



Cinia,

A friend told me about your  
Ketto library and I thought you  
might want to add this journal.

It belonged to a neighbor of  
mine who disappeared almost two  
years ago.

Nobody has seen or heard from  
him since then and we didn't  
want to throw his Age journal  
away.

Kind regards,

R

# The Age of Bredur

Jonnee



Sat Feb 28, 2009

I have begun writing my newest Age, the largest and most complex one yet. So I must begin a journal to document everything I do. I have decided to call this Age Brelbur.

I have begun with writing about the landscape. So far, I am liking the results I see in the Descriptive Book's linking panel. I used my camera to take a photograph. The Age is feeling very good!

Once the landscape looks right, I will begin adding other things, perhaps buildings. I must remember to thank Marcello for his lessons on Age Writing. It has opened up many new possibilities for me in Writing Brelbur.



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Fri Mar 20, 2009

Today, I am writing in trees and the remains of a settlement. The trees seem to be affecting the sky, though. I will have to investigate and see if the change in the sky is creating other problems.

The linking panel view is still looking good. I've added another photograph of it for my records.



Sun Mar 22, 2009

I have been altering the trees, trying to fix the sky. But now the linking panel has gone dark. What has gone wrong? There must be an error in what I wrote for the Age. I must find it and fix it.

There is so much left to do with this Age: paths, stairs bridges, caves... I cannot allow this error to remain! Surely there is a way to repair whatever I did.

I KI mailed to my writer friends and heard back from ddb174. I will try his suggestions and hope this resolves the problem with Brelmur. He thinks I may need to use more pages instead of condensing so much on one. I hope he is right about that.

I need to find detailed instructions about how to make that change correctly...

I found a very good guide about using more pages in Age Writing. I am very happy about that!

I will continue to work on this fix but have also sent another KI mail to my friends, hoping that one of them has done this before. I would really like some guidance from someone with experience for each step I must make.

I have so many questions and do not want to risk harming Brelmur while I am trying to fix it!

6

Mon Mar 23, 2009

I have been working constantly to solve the Age problem. I cannot think what else to try. With each change, I can see a hint of movement in the Linking Panel, as though it is stirring back to life, but it only lasts for a brief moment before going dark again.

What am I doing wrong?? I suppose I have made some small progress, for I've managed to actually link to Breldur for the first time. But it is covered in a thick fog; I can see nothing there!! I did not write this for Breldur, so what has happened??

Perhaps I should take a few days away from my Age writing. It might help me to refresh my mind...

I have been struggling with whether to remove most of the trees from Breldur. I do not want to do this; it will make Breldur look all wrong, much too barren. But what else can I try??

Maybe if I make the trees smaller? But I don't think that would look right either.

Tue Mar 24, 2009

I KI mailed my writer friends again, hoping they have some ideas for me!

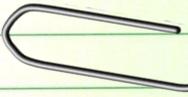
And I heard back from Marcello! He was full of encouragement and complimented me on the photo I sent him of Brelmur. What a good friend he is! He understands how hard I have worked to write Brelmur, and he understands how difficult the Art can be.

I guess that since I like to try new things with writing, it will take time till I'm comfortable with my own creation.

I think I have finally solved the problem!! \*yeah!!\* I must remember to repeat the main Age description. That was my mistake. And when I spread things across several pages, I separated things that should have remained together.

I breathe a sigh of relief. The Age creation can be continued. (for now)

I am grateful to everybody who gave me advice.



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Wed Mar 25, 2009

The Age is looking very well in the linking panel; the trees are very healthy now. I have taken another photograph.



I have begun writing in structures, starting with a fence. I'm not sure why the fence looks so dark, though: that is not the way I wrote it!! I have tried several different changes to this part but nothing has helped so far. I have moved things to different pages but so far there is no difference.

I wonder what the problem might be? I have asked my friends again for their help! I am out of ideas.

I heard from boblishman right away and will try his suggestion.  
Thank you my friend!

OMG!!! I have to return to work. Cancel all dates, friends, don't eat,  
sleep, hurry, hurry!!!

Fri Mar 27, 2009

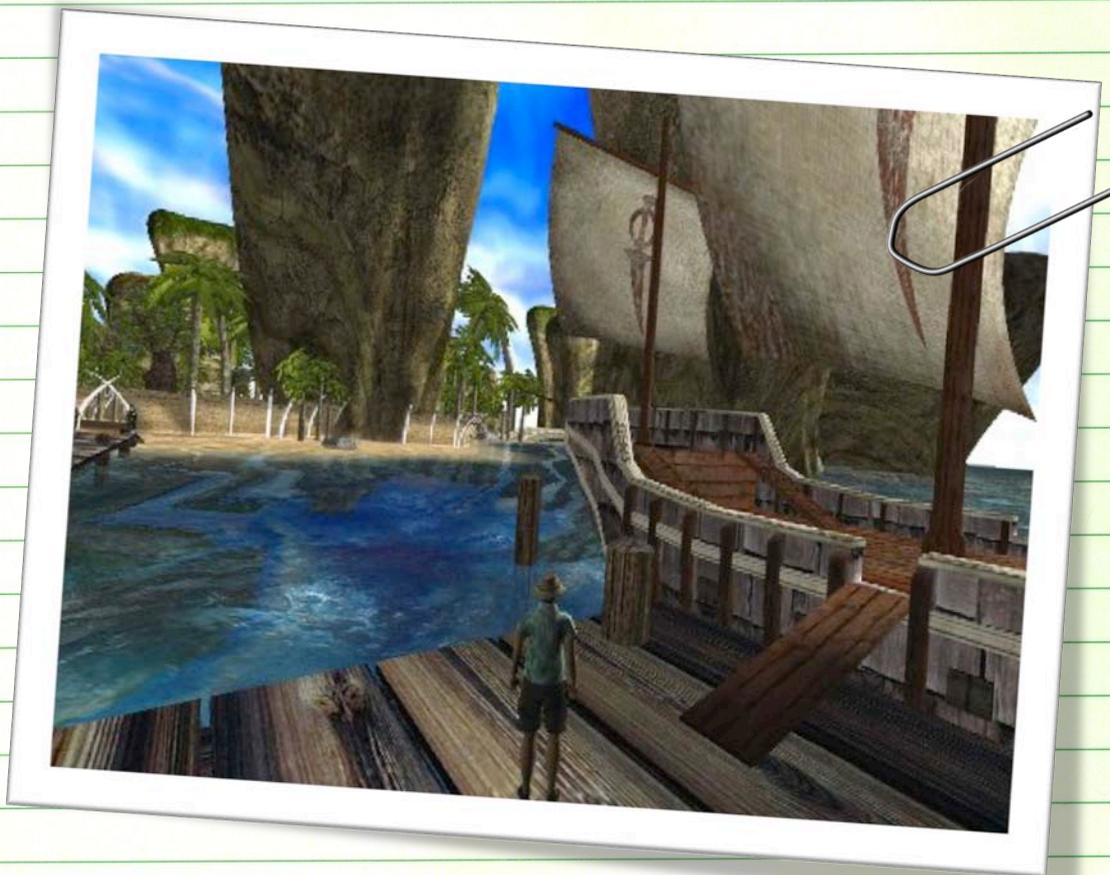
I am wondering if I should clear out the clutter in Brelmur's Descriptive Book. I added some things I'd used in my earlier Ages but don't think they are needed after all. And I noticed that the water doesn't look quite right; the splash patterns are dark in the bright sunlight, which doesn't seem right.

Once more, I will ask my friends first before I try to fix these things myself. I am getting close to being able to travel to Brelmur and see everything with my own eyes. I do not want to ruin anything before then!

\*grinning\* I'm getting excited!

Tue Apr 14, 2009

I finally was ready to link to Brelbur today. I found myself somewhere else in the Age, but a ship was nearby and so I talked to its crew and was allowed to join them as they sailed away. It must have been a long way from the island I have been writing, for I fell asleep as night came. I awoke to a terrible storm and found that all the ship's crew and other passengers were gone! Perhaps they left in the little dinghy I noticed earlier? Was the ship damaged? Did they forget I was here too?? Luckily, as day came, I finally found myself at a dock, with my familiar island nearby.





I began to explore and found my trees looking very well. Some are even flowering and bearing fruit!



I crossed a beautiful stone bridge leading to the area with my fence.

I sent photographs from my trip to all the friends who have helped me with Brelmur. They are just as excited as I am about the Age. They agree that it is looking very well indeed! Smiling!!

After walking through the Age, I can see that I will need to begin repairing the old structures there. Some of them are broken, others look unstable, even unsafe. This might take a lot of time...

I wrote a Linking Book while I was there so I can use it for my next visit.

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Wed Apr 29, 2009

My schooling back on Earth is beginning to demand a lot of my time again. I must tend to the plants on Brelldur to ensure they will remain healthy while I am away.

I will add more plants and grasses. I want this Age to become green and tropical!

Perhaps when I have a holiday from school, I can start to work on the caves I found today.

I visited for one last look before school begins and took some more photographs.





Sun May 03, 2009

Today was my first school holiday and I had some time to repair the handrails and some of the rope bridges and ladders. The bridges must be left from the natives some time in the past.

It seems Brelmur has enormous whales and the natives used their teeth to support the bridges. Did I write that?? I'm not sure, but I do like it! There is a great deal that has evolved here naturally from the things I have written. I can hear birds of many sorts here, which makes a pleasant contrast to the lapping of the waves.

Another photograph!



