

Obduction

Monday 28.10. - Wednesday, 30.10.2013, 16:42pm GMT+1 = 08:42am MST

by Cyan, Inc.

- [Home](#)
- [Updates 10](#)
- [Backers 11,813](#)
- [Comments 1,912](#)
- [Spokane, WA](#)
- [Video Games](#)

(to be read from the bottom up)

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1.

[Kevin SgtPepper Geaney 8 minutes ago](#)

A little under \$400,000 left to go! I'll be making sure to donate a nice \$37 for that t-shirt next week! Cyan, we need more updates!!!



2.

[Grover 13 minutes ago](#)

@Clarck: The current version is fine, a few glitches, but nothing worriing (funny to see seagulls flying through the tower). I've never played RealMyst before, and it's good to get back home ! If you can, I think you'd wait for the next version which will be more beautiful. If you can't wait, it's worth the price.



3.

[Horatio 16 minutes ago](#)

@Stephen: Thank you for that information!



4.

Clark Davis 20 minutes ago

@Grover: How is it for iPad? Been wanting to get it but haven't yet. Now waiting for the realMyst update.



5.

Stephen Hafen 30 minutes ago

Alright. Let me amplify on what I said earlier. There seems to be some who think Cyan has not been pro-active in getting press coverage...or that they've been pro-active "after the fact." When I told you Rand and I tried to get together for an interview, I failed to mention this was weeks before the Kickstarter, while there were only faint rumors of a new product being proposed. Nothing "after the fact" about it. The interview would have aired before the beginning of the Kickstarter, or simultaneous with it. That we could not make it happen is not unusual, and it's certainly not Cyan's fault. I've been playing and testing their games since Myst. I've been to their offices and met them. Love these guys and want the best for them. I'm looking forward to Obduction, just like you.



6.

Grover 34 minutes ago

@Griffin: I could almost take everything you said as mine. My Wife and I met thanks to Cyan games. And yesterday, we decided to buy Myst for iPad and to play it again, together, wonderful memories indeed!



7.

Paolo Cecchetti 35 minutes ago

Thx David

<https://www.google.com/search...>



8.

David Thery-Bulha 39 minutes ago

I don't see any negativity here, everyone is just worrying for Cyan because

we want them to succeed.
And I have no doubts it will.

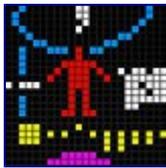
Regarding press coverage, you should look around and see that it is already incredible : almost all major gaming website talked about it, not only English ones, I've seen here in France but also from Germany, Italia, Spain... Today it was Yahoo! Romania. Even the BBC had an article about it. (not talking about smaller websites, blogs and forums)

And so far, this project is a success : raising more than 600,000 \$ is incredible, not so many did it.

Sure there are exeptions, projects that raised 1M the first day and ended with 90 000 backers. And if you compare to this ones, you can start to panic, but they are exeptions and every Kickstarter is different.

Look for Project Godus, it was by Peter Molyneux, a king in the video game history, for a game genre he created (god games).

A style of game not very popular (it means not a FPS) and besides the huge press coverage it didn't raised tons of money, just enough to found the game and reach some stretch goals in the last 4 days :)



9.

[Nila Mu'Hari about 1 hour ago](#)

Awesome posting, Griffin! I really enjoy all those old + new memories, too!
(Can't wait for the updated version of RealMyst...)

@James: Do you have any information on how to run the non-cyan myst titles on current Oses, too?



10.

[Tore Mygland ~Dream Traveller~ \\$6.13 about 1 hour ago](#)

@Helena: Thanks for writing what was in my brain and didn't want to come out. :)



11.

[Griffin about 1 hour ago](#)

I backed early and have been reading all the comments. There are so many great, thoughtful, long ones! I have enjoyed especially reading people's stories about their experiences with the Myst series. I grew up playing early video games (anybody remember Colecovision?) and the Zork games. When

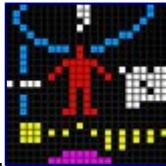
Myst came along it was a real revelation of the kinds of things that were possible to me, and it was so beautiful. My sister and I played computer games together, one of the few ways we could really cooperate and respect each other's abilities instead of fighting. Later, my spouse and I played through most of the Myst series together, again learning to respect each other's talents and work together as a team. It was something of a technical challenge since we were playing on a Mac in Windows Parallels, and we did eventually get stuck in Myst V because of technical difficulties, but this kickstarter has inspired us to play through them again and hopefully this time we will make it to the end! But this time, with RealMyst and Riven on the iPad, I'm so glad I found out about those here.

Anyway, it's perfectly understandable for backers to be a little anxious now! I am watching the numbers too, thinking about what i might add on toward the end when we might need a little push to make the goal, or a stretch goal, or whatever. Also I remind myself that, even in the hopefully unlikely event of failure, that doesn't have to be the end for this project! Projects that come in close to their goal can try again a little later with a retooled campaign (and in this case, more time for Cyan to focus on it).

it's surprisingly hard to reach everyone who might be interested in this; there are so many people who enjoyed Myst who don't spend their lives on the internet or on the game websites. I'm only here because my spouse noticed a Slashdot post; I have not been paying much attention to kickstarter recently and I never visit the game sites, I might have missed it on my own. So I emailed a friend who is like me and doesn't "keep up," but might be interested. I should go through my email list and see who else might need a "hey in case you didn't see this..."

Finally my vote for an easy extra something to put in a higher tier--an ebook version of the Obduction art book, either as an add-on or something like an alternate to the t-shirt tier (nice for the international people so they don't have to pay for shipping). Did I mention I'm living in Chile? :-). Originally from California though.

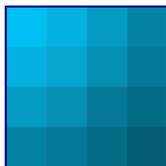
Keep up the excitement and good ideas everyone!



12.

[Nila Mu'Hari about 1 hour ago](#)

@Paolo: we're already two!



13.

[James about 1 hour ago](#)

Since I saw at least one person mentioning jumping through hoops to get their original Myst CDs working...

For the good of all Cyanites and Mystians, I'd like to make sure everyone is

aware you can get Myst, Riven, and the single-player Uru from GOG.com (with technical support available), as digital ownloads modified to work on newer OSes with little to no fiddling:

Myst Masterpiece(\$6): http://www.gog.com/game/myst_masterpiece_edition

RealMyst(\$6): http://www.gog.com/game/real_myst

Riven(\$6): http://www.gog.com/game/riven_the_sequel_to_myst

Uru(\$9.99): http://www.gog.com/game/uru_complete_chronicles

It's my understanding that Cyan gets a proceed of these sales.

Additionally, I'd be willing to move up to a \$500 pledge tier to help make this happen. May go there anyway if it looks nescessary, but an actual pledge tier at that level would be nice.



14.

Helena about 1 hour ago

While I agree that it's a shame the updates etc. didn't start earlier, it's a bit late to do anything about that now. So here are some constructive suggestions for what Cyan could do to keep up the momentum:

- 1) More pledge tiers, as mentioned before.
- 2) Produce a chart giving a rough breakdown of what the KS money will be used for (salaries, software licensing, voice actors etc). Many people find that kind of transparency reassuring.
- 3) Reveal details of the second stretch goal. People have already worked out that it's 'An additional world to explore', so they might as well expand on it - just basic details such as the amount of extra play time and how it will tie into the rest of the storyline.
- 4) Post one or two in-engine screenshots, if there are any to show (preferably of a place that's already been revealed through concept art). If not, perhaps a couple more concept art pics showing other areas of the gameworld (with spoiler warnings, of course).
- 5) Give details of the new gameplay elements that 'haven't been done before - anywhere' as mentioned in update #5.
- 6) Just generally keep up the pace of news and updates. I know it sounds like a tall order, but it really is best to have one at least every couple of days (even if it's only to say "more cool stuff coming soon!")



15.

Horatio about 1 hour ago

I agree an additional tier or two might prove helpful. I strongly believe, however, that the most important thing is pulling in new backers - and lots of them. Keep telling friends, tweeting, Facebook-ing, anything you as an individual can do to spread the word about Obduction.

16.



Paolo Cecchetti about 1 hour ago

@Talon yes, priority access to beta testing would be a tier I will subscribe in a few seconds

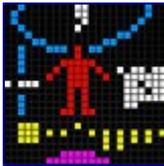
17.



Talon Edgewater about 1 hour ago

I think the fact there are almost as many \$250 pledges as there are \$120 means many people would love to up their pledge to something in the \$400-\$500 range, if there was a tier added.

18.



Nila Mu'Hari about 1 hour ago

Right on, Grover! :)

19.



Grover about 1 hour ago

As far as I could see, the 1st part of the Trailer has been produced with a RT3D engine, so I guess Cyan has already licenced the Unreal Engine 4.
@Tore Mygland: I also bought my 1st 2X CD Drive to be able to play Myst (and yes, I'm ooooooold). ;) I also believe that Cyan is totally able to cope with over-excited fans, but I'm not sure potential Backers can, that's why I'd like to read more positive comments than negative ones.

20.



Greg Szemiot about 1 hour ago

I was just responding to a general sense I was getting from skimming the

comments. I do agree that anything they have is early, like indev pre-alpha at best.



21.

Tore Mygland ~Dream Traveller~ \$6.13 about 1 hour ago

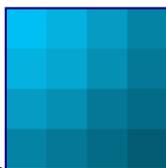
@Greg: There's a big difference between not having started production and not having a running build that you want to display to an audience. I'm leaning towards the latter being the case, never intended to state anything like the former. If you're referring to my statements, I have been unnecessarily vague in my statements.



22.

Greg Szemiot about 1 hour ago

I would like to know where this idea that production hasn't started came from. You don't license an engine blind, they had to run tests and such on it and since they said that the money from the iPad went to some of the production of Obduction for use in the pitch video (think that was stated in the AMA) I am going to assume that wasn't just some concept art but included licensing the engine and continuing from their evaluation tests.



23.

Joel about 1 hour ago

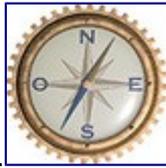
As I said before, I think part of the reason this isn't getting that much coverage is that honestly, Myst doesn't have the best reputation among some hardcore gamers. A lot of them dislike it. It's commonly called "a slideshow with nonsensical puzzles" or something similar. Some people even blame it for killing the adventure game genre. I certainly don't agree with either of these things, but it is what it is. RockPaperShotgun was one of the sites that reported on it, and it wasn't a very kind article.



24.

Tore Mygland ~Dream Traveller~ \$6.13 about 1 hour ago

@Grover: Still, it would be good actually getting the backers to the Kickstarter site in the first place, right? ;) And in my view, there's been very little "negativity" here, unless you count explaining _why_ you think it's a good idea to do something differently as being negative. I'm pretty sure Cyan, having been in business as long as they have, can cope with over-excited fans... (And in case you're wondering: yes, I'm one of the people who bought my first CD-ROM drive in order to be able to play Myst. We go way back. I want this. Badly. I think that sums it up.)



