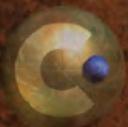


MYST ONLINE
URU
— L I V E —

MO:ULAGAIN

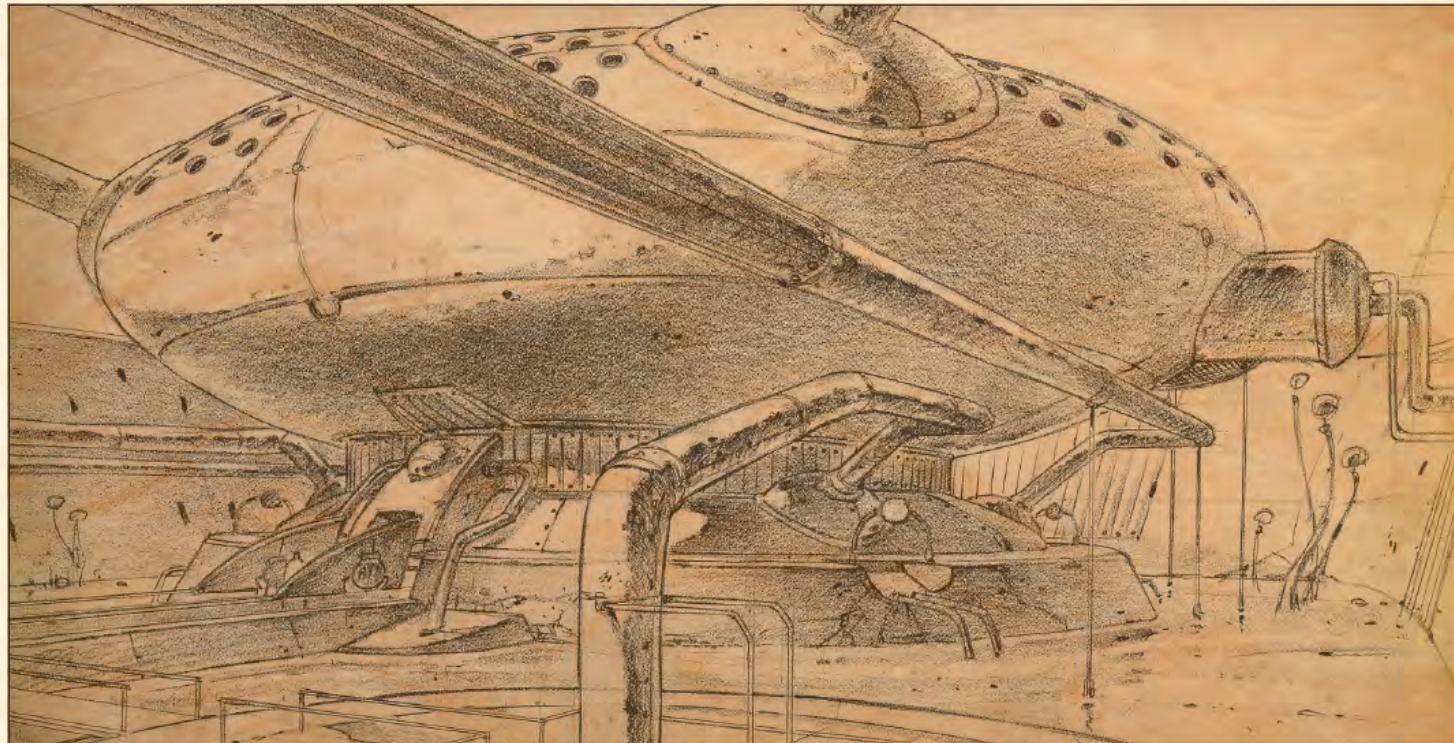
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INTRODUCTION

Myst Online: Uru Live is an unlimited exploration of the fantastic universe of Myst. Always changing and ever growing, Myst Online: Uru Live evolves every day[†]. The game and storylines expand and adapt constantly as players act, react, and make choices, creating new experiences for one and all. Explore all the Ages of Uru Live and help forge an entirely new Myst story: yours.

With new worlds of breathtaking beauty (known as Ages), a vibrant, social community, and a continuing storyline that unfolds around you in real time, Myst Online: Uru Live pulses with a life of its own. Here is a peek at what you can expect:

- Explore new Ages, including the ancient city of the D’ni.
- Take part in a deep, unfolding story that develops in real time.
- Solve new puzzles and play new games.
- Link up with fellow explorers from around the world and share your experience with others.
- Find your friends instantly through customizable player lists.
- Create your ideal community with your own personal neighborhood.

MYST ONLINE: URU LIVE AGES

The world of Myst Online: Uru Live is always alive with people and with the activities of rebirth and restoration. The D’ni Restoration Council (DRC) is continually working to restore discovered Ages and to make those Ages available to explorers. In time, the DRC hope to allow the explorers to help with the discovery and restoration of ages.