Mon May 04, 2009

Many of my writer friends are asking about whether they can visit Breldur with me and help with the repairs. I'm not yet confident enough in the Age to let others come along. I can see there is much that still must be written into the Age. And so far, I have been able to manage the repairs and restoration well enough on my own...

But I will keep sending them photographs of my work. It is a nice thank you to them for all the help they have given me with my writing problems.

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Thu May 14, 2009

I brought a video camera with me earlier today when I visited Breldur. I did not do any more restoration work, but used this visit to document some of the structures on the islands.

Fri May 15, 2009

\*hehe\* My friends tell me they enjoyed the video very much. I knew they would! Their enthusiasm spurs me to continue the writing and restoration of Breldur.

I think I should summarize the rules of writing I have found to work well with Breldur. Perhaps it will help the other writers to know them too:

1. Think about the objects, buildings and the materials that you use in your age before you write about them.

Breldur is an island in the middle of nowhere, somewhere on the ocean. What kind of materials would look realistic?

Structures must be made from materials that are available to the people on this island. (wood, grass, sand, some stone, some floating refuse...) If the natives used metal, then it would match the other materials; it would make sense.

2. Write that there are many objects (like trees) instead of writing each individually. But also write that they vary a bit; if you don't, then they all look exactly alike. Stupefying regularity makes the Age look all wrong. Writing in subtle changes and variety makes it look much more natural.
3. Play with lights and shadows! Huge objects have to be dark at one side, it's an unalterable rule of the universe. Be sure you don't write anything that conflicts with this!
4. Make sure you can hear realistic sounds in the Age! The sound of animals, wind, water should not be missing, or else you did something wrong! You should also hear your own footsteps. If sounds are missing, you have forgotten to write something fundamental and important into the Age. (And it's nice to bring along your music player to listen to something pleasant while you work or explore!)

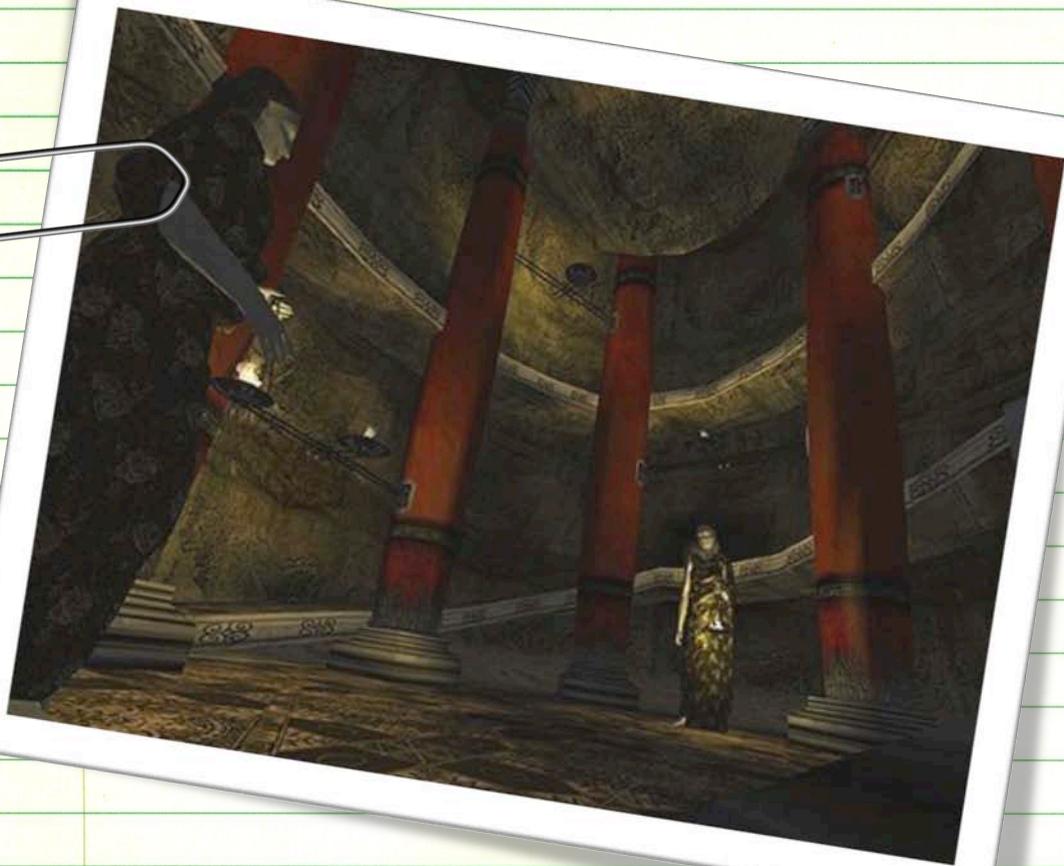
Wed May 20, 2009

Today's report on my restoration progress:

I have found about 20 caves and finished restoring the first one. It took me all last week to do this. One of the hardest bits was figuring out how to get the old oil lamps restored and lit properly. But they work very well and the cave looks brilliant!

Strangely, I discovered that the cave only needed about eight lights; putting in more than that didn't brighten it further.

Very odd, but anyway... Looks great with only eight lights!





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Thu May 21, 2009

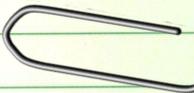
My friends are very enthusiastic about the first cave restoration. It is gratifying that the Age I had imagined and then wrote is looking so well, has become **\*\*real\*\*!!** Writing Books, yeah!

I have learned that Breldur can be based on simplistic things at the base, which has been keeping everything harmonious and stable so far.

Sun May 24, 2009

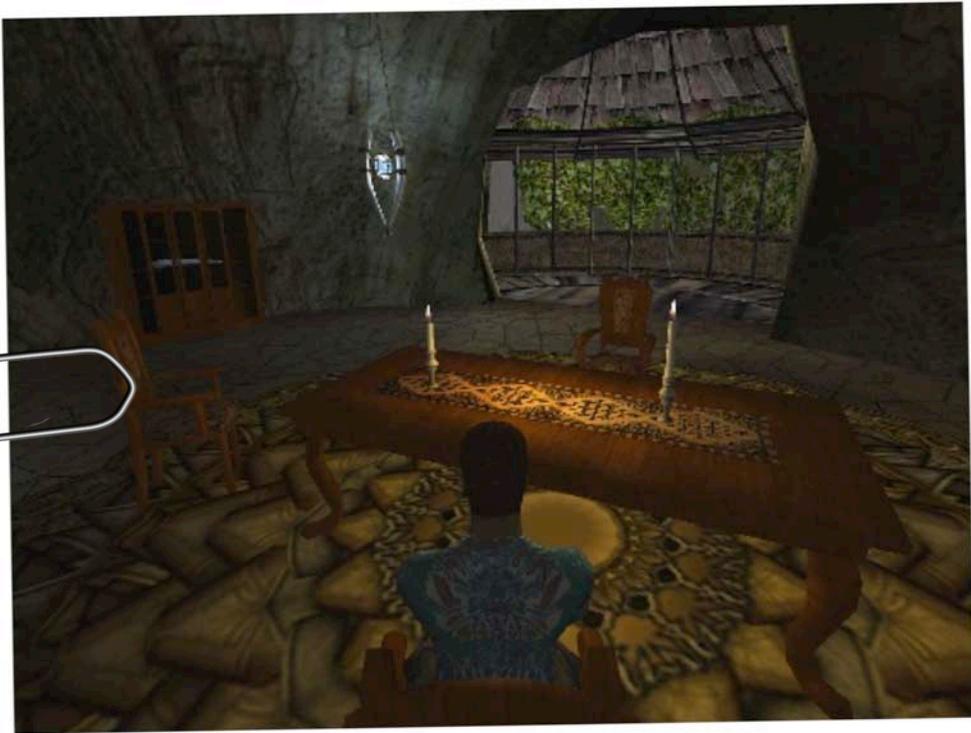
I decided to publish my earlier video from Brelbur. It would be very helpful if those who view it might be inspired to provide me with some restoration funding..

I have been continuing to restore the old settlement and cave areas. There is so much to do!! I have lit 15 lamps and repaired countless items by now... But Brelbur is remaining stable, so I know I'm not doing anything so far that interferes with the Age.



Mon Jun 01, 2009

\*yawns\* I'm sooo tired. I have been working on the interior of the first cave residence for the whole last three days. I have made it my home here on Brelbur. I must get some sleep now, the alarm clock rings in 5 hours again. I am getting dark circles around my eyes. I took a photo of the cave room before I went to bed.



I also remembered my video camera this visit and made another video of my restoration work here. I returned to the surface just long enough to post it. I really do hope when others see it, they will help to fund my restoration here.

Good night, my friends, wherever you are!

Tue Jun 02, 2009

I am already getting some comments from the new video posting. Many are finding the signs of earlier inhabitation very interesting. Some have even noticed that I had made a pot of coffee on the stove before I made the video! Others worried that I wasn't alone after all here; would I be safe??

Having my morning coffee with breakfast in Brelalur is wonderfully comforting and satisfying. I can listen to the fire crackling and watch the steam rise from the coffee pot's spout. I am making a new home here, the Age is coming alive once again...

I'm really proud of my work and my beautiful new home in Brelalur!  
\*la la laa\*

I think I may have finished restoration on about half of Brelalur. I've restored two caves and have 18 left. The Age is much bigger than I had realized at first. Will it be too much work for me to restore after all? I must admit, some days I am very tired and move more slowly than I'd like.