25.

Grover about 2 hours ago

I've to agree with Tai'lahr, Sharon Guerrette, Paolo Cecchetti and other ones . Good suggestions are still better than rants. ;) Who would pledge for a continuously blamed Project ? The Goal is still far away from our Hands and we need more Backers, not scaring them.



26.

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

@Paolo: regarding your numbers below: have you aligned that with time zones and who's more likely to be on? And where there's been more press coverage...? I'd venture that is a more realistic reason for the dips. In my experience, watching this KS, pledging picks up in the US afternoon and night, meaning the rest of the world is not receiving sufficient coverage in some way. On the other hand, that (too) is just guesswork and not statistically relevant.

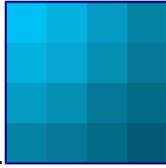


27.

Paolo Cecchetti about 2 hours ago

@Fien I know, and I think we are saying the same even in different ways. The graph was again to point that almost all the KS projects (funded or failed) have the same distribution, and if you consider that games projects that reach 60% of funding have 97% of chances to get funded, you can argue that, despite all the doubts here, there is very little reasons to think that Obduction is going to fail

28.



Tai'lahr about 2 hours ago

As a member of the Uru community for almost seven years, it's been my observation that Cyan does listen to their fans (I'm sure they're reading these comments) - their ideas, suggestions and constructive criticism - especially when it seems to be a consensus of the majority. (It's why Uru is back online and now Open Source.) But, they're more likely to pay attention to positive suggestions for improving something rather than negative blanket statements that simply infer they don't know what they're doing (maybe they've just heard it so often that they've become immune to it ;).

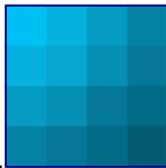
29.



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

@Sharon: As far as I know, this is Cyan's first Kickstarter. I'm, sorry, but you're the one sounding like a child right now, not wanting to listen to reasonable arguments. I don't "just back off and leave Cyan alone, haters!" bringing in much cash either. :P

30.



Sharon Guerrette about 2 hours ago

All this negativity is depressing, you all sound like a bunch of children with the I want this and I want that , this is a campaign to back a project , cyan knows what they are doing, and it is no skin off anyones noses if they don't get to the finally sum, so instead of crying help in a positive way!

31.



Fien - St Christopher's Alumni about 2 hours ago

@Paolo. Yes, but my post was about the comparable *numbers* , not the graph. KS projects that fail have the same distribution.

32.



Paolo Cecchetti about 2 hours ago

I'm sure it is a coincidence... but

- when the commenters attitude is positive pledges grow fast
- when Cyan put update pledges grow fast
- when the latest comments are negative or pessimistic you sense a slowdown in new pledges

But of course it is a coincidence :-/

33.



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

@Matt: read my comment a bit below, about the Red Thread Games KS for Dreamfall Chapters. Perhaps it makes more sense then. If not, look at what Stephen is saying about schedules...

34.

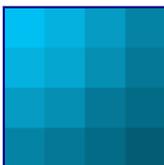


Matt Giuca about 2 hours ago

@Tore: "Pro-active after the fact"? Uh, we're less than half way through the Kickstarter. This is not "after the fact". Why won't people just quit criticising Cyan's Kickstarter campaign? They've put up a good pitch video, produced two fairly detailed content updates (considering no production work has started), announced stretch goals, and had various interviews with the press and social media including Reddit. Let them do their thing, and either go promote it in your own way, or just enjoy the ride.

(This is directed at all the complainers, not just the one I picked on.)

35.



Tai'lahr about 2 hours ago

This is my first Kickstarter and the Cyan name is why I pledged – just like it was the Cyan name that drew me into my first online community: Uru. Things I never would have done had I not played Myst and been drawn in by the

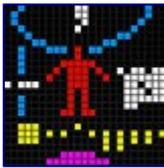
magic that is Cyan. They're a phenomenon and I have no doubt this campaign will be successful and in a couple of years I'll be whisked off to a new world and left to spend endless hours exploring.



36.

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

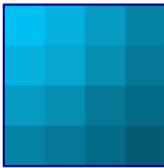
@Stephen: Sounds like they are being pro-active after the fact, which really misses the "pro" part, and ends up being active. Or desperate?



37.

Nila Mu'Hari about 2 hours ago

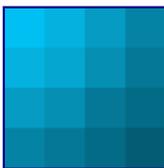
Hey (german) mac headz: in case you don't know - you can play 'myst online' on yr mac! Chk out this site: <http://chris-weblog.com/myst-online-uru-live-again-auf-mac-os-x-installieren/>



38.

Stephen Hafen about 3 hours ago

Earlier on this thread, folks have commented that Cyan needs to be more pro-active in getting press. As "press," I can tell you they have and they are. Problem is, not everyone can use an interview at this time. Rand and I tried to sync up his availability and my schedule. It didn't work for two reasons. One, he's really busy. They have a small staff and are doing Kickstarter and getting ready to release a new version of one of their classic games. Two, the time I had available for interviews disappeared. I'm now booked through the middle of January. I have heard from two of Cyan's staff they are trying their best to get interviews and coverage.



39.

Joel about 3 hours ago

Cyan probably doesn't have any suitable in-game footage yet - I doubt they've even licensed UE4. And don't forget that they have another project occupying their time, the realMyst remaster.

And Cyan has probably already tried contacting the major game sites. Some have covered it. Don't forget that not all hardcore gamers like Myst.



40.

Matt Giuca about 4 hours ago

@Chris McHugh Steam Controller woo? (PS. Hi, are you Chris Magoo? I am Eat_My_Shortz from Uru / Mystralia.)

@Ian Lewis: "I don't think Cyan should be worrying about stretch goals at the moment." But stretch goals are designed to get people excited about the possibilities and getting them to pledge more. You don't wait until you hit your base funding to announce stretch goals...



41.

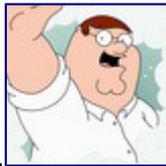
Paolo Cecchetti about 4 hours ago

@Flen it confirms the pledges distribution

http://www.alleywatch.com/wp-content/uploads/2013/07/tumblr_inline_mocnumWSZC1qz4rgp.png

obtained statistically from a huge number of analyzed projects.

This distribution is quite physiological in KS projects



42.

Trond E. B. Lunde about 4 hours ago

@ Greg: Very well written. I am sitting here waiting eagerly for Update 11. Hope it will be a good one. :-)

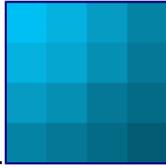


43.

Greg Szemiot about 4 hours ago

I just want to reiterate to Cyan that the... nagging... on the part of us all in the comments is the result of deep respect and love as fans and a desire for this to be completely amazing. I'm sure they know this (we've all contributed money towards it after all), and I'm sure they are trying to do everything they can on their end as well.

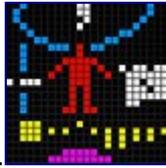
44.



[Criswell Weatherman about 4 hours ago](#)

YES, THESE are the kind of things CYAN needs to see and consider.

45.



[Nila Mu'Hari about 5 hours ago](#)

@Trond: Right on! Basically everything you're asking for is already provided in the KS video... ;-)

But yeah, I know what you mean - Just a few thoughts on this: I don't think there is already real in-game-footage to provide, since I can't imagine, that cyan already licensed the 'Unreal 4' engine. So my guess is that they did their best providing some sweet appetizer for us, using the technology, they already own. I remember Rand saying, that the final game will be WAAYYY better and more amazing (looking), than any of the snippets they were able to provide for this campaign.

Just do a quick search for 'unreal 4' engine and chk out some of the promotional videos... Imagine, cyan will be able to use THAT technology to make obduction... Then imagine, you walking through that world using Oculus Rift in full HD... Boom!

As for the gaps in between the tiers I feel basically the same. I hope they will find something sweet for closing those caps.

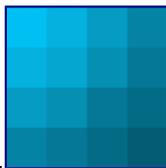
46.



[Joseph Garnsey about 5 hours ago](#)

Only 4 Riven (Moiety) Daggers left on eBay Listing # 281197598526 all Proceeds from sale will be pledged to Obduction, with free shipping, including international purchase's

47.



[Tommy Johansson about 5 hours ago](#)

@Fien

You're right about the similarities between Armikrog and Obduction

campaigns but I also remember that the people behind A. was very active with their updates.



48.

Tore Myglund ~Dream Traveller~ \$6.13 about 5 hours ago

@Criswell: Cyan should have tried to get interviews with major (gaming and other) news outlets, making sure there was press from day 1. That's the one major issue I have with the campaign right now. For instance, for the Dreamfall Chapters Kickstarter, Red Thread Games were out there, making interviews and targeting news providers they thought would be interested. They had already done interviews before the KS started, and these were released in time with the KS to provide momentum. They kept doing interviews throughout, varying the audience.

I'm pretty sure there are people out there willing to give Cyan press, but Kickstarter is no longer newsworthy in itself. They need to be out there and let the know what they're offering. Word of mouth doesn't cut it in the long run.



49.

Fien - St Christopher's Alumni about 5 hours ago

@Urie and others. IMO the KS project Armikrog (by the creators of the wonderful adventure game The Neverhood) is more or less comparable to this one. Goal of \$900,000. Average pledge \$54. At some point I was one hundred percent sure it was not going to make it. Dayly pledges dropped very fast and stayed around the 5-9 thousand for 10-12 days at least. Only 100-200 new backers a day. But Armikrog made it! Some numbers (yeah, I'm a bit anal retentive):

Armikrog first 4 days: \$351,263 - Obduction \$463,994

Armikrog after 17 days: \$517,498 = 57.5% - Obduction \$671,636 = 61%

Armikrog last 4 days: \$323,320 = 36%

So Obduction might get 1,100,000 X 36% = 396,000

Looking good! :)



50.

Trond E. B. Lunde about 5 hours ago

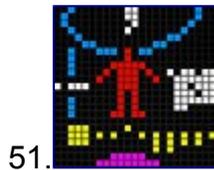
@ Nila:

I think they should put in another video showing for example people working with the game, some few snippets of early game play (if possible), surroundings, animations, sound, interviews etc etc... If they put this together in an right - exiting way I don't think it would ruin the game play. Almost every game developer releases teaser trailers before the game is released. I think a video showing this would draw the "young at age" to the campaign,the ones who are not familiar with Cyan's products. Cyan should of course distribute this video to the major gaming sites on the net.

They could also put together a few early in game images, or how they think the in-game images would be. Preferably locations. Hopefully we will see some more before this campaign is finished.

