

Obduction (as of Saturday, 16-11-2013, 22:00 pm GMT+1 = 14:00 pm Mountain/KI time)

by [Cyan, Inc.](#)

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Funded! This project successfully raised its funding goal about 7 hours ago.

(to be read from the bottom up)

[Leave a comment \(for backers only\)](#)



1.

Russell Deitch 11 minutes ago

Last reported PayPal was \$17k. If Cyan goes the way of other KSs, it will be published weekly on their website.



2.

LINDA WOLLETT 19 minutes ago

@Janeerah re Horatio comment - he was being sarcastic.



3.

LINDA WOLLETT 21 minutes ago

@Lorna - re refund for FB ad - can you donate to <http://www.obductiongame.com/paypal.html>? If not, please have your favorite drink on me. I appreciate you letting me participate.



4.

Mac_Fife 22 minutes ago

@Dmitry Korolev - Only if Cyan decide to publish what's been pledged that way. I expect that at this point it's probably only in the region of \$10k so it doesn't help too much with the next stretch goal.



5.

Dmitry Korolev 30 minutes ago

to track*



6.

Dmitry Korolev 30 minutes ago

Will it be possible to track the amount of money backed via PayPal? Just to know how far from the next goal we are...



7.

Isaac James Leavitt 37 minutes ago

Glad to see we made it! :)



8.

Acorn 43 minutes ago

yay for Mac!

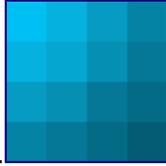


9.

William Satiated. Back to the stone. :) about 1 hour ago

We Obductees owe a lot to many game developers who threw their reputations and backing behind this project to help us success. Once such is Robert Landeros of: The 7th Guest 3. Whatever you can give, even a brick, would be helpful and is needed. Let's hope out Cyan's and our developer friends who helped us make the Obduction dream achievable.

I just pledged. Many are there having done so already. Hope to see you, over there. Thanks.



10.

James Haile about 1 hour ago

My best friend and I playing Myst Online during the countdown:
<http://www.youtube.com/watch...>

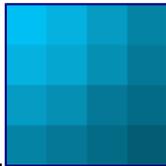
Not the most interesting video, but it's cool to see MO:UL so alive. We hung out with RAWA and everyone for quite a while (a lot is edited out, someone else said they were recording the entire thing) and then went around and explored. We had never been able to get URU to work before this, despite owning for several years. :P There were so many people that at one point I could not link to any part of the city because all city locations were full (one of those locations can hold 200 players). Not bad for a supposedly "dead" MMO.



11.

Mac_Fife about 1 hour ago

@Cerity - I feel that's a bit of an exaggeration, but thanks for the acknowledgement anyway :)



12.

Eric Largé about 1 hour ago

Good "morning"! I managed to stay awake last night right to the point where it ticked over 1.3M. I don't remember anything after that... :)



13.

Cat about 1 hour ago

Make sure you all watch Update #28 video (if, by some chance, you haven't)!



14.

Cat about 1 hour ago

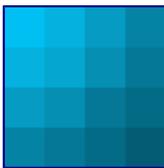
@Janeerah--Horatio is delirious :) Lack of sleep...



15.

Cerity "Legendary Bottlejak" Silverhawk about 1 hour ago

@Obductees Mac_Fife is one of the handful (5-12) of people who kept the Myst dream alive...
SALUTE!



16.

Janeerah about 1 hour ago

i dont really understand Horatio comment. we got it funded... so ?



17.

Jose Cardoso about 1 hour ago

A little late in the day but a big congratulations to Cyan! Looking forward to lunch in 2 years time. :)



18.

Lorna Hartman about 1 hour ago

@Horatio stopped lunching. I saw it. That's why donations have slowed down. Own it, H! ;)



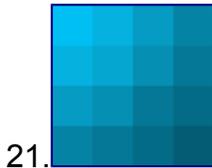
Jason Chau about 2 hours ago

To all, a tribute > <http://www.youtube.com/watch...>
;)



Kevin Allen about 2 hours ago

Congrats Cyan. Feels great to be a part of it. Can't wait to see where you take us.



Florentin Burgeat about 2 hours ago

Congratulations Cyan, and to all the backers! That KS was epic!



Horatio about 2 hours ago

Man, the pledging has slowed down so much, I don't think it's even MOVED for the last 5+ hours!

No way this thing gets funded... ;)



Lorna Hartman about 2 hours ago

@Michael, it's impressive. We really did something amazing here. Now it's Cyan's turn to do something amazing and we all know they will.



24.

Ken about 2 hours ago

It was a great ride.



25.

Ken about 2 hours ago

Seems weird to be watching and 15 minuets went by without a comment



26.

Michael Arnovitz about 2 hours ago

Final tally (Kickstarter Only): Total pledges - #36 all time; Total backers - #23 all time.



27.

Mac Fife about 2 hours ago

For anyone interested, I've re-hosted Janaba's collection of the KS comments: <http://www.mac-fife.me.uk/uru-blogs/20-the-obduction-comments>
All may charts from the last fews days have been added to my blog post: <http://www.mac-fife.me.uk/uru-blogs/19-obduction>



28.

Michael Arnovitz about 2 hours ago

I don't think I realized how often I was looking at these pages until I realized that the funding was over and I didn't need to anymore. In the online get-together last night, the team made a point of saying that they were going to track their progress through development via blogs, video, etc. Publishers have always contractually forbidden them from doing this before, and they

seemed to really want to do this now that they can. It will be fascinating to have a window into Cyan over the next few years, and I look forward to it.



29.

Mac Fife about 2 hours ago

I missed pretty much all of the events leading up to the close due to other commitments but I'm not disappointed about that - you can't be around for everything! Looks like a great surge towards the end to ensure the first stretch was bagged.