Mon Jun 15, 2009

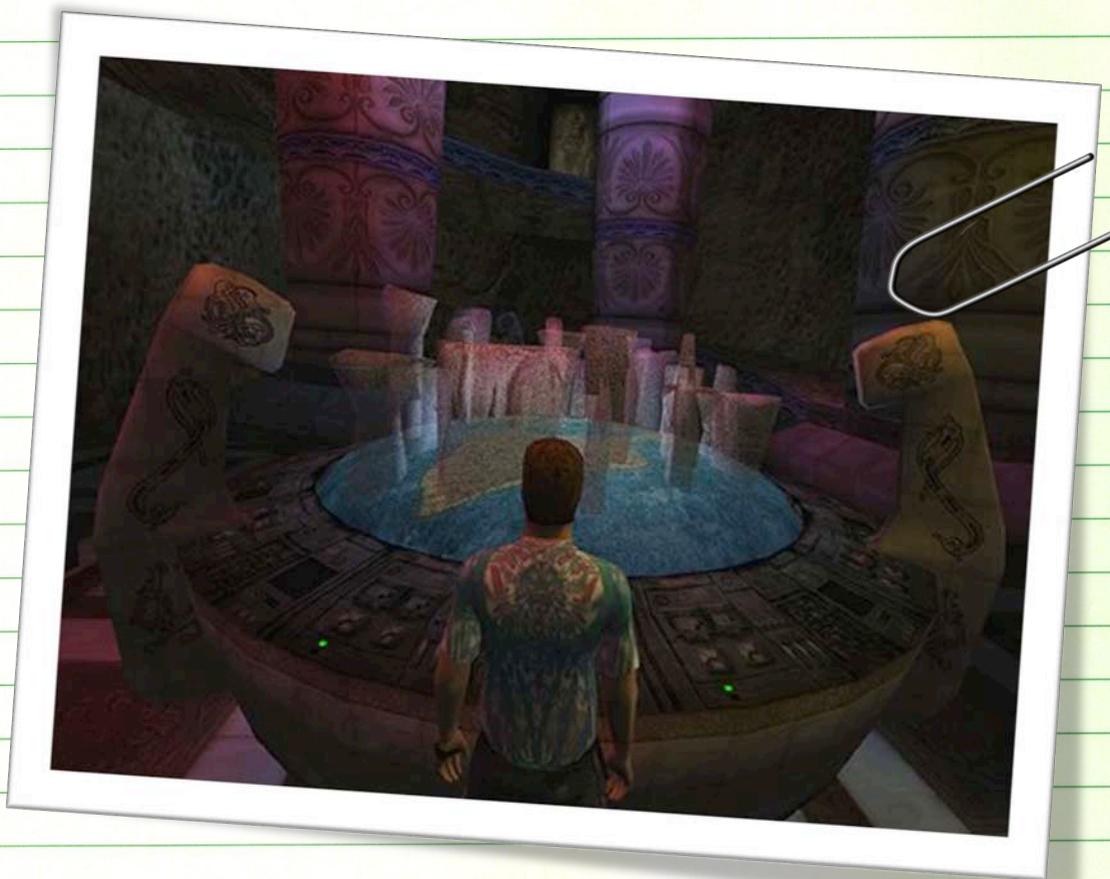
I have been getting some welcome encouragement from my friends. matthornb paid me some gratifying compliments. I hope I am inspiring others to write Ages too. To write books and places that we've never seen before!!

Tyion has been asking about my research of the history in Brelbur. I have been forming some theories but do not know if they are justified yet. I have explored and restored only a small part of the old settlement and cave system.

Thu Jun 18, 2009

I found and restored an old imager in one of the caves. It took me all of last week to get it working, along with the help of D'Lanor. He is a genius with this kind of technology.

Once we got it working, I saw that it shows the entire island complex here. I am sure this was used for something important... but what??



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Sun Jun 28, 2009

I have spent another very long week (and weekend!) working on another cave restoration.

Welcome to my new pub! I am looking forward to the time when my friends can visit Brelmur and we can spend time laughing and talking here. In the meanwhile, I think it will make a good storage area for my supplies and equipment.



As of today, I have restored seven of the caves... \*\*yeah\*\*!!

Tue Jun 30, 2009

When moving some of my crates into the restored pub, I found an old cannen-like player in a dark corner. Not only does it still work, it still has old music recordings! Now I can play music while doing my restoration work. This makes me very happy!!

Plus it will provide a great atmosphere in the pub when Breldur is ready for visitors!

Sat Aug 15, 2009

Ok, I need to take a break from all this work. I am going back to Earth to enjoy the summer weather there and to relax. No Books or Writing for a while!!

It always helps to improve my writing when I have taken a refreshing vacation from it.

I will continue restoring Brelmur after summer ends.

Mon Jan 11, 2010

Good and bad news.

I have been away longer than I'd intended. I became very involved in my studies instead.

It has been one year now since I started writing Brelmur. I have been thinking a lot about this work during my time on Earth and have recognized that I was overextending myself. I have found that Brelmur is a huge age, and I was always discovering it to be bigger than I had realized... And I'm still not done with it. I have a lot of fantastic ideas for restoring or even writing into the Age. But I am worried that if I continue restoring the Age as it now exists, there will be resource and stability problems. Each change I make, whether it's my restoration or my writing, demands more from the Age. I do not want it to reach a breaking point...

It's really imperative that I re-write Brelmur once again, perhaps make the island smaller. I can re-use parts from the Descriptive Book, copying them into a new one. This should help make the job easier and preserve most of the existing parts of the Age.

I think I can start writing in February, when I will be done with my other studies.

Tue Jan 12, 2010

I have been thinking about how to re-write Bredur and believe I know how to do it.

First, I will carefully preserve the original Descriptive Book pages.

Next, I will write a smaller island into a new Descriptive Book. (I think I have a great idea for that!)

Last, I will move the pages I want to keep from the original Descriptive Book into the new Descriptive Book, being very careful exactly where I put those pages in the Book, to ensure everything looks right in the linking panel.

That should do it!

Sat Jan 23, 2010

I finished writing the new Descriptive Book and visited my "new" Brelmur for the first time today.

Everything now is in a much smaller area. But there is an active volcano here now!! I guess that's how the Age became smaller?? The active volcano made parts of the island sink...

I will need to examine all the structures all over again to see if this volcano has damaged anything. I hope I don't have to repeat all the restoration work I've already done! But I might have to move some things so they don't sink below the water.





Sun Jan 24, 2010

Some things back on Earth will be keeping me very busy soon. I don't know how much time I will have for writing.

I took a quick trip to Brelmur today and noticed something odd about the trees. Some of their leaves and branches are thinning. I don't know if this is something serious or not. Perhaps they are reacting to the volcano?? I need to see if any of my writer friends have experience with botany or have seen thinning like this before. I hope they can tell me if there is a problem here.



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Mon Jan 25, 2010

I've experimented a bit with re-writing the trees in Brelbur and now the linking panel has gone black again! What did I write wrong?



Fri Jan 29, 2010

I have tried several things to fix the black linking panel, but it's still broken, so I KI mailed my friends to see if they have suggestions.

This is so disheartening! But so far, they always are able to help me.

I checked the ink and the paper of the Descriptive Book; even the book binding and my pen! But everything looks fine there.

GPWMilano sent me a writing phrase that might help with the thinning trees but instead it seems to have made it worse! The good news is that the linking panel works again, but still...



But, anyway... I need to thank everybody who gave me their advice.

Thu Feb 11, 2010

ok, it's February. I'm working on Brelmur again.

I had a big surprise when I linked there and saw a Riven Moiety dagger in the ground! How did it get here?? Is this a place where the Rivenese fled when their Age was destroyed? After all, their dagger symbol was on the ship's sails...

When I first came here, I thought it might be an interesting coincidence, but maybe not!





When I went back later, it looked much deteriorated... perhaps the fumes from the volcano did this?

Fri Feb 12, 2010

When I went to check the other side of the island, I saw that the ship I'd sailed before has been damaged by the rising water from the sinking island. So now I cannot sail away. It makes me a little bit sad...