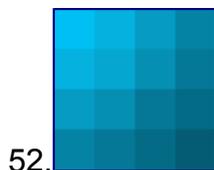
Also, they should put in a \$500 tier and maybe also a \$1000/\$1500 one. The gap's are too big here.

This is not criticism of their campaign. I am simply stating my opinion and what I think would be best to give this campaign a boost. I love Cyan's Products, and I will raise my pledge even more if the campaign slows down.



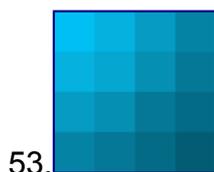
[Nila Mu'Hari about 5 hours ago](#)

+1 for that mr. weatherman!



[Criswell Weatherman about 5 hours ago](#)

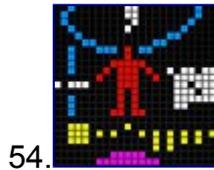
@Trond "promote it more" is vague and unhelpful. Where should Cyan be promoting it that they are not already? I gave five examples where backers should be focusing. Where should Cyan be focusing? These comments are not just for our benefit, but also for Cyan's and OBduction's. Cyan does not want OBduction to fail, and we are here because none of us want to see that either.



[Criswell Weatherman about 6 hours ago](#)

Cyan is doing its part, but let's not forget that we need to do our part, too. I'm not suggesting donate more, when you've already donated what you can. I mean promote. facebook, twitter, your webpage, your blog, everywhere it's permitted. Others have noted that Felicia Day's company, Geek and Sundry,

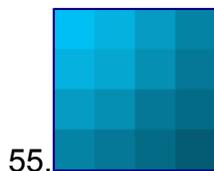
will be promoting a different kickstarter project every day that they find worthwhile. Get them to notice OBduction by your numbers, but be aware of their spam policy to stay on the safe side of it.



Nila Mu'Hari about 6 hours ago

@Trond: Go for it! What is it that they should do? Saying 'promoting it better' is basically not very 'constructive' in my opinion.

@Tommy: I couldn't see any 'helpful criticism' in this posting i was referring to. Sorry!



Tommy Johansson about 6 hours ago

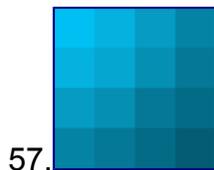
@Nila Mu'Hari

Everyone with just a basic acquaintance with kickstarter knows that your pledged money is drawn from the amazon account only and only if the kickstarter is successfull, otherwise your money still is your money. So how can helpful criticism of the way a project is run hurt the project.



Trond E. B. Lunde about 6 hours ago

@ Nila: This is not a complaint about the campaign, more my opinion on how this campaign is run and what I think they should do to make it more appealing.



Urie David Kline about 7 hours ago

Thanks for sharing that, Paolo. Very informative. The conclusions I take from it?

The percentages are on our side. We're not quite halfway there, and we've already raised more than 60% of the goal. The funding trend also seems to

swing in our favor. While the average end spike isn't as strong as the initial surge of interest, if the steady trickle keeps trucking, I think we'll be okay.

Also, if you think about it, we're sort of in a grey area right now: there's a ton of money pledged, but we're still a good distance from the goal. As the gap narrows and the project begins to look more like a reality, I think it will nudge some people off of the fence.

The only part of this that concerns me is the low success rate for projects that have such a high goal. Like the author mentioned, these are aggregates, not guarantees. Still, thought-provoking.



58.

Nila Mu'Hari about 7 hours ago

@Trond: Do you think it's really that much smarter to complain about >how the campaign is run< in this forum all the time? THAT scares backers away that are coming in for a little glance. Pleas don't take it as offense but it was discussed zillions of times in here. Be sure cyan is taking everything out of our constructive comments that would fit their strategy / style of running this KS / their game.



59.

Trond E. B. Lunde about 7 hours ago

I dont think its smart to hope or conclude with a 48 hour rush. I think Cyan should safe this by promoting it better. Especially to the ones unfamiliar with Cyan's games.



60.

Paolo Cecchetti about 7 hours ago

@lan I suggest to read this article if you don't know it
<http://www.alleywatch.com/2013/07/kickstarter-statistics-dissected/>
and concentrate on this chart
http://www.alleywatch.com/wp-content/uploads/2013/07/tumblr_inline_mocnumWSZC1qz4rgp.png

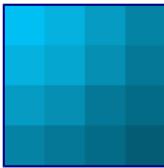
61.



Chris McHugh about 7 hours ago

Have we heard if this is to be keyboard/mouse only or are we likely to see support for controllers? The reason I ask this is that I recently got a chance to use an OR and it was good, but if you took your hands away from the keyboard and mouse for a second it was hard to find again... and if you are doing a lot of looking around, then this might present an issue. See I'm thinking that the experience might be better sitting slightly away from the PC with a controller in hand that you can use from your lap, giving you more freedom to move and look around...

62.



Stewart Bradford about 7 hours ago

Maybe Robyn's death is what inspired his movie "The Immortal Augustus Gladstone" in which he plays said Immortal. Is Robyn in fact an undead immortal being essentially playing himself in the movie? Something to think about at least, lol

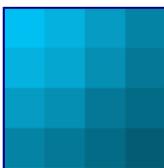
63.



Tore Mygland ~Dream Traveller~ \$6.13 about 7 hours ago

@Ian: You're not taking into account the final 48 hour rush. I'm not saying they shouldn't step it up a notch or two, but stretch goals (at least the first one) are still well within reach.

64.



Ian Lewis about 8 hours ago

I don't think Cyan should be worrying about stretch goals at the moment. If you do the math \$25,000 a day is required just to reach \$1.1M. From what I have seen this hasn't been achieved in the last few days. I'm not trying to put a downer on this, I have backed and really want it to happen! Consider myself a fan of the original Myst.

Please do more to promote this Cyan otherwise I'm afraid you may not even hit your target.



65.

Trond E. B. Lunde about 8 hours ago

Please include a \$500 tier. I might raise my pledge if you do. Also, some new in-game footage would be nice. :-)



66.

Tore Mygland ~Dream Traveller~ \$6.13 about 8 hours ago

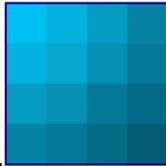
Wikipedia, at least, disagrees with Google on this.



67.

Paolo Cecchetti about 9 hours ago

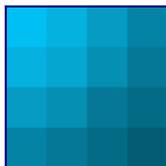
Time for an update Cyan :-)
And for new tiers? ;-)



68.

Criswell Weatherman about 9 hours ago

@Lorna, is it "end your sentence with a preposition" day on with to? Let's see if we can start a trend about for in.

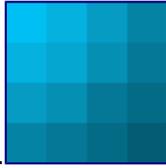


69.

Criswell Weatherman about 9 hours ago

Given that Robyn appears as Sirrus in MYST, and that MYST was started in 1991, google saying he died in 1985 has me just a bit suspicious of how google aggregates its data.

70.



Criswell Weatherman about 9 hours ago

Google does have a way to report errors. If you have evidence that Robyn is alive, like MAYBE that he composed the soundtrack to Myst, or MAYBE that he made a movie last year (facts also stated by google) there is a way to contact them to fix it. Click where it says DIED, click where it says WRONG? then submit something showing he's still alive. That is, if you think he is ... Rand, WHAT HAVE YOU DONE WITH HIS BODY? :) (A reference to the movie Brazil by Terry Gilliam, btw)

71.



light487 - "Cornerstone" Backer about 10 hours ago

@Lorna - Yeh, everyone has a go at the puzzles in IV.. but I just love the presentation of IV to bits.. :)

72.



Tony Winter about 11 hours ago

Folks now is out time to promote this via tweets, Facebook, etc. Share this project with your friends to help keep the momentum.

73.



Lorna Hartman about 12 hours ago

Yay! Good note to end my day on. (Good preposition to end my sentence on too.)

74.



Talon Edgewater about 12 hours ago

Joke explanation: that's what Horatio said to Hamlet.
Also, I know it's "goodnight."



75.

Talon Edgewater about 12 hours ago

Good night, sweet prince.



76.

Horatio about 12 hours ago

Yay! Thanks! Goodnight!



77.

Horatio about 12 hours ago

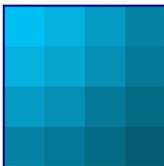
60 bucks! Let's get to 670K so I can go to bed...



78.

Horatio about 12 hours ago

@Owen I understand that now, but didn't at the time. I wasn't looking beyond the Myst name when placing blame.



79.

Owen Carson about 12 hours ago

@Horatio We can't blame Cyan for anything in Myst 3 and 4

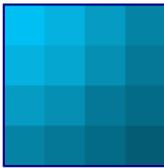


80.

Horatio about 12 hours ago

@light487: I have a friend who I've been trying to get to commit to a pledge, and he said the same thing to me this week about Myst being a pretty powerpoint presentation. Some folks just don't get it.

@Lorna: The Dream puzzle in Myst IV almost ended my relationship with Cyan forever. :P That and the Spider Chair. gaah!



81.

Owen Carson about 12 hours ago

@Michael Maybe you can get him interested if you tell him about the "Myst Mayhem" cheat code in RealMyst



82.

Lorna Hartman about 12 hours ago

Wait, Kicktraq has us at \$669,840. We must have lost one. Bummer. Still very close.



83.

Craig Jacobs about 12 hours ago

Does he also listen to lady gaga, watch WWE and drink cheap domestic beer?



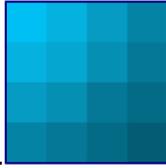
84.

Lorna Hartman about 12 hours ago

I'm into Revelation right now, having gone back through some of the earlier games from the series. I'd forgotten how hair-pulling the Dream puzzle was,

with the colored fuzzballs that you're supposed to turn to all white. Took longer to get past that this time than it did years ago when I first played it. I'm not looking too closely into what that might mean.

Only \$425 out.



85.

Michael Winter about 12 hours ago

My brother-in-law is a huge gamer. Like 99% of gamers, he's strictly a first-person shooter sort of guy. When my wife tried to explain to him that I played games that required me to think, his reply was: "Pshsss. The only thing I want to think about is where to reload."



86.

Talon Edgewater about 13 hours ago

I guffaw at such dullards!



87.

light487 - "Cornerstone" Backer about 13 hours ago

I'm surprised by some of my friends reactions to Obduction, who I know are into retro games... I thought they would be interested immediately but they just say things like "I always thought of Myst as a nice looking powerpoint presentation" and so on... so cruel...



88.

James Andrew Wodehouse about 14 hours ago

<http://i40.tinypic.com/2eowcnb.jpg>



89.

Kate W about 14 hours ago

To be fair, sarcasm can be hard to spot online, particularly if you're not conversing in your primary language - perhaps a wink smilie might be in order to make things clear!



90.