Congrats to Cyan and indeed to all the backers, large or small - everyone's bit helped.



30.

Christina 'Riv' Hawkes about 2 hours ago

I'll never forget the surge of community that happened in the comments here, you guys :) See you in the backer forums! (Probably will have the username "rivenwanderer")



31.

Lorna Hartman about 2 hours ago

@Linda Wollett and @Jorge Gutierrez, I'll need your email addresses to Paypal the money back to you. Post here, or email me at info at mcfarlandmedia dot com. Thanks again!



32.

Lorna Hartman about 2 hours ago

So $60.00 - 53.19 = \$6.81$ remaining funds. Divide by the three of us and we each get \$2.27 back. I'll send that back through Paypal. Thank you again!!



33.

Lorna Hartman about 3 hours ago

Correction: I just put in the final billing amount, but the TOTAL amount for the whole campaign was actually \$53.19. The three of us put a total of \$60 into the campaign, so we were pretty close.



34.

Dimitrios about 3 hours ago

hehe i changed my profile pic again lol



35.

Lorna Hartman about 3 hours ago

FOR THE TWO PEOPLE WHO sent money to Paypal for the Facebook ad here's a final report:

There were 132.085 unique views and 55 unique click-throughs, for a click-through rate (CTR) of 0.028%. We spent a total of \$27.83 on the campaign and I'm looking now to figure out how to get the remaining funds divided up and sent back to you two. Paypal's no problem, I'm going to look at Facebook.

Thanks!!



36.

Lorna Hartman about 3 hours ago

Meaning "Welcome TO Honrath"



37.

Lorna Hartman about 3 hours ago

Welcome Honrath???!!!! What a great video update! That's awesome! (Sorry @Dimitrios, I'm stealing your exclamation points this morning. I'm so bummed I missed out but so thrilled it happened! So everybody, when you get Obducted, look out for Ryan. He'll be around somewhere.



38.

Lorna Hartman about 3 hours ago

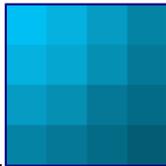
I was gone all last night but got back in this morning .. last night it looked like it could go either way, but I got in and went straight to my computer and WE DID IT!!!! I know I'm about four hours late on all the excitement but I'm so excited I can't see straight right now! Had to go way back and read the comments leading up to success just to join in with you in some small way. I believe I might have screamed a little. GREAT JOB EVERYONE! Whew. So happy right now!



39.

Marein Könings about 3 hours ago

Final version of my graph :) <http://puu.sh/5k980.png>

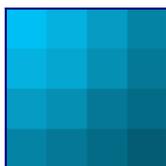


40.

John Houde about 3 hours ago

Steam: That's what I'm talkin' about!

Forgive my ignorance and thanks for the link. I'd seen many references to Steam in this comment forum but didn't know how it related.



41.

Ace about 3 hours ago

Re: the digital download, it sounds like they're going to try to get Obduction on Steam. There will probably be other options as well, but Steam routinely handles massive 20+ GB downloads without issue. I love it. And if you haven't already visited the Steam greenlight page to show your support, I

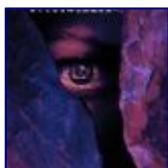
encourage you to do so: <http://steamcommunity.com/sharedfiles/filedetails/...>



42.

Sean Reynolds (EyeDE) about 3 hours ago

@Geoff Thanks for the links



43.

Sean Reynolds (EyeDE) about 3 hours ago

If the Download was a problem i'm sure with a bit of organisation with Cyan a community distribution group could be set up like Ubuntu Used to have (may still) People buy the digital copy and ask Cyan for a physical backup copy and they send the request to a volunteer close by to burn a DVD and send it on.



44.

Dimitrios about 3 hours ago

chill out a bit ! <http://www.youtube.com/watch...>

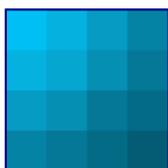


45.

William Satiated. Back to the stone. :) about 3 hours ago

@janaba1: Thank-you sooooo much for making the raw log from this available via zip files!

@Geoff Lingham: Thank-you for succinctly posting all the wonderful links so that we could take home the memories.



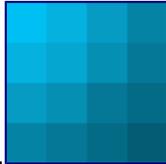
46.

John Houde about 3 hours ago

Thanks, didn't know that.

As long as we're wading through the confetti on the floor, I have another one:

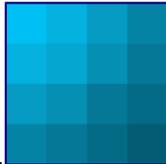
I adored the Prima strategy books because of their storyline that fit the game. It wasn't just a plain walkthrough. Has there been any mention of them doing the Obduction book?



47.

Tahg about 3 hours ago

It often has to do as much with a server supporting resume as anything else. It's like, I can give you this file, but you're silly for asking for it from part way in. Fortunately I haven't seen to many of that kind of server lately, especially not ones designed for large file hosting



48.

Tahg about 3 hours ago

well, there's a lot of multi GB games being distributed digitally, Cyan certainly isn't alone on this. It'd have been way different to attempt it in say Riven's time. Unfortunately these days, it's not often not economical to ship physical product, even if does alienate groups of users



49.

Nila Mu'Hari about 3 hours ago

payment successfully completed a to Cyan, Inc. (germany)

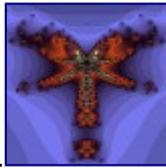


50.

Blake Muxo about 3 hours ago

Im sure it will work out. These days most online downloads are handled by clients with restart capability, so even if your connection tanks you can restart from where it left off.

