

Obduction

(Saturday 26.10. - Monday, 28.10.2013, 17:40pm GMT+1 = 09:40am MST)

by [Cyan, Inc.](#)

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(to be read from the bottom up)

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Marein Könings 4 minutes ago

@Robert: Maybe you already calculated this; indeed, if all pledges \$75 and under would be multiplied by 2.21, the goal would be reached. Great Scott!



Sean T. Arata 5 minutes ago

I've gone from \$25 to \$75 and now I'm sleeping on the couch! Totally worth it :)



Steve Walton 8 minutes ago

I've changed my pledge from \$45 to \$100, if I enjoy obduction as much as I've enjoyed the myst series, it will definitely be worth it

4.



William 10 minutes ago

Myst introduced me to Cyan and fired my imagination like nothing I had experienced before. But Riven, Riven made it impossible for me to escape the Myst.

Most of you have probably seen the video, or one similar I will post below. It's Foliage and other elements via UDK UE3. You can search YouTube for UDKFoliage and find many variations as the base elements are included in the UDK which individuals can alter to experiment with the possibilities. There are elements which remind me of Riven in the video. I can only imagine what CYAN will do with UE4 on Obduction.

Cyan, when Obduction and its volume series becomes a huge success, perhaps a "Riven Revisted, Untold Chapters" with new extensions? Something to put beside a back burner? :)

Anyway, following is the link. View, dream of Obduction, tell others, and Happy onward. But try not to embarrass oneself with drool. Or folks will start thinking they can't take you anywhere. :)

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

5.



Robert Milius 19 minutes ago

If everybody in the lower tiers (\$75 and under) doubled their pledge we'd make the goal almost instantly. Think about that, tell your friends.



6.

Peggy Youell 19 minutes ago

I've been debating how much I can afford to up my pledge. I was at \$75, and I think I can go to \$120, but I was hoping to stretch to \$250. How much do I really need to eat, anyway?? :0) So I'm "leveling up" one notch for now, and if I'm not too hungry in a week, I'll bump it up again. This is far more than I've spent on any other KS campaign, but it's worth so much to me to see it succeed.

7.



Horatio 7 minutes ago

@swordswinger710 There are differences between stand-alone URU and MOUL. MOUL includes several ages that don't exist in URU, along with some puzzles that are designed to be solved with a group of people rather than alone. You can still do most of the stuff in MOUL alone if you choose to, but the multiplayer aspect can be quite interesting - solving Ages with others can be a fun experience.

Since MOUL currently costs nothing to play, I'd suggest you give it a go.

I know there are a lot of other differences, but perhaps someone more in the know can articulate them better than I, and not spoil anything in the process.

8.



Paolo Cecchetti 15 minutes ago

With \$56 as average pledge, and \$460k still to go, we need 8200 more backers.

It means 450/day. in the last 5 days we never got even near to that number. So we really need to push it very very hard

9.



swordswinger710 23 minutes ago

@Matt Guica I'm happy to hear it! :) Glad there's more fans of that one. I should also note that End Of Ages was the only game in which I made the wrong choice at the end. And then of course I couldn't stop kicking myself. However, several years later, when playing the games again with my wife and letting her make the choices this time around, she redeemed me by choosing correctly every single time. :P

I have a question for those of you who've played Uru - which is the better way to go, playing the free online version, or the single-player version? My wife and I have been waiting to buy a second Mac so that we can play it 'together', but will we be missing out if we play the online version? Or are they essentially the same?

10.



Kirk Brownridge 30 minutes ago

Previous update mentioned the plans to release an updated version of realMyst some time in the near future. Does anyone know if this update will be Windows only or will it include MacOS and Linux?

11.



Lorna Hartman 30 minutes ago

@Horatio, great idea. I've already contacted one new person. @Sean, I know, right? Look what they did *without* Unreal. It's going to be amazing.

12.



Sean T. Arata about 1 hour ago

Just started playing Myst again (for the first time in many many years) and I'm once again hooked on the atmosphere and presentation. I cannot WAIT to see what they can do with Unreal Engine 4!!!

13.



Paolo Cecchetti about 1 hour ago

The surges are related to Cyan updates mainly. They should post something every other day to move people still not convinced to pledge.

14.



Horatio about 1 hour ago

We had a good surge yesterday on the heels of the Content updates. Things

have slowed significantly overnight, so how about starting a push to get us to the \$660,000 (60%) mark as quickly as possible?

I challenge every backer to reach out to 3 friends that don't know about the project yet, and try to get them to contribute today. Let's see if we can increase the odds of a successful campaign by pushing Obduction past the 60% funded mark - a point where close to 98% of all KS projects are successful upon reaching it!



15.

Horatio about 1 hour ago

@David H: Great story, David! Thank you for posting it, and for backing the project.



16.

David H about 1 hour ago

Cyan, my old friend: it is good to see you back. I can't tell you how excited I am at the thought of playing a brand new game from your minds by way of up-to-date game technology.

Myst and Riven were a huge part of my childhood (I discovered them through a friend when I was around 11-12 years old (97-98 I think); the story captivated me, the worlds influenced my aesthetics, forever altering and expanding what I would find beautiful. I learned to write the D'ni and numbers and doodled with them constantly, and even started building Ages on paper (and the skeleton of a fanfiction piece before I knew what that was). I started dating a girl in June and when I told her about Myst she expressed interest in it and we ended up playing through it together (soon to be followed, I think, by the rest of the games) and I'm glad to be able to share the experience with someone so many years later.

I will ever be thankful for the experiences of these games and I'm thrilled at the prospect of an opportunity to have another experience like that. Good luck and God bless!



17.

Tore Mygland ~Dream Traveller~ \$6.13 about 2 hours ago

For Dreamfall Chapters I was in at a slightly higher tier than I probably should have. At the moment, I'm staying low for Obduction, but if I'm convinced before the end, I might up it. Problem is, I'd need to increase to a physical tier

that makes sense to me, while staying at a "sane" tier. :P



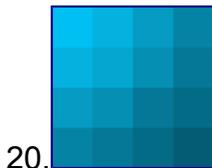
Helena about 3 hours ago

@ Paskarl: sadly no, I went from \$120 to \$250 (plus shipping). I only wish I had \$10k to spend on Kickstarter...



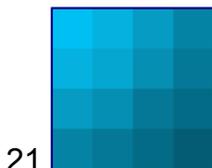
Kate W about 3 hours ago

@Bryan I don't know if Amazon forbids specific countries, but I use Amazon all the time and I'm in Australia :)



Jeff Dickinson about 3 hours ago

@Tore Oh I see Greg's comment now. Thanks. Shoot, though I totally see why they would forbid that.



Bryan Powell about 3 hours ago

The paypal is for international people who can't use Amazon.



Nila Mu'Hari about 3 hours ago

@Matt: the 'linker's beach' shot way then just blew my mind... do you remember one of the first videos transmission from cavern? it was called 'Courtyard Visualization Test'... i think that was the time, where i started to save some money for a new pc. here's a still - sadly it never made it into

URU... <http://www.dpwr.net/forums/index.php...>



23.

Matt Giuca about 3 hours ago

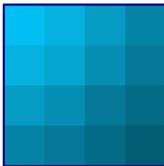
@swordswinger710: Thanks, I love Myst V too! Noloben will always hold a special place in my heart because of the iconic picture of the "linker's beach" that was released in the early Mudpie (Uru) days. I was so disheartened when Noloben never made it into Uru, but then they finally got it out in Myst V.



24.

Tore Mygland ~Dream Traveller~ \$6.13 about 4 hours ago

@Jeff: As Greg stated below: no, they specifically are forbidden from doing just that.



25.

Jeff Dickinson about 4 hours ago

As far as the paypal option goes, if Cyan wanted to apply that money to the kickstarter, they would simply have to create an account at the last minute and pledge the amount to themselves. Does KS allow that?



26.

swordswinger710 about 4 hours ago

I think Myst V was my favourite. One of the tops for me anyway, 3D characters and all. And it seems like that one will be closest in gameplay to Obduction, so I'm really happy about that. I'm not sure why it's not always better spoken of, but I remember first playing End of Ages and staring at the blades of grass being tugged at by the wind, and the waves rolling in on the shores of Noloben, when a visiting friend walked in on me and said, "Dude, you're obsessed with those graphics!"

27.



Matt Giuca about 4 hours ago

@Paskarl: Yes, I'm a bit confused about why Cyan put up the Paypal option at the same time as Kickstarter, given how important it is to reach the funding goal. I assume, at least, that if the goal is reached, the Paypal funds will count towards the stretch goals.

As for the spoilers: meh, I'm reading all of it. No way I'm waiting two years to learn this stuff. And besides, Cyan are unlikely to spoil anything of major importance. They're more teasers than spoilers. And, designs are likely to change in the two years it will take to make the game, so I'll be interested to see how the end result differs from what they're saying now. All in all, I'm happy to read everything, as long as they keep the main mystery of the game a mystery.

28.



Paskarl about 4 hours ago

"So I've increased my pledge to the next tier to show Cyan my appreciation."

So YOU are now on the \$10k level? Niiiiiiice!!! ;-)

29.



swordswinger710 about 4 hours ago

@Greg I still have a few copies of the entire Myst Collection boxed set available if you're interested in running through the games again.

<http://bit.ly/1aOtjbd>

30.



Helena about 5 hours ago

Speaking personally, I love the new content-rich updates, spoilers and all! So I've increased my pledge to the next tier to show Cyan my appreciation. ;-)

31.



Paolo Cecchetti about 5 hours ago

@Trond I second that. 850\$ is too much for me. But something between 250 and 850 is something I could think about.

I still think that they should put as addon the late alpha/beta testing entry

32.



Trond E. B. Lunde about 5 hours ago

Hi all! Just stumbled upon this, and being a big fan of Cyan's Riven and Myst series I just pledged \$250.

Now the thing I noticed here are the huge gaps between the \$250 tier and the \$850 tier, and then again from the \$850 tier to the \$4500 tier.

I think it would be beneficial for Cyan to add more tiers inbetween; for example a \$500 tier, \$1000 and \$2500.

Then again, cant wait for more updates, images, etc.. :-)

33.



Paolo Cecchetti about 5 hours ago

@Paskarl I just moved to next tier :-)

34.



Paskarl about 5 hours ago

I say we're "safe" if we reach \$750k.

Talking about 12-13k backers than we only need additional \$25-\$30 per backer to reach the goal.

If we haven't reached the goal until than there will be a huge push within the last 3 days which will grow with every last day.

And when Cyan continue to update, do interviews and add new pledges between \$250 and \$850 this should become reality :-)

35.



[Greg Szemiot about 5 hours ago](#)

Given the discussion on Myst 3 and 4 I think I have to give them another playthrough... it's been so long it may have tainted some of memories... I have 3... shame I am missing one of the discs needed for IV... it's pretty difficult to get your hands on now I believe.

36.



[Paskarl about 5 hours ago](#)

"If, for example, we get \$1.0M on Kickstarter, and \$200K on Paypal, then none of the Kickstarter money will get paid."

Exactly!

That's why most of the projects introduce a paypal option AFTER the target is reached.

But I do hope that Cyan plays fair and adds the paypal money to the project if it has reached the goal already. I'm thinking about the stretch goals. Maybe the first one or two stretch goals will then be already achieved with that paypal money!!

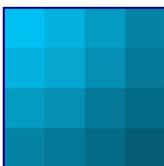
37.



[Greg Szemiot about 6 hours ago](#)

@Paul - not they can't, kickstarter clearly states you can't fund your own campaign, so they can't put the money in.

38.



[Paul Rundle about 6 hours ago](#)

If it turns out that the PayPal money is the difference between funding and not funding the project, Cyan can always pledge the PayPal money to the Kickstarter campaign.

39.



Matt Giuca about 6 hours ago

Dimitrios: No, it doesn't include Paypal. And furthermore, the money pledged through Paypal (which we can't see) does not count towards the goal. If, for example, we get \$1.0M on Kickstarter, and \$200K on Paypal, then none of the Kickstarter money will get paid. They will still get the \$200K, but that isn't enough to make the game.

Therefore, if you want to help this project succeed, PLEASE USE KICKSTARTER, not Paypal!

Okay, now for some good news: I've been doing some calculations. Once we hit \$671K, we will be at 61% funding. According to Kickstarter (<http://www.kickstarter.com/help/stats>), once a project hits 61% funding, it has a 97.4% chance of success. That's great news! Remember, Kickstarters that are near their funding goal have a big surge in the later part of the campaign.

40.



Tore Mygland ~Dream Traveller~ \$6.13 about 6 hours ago

As far as I know, for the intents and purposes of the kickstarter, the PayPal donations do not exist. Only money pledged on Amazon (and any other valid Kickstarter payment options that I know of) count towards the target. Cyan may choose to let the PayPal donations count towards the stretch goals, once we're past the target.

41.



Nila Mu'Hari about 6 hours ago

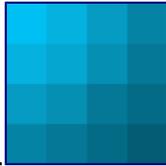
@Dimitrios: as far as i know, it doesn't matter how much money was pledged via paypal re. this KS campaign. if this campaign wont reach 1.1 in 19 days, it just wont get founded... in other words: not a single \$ out of this KS would change hands.

42.



[Dimitrios about 6 hours ago](#)

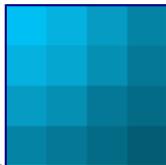
A silly question. Does this amount of money we see here pledged, include the paypal option we have in here? furthermore what about paypal via Obduction site (i think its outside kickstarter) and finally what about the mysterious button "contribute what you want" in the obductiongame.com ? To understand better what i am saying (because my English are bad go to site >> hit the button paypal and then see by yourself! Maybe we are more closer than we thought (maybe crosses fingers) :)



43.

[Joel about 6 hours ago](#)

I would say prison books have always been kind of unclear - in the first game, you link to them by putting the last page in rather than touching the panel (no one every links this way in the rest of the games). There's no explanation of how something like the in-game prison books work in the novels, as far as I know (admittedly, it's been awhile and I never read the third). There's Richard A. Watson's odd comments that, basically, prison books as they work in the first two games are non-canon and are a shortcut for the sake of gameplay. So I don't mind Ubisoft retconning the prison books a bit because the lore there has always been fuzzy.



44.

[Joel about 6 hours ago](#)

I do agree that most of IV's acting isn't very good.

I like Exile, but a lot of its puzzles are there as obstacles rather than things that serve a clear purpose in their ages (of course, they are "lesson worlds"). Riven integrates its puzzles, worldbuilding, and storyline near-perfectly.

The original Myst has a mix of both types of puzzles - Channelwood's puzzles are just the way the world works, while some of the age-access puzzles or the mazerunner are more arbitrary. "Arbitrary" doesn't necessarily mean they're illogical, but that they don't have a clear purpose for being there except as part of the game (okay, maybe you can say it's Atrus's security - but some of it sure seems bizarre and convoluted).

IV has both types of puzzles too. There are things like the silly "wave puzzle" at the beginning, but then every puzzle in Haven (even the infamous mangrees) has some clear connection to Achenar's adaptation to his new environment and his change over time.

But even if it's not the highest ideal for the series, I don't necessarily mind the more obstacle-y puzzles as long as they're internally consistent. Even at its worst, the Myst series has significantly better puzzle design than other

adventure games. Exile was still a good game.



45.