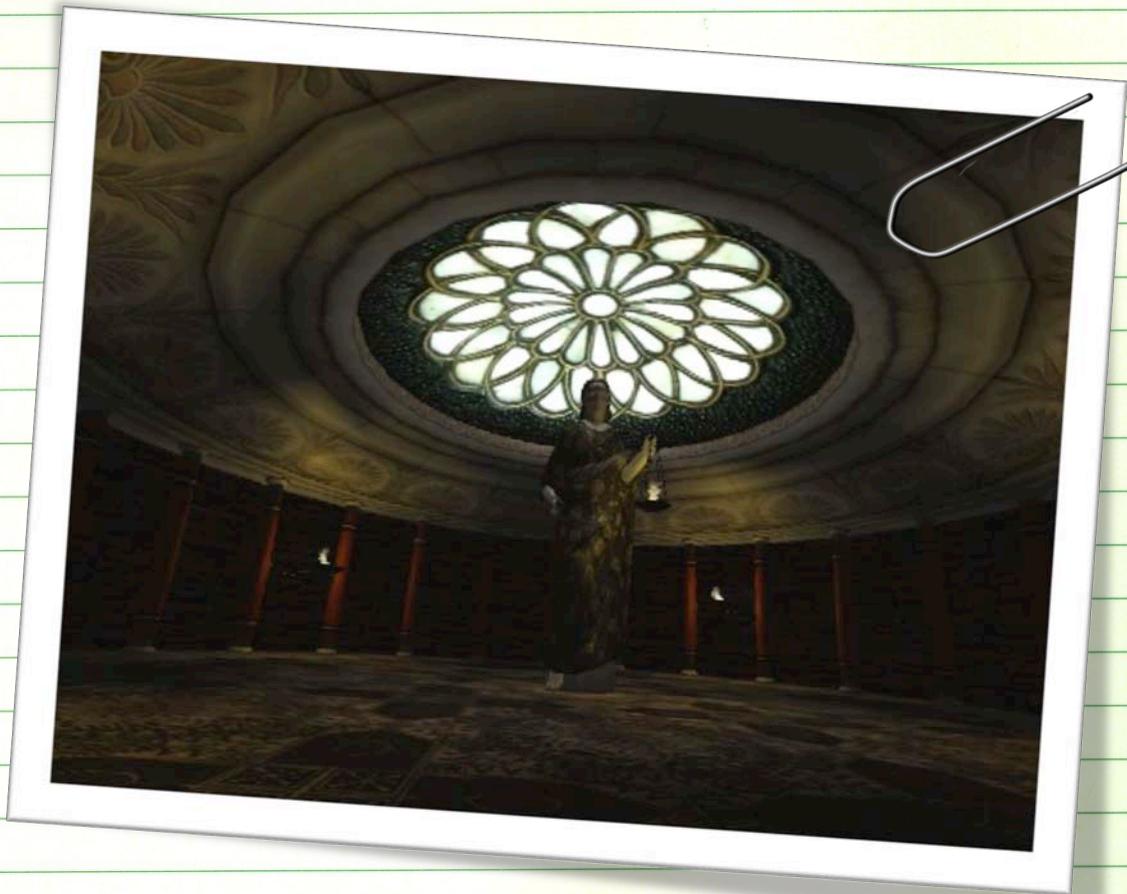


But I have been checking the ocean levels and it looks to me that the island has stabilized. So I can begin planning to survey the caves for damage. But for now, I will check that the landscape is okay, and especially that the trees are still healthy.

Maybe I can see about repairing the ship later... I have some ideas about that.

Fri Feb 19, 2010

It is looking like my earlier restoration work is still good. \*\*yeah\*\*!  
So I was able to relight a new cave today.



Sat Feb 20, 2010

I have been thinking about my very first Ages, Jonae and Jonae Hood. It was a long time ago now. At that time I wrote very differently. But with the help of a lot of good friends I have learned and improved so much!

I now must divide my time between restoration work on Breldur and a new job I have on Earth. For the last two weeks, I have been too tired to work on my Age at all. And being tired, I sometimes also cannot even think what to write or restore there anyway.

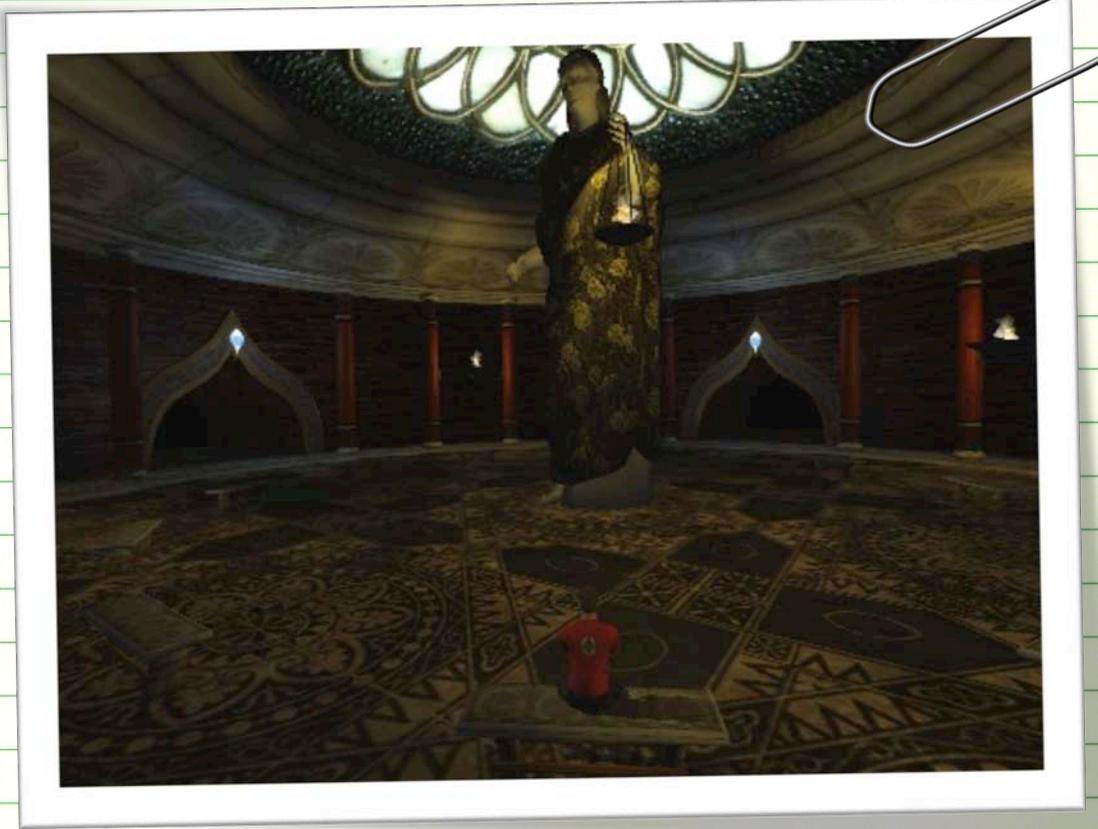
Thankfully, I have some days when I am full of energy! It was on one of those days that I returned to Breldur and restored that new cave. It seemed that I flew through that work!

I have been working on a lighting system for the caves. So far, the most lights I can do in any single cave is eight, but I have managed to make them bright enough to light everything very nicely.

I got a very nice KI mail from Ashtar. It feels good to know that there are people who like my work. That's the oil in the fire of my creativity!

Yesterday I cleared out all the hallways outside the new cave. Just now, I finished some of the last restoration work inside the cave. Besides the oil lamps, I figured out how to re-light some blue lamps. These ones work similar to firemarble lamps. And I found some stone benches that I put around the statue there, so I can enjoy the architecture and the white dome. I moved the cannon here so I can sit and listen to the music too. Very pleasant!

This place reminds me of the Kings Hall and even of Kirel too.



While sitting there, though, I noticed that the floor needs to be washed! I wonder when I'll have time to do that.

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Sun Feb 21, 2010

When I checked my KI mails today, I found many more words of encouragement from my writer friends. Wow, I'm speechless. I must thank them for their appreciation and support!

Chuckles asked how much is still left but I'm not quite sure yet. I still need to do a thorough survey of the re-written cave system.

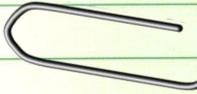
Tue Feb 23, 2010

More KI mails today from my friends.

Yali is worried that I might lose most of my work from the first Brelbur Descriptive Book. I think he became very fond of what he saw in those photographs. I have assured him that I was very careful to preserve the old Book pages.

But he makes a good point, so I checked to make sure the descriptions I reused are showing in the Age now. We still have the two big teeth, the skybridge, the two statues, some huge caves, the beach, the ship, the palms, the garden... So I think it worked as I'd intended. It looks and feels the same here as before.

And all my tests so far on the Age show me that it's more stable than before. So I think I have successfully accomplished that enormous task!

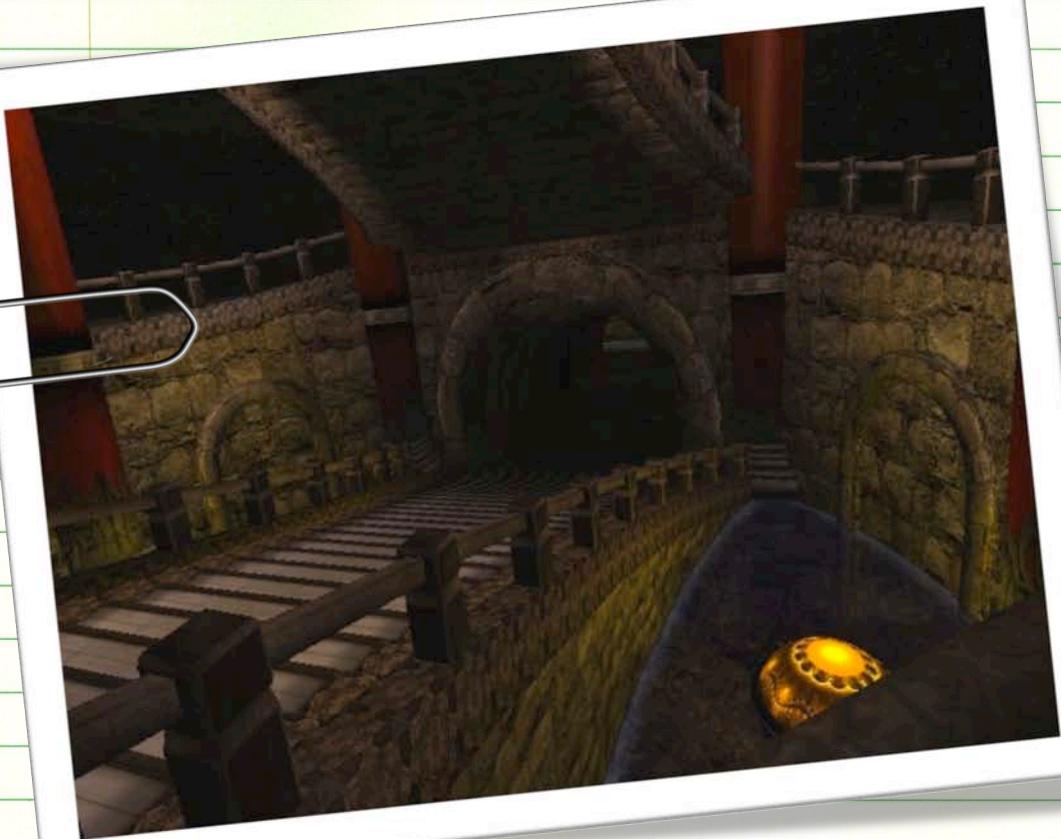


46

Mon Mar 01, 2010

OMG! I hope I will never have to do this again!!