THE CITY OF D’NI

Within the vast underground cavern, bathed in the eerie, orange glow of the cavern’s lake, the city of D’ni is built into the steep rock spires of the island of Ae’gura. The city is an amazing archaeological creation and the center of Uru. This is where Uru explorers can gather in larger numbers, where intense restoration and rebuilding is occurring daily, and where much of the live story of Myst Online: Uru Live develops.

THE STORY OF URU

The story of Uru develops in real time, just like your life does. Time passes, events occur, and people come and go, so when you log in and visit D’ni, you might see new events unfolding, and/or lots of new faces. If you do miss out on something, other explorers are there to fill you in. Just ask.

[†] Note: There are no regular updates at this time in MO:ULagain.

MEET WITH FRIENDS

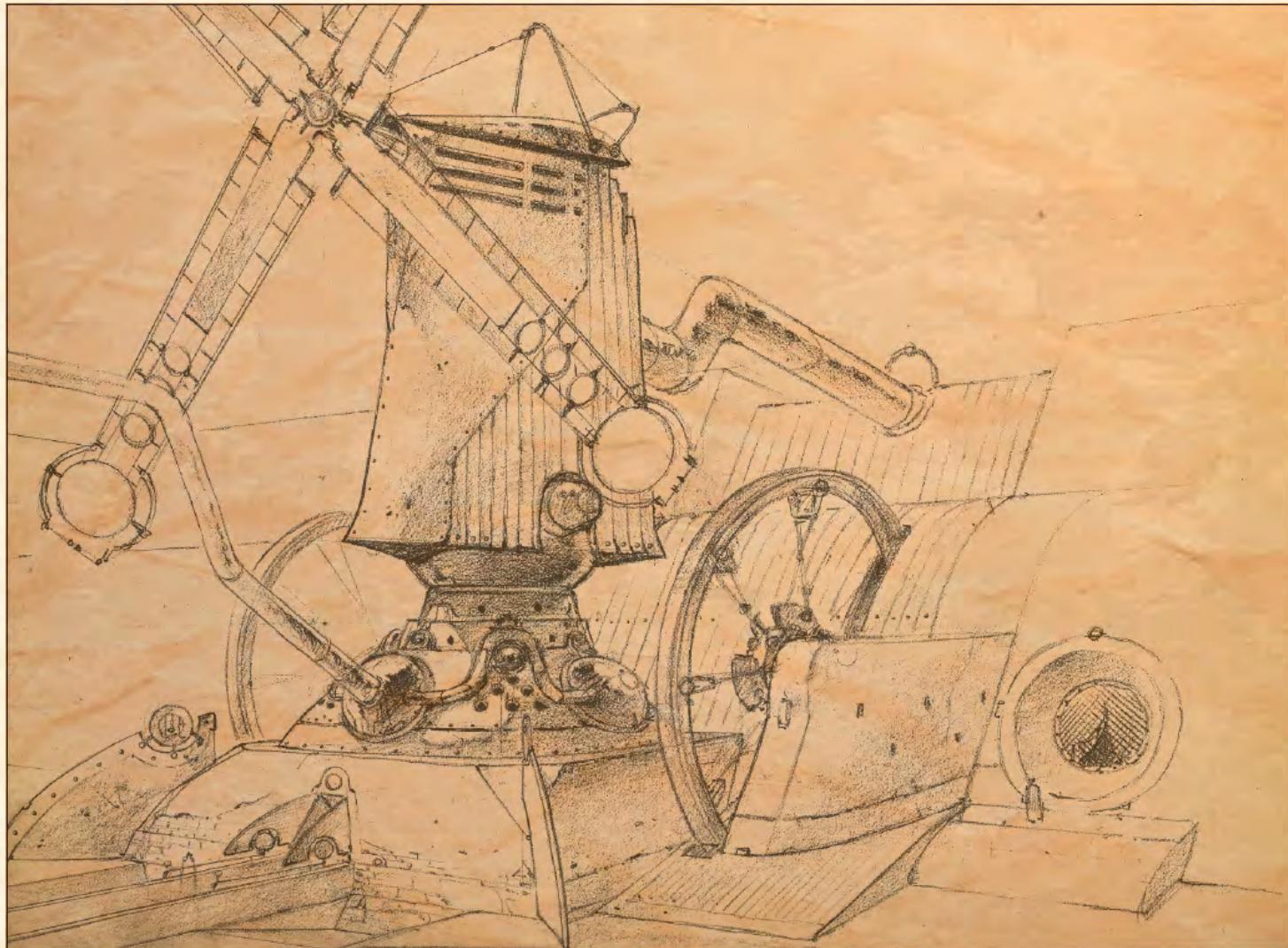
In Myst Online: Uru Live, it is easy to connect with your friends. In fact, you might want to form a neighborhood in which you are all members. You can also meet with friends – and make new friends – in the central city, which is open to all players. With your KI, you can quickly see whether your friends are online and if so, where in the game they are located. You can talk using text or voice chat. You can even share pictures you have taken during your journey.