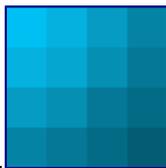
Honestly, why it took so long to figure out that feature would be nice is beyond me. I remember the first time when a product called download accelerator went "your download was stopped, would you like to resume?" I was nearly in tears from joy :p



51.

Pavitra about 3 hours ago

Congratulations, everyone!



52.

Giandomenico Guerra about 4 hours ago

Processed...good job Cyan..



53.

William Satiated. Back to the stone. :) about 4 hours ago

@Cyan and @ALL Obductees: I congratulated you once already four days ago, when I knew the 1.1 goal was going to be reached. I thought I could break away from here at that time. Was I wrong. Obducted, is, Obducted.

First, I Congratulate you again on the end of quite, HA! VERY!, successful KickStarter campaign. Thank-you for allowing me to be a part of this and contributing a very small and insignificant part to its success. I wish I could have contributed more. :(A personal dream of mine, regarding you @Cyan, and including all the community that has gathered around you over the years, and especially the 22,195 @Obductees that made this possible, has been realized.

Fellow Obductees: YOU ROCK! There are not enough adjectives in English, or any other language, to put into words just how incredibly wonderful, visionary, hard working, giving, you all are! Yowsers, while I slept, you not only hit the 1.3 goal, but wonderfully and nicely, surpassed it! Very, Very, Nice! Well Done!

Leaving you today with a personal favorite tune of mine from another incredible Visionary. Walt Disney.

'There's A Great Big Beautiful Tomorrow'

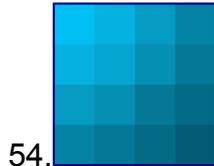
<http://www.youtube.com/watch...>

"There's a great big beautiful tomorrow

Shining at the end of everyday
There's a great big beautiful tomorrow
And tomorrow's just a dream away

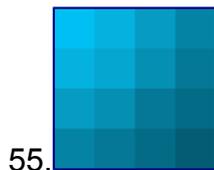
Man has a dream and that's the start
He follows his dream with mind and heart
And when it becomes a reality
It's a dream come true for you and me

So there's a great big beautiful tomorrow
Shining at the end of everyday
There's a great big beautiful tomorrow
Just a dream away"



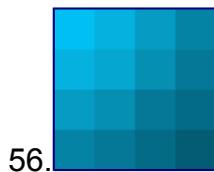
John Houde about 4 hours ago

Actually I did, but I'm thinking of the future success of the enterprise. It seems to me that one of the reasons for the Uru Online debacle was the assumption that more people had high-speed connections than actually did.



Tahg about 4 hours ago

I take it you didn't opt for the boxed edition?



John Houde about 4 hours ago

Off-the-wall question...

I understand the game will be distributed digitally. But this game is bound to be multi-gigabytes in size. Last time I tried a download that big (Windows PE) it took several tries to get it error-free. Not a pleasant experience, I must say. I'm using Century-Link DSL which is throttled to 1.5mbps. Anyone have experience with other games distributed this way?



Luca Jones about 4 hours ago

Congratulations Cyan and everyone!

P.S. my payment has succeeded.



58.

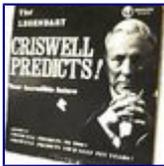
Tom van der Spek about 4 hours ago

Hi all!

What an intense period lies behind us, but what an exiting one will follow! Amazon has succeeded in charging my pledge already (\$440).

Congratulations all and especially to Cyan. Hope the wonderful mystical 'Mysty' time will continue... I want to be Obducted ;))

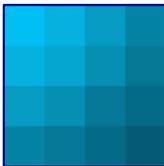
Shorah!



59.

Criswell The Psychic Weatherman about 4 hours ago

processed without problems



60.

Branko,Miskovic about 4 hours ago

Here's my problem i am seeing the usual There is a problem with your payment to Obduction then an message that the pledge i did is being processed. Nearly a past hour now i had received no emails into what happened to this card that i had changed, the first time it was rejected so far currently no emails. :(



61.

James Andrew Wodehouse (Bewley) about 4 hours ago

Also received payment notification

62.



Acorn about 4 hours ago

another UK one that worked

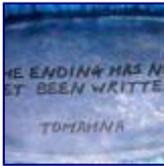
63.



ChocStar about 4 hours ago

All our payments were successful in UK as well.

64.



Carol Woodward (Noelani) about 4 hours ago

Payment succeeded here in UK too.

65.



Branko,Miskovic about 4 hours ago

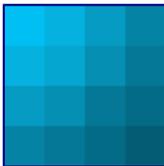
Should i be worried or not?

" Your \$265.00 pledge to Obduction is being processed.

You'll receive an email once this process is complete. "

:/

66.



Ana A about 4 hours ago

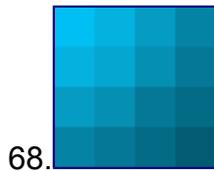
Congratulations!! So glad it managed to clear that first stretch goal as well!
Too bad I couldn't party with you guys in Uru last night because I'm a dummy
who didn't realize it was free and available online until yesterday. I'm gonna
download that ASAP



67.

Michael Pollard about 4 hours ago

Congratulations to Cyan and all Obductees! Job well done.
--asa160



68.

Neil F about 5 hours ago

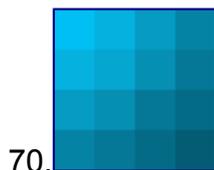
Congratulations guys, well done. Proud to be a box backer and very much looking forward to seeing how the game comes along.



69.

Nelson Guedes about 5 hours ago

Congratulations to Cyan and to all backers for our hard work and for getting the project funded! :)
And with Oculus!! :-O



70.

Branko,Miskovic about 5 hours ago

@Cerity
well the first problem was that my first credit card was maxed out but not sure why the other wont work.