[Greg Szemiot about 6 hours ago](#)

What I expect from Cyan is always a puzzle I have to understand the world to figure out... try to see it from the perspective of a person who would live there... Myst 3 and 4 did not deliver that, they seemed to deviate from the ideal that Cyan created with Riven and polished with Uru (haven't played 5 yet). Don't get me wrong, Presto Studios and Ubisoft Montreal did some great work and the games are technologically awesome, but they were too similar to the Myst clones of the 90s in puzzle design than true sequels to Riven and it's more subtle style of design.

I mean, in 3 one of the first puzzles is rotating poles to shift a beam of light around an island and then open a door by imputing the order of the poles *sigh* Yeah, I get the ages were 'lesson ages', but that just was a cheap way of saying "look, puzzles!". Brad Dourif was awesome though and the panoramic style of node design was cool.

Myst 4 just kinda kicked lore to the curb with the prison books, and the locations you visited again felt like transparent puzzle nests. The story was good enough, but again was not kind to the lore and the whole game just seemed uninspired at times.

Uru had a few misteps true (the journey cloths are kinda strange... imho) but ages aside from the cleft all felt like you simply had to understand the thought behind the world, not the logic behind each isolated puzzle alone. Factor in that the game was originally supposed to be an MMO where you explored with friends and figured things out. It's a shame it didn't get the fanbase before it was free, but MOUL is all kinds of awesome.

Anyway, going to end this before I start ranting :P



46.

[Clark Davis about 6 hours ago](#)

For those checking the kicktraq site frequently, there's a very cool extension you can install that puts the current kicktraq progress right above the welcome video on the Home page. Don't know how to get it in IE or Firefox (dont' use them), but in Chrome go to Settings>Tools>Extensions and browse the gallery for "Kicktraq". Install it and voila! Whenever you load the Obduction kickstarter Home page, the Kicktraq chart will be right there.

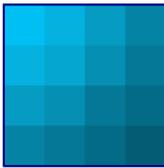
47.



Clark Davis about 7 hours ago

I really enjoyed 3. I thought Brad Dourif did a great job and the puzzles seemed to be just the right amount of difficulty. I agree with Greg in regard to the puzzles in Myst IV. Also, I didn't think the acting was particular superlative over the others. Though it was really cool in IV to see where certain people had spent most of their time and what they had done with it.

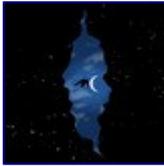
48.



Joel about 7 hours ago

Riven is definitely the pinnacle of the series, I think. I really like IV though - it might be second-best (though I haven't played V and only a tiny bit of Uru). And I do think a lot of its puzzles are integrated into the environment/story well.

49.



Greg Szemiot about 7 hours ago

I liked the production values in Myst IV, but as a world to explore it was lacking. It always seemed to be more puzzles for the sake of puzzles and less puzzles because you need to understand the world.

Also, I'll take in game actors, FMV just looks so out of place (for instance look at Star Citizen's pitch video where Chris Roberts was put into the game for the pitch video. they obviously had a decent budget and the skills, it just looks so off.) Videos also have a set resolution unlike in game assets which can be resed up and still have the same fidelity.

50.



light487 - "Cornerstone" Backer about 7 hours ago

that is, IV had the best "acting, the production, the atmosphere, the environments etc"



51.

light487 - "Cornerstone" Backer about 7 hours ago

Jason Bowerman - I hope they go back to the live action for the characters instead of the rendered characters of Myst V.

Oh totally.. Myst IV is such a gorgeous game.. the epitome of the Myst series.. V was good for the puzzles and all but the acting, the production, the atmosphere, the environments etc.. all so awesome but what really sells the game above V and all the rest in the series and other games similar to it that followed was the outstanding quality of the live action, chromakey'ed acting overlaid within the gameworld..



52.

Greg Szemiot about 7 hours ago

@John - <http://www.kicktraq.com/projects/cyaninc/obduction>



53.

John (Official Elite: Dangerous Novelist) about 7 hours ago

Hi everyone, I've been popping in every day or so to check up on progress. Like with most of you this is a kickstarter that I don't want to know too much about. Anyway does anyone have the kicktraq link? Just curious on how it looks, not that it has much bearing on the result, but its always nice to look.



54.

Nila Mu'Hari about 8 hours ago

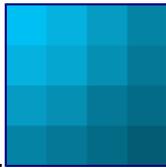
Or should I say 'into' cyan forum?



55.

Nila Mu'Hari about 8 hours ago

kinda 'break through' at cyan forums.



56.

Jason Bowerman about 9 hours ago

I hope they go back to the live action for the characters instead of the rendered characters of Myst V.



57.

Paolo Cecchetti about 9 hours ago

@Ryan going to write her a private message



58.

Ryan S. Davis about 9 hours ago

@Paolo--thanks. Too bad she didn't do another article. Nobody else tweet her though! :)



59.

Paolo Cecchetti about 9 hours ago

@Ryan

She already retweeted Kevin Kelly tweet about Odbuction, so she's aware of it



60.

Ryan S. Davis about 10 hours ago

Something else--my friend sent me this very detailed article about Myst's legacy:

http://www.grantland.com/story/_/id/9713372/looking-back-game-myst-20th-anniversary

The author is clearly a Myst fan, but the article came out before the Kickstarter was launched. I looked for a way to email her, but only found a Twitter handle, which I don't use. Can someone tweet her about this campaign for a follow-up article? I read all the stuff about not spamming media outlets. I don't think this qualifies. I'm just asking one person to contact the author, and then reply here that they've done so--that way, she won't get more than one message about it.



61.

Ryan S. Davis about 10 hours ago

I finally thought of something I could do to hopefully get a bunch of new backers. I run a monthly sporting event with a \$15 fee. This month, I am going to say that anyone who pledges to this campaign can play for \$5 instead of \$15. I don't know how many people will go for it, but we get about 20 players every month. So maybe a few will join! Anybody else have anything they can offer to the public in exchange for new backers?



62.

Clark Davis about 12 hours ago

@ Christina Thanks!



63.

Christina 'Riv' Hawkes about 12 hours ago

Thus far, none of the puzzle stuff discussed in the "Looking forward to that Kickstarter" thread on the Cyan forums have been spoilery. The stuff from before the campaign started was basically teasing us with obscured or tightly cropped shots from the trailer at the start of the Kickstarter video. And the hiredark stuff so far hasn't touched on the game itself at all. I'd say you're good to jump in!



64.

[Clark Davis about 12 hours ago](#)

@ everybody with knowledge of the whole website/kickstarter/hire dark puzzle thingy. Is it at all spoilery in nature? I'd like to dive in if it's a Myst-based puzzle quest, but if it has anything spoilery in it (like some of these comments :() I want to steer clear.

Also, I would just like to reiterate that I understand more and more how much of a catch-22 this puts Cyan in. As Eric put it on the latest update: "it's impossible to discuss this stuff without revealing some of what you might discover in the game." If we all had our druthers, the existing fan-base would be enough to launch this well-past the goal, and frankly, considering the success of Double-Fine when all they said was "We want to make an adventure game!" (which I backed immediately BECAUSE I was hoping for something Myst-like), I'm very surprised that we haven't reached the goal just yet. Had we our druthers, we, the loyal, ever-patient fans would be enough to get this thing funded for the express purpose of 1) Revisiting a fantastic universe with a gripping story and 2) Giving others the opportunity to experience what we did with Myst, a big part of that being not knowing anything at all before being plunked down on that dock. With that said, I think we (Cyan) are doing the next best thing: crazy, enthusiastic, positive flow of discussion and comments from loyal fans coupled with some nuggets here and there in updates to draw in newcomers. It's not the most optimal situation, but I think it's the next best thing, and I think we're chugging along quite nicely.

Big kudos to Cyan for moving along with these updates, even though like many, I'm reticently stopping at the SPOILER ALERTs. Keep up the good work, everybody! And to any newcomers who might be reading, just back it. No more deliberation, no more internal debate, no more question about whether it's a good idea. We all promise you won't.be.sorry.



65.

[James Andrew Wodehouse about 13 hours ago](#)

Hope this link works

<http://i42.tinypic.com/6gip6p.jpg>



66.

[Chris about 13 hours ago](#)

I just registered over at the Cyan forums to hopefully clear up some of the hiredark domain stuff (the Cyan ARG). I haven't been accepted into the explorer's group yet (need to be in order to post). I'll post what I know as soon as I get accepted. It's mostly just explaining some of the things on that site, and where *not* to look. It's nothing too groundbreaking.



67.

Kristofer Hoyos about 14 hours ago

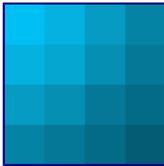
I must say, the updates so far are pretty stellar. They are just more of a tease and make me look forward to this even more.



68.

Kate W about 14 hours ago

@Peggy You too? My friends know they can trust me with their deepest darkest secrets because I invariably forget what they are within a week or two...



69.

Alejandro about 14 hours ago

The "Become the Artist" Tier has sold out pretty quick! Maybe you could open a new (a little more expensive, say \$1000) Tier with a few more openings for "Become the Artist".

Also, I think it could be a good idea to add smaller, digital add-ons, for example soundtracks (Myst, Riven, Myst 5, Uru), e-books (The Myst novels?), graphic novels or whatever that shows your unique story an art. Just some ideas!



70.

Aerodamus about 14 hours ago

I'm so excited for this game. I hope we can manage to hit a couple stretch goals before the end.



71.

Albert Colon about 14 hours ago

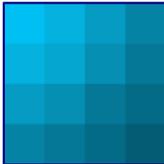
The Celestial Delivery System seems to be an evolved form of crystalline plant form... (crystal is shown to have very similar properties to a lifeform, plants can evolve and transfer energy... a fusion of the two could indeed be a life form or a unique method of artificial intelligence control of technologies alien to human kind) ... possibly moving people around to aid in its own understanding of what it (the crystal seed) has itself explored... only speculation from the trailer :)



72.

Peggy Youell about 14 hours ago

I don't have to worry too much about reading spoilers at this point. When the game comes out, I'll have forgotten everything I've read. (At least there's SOME perk to the decline of old age!)



73.

Bryan Powell about 14 hours ago

@Rachel, that's what the Ebb-sibitionist level does. These things are limited for a reason. As Lorna said, they don't want to clutter the game world with user-designed items. They're not limiting donations, they're only limited in the rewards they can offer, thereby maintaining the value of that reward. If they suddenly said, you know what, we're going to have 1,000 user-designed objects in the game, then that severely devalues all of them, not to mention compromising the purity of the game.



74.

Maarten Dijkstra about 14 hours ago

Maybe too many user-designed items would spoil the flavour of their worlds and settings?



75.

Lorna Hartman about 14 hours ago

Good point Rachel. No reason not to, with some other reward. They may not want to do more than 30 user-designed items--that makes things take extra time, and it takes plenty already. But there are lots of other rewards that could be made available at that level.



76.

Lorna Hartman about 14 hours ago

+1 Jedra. I'm putting on the brakes a lot on reading the updates. We had a lot of people complaining that Cyan wasn't telling them anything, but they sure are now! I hate that. I want to go in tabula rasa. That's the most fun method of play for me.



77.

Rachel Anne Parsons about 14 hours ago

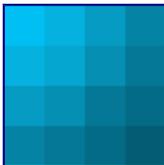
With all of the 1st set of 30 \$850 level backers taken so quickly why not open up more of that same level?



78.

Jedra7609 [Angry Imp Games] about 15 hours ago

This is quite a strange project to follow! I get four lines into an update and then go 'Sttttoooooopppp!'. I am so determined not to learn too much about the world! Just don't put anything important at the END of an update because I am never going to read it!



79.

f re about 15 hours ago

About the hiredark.com number: It's different on different machines, and in different browsers. Difference between my MacBookPro, my MacBook Air, and my iPhone 4 - in Chrome (where the script runs poorly) and in Safari. Since the logic seems mostly tucked up there in cloudflare, I can't look at it.

But why are the numbers different on different devices, browsers? Not what you'd expect of a simple counter, right? Hmmmm.....



[Aimfri about 15 hours ago](#)

@Adam those are nice (I'm currently using the "Seed" one), but they aren't quite as beautiful as, for saying, the farmhouse concept-art, and don't make me feel like I'm already in the game. Suppose you want a Riven wallpaper. You can either take a screenshot from one of the most beautiful places in the game, or from the opening screen with the game's logo and the words "Play Riven". Both are great, but I'd prefer the first option if given the choice.



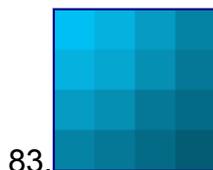
[Riggo-Jammin' with the Bolt 420s mon about 15 hours ago](#)

Hmmm...This is getting tough holding out on reading updates at the spoiler alert warning!



[light487 - "Cornerstone" Backer about 15 hours ago](#)

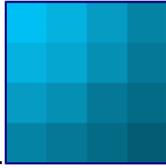
Also, I know it isn't the plan, but I'd be over the moon if they did real actors in ChromaKey overlayed on to the game-world.. I can not say how much more awesome it is to see real people in the game world like it was in Myst IV (and the other games before).. but Myst IV really did it so, so well.. it's a shame more games don't do that any more because even though we now have MoCap and Facial-Cap technologies.. nothing really beats a real actor on a green screen when done well..



[Stewart Bradford about 15 hours ago](#)

And please people, avoid posting about spoilers in the comments section :-\

84.



Stewart Bradford about 15 hours ago

My problem with avoiding any of the spoilery stuff is that I still want to save all the pictures etc for posterity without looking at them while I do it. Hard to click "save as" using only your peripheral vision, lol. I managed not to read any of the content but thanks for the update all the same Eaa :-)

85.



TrueStoryGuy about 15 hours ago

Reading the Content update #2 is way more spoilery than Content update #1. Let's just say that some of the storyline gets spoiled, along with characters you meet.

86.



Adam Morgan about 15 hours ago

@Andre Update #7 has three beautiful desktop wallpapers.

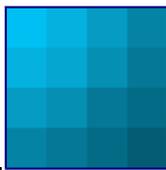
87.



Xeon Xai about 15 hours ago

I want to be spoiler free, so I will have to stop reading any emails... The urge...

88.



Andre Mas about 15 hours ago

19 days and \$400K to go. I just hope the project makes it. I would love a desktop background that I could stick on my PC at work, as a form of spreading the message :)



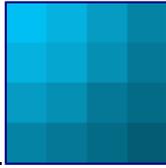
89.

light487 - "Cornerstone" Backer about 16 hours ago

This is the first time I've actually not wanted to read the updates.. I still would like some generalised information though, if that's possible.. I really, really don't want to read anything in-game specific at all.. AT ALL!

So can I also ask that backers don't even mention the spoilers in the comments please!

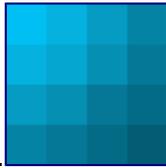
I have gone back to play Myst IV over the weekend and I am in love with it again. That game didn't feel like a pre-render, it was all so dynamic and lovely. I'll definitely be playing Obduction in "easy mode".. it's just so much nicer an experience like that. I did have a look at some of the Myst V videos, where real-time 3D (albeit not as good as we're talking for Obduction) and I liked that it still had that feeling of "nodes" you move between but movement between them was rendered in real-time.. so as long as we can have the visuals of Myst IV and the movement/interface of V.. it would be great! :)



90.

Joel about 16 hours ago

I already read the spoiler about the girl in the concept art, and I decided that's enough for me...won't be reading any of the other more spoiler-y updates.



91.

Rose about 16 hours ago

New update from edoublea - distant planets (emphasis on the plural!), worlds - I'm gonna so love this game. :)



92.