NEIGHBORHOODS

Every Myst Online: Uru player belongs to a D'ni neighborhood. This is a small gathering place where players can feel at home, away from the big city of D'ni. It is a good place to spend quiet time with friends, enjoy unique D'ni leisure activities, and/or encounter members of the DRC from time to time. The neighborhood to which you belong depends on whether you let the game choose one for you, or you accept an invitation to join another neighborhood, or you create a new one of your own. Each neighborhood includes a link to a Garden Age, a beautiful and interesting Age for relaxation and sometimes mysterious additional purposes.

YOUR KI

This technological marvel was discovered by the DRC during their explorations. At Myst Online: Uru Live's initial opening, it can be used to text chat and share with other explorers. It is well known among early restoration staff that it can do many more wonderful things, but the DRC insists on extensive testing before releasing new functionality to Uru explorers.



SYSTEM REQUIREMENTS

While Myst Online: Uru Live will certainly run with the specifications shown below, your experience will be enhanced if your machine supports more advanced equipment. Also check the GETTING STARTED through URU CONFIGURATION sections for adjustments you might need to make to your system.

Supported OS: Windows XP, Windows XP/MCE in XP mode, Windows Vista or Windows 7

32-bit and 64-bit versions of Windows are supported. There is no direct support for Mac OS-X or Linux, but check <http://mystonline.com/forums/> for advice on using Myst Online: Uru Live with these operating systems.

Processor: 800MHz Pentium III or AMD Athlon or better

RAM: 512 MB or more

Video Card: 32 MB DirectX 9.0-compliant video card

Some integrated graphics, e.g. Intel Express are not supported

Sound Card: DirectX 9.0-compliant audio card

Sound Blaster X-Fi recommended

DirectX Version: DirectX 9.0c

Hard Drive Space: 3.5+ GB free

Internet Connection: Broadband

Display: 800 by 600 16 bit displays

GETTING STARTED

As MO:ULagain does not require paid subscriptions, all account holders are Explorers and have access to the full experience of Myst Online: Uru Live and it is not possible to play as a Visitor.



ACCOUNT SETUP AND INSTALLATION

To enter the world of Myst Online: Uru Live you will need to create a player account then download and install the game.

1. Go to <http://mystonline.com/en/play/> and follow the link to create a MO:ULagain account and supply your email address. This will be your MO:ULagain account name.
2. Within a few minutes you should receive an email containing a link for setting your password. If you do not receive this within ten minutes try checking your junk mail folder, as it may have ended up there. Once you have set your password, follow the second link in the email to download the installer (alternative download locations exist should you encounter problems with this step).

3. Run the installer (MOULInstaller.exe) to create the installation folders and desktop icon (for Windows Vista or Windows 7 you will probably need to allow the UAC to run the installer as Administrator). The installer will download and patch the game to the latest version. Depending on your internet connection speed, this may take some time as the game download is around 1.7 GB, so please be patient.
4. Once patching is complete, the game will start automatically and you will be asked for your account name and password, which will be the ones you used in steps 1 and 2.
5. After logging in, please take some time to read the End User Licence Agreement (EULA) before accepting it, as it contains some important information, such as guidance on acceptable behaviour and the naming policy for player avatars.

TO BEGIN:

Within the world of Myst Online: Uru Live, you will interact with the game and other players via your avatar. An avatar is a virtual representation of yourself (or who you wish to be in the game). To create your avatar, you will first need to select a name (that you will be referred to as in game) and gender, and then you can customize your avatar's physical appearance. As Uru takes place in the "real" world, you will be able to personalize all aspects of your avatar's appearance including your clothing, hair style, facial features, and more.

1. Create your player by typing your player name. Be sure to select a name that:
 - is at least three characters long, but not longer than 20 characters
 - contains at least three letters (A through Z)
2. Select your player avatar's gender (male or female). Please note that once set, your avatar's name or gender can not be changed.
3. Click 'Explore URU' to save your player avatar.



AVATAR CREATION

On your first Uru trip, you will visit Avatar Customization, where you will create your player avatar. Remember that you are playing yourself (or who you want to be) so design accordingly. Spend as much time as you like adjusting your avatar's appearance. Don't worry if you are not satisfied with your avatar's look; you can always make changes later.



- Click on each of the avatar body sections to use the adjustment sliders, color palette choices, and clothing selections
- Once you've finished adjusting the facial details, use the camera icon to take a snapshot of your avatar (this will appear on your avatar selection menu) or use the magnifying glass icon to return to the main avatar customization screen.
- When you are happy with your Uru self, click the Explore Uru button
- To reset your avatar choices to their default, click the back-arrow/avatars button.

As you progress through the Ages of Myst Online: Uru Live you will acquire more clothing items. Initially, these new items will be added to your avatar the moment you pick them up. Your closet in Relto allows you to return to the avatar customization screen so you can change your appearance and how your avatar is dressed. Dress your avatar to suit your mood, or to suit the local weather – it's your choice!