Michael Pollard about 14 hours ago

Vale Robyn Miller (1966-1985) "He has ceased to be! He's expired and gone to meet his maker! He's a stiff! Bereft of life, he rests in peace! His metabolic processes are now history! He's off the twig! He's kicked the bucket, he's shuffled off his mortal coil, rung down the curtain and joined the choir invisible!!"



91.

Lorna Hartman about 14 hours ago

@Tiago, some of us have an additional gene for irony and I admit it can be hard to spot if you're a nice normal person. ;) Not that Criswell isn't a nice normal person, of course.



92.

Lorna Hartman about 14 hours ago

@Criswell, everyone knows that if the Internet says it, it must be so. Let's start planning an elaborate memorial service for dear departed Robyn, and also a celebration party for his recent movie. (For the humor-impaired--still being lighthearted.)



93.

Kate W about 14 hours ago

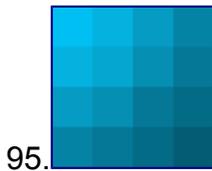
@Tiago, Criswell was being light-hearted and just pointing out how unwise it is to rely on the internet as the sole source of information.



94.

Tiago Regueiras about 14 hours ago

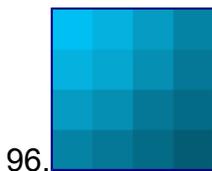
@Criswell Dude, get your facts straight, the game came out in 1993, he made Riven in 1997 and has currently 47 years... Trool much?



95.

Criswell Weatherman about 15 hours ago

Lorna, in case you don't believe me, google Robyn Miller. He died in 1985, but still composed the music for MYST, and also just recently finished a movie, The Immortal Augustus Gladstone, so says google.



96.

Broc Davies about 15 hours ago

@Nick Roberts

Exactly, which means putting it on the front page again would give more people a chance to see it. In other words, this kickstarter could use a "bump". Especially since this kickstarter is almost halfway and still needs to make another 450k.

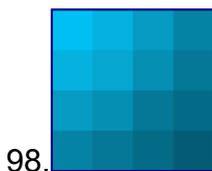


97.

Lorna Hartman about 15 hours ago

@Criswell, bahahaha--that's good.

What do you want to bet we hit \$670K still today? Go, go, go!



98.

Salvo Ludus about 16 hours ago

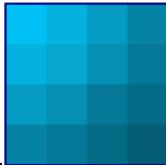
@MfGlisson No official rules or anything yet just have to watch when they ask for posts I guess



99.

William C. Strohm about 16 hours ago

I calculate that we need 7547 new backers at the average pledge level of \$57, to squeak in by 11/16.



100.

Criswell Weatherman about 16 hours ago

Robyn Miller is dead, and Rand knows where his body is buried. :) I'm betting Robyn's remains are somewhere on the grounds of a farmhouse with a white picket fence. Just sayin'

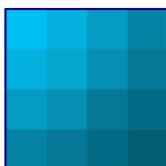


101.

Nick Roberts - Armikrog.Army\$4.96 about 16 hours ago

@Brock

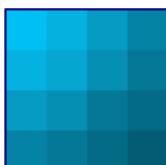
It actually was on the front page of IGN. That is where I first heard about OBDUCTION.



102.

Broc Davies about 16 hours ago

A front page post on IGN and gamespot would help bring an influx of backers. Worked for Mighty No. 9.



103.

William about 17 hours ago

@Tore Myglund I can't say definitely that isn't so. But, if it is only and entirely subtitle language support, perhaps Cyan can come up with another stretch goal that if met, would add audible EFIGS language play.



104.

Ryan S. Davis about 17 hours ago

@MfGlisson--I am not on Twitter, so I do not, but Salvo Ludus posted a few spots below me about it. His instructions seemed pretty clear.



105.

Paskarl about 17 hours ago

Theoretically we're placed between 4th and 5th of the most successful adventure crowdfunding projects right now:

#04 \$0,77 Mio for Broken / 14,032 backer (192%, Ø \$55 backer)

#05 \$0,65 Mio for Leisure Suit Larry / 14,081 backer (131%, Ø \$46 backer)

That's nice!

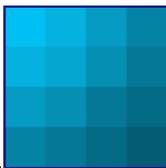
But something must happen to speed up the slow progress!



106.

Tore Myglund ~Dream Traveller~ \$6.13 about 17 hours ago

I think those reading the update as "there will be audio for FIGS" are guilty of wishful reading. FIGS will be the subtitle localizations that accompany the game at release, the other localizations will have to come later, from the community. But the only audio will be English, as far as I can tell.



107.

MfGlisson about 17 hours ago

@Ryan: Do you have a link to their twitter rules?

108.



Ryan S. Davis about 17 hours ago

The Geek & Sundry thing is a big deal, for those that haven't heard of them. They have a lot of credibility. I highly recommend those of you on Twitter try to get us mentioned by them! (according to their rules and not spamming, of course).

109.



light487 - "Cornerstone" Backer about 17 hours ago

Started playing Riven for iPad today in anticipation of this game.. well I know it's another 2 years away.. but still.. it's filling the void. Certainly it's not as good as the game on PC.. but I wasn't expecting it to be... still loving it and remembering certain scenes from when I played it on PC at its original release.. I never finished it though.. so at least some of it will be a unique experience :)

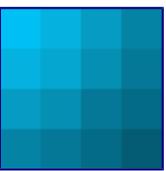
110.



Helena about 17 hours ago

So glad to see this past the 60% mark! We're well on our way.

111.



William about 17 hours ago

Sorry, I just have said, the doughnuts with the sprinkles. :)

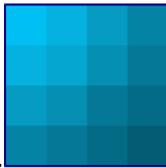


112.

Lorna Hartman about 17 hours ago

@Salvo, just tweeted a couple bits of info about Cyan, Obduction, the campaign. Hopefully Geek and Sundry will pick it up sometime soon. Thanks for that.

Also posted the Myst tribute video with a note on Facebook. Couple of likes on Obduction posts. We'll see if we can get more supporters.



113.

William about 17 hours ago

Note though, the localization happens when we hit the \$1,300,000 stretch goal. If we only end up at \$1,100,000, we will only get English. So, the goal is not \$1,100,000 it is \$1,300,000 and beyond so we get the additional stretch goals. The pluses. The incredibly rich toppings and not just the incredible wonderful cake. :)



114.

William about 17 hours ago

@volyova.

From the update. "We will support the EFIGS languages (English, French, Italian, German, Spanish), adding French, Italian, German, and Spanish language support once this goal is met."

notice the word ""adding" French, Italian, German and Spanish language support".

It then goes on and states "Howeve" Read, But there is more. "We don't...end localization that simply. We will create..." the ability via subtitles, the ability to subtitle in any language imaginable.

"However, we don't want to end the localization support that simply. We will be creating the localization for this game (via subtitles) as open sourced localization files"

115.



David H about 17 hours ago

@Adreitz: I did say unrealistic :P

Still, it would be a good fit. And Peter has shown himself to be interested in mixed media, new media, and technology advancements before. He could do a killer ambient/instrumental soundtrack for an unconventional sci-fi adventure discovery game. I love Robyn's and Tim's work as well, but it would be an awesome fusion of my interests if PG did the soundtrack

@Urie David Kline: I know the tracks weren't written or recorded for the games; but he allowed them to be used and lent his voice to Revelation, and that's still involvement.

Big Blue Ball is pretty fantastic :) I like that version of Burn You Up, Burn You Down better than the one on the Hit/Miss compilation.

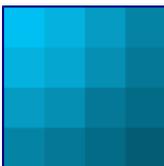
116.



Volyova about 18 hours ago

@William and Adreitz : I understand as Adreitz does. All localizations will be done via subtitles. The only spoken language will be english.

117.



Salvo Ludus about 18 hours ago

Guys! Felicia Day's company, Geek and Sundry, just tweeted that starting tomorrow they will retweet 1 follower's kickstarter per day. They have more than 83,000 followers. This can be a big deal if they tweet about Obduction.

If you're on twitter, please follow @GeekandSundry and watch their posts. PLEASE DONT SPAM THEM. Just watch for when they ask about the kickstarter campaigns and keep tweeting about Obduction.

This is VERY exciting!

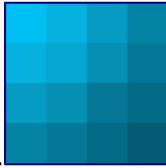
118.



Craig Jacobs about 18 hours ago

I'm holding out for a Shyriiwook translation.

119.



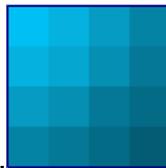
William about 18 hours ago

So, there are two elements to the localization. The EFIGS, which are spoken, verbal, auditory. English, French, Italian, German and Spanish. Standard.

AND

secondly, beyond the EFIGS, there will be the ability for subtitling, non-spoken, visual, read, in any language imaginable. Even in D'ni, as was indicated.

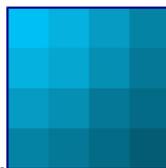
120.



William about 18 hours ago

@Adreitz There is an additional element to localization as I read it. there will be the ability to add subtitles to the game in any language by building and dropping in a file in the native language to do that. Which means, any language in the world, even lost dialects, could be added for subtitles. Of course, if the language is lost, is hard to add it. ;)

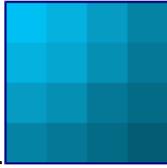
121.



Adreitz about 18 hours ago

@William: I read the statement by Cyan differently, mostly because of the lines following your quote: "However, we don't want to end the localization support that simply. We will be creating the localization for this game (via subtitles) as open sourced localization files." That second sentence seems to me to indicate that all localization will be in the form of subtitles, as it does not seem to limit that statement to only community-created localizations.

122.



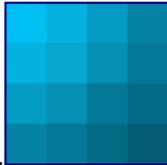
[Urie David Kline about 18 hours ago](#)

Just to clarify Peter Gabriel's involvement,

The songs used in both URU and Myst IV were not recorded specifically for those projects. Both "Burn You Up, Burn You Down" and "Curtains" were B-sides. Burn You Up was recorded at some point in the 90s--I strongly recommend Big Blue Ball, a compilation album containing a selection of recordings from those summers in Box featuring various artists. If you like Peter Gabriel and the Real World stuff, its right up your alley. Not as sure about Curtains, but it was a B-side way before the early 2000s when Team Revelation got to work.

Oh, and by the way, digging the momentum thus far today. Great work everybody: especially Mr. or Mrs. 4500, whoever you are.

123.



[William about 18 hours ago](#)

@Diana

From CYAN's most recent update:

"The second item we will be adding if we reach the 1.3 million goal is localization support. We will support the EFIGS languages (English, French, Italian, German, Spanish), adding French, Italian, German, and Spanish language support once this goal is met."

CYAN, as the only definitive source that can speak to this, please correct me if I am wrong.

My reading of the update is, IF we only meet the \$1,100,000 essential goal, then the game will only be released with English spoken. HOWEVER. WHEN this KS for Obduction reaches the \$1,300,000 stretch goal, releases will be generated in spoken English, French, Italian, German and Spanish.