I worked all of last week on some underground paths and bridges I'd recently found in Brelmur. It was like a huge labyrinth and I got lost countless times. My nerves are frayed, I'm exhausted and I'm not even done yet! The lighting system there still must be repaired so it won't be so dim (which is how I got lost so much).





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Tue Mar 02, 2010



Hmm, some of the sounds have gone missing in Brelmur. I wonder why?? Perhaps I don't need to worry about that just yet since I'm only about halfway through all my restoration for this new, smaller Brelmur...

Fri Mar 05, 2010

A huge accomplishment today! I figured out how to relight the lamp complex in the labyrinth!! Once the main lamps were lit, all the ones in the paths lit up too.

Now I won't have to worry about getting lost anymore. Very good!!



Sun Mar 01, 2010

I made a very interesting discovery in the labyrinth now that all the lamps have been lit. There is a private area in a corner that looks like it goes to a new part of the underground cave system.

I will be exploring it in the next few days. But for now, I'm working on updating my living area here.



Mon Mar 08, 2010

My friends are noticing more and more the similarities between Breldur and Riven, especially how the Rivenese had many caves. Yes, I see the similarities too, though until they mentioned the caves, I'd only noticed the more obvious Moiety symbols here...

I have been noticing the motifs that are unique to Breldur. I see them throughout this place, in the floor tiling, in the pathway carvings... The people who lived here seem to have been connected to Riven, but they are different too. Many of the patterns I see here, I have not seen in other Ages.

However, I am noticing a resemblance between some of the Breldur motifs to those in my first Ages, Jonae and Jonae Hood. I wonder if this happens to other writers, that they seem to influence the patterns in their Ages like that.

As a result, I began looking for my old Age writing supplies that I'd used when I wrote those first Ages. But I can't find them! oh no...



Tue Mar 09, 2010

**\*\*breathe a sigh of relief\*\***

I finally found my old supplies, but not before I absolutely tore through my storage areas. Whew!!

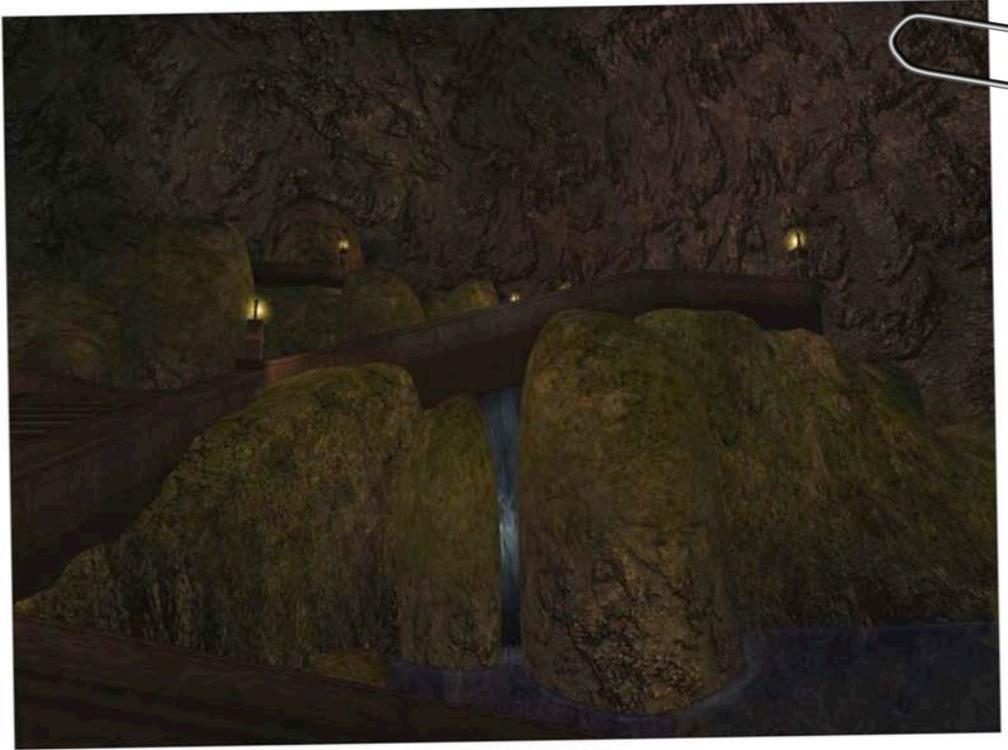
And I finally finished updating my living space here on Brelatur. It is much more comfortable and now is a good workspace to organize my restoration and repair work.



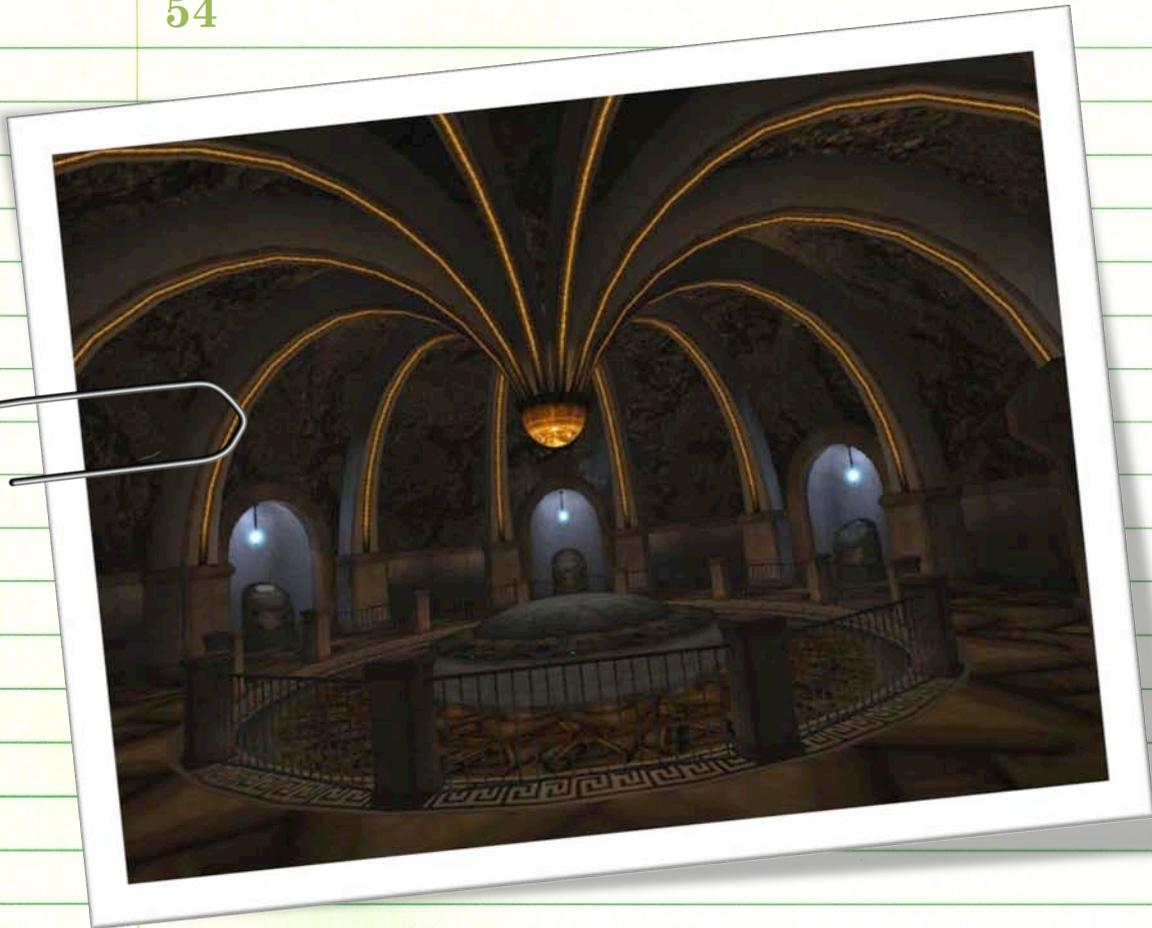
It took me about three days to finish that upgrade. But I like my new paintings on the walls!

Mon Mar 15, 2010

Over the past week, I was able to explore parts of the new area in the cave system. I had to do more work on lighting the pathways (of course). I am becoming an expert at that!!