IN-GAME SETTINGS

Drag your mouse to the lower-right corner of the Myst Online: Uru Live screen and click the Tool Icon to open the MO:ULagain Control Panel. The following choices are available:



- Navigation:** Choose your favorite way to navigate your avatar or remap the keyboard controls.
- Graphic Settings:** Adjust the detail and depth of the way Myst Online: Uru Live looks on your screen.
- Audio Settings:** Adjust the detail and depth of the way Myst Online: Uru Live sounds.
- Uru Credits:** Read the Myst Online: Uru Live “Who’s who.”
- Uru Live Intro:** Replay the Myst Online: Uru Live Intro movie.
- Quit Uru:** Quit Myst Online: Uru Live or log out of your current avatar.
- Release Notes:** Check for interesting or important notes from the game developer.



EXPLORING IN URU

Myst Online: Uru Live is a real-time 3D environment in which your avatar plays an integral part. Experiencing Uru from a third-person perspective gives the best cinematic look and feel. Uru was designed with this in mind. While first-person view is useful for those times when a direct look at something is needed, we encourage third-person view as the main method of exploration. It might seem awkward at first, but give it a chance, it's well worth the effort. Of course, in the end, the viewpoint you use is a personal preference. We've provided numerous options to accommodate as many tastes as possible.

BASIC KEYBOARD CONTROLS

You can use the arrow keys on your keyboard to walk forward, walk backwards, turn to the left, or turn to the right. Use your mouse to interact with objects.

- ↑ Walk forward
- ↓ Walk backwards
- ← or → Turn to the left or turn to the right
- Shift +↑** Run
- Space Bar** Jump
- Esc, Backspace, or click away** Stop examining or disengage mode
- F1** Toggle first- and third-person view

BASIC MOUSE CONTROLS

You can use your mouse to navigate as well as interact with objects.

Examine or activate: Left mouse click

Look around: Right mouse and drag

Mouse-guided walk: Left mouse and drag (hold both buttons and drag to run)

Turn to left or right: Left mouse, at left or right edge of screen

Walk backward: Push Scroll Wheel button

Clickable/Hotspot: Left mouse click



ADVANCED CONTROLS

Sidestep left: , (comma)

Sidestep right: . (period)

Wave, laugh, clap, more...: Ctrl-1, Ctrl-2, Ctrl-3, etc...
(see Reference section)

Zoom telescope (if applicable): + and - (numeric keypad)

Pan telescope (if applicable): Right mouse and drag.

Always run: Caps Lock

Dolly camera: Mouse scroll wheel



MYST ONLINE: URU LIVE CONFIGURATION

GRAPHICS TAB

Note: The following graphics settings affect the quality of Myst Online: Uru Live's display on your monitor. Higher quality (and higher screen resolution) generally results in lower performance.

Resolution:	Select one of the available resolutions for your monitor. Myst Online: Uru Live will automatically display the resolution options your hardware supports.
Display Shadows:	Check this box to turn shadows on. Default: Display Shadows box is checked on.
Shadow Quality:	Allows you to select the level of shadow detail if the Display Shadows box is checked.
Graphics Quality:	This tells Myst Online: Uru Live how much quality to use when rendering special effects and environmental clarity. Myst Online: Uru Live will select settings that work well with your system.
Texture Quality:	This tells Myst Online: Uru Live how much detail to use when displaying textures such as object surfaces and close-up foliage. This affects how things look close up.
Anti-Aliasing:	Anti-aliasing smoothes the jagged edges of avatars and scene objects, so the higher this is set, the smoother the edges will appear.
Anisotropic Filtering:	If available on your card, this feature improves the texture quality, making it more consistently sharp. A small adjustment in this setting can have a big effect.
Gamma:	Adjust the overall brightness of the screen.
Calibration:	Adjust the brightness and contrast of your monitor to achieve the best playing levels for Myst Online: Uru Live.
Vertical Sync:	Check this box to reduce visual artifacting that may occur during quick camera movement.
Windowed:	Check this box to view Myst Online: Uru Live within a window. <i>Running in Windowed mode could affect performance. Default: Myst Online: Uru Live runs full screen.</i>

AUDIO TAB

Sound FX:	Adjust how loud sound effects are played. Sounds of machinery, linking, levers, etc.
Ambient Sounds:	Adjust how loud Myst Online: Uru Live ambient sounds are played. Sounds of wind, fountains, creatures, etc.
Music:	Adjust how loud Myst Online: Uru Live music is played.
NPC Voice:	Adjust how loud Myst Online: Uru Live non-player character voices are played.
Microphone Level:	Adjust how loud your microphone levels are set for the Voice Chat feature.
Sound Priority:	To help with performance, you can increase or decrease the number of sounds that will play. The higher the slider is set, the more sounds you will hear.
Audio Modes:	Select one of your available audio options. Myst Online: Uru Live will automatically display the hardware or software options your system supports.
Mute:	Check this box to turn off all sounds.
Enable Voice Chat:	Check this box to enable your microphone for Myst Online: Uru Live's Voice Chat feature.
Enable EAX:	Check this box to turn environmental effects on.