William C. Strohm about 16 hours ago

Just another plea for an "homage"(in-game) to the backers, in addition to the credits, which are not really in-game. An Easter egg would be decodable by all backers at & above a tier level set by Cyan, which would list all backer's

names. (This is distinct from the "Egg-sibitionist" Easter egg which is accessible only to the \$850 and up tiers.) Sorry for repeating myself; this is just for clarification.



93.

Lorna Hartman about 16 hours ago

A typical Kickstarter project gets a flurry of enthusiasm in the early days, flags in fundraising in the middle couple of weeks and then picks back up again in a major way in the final days. We are just fine for where we are now. But no laurels here to rest on. Keep communicating with friends and potential backers (without spamming/media/etc. that have already been mentioned). We're almost at \$636K--that's great news. Fundraising today has been strong.



94.

TRYER about 16 hours ago

I posted about this Kickstarter on a bunch of Myst youtube videos. I hope that helped a bit in funding. Remember to post this on any sites you guys go to people.



95.

Wayne Schnitzer about 17 hours ago

I found a new friend, and they will think about looking into this for me. I'm sure they will come onboard, back to work for me. :), have a good day and Shorah



96.

Marein Könings about 17 hours ago

Yep, I think we're all quite anxious for this to succeed, and rightly so! We mustn't forget though that right now we're not even halfway to the end of the campaign yet, and the money is still coming in. We just need to wait and see what's to come! Of course we can keep promoting the game when we find an

opportunity, but I don't really think we need to take any special measures yet (and maybe never, depending on how things turn out).

I think one thing that might spark some people's interest is the already ongoing puzzle started in the Kickstarter video... I posted this link before, but I will again; check it out and read up on the clues so far (or don't and figure it out yourself!) <http://forums.cyan.com/viewtopic.php...>



97.

Wayne Schnitzer about 17 hours ago

I think we may all be a little nervous right now. But it is still not over, so work hard to find the funding, don't ask CYAN to find the money, It's our job to do that



98.

Dimitrios about 18 hours ago

1. "Of the projects that have reached 20% of their funding goal, 82% were successfully funded. Of the projects that have reached 60% of their funding goal, 98% were successfully funded. Projects either make their goal or find little support. There's little in-between." official kickstarter statistics ...and we near 60% :)

2. "Sharing your project with friends, fans, and followers is one thing, but invading inboxes and social networks uninvited is another." official kickstarter guidelines. ...if i understand correct if Cyan use emails from mystonline site will not have a problem. We are all fans , or followers there..... Sorry i continue to insist about administrators (especially Cyan) to send A info email. I find it logical, according to kickstarter rulesanyway you can ask Kickstarter if you can do it !!

I dont want to create a messy situation in here, so i will not continue

Now i need to go to find money to fund Obduction as much as i can.....and the days are difficult.....



99.

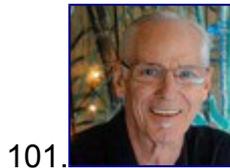
Wayne Schnitzer about 18 hours ago

Each person has a responsibility to inform all of their freinds that we are working to this goal, it's all anyone can do really, and hopefully we can make it happen



[miumiaou about 18 hours ago](#)

yes I agree with Wayne



[Wayne Schnitzer about 18 hours ago](#)

Rand, I could not agree more, the last thing we need is to brow beat anyone into pledging for this. This should be all of us working together to help CYAN create something we want to see happen



[miumiaou about 18 hours ago](#)

@Jared: it's not that, all the kickstarter project are like this don't worry : at this rate it'll be funded at time, if not then we have just to make more people know about it :)



[Aerodamus about 18 hours ago](#)

I thought this project was going to explode. It's insanely depressing to see that it's struggling on even the base funding. Does no one remember Myst anymore? :(



[TrueStoryGuy about 18 hours ago](#)

I mean, I guess the best thing we can do is just all tweet out "#Obduction" all at the same time to our followers?



105.

Adam Morgan about 18 hours ago

Apologies to Cyan for the Penny Arcade email...I was under the mistaken impression that their tip line was meant to "gauge" fan interest in properties.

The best thing we as supporters can do now is 1) continue to stay positive in our comments, trusting that Cyan knows what they're doing (as they always have), and 2) continue promoting Obduction via our own social media and IRL circles. Even if you've already tweeted about Obduction, try an occasional "ICYMI" post.

19 days to go and nearing 60%? Not time to panic yet!



106.

Dimitrios about 18 hours ago

Rand, it was a suggestion (for the administrators) and you (Cyan) to send information email via mystonline.com, because many ppl there might (i am pretty sure) have maybe months to get informed from the site direct and i think an email from the admin will not be so harmful.... Anyway whatever you think is best !

As for the logo.... it is a mistery for me not existing to mystonline.com and all the fan-Myst related sites..... love you !!

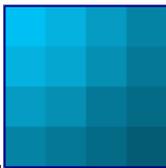
PS: and psssttt the Great King Ahlsendar is alive!!!! :)



107.

Helena about 18 hours ago

Looks like pledges are already up on yesterday, even without the new \$10k backer :-)



108.

Michael Winter about 18 hours ago

Good advice, Rand. Let's act like the class act we are! And I'm just thrill with the pace of contributions today. We're well on our way to achieving the daily

needed funds to achieve full funding. Anything to do with that substantial update today? You be the judge.



Creator Cyan, Inc. about 19 hours ago

Wow! You continue to amaze us with so much support - your generous funding and continued enthusiasm! Thanks so much!

FYI - here's something we have to stay away from - email/texting/spamming certain organizations or individuals to try to garner their support. Not only does Kickstarter frown on it, but it might actually have the opposite effect. We don't want to give anyone any negative feelings or any bad tastes in their mouth.

We really appreciate your energy and enthusiasm - let's find other creative ways to spread the word and make Obduction happen!

Thanks!

-Rand



Dimitrios about 19 hours ago

I would like to suggest a few things

1. I would like again to suggest Cyan to place a logo at the top of Mystonline.com .
2. as far as i know we are 54000 members in Mystonline.com (strange i thought we were over 100000, maybe i missed something :)). In here i can see 11221 bakers. Its easy to understand that there are many fellow adventurers who simply dont know about Obduction. So i believe its about time for Cyan to send an email (automatically created-if that is possible) to member's emails with which all these people are registered to Mystonline.
3. Whoever has a site Myst related and is administrator please do the same



Noah Norton about 19 hours ago

Since we know you're working on a new "Real Myst" how about including a donation level where folks could also get a copy of that as a bonus?

112.



Marein Könings about 19 hours ago

And be sure to post here if you have any new clues or ideas!

113.



Marein Könings about 19 hours ago

Did you all notice the puzzle that's already going on, starting with clues in the Kickstarter video? Read up on it here!

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

114.



Wayne Schnitzer about 20 hours ago

I know we all think we are soooooo smart here, but I'm sure that CYAN might have a few tricks up their sleeves, as for me, I will support them to the end.

115.



Jim Clark about 20 hours ago

Heres an idea Rand could you drop us off a Obduction T shirt in the closet of Uru Seed on the front Obduction on the back as a walking advert while the Kickstarter runs. We know it can be done.

116.



Wayne Schnitzer about 20 hours ago

Might have misstated earlier, that I would think that an update to Real time 3 D would benefit this Kickstart project, I meant that if you would relaease a new version of realMyst, it might have some value to this project



117.

Sean T. Arata about 20 hours ago

@David We're actually doing pretty good based on other Kickstarters. It does seem that a good percentage of the donations will come in the last 4 or 5 days and aside from the loss of the one 10K supporter we've had a good trend. Getting over 20K on a Sunday (where we're at now) is actually pretty good.



118.

Aimfri about 20 hours ago

Hey @Cyan, couldn't we get some full-HD versions of the already-disclosed concept-art ? I'd love to use the farmhouse as a wallpaper in all its dreamlike glory, and I bet I'm not the only one :-)



119.

Keiran Burrows about 20 hours ago

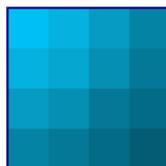
@Jules, Oculus rift support is part of the first stretch goal ... the image is slowly becoming readable as the total pledged increases :-)



120.

Jules Palmer about 21 hours ago

OCULUS VR PLEASE! It would be awesome!



121.

Urie David Kline about 21 hours ago

@Dennis, yeah game prices--and also the price of gaming consoles, especially--have come down quite a bit since the heyday of Atari and

Nintendo. Not surprising I guess: that's a trend in consumer electronics in general.

@David, I think that's a pretty valid point, but I'll bet that there's an interest in keeping the franchises more separate as opposed to less. Granted there's a huge amount of overlap, but the more we get into Obduction proper the more Cyan will likely position Obduction as the main focus of this kickstarter (and rightly so). That said, they did use a realtime Myst update to fan the flames for Uru, so who knows haha.

Speaking of Uru, Josh Staub doesn't get enough credit for Teledahn. While Martiniere's visuals really did inform most of that universe, I think the mushroom Age really set the graphical standard for Mudpie/DIRT/URU. So Josh, wherever you are, thank you for that world! I can still remember when my young self discovered its fungal environs, and that has stayed with me ever since :)



122.

David Mulder about 22 hours ago

Based on the information from obduction the chances of this campaign reaching it's goal are getting slimmer and slimmer. Just an idea for Cyan which could reach a lot of people: Load a few models of the myst island into unity, attach an oculus rift, walk around the beginning area and load the text "A new world, a new story, the next experience. Obduction." or something along those lines. This is something that's doable in a single day and rift related stuff goes viral quite often, so that could reach an audience which otherwise might not even have heard of Obduction. I mean, the crowd that's on the lookout for oculus news is faaar bigger than the crowd looking for myst news, despite the old fanbase of myst probably being bigger than the current rift fanbase (with a lot of overlap)

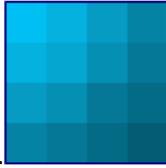


123.

Wayne Schnitzer about 22 hours ago

Ok, so we are going to get a chance to see realMyst in true 3D, if I understand you. Is this something that we could buy? Might you offer it as an incentive to upgrade now and therefore increase your chances of success. Just saying that a preview might give others a chance to upgrade their pledge now, if you think it might be needed. Of course, it might not be ready for prime time just yet, so I wish you all the best as always.

124.



William about 22 hours ago

Nice! Thanks Clark, for looking that up. :)



125.

Clark Davis about 22 hours ago

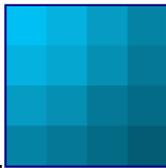
@ William. From the AMA on Reddit:

"Obduction will be exactly like Myst - a one off... with the potential for more if it resonates with people."

"We're taking one at a time, but the story will certainly allow more."

So I think we're in for an extended treat once Obduction takes off. :)

126.



William about 22 hours ago

I know I said I wasn't going to yap, but Cyan(Any Cyantist), I have a question for you. When Obduction comes out and it is successful, is the current storyline being written so that it is open-ended? That is, like chapters continuing to be released to form a book, or volumes being added to a series, is the Obduction story conducive to that? Is that part of the plan? I tend to get attached to a really good storyline and characters.



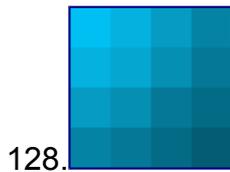
127.

Chris about 22 hours ago

I am extremely excited about the new content update. :) I know that Cyan hasn't wanted to divulge too much, but this update was definitely welcome, and something I believe this campaign needed. It's also wonderful to see some faces from Cyan in the comments!

I realize that this becoming a bit incessant (but hopefully not too annoying), but if anyone was looking for backer avatars, check the links below to a few of my previous posts:

<http://kickstarter.com/projects/cyaninc/obduction/comments...>
<http://kickstarter.com/projects/cyaninc/obduction/comments...>
<http://i.imgur.com/VB04wP5.png>



Dennis Marynak about 22 hours ago

Out of curiosity I checked out what a copy of Myst cost when it came out in 1993. According to one article it cost about \$64. Adjusting for inflation that is \$104 in today's money. So, when you think about it, \$75 for the boxed edition of Obduction is really a bargain.



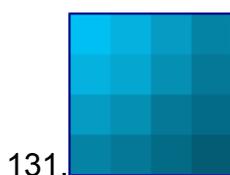
swordswinger710 about 22 hours ago

I've always dreamed about a game in which there is a fully explorable and interactive world with people walking about attending to their daily business, where I could just drop in, chat with anyone I wanted to about anything, ask questions, discover secrets, plots, and have the game react and change according to my actions. I realize the game engine would have to be insane to handle something as realistic as that, but I totally think it's possible - imagine D'ni, back in it's heyday, for example... haha, I'll keep dreaming. :)



Asavarserkul about 22 hours ago

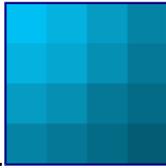
If anyone has interest in a really promising KS: The Legendary Defense of Rivenstar is an Action RPG & Full RTS PC game set in a new high fantasy world developed by Fyurien Studios. It could need REALLY need your help!
<http://www.kickstarter.com/projects/justinsebe/the-legendary-defense-of-rivenstar> :D



Lois Dirkes about 22 hours ago

I just read your update. Wow!!!!

I was going to get this for my grandsons but it sound like I might just keep it.
Thanks for the update.
Lois dirkes



132.

Arthur Hamlin about 22 hours ago

Excellent update. The one element of game play that I wished Myst and Riven had was conversation. The world are abandoned, deserted. I always wanted to talk to someone, some inhabitant of the place. To ask questions, get answers that only made half sense. Of course, I have never seen a game that had a good conversation engine. But that would be just the kind of game breakthrough I would expect from Cyan.



133.

Diana about 23 hours ago

@Rainer Thank's again. I have to read the updates!



134.

Rainer "tachzusamm" Kesselschlaeger about 23 hours ago

@Diana See Update #4



135.

Martin Rudolfson about 23 hours ago

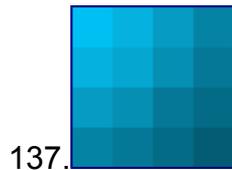
My first ever Kickstarter pledge. Fingers crossed :)



136.

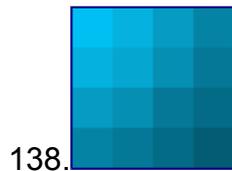
Diana about 23 hours ago

I hope that we have a hint about the length of the game ...



Keiran Burrows about 23 hours ago

*to do that:-P



Keiran Burrows about 23 hours ago

@Lorna, your not the only one to that :-P and yes, either we can reach \$650k tonight or tomorrow morning :-) hmmm now then which of my skype friends need to hear about this ... time to find out.



Lorna Hartman about 23 hours ago

Aw I can't read the whole update! I like to go in completely blind, the way I did with the other worlds, and figure it all out myself. Well, I can wait. It'll be worth it. Could we hit \$650K today? Way to go everyone!



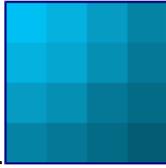
Ryan Warzecha about 23 hours ago

Also, thank you for the support and enthusiasm, however please don't spam individuals, other kickstarter campaigns or news organizations about this Kickstarter. If you feel there is someone we should reach out to please contact us directly. We most likely already contacted the organization, but we will double check with our list.

@ben Sorry for the inconvenience this morning.

An official Cyan comment will be made later, but please stop the spamming.

141.



MfGlisson 1 day ago

Just another reminder, no reason to continue to contact Penny Arcade, they have been made aware.

142.



Diana 1 day ago

OK, thank's guys :-)

143.



Ryan Warzecha 1 day ago

@Diana - In a stretch goal update we will have more details. I think you will be pleasantly surprised.