So, to have the game also released with German spoken, it is an essential necessity to hit the \$1,300,000 stretch goal amount. You can help to achieve the very goal you seek! Get the word out, in German, to German gaming sites, and any other individuals, groups, sites, news outlets, etcetera, about this project. Help us reach the \$1,300,000 stretch goal. :)

And Cyan, Rand, Rawa, Eric, Cyantists, please correct me and this interpretation if it is wrong. Thanks. :)

124.



Talon Edgewater about 18 hours ago

@Paolo: that and I think the rift support unveiling helped quite a bit as well.

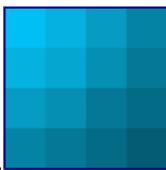
125.



Matt Giuca about 18 hours ago

@David Mulder: "Kicktraq projections itself work based on a lot of data from different projects and actually do take into account the end rush, however not that if it barely doesn't make it that then this rush is above averagely bigger." I think it's worse than that. I would imagine that the algorithm is averaging across the curves of all projects. Projects that are nowhere near funded (e.g., 10%) will simply taper off at the end, because nobody thinks funding them will help. Since just over 50% of projects receive less than 40% funding, if you average the funding curve over all projects, you will likely see a fairly flat curve towards the end (as we are seeing on the prediction now), whereas in reality, projects near completion have a large spike at the end. I don't think the Kicktraq predictor is helpful at all.

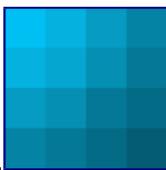
126.



Tommy Johansson about 18 hours ago

Well, I certainly hope Gabriel is too high budget. Robyn Miller (unlikely I guess) or Tim Larkin is my choice.

127.



Adreitz about 19 hours ago

@David: I'm pretty sure Peter Gabriel is too high-budget for Cyan right now. Even with all of Ubisoft's funds, they only had him do a single song.

128.



Christina 'Riv' Hawkes about 19 hours ago

Yeah, can we not use the phrase "if we all contacted [person] on Twitter"? We don't want to get in trouble for spamming again!

129.



David H about 19 hours ago

Somewhere deep in my mind I'm still half-clinging to the unrealistic hope that Peter Gabriel is doing the soundtrack. That would be incredible---and not entirely unprecedented after his contributions to Myst IV. ::sigh:: I can dream, can't I?

130.



Paolo Cecchetti about 19 hours ago

Seems like the 60k goal convinced some new people to pledge :-)
7K in less than 3 hours is amazing
15K with still half day to go... good day folks, good day

131.



Ryan S. Davis about 19 hours ago

I think that Robyn is well aware that he has fans and would not want to be swarmed by Twitter comments. He's made his choice.

132.



Robert Milius about 19 hours ago

@Adreitz I bet if we all contacted him on twitter and asked him to come back for this project he would. What do you all think? his twitter @tinselman

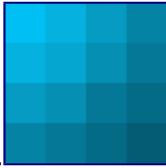
133.



Horatio about 19 hours ago

Many thanks to our newest \$4500 backer!

134.



Adreitz about 19 hours ago

@Robert: Rand has already said that Robyn is not part of the project. He just let them use his music from Myst and Riven in the KS trailer.

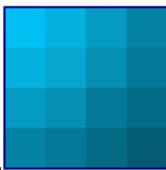
135.



Robert Milius about 19 hours ago

If you google "Robyn Miller" google's sidebar bio says he died in 1985. I'm pretty sure he's still alive and kicking. I wish he were on board for this project btw. He could be the "mystery" composer Rand was hinting at. If so that would be awesome.

136.



Michael Winter about 19 hours ago

Fantastic! These sudden leaps just about give me a heart attack (in a good way). And I know it's a few days late, but I'm thrilled were back up to 3 10,000 backers after one withdrew.

137.



David H about 19 hours ago

I checked this tab again and went "wasn't it just at 662xxx?!?!" Awesome!

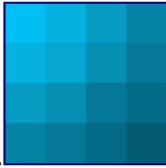
138.



Ryan S. Davis about 19 hours ago

Woo, new \$4500 backer!! Thank you!

139.



Carol Woodward about 19 hours ago

I would love to see a global supporters map on here, it would be interesting to know how many fans there are in each country.

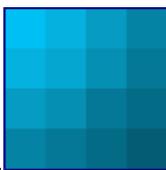
140.



Jeremy Gottwig about 20 hours ago

Diana, I don't know for sure, but I suspect the translations of Myst came well after the original English version was a commercial success. Probably the only way you're going to get a non-English release on the day of the game's release would be if it were produced by one of these major game conglomerates like EA or Ubi, and even then, that's no guarantee. It's no different than waiting for a translation for a movie, book, etc.

141.



Adreitz about 20 hours ago

@Diana: Sorry, but I don't actually speak German -- I was just using Google Translate. :) So I'm not sure I completely understood your comment, but as far as "lots of money", Kickstarter is primarily a way to invest in an endeavor. It's not a pre-order system. The rewards sweeten the deal, but we shouldn't look at the reward tiers for cost-effectiveness the same way we would look at the cost of the game once it's been developed and is out on the market.

142.



Diana about 20 hours ago

ups what a shit came with my post!

143.



Patrick M. Collier about 20 hours ago

Everyone I am predicting this to be roughly the equivalent of what is going to happen in the days before and our collective mood on Saturday November 16th at 9:06 am EST...

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

144.



Diana about 20 hours ago

q Missing_small
Adreitzan

Its a must Sean!

145.



Diana about 20 hours ago

@Andreitz Ja, das mag früher so gewesen sein. Ich bin es nur leid, dass ich für jeden Adveturespielehaben viel Geld bezahlen muss. Noch dazu nur in englischer Sprache und mit miserabler deutscher Übersetzung.

146.



Sean T. Arata about 20 hours ago

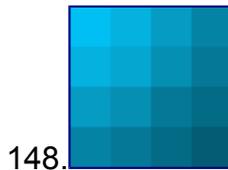
@Diana I do not believe that there would be German voice recording from

the outset.



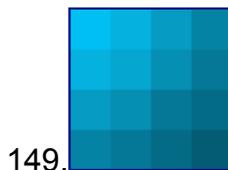
Diana about 20 hours ago

@Cyan Will there be a german voice recording?



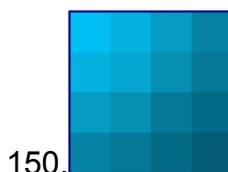
Adreitz about 20 hours ago

@Diana: But older Cyan games were made when Cyan wasn't looking in the couch cushions for money. Good translation and voice acting can be expensive. I think I'd take what I can get.



Christian Gårdebrink about 20 hours ago

It would be kinda neat if it was possible to play this game with a friend. If not by having an avatar each, just sorta sharing the screen or something.. I really liked playing with a friend in MOUL. Not something fancy just a way to share the experience with another person remotely.



Penny about 20 hours ago

@Dimetrios: Loved the tribute to Myst video. Thanks! :-)

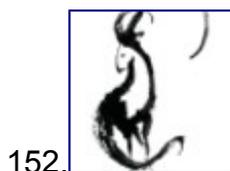


Dimitrios about 20 hours ago

+1 to Craig

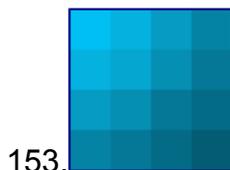
<http://www.youtube.com/watch...>

and dont forget we are OVER 60% and going up fast!!!!!!!!!!



Diana about 20 hours ago

Dear Dimitrios, I understand :-) But all the older games (from Cyan) were translated into different languages.



Craig Jacobs about 20 hours ago

They have...

"We will support the EFIGS languages (English, French, Italian, German, Spanish), adding French, Italian, German, and Spanish language support once this goal is met. However, we don't want to end the localization support that simply. We will be creating the localization for this game (via subtitles) as open sourced localization files. So localizations for other languages can be created by fans from around the multiverse. Players will be able to download a localization file, drop it into a folder, and play Obduction with subtitles in the language of their choice. This will mean that Obduction could potentially be translated into any language: Japanese, Portuguese, Cherokee, D'ni, Elvish, Klingon..."



Tako Shak about 20 hours ago

I think we should wait for Cyan to tell us what languages they're going to use rather than speculating.

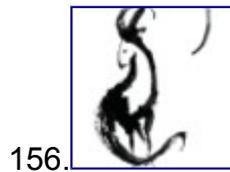


Dimitrios about 21 hours ago

@ Diana if i was waiting to have Greek voices in pc gamesthen i would never had the experiences i have now. I d like to hear the original voices. It adds to the overall experience and even the expressions on the ppl who are talking different languages and i hate that! I am very comfortable with

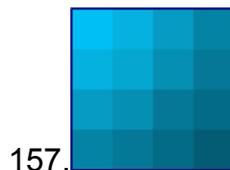
subtitles! It is no serious reason not to buy the box if you want it! Especially when you could not buy it afterwards...

From Greece with love <http://www.youtube.com/watch...>



Diana about 21 hours ago

I really have to say ... I'm sick of all the games developers wich will have my money and don't support my language.

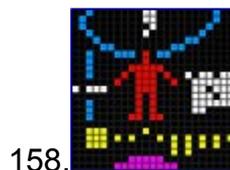


Erik Ammerlaan about 21 hours ago

I read quite some comments from persons who wanted to increase their pledge from \$250 but found \$850 too much, and who requested more pledge levels.

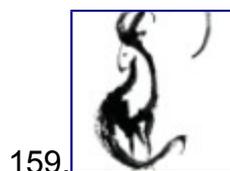
However, note that you can specify whatever amount of money you'd like to pledge, so it can be anything between 250 and 850 if you want. It just means that you won't get additional rewards besides those from the \$250 level.

Though, if your goal is primarily just to increase your pledge, then nothing is stopping you.



Nila Mu'Hari about 21 hours ago

Since cyan really cares about the best possible 'world' experiance, I doubt, they would ruin that by accept ing poor made subtitles...



Diana about 21 hours ago

@ Adreitz Really?! No German voices?
OK, I don't need the Box, download is enough.

160.



Diana about 21 hours ago

@Nila Mu'Hari I hope so! All other games were translated in various languages and that very good!

161.

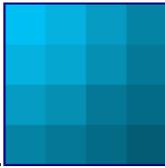


Dimitrios about 21 hours ago

We have to celebrate a little bit. Sit back remember why we are doing this.....use this video lol

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

162.



Adreitz about 21 hours ago

@Andreas, @Diana: I read Cyan's recent update about the stretch goals to mean that any dialog will be recorded in English only, and all localization will be accomplished through subtitles -- I could be wrong about this, but that is the implication I drew. Regarding your comments about English-only dubs and bad German subs, you might want to check out the Deponia series, which was developed in German. It was also dubbed in English (though I thought they did a pretty decent job of it).