THE STORY OF URU

For 10,000 years, the D'ni people thrived underground, building a civilization that, on first examination, appeared almost perfect. Thirty-four kings ruled over the empire, moving it forward, shaping it, and honing it to understand and master the wonderful art of writing Linking Books to unlimited Ages.

Then it died.

Now, over 250 years later, it's been discovered by explorers from the surface who are uncovering its mysteries and hearing its stories. Many feel called to restore D'ni, to find all it has to offer. But the rebuilding and restoration may not be as straightforward as they first seemed, for D'ni may not be as dead as it was thought.

DESTRUCTION IS COMING...

FIND A WAY...

MAKE A HOME...

The D'ni Restoration Council (DRC), a present-day group of archaeologists, engineers, and other scientists, was formed and funded for the sole purpose of restoring the physical world of D'ni. The DRC's cautious methods are meticulous; some say to an unnecessary extreme. Yeesha, the eccentric daughter of Atrus and Catherine, was born nearly 200 years ago. She has left recorded messages that have something to say about the restoration. She believes that her purpose is to shape the restoration, yet her vision of the goal is quite different than that of the DRC. Yeesha's understanding of D'ni history and mastery of D'ni skills have given her a sense of rescue that is far beyond the surface-only focus demonstrated by the DRC. In fact, her commitment to true restoration is what motivates her to test the resolve of each visitor.



YOUR PERSONAL AGE

RELTO

When you first start Myst Online: Uru Live, you will receive an Age of your own called “Relto.” (You will begin Myst Online: Uru Live in Relto each time thereafter.) This is your own private Age and refuge; no other player will be able to visit your Age without an invitation from you. Relto is where you will keep many of the things you collect from other Ages. Among the important objects in this small Age are your personal bookshelf and closet.

RELTO AS REFUGE

You always have your Relto Book by your side. You can use it at any time to link safely back to Relto.

Move your mouse to the lower-left corner of your Uru screen, and click the Relto Book icon. Click the linking panel on the Book to link.

Your Relto Book also is handy for saving your life. If, during your Uru travels, you should do something dangerous (like step off the edge of a crevasse or miss while jumping to a pinnacle), all is not lost. Your avatar will quickly reach down and use the Relto Book to link out of danger. This is commonly called a “panic link.”



RELTO BOOKSHELF

Near the center of Relto you will find a small building. At the start, you will find two almost empty bookshelves in this building. (One bookshelf has a Book that links you to your neighborhood.)

As you explore in Myst Online: Uru Live, Linking Books will begin to appear on one shelf and Journals will appear on the other. You may link using any of the Linking Books, which will return you to an Age where you have already been at least once. These Books and their associated Ages are yours - they stay the way you left them and others can use them only if you allow it.

Removing a Book: There may come a time when you would like to revisit an Age as though for the first time. To do this, you must remove that Age’s Book from your Relto bookshelf first. Click the clip at the bottom edge of the Book to push it to the back of the shelf. You may then link to the Age from wherever you found that Book originally, thereby “starting over” in that Age.

CLOSET

Clicking on the closet is your portal back to the avatar customization screen, where you can change your clothing and appearance.

ABOUT BOOKS

Books figure prominently throughout Myst Online: Uru Live, so it's important to distinguish between some of the different types you will find.

Linking Books: Made through a Book-creation skill unique to the D'ni, Linking Books literally take you to another world. You will know these by the Linking panel on the right-hand page, which gives a glimpse of the world to which it will take you.

Informational books: As you explore, you'll find DRC research reports, old D'ni journals, personal notebooks, translated tomes, and other various writings.

Relto Book: From the very beginning of your Myst Online: Uru Live adventure, you are given a special Linking Book that stays with you at all times. This Book, written by Yeesha, provides players with special abilities, such as a quick and safe return to Relto. Yeesha has also scattered among the Ages additional pages (commonly referred to as "Yeesha pages"), each of which adds an environmental element to your Relto.



JOURNEY CLOTHS

You will find a number of cloths with a hand symbol on them scattered throughout many of the Ages of Myst Online: Uru Live. These are called Journey Cloths. You will discover their primary purpose as you start playing Myst Online: Uru Live, but they have another handy function as well. The last Journey Cloth you touch in a particular Age becomes your return location to that Age.

From your Relto library shelf, select the Linking Book you wish to link with and touch the Journey bookmark that's inside. Or you can turn the page to the original linking panel to link back to the start. Just click on the folded bottom page corner to turn a page.

As you progress, you may find cloths with other symbols and it will be part of your exploration to discover the meaning and purpose of these different cloths.