144.



Rainer "tachzusamm" Kesselschlaeger 1 day ago

@Keiran We are too fast, lol

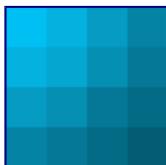
145.



Rainer "tachzusamm" Kesselschlaeger 1 day ago

@Diana But the first stretch goal DOES contain more languages... (that's what localizations means)

146.



Keiran Burrows 1 day ago

@Diana, it may not be fully readable yet but that stretch goal also says "+ localization" which includes support for other languages and countries :-)



147.

Diana 1 day ago

I am not that happy with the first stretch goal. I think it's better for a KS campaign to offer more languages (like French, German, Spanish ...)



148.

Rainer "tachzusamm" Kesselschlaeger 1 day ago

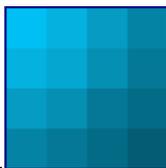
@Maarten Ok, so your monitor seems not to be able to do the scaling by itself. But there's help: the nVidia driver can do the scaling.

Open up your nVidia Control Panel, browse to Display -> Desktop Size & Position, there you can choose "NVIDIA scaling" rather than "integrated display scaling".

And to get a smaller display resolution than 800x600, that should be possible in Windows as well.

Open Windows display properties, browse to Settings -> Extended -> Graphic Card -> Show all modes... , there you can choose 640x480 with various color depths.

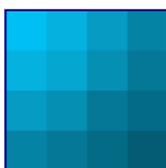
(Names might be different, I translated from a German system to English)



149.

Keiran Burrows 1 day ago

Woohoo just over \$630k lets keep this going :-)



150.

Keiran Burrows 1 day ago

@Ben, thanks for the input. I actually agree, it only takes one or two requests

per website not hundreds from different backers.

Maybe people can try different websites, and then mention on here after sending just one note ie mention websites on here to cross them off the list ... this would save others having the problem you have had. :-)



151.

Maarten Dijkstra 1 day ago

@Adam and Erik - thanks guys, will try it out!

@ben - Apologies, we just want to see this succeed :)



152.

Maarten Dijkstra 1 day ago

@Matthew we did pick up another 2000 people or so in the last week. Those people need to tell everyone they know so we all keep recruiting more backers for this project :)

@MfGlisson Brilliant idea! Done :)



153.

Adam Morgan 1 day ago

@Ben Apologies on behalf of us all.



154.

Ben Kuchera 1 day ago

I pledged a dollar just to be able to post this: Please stop spamming my tip line. This doesn't lead to coverage, especially when it's so blatant. It's funny when people write their tips as if they just discovered the campaign, or some other silliness that tries to hide the fact they were told to send a tip in.

It's really easy to tell when people are organizing spam and yes, this is spam. Receiving a flood of similar requests for the same Kickstarter in a short amount of time does way more damage than good.

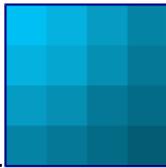
I realize people have their hearts in the right place, but this isn't the way to help campaigns you want to succeed.



155.

Adam Morgan 1 day ago

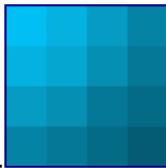
FYI, do not send anymore "tips" to Penny Arcade. Their response to mine: "Please go into the comments and tell people not to spam the press. This isn't going to lead to coverage, it just annoys people."



156.

Christian Gårdebrink 1 day ago

Just threw my 45 bucks in with your lot hoping to get that sweet Digital art collection. If this game will be anything like Riven I'll love it. Seems like we're about 7000 dollars short a day now for this project to make it so spread the word...,I'll try harrassing friends and familly ;)



157.

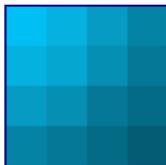
MfGlisson 1 day ago

@Keiran Burrows: Thank you :)

My hope is that if enough people show interest on video game sites then articles will be written and more people will learn of the Kickstarter. If you have suggestions, post them! I will try and aggregate a list. So far:

Penny-Arcade: <http://penny-arcade.com/report/tips>

Giant Bomb: gb_news@giantbomb.com

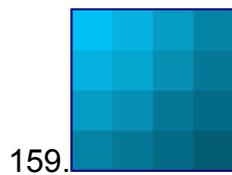


158.

Erik Ammerlaan 1 day ago

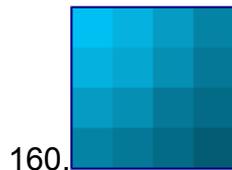
Maarten, you should check your settings in the nVidia configuration panel. There is an option somewhere to what to do if your desktop has lower screen resolution than your monitor supports. The option that is checked for you is probably 'Not scale' but you can also choose 'Full screen' or 'Keep aspect

ratio'. You should check the latter option so that the screen is upscaled but not stretched.



Keiran Burrows 1 day ago

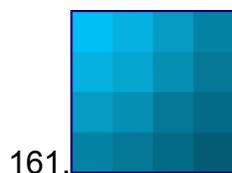
@MfGlisson, thanks that is brilliant :-)



Keiran Burrows 1 day ago

@Matthew, I agree and covered this in my longer post earlier today. I even made a suggestion to cyan in that post :-)

To other current backers, have you got any ideas for bringing in new backers? especially things we as the community, and obviously cyan, can do online to reach many more people. Afterall Myst alone sold over 12million copies. imagine what cyan could do with \$1 from every person that bought it. :-D



William 1 day ago

o nice to read the more positive tone in here today, after the Cyan update. Thanks Cyan for clearly identifying the spoiler area, so I could stop reading. That though was NOT easy. :) I had to figurativly grab myself by the ear to turn my head away while clicking to get back to home.

I hope the happy in here continues. Honey draws the bees, not vinegar. Hummingbirds are attracted to delicious nectar. And people, old and new explorers, are attracted by positive attitudes. Hardly ever does someone buy a product that the user of and the salesman of, talk negatively about. The positive in convesation, product and tone, must always outweigh any negative to get buyin.

After these last few days, I've winded myself, will be dropping to the back and shutting the yap(rhyme intended). Cyan, all, have a Happy! Be a Happy! Do a Happy! Talk a Happy! And keep up, the Happy! Please. ;)

162.



Adam Morgan 1 day ago

@Maarten have you tried running Myst under compatibility mode? Find the folder where the Myst.exe file resides on your computer. Right click on it, then click Troubleshoot Compatibility. Click the box that says "program used to run fine on an older version of Windows." Tell it you'd like to choose a version yourself, and then try Windows 95. Works like a charm for me.

163.



MfGlisson 1 day ago

I feel this is important If you want to help this Kickstarter to succeed:

Often times the best thing community members can do to support a Kickstarter is to try and get the word out there so more people are aware of the project. For example, Penny-Arcade, a major video game website, asks for ideas on features to write about, and I just told them I would love to see an article about the Obduction Kickstarter. I encourage everyone to shoot them a message as well (be respectful and polite, obviously).

The link is: <http://penny-arcade.com/report/tips>

I will be posting more as I find more good outlets.

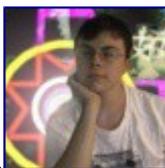
164.



Maarten Dijkstra 1 day ago

@Rainer I did try that, thank you! However my monitor/nVidia combo given me a small screen at 800x600 pixels (the lowest resolution it supports) with big black borders around it in Windows 7, rather than actually making the whole screen drop res. I will have to investigate some more, as this campaign really makes me want to revisit both Myst and Riven again.

165.



[Matthew Lyles Hornbostel 1 day ago](#)

My concern at this point isn't realtime 3d - which can look amazing nowadays - and it's not the Unreal Engine 4, or the creativity of Cyan Worlds. It's whether there are enough interested people to get us the rest of the way to \$1.1 million, or ideally, well beyond it. Right now I see 11,000 very dedicated backers, which is probably most of the diehard Myst fanbase. If this project is to continue growing, however, it needs to reach beyond the Myst fans and appeal to people who are only casual fans of Myst, or of the broader adventure genre. Cyan Worlds needs to figure out how to make that happen.



166.

[Talon Edgewater 1 day ago](#)

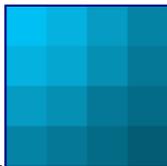
Thanks guys :)



167.

[Rainer "tachzusamm" Kesselschlaeger 1 day ago](#)

@Maarten, I already wrote you a comment about how you can do it. You could find it somewhere below - or browse my comments.



168.

[Keiran Burrows 1 day ago](#)

@Rainer thanks, I was unaware of that. :-)



169.

[Maarten Dijkstra 1 day ago](#)

I purchased Myst and Riven from Gog.com and Myst runs fine. My only problem is that it runs as a tiny little box in the middle. i believe that is due to the original images being so much smaller than today's hi-res monitors (I run mine at 1920 x 1200). I've been unable to play it so it doesn't have massive black borders round the edge, though that may also be due to my monitor (a Del U2410) and/or my nVidia GTX670 card. I haven't really spent too much time trying to fix it yet. If someone knows a sure-fire fix, I'd love to hear it.

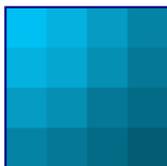
Either that or mabe I should pick up a copy of realMyst? ;)



170.

Rainer "tachzusamm" Kesselschlaeger 1 day ago

Sidenote: The Windows XP mode is available not only on Win7 Ultimate, but on Win7 Prof. as well.



171.

Keiran Burrows 1 day ago

@Talon, if you have windows 7 ultimate , microsoft released a windows xp distrobution which runs inside their virtual machine software. There are several other software options for creating a virtual xp system too, though they may require installing xp instead of downloading a premade image. Also there are online distributors ... good old games is popular and has the myst games at a good price. Hope this helps :-)



172.

Daniel 1 day ago

I used the gog version. When the installer asked me, I installed the quicktime version it proposed, but the game didn't work (black screen). I just installed quicktime most recent version and it solved the problem



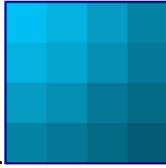
173.

Talon Edgewater 1 day ago

I am now wanting t to revisit at least Myst and Riven, and have a compatibility question:

Is it fairly easy to get Myst running smoothly on Windows 7 machines? I've read a bit about some people having issues with quicktime and such.

174.



[Roger Michael Dunkley 1 day ago](#)

I wish I had 10K to pledge - unfortunately I do not - not for the freebies (although I would not mind a visit to the studios) but simply because I really want to see this game in production. Myst started it all for me and I can't get enough. To lose yourself in the fantastic worlds - to spend hours puzzling - it keeps you alive'. To all you nay sayers and doom merchants, just believe, as I do, that this project was a success before it even started. I do not need daily updates and content, I will be happy if once a month I get an email saying we are on track and you will get a great game (experience) when it releases and I will consider my \$135 well spent. Instead of the negative vibes - try spreading the word to everyone you can what a great game this is going to be.

175.



[Derrick Robinson 1 day ago](#)

@Tommy Johansson - Keen observation on the nature of the environment!.. But what does it meeeean!? :D

176.



[Clark Davis 1 day ago](#)

@Jeremy Gottwig. Bingo.

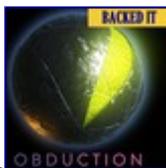
177.



[Clark Davis 1 day ago](#)

Anybody else calculating how much more pledge money they can squeeze out of next paycheck? :)

178.



Ghaelen D'Lareh 1 day ago

Great update - although my angst about (not)wanting to know more has increased exponentially.



179.

BigD-Jammin' with the Bolt 420s mon 1 day ago

@Riggo-mon. I agree, a great update. Now I'll have to re-play MYST to remember it all. One more thing to do!



180.

Matt Giuca 1 day ago

@RAWA: Hehe, I was just about to post a link to the same timestamp of the same video, in response to the discussion about pre-rendered graphics.

Even not considering the difficulty of capturing all the states, it is a much better experience when you have smooth movement through the world (even in the "classic style" control scheme), than having to fade between shots. Don't worry, real-time will look and feel perfectly fine.



181.

Riggo-Jammin' with the Bolt 420s mon 1 day ago

Thanks for the update!



182.

Keiran Burrows 1 day ago

Excuse any spelling mistakes in my last post, I am on my phone at the moment :P



183.

Keiran Burrows 1 day ago

I backed this KS project as soon as I knew about it, I couldn't wait to see what new delicious delights cyan was offering to the world. As it turns out, this could be once of the best games to come out for pc in many years. I really cannot wait to play this game, and will now likely invest in an oculus rift as I know just how immersive your games could be in stereographic 3d or virtual reality.

I too am a die hard cyan fan (see faily early on post for details :D) and I have absolute faith in you as a game creator/ producer. I really like the way you are teasing and temping us without overdoing it. My only comment would be that us hardcore fans signed up without even thinking about it. However, now may be the right time to discuss amongst yourselves how to draw in new gamers, who havent had the joy and pleasure of your previous work. Personally speaking, I believe it should draw them into your world ... take them on a journey through your imagination and possibly discuss how you as a company develop your ideas, and turn them into reality. :)

For all those commenters who are giving positive criticism, please check through your writings and see how it would sound to a new comer to the cyan way of doing things. We are all here to back cyan and bring this game into existance, but I fear that some comments are too negative and therefore are putting off potential backers (potential cyanists!). Other than that, keep commenting, keep uping our pledges and keep speading the word :D

As I has read through the comments I have noticed many regaurding the visual quality of pre-rendered versus real-time rendering. Firsty back in the day, pre-rendered was the only way to delivery such beautiful games as myst/ riven etc. It was also very advanced for its time. However now, gaming engines, and hardware mean that almost every pre-rendered visual can be calculated in real-time, allowing you to experience real world lightinging, shadows, physics simulations, cloth and water simulations, particle effects, smoke etc etc. This has a way of drawing you into a game that is ever so much more life like than any previous generation of games :D For reference please check out the two UE 4 videos below.

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

http://www.unrealengine.com/unreal_engine_4/

Also, I have just noticed that the latest Fable game (Microsoft/Lionhead Studios) is being created with UE 4. On the game website (below), there is a short video and a few screen shots, again to give people an idea of the real-time graphics we can expect in Obduction.

<http://www.lionhead.com/games/fable-legends/>

CYAN give it everything you have got, go the whole nine yards, and even further, add all the bells and whistles (PhysX etc too!), expand your worlds as much you can, we all know you can do it :D



Jeremy Gottwig 1 day ago

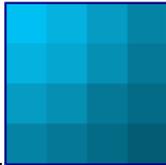
Content update gave me shivers, so I quit reading to avoid any further details. Consider me intrigued.



185.

Helena 1 day ago

@ Steve: you can purchase extra copies as an add-on (see update 7).



186.

steve amendola 1 day ago

Is there some sort of gift a game to someone pledge? I have already backed but I would love to give some friend games and thus increase my pledge amount.

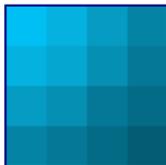
Thanks.



187.

Richard "RAWA" Watson 1 day ago

@Lewis & Andre, pre-rendering not only requires all the possibilities for each individual state, but all the possible combinations of those possible states if they happen to be visible from the same camera location. See: the Gate-Room of Riven. Robyn explains it in detail in the Making of Riven, at about the 10 minute mark - <https://www.facebook.com/photo.php...>



188.

Stewart Bradford 1 day ago

Turning a Kickstarter campaign into a puzzle itself? Is that what Cyan is doing? Clearly they hid clues in the presentation video. Are there other clues? If so then it seems like a pretty ingenious idea, and a great marketing ploy to boot. Has any other game Kickstarter tried such a thing? Another first for Cyan? If that was being talked about and hyped up on a variety of websites it could be another big draw card for more potential backers.