163.



Jessica Bennett about 21 hours ago

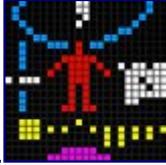
Just increased my pledge, I really want this to succeed! :-)

164.



[Diana about 21 hours ago](#)

@Andreas Das wundert mich eigentlich nicht. Diese oculus rift-Sache scheint da eher bevorzugt behandelt zu werden.



165.

[Nila Mu'Hari about 21 hours ago](#)

@Diana: that doesn't sound like anything cyan would do! ;)



166.

[Andreas Roskosch about 21 hours ago](#)

@Diana ... Es gibt aber auch rühmliche Ausnahmen. Es wundert mich halt nur, dass Cyan hierzu noch keine genaueren Infos gegeben hat.



167.

[Horatio about 21 hours ago](#)

Back from lunch...whaddimiss? Oh - 60% backing, I see. No big dea...woohooooooo!



168.

[Diana about 21 hours ago](#)

@Andreas ... Leider ist es heute Standard geworden, dass Adventurespiele nur in englischer Sprache vertont sind. Und mit viel Glück bekommt man grottenschlechte deutsche Untertitel!



169.

[Frank den Blaauwen about 21 hours ago](#)

For the record: I'm not that person that pledged that amount. Wish I could,

but there are some priorities in life...



170.

Lorna Hartman about 21 hours ago

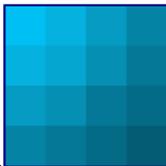
Sweet. I've been re-posting Cyan's Facebook updates and making up my own and that has alerted two donors that I know of. Social media word-of-mouth works.



171.

Dimitrios about 21 hours ago

60% we are now at 95% of succeeded projects and It is going up fast!!!!!!!!!!!!!!!!!!!! yooooohoooooooooooo!!!!!!!!!!!!!!!!!!!!



172.

Andreas Roskosch about 21 hours ago

I'm wondering if there will be only subtitles for the localisation stretch goal and no voice-overs or if there will be voice-overs at all in the game?



173.

Frank den Blaauwen about 21 hours ago

And yes: somebody pledged \$ 850,--

Welcome and thanks!

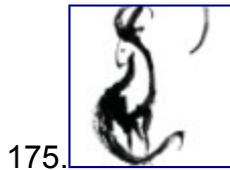


174.

Frank den Blaauwen about 21 hours ago

@lorna: No I'm not annoyed in the least. I was referring to what Horatio said: Let's be annoying and count it down together! \$500 to go!

Have fun!



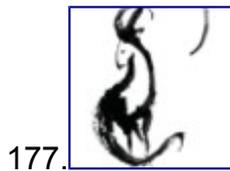
Diana about 21 hours ago

@Ryan ... I know. But I hope there were more focus on EFIGS languages.



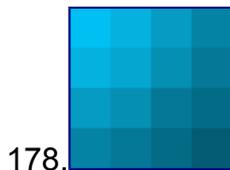
Ryan S. Davis about 21 hours ago

@Diana--they are both part of the first stretch goal.



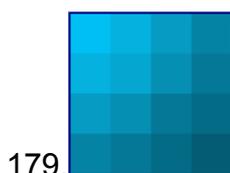
Diana about 21 hours ago

The first point at stretch goal should be EFIGS languages! And the second part oculus rift.



William about 21 hours ago

\o/ YOWSERS! WOWSERS! THEEERRRRRREEEEE IT IS FOLKS!
SSCCCOOOORRRRRREEEEEE 660K and beyond! The Obduction team,
which is CYAN and ALL the backers, pauses barely a moment to breath,
enjoy and take in the moment, as we reach this point just a couple days shy
of half-time! Now back into the fray as we move on and into the second half!
FOR THE WIN and BEYOND! GOOOO \o/ OBDUCTION, GOOOO! \o/



Diego about 21 hours ago

Nice! :)

180.



Derrick Robinson about 21 hours ago

60% great work everyone!

181.



Lorna Hartman about 21 hours ago

We did it! 60% Cheers to all of you who made it happen!

182.



Sean T. Arata about 21 hours ago

Well that happened quickly: 660K!

183.



Ryan S. Davis about 21 hours ago

I'll also ask again if anyone has an updated poster/flier that everyone can give out to local coffee shops and game stores.

184.



Ryan S. Davis about 21 hours ago

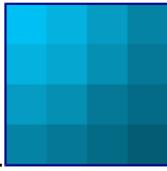
I just emailed NPR to see if they'd be interested on doing a story on this campaign from a tech/business perspective. Hope so!

185.



Lorna Hartman about 22 hours ago

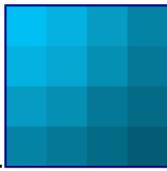
Frank, are you annoyed by people's "\$--- to goal" updates? That's likely to continue from a number of us who are tracking and are very excited by our continuing progress.



186.

Diego about 22 hours ago

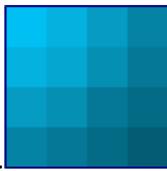
Should try help promote this project on social networks and help Cyan overachieve their goal past \$ 1,100,000 :)



187.

Christian Gårdebrink about 22 hours ago

You guys got any pointers on how to introduce your unsuspecting friends to the glory that is Cyan games in general and Obduction in particular? For one social inept as myself a nifty trick of some sort or some other underhanded lure could come in handy..



188.

Diego about 22 hours ago

I have always enjoyed all of Cyan's games since I was a kid. Backing this one



189.

James Andrew Wodehouse about 22 hours ago

The Klamath Mountains of northern California contain several obducted oceanic slabs. Obducted fragments also are found in Oman, Cyprus, Newfoundland, New Zealand, the Alps of Europe, and the Appalachians of eastern North America.

190.



James Andrew Wodehouse about 22 hours ago

Three 2 Five we all do the obduction jive! :)

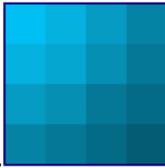
191.



William about 22 hours ago

Uh, yes! I am having fun here! :) GOOO OBDUCTION! :D

192.



William about 22 hours ago

Ladies and Gentlemen, the crowd is beginning to count it up! All over the arena individuals are beginning to rise to their feet and onto tiptoes to see whom, will make their mark and have the undying gratitude of this crowd, as we look for the chosen one as we approach the halftime and for the one, the several, or the many, who will bring us to the 60%, 660K point of this Cyanic Mystifying Obduction adventure!

Only 324 to go!

Get ready folks! It's coming! :)

193.



Riggo-Jammin' with the Bolt 420s mon about 22 hours ago

Nice looking number over there ----->

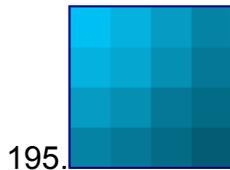
:~)

194.



Horatio about 22 hours ago

Dang it. I have to go to lunch, so I'll probably miss it! :(Go Obduction, Go! :P



Frank den Blaauwen about 22 hours ago

I can be annoying too: Only \$ 400 to go! :-)



Lorna Hartman about 22 hours ago

Whoa, only \$425 to go!



Daniel Furst about 22 hours ago

Gimme the Box. FYI, they would not accept a pledge of Big Macs, fries, or doughnuts.



Jason Andersen about 22 hours ago

The fact we had more backers yesterday than the day before was encouraging, and (I believe) a direct correlation to the new updates. Hint hint, Cyan. ;) At this point we are averaging around 250 backers per day. Assuming that continues for the next 2 weeks (since we are in the "slow trickle" middle of the KS), and using the current \$57 per backer average, we'll see ~200k coming in 3 days prior to the KS ending. That puts us around 860k, with 240k to go in the last 3 days. This project made 400k the first 3 days. So it would have to bring in a little more than half on the last 3 days what it did in the first 3 days. Unless something atypical happens, it's going to be very very close. All the more reason to keep trying to get the word out!

That article Paolo linked to is interesting. I think there are some lessons in that article:

"Larger goals tend to have a decreased likelihood of success." Which

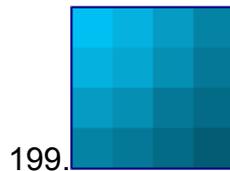
correlates to "> \$100,000 projects have a 7% success rate". Yikes, that's a very low success rate. :(

"Greater number of reward levels increases the likelihood of success." Which many have been saying and I hope Cyan is working on now.

Some encouraging things (well, to help ease the mind a little, if not necessarily encouraging):

- 25% exceed their goal by less than 4%
- 50% exceed their goal by less than 11%

It's going to be a wild ride!



Benjamin Kilada about 22 hours ago

\$500 to go! :)



William C. Strohm about 22 hours ago

Looks like I started something... (J/K)



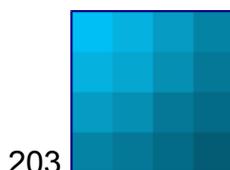
Horatio about 22 hours ago

@Lorna: Let's be annoying and count it down together! \$500 to go!



Lorna Hartman about 22 hours ago

\$675 to go to milestone.



Salvo Ludus about 23 hours ago

@Lorna You're comment was exactly what I was thinking. Gave me a chuckle :)



204.

Horatio about 23 hours ago

@William: Thank you, sir!
@ALL BACKERS: \$825 to 60% funded!



205.

Lorna Hartman about 23 hours ago

@Salvo, I wrote that first comment on the Spokesman-Review article myself. :) Get the news out! Thanks for the info and encouragement everybody. We're gonna make it. Only \$825 out from the big \$660K, 60% point! Great job folks.



206.

William C. Strohm about 23 hours ago

Just upped my pledge... hope it helps.



207.

Craig Jacobs about 23 hours ago

Since the charges won't happen until 11/16, does payday really matter?



208.

Clark Davis 1 day ago

@ Dimitrios. Nice! That's some good thinking there, sir.

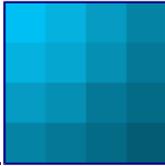
209.



Dimitrios 1 day ago

You want something positive? ... when is the payment day for most of the people??? :) End of month, beginning of next? hehe!! I would like to think that 658865\$ until this moment is from the salary of the ending month.....:)

210.



James Adams 1 day ago

To me this game must have Rift... How about more addon's or pledge rewards? We've made huge progress in the first week, but it's really dropped off. Spread the word everyone!

211.



Marein Könings 1 day ago

There is already a bit of Obduction fanart over on <http://www.deviantart.com/...>

Anyone else got anything cooking?

212.



David H 1 day ago

@Paolo

That chart is beautiful ^_^

I hope we at least break that second stretch goal (though I of course wouldn't object to meeting even more of them, whatever they are). The more worlds the better.

213.