GETTING ASSISTANCE

SUPPORT WITHIN MYST ONLINE: URU LIVE

Online Game Masters, known as Restoration Engineers or ResEngs, are unfortunately only rarely available in MO:ULagain. However, friendly fellow Explorers are rarely far away and will be usually be willing to help. You can usually find assistance in Ae'gura, the city, or one of the popular neighbourhoods. The Guild of Greeters try to keep one or more experienced players on hand to welcome new players and lend gentle assistance with puzzle solutions.

CONTACTING CUSTOMER SERVICE

If you would like to access the Myst Online: Uru Live support site, to report a serious bug or a harassment issue, just enter <http://support.cyanworlds.com> into your web browser. In addition to logging a ticket, you can search through our list of Frequently Asked Questions for any information about Myst Online: Uru Live.

COMMUNITY RESOURCES

Cyan Worlds cannot provide information regarding Puzzle Solutions, Story Hints or Community Events. Please visit the Myst Online: Uru Live Forums at <http://www.mystonline.com/forums> to interact with other players for hints and up-to-date information on community events. Additionally, entering the words "Myst Uru" into your favorite search engine will reveal a wealth of fan supported websites offering help on gameplay and technical matters as well as background information on Uru and the history of the D'ni people, their language and culture. Or you can visit the official D'ni Restoration Council's (DRC) web site at <http://forums.drcsite.org/> for in-character information and updates.



FREQUENTLY ASKED QUESTIONS

HOW DO YOU PRONOUNCE URU? AND WHAT DOES IT MEAN?

Pronounced oo-roo. “The word “Uru” means “city” in Sumerian and also has a side meaning of “deep,” which describes the “deep city” of the D’ni civilization that you will visit in Myst Online: Uru Live. A coincidental meaning of Uru is how it is spelled: U-R-U [“you are you”]. This association represents the unique ability in Myst Online: Uru Live to play as yourself as opposed to playing as an elven warrior or barbarian wizard or something. You really are you in MO:ULagain.

WHAT IS AN AVATAR?

An avatar is the game character you created that represents you on the screen in the game world. In third person, you will see your avatar walking around and interacting with the game and other people. In first person, you will not see your avatar, but anyone looking at you will.

WHAT IS RELTO?

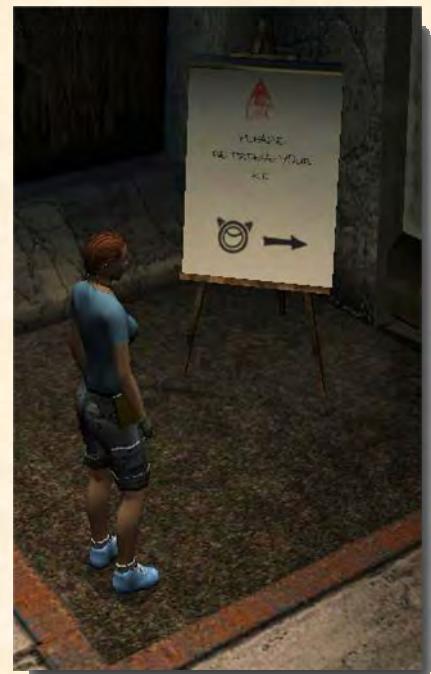
Relto is your Personal Age, your own exclusive space in Myst Online: Uru Live. Only players you specifically invite will be allowed to visit your Relto. Your Relto is where all of your links (to the other Ages) are kept, providing quick access to almost any place that you have already visited. Your Relto can also be modified/ customized through the use of special pages that you will find throughout the Uru universe.

WHAT IS THE KI? AND WHAT DOES IT DO?

The KI is a device worn on your avatar’s hand that is used to communicate and record information within MO:ULagain. The KI can take photos, send notes, and record notes. The KI also allows you to invite players to specific Ages that you control. For detailed instructions on KI operation, you can read a KI instruction manual in your neighborhood Classroom.

HOW DO I GET MY KI?

To get your own KI, first go to your neighborhood by using the Neighborhood Linking Book on your bookshelf in Relto. Once in your neighborhood, find the Linking Book room (up the stairs to the left, over the bridge, first door on your right you can open) and use the Linking Book to the Gahreesen Age (far left pedestal, under the stained glass art). When you arrive in Gahreesen, follow the open doors to the KI machine and click on it. Your KI will be attached to your avatar’s left hand.



WHAT IS THE NEXUS?

The Nexus was the D’ni civilization’s form of a mass transit system. Since they could travel almost instantly through Linking Books, they created Nexus stations throughout their great city. A player can use the Nexus to link to any station they have registered with their KI, as well as many public neighborhoods. You can find a Linking Book to the Nexus in your neighborhood’s Book Linking Room on the central pedestal. Once you have been to the Nexus, you will also have a Nexus Linking Book on your bookshelf in your Relto.

HOW DO I GET TO THE CITY?