How can we get the word out? This isn't just a Kickstarter campaign.

"The game has begun, and you're already playing it."



189.

Grover 1 day ago

Yhea, you're very welcome, Mister 10k! :)

Beside this, great Content Update, I hope that that is going to reassure the most worried ones.



190.

Lewis Warren 1 day ago

@Andre, as a person that plays a lot of games I can assure you that real-time has come a long, long way. Even several years ago it was better than pre-rendered Myst. The Unreal Engine that will be used in Obduction doesn't give many examples, but if you look up the different but technologically similar CryEngine, then that should hopefully calm any fears of dodgy looking scenery.

The big advantage of real-time is that Cyan don't have to pre-render every conceivable animation (box opening, box closing, box rattling, box opening with key in a different hole, ..) which means the world can be much more alive, and there is a huge amount of potential for puzzle solutions.



191.

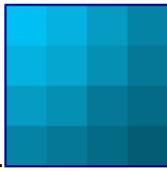
Helena 1 day ago

@ Andre: Have you checked out the Unreal 4 tech demo linked on the main page? That's real-time rendering, according to the description. 5 years ago I'd have shared your concerns, but I'm pretty sure Obduction is going to look amazing.

It's good to see a more detailed update, though the gameplay and interface sections won't be news to anyone who's played Myst or Riven. However, it may be useful to people not familiar with Cyan's games. For those concerned about spoilers, it looks like they're putting all the new information behind a spoiler warning to make it easy to avoid.

Looking forward to Eric's update tomorrow. And it's good to see a new \$10k backer; let's hope this one stays!

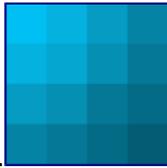
192.



Andre Mas 1 day ago

@Eric thanks for the info. Now I just hope that Obduction can find enough backers.

193.

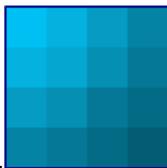


Erik Ammerlaan 1 day ago

@Andre, Mac is supported! Also, according to Cyan, today's realtime engines makes it possible to create landscapes that surpass the old pre-rendered images. We have to take their word on that. :)

In any case, today's technology has advanced much since Uru and Myst V, so the game would look much better than the realtime 3D that was in those games.

194.



Andre Mas 1 day ago

One thing I loved, in the original Myst series, was the beautiful prerendered scenes, which stood out against anything available at the time, and also the ability to play on a Mac.

In the later games we lost some of those stunning graphics in favour of real time rendering and also support for the Mac. The former meant I lost something that was always a stand out feature and the latter meant it was awkward for me to play.

I realise real time rendering is the way things are going, but if the two points I mentioned can be addressed, to some extent, that would certainly make me very happy.

BTW I am typing on my on phone, so I can't check easily if Mac support was promised.

195.



Tomer 1 day ago

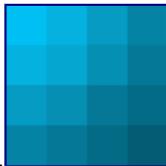
Welcome 10K backer! :-)



196.

Tomer 1 day ago

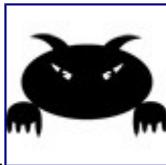
Jedra - I completely agree. I also have to keep avoiding the spoilers. My pledge amount usually corresponds to the amount of trust I have in the developer (and of course financial conditions). If it's a new unknown developer, I rarely pledge more than 15\$. I think should prove their capabilities before asking for huge sums of money. In any case, like you said Jedra, I trust Cyan blindly and therefore do not need any marketing material.



197.

Erik Ammerlaan 1 day ago

Yay! Another person has just pledged \$10,000. Thank you!!!



198.

Jedra7609 [Angry Imp Games] 1 day ago

This is one of those projects that you just have to take on trust. I don't want to see any spoilers, or see a back-story, I don't want to be part of an alpha or beta and I don't want to see too many screenshots! This is a nightmare from a marketing perspective but hopefully there will be enough of a buzz to generate the funds.

It is rare these days that a game comes as a completely unknown quantity and for this game to work it has to be exactly that. The thing about Myst was that you were truly in the dark when you first loaded it and the magic was finding out exactly what it was you were supposed to be doing.

Really looking forward to this!



199.

[Lewis Warren 1 day ago](#)

It's rare to find games that make you think, explore, and write things down, all while being fun, interesting, varied, and giving so much sense of achievement. There are no time constraints or gun wielding enemies, just fantastic environments and lots of thought put in to the design. Obduction looks to be a nice fresh game in this sadly neglected genre, so I'm upping my pledge to \$300 (which isn't much when you consider that once you deduct the cost of the incentives, it might just about pay a couple of days wages to just one person working on the game).

Games like this can't be churned out in the typical "reskin it and slap a new name on" rapid development favoured by the big studios. Cyan are one of the few companies with the crazy imagination, know-how, and will to make this sort of game. Totally worth helping them do it.



200.

[Maarten Dijkstra 1 day ago](#)

@Erik - Thanks, I think my pledge is going to be going up, again, to add that extra copy :)

@Clark - Well put. It really is a bit of a dilemma compared to other Kickstarter video games projects that can show off all the concept art and WiP they like.

And to echo a comment I read earlier; if feasible, perhaps other add-ons can be cheap digital copies of Myst and/or Riven? Particularly for those backers who haven't played them before.



201.

[Tommy Johansson 1 day ago](#)

On puzzles. The black and white drawing of a man standing in a cut off landscape shows the content of a sphere.



202.

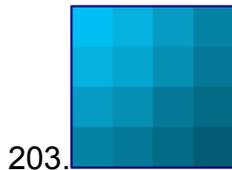
[Clark Davis 1 day ago](#)

Excellent! After reading the update, I realize more just how much of a catch-22 Cyan is in. 1) We need more backers. 2) How do we get more backers? Give them a reason to back (other than "It's cool/awesome/the best" et al. 3) The less someone knows about the game, the better the experience. That is why I stopped at the SPOILERS warning. But maybe interested newcomers

who read it can get a better sense of why they should back.

But where does that leave us as far as a battle plan? Not quite sure, but the update is a step in the right direction. Also, hopefully they can get the realMyst update out soon so we can take a test drive of the new interface. That would be a great "content" update, and if not too pricey, a great gift for a potential backer.

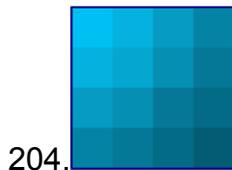
Finally, big thanks to Ryan and RAWA for hopping in and assuring us. Every little bit of communication from the team ads more excitement and confidence. Onward!



Erik Ammerlaan 1 day ago

Maarten, I think so. Update #7 says the following: Q: How can I get an extra copy of Obduction as a gift for someone? A: With add-ons you can add one or more extra copies of the games - digital or boxed.

So that means you can get an extra digital copy for someone else.



Tommy Johansson 1 day ago

No, it's not a trend towards 1,8 m. That figure is nothing more than what we have if the current 10 days pledge is calculated on 30 days.



Maarten Dijkstra 1 day ago

@Urie Agreed. Having backed a number of games on Kickstarter you are correct. The current trend and plateau is normal. I have faith this project will make it, and also that it will be fantastic. Myst and Riven were landmark games. Obduction stands a good chance of doing the same :)

And here's a quick question I'm hoping someone can answer for me: I have already pledged for a copy of the game and am considering adding another copy for my sister, with whom I played the original Myst. We had great times together doing that, and I'd like to try to relive that somewhat by both of us playing it at the same time. So if I get another copy, does that provide me with another key for Steam/GoG or whatever digital distribution this will come out on?



206.

Leonard Challis OotG - serpentscurse.com 1 day ago

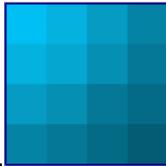
Just checking in to say that total is looking great, well done all!



207.

Leonard Challis OotG - serpentscurse.com 1 day ago

Just checking in to say that total is looking great, well done all!



208.

Urie David Kline 1 day ago

@Paolo--I'll accept that claim, for sure. I don't think anything that's been said thus far is over the line, really. Most of my sentiments come from the URU/Myst Online days. Cyan was struggling big time to play the hand they were dealt, and it became pretty fashionable around that time to analyze where that all went wrong. Again, most of what was said was totally justified, it just...it somehow still strikes me as feeling entitled.

Perhaps by way of a further analogy, I'm also a diehard Nintendo fan. I'll be blunt: the Wii did not cater to my kind, at least not as well as the previous consoles. Again, it was pretty fashionable to lament that "Nintendo has forsaken us" when, in reality, they were broadening the demographic.

I know that managing a kickstarter and significantly altering the development timetable of a large international corporation don't line up perfectly, but it just seems like Cyan fans haven't exercised much patience. If we still had around 500K to go with only a week left, then I'd join the chorus of doom and gloom. As it stands, it smacks of a somewhat entitled overreaction.

My last piece: this is actually totally normal by the numbers. Kickstarters begin with strength, then plateau, before surging once more at the end. Currently, the trend has us clocking in at 1.8M. This campaign, relative lack of updates and all, is doing just fine.



209.

[Matt Giuca 1 day ago](#)

For people looking nervously at the Kicktraq projection, I don't think we should put too much weight into it. If you look at the graph they have projected, they basically don't take into account the typical large funding boost that a project gets at the end. The "low" projection is assuming that the funding just continues at the current rate. I've seen one project with the "high" projection well under the goal, but they still met the goal. So take it with a grain of salt.

Hopefully with more content updates, there will be more new backers.



210.

[Maarten Dijkstra 1 day ago](#)

Yay! Update, and it's a good one :)



211.

[Maarten Dijkstra 1 day ago](#)

Thanks so much for sharing Derrick :)



212.

[Dominic Williams 1 day ago](#)

Cyan, your games changed the way I viewed games as a kid. The first time I played Myst, it showed me the beauty that can be found in games, and it changed my life, inspired me. And since then the Myst series continues to be one of my favorite series. I still play them regularly. So thank you Cyan, for all the wonder, fun, and inspiration you've given me over the years. I can't wait to play this next masterpiece of yours.



213.

[Christopher Knechtq 1 day ago](#)

Cyan, I adore Myst and Riven. I replay both of these games every few years (the whole way through, of course. I could go straight to the fireplace and

"play through" Myst in 60 seconds flat, but that defeats the whole purpose... and the whole joy of the game). I just wanted you to know that I'm ecstatic to see your name pop up on Kickstarter, and cannot wait to see what you do in the most recent generation of gaming. I cannot wait for Obduction!



214.

[Derrick Robinson 1 day ago](#)

It's really inspiring to see the MYST / CYAN tales from fans and the devs alike.. I'll add mine to the heap You can skip to the end tho for more relevant comments :D

___ ▼ Sappy Story ▼ ___

I have lived practically all my life here in the Spokane and surrounding area. In '93 when MYST came out I was still just a scrawny little urchin that would go run and jump and play outside. Little did I know that history was being made in my back yard. Something that would start me on the enlightened path as an pale and avid indoorsman.

A couple years after its release while on a family vacation to the Oregon coast in '95, 11 year old me rented both a Playstation in a suitcase and grabbed this game called MYST from a shelf of local blockbuster in Lincoln City. "What the heck is this crap?" I thought. "I can't run. I can't jump. I can't even see my hands.. I'm goin' down to the beach."

Curse my unseeing eyes.. To my everlasting shame, I guess I was just not ready for it yet.

Fast forward a few years... My father worked for Inland Asphalt here in town and they were paving the driveway of this unique building back in the woods just north of the city. Yup My dad literally 'paved' the way for me (and all of you) to get to CYAN! hur hur :P

Yet another testament to the generosity and 'human-ness' of Rand and the crew at Cyan, he came home with swag for his son. I received a poster of the now iconic bulbous dwelling from Riven's Moiety age and one from MYST detailing like 50 rendered scenes. Wait.. was this that game I rejected so long ago in favor of sand in my trunks???

I couldn't believe it .. My eyes were finally opened and I was hooked! This was IT for me... I mowed lawns all summer long to snag the 5 disc anthology that was Riven. Then I went inside and I never came out.. again. Hours were eaten.. then days.. I then realized that this is what I wanted to do. I wanted to create worlds. So in the coming years I studied the crap out of design and the technology for the game industry and exposed myself to enough Concept Art to gag a camel.

As part of my senior project in high school I was graciously allowed to spend the day at CYAN and job shadow CG artist Steve Hoogendyk during the production of what would eventually become Uru, I got to meet Rand and have lunch on the grounds. It was the most glorious day of my teenage years. I was enamored with the prospect of what these creatives were

continuing to accomplish and I told my self that well.. one day I'd work for CYAN.

After graduation I moved to Orlando to study Concept Design and computer animation knowing that I would just cruise on back home to Spokane and lie in wait while CYAN weathered the storm of adversity that was the later half of the 2000s.

In 2007 I actually got hired in the CYAN test QC department during a time when there was very little development going on. I had the opportunity to meet some amazing and talented individuals while working those grueling 12 hour days in the trenches. (Props and love to all the QC homies out there) Then it was 2008 and the whole darn country practically was hit. Scores of us were let go in one fell swoop. Development all but stopped. Dark days indeed.

___▲ Sappy Story ▲___

Here now 5 years later you and I are at the precipice of an incredible opportunity. A chance to be a part of something that was previously unheard of. Tens of thousands of voices pledging in behalf of a project .. an idea, a concept. With their hard earned dollars; their blood, sweat, and tears; time and energies not just on faith and hope, but on a rock solid precedent 20 years in the making.

That's what kickstarter IS folks. Their goal is to help bring creative projects into existence.. not ones that already do. The good people at CYAN build worlds.. build games.. experiences. This one has not been created yet! Don't sweat the details folks...You KNOW that you will get them, but only if this funds.

Spread the word
Keep positive
and.. just enjoy the ride

And look Rand Just updated! :D



215.

[Paolo Cecchetti 1 day ago](#)

Some people here takes every negative (well I consider constructive) comments as a crusade against cyan. Nonsense. If we are here is because we pledged even if information are less than satisfactory.

But I think that the historical critical mass of cyan old fans has already pledged. So it means that if you want to reach the goal they have to attract people that have little or no knowledge of past successes of cyan.

And this way of driving the project is far away from the right way to attract people that base their judgement only on project status and updates.

If I were one of those people, coming on project page and reading updates would give me the feeling that they weren't ready to start a ks project. Maybe Obduction is just a great idea but without a real development, and Cyan tried the ks to see if it can work. The initial response here was much more than

they expected and now they are running to show something that they maybe didn't have even a few days ago.

Maybe it is not true, but as I said, an average ks user with little knowledge of cyan would probably feel that.

For people undervaluing kicktrak, please don't do it. It is a very useful tool that lots of people use to check the project trend before pledging. And trend is not good atm



216.

Jason Andersen 1 day ago

So here's an idea, not sure if it's possible with the contracts you have in place, etc. And maybe it won't bring in that much more, but who knows? So I'm commenting here when my son looks over my shoulder and says, "What's that?" So I tell him it's by a company that made Myst. Which, of course, he's never heard of. So I get to thinking, my copy of Myst is an original, and probably won't play on any of the PCs we have now. I'm considering picking up RealMyst, either through retail (if I can find it somewhere) or digitally (gog.com has it, I've seen).

But what if for an add-on or stretch goal (maybe even a before-the-end-goal stretch goal) you offered a digital copy of Myst? Would that even be possible? If I'm going to plunk down a \$5 or \$10, I'd rather it go up on here for this rather than elsewhere. Plus it could give incentive for those who haven't tried the game to give it a go.