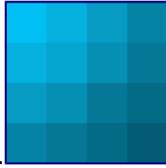


71.

Cerity "Legendary Bottlejak" Silverhawk about 5 hours ago

Branko don't worry you have 7 days to clear with amazon.
It could be a problem with the bank, the card, or the transaction.

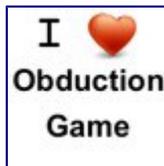
72.



Branko,Miskovic about 5 hours ago

I knew there would be a problem :(
"There is a problem with your payment to Obduction by Cyan, Inc.."

73.



Geoff Lingham about 5 hours ago

@Lorna I updated your PR Ideas/Pics file with some really useful content links, thanks for providing this!

41. All the Obduction Kickstarter comments have been preserved in .zip archive files by janaba1.

To get the latest link to the archives scroll down to the bottom of the replies in this post on the Cyan Forums :

<http://forums.cyan.com/viewtopic.php...>

42. All the web links to all content related to Obduction and the Kickstarter campaign have been collected together by Tai'lahr in this post on the Cyan Forums:

<http://forums.cyan.com/viewtopic.php...>

43. @James Andrew Wodehouse (Bewley) created a beautiful congrats poster of an Obductee wearing an Oculus Rift VR headset when the \$1.3M funding goal was achieved:

http://fc08.deviantart.net/fs70/f/2013/320/a/d/obduction_oculus_by_wodehouse1-d6uf67w.jpg

I have also added @James Andrew Wodehouse (Bewley) congrats poster to the Obduction Fan Art album on the I Love Obduction Game facebook page at:

<https://www.facebook.com/ObductionGameHub>

See you all in the Cyan backer forums when that becomes available
.....thanks for all the fun...great work everyone!! :D

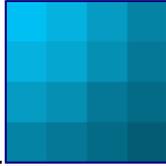
74.



Rainer "tachzusamm" Kesselschläger about 5 hours ago

Herzlichen Glückwunsch aus Deutschland :)

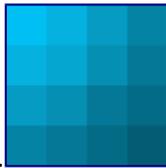
Congratulations, 120% is a really amazing achievement.



75.

Obduction Cyan about 5 hours ago

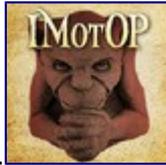
@ Cyan - Congratulations! I will now be channeling my inner 10 year old . . .
is it done yet? is it done yet? is it done yet? :D



76.

Ace about 5 hours ago

Congratulations to Cyan, and to all of their wonderful fans! This kickstarter has been a beautiful thing to witness. It's going to be a long couple of years, but I'm sure this fantastic community is going to make the wait a lot more bearable.



77.

Justin Martin about 5 hours ago

Congrats!! This is going to be a looong wait! :)



78.

Acorn about 5 hours ago

Congrats to Cyan and to us all!
It's been such fun posting comments here!
See you all in the Obduction Hood I hope.



79.

David Fielder about 5 hours ago

Congratulations on a great funding raising goal!
Looking forward to watching Obduction develop!!

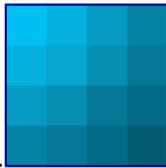
Good Luck to Cyan!



80.

Sanna leklack about 5 hours ago

Congratulations guys! And all of us backers! :D



81.

Tahg about 5 hours ago

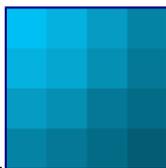
Anyone else pledge one of the larger teirs (4.5k or 10k) and have their transaction go through yet?



82.

Cathy Hurley ~Fedora Femme Fatales~ about 5 hours ago

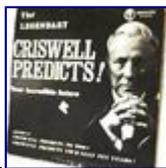
Just waking up here. So happy to see we reached the stretch goal!!
Congratulations Cyan!!!



83.

Allan Børgesen about 6 hours ago

payment okay here too ;-)

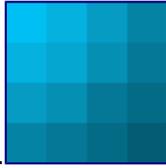


84.

Criswell The Psychic Weatherman about 6 hours ago

Reveal the blur.

85.



Dennis E. Hamilton about 6 hours ago

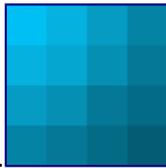
"string sense" - sounds like a science-fiction notion.

When you are rested up, there needs to be something more at obductiongame.com beside the kickstarter and paypal buttons.

And did I say congratulations!

Shorah

86.



Dennis E. Hamilton about 6 hours ago

I'm watching the countdown party 90 minutes after the campaign ended -- talk about lag. Congratulations. I think Rand's observations about how this campaign created a string sense of connection with the Cyan team in both directions. Also, it was learning about the Kickstarter that had me take an interest in URUcc and MOUL, especially MOUL and the cross-connections to Second Life. I look forward to the journey to October 2015 and whatever unfolds.

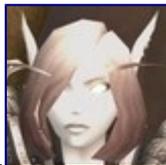
87.



Shawn Murphy about 6 hours ago

Woohoo!! Congratulations everyone!! I'm honored to be a part of this from so early on. See you all at the forums. Let the journey begin!!

88.



Nichelle Hammer about 6 hours ago

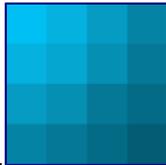
Payment complete for me as well.



89.

Russell Deitch about 6 hours ago

Payment succeeded here too. I think 21 KSs is enough for me. My bank account needs a breather!



90.

Marcos H. Valdez III about 6 hours ago

I woke up to find this project not only funded but having reached its first (and, to me, most important) stretch goal before the official campaign ended. A very nice way to start the day.

I'm excited to play Obduction in a way I haven't been for a game in a long, long time.

