETERNITY!

Thank you Eternity for creating the beautiful cover for this book.

THANK YOU EDITORS!

A huge thanks to Thend, Bunny, Mari', ireenquench, Andym, Stevecrox, Whilyam, Janine and T'layeh for assisting in editing the book. Whether you corrected one typo, or rearranged an entire layout, without your help the book would not be the same.

THANK YOU STEVECROX AND JW!

If it weren't for Stevecrox and JW there wouldn't be a CCN page. They both put a ton of work into creating the picture for that page.

THANK YOU GADREN!

All of the D'ni words in this book would be completely incorrect if it weren't for Gadren. Thank you for helping out.

THANK YOU FALLSTAR!

Thank you Fallstar for completing the seemingly-impossible task of typing up the journey hands on the endsheets.

THANK YOU TSA!

Thank you Tsa for taking many beautiful pictures of the ages to use as backgrounds in this book.

THANK YOU EVERYONE WHO HELPED!

Making this book was an incredible challenge. Therefore, thank you to everyone who helped out in any way. Every little favor meant so much.

You!

Shorah, I'm Moietay, an over obsessed Myst fan that came up the crazy idea to make this book. You better like it, because trust me, it was a lot of work. After all that I put into this project, I think I deserve to add a small (edit: forget the small part) section about myself. The best place to begin with that would be my name. I am very glad to have chosen the name 'Moietay', because it has gained me a lot of attention. I made it up as a pun, since the moiety live in Tay. When people met me, they called me Moi for short, which you would think would make sense. Though, one day, Nine-o-Nine pointed out that Moi translates to 'me' in French. All of the time, people thought they had been addressing me, but truly they had been talking—or typing rather—to themselves. Therefore, AKA came up with a new nickname for me—instead of the first three letters of my name, the last three—Tay.

Every day for the next week or so, I informed everyone I met that my new name was Tay. Soon people I hadn't even met before were saying "Hi Tay, nice to meet you" so I suppose the word was spread. But one day, a very daring friend on mine, who goes by the name of Whilyam, decided to call me Moi. **TIP OF THE DAY: Don't call me Moi.** That is, unless you enjoy being sneezed on, poked, hit with nara hats, and chased around the entire Age. Yes, I realize it's pretty dumb of me to say this in the memory book, because for the next month people are going to call me moi just because they read this, but I tend to do dumb things. So there you have the history of my name, not that you probably care, but I have a tendency to ramble, so if you didn't enjoy any of the captions...just blame it on me. Come to think of it, if there's anything in this book you don't like just blame it on me, see if I care. I just won't give you cookies for a month :). Yes, I'm the one who always bakes cookies...or used to before the making of this book took over my life :P.

I awarded myself with some space to write something kind to everyone who reads this and look how I waste it. So now I'd like to cram into the remaining space my thanks, since this is supposed to be the thank you page. My first thanks is going to go to Cyan, the most amazing company ever. If Cyan didn't create its miracles, I would not be the person I am today. Next, I would like to thank everyone who is a part of this wonderful community and reading this boring paragraph. You are what makes these worlds alive, and without you, Uru would have no hope for the future. Tons of thanks to all of my friends at Uru Obsession (the best hood on D'mala and you know it :P) for the many fun times. Uru has just been so much fun, and that may seem like a boring statement, but it couldn't be more true. And last of course, thanks to everyone who contributed to this memory book. This sheet of paper would not be here if it weren't for you...or me for that matter :P.

Making this book has been an insane project. It's a miracle my KI hasn't blown up from all the use it's been through. All I've done since I began working on this, is take pictures, send/receive PMs, and thank people. And here I am, still thanking people. Working on this book brought out another side of me "Official Mode" as Andym called it. So my apologies to any of you that received one of my 'default PMs' in which I sound more like a robot than myself. You probably noticed I was not in "Official Mode" when I wrote this.

I suppose I'll shut up now and leave more room for other thanks, since this is supposed to be a D'mala Memory Book...not a Moietay Memory Book (heh I should make one of those... *slaps self* ouch...and I didn't even call myself moi). My final words to you...stop reading this book, go play Uru! **LONG LIVE URU LIVE!!!**

*Tay