Paolo Cecchetti 1 day ago

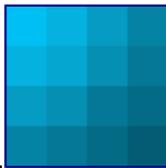
@Nila I don't believe in coincidences of this kind with Cyan folks ;-)



214.

Clark Davis 1 day ago

Cyan has showed us 1) They're listening, 2) They know what they're doing in regard to the kickstarter .e.g. content updates, stretch goals, etc. 3)They're taking our feedback into consideration. I'm positive that the next update will have at least one new tier, probably more. So what do we do? We plug on, lift each other up, spread the word where we can, and continue to talk about how Obduction will be literally (not in the pop culture vernacular of the day) epic! Onward!



215.

Adreitz 1 day ago

@Nila: Wow, interesting coincidence with the date of that transmission and the end date of this campaign! I wonder...



216.

Paolo Cecchetti 1 day ago

I suggest to read this article if you don't know it

<http://www.alleywatch.com/2013/07/kickstarter-statistics-dissected/>

and concentrate on this chart

http://www.alleywatch.com/wp-content/uploads/2013/07/tumblr_inline_mocnumWSZC1qz4rgp.png

Very assuring, isn'tit? :-)

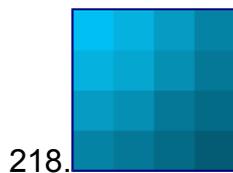


217.

Nila Mu'Hari 1 day ago

Nov 16th, (1974)

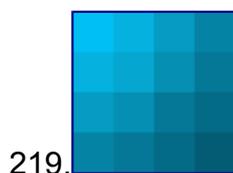
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218.

William 1 day ago

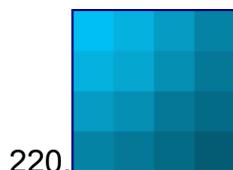
@ David. Yes, fear is the motivation for some. If you research it a bit, it is not a healthy motivation, but it does motivate and if that is what moves you. Okay. When do you see the most people gathering and enjoying a park. When it is cold and raining? Or when it sunny and warm? My point is, optimism at succeeding motivates far more, and is a far better and healthier motivator, than fear. :P :)



219.

Craig Jacobs 1 day ago

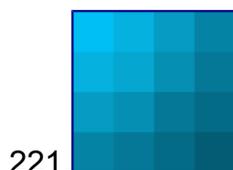
A healthy bit of fear and anxiety are how things get done. Constructive criticism isn't negativity. Pollyannaism doesn't get things done.



220.

Adreitz 1 day ago

@David: In my experience, people respond much better when a situation is phrased as an opportunity, rather than a threat. Which would you rather do: back a game because it looks like it'll be awesome, or back a game because its campaign is being badly run or isn't getting the hype it deserves?



221.

Salvo Ludus 1 day ago

@William Thanks so much for that. Wow, even after that great speech, there's always a naysayer lurking around.

222.



David Mulder 1 day ago

@Jeff: It actually does, it motivates us to pay more and to find people to pledge :P I already sold a couple of copies myself, might not have gone out of my way if I was afraid it wont make it.

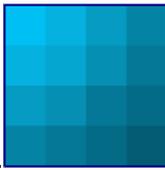
223.



William 1 day ago

@ David. Yes, some do fail. As stated, at 60%, roughly 91-93% succeed. That means 6-7% at that moment don't make it. The point is, it is easy to look at the downside, even though the numbers should be causing folks to look at the upside. Gloom gathers in darkness. The sun, lights the way. :)

224.



Jeff Dickinson 1 day ago

@William Thank you. Now can we just start being positive here? Whining and worrying about the campaign failing aren't going to make it succeed.

225.



Christoph Burschka 1 day ago

Calling it: I think the next blurred stretch goal reads "An additional world to explore."

226.



David Mulder 1 day ago

@William, I think u haven't seen enough kickstarters then :P I have backed already quite a number which did end up failing. Now, the good thing is that if

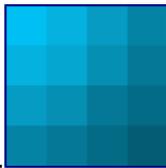
it barely makes it then the last part always picks up. Point in case, Obduction has a realistic chance of failing. Not likely no, but a fair chance. Kicktraq projections itself work based on a lot of data from different projects and actually do take into account the end rush, however not that if it barely doesn't make it that then this rush is above averagely bigger.



227.

[Paolo Cecchetti 1 day ago](#)

@William (bow)



228.

[William 1 day ago](#)

First my apologies. When I blurt in, I'm long-winded. on the plus side, I really do try not to do this often. This is in response to a few who seem to be getting or showing signs of discouragement. :)

Not to fret! This KS is not loosing! As many, many, have been saying from the beginning, confirmed by what I have seen myself looking at some historical kicktraq graphs, we are simply in the mid calm. In fact, from what I see in many graphs, this KS is doing quite, quite well. It is just a couple K away from hitting the 60% marker, while still a couple of days away from the actual midpoint of this Obduction KS.

Additionally, it is experiencing what I will refer to as the paradoxical paradigm of the 90/10 rule. Though there is no real reason why this should be, yet it applies to many areas where humans are involved, out of a defined number of individuals experiencing the same event, which requires individuals to show initiative, take a lead, etcetera, 10% will step forward to lead the 90% to show the way. 90% will hold back to see where things are going, how they are going, how it makes them...feel. But the 10% don't move on feelings or give into fears. They work the problem and keep working it until the goal is met. For instance, of the total of individuals registered on the URU MOUL website, the number of pledges here is 10% of that number. If it were not at 10%, I would be concerned.

Additionally, as many have said, as we get closer to the end of the 31 days, pledges will kick up. Why? That same 90%, though they may wait, will also furnish the needed kick when something they are trully interested in is at a pass or fail point. There are lots of examples where this is found to be true, but everyone can research that out for themselves. I will give this one example though, look at how many times over the last decade, that URU has risen, and risen, again.

There has been a really positive tone over the last couple of days. let's keep that going. As so many have said, and said again, let's keep doing what

needs to be done. Don't get discouraged. This is another area where the 90/10 rule comes into play. Regarding how successful or not we are, to events in our lives, and determining the outcome of those events, only 10% of the outcome is related to the actual event. 90% of the outcome is determined by how we react to the event or circumstance. This is just another opportunity to demonstrate what this community can do! Remember, "Carpe diem," seize the moment. Seize the day. Go forth and overcome.

This campaign is going to succeed! Believe it! Do it! And I know many of those pledged are already tapped out, as I am, and can't give more. Don't get discouraged! We are short of the midway point but approaching 60% of the base funding needed. At which point well over 90% of the KS campaigns succeed. Those are good numbers and good odds. Let's keep telling those we know. Keep encouraging one another. Keep doing what needs to be done to get the word out. Don't give into the fears. To do so is self-defeating. If we do that, from now until the end of this KS, those 90% in holding will begin to move. Obduction will hit its primary goal and well, well surpass it.

Have a Happy today. Be a Happy today. Do a Happy today. Say a Happy today. let's keep the positive, energizing, sunnyside up. :)

AbadaAbadaAbadayabbada, That's all from me folks. :)



229.

Paolo Cecchetti 1 day ago

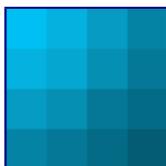
less than 2K to 60%!



230.

Horatio 1 day ago

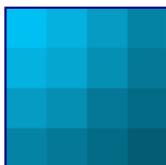
@Jeff: Thank you for bringing this positive development to our attention!



231.

Salvo Ludus 1 day ago

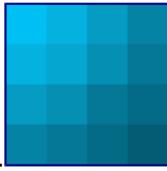
@Lorna The article was short but the first comment was great



232.

Jeff Dickinson 1 day ago

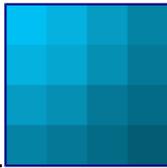
Just wanted to point out that the increase in backers yesterday was higher than the previous day's increase. That is the first time this has happened since this KS began. Woohoo.



233.

Salvo Ludus 1 day ago

@Tore I understand why and in some ways I sympathize. But if you can think of a better way to run this Kickstarter, Cyan has an email you can send your opinion. Posting here will only hurt us. I'm upset because I know of someone that I convinced to pledge and didn't because we were in the middle of a negative wave. I will say that this is the last time I'll talk about this. I don't want to contribute to anymore negativity



234.

Tommy Johansson 1 day ago

@Adreitz

Yes, why did I not think of that. They could email their buddies and give them a hint reminding of a puzzle. Now., don't you think this is a bit out of point?



235.

Lorna Hartman 1 day ago

It's freakin' short, but they included a KS link, which was nice.



236.

Tore Mygland ~Dream Traveller~ \$6.13 1 day ago

@Salvo there's a BIG difference between posting comments about the game and about how the project is run. Those posting negative comments about the Kickstarter are most likely doing so because they fear it will fail if Cyan doesn't step up and fix it.

237.



Lorna Hartman 1 day ago

Did y'all see this? Coverage from the local paper.

<http://www.spokesman.com/blogs/officehours/2013/oct/28/cyan-close-two-thirds-its-11-million-kickstarter-game-fund/>

238.



Lorna Hartman 1 day ago

I see the images from the game and I get that same old lightning flash of excitement about going into a Cyan world for the first time. I really, really want to play this!

239.



Lorna Hartman 1 day ago

Exactly Salvo. Why pledge money and then bash the project *here.* This can be successful but we will need to be part of the solution, and part of the word-of-mouth publicity machine.

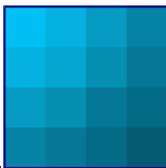
240.



Marein Könings 1 day ago

@Adreitz: I hadn't even thought of that scenario, I imagined people would just at one point spoil their beans and be done with it. I hope people will make puzzles out of their revelations as you suggest!

241.



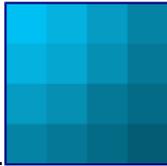
Salvo Ludus 1 day ago

"Constructive" criticism is welcomed as well as suggestions for this

Kickstarter (though I wish everyone would have started reading from the first comment so you can see how often suggestions are repeated). But comparing this kickstarter to others in the past for the sole purpose of pointing out how little funding we're getting in comparison is counter productive.

I don't understand people who pledge money for a project they want to succeed, then post detrimental comments that will turn away new backers. I understand the "its my right to have an opinion" argument. But honestly, the success of this project is more important to me than any one person's opinion. Especially when it hurts us.

242.



Adreitz 1 day ago

@Tommy: No one said the Egg-sibitionists have to keep the egg trigger to themselves! I expect the people at this tier to become their own Spyder and drop clues and hold mini-games so that people can find their eggs.

243.



Tore Mygland ~Dream Traveller~ \$6.13 1 day ago

Yeah. Their insistence on not spoiling the game may mean that there will be no game to spoil.

244.

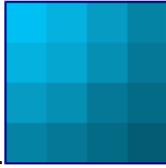


Trond E. B. Lunde 1 day ago

I think they should have made an 2-3 minute long teaser trailer showing a little bit of in-game footage, more images of places, surroundings with a great ambient soundtrack, and then distribute it to the media before launching the campaign.