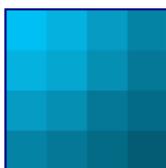
Anyway, just brainstorming some ideas maybe you guys hadn't considered.



217.

Maarten Dijkstra 1 day ago

Thanks Ryan and rawa. Good to see you guys pop in, even if it is only to leave a short comment like you did. Hopefully this means you guys are coming out of crunch mode from your current project and can indeed have a few people manage this full time. All your efforts to push this Kickstarter effort as far and as hard as possible are massively appreciated!

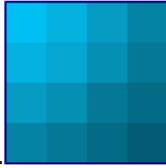


218.

Salvo Ludus 1 day ago

Thank you RAWA and Greydragon. I hope you guys pop in here more often.

219.



William 1 day ago

Nice! Greydragon, I am pleased to see you in on this adventure. And RAWA, historian extraordinary on all things Cyantistic and so much more, well, Nice! Thanks for popping in here. Especially as its nearing the midnight hour in Spokane. thanks so much!

220.



Jason Andersen 1 day ago

@Nicholas: I have to disagree with your assessment. By clearly stating they would have further updates by the end of the week, and then not delivering them (and no update stating they wouldn't be delivering them), it makes them look unreliable and that they don't have their stuff together. Which is a huge negative for someone who isn't familiar with Cyan the way many of us already are (ie, the newcomers).

Also, not pledging just because it's the middle of the month shows a fundamental lack of understanding of how kickstarter works. Funds are not withdrawn until after the KS ends. So if you pledged \$25, it won't be taken from your account for another 20 days (assuming the 1.1 million goal is reached). Also, you have the opportunity to withdraw that pledge at any time without penalty, so if for some reason the end of the month comes and you realize you don't actually have that \$25, you can withdraw.

The facts are simple - the pledges have seriously slowed down (because all they Cyan loyalists are already in), and there needs to be a strategy to bring in more backers. Cyan at the moment is doing a great job of spreading the word through various channels, but the total is still trending downwards, and projected at this time to be about 50/50 for reaching the goal.

221.



Jason Andersen 1 day ago

@Ryan: Thanks for the update, and I think that is really all that people are looking for - communication either via updates or comments (updates are better because they are easier to see by those who don't lurk on the comments area). Even just saying "Sorry guys, we promised X by the end of the week, but we are still working on some of the awesomeness so it won't be until Monday" is fine.

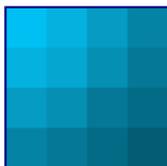
I'd also suggest that for "official" comments, you use the "Cyan, Inc" account so it shows up in blue (unless you have that specifically tied to Rand).



222.

Richard "RAWA" Watson 1 day ago

Warning: weekends in mirror are closer than they appear.



223.

Nicholas Bastian 1 day ago

Ok, just throwing my 2 cents in here as I continue to check progress daily and read some of the comments. First, for those worried about the lull in pledge money coming in right now: remember it's the middle of the month. A lot of folks (myself included) get paid on the 1st, and I'll (hopefully) be able to add to my pledge then. As for the updates not coming "this week" as promised...I think that's a bit of an over-reaction, especially considering none of us really has anything on the line here. Yes, we all want this project to succeed, but deciding that Cyan has somehow blown the whole campaign by not releasing an update by the (not-so-precise) "this week" deadline they set for themselves? Just seems a bit much to me. I do, however, agree that the tallest order Cyan has here is to bring in new players. While the core of early backers is clearly (based on the comments, at least) Cyan veterans, if you want to raise this kind of capital it seems to me you need people new to Cyan. How do they draw in new players? I can only hope some of the future updates answer that question for us.



224.

Ryan Warzecha 1 day ago

Good evening all,

I just wanted to respond as I feel you all deserve it and need to be kept informed. Thank you for continuing to support us as we do this Kickstarter. You are an amazing backer community and we can't do this without you. I'm not going to disagree with Clark though, if we promise something, we need to deliver. So because of that I need to apologize. As producer on Obduction I will continue to work my hardest to get updates and content to you on a regular basis. We might not hit every update as scheduled on my timeline, but know we have a team working diligently on this campaign to provide the best experience possible.

Ryan (Greydragon)



225.

[Christina 'Riv' Hawkes 1 day ago](#)

For that matter, I don't think Cyan should feel pressure to release more information than they're comfortable with, or to come up with Big Impressive Updates. I'd personally be totally happy with daily or every-other-day "hi, we're still here, have some links to news articles/interviews from the last couple of days, here are some forum icons you can use, keep tweeting about us!" type updates :)



226.

[Jason Andersen 1 day ago](#)

I've seen a few comments with (valid, I believe) constructive criticism (or negativity, if you want to call it that). Here's my opinion: This comment section would be filled with lots of positive comments if Cyan *gave* us something to talk about. They can only do that by providing more frequent updates or replies. Sure there will always be 'negative' comments, but the fact is there just isn't a whole lot to talk about yet.



227.

[Clark Davis 1 day ago](#)

@Chris Hugo This thread is replete with people who held off until some progress was made, an update came, add-ons were added on, etc. and woefully void of evidence that Cyan really thought this through before they started. And I don't think it can be said enough, if you look at successful kickstarters, updates were quality and were frequent. From the update on October 25: "We've got more lined up to cover in updates this week... Stretch Goals, Team Members, Eric A. Trailer Discussion, and more!" None of which seem to entail anything spoiler-ish. Last week has passed. Where are the stretch goals? Where are the team members (other than Eric Anderson)? Where is the Eric A. Trailer discussion? Where is the "more"? "full faith in Cyan's abilities to create a masterpiece" is not the same as full faith in Cyan's abilities to run a successful kickstarter.

I fully agree with William below. It's an investment that will be well worth it, and perhaps you're right, Chris. Perhaps I should not be so "demanding." That's not the tone I was getting at. Perhaps it would be more positive to

strenuously implore and just pledge what I can (only one tier up from \$75, when I get paid).

Becky Chambers from The Mary Sue article entitled "All Hands on Deck: The Makers of Myst and Riven are Crowdfunding a New Game" (<http://www.themarysue.com/obduction-kickstarter/>) said it best: "But at the risk of sounding pessimistic, there's still a long way to go before they hit their \$1.1 million mark, and I admit that I'm curious as to how far fan loyalty will get them. . . .Referencing past successes won't be much of a draw for newcomers." That is the crux of this issue.

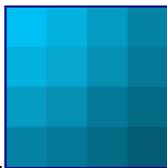


228.

[swordswinger710 1 day ago](#)

Wow William, extremely well said!

PS My wife and I just finished the first Myst novel, and wow, what an incredible book. It all makes sense now! I can't WAIT for Obduction! :)



229.

[William 1 day ago](#)

Clearly, I approach this differently than it appears many folks do. When I look to make an investment in a company, let's say one that wants to produce a product different from past products produced, yet using a philosophy and approach they have used previously, I can look at several elements. How successful were previous product offerings? Is there a ready and tested market for the product? What is the measure of the public goodwill that the company has?. How stable is the companies management? What is the length of time before I can begin to see a return on the investment and how much will that return be? There is something that all these questions have in common. They are questions, except for that of public goodwill, which are based on past performance. Virtually every business decision is based on past performance whether investing or hiring. If I find that the affirmatives and positives outweigh all other negative considerations, it then is time to decide do I invest and if so, how much. In answering every one of the afore questions, Cyan, in my estimation, comes up heavily weighted in the positive column. So, I have put money forward, as much as I can afford as I am between jobs/projects that I know I can comfortably and budget wise live with. My maximum investment ability for this project is 250.00 And Cyan, I which it could be so much more. For this investment I will, based on past experience, spend countless wonderful hours on. I will receive items I will treasure and enjoy for years to come. just as I have all the previous products I have purchased that Cyan produced. many multiple times. And none of this already stated includes the many intangible benefits I will reap. Sure updates

would be nice and appreciated. But at the same time I don't want spoilers. And for a Cyan product, where the visual, the story and the solutions to puzzles are intimately joined, based on again, past experience with Cyan products' to show without revealing is a tall order. Can you really say, looking at this as an investment in say just sheer enjoyable recreation, based on the substantial column of work that Cyan has produced, that this project is not worth supporting as heavily as one is able? I can't. Over the years my investment in purchasing what some call Cyan's games, they are much more than that to me, have proven themselves to have an incredible return many times more valuable than the hundreds I have spent to acquire them. Back to investments. Based on past performance as all investments ere, this investment in Obduction, will be money very well spent. I typed this all in on my nexus keyboard, so I hope it comes across legible and above all, reasonable. :)



230.

Chris Hugo 1 day ago

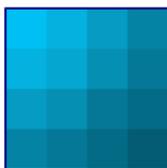
@Spiral. I've suffered motion sickness most of my 66 years, and as my gaming advanced with technology (3D and FPS), I went to bed many a night feeling like #*%! Racing games were particularly lethal. I couldn't stop playing, and eventually my "brain inputs" adjusted. I now play Halo, Forza, anything with impunity. My advice? Try more, not less. BTW, Rand confirmed the first day of the campaign that the game would have the option for Myst-like play.



231.

Citrean 1 day ago

@Galvanic they want oculus rift support so it might give you motion sickness don't you think?



232.

Galvanic Spiral 1 day ago

@Chris Hugo
I get what you are saying, but as someone who held off their pledge until I was sure that a Myst-style click interface was planned (complimentary to the free-roam navigation, of course), due to FPS games triggering motion sickness for me, I can understand Clark's point. While I will be happy with

anything Cyan decides to do with respect to Obduction's story/environment/puzzles, some might be hesitant to give their support until they know what they are getting into. I trust Cyan to my dying breath, but that doesn't mean everyone will.



233.

Chris Hugo 1 day ago

@Clark should have proceeded that last.



234.

Chris Hugo 1 day ago

If you have "full faith . . . for a masterpiece," maybe complaining about not nurturing your "need to know" isn't the way to deliver it to your PC? There is a difference between encouragement and making demands to earn support.



235.

Daniel Floyd 1 day ago

I guess I should add my voice to this. I played Myst on the original iMac, though I don't remember how I got a copy. Since those days, I have played every Myst game and read the Myst novels, and I am so excited for this new project! And as much as I love the Myst universe, I glad that Cyan has decided to leave it alone with this project. That universe is so well-established now and has so many strings attached, I think that entering a new universe will allow this game to be something amazing.

Good luck with the Kickstarter. I check it multiple times and day and am telling everyone I know.



236.

Clark Davis 1 day ago

No one wants this more than I do (okay, that's not true. I'm sure we all want it to the maximum degree), and I've been watching this like a hawk like all of you, and while I have full faith in Cyan's abilities to create a masterpiece,

they're dropping the ball on this kickstarter, big time. I won't remove my pledge, but I won't commit more until a substantial update that tells me Cyan didn't start this project with just concept art and an idea. I suppose there's still a couple hours until the week is officially over, but promising more updates and not delivering? Big mistake.



237.

Maarten Dijkstra 1 day ago

@Michael Winter: the sidekick site seems to be a lot more flaky. For any sort of prediction check the kicktraq site at <http://www.kicktraq.com/projects/cyaninc/obduction/> They have a number of different charts, and stress these are not predictions but simply extrapolate the trends etc. Either way, we do all need to keep pushing it along and spreading the word :)



238.

Lorna Hartman 1 day ago

Next big milestone is \$650K. The two-thirds point on this project is \$733,333. We're doing pretty well so far. Keep posting on social networking and getting the word out. You know what I'd like as a stretch goal? I'd like to sit with a game designer/programmer at Cyan for a couple hours and just watch. That would be awesome good fun.



239.

Tako Shak 1 day ago

The first time I played Riven was with both my sisters. We made it all the way to the rotating door before we got stuck.

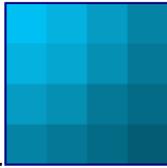
We didn't have the internet, so one of us went to the library and printed off a walkthrough. 26 pages! In retrospect, I wish we had worked harder before giving up. :(



240.

Seba 1 day ago

@Stewart, holy mackerel, those replicas are prime Wohba material. Awesome stuff!



241.

Michael Winter 1 day ago

What the... The KS predict-ometer thingy <http://sidekick.epfl.ch/campaign/1719494931-obduction> now gives Obduction a 93% of success, up a whopping 93% from just an hour ago. Although I'm thrilled, I have to say I don't put a lot of faith in that gizmo.



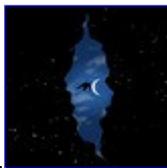
242.

Citrean 1 day ago

Congrats Cyan on 11K Backers! Thanks for sharing all your great stories about Myst everyone!

20 days to go, Keep spreading the word! :-)

Response toward the Negative attitude doomsayers ~ relax this is Cyan you are talking about, we can trust them to bring us something very special and magic.



243.

Greg Szemiot 1 day ago

All I want from this is a world to get lost in, explore (free-roam preferably), and figure out it's inner workings. Yes, I know, I basically described Myst :P

Since everyone else has been sharing their first experiences with Myst and such...

I know I owned Myst for the PC very early on... but I the only vivid memory of playing it the first time was the pool next to the docks with the water and the topographical map, then I found that note to Catherine and figured out how to get a SECRET MESSAGE OMG!!! However, as great as Myst was I have much more vivid memories of playing Riven and being so impressed by the water in the game (I have a bit of an obsession with water). However, as awesome as the games were, the Book of Atrus was truly when I fell in love with the series. It's one of my favorite books of all time (it's number 2 right behind Hitchhiker's Guide to the Galaxy, and right above number 3: A Short

History of Nearly Everything). I have just now however gotten around to reading the actual book My memories are of the full cast audiobook which I would listen to over and over again to the point I eventually had to buy it on CD (for quite a bit of money since it was out of print) because the cassette was busted.

And I have yet to experience the other books... I know, I'm a bad Myst fan :P

Myst III and Myst IV wowed me graphically but I never was able to get lost in them. They seemed, off in some way. URU I am starting over this weekend having never completed it (something else always happened, computer crash, needing hard drive space, etc.), and then on to Myst V which I have barely any experience with other than feeling I was missing out on story by not playing URU, so that's next for me, MOUL (even though I bought Uru 3-4 times).

In the end, I am just hoping I get a large enough paycheck before the kickstarter ends so I can bump my pledge a few levels and help us all explore new worlds again.



244.

Lorna Hartman 1 day ago

11K backers. Terrific!



245.

Stewart Bradford 1 day ago

Just want to put my two cents in.... i think the biggest thing we can do (besides get the word out and attract people to the campaign) is to just continue posting all our positive stories of how Cyan and their Worlds (aka "games") have affected us and our lives and why we so enthusiastically want to see Obduction come to fruition.

Cyan may be highly reticent to post too much content in order to avoid spoilers. The whole point of the experience is to explore the mystery and wonder after all. Long time Cyan fans trust them to provide something amazing. It sounds like they have some more stuff to show us soon but until then we should just keep showing prospective backers our enthusiastic support.

Cyan's worlds have enriched my life beyond anything a game could ever do. I didn't play these "games" I lived them, so much so that I created a website all about Riven (<http://mystarchive.com/rivenil/main.html>) and have been trying my hand making replicas of things from the games, making the worlds tangible and truly real. <http://numinous80.deviantart.com/>

I can't wait for Obduction. Cyan have filled my life with wonder these past

15. They are completely open to their fans. RAWA was even willing to take a photo of one of the Riven props for me to help me with my replica. They are not just a cold game company trying to make a buck. I'm sure they want to do this for us as much as anything else. I want them to continue to do what they do best. Cyan have my full backing and all the money i can afford.