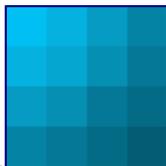
Congratulations, Cyan!



91.

David Dalton about 6 hours ago

Just got it done. Relief spreads through me now! I would be so sad without more great gaming time from cyan in my life



92.

Chris Medeiros about 6 hours ago

WELL DONE KICKSTARTER CYAN!



93.

David Dalton about 6 hours ago

I tried to send a request to amazon to change the card they charge, but it

said I can't dispute a failed transaction. :/ I hope that if my order cannot be resolved through Amazon that I can pay through paypal and still receive my backer rewards.



94.

Ryan S. Davis about 6 hours ago

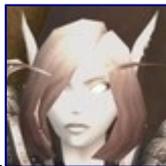
Kevin, you're in for a treat!



95.

Kevin McIntosh about 6 hours ago

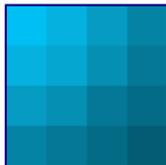
Just downloaded Uru: Complete chronicles from GOG. Never played this one before.



96.

Nichelle Hammer about 6 hours ago

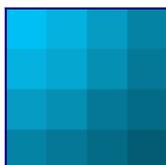
wakes up Hey, we did it! \o/



97.

Tahg about 6 hours ago

Oh, they *tried* about 10 minutes ago, this does not bode well, I will get this settled somehow.



98.

Tahg about 6 hours ago

I really hope they are processing payments in teir order or something, I still haven't gotten confirmation yet



99.

Tony Iorfino about 6 hours ago

At least one other world would be great. If the momentum keeps up we might even be able to get to the fuzzy stretch goal ("Second Additional World to Explore").



100.

Tony Iorfino about 6 hours ago

@etelka: Yes, but how do we know how much they're raising through PayPal? A counter on the obductiongame.com page would be helpful. Much like the numbers on the right, here, it would let us keep track of their progress without requiring constant updates.



101.

James Andrew Wodehouse (Bewley) about 6 hours ago

@ Sumatria - and to you to, I agree have to get the other world kicking in



102.

etelka about 6 hours ago

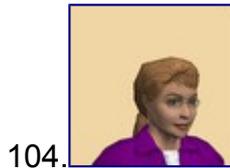
@Tony: obductiongame.com has the paypal link



103.

David Dalton about 6 hours ago

Amazon charged the wrong debit card in my account. I hope that this can be resolved cause I would hate for my backing status to be unresolved. :(



104.

Sumatria about 6 hours ago

Congratulations! Great job by everyone...Let us keep the momentum still going to reach all the stretch goals just not one!



105.

Paskarl about 6 hours ago

@Russell Deitch

@Leith Bade

#####

@Paskarl is that for all kickstarters? thats awesome if it did

@Paskari, what about Torment - Tides of Numenera?

The ranking is only for crowdfunding projects for ADVENTURE GAMES, and adventure-game-related stuff: <http://www.adventure-treff.de/forum/viewtopic.php...>

The Top 10 is at the end of that post.



106.

Tony Iorfino about 6 hours ago

They need a counter for PayPal on the website. We need to know how hard we should be trying to get people to give.



107.

Martin Smith about 6 hours ago

Goodnight Dimitrios - thanks for all your calculations :)



108.

Dimitrios about 6 hours ago

@ Joshua take a rest and enjoy its only the beginning we will achieve the 1.7 though PayPal be sure
Goodnight all! Dimitrios out!



109.

Jenny Sue Hane about 6 hours ago

@Joshua: In the last hangout, they intimated that they would keep PayPal open until they reach the point in the design process when they have to decide whether to have an additional world or not before moving forward. At that point, it will be too late to raise more funds, and they will close the PayPal. They don't really know when that point will be reached, though.



110.

Joshua Sauer about 6 hours ago

Have they said anything more concrete than "for a little bit" regarding how long the PayPal will stay open? If it only has \$17,000 thus far, "a little bit" doesn't SOUND long enough for a realistic hope for the next stretch goal.



111.

Dimitrios about 6 hours ago

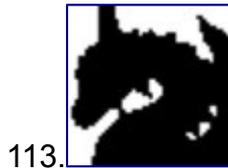
ok succeeded too lol first time i am so happy to pay such an amount of money lol



112.

Jenny Sue Hane about 6 hours ago

Well, Cyan has posted their closing video, my payment has been vacuumed out of my account, and I've got some food in my stomach. I guess it is time for a nap. I will see you on the forums I'm sure (and maybe here a little later).



113.

James Dearing about 6 hours ago

"Greetings from Amazon Payments, We wanted to let you know that we successfully completed a payment to Cyan, Inc." :D



114.

Galit about 6 hours ago

Woot! Payment succeeded message! =)



115.

Cerity "Legendary Bottlejak" Silverhawk about 6 hours ago

Noo, I'm OBDUCTED again. Looking through the evil evil mind games at <http://wiki.openuru.org/index.php...>

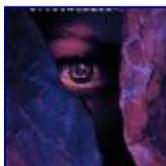
Rand wasn't kidding about the "we won't tell"... First they were unknown, and didn't need to tell us anything. Second they had boatloads of moolah and didn't need to tell us. NOW they are celebrating 20 years and STILL don't have to tell us squat for us to keep spreading the obduction love



116.

Clark Davis about 6 hours ago

@Tony. \$17k in the final video



117.

Sean Reynolds (EyeDE) about 6 hours ago

@Tony \$17000 was mentioned



118.

Tony Iorfino about 6 hours ago

Anyone hear how well the PayPal effort is going? Did they mention any more in the Hangouts?



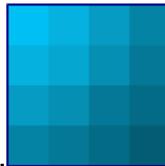
119.