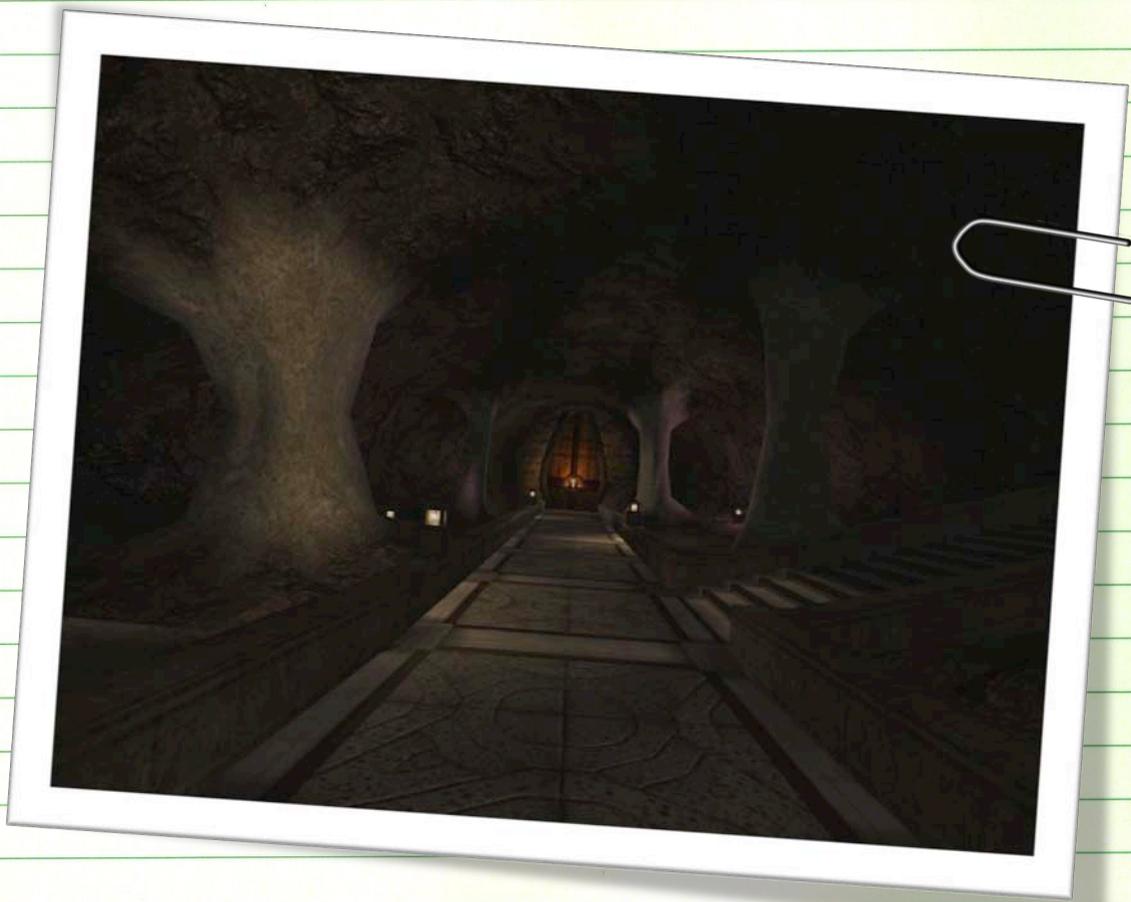


I found an interesting round room with what looks like an imager in the middle. So far, the imager doesn't work and there are a lot of repairs to be done on the rest of the room too. I might need D'Lanor's help on the imager... I'm not very good at restoring technology. But lighting, yes!!!



Wed Mar 17, 2010

I have been continuing to explore and document this more hidden part of the cave system. This latest area was harder to re-light as there were very few lamps there. I had to bring some extra torches in order to work at all. Perhaps the builders wanted it dim?? This makes it kind of similar to the D'ni Cavern and how dim it is in there. I wonder...



Fri Mar 19, 2010

I found a fourth statue today in this new part of the caves. So far, they always are in round cave rooms, holding oil lamps. There seem to be two different "goddesses" they represent. Perhaps they are associated with light in the darkness? They obviously were very important to the people here...

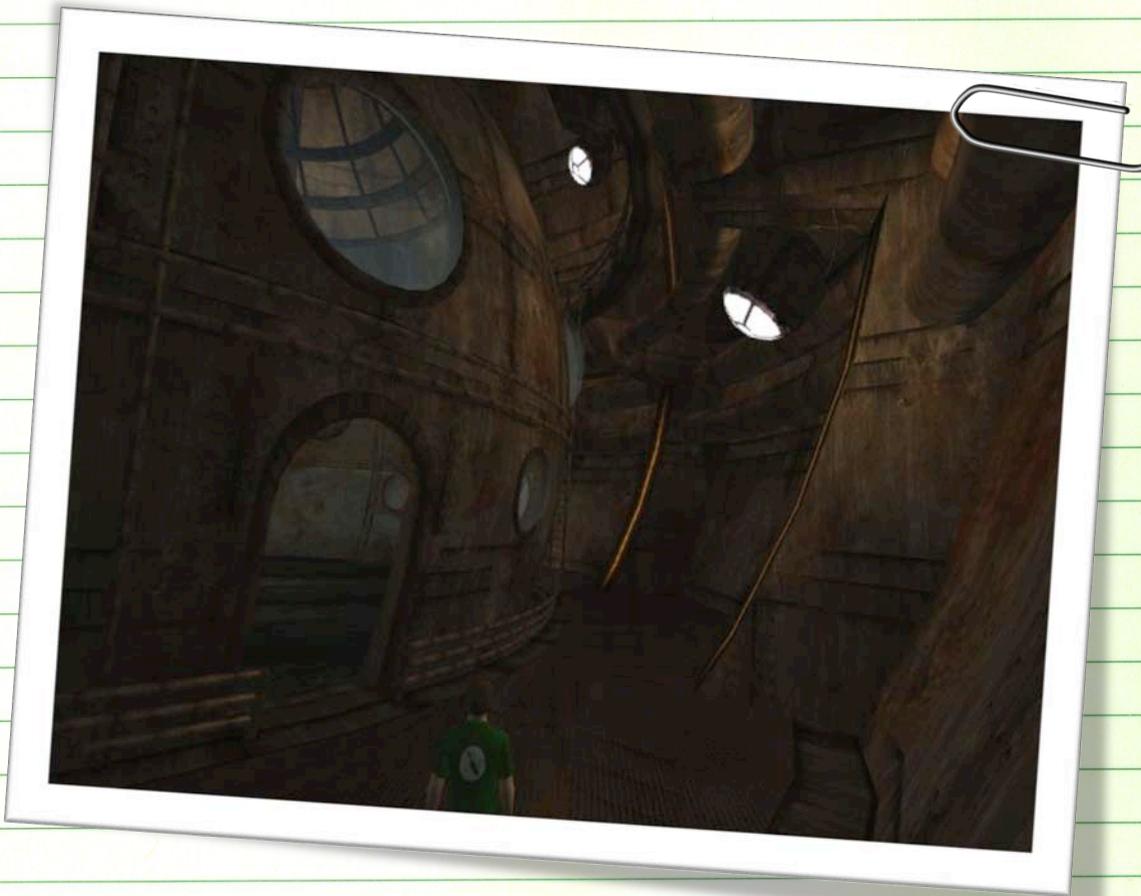
I need to watch for hints about who they are...



Sat Apr 03, 2010

I have made a very interesting discovery!!

I am starting to think that this more hidden part of the cave system was actually the "heart" of this settlement. I have found a dome laboratory here. I think I may have found a research and technology complex!!





Thu Apr 08, 2010

It's getting more and more interesting here! The deeper into the cave system I go, the more complex and sophisticated these people prove to be. On the surface, their artifacts appear more aboriginal. Yet here inside this laboratory, everything is made from forged metal. And it contains numerous pieces of technology: in fact, each new piece of technology I have discovered is more advanced than the last.

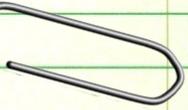
Remote viewers and self-regulating terrariums! Was it for botanical research? A place to grow botanical samples from other Ages?? All the plants in the terrariums are still alive after all these years!! This room reminds me of Tomahna. Catherine would love this place!!



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Sat Apr 10, 2010

After my latest discovery on Breldur, I got my video camera and recorded more from the Age. They are now posted, to show everyone how important it is to restore this Age! (fingers crossed for restoration funding!!)



Sun Apr 11, 2010

I have been having a KI mail discussion with Old Wolle. After doing restoration work on that botanical laboratory, I started noticing stability problems in Breldur again. I am very worried.

He has some good ideas about writing regions into the Age, but I still need to find more information from experienced writers about exactly how to do this.

Myself, I think it is the complexity and size of this Age. Each time I discover more parts of the cave system and each time I do restoration work on them, I am changing this Age. Even if it is a small change, it seems to affect everything else, even the things at the distant ends of the island aboveground. Old Wolle thinks that writing in regions will alleviate the stress on the more distant parts of the Age. It makes sense but I need to learn more from writers who have used this technique already. I have learned the hard way with Breldur that I should make such important changes only with the help and guidance of more experienced writers!!

I KI mailed my writer friends a while ago about their experiences and have been getting some responses from them. From those responses, I have made a list of things I must do to stabilize Breldur.

1. I must simplify things here even more. I could alter the Descriptive Book to make the island even smaller, maybe like a canyon, which would mean I must move the gardens and surface artifacts first to a central location (a lot of work! but should be worth it!!)
2. I probably won't be able to fit everything into a smaller island, so I will have to let some of the trees sink into the ocean. I am sad about that, but it must be done...
3. Making the island smaller would probably mean that the volcano would become even *\*more\** active than before. So I would need to rewrite the cave system to better protect it from the

tremors and sinking. I think if I wrote the caverns to be more evenly placed, this would be a great help for that worry.