To get to the City, first go to your neighborhood by using the Neighborhood Linking Book on your bookshelf in Relto. Once in your neighborhood, find the Linking Book room (up the stairs to the left, over the bridge, first door on your right you can open) and use the Linking Book to the Nexus (center pedestal). Once you arrive in the Nexus, walk forward, and click on the machine. The interface will pop up and offer you linking options. The default location is the City Ferry Terminal. Click on “Ferry Terminal” and then click on the glowing round symbol at the top. The machine will find the Ferry Terminal Linking Book and present it to you. Click on the image of the Ferry Terminal and you will link to the City.

HOW DO NEW EXPLORERS GET STARTED ON THEIR JOURNEY?

Probably the best way to get started is simply to explore! Look everywhere and examine everything you find. However, you may feel that you're not making the progress you'd expect and would like a little help. A good option is to seek out one of the Guild of Greeters. Greeters are experienced explorers, committed to helping others get the maximum enjoyment from *Myst Online: Uru Live*, and can usually be found in the "Guild of Greeter's Bevin".

In order to get to "Guild of Greeter's Bevin," you must first obtain your KI from the Gahreesen Age. Then, link to the Nexus through the Nexus linking book found in the Linking Room in your neighborhood. Once you are in the Nexus, the link to Guild of Greeter's Bevin will be found listed in the Public Links section of the Nexus Register, although you may need to scroll down through the list to find it. Just select the link and activate the book dispenser by pressing the large round button at the top, then link through the book that appears.

I'M STUCK AND NEED HELP. WHAT CAN I DO?

If your avatar is literally stuck then you may find that you need to use your Relto book to link away from the problem. In extreme cases you may need to exit the game completely. Alternatively you may be able to call another player to help you, using your KI.

If you are looking for help with a puzzle solution, you can get this kind of help from other explorers in the game and you can often find hints and information on the community forums. Please visit <http://www.mystonline.com/forums> to interact with other players for hints and up-to-date information on community events or visit <http://www.mystonline.com> for new and updated game information.

THE GAME WON'T INSTALL / WON'T RUN. WHAT HELP IS THERE?

Most problems like this have been seen before. Solutions for common problems are available on the *MystOnline* community forums, so visit <http://mystonline.com/forums/> and look in the Technical Discussion section.

WHERE CAN I BUY THIS GAME?

MO:ULagain is online only and not currently available for sale in any retail stores. You can become part of this amazing story only from *MystOnline*. Simply visit <http://www.mystonline.com/en/play/> to play now!

Previous CD/DVD versions of *URU* (*URU – Ages Beyond Myst* or *URU – Complete Chronicles*) are not required to play *MO:ULagain*, and game progress from the off-line products cannot be transferred into *MO:ULagain*.

MO:ULagain is supported by donations through PayPal.



REFERENCE

KI GUIDE

This is only a brief introduction to the use of your KI and additional information can be found in a manual in your avatar's Neighborhood and on many of the community websites.

Once you obtain your KI, by following the instructions in the Neighborhood classroom, the CHAT image at the lower left of your screen is replaced by a KI icon. Selecting this will activate the "Small KI" display. Pressing F2 toggles the KI display through successive different views: Off → Small KI → Large KI → Off.

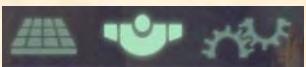
When the Small KI is displayed chat messages and the player lists are shown, but may fade out after a time. Pressing F2 will restore these displays.

KI CONTROLS

In the Large KI, there are three main function selectors:



The left icon provides access to KI mail, journal entries, KI pictures, marker games, etc.



The middle icon shows the player lists: Age Players, Buddies, Neighbors, Recent and Ignore List. Also allows you add someone to the Visitor list for one of your Ages by sending them an Invite.



The right icon lets you adjust the size of the chat text and the time before chat fades out.



Additionally, the buttons and indicators on the small KI can be used for quick access to certain features, for example clicking on the "open book" image creates a Journal entry, while clicking on the eye symbol above that will take a picture. You will learn more about using the KI from the journals you will find on your explorations, but here

PLAYER LISTS

The main thing you will want to do with the player lists is to add your friends to your Buddies list, but it's worth knowing what the other lists do:

Age Players: These are the other players in the current Age, listed alphabetically.

Buddies: To add friend to your Buddies list, open the Large KI and select the Player lists. If the player is currently on one of your other lists (Age Players, Recent, etc.) then you can select the name on that list and then click on the arrow that points to Buddies. Alternatively, you can open the Buddies list and if the player is currently in the same Age, then you can type their name in the box at the top. Once you hit the Enter key you will see a message telling you the player has been added. If the player is not in the current age then you will need their KI number: Simply type this in instead of the player name.

The **/addbuddy** command can be used if the player is in the current age.

Neighbors: Players who are members of the same Neighborhood as you will appear on this list. Players that are on-line are listed above those that are off-line. You also get an indication of which Age a player is currently exploring.