Kelly Costanza, OOoE's Faceless Lord about 6 hours ago

Thanks for the info, all. And I think I need sleep soonish, too. Night all.

And for anyone who is looking for something new to back, and enjoyed Star Trek, Firefly, or anyone other Crew Interaction Sci-Fi, check out the game The Mandate. Awesome premise and goals for creating a game where you care about the people you are cruising the universe with.

<http://www.kickstarter.com/projects/1964463742/the-mandate>



120.

Toby Mai about 6 hours ago

Congrats!!! =D



121.

Ryan S. Davis about 6 hours ago

Continuing the Plug Party...I hope a bunch of us hop over to support 7th guest 3! After the Myst games, it's by far my favorite gaming memories!



122.

Scott Benton about 6 hours ago

I've backed quite a few project on KS over the past year and I have to say

this is the one I am most proud of. Feels great to be a part of something that has been a part of me for a long time in my life. Thanks, Cyan, and thanks to everyone who helped make this happen. We'll give this a mention on tonight's broadcast and the invite is open to anyone at Cyan to call in if they want.



123.

[Helena about 6 hours ago](#)

...damn, I keep checking the total and feeling sad when I realise it won't get any higher. :-P Oh well, guess it's time for me to take a break.



124.

[Seba about 6 hours ago](#)

@Kelly - it's a "puzzle hunt" of sorts, that had been ongoing throughout this campaign, and was apparently just the beginning. The main "discovery" will explain Rands last words in the latest update video, so again for the curious: <http://wiki.openuru.org/index.php...>



125.

[Cerity "Legendary Bottlejak" Silverhawk about 6 hours ago](#)

@eric nite :)

@Jenny Cyan loves them puzzles. here's my non link. There was a book made. "Maze of Games" Selinker. Jenny i still have nightmares about the OBSERVATORY



126.

[Debra Johnson about 6 hours ago](#)

Sweet Dreams Eric

127.



Sean Reynolds (EyeDE) about 6 hours ago

Payment Taken!

128.



Amarez about 6 hours ago

Wow, I did not think they would make the Oculus Rift funding level.
Wonderful news.

129.



Griffin about 6 hours ago

Night Eric, glad you got that artist slot you wanted!

130.



Cerity "Legendary Bottlejak" Silverhawk about 6 hours ago

@Kelly Alternate/Augmented Reality Game, some movies do apps which overlay VR ontop of pictures you take (spiderman), for halo it was the infiltration into OUR world to try and save itself

131.



ericfromabeno about 6 hours ago

well, I'd love to stay and bask in the glow of success, but I need sleep...
goodnight everyobductee!

132.



Jenny Sue Hane about 6 hours ago

@Kelly It's an Alternate Reality Game. They sometimes involve elaborate activities that extend into the "real world," but Cyan's has been just a series of puzzles involving clues hidden in the updates, I think.

133.



Cerity "Legendary Bottlejak" Silverhawk about 7 hours ago

@ericfromabeno it's not about KS reacting. Kickstarter has "rules" (more like guidelines depending on who it is and who is reporting-- for instance none of my reports on scam fake projects/profiles has amounted to anything) . . . anyone can report anything. and depending on who sees the report, can delete or flag any person/comment/project.

Most of it relates to the CREATOR reporting specific stuff on their project (bad PR in the instance of susan wilson, outright HATE on kickstarter blog, etc)

Anyone can CLICK your name/avatar to see what you backed, or SEARCH up top for the keyword (that awesome game has the name portal scale awesome in their searchable text, no?)

134.



Rasmus Jämting (PixelMage) about 7 hours ago

Congrats, Cyan! :D

135.



Kelly Costanza, OOoE's Faceless Lord about 7 hours ago

What is an ARG?

136.



Dimitrios about 7 hours ago

@ Griffin thanks for the info...we will be Obducted for sure..another Great Mystery awaits oh my god!



137.

Clark Davis about 7 hours ago

@ Seba. Ahh. Thanks :)



138.

Helena about 7 hours ago

@ Cerity: Just got the confirmation anyway.



139.

ericfromabeno about 7 hours ago

hehe... they have mine as well ^_^ can't wait to do the art! ^_^



140.

Cerity "Legendary Bottlejak" Silverhawk about 7 hours ago

ARG, man. I remember the Halo 2 ARG, spent hours piecing together MP3s. Drove into the heart of hollywood to wait at a PAYPHONE!



141.

Tony Iorfino about 7 hours ago

Yep, they've got my money now. Now I've got 2 years to put pressure on them to meet my expectations! ;-)



142.

Cerity "Legendary Bottlejak" Silverhawk about 7 hours ago

Helena, with 22193 or more payments it can take between the usual (15 minutes for me) to over an hour.



143.

Griffin about 7 hours ago

@Dimitrios Rand said "well, welcome to Hunrath." it's from the ARG, the last picture they found was of the farmhouse with a sign "welcome to Hunrath" in front



144.

ericfromabeno about 7 hours ago

I just love the Scale mechanic... it's like the Portal mechanic, in that I'd never seen a game use the idea.... at least, not so well, and with such variation possible...



145.

Seba about 7 hours ago

@Clark - might want to take a look at this wiki page ;)
<http://wiki.openuru.org/index.php...>



146.

Tony Iorfino about 7 hours ago

Good Morning Everyone! Thanks for making it while I slept.

Tahg and ericfromabeno, thanks for keeping the song going! We couldn't

have done it without you.

Congratulations, Cyan. Now get back to work and make us a GREAT game!



147.

[Ben Drakes about 7 hours ago](#)

I backed Scale as well. Glad to see these two projects making their Rift stretch goals.



148.