4. I will need to redo my restoration work on the botanical laboratory, to keep it as simple as possible.
5. I will add regions to the Age, which will help keep the more distant areas from being affected by my restoration work in the caves.

Now, the hardest part will be to find all the help I need about doing those regions properly! I do hope my writer friends already know exactly how to do this part!!

Mon Apr 12, 2010

I have discovered that one of the basic things I wrote about this Age was wrong. And so it has propagated to everything here...

My excellent friend D'Lanor has shown me a shortcut to fix this.

But wait, when I use this shortcut, the linking panel goes black again!! \*\*shriek of despair\*\*!!!!

What has gone wrong??? I am worried that there is a tiny detail somewhere in the Descriptive Book that is causing this... which means I must go through the Book slowly and carefully until I find it.

Tue Apr 13, 2010

I have been checking through the Descriptive Book and think I have found the page where the error must be. It is early in the Book, on page 3, but I haven't yet narrowed it down further.

I will work on that part later tonight.

For now, I'm trying to learn more about the right way to write regions. I have been practicing re-writing Brelmur on plain paper, to get the wording exactly right first. I have KI mailed my writer friends and asked them to check my work.

Simplify, simplify, simplify. This must be my new motto!! If I can keep doing this, I will be able to preserve the best and most important parts of Brelmur.

Thu Apr 15, 2010

I heard back from some of my writer friends with suggestions about my example writing of regions. I will try their suggestions this weekend.

Fri Apr 16, 2010

ok, it looks like my updated writing will work. I have looked through it very carefully and I believe it can be added to the Descriptive Book. I think I will start by trying it on my old Descriptive Book just in case...

Yes!! It looks like it works as I intended in my old Descriptive Book. Now to try it in the new one!

A few hours later...

It seems that we are successful! The linking panel is working again and I visited the botanical laboratory right away. Everything seems to be stable again. I am **\*\*so\*\*** relieved, I cannot say!!!

Tomorrow, I will check the rest of the Age.

Sat Apr 17, 2010

I spent all day checking everything on the island surface and noticed something odd about the ocean tides and water levels. I have copied that part from the Descriptive Book to plain paper and am KI mailing all my friends (again!!) to have them check my writing.

I do hope they can help me with this too! If so, fixing this should help the rest of the Age as well.



Thu Apr 29, 2010

I found an observatory on the island surface I hadn't seen before. Perhaps it showed up after one of my recent re-writes??

It reminds me of Tomahna (and Catherine) again. I wonder if this is not a coincidence after all??

In checking the room for stability and needed repairs, it looks like it must be connected with the presence of the volcano. I can see the volcano very well from the big window there. Since the room appears safe enough, I have started my restoration work on it.







Tue Oct 26, 2010

I have had to return to Earth for an indefinite period. I will be finishing up my school exams in the next several months. Plus it seems that something in Brelbur has made me very ill.

So my time will be focused on resting and studying. I am a bit worried about this illness since I don't know exactly what caused it. Perhaps something in the volcanic fumes?? A micro-organism in the water or cave air?? I only eat the food I bring with me, so it's probably not that...

Sat Nov 27, 2010

I am feeling better and have finished with all my most important exams. So today is the first time I am able to visit Breldur again.

However, the linking panel isn't working... I can see the Age fine in the panel but when I touch it, nothing happens...

Oh, I see, a thin film has developed over the panel. I have cleaned the page very gently and the film is gone.

Everything works!!

72

Sun Nov 28, 2010

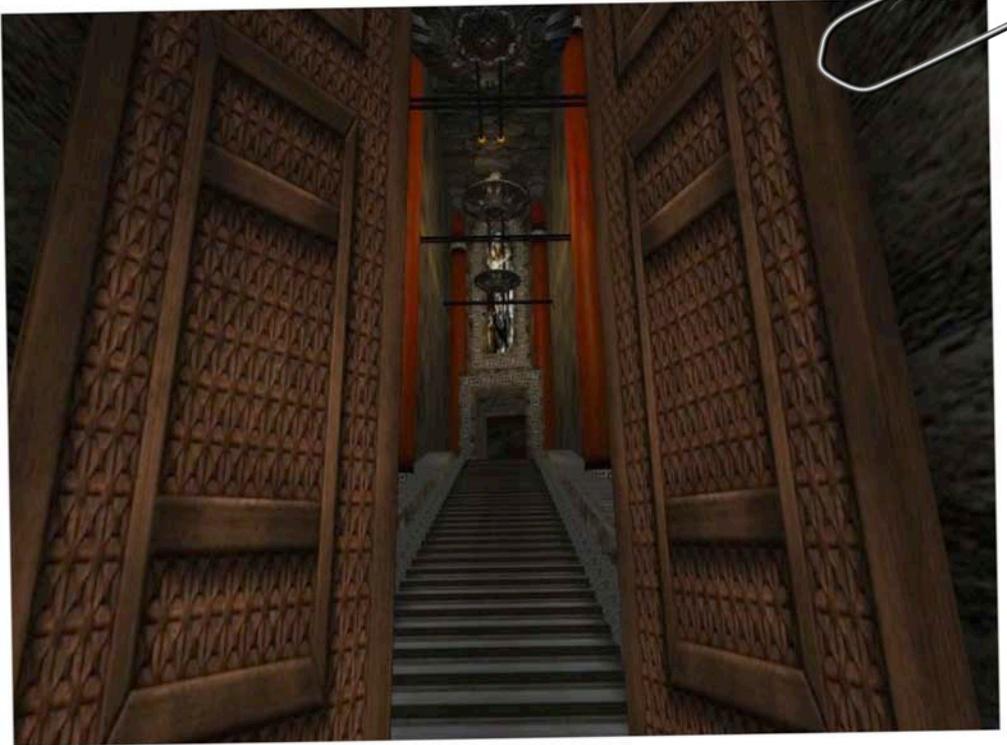
How strange, the trees are looking worse again.

I wrote to my writer friends about this and someone suggested that I change the species name for the trees to see if this helps. I wasn't expecting this to work but it did!!

Thanks a lot, my most faithful friends!

Sun Dec 05, 2010

I am working in the cave system again, this time back in the main parts. There is a grand hallway there and I have finally managed to get the doors opened. It's very impressive now that I've gotten the lights working!



Sat Dec 11, 2010

I have been re-checking all my previous restoration work in Brelidur and see many things that I need to rework. As I have had more and more practice with restoration here, I have gained a better understanding of what must be done to each room. Many of these earlier rooms I restored are thus incomplete.



And while I was checking all my previous work, I found a new community room on the surface, which I would like to begin restoring. It is looking like a very interesting clue about the people who used to live here.

Sat Dec 18, 2010

The results of my past 12 days of work:



Sun Dec 19, 2010

As I am continuing my restoration work, I am wondering about sounds in Bredur. Recently, I started noticing strange noises, and other times there is an eerie silence. So once again, I must ask my very patient friends to check my writing.

Another KI mail to them...

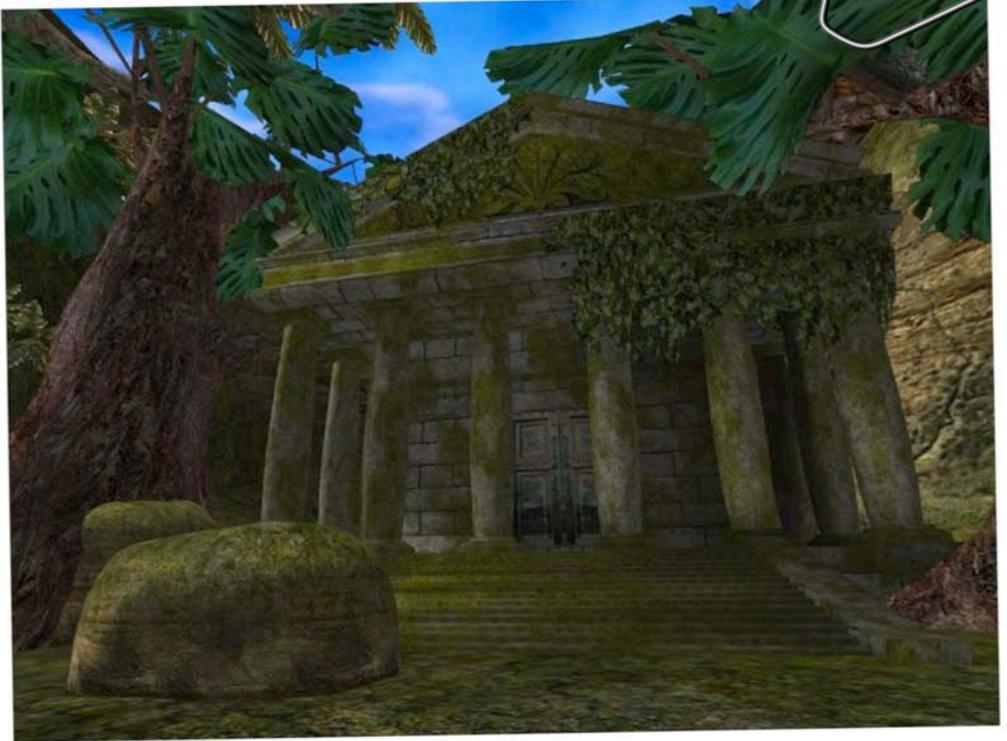
Such good friends!

And a very helpful answer! It works very well. Thank you!!

Tue Dec 28, 2010

Lately I have been working again on the island gardens and found a small temple at the back of a narrow canyon. I have tried to find a way inside but so far am unsuccessful.