Thank you Cyan :-)



246.

[Rainer "tachzusamm" Kesselschlaeger 1 day ago](#)

When I played MYST the first time, it somehow changed my way of thinking. I've played other games before, but they all were... easy. Could be solved by trial & error. Most of them had inventories, you could try to combine this with that and see what comes out. It was playing like a child does.

Then came MYST. I played it on a Mac. It was a totally different experience. After some time I realized this would require thinking, and making notes, so I took a book and made my nodes, and I began to draw maps. During further process in the game, the book held more and more maps, and the maps began to grow. I don't know how this happened, but I began to understand the worlds, what ages are, how they belong together...

Then came RIVEN. It was a compareable experience, though much harder. I made notes in another book, my personal Riven book, again full of maps, and ... very strange words in it. Words trying to describe the sounds I've heard. I was laughing loud while writing those words, but I did not know a better way to remember sounds.

Playing those ages was playing like a grown-up. I totally loved that. Thinking, not trying to click this item over that, or to click through endless dialogues. It was anytime logical, and additionally, there was more logic BEHIND all that. I was totally thrilled about how the heck someone could come up with this type of logic. There must be a brilliant mind behind it, to develop the numbering system (a totally awesome one), the maps, and the storyline. I fell in love with the MYST universe.

Since I figured I love smart games, I tried nearly every other Adventure available, but none of them compared to that experience of those game in the MYST universe. I did not need books to makes notes, and I mostly forgot them after I played them. There were some nice ones, but without a backstory I would remember.

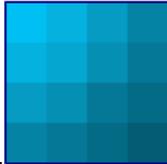
Now, when I'm looking forward to see this Obduction appear in a while, I'm sure I will need a book again. And it will find a nice place in my bookshelf, where I still keep my personal MYST & RIVEN notebooks, and sometimes I just browse in them, have a look at those self-drawn maps and my past thoughts, to keep those good vibes of those times in my youth alive.



247.

Helena 1 day ago

I'm interested to see the new gameplay elements mentioned by Rand in an earlier update, but I hope that there will still be plenty of puzzles. The well-designed, logical, and creative puzzles in the Myst games - especially Riven - were one of the things I loved most about those games. Of course, exploration is important as well. To my mind, the best thing is to combine the two - giving the player a degree of freedom to wander around, but also opening up new areas based on successfully solving puzzles. Since the main page mentions 'challenging but intuitive puzzles', I'm fairly optimistic about this.



248.

Urie David Kline 1 day ago

I'm not certain they've explicitly circumscribed the role of puzzles in Obduction. From the hints so far, it actually seems like they're trying to incorporate different play elements to help distinguish it from Myst. I'm really excited to see how they balance a new franchise with the obvious adventure legacy. I will agree that, especially since URU and Myst V, Cyan has seemed more interested in exploration. The move to realtime has probably helped to influence that design approach as well.

Again, I know I've been critical of the critics, and I constantly feel the need to express the nuance of my thoughts. I do think that more substantial updates would be helpful, particularly for new players that might not be diehard Myst fans. But the point about negativity turning people off of the campaign was one I hadn't thought of before. Those same potential new "Explorers" might not be accustomed to the passion of Cyan fans (boy, they should have been here for the URU days) and might misinterpret the tone of said messages. Just something to keep in mind before you hit the "post" button.



249.

Horatio 1 day ago

Thank you, William, for the heartfelt message about Janet/Pepsi and the URU community. For those who are new to the URU universe, there is still a fully-operational, completely free MYST Online URU Live game experience awaiting you at <http://www.mystonline.com>. It's hosted by CYAN, and funded by the community. Come play MOUL if you've never experienced it before.

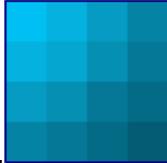
In the meantime, viva la Obduction!



250.

TrueStoryGuy 1 day ago

I think this game is being pitched as an Exploration game more than an Adventure game. For examples, please refer to Dear Esther and Gone Home. Doesn't necessarily expunge puzzles all together, but they'll be at the backburner in favor of exploring/story.



251.

Rose 1 day ago

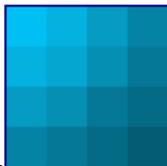
Shoot - wish there was an edit button - correct spelling is Gandhar. A very nice man.



252.

miumiaou 1 day ago

hey! be happy! we still have 20 days to go and are more than half way to our goal!



253.

Salvo Ludus 1 day ago

What an amazing story William! Also, you get points for using "by gum" :)

Its funny, I think that the Oculus Rift support and localization is a great first stretch goal. But I really wanted a bigger game and more worlds to explore to be the second goal. Now, I hope the second goal is for the game to have some multiplayer aspect to it. Reading the last few comments make me hope to see you all in the game.



254.

Rose 2 days ago

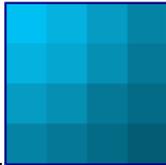
Just upped it again in memory of Ghandar. He was a member of Myss Terrie's neighborhood. Very nice person. Charura, your dad is remembered.



255.

Ghaelen D'Lareh 2 days ago

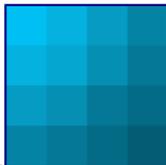
William, just saw your latest comment - what a wonderful way to say it ;)



256.

Michael Winter 2 days ago

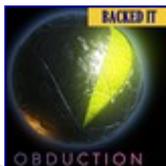
Very well said, William. I don't think any of the negative comments are intended to discourage potential contributors, but it feels so much better to focus on the positive!



257.

Rose 2 days ago

Thank you William. I didn't know Pepsi but I've heard so much about her. Wish I had known her. Just upped my pledge, in honor of Pepsi. :)



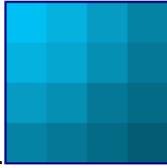
258.

Ghaelen D'Lareh 2 days ago

Urie, I agree! I actually don't want to know too much even if I want to know everything NOW! LOL, what I do know is that an awesome experience awaits, and I will be able to spend hours and hours in story and puzzles and beauty without killing, looking over my shoulder in fear, or dying if I relax and take my time to progress through the game.

And thank you Sumatria - I agree and am relieved. Energy spent telling everyone you know about the project does much more for it than deliberately worrying in public. The purpose of the latter is not really for the benefit of the project as much as for the benefit of the speaker, IMO. I backed this project and I trust Cyan knows what they are doing.

While I wait, I have more friends to tell - off I go!



William 2 days ago

Yes, enthusiasm please! If I didn't know Cyan and was just reading all the...stuff, that follows this post about folks who say they are going to quit saying and making negative posts and then make more, or are talking of withholding funds that they say they were going to pledge, or threaten to move those funds to another project, I wouldn't touch this effort.

BUT!

I do know Cyan and in spite of the rampant negativism. I am positive that CYAN can succeed, have every confidence that this kickstarter will succeed. I know Cyan and no one has ever, ever, ever sparked my imagination like Cyan and their worlds have. I need a fix Cyan for the addiction you have created in me with your worlds. So by gum, I better get OBDUCTED! :) Plus, I was planning to do this anyway, and with all the negative vibrations here, this seems as good a time as any, to increase my pledge, from the box to the signature (Already done a few minutes ago). Sorry if this sounds harsh, but so are the negative vibrations. Take it from a multitude of witnesses and explorers who have posted their comments regarding what Cyan has meant to them and what common, knowing, historical experience has proven of the thirty years of Cyan history. All those testimonials ought to account for something. Cyan can do it and it will be worth it.! :)

and finally,

@Chris Hugo. Chris, your comment yesterday that supporting CYAN in this endeavor is about "culture", set off a storm of memories. Not directly related to the culture, though that is a prized element of all of CYAN creations, as much as the community that allows a culture to rise and thrive. And the special community that I have seen arise around all of CYAN offerings, and endure for so very long, over two decades, is unmatched. Community. Wow! So many memories. But there is one person, whose memory stands out so incredibly brightly to me, though the events I am recalling happened almost a decade ago, in 2004 and since 2005 that individual is no longer here, and here to be able to enjoy what will be coming from Cyan with Obduction.

I had just finished URU ABM. At that time, when things were slow in URU, a community existed that used to spend their time on some very old forums collaborating to create stories that extended what they were experiencing in URU. In fact though, this community's roots go back into the Myst days. Shortly after joining and beginning to engage with the community, I experienced a devastating event in my life with the loss of a very important and dear loved one. I drew back from the forum, sharing why with one dear friend, who somehow shared it with this special individual that I am about to reveal. This one person in particular reached out to me in a manner that I had never experienced from a stranger before, or since. She was a member of the Guild of Greeters, a member of the D'LA, forum moderator, involved in so many, many activities of the community and everyone to her was important. That person's name is Janet, but most knew her as Pepsi, or Pespi1953. She

was confined to a scooter, in pain always, but always was uplifting, encouraging, helpful. To me, she is a shining example of the affect, of the community, of the culture that CYAN brings into existence. Reason enough for me to support Cyan in this effort.

I have high hopes that this affect, as has happened throughout CYAN's creative history, will happen again around Obduction, even if it is single player with perhaps only/possibly, a limited shared experience. I like to think of Pepsi as overseeing the creation of new worlds in a multiverse where Pepsi1953 constellations are being formed. Worlds for others to visit. She loved the Cyantists at Cyan and she loved URU and the community. I have no doubt that Cyan will get this right, to Janet/Pepsi's delight.

So, dragging myself back from memory lane, Chris, though I don't have deep pockets, and I blame you partly that they will be much emptier now :), I am going to bump up my pledge, on behalf of Pepsi, now. I am confident Pepsi would have been all over this project, contributing and in so many other ways, and asking CYAN why they hadn't done it sooner. And being positive and encouraging, bringing out the best if folks, as she was natured to do.

Finally, from my basic calculation, if all the 10,960 already pleded would simply bump up their contribution by \$45.00, we can get past this slump, hit the primary goal level, and spend the remainder of the final three weeks getting CYAN to detail out those ssssttttreeetch goals. :) And doesn't stretching feel good! :D

Now, there is a world that needs a seed planted. A small victorian style farmhouse with a white picket fence around it that needs building according to a cyantist's archetecutal plans. And building takes funds! So come on folks. Be positive, uplift, be encouraged, and let's get this done!

"Pilgrims, hitch the britches and put you money on the table." Please :)

"-When you are imagining, you might as well imagine something worthwhile.-" From Pepsi's signature.



260.

[Rainer "tachzusamm" Kesselschlaeger 2 days ago](#)

@Sumatria: I see your point and I've already thought about it before. Just explaining my intentions.

Well, you're probably right. I for my part have said enough, and hope Cyan already read our concerns and wishes to have enough to think about. So from now on I'll stop complaining and will try to flood this thread with enthusiasm. ^^

Hopefully this will be the most appearing impression in the next days and in the most recent posts, to convince hesitating backers.



261.

Helena 2 days ago

I hate to keep banging this drum, but I'm afraid I agree with Andreas. Puzzles and hints may work for the people who frequent Cyan's forums, but most of those people have already pledged, and at this point Cyan really need to focus on bringing in new backers who may not be so familiar with their previous work. Imagine you're someone who's never played the Myst games, and you check out the main page and updates. You'll see a cool but rather uninformative trailer, some nice artwork, a very basic description of the game... and then 7 updates with hardly any new information. That's just not going to cut the ice with most people, particularly those accustomed to high-energy campaigns with regular, substantial updates.

I love Cyan, I love their games, but with all due respect to them, I don't think they were properly prepared for this KS. As Rand posted shortly after the start of the campaign, running a Kickstarter really is a full-time job. It was a bad idea to launch during a time when they were busy with other things, and a really bad idea to delay any major updates until well over a week into the campaign. No one could be happier than I am that the project is still doing reasonably well, but I'm pretty certain it's doing well in spite of Cyan's approach, not because of it.

We were promised more updates this week, and the week is almost over. At this point, Cyan really need to stop delaying and just post them up already. I've been saying for days that I'd be willing to upgrade my pledge to \$250 - more than *triple* my original pledge - if they'd just get their act together and show us some more content. But at this point I'm sorely tempted to take that extra money and give it to another campaign I'm backing, which is a lot better-run and more informative. I am not saying this to hurt Cyan's feelings; I'm saying it because they *need to know* that their approach is having this effect on people who've already pledged.

And Urie: it affects me because I want to see the game get made and I'd be really disappointed if it doesn't. It's incredibly frustrating to see a poorly-managed campaign for a project that looks like it could be wonderful. That said, I realise the negative comments are getting tiresome as well, so this is the last time I'm going to post on this subject. I very much hope that after today, I won't need to.



262.

Rainer "tachzusamm" Kesselschlaeger 2 days ago

If you walk along a path in the woods with a friend of yours, and you see there's a hole in that path your friend seems not to recognize because he's enjoying the surroundings, you would shout "watch out!" instead of keeping quiet and thinking "I believe in you and I'm sure you will manage it".

That's not negative saying in my opinion. It's just because you love your friend and prevent him from get harmed.

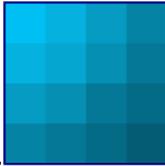
Maybe not our job to warn; maybe they'll do it without any hints; maybe we're all wrong. It's not that we want to criticise just because we like to. It's more because we want this project to succeed so badly ^^



263.

Sumatria 2 days ago

Has anyone ever thought that all these negative comments can possibly be hurting this KS campaign? I have a friend who was very excited to come over support this project, until he started reading the doom and gloom comments here. He did become a backer after I installed Myst on his laptop and he saw what we all saw and fell in love with. Sadly the negative will always stand out before the positive.



264.

Urie David Kline 2 days ago

Well I sure don't want them to fail either! But I don't lose any sleep over their Kickstarter's "mismanagement", by the same token. It is a somewhat deep personal battle though: my indulgent side WOULD like updates about the game, but the explorer part of my psyche wants to keep the veil of mystery up. Oh balance...



265.

miumiaou 2 days ago

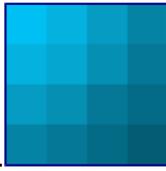
@Paolo: it's the spirit of funding a game (+1)



266.

Paolo Cecchetti 2 days ago

@urie because we don't want Cyan fail. We struggle and suffer because we love Cyan and we would have the project already funded and enjoy the updates.



267.

Urie David Kline 2 days ago

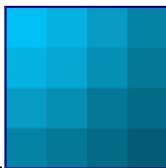
This is what I don't understand about all the negative "this campaign is managed badly posts": how does it really affect you? If this doesn't reach its goal, you don't have to pay a cent, and your life is exactly the same as it was prior to the Kickstarter. Why not just enjoy the ride?



268.

swordswinger710 2 days ago

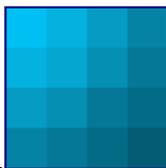
Well said Ruth! :) I for another have full confidence that Cyan will rise above the standard way of doing things and will lead the way once again. I'm just enjoying the ride!



269.

Rose 2 days ago

@Andreas - Puzzles are a way of life for Cyan and for those who love their games. Cyan doesn't play the game the same as all the others. Puzzles - intricate, lovely, mind-exploring puzzles - are a way of life for Cyan. Video games can be something that makes a person think. And Cyan makes people think. Give it a chance - live on the dangerous side and believe in Cyan. I do - anyone else?



270.

Andreas Roskosch 2 days ago

They better should take this serious and stop playing with us. The trend goes down with every day passing by. Nobody will up their pledge if they don't know for what they are paying. Just believing in Cyan isn't enough. To make

ist clear once more: This campaign is managed badly!



271.