[Dimitrios about 7 hours ago](#)

oh my god : as i told you Cyan always says something for a reason>> it has been already starting! right from the beginning we will be OBDUCTED !



149.

[Helena about 7 hours ago](#)

@ Talon: I haven't had my confirmation message yet. Guess it's taking them a while.



150.

[Galit about 7 hours ago](#)

@Eric Scale looked pretty darn cool I'm in! =)



151.

[Russell Deitch about 7 hours ago](#)

If KS objects they will remove the comment some time down the line.

152.



[ericfromabeno about 7 hours ago](#)

Cerity, we're basically just mentioning the cool things that Obduction staff already mentioned... but I guess if kickstarter has a rule about posting links, yeah... :(my bad... still, they are cool games ^^

153.



[Russell Deitch about 7 hours ago](#)

Linking doesn't matter now - as long as it's not just a link.

154.



[Talon Edgewater \[DROPSY\] about 7 hours ago](#)

"Greetings from Amazon Payments,

We wanted to let you know that we successfully completed a payment to Cyan, Inc."

155.



[Kelly Costanza, OOoE's Faceless Lord about 7 hours ago](#)

@Cerity

I'm pretty sure that rule only applies to project pages that are not finished. Or at least that was what I was told as being the exception.

156.



[ChrisD about 7 hours ago](#)

Your Payment to Cyan, Inc. has succeeded



157.

Cerity "Legendary Bottlejak" Silverhawk about 7 hours ago

Kelly please don't link to other projects :/ it's could get LINKER and LINKEE projects in trouble.



158.

Clark Davis about 7 hours ago

Hanrahn? Ahnran?



159.

Clark Davis about 7 hours ago

Update video---What did Rand say?



160.

Cerity "Legendary Bottlejak" Silverhawk about 7 hours ago

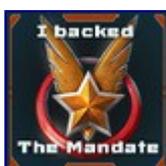
1349 comments, 21K over 1.3m GRATS everyone :D
Cyan will give us another great game with RIFT and localization



161.

Clark Davis about 7 hours ago

Welcome to what?!



162.

Kelly Costanza, OOoE's Faceless Lord about 7 hours ago

@Eric

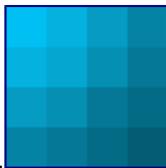
I dunno. Scale seems awesome, revolutionary, and hugely imaginative... but I don't know if I would enjoy it. I'm an RPG and exploration kind of guy. Not a "chain of actions to get to a desired end result" kind of guy. For instance, I wouldn't play Minecraft even if paid. ...Well, that would depend on the pay...

Scale seems like something I would really enjoy watching someone else play, but the mind banding freedom would be wasted on me. It feels like it doesn't have the Story that I need to be gripped by a game for me to be drawn in by.

All that said, hell yeah people should look at it and support it. Just not me, personally. :P

<http://www.kickstarter.com/projects/1188957169/scale>

Let me know your views on The Mandate, Eric.



163.

Allan Børgesen about 7 hours ago

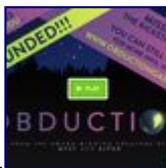
@Leith uhuh, very nice outro!!!!



164.

Leith Bade about 7 hours ago

@Pasksarl is that for all kickstarters?
thats awesome if it did



165.

Dimitrios about 7 hours ago

<http://www.kickstarter.com/projects/cyaninc/obduction/posts/664410> NEW UPDATE!!!!!!



166.

Russell Deitch about 7 hours ago

@Paskari, what about Torment - Tides of Numenera?



167.

ericfromabeno about 7 hours ago

kelly, that game by the way looks excellent :)



168.

Inga Schut about 7 hours ago

ow no Ryan!



169.

Little Mouse about 7 hours ago

Thanks for the comments guys. I might try Myst online for now. I just want something offline because I'm often away without an internet connection, or a connection that is super slow.

I'll see if I can wait for the updated realMyst.

I'm so excited!!!!



170.

Paskarl about 7 hours ago

Placed 3rd! Great! Could have been 2nd place but... let's celebrate ;-)
#01 \$ 3,33 Mio Double Fine Adventure, 87,142 backer (833%, Ø \$38 backer)

#02 \$ 1,53 Mio Dreamfall Chapters, 21,858 backer (180%, Ø \$70 backer)

#03 \$ 1,32 Mio Obduction, 22,195 backer (120%, Ø \$60 backer)

#04 \$ 0,97 Mio Armikrog., 18,126 backer (108%, Ø \$54 backer)

#05 \$ 0,77 Mio Broken Sword - the Serpent's Curse, 14,032 backer (192%, Ø \$55 backer)

171.



Seba about 7 hours ago

Times are good. Whoever still has the reserves and energy, please support the fine folks mentioned in the last Cyan update! Personally I hope to see 7th Guest 3 blast off, we can never have enough adventure game come backs. <http://www.kickstarter.com/projects/roblanderos/the-7th-guest-3-the-collector> See everybody on the forums, in URU and who knows where else!

172.



ericfromabeno about 7 hours ago

I forgot to mention, Scale is fully funded now, but working on stretch goals, and it has only 2 hours left -_- so, you know, if you like it, by all means add a bit to it ^^

<http://www.kickstarter.com/projects/1188957169/scale>

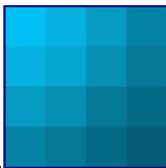
173.



Leith Bade about 7 hours ago

new video <http://www.youtube.com/watch...>

174.



Victoria G.P. about 7 hours ago

Congratulations Cyan team and all! Always wonderful to have yet something else really exciting to look forward to. Shine on!