Recent: This lists the players that you have recently received chat messages or KI Mails from. It can useful if, for example, you want to add someone to your buddy list but they have left the Age. You can delete players from this list by selecting their name and then clicking on the D'ni zero symbol at the right edge of the screen.

Ignore: The ignore list lets you block chat and KI Mail from anyone that is added to this list. You add players to this list in the same way as you would add someone to your Buddies list, and can remove players from the Ignore List in the same way as for the Recent list, or you can use the **/ignore** and **/unignore** commands.

SENDING A KI MAIL

KI Mail is useful if you want to send a message to a player who is off-line, or if the message is too large for normal chat, or if you want to send the same message to several players.

First you need to create your message as a Journal entry, by either clicking on the open book image in the center of the KI or by pressing F6. You can now click in the title area to edit the text of the title for your message, and then click in the body area to type the message itself.

You can now select the recipient for your message, by selecting the name from your player lists. The name will appear in the box above the function selection icons once it has been selected. Now you can go back and select the journal entry you just created. At this point, an arrow should appear pointing to the left against several items including the player name at the top, so click on the arrow to send your message. The arrow will disappear if the message is sent successfully.

SENDING AN INVITE

You can invite another player to join you in one of your private ages by sending them an invite. This will then add an entry to the Private Links in their Nexus.

You can do this by sending a special type of KI Mail, so the player has to be on one of your player lists. Open the Large KI and select the player you want to send the invite to. Now, on the left side, locate the Age you wish to invite the player to in the Age Visitor Lists – you may need to scroll down to find the right Age – and then click on the arrow pointing to that Age. When the arrow disappears it means that your friend should now have the invitation.



CHAT COMMANDS

With your KI, you can chat with friends and other players, even if they are in another Age. Normally, chat will be directed to players in the same Age, but you can choose a group or individual player to chat with by selecting them in the list that appears at the left side of the screen. The following commands can also be used to control chat features:

- /buddies <message>** Sends the message to everyone on your Buddies list
- /p <name> <message>** Sends a private message to a player (e.g. whisper)
- /neighbors <message>** Sends the message to all the members of your Neighborhood
- /reply <message>** Reply to the most recent chat message
- /shout <message>** Message is heard by all players in the Age, not just those closest to you
- /autoshoot** (Toggles on/off) All messages are shouted
- /clearchat** Clears existing chat from your screen
- /startlog** Starts a log of all chat
- /stoplog** Stops chat logging
- /addbuddy <KI number | age player>** Adds a player to your Buddies list
- /removebuddy <KI number | age player>** Removes a player from your Buddies list
- /ignore <KI number | age player>** Ignores all chat from a player
- /unignore <KI number | age player>** Stop ignoring chat

EMOTES

Your avatar can do much more than walk, run and jump. Use these commands to add expression to your conversations and show others how you are feeling:

Actions				Keyboard Shortcuts	
/me <message>	/cry	/overhere	/tapfoot	Ctrl + 1	Wave
/afk	/dance	/peer	/taunt	Ctrl + 2	Laugh
/amazed	/doh	/point	/thanks	Ctrl + 3	Clap
/beckonbig	/dontknow	/rotfl	/thumbsdown	Ctrl + 4	Dance
/beckonsmall	/dunno	/salute	/thumbsdown2	Ctrl + 5	Chatting gesture
/blowkiss	/flinch	/scratchhead	/thumbsup	Ctrl + 6	Sneeze
/bow	/groan	/shakefist	/thumbsup2	Ctrl + 7	Sit
/callme	/kneel	/shoo	/thx		
/cheer	/laugh	/shrug	/wave		
/clap	/leanleft	/sit	/wavelow		
/cower	/leanright	/slouchsad	/winded		
/crazy	/lol	/sneeze	/yawn		
/cringe	/lookaround	/stop	/yes		
/crossarms	/no	/stuck			
/cries	/okay	/talkhand			



P.S.

ABOUT CYAN WORLDS

In 1987, brothers Rand Miller and Robyn Miller formed Cyan, Inc., and created several titles of a new kind of computer game. Their products took a direction unique in the gaming world: non-intimidating, whimsical worlds for children to explore. Cyan received innumerable awards, including “Best New Use of a Computer” from the Software Publishers Association in 1989.

In 1991, Cyan began work on Myst, a project that would become a phenomenon, catapulting computer entertainment into popular culture. The goal was to bring Cyan’s formula for building immersive, richly interactive worlds to the mainstream audience. They built a new vision from scratch, a world that took advantage of everything CD-ROM had to offer.

And now the journey continues with Myst Online: Uru Live. Cyan has created a world unlike anything previously possible... a world that will never end. No longer bound by the physical limitations of a CD or single computer, Cyan Worlds has combined an unmatched legacy of photo-realistic environments and interactive story with new, proprietary real-time 3D technology that will carry the worlds of Myst into the future.

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