Blake Muxo 2 days ago

Thats another reason I back Cyan. I have loved all their games and even was a cavern crier in Uru just to immerse myself in their world / not their game. So they show us a new trick with making a more mundane thing like kickstarter stretch goals into an experience... a puzzle if you will.



272.

Rainer "tachzusamm" Kesselschlaeger 2 days ago

I think I begin to understand what Cyan is doing here. Instead of presenting a dry and boring funding where everything is revealed immediately, putting us with our noses to new facts, shouting them to us, they do what they really can best: Making a game out of it, so we have to find out things by ourselves (like the blurred stretch goals). Attentive people can find them before others. Well, at least I hope they know what they are doing, and that playing with their own Kickstarter project will pay off. Not sure if I like it or if I fear it, but at least the ending has not yet been written.



273.

Tore Mygland ~Dream Traveller~ \$6.13 2 days ago

But what is the first stretch goal dollar value, I wonder? 1.3M?

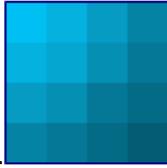


274.

Dawn D 2 days ago

Oculus Rift Support would be great! (2015? Better start saving up for one)

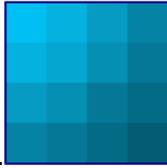
275.



Jandsa 2 days ago

The Oculus Rift will undoubtedly be available in a consumer version by 2015, so this is very exciting. Much like the CD-ROMs of yore, Obduction will be a game that heralds in this new technology. So awesome!

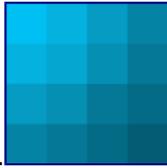
276.



Jandsa 2 days ago

Ha, didn't realize this had been discovered, never mind!

277.



Jandsa 2 days ago

Anybody else notice that the stretch goal image is changing?

Letters are starting to form... and to me, it looks like it's going to say "Oculus Rift Support + Localization"!

278.



Jason Andersen 2 days ago

According to Kicktraq, we only raised \$8k yesterday. Part of that was a \$10k backer pulling out (but we don't know if the entire \$10k went away or not, just that the pledge level was no longer selected).

Assuming all \$10k went away, that would still only put us at \$18k, the worst day so far. Currently we are trending towards 1.8 million, so not enough to hit panic mode yet, but the trend line is a little disconcerting based on yesterday's totals: 990k on the low range, 1.5 million on the high range.

Today's total is at 6k, so we are already close to matching what we pulled in yesterday, which is a good sign. Meaning the trend line should go back up again (slightly, perhaps not enough for the low line to get above 1.1).

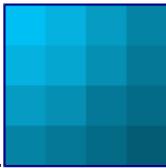
Draw what conclusions you wish from that data. We'll see what tomorrow brings.



279.

Joshua Sauer 2 days ago

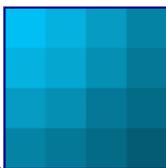
@Brian Thompson- I don't think I agree. The Rift will almost certainly make the sensory experience of playing the game better, but IMHO it cannot really make the game itself better, unless the game is designed so that the capabilities of the Rift are integral to the gameplay. Which it won't be, since that would be absurd, given that it would severely limit the game's audience.



280.

Peter Hegedus 2 days ago

Maybe it is just my stupid opinion, but I think some stretch goals would REALLY help, like, big time. The pledging mood is declining because people are relatively sure that the 1.1 m will come in even without their further efforts. In plenty other, ubersuccessful KS-s, people kept donating because they didn't only want to see the game realized, but rather the stretch goals. Longer game time, bonus content, addition of their platform of choice as officially supported etc. This is a thing Obduction seriously needs.



281.

Urie David Kline 2 days ago

Not sure if anyone else has pointed this out yet, but...the concept art seems to be revealing more of the notes that were previously blacked out. The seed picture is especially different, and while there isn't anything mind blowing being revealed, its still interesting to see. I'm not just imagining this, right?



282.

Seba 2 days ago

Oh god, what have I done. Triple post in a Kickstarter comment = disaster. My apologies everyone ;P



Seba 2 days ago

I think people should keep in mind what the "Cyan situation" currently is. It's not a huge company, it's not like DoubleFine where there are multiple teams, each doing a different game and a separate one devoted to Kickstarter (unfortunately ;). And as RAWA said, they are currently in "crunch-mode" for their current project (the RealMyst update right?), "so we're spread even thinner than we normally are". It's not like they're sitting around just watching the counter go up ;)

If this had a slow start and was struggling, I'd be with the "concerned folks", but thankfully the Cyan fans came in strong and all sings on Heaven and Earth indicate this project will succeed. Of course we want this to be as big as possible, and more involvement could help.

Honestly though, I was even surprised how Cyan managed to stay afloat through the hard times, open up Myst Online: Uru Live (again) for us in the meantime, and finally come back with Obduction. So I'm just too thankful and happy to be a part of this to worry about the campaign not being as energetic as it could've been. Wohba!

I could use some help with the cryptic hint shenanigans though, it's going slightly mad over here. So whoever has the time and hasn't done so already, look for three 'prominently' displayed words in the pitch and/or jump in the Cyan forums and get cracking!:

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

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

And finally, anybody seen the "ingamechat" article Cyan linked to on the Facebook? I mean, I've got a nice Collector's Edition of the Myst Saga, the Myst Reader and all but... Exile figurines? Now I'm jealous:

http://farm8.staticflickr.com/7182/6849418570_e86babfe6d.jpg

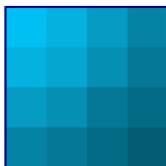
Wohba!



284.

Adam Morgan 2 days ago

Anyone familiar enough with the Oculus Rift online community to post Obduction links all over it? Seems like a great venue for non-Myst-fan donations, and the initial publicity wave for Obduction wasn't Rift-centered. Let's tell Rift fans about the single most amazing experience that Rift technology could provide.

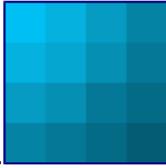


285.

Bryan Powell 2 days ago

I'm very, very pleased about the first stretch goal. I'm definitely upping my pledge. I have friends who aren't Myst fans who are really excited about the Rift and are going to back Obduction. Yes, not many people have one now, but by the time this game is released it will be huge. It will be a great fit.

286.



Urie David Kline 2 days ago

@paskarl: I respectfully disagree. I agree the updates have been pretty insubstantial, but despite that we've pushed past 600K! That means we're well over halfway there with a little less than half a million to go. I know its nerve-wracking to bank on the last-minute surge, but I think this is proceeding just fine as of right now.

287.



Sir.Nathan Stassen 2 days ago

Oh man... So I've been checking this project every single day. Guess I must be excited. Haha.

Everyone should boost their pledge by \$1 it's real simple just hit the button.

288.



Dimitrios 2 days ago

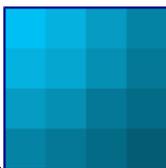
@ Andy ...with Virtual Reality!!!! At UPDATE 3 Rand wrote:" Just FYI, we'll be adding more updates soon. We've got some fun stuff coming next week, so stay tuned. And please be sure to spread the word about Kickstarter - every little bit helps to make Obduction a virtual reality!

- Rand"

As far as i understand Rand and Cyan never use words without a reason. My experience from their games is whenever i said " this is maybe irrelevant" and i didnt pay close attention always later on i said " oh my God this cant be true!! (always positive of course).

So i am not wondering so much about young ppl, they are more informed instead of us lol :)

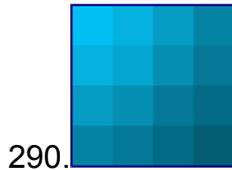
289.



KC 2 days ago

This is the first time I back a project and can't possibly imagine getting

excited enough to back any other one so perhaps the last! Myst has changed the world once. Obduction may possibly move it again in another direction. I can't wait for this to happen. Thank you Cyan.



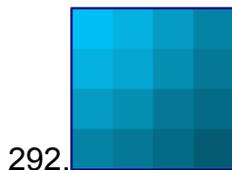
MattG 2 days ago

Hope the updates improve and more interesting. I think we still need at least a plus of 200k before the final 4 days start. So that's about 12k each day. It doesn't take an update every day but it also takes more than just a status update. Please be creative :). It's still a long way to go :). Enough said :).



CosmicMeeting 2 days ago

@Andy: How is that supposed to draw in new pledgers, young people who haven't played either of the earlier games? This campaign looks more and more like an old-fan fanfare, taking for granted that everyone should know how good Cyan is, despite maybe never heard of them. I simply don't understand how this campaign is executed, but time will tell. I do wish them to succeed, have no doubts about that.



Salvo Ludus 2 days ago

@Andy Well said!



Andy Schultz 2 days ago

As a Myst fan, I'd like to ask everyone to not only think about the rewards when deciding how much to pledge, but also how much value you'd get from having this game made. Think about the anticipation leading up to the game's release - interacting with the developers and speculating about the content. Imagine being able to experience wonder, magic, excitement, and joy through the new world(s?), puzzles, music, and story of the game. And think

of the memories you'd have after finishing it. These are some of the experiences I had with the Myst games, and I fully expect Obduction to be just as rewarding, if not more. Additionally, by supporting this Kickstarter, we have the opportunity to help thousands of other people have their own experiences through the game. So how much value would you get out of Obduction? Maybe it's worth as much as a vacation? Thanks to everyone for their pledges.



294.

Dimitrios 2 days ago

Virtual Reality is coming!!!!!!! Stay tuned with Cyan!!! :)and pledge more money. It is an investment to support these people. Just imagine Myst Worlds, Obduction Worlds old and new....in VR...just imagine.....

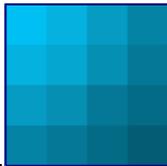
PS: Eric A Anderson wrote several posts down : "Not only was this sort of thing possible... these crazy people were already doing it. And then they asked me if I wanted to build worlds, too. And I did. So we did. So many worlds."



295.

Paskarl 2 days ago

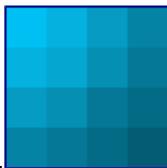
Still no real (content-rich) update after 9 days...
Not good. Not good at all.



296.

LINDA WOLLETT 2 days ago

I am loving how the stretch goals are being presented in a cloud of mystery and wonder as though this kickstarter is one of the Myst worlds. To solve the puzzle, you have to find backers.



297.

Brian Thompson 2 days ago

haha agreed Horatio

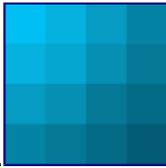
298.



Horatio 2 days ago

@Brian: I think it's also fair to say, "this game will absolutely make The Rift better." :)

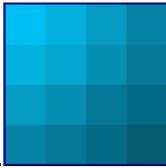
299.



Brian Thompson 2 days ago

@Joshua - Consumer Rift should be out before the end of 2014... This game won't be out till the end of 2015. The Rift will absolutely make this game better.

300.



Salvo Ludus 2 days ago

@Joshua I think Cyan knows exactly what it's doing. Oculus Rift support is inherent in Unreal 4 so adding support is probably a minimal undertaking whereas adding anything else would be more work. It's probably the easiest thing to add to the game that people have been asking for so its a no brainer as the first stretch goal.

As for adding localization, this will add (hopefully) lots of new pledges and will help us get to the next stretch goal.

The next stretch goal: scratch and sniff cards to add another dimension of gameplay :)

301.



Joshua Sauer 2 days ago

I'm kind of disappointed to see Oculus Rift as part of the apparent first stretch goal. I mean, at this point do we even know when the consumer version of the Oculus Rift will even be available? Much as I love the idea of experiencing a Cyan game in 3D, there's no way I'm buying a Developer Kit. Even the folks that are making the Oculus Rift are telling me not to get the Dev Kit. I don't know when the consumer version will be available, I don't

know what it will cost or what its system requirements will be. I am disappointed that, apparently, resources will be devoted to supporting a specific device that isn't even available to the general public yet in its final form before they will be devoted to actually making the game itself bigger and better.



302.

[Tiago Regueiras 2 days ago](#)

I really think that \$10k would be a good publicity investment for any video game company, considering that for that price you would have your name listed in the opening credits of a game produced by the company that developed the most sold game of the 20th century, as a "Supporting Producer"... Think about it... \$10k is not that much to invest in good publicity...



303.

[BigD-Jammin' with the Bolt 420s mon 2 days ago](#)

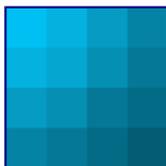
Woke up to over \$600K. Congratulations. I'm really looking forward to this game.



304.

[Grover 2 days ago](#)

@Andreas Roskosch: I guess there's a misunderstanding. I'm french, so yes, the Game localization is important to me, really. And I think it's way too early to predict failure or victory, so let's keep on spreading the Word and push peoples to pledge.



305.

[Criswell Weatherman 2 days ago](#)

BECOME THE ARTIST - \$850 - Design an in-game item - This category is out of my range, but it's good to see all the 30 slots have been claimed already.



306.

James Andrew Wodehouse 2 days ago

Think it says Oculus Rift Support + Localisation?



307.

Rainer "tachzusamm" Kesselschlaeger 2 days ago

@Maarten: Set your desktop resolution to something very low before starting MYST.

If you want to avoid destroying your icon positions, consider creating a new PC user account first.



308.

Jeff Suder 2 days ago

Being an Oculus Rift owner, I am very excited to see that as the first stretch goal and will be upping my pledge appropriately. I know there are roughly 35,000 rift dev kits out there in the world and there are multiple forums that the info can be posted on once the goal reveals itself. This game will be unbelievable in the Rift. That being said, I can see a lot of rift owners waiting until close to the end and seeing where the total is at, then pushing towards the goal.

I also wanted to give a big thumbs up to Cyan for the kickstarter. I think they are doing a great job of updates and interaction via the comments page. I look forward to seeing whats next.

Thanks Cyan!



309.

Helena 2 days ago

@ Greg & Paolo: While I completely agree, Eric A. Anderson mentioned earlier that some meatier updates are on their way - let's hope that happens very soon. In the meantime, it's good to see the \$600k mark reached.

I quite like the way the stretch goals are being gradually revealed, though I don't know what I feel about Oculus Rift support and localisation being first. Personally I'd rather see an expansion of content, but the OR is very popular, and localised versions will no doubt help to bring in new backers.



310.

Maarten Dijkstra 2 days ago

Here's something a little off-topic; about a month ago I picked up Myst again (I forget how many times I've bought it now) on gog.com. Of course the resolution is so much lower than monitors display now, and the entire game is a tiny little box in a huge black surround.

Does anyone know how to fix it so the images will display larger, even if it means they get a bit blurry? Playing a game postage-stamp size isn't easy! :)

Also - yay for \$600k!

(as of Monday, 28.10.2013 - 01:55 AM GMT+1 = 17:55 PM MST KI time)

11,259 Backers
\$636,339 pledged of \$1,100,000 goal
19 days to go

Pledge \$1 or more 254 backers
Morale Supporter =====

Pledge \$25 or more 6088 backers
Gimme the Game =====

Pledge \$45 or more 2403 backers
Digital Collector =====

Pledge \$75 or more 1528 backers
Gimme the Box =====

Pledge \$120 or more 458 backers
Show & Tell =====

Pledge \$250 or more 436 backers
Art Collector =====

Pledge \$850 or more 30 backers All gone!
Become the Artist =====

Pledge \$850 or more 14 backers Limited (36 left of 60)
Egg-sibitionist =====

Pledge \$4,500 or more 2 backers Limited (28 left of 30)
Let's do Launch at Cyan. =====

Pledge \$10,000 or more 3 backers Limited (7 left of 10)
Experience Design at Cyan =====