22,195

Backers

\$1,321,306

pledged of \$1,100,000 goal

0 seconds to go

Funding period

Oct 17, 2013 - Nov 16, 2013 (30 days)



Project by

[Cyan, Inc.](#)

[Mead, WA](#) [Contact me](#)

- First created · [3 backed](#)
- Has not connected Facebook
- **Website:** [cyan.com](#)

[See full bio](#)

- **Pledge \$1 or more**

559 backers

Morale Supporter ===== Thank you! You'll receive Kickstarter backer updates (digital) as your reward. Your support of Obduction helps get us one step closer to making this new, virtual world a reality!

Estimated delivery: Nov 2013

- **Pledge \$25 or more**

11890 backers

Gimme the Game ===== You'll receive a digital download of Obduction for your computer (Windows or MacOS) along with a digital manual. Plus, you'll get access to special backers-only Obduction forums where you can share & speculate about the game and interact with the development team. You'll be listed in the "Backers" section in the game credits and on the official website. Additionally, you'll receive digital hi-res concept art painted by award-

winning artist Stephan Martiniere.

Estimated delivery: Oct 2015

- **Pledge \$45 or more**

4652 backers

Digital Collector ===== You'll receive our Obduction digital Strategy Guide, a Digital Art of Cyan Artbook, and the digital version of the Obduction soundtrack. (+ all previous rewards)

Estimated delivery: Oct 2015

- **Pledge \$75 or more**

3075 backers

Gimme the Box ===== Receive an exclusive Obduction special boxed edition containing the game for Windows or MacOS. The boxed version will be available only through this Kickstarter campaign. Your name will be featured in the "Box Backers" section of the credits. (+ all previous rewards)

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- **Pledge \$120 or more**

896 backers

Show & Tell ===== Get an exclusive, limited edition Obduction T-shirt. You will also get an 8 by 10 print only available via the Kickstarter campaign and 3 high quality postcard prints. Your name will be featured in the "Show & Tell Backers" section of the credits. (+ all previous rewards)

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- **Pledge \$250 or more**

783 backers

Art Collector ===== You'll receive an exclusive Kickstarter limited edition Art of Obduction book along with an exclusive Kickstarter poster – both will be signed by Rand Miller and the team members. Your name will also be in the "Signature Backers" section of the credits. (+ all previous rewards)

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- **Pledge \$425 or more**

114 backers

Double Disc ===== NEW REWARD TIER. Receive a Kickstarter exclusive Obduction disc-golf disc that will be signed by the Obduction team, AND get a Kickstarter exclusive compact disc of the Obduction soundtrack. Both of these items are designed exclusively for (and will be available only through) this Kickstarter campaign. Your name will be featured in the "Disc Backers" section of the credits. (+ all previous rewards)

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- **Pledge \$850 or more**

30 backers All gone!

Become the Artist ===== Help us design an item in Obduction! Your personalized item has a chance to be seen by anyone playing Obduction. You'll provide the look (some restrictions apply), and we will put your item in the game. Your name will also be in the "Additional Design" section of the credits. (+ all previous rewards)

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- **Pledge \$850 or more**

37 backers Limited (23 left of 60)

Egg-sibitionist ===== Not the artistic type? We'll give you another option. You provide an image (that you own the rights to), and we will build an exclusive Easter egg that only you will know how to solve. Your name will also be in the "Additional Design" section of the credits. (+ all previous rewards, except "Become the Artist")

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- **Pledge \$1,100 or more**

25 backers All gone!

Become the Strata 3D Artist ===== NEW REWARD TIER. The images in the original Myst were created using Strata 3D Software. As a special offer, our friends at Strata have generously offered to support the Obduction Kickstarter campaign by providing a special Myst version of their Strata Design 3D CX software (\$600 value) to backers at this special reward level or above. You'll use Design 3D CX to design, model, and texture an (appropriate) item for Obduction! Your object will have a chance to be seen by anyone playing Obduction. Your name will also be in the "Additional Design" section of the credits. This special Myst version of Design 3D also includes some of the surface textures and digital 3D objects from the original Myst models. The textures can be used in your own models, and you can open the 3D objects and see how they were created. And that's not all! You'll also receive 5 exclusive hi-res digital images (one image from each Age of Myst) rendered from the original Myst models. These are scenes you'll recognize, but at the highest resolution possible, and never before released. (+ all rewards from \$250 level and down)

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- **Pledge \$4,500 or more**

8 backers Limited (22 left of 30)

Let's do Launch at Cyan. ===== Spend an entire business day at Cyan and visit with the team! Look behind the scenes, ask those burning questions, and join us in an exclusive friends and family private launch party. Includes lunch, airfare (up to \$800), and two nights' lodging. Also receive an

exclusive Obduction prop; less than 100 of these will be produced - exclusively for this campaign and the Obduction team. Your name will also be in the opening credits as "Executive Backers" (+ all previous rewards)

Estimated delivery: Oct 2015

- **Pledge \$10,000 or more**

5 backers Limited (5 left of 10)

Experience Design at Cyan ===== Experience an early Obduction design meeting either at Cyan's studio (travel provided) or via Skype, Google Hangouts, or FaceTime (iPad provided.) We'll prep you with background info, and you'll watch a brainstorming/problem-solving session play out - it might get loud. Later that evening, have dinner with Rand Miller and other members of the design team. As the production progresses, you'll be one of the first to play an early build and provide feedback to the design team via Skype. You'll continue to receive project updates from the producer along with exclusive updated builds that you'll be able to play. Your name will be in the opening credits as "Supporting Producer." Part of selecting this reward means you must select from either 1) lunch, dinner, airfare (up to \$800), and two nights' lodging OR 2) latest iPad (Wifi internet connection required.) (+ all previous rewards - yes, you will be joining us at the launch party, too!)

Estimated delivery: Oct 2015