Strange how I keep finding new structures I hadn't noticed before. The Art of Writing is always full of surprises like that. Each tiny change can bring unexpected results...



Wed Dec 29, 2010

My friends continue to ask if I need restoration help. I appreciate their generosity but still do not feel comfortable allowing others into Bredur. Even after all this time, the Age continues to surprise me. I would feel terrible if something bad happened to any of them!!

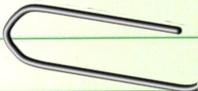


And even after all the time I have spent here, I still know so little about the former inhabitants. A year and a half and all I have are speculations!! Perhaps I have become so busy with repairing and restoring that I have not taken time to wonder about these people, to understand them...

Sat Jan 01, 2011

Although I have gotten better, the illness I contracted from Brelmur back in October still lingers. Perhaps my recent visits have encouraged a relapse...

My final examination is very soon now. While I am studying, I also find myself thinking about Jonae and Jonae Hood in idle moments. Those first Ages taught me so much about writing, lessons that I have tried to bring to Brelmur. I have written Brelmur to be bigger, better, more complex. And I have learned to be careful and take my time with writing. Even so, I must keep re-learning how I should be patient and slow down...



Sun Jan 09, 2011

I found an old fountain on Breldur today and have been busy trying to fix the plumbing and clearing the pipes to the water source. Everything is very old and a bit fragile but I was able to get the water flowing to a trickle. So the fountain bowls have slowly filled.

And I noticed a bright light in the water. Maybe there is a hole in the roof I haven't found? If so, I must repair it.

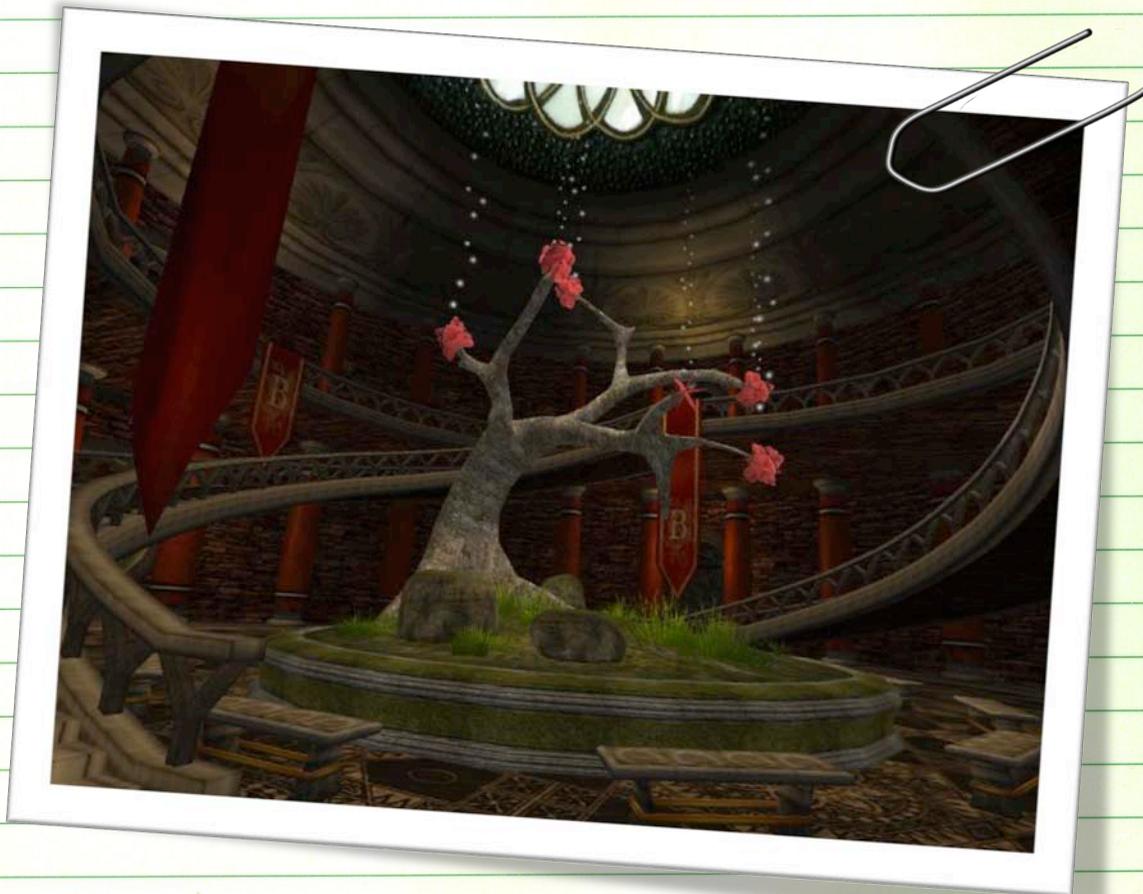


Thu Jan 13, 2011

I searched all week but wasn't able to find the hole in the roof. So I decided to resort to writing in a fix!

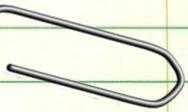
I made a tiny change in the Descriptive Book and then linked back to Breldur to see what happened. Surprise!!

Now there is an amazing tree growing there instead!! All the blossoms have pollen or sparks or... something... that floats upward to the ceiling. It is quite beautiful and very mysterious.



Fri Jan 14, 2011

I spent today examining the fountain tree carefully and ensuring that it is getting enough water and light. I think if I keep an eye on the grass there, I will also know how well the tree does. If the grass flourishes, so does the tree. If the grass is getting dry, it will look poorly before the tree does and I will know to take special care with the tree...



Thu Feb 03, 2011

I have remained very busy in the last weeks with my restoration work on *Breldur*.

Today I tried to work on the sound oddities I notice from time to time, but once again I must ask for help from my friends. I have copied out the words from the *Descriptive Book* and asked them to look for mistakes. I am wondering if my descriptive words are too long..

Fri Feb 04, 2011

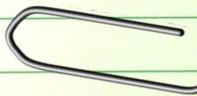
Today I experimented with using shorter descriptive words and it seems to help!

In the meanwhile, I heard back from some of my friends about my question and will try their suggestions too.

Sun Feb 06, 2011

I updated the Descriptive Book today with the suggested changes and now the Age sounds are much better. Wonderful!!

However, there is still one strange thing I notice sometimes. I can hear sounds and then there is a pause or silence, then I can hear everything just fine. Maybe I need to get my ears checked??



Tue Feb 22, 2011

In the middle of my restoration busy-ness, I took a pleasant break in the island garden. It is beautiful here and I'm very proud of the work I've done to keep everything thriving. I didn't know that I was such a good gardener!!



I'm still hard at work on Brelbur and have begun restoration on a new, special room I just found.

Sat Feb 26, 2011

I checked all the parts of the Age today and think I have restored between 70 and 80% of the structures. As I have done this work, I have noticed a number of mysterious things that I haven't had time to investigate. I will need to do that as well before I can allow others to visit here. If I don't understand how everything in Brelmur really works, what it really means, I cannot know how safe it is here. It has been two years already and I still am so far from being done! I am beginning to appreciate those frustrating DRC ResEngs and their orange cones!!

Plus I have found a number of old books in the different areas. For now, I have collected them into my living space here, but I will need to examine and repair them (some were very fragile and badly damaged). And after all that, I must see about translating them! Once that job is done, I can return the books to where I found them.



Mon Mar 07, 2011

I have been thinking about that job of restoring and translating all the books I've found in Breldur. Another important part will be to make translations into many of the Earth languages, such as English, French and German. I will definitely need to get some help with that!

I was able to finish restoration work on the round cave room I'd found almost a year ago now. The lights are all working, the imager has been repaired and I have added benches for visitors. The imager is showing a very strange symbol, perhaps a clue about the people who lived here and what has happened to them. I must investigate this!



Sun Mar 13, 2011

I have found some paintings in the caves here. They are some of the best information I have found so far about the people who once lived here but they need a great deal of restoration work, which I know I cannot do myself. I must find some specialists to help with this part of Brelmur. So I have sent KI mails to all my writer friends, asking them to pass on this request to any specialists they know who might be willing to help. If we can get these paintings fully restored, some of the mysteries of this place may be illuminated!

\*\*fingers crossed\*\*

Fri Mar 18, 2011

oh - my - god!!!

I was going to link to Brelmur today and continue my restoration work when I saw that the linking panel image has become very bright! It no longer looks like the Age I wrote!! Is the sun changing there? Are the colors there becoming scorched? Has the whole planet become unstable in its orbit??

Damn. The work never stops. I will have to go through all the details of the Descriptive Book **\*\*again\*\*** to see what might be causing this. \*grrrrr\*

My writing friends have offered their help once again. Such good friends that I have. I am very lucky! (But I am still very upset!)

Sat Mar 19, 2011

I spent all day and night yesterday looking through the Descriptive Book very carefully. I am convinced I must change the basic descriptions of the Age, the things in the first page. This will be very complex and tricky to do right. I think I will have to test it first and get the opinions of other writers too.

In the meanwhile, I have tried everyone's suggestions but Brelbur continues to get brighter and brighter. I simply must find out what is going on there! I think I should get some readings in the Age first before I try to re-write page one.

I will pack up some testing and analysis equipment, find my dark goggles from the Cleft and then link through later today. I hope to gather enough information with my equipment that I can know what to ask about with my writer friends. Then I can write some test changes on plain paper and together with my friends, we can decide how to fix this Age.

I'm kind of p\*\*\*\*ed right now! But once I calm down, I'll get started.