I mean the Kickstarter trailer is good enough for the people who have played Riven and the Myst Series, but doesn't give much to the ones that haven't. If this project is gonna reach 1,1 million dollar and hopefully a stretch goal or two, they need to appeal also to the audience out there who is new to the Riven & Myst scene.

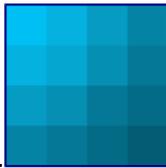
245.



[Alejandro 1 day ago](#)

Maybe letting more artistic entries and have a "museum" kind of place. This can also include other medias: short videos, music, paintings, video games! It could be a weird museum, in an alien place! Also, having a museum you can have all manner of entries all put together in one controlled space, which you reach, if you wish only, going through a door or "linking there" ;)

246.



[Tommy Johansson 1 day ago](#)

This kickstarter needs more attractive and closer tiers. Take a look at the 850 levels. What's attractive, what isn't. If you pay that much you want to be recognized, it's just fair an reasonable isn't? - an artifact ingame does that, but what's the point in an easte regg you're the only one able to lock up? And so all the artifacts are gone but only a few are buying the eggs. (probably because the alternative is gone.) And so forth....

247.



[Tore Mygland ~Dream Traveller~ \\$6.13 1 day ago](#)

@Tiago: You need to remember that Kickstarter is not an omnipresent source of funding. A rather small percentage of the world's population is on here. So the issue is motivating them to come.

The comparison with Torment is not really relevant - the two are too far apart in Kickstarter's history to be compared properly. People have other thresholds for supporting projects now.

However, the fact that there should have been more media attention right now, one way or another, cannot be denied.

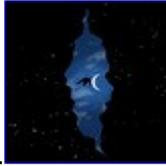
248.



[Tiago Regueiras 1 day ago](#)

@Adreitz - I'm just stating my opinion, I believe I'm entitled to do so, don't

you? Weather is repeating my self or just restating a point in which I believe and that I feel it's needed to be restated over a conversation. You'll find that sometimes one can repeat himself while talking with others. And I really don't find it negative to say what I said. In my point of you is just... Well... My point of view really. For I'm a gamer, always have been, and I still love Myst nowadays, and like myself I believe there are many others of the 6 million from 20 years ago and not just 10 thousand... That's why I think what I think and why I state what I state... Not to be negative but to exert my thoughts about it..



249.

[Greg Szemiot 1 day ago](#)

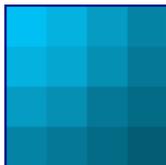
I think some of us are simply feeding the wrong press machines... I've been sending to some press outlets typically not associated with gaming (Forbes and UpWorthy) lauding Obductions more cerebral gameplay as opposed to violence and the industry norm. Dunno if it'll work though, it's a hard sell in a single tweet



250.

[Tore Myglund ~Dream Traveller~ \\$6.13 1 day ago](#)

All we need is press.



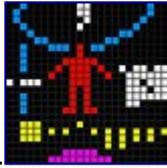
251.

[Adreitz 1 day ago](#)

@Alejandro: I don't know much about Planescape, but I think the fact that it's an RPG is an immediate advantage. Myst isn't the type of game that gamers have an interest in. And gamers are the ones most likely to ravenously support a Kickstarter campaign for a game. Additionally, the majority of people who bought Myst (non-gamers) did so because of its novelty at the time -- games of that time were still pretty rudimentary and Myst became kind of a cultural bandwagon. These people, even if they finished and enjoyed the game, aren't likely to care enough about games to bother supporting another. So I think the response we're seeing on this campaign is completely reasonable and even above expectations.

@Tiago: Whether or not you accept the above reasoning, you're welcome to your opinion. But who benefits from repeating it over and over? Cyan is going to run their campaign how they see best and, while they are taking our advice

into consideration, there are things that they won't or can't do. I'm sure they understand by now the majority of objections to the way the campaign is being run. So I would suggest that the best thing for everyone is to focus on the positives and continue to spread the word, rather than bring down morale by being negative.



252.

[Nila Mu'Hari 1 day ago](#)

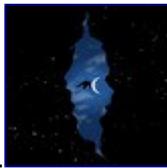
rounded 10.000 backers correlates rounded 1% of all copies of myst sold... man, where's the rest? at least 10% should be in the die-hard-cyan-fan-dept., right?



253.

[Tiago Regueiras 1 day ago](#)

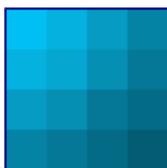
And it was to most sold game of the XX century for god's sake, it should have more acceptance from the start... I'll really stick to my point... I think it wasn't very well planned...



254.

[Greg Szemiot 1 day ago](#)

Unfortunately the best thing to keep up media attention is huge sums of pledged money which are caused by... media attention. I do wonder what Cyan has in the way of drumming up press, this ARG is great for people who are already fans, but beyond that it's not going to interest people as much as say I Love Bees or GLaDOS' Potato Sack ARG, those were series that had much more appeal to the common gamer while Cyan games tend to skew more cerebral and mature (not saying people who play other games aren't these by the way).



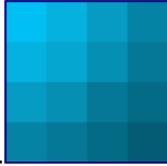
255.

[Alejandro 1 day ago](#)

@Criswell: Planescape Torment was more a niche than Myst. In fact, it sold

poorly compared to other RPGS (and that's why there was no Torment 2, or even planned, in the Blak Isle days). But it has grown a cult following, and that made it special. Myst and Riven were some of the most successful games at their time.

As an aside, I remember more RPS and PCGamer articles following its campaign...



256.

[Criswell Weatherman 1 day ago](#)

Tiago, the difference may be that MYST has a niche community and that Cyan is not trying to appeal to everyone.



257.

[Tiago Regueiras 1 day ago](#)

*right



258.

[Tiago Regueiras 1 day ago](#)

@Alejandro @Greg - Exactly my point... I pledged to Torment as well through Paypal in the first day, but still got astonished towards the \$1.5kk they had at the end of the day. And with all that you both said I can't help to think that Obduction's KS was not well planned... And that's sad... I still have faith that it'll push through, no doubt it will. But still, I can't help but to wonder were could it be if it had been done properly. You know what I mean, roght?

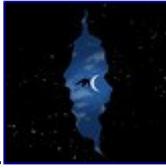


259.

[Joseph Garnsey 1 day ago](#)

Riven Daggers are listed on eBay for 100.00 each, buy it now. All proceeds will be pledged here
Item # 281197598526

260.



[Greg Szemiot 1 day ago](#)

@Tiago - Torment has Monte Cook, and harkened back to the glory days of RPGs like Baldur's Gate, which as a genre has a much broader appeal than Myst games to today's gamers. It also had upfront Linux support which is another massive fanbase. However, I think we'll be fine with this KS as time goes on. I suspect media will be picking up on this as soon as less cryptic information is released, provided that happens. Oculus Rift support is a great start, but I don't know if word has gotten out to most gamers about that yet. I hope it does before it's too late.

261.



[Alejandro 1 day ago](#)

@Tiago: InXile know how to dance the Kickstarter dance. They've done it before with Wasteland 2. Good intro video (which Cyan has), a project name which brings good memories from the past (here it should have been Myst: Obduction to make an analogy), excellent concept art (again), lots of different tiers, lots and lots of add-ons (artbooks, novellas, graphic novels...), great updates and the required skill to harness the hype of the people asking them to reach that next extra special stretch goal. Credit where credit is due. I still have faith in this project, and think that many people will pledge in the last 2 days (the famous final surge). We also need a new update with a video or something, something shiny that can get the attention of the press (again).

262.



[Tiago Regueiras 1 day ago](#)

I would feel a hell of a lot better if this have had Torment's acceptance from the start... To be funded in 6 hours and have a whole month ahead just to make it better. And they asked for \$200 less. They got \$1.500.000 in the first day!! I'll never understand how they got to the final numbers of \$4,188,927 and why did it had so much acceptance... Oh well... We just have to hope for the best...

263.



Tore Myglund ~Dream Traveller~ \$6.13 1 day ago

@Trond: I agree som more visuals, preferably moving ones, would be good. But at this point I'm thinking we need to trust Cyan. At least, the Kickstarter is looking better than The Realm Game did at the same point... Still, eye candy always appeals to the masses. It's the catch 22 of Kickstarters - you need something to display to get the punters to pledge, but to have something to show, you need money...



264.

Trond E. B. Lunde 1 day ago

@Tore: Yes, from reading their updates, it looks that way. Still I dont think It's a smart move. I think more people who dont really know much about Riven and the Myst series would be interested if they saw a short trailer showing some beautiful well-known Cyan landscapes and some few seconds of game play. I dont personally think that would ruin much of the game.



265.

Tore Myglund ~Dream Traveller~ \$6.13 1 day ago

@Trond: They've kept their cards pretty close, but I think from what we've read (sometimes between the lines) so far, there's no presentable running build. I could be wrong.



266.

Trond E. B. Lunde 1 day ago

@Paolo. I totally agree with you. the \$500 tier is sorely missed. Also I think Cyan should put some early in-game images (if they have any), and even better an early teaser trailer showing more in-game footage. I think a trailer would give this campaign a boost.



267.

Paolo Cecchetti 1 day ago

I urge Cyan to reconfigure pledge tiers now that we get to 60% and are

almost half way in terms of days.

Seems quite obvious that Pledge \$4,500 is not as succesful as they expected. It is expensive but without the frills you get from \$10.000 tier. Imo if anyone can afford thousands of \$ in a project like this they go for 10K tier. Some intermediate tiers as already stated here by someone else, between 250 and 850, and also between 850 and 4,500 could boost the funding they way we need now.

Let me stress again about an addon to offer you early access to beta testing. Some of us are not interested in being artists, or having a lot of phisical things with the game, but definitely interested (I guess from the comments here) to put their hands on game earlier and maybe help Cyan to fine tuning it. If you think the same please push this message to Cyan too so they can consider it an option. They aways try very hard to listen to our comments.



268.

[Marein Könings 1 day ago](#)

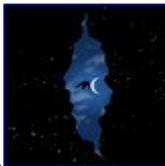
@Joseph That's awesome! I would love to visit that place. And now you're practically giving the leftover daggers away in order to fund Obduction... Such commitment!



269.

[Joseph Garnsey 1 day ago](#)

Very Close..... they can all be found, If you keep your eyes open. and its mostly for my own amusement.



270.

[Greg Szemiot 1 day ago](#)

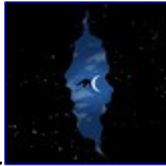
Why am I imagining hidden daggers in obscure locations and desk drawers and journey cloths under wallpaper or hidden in circuit breaker panels? If I find them all I can access a hidden panel in the basement with a replica Relato book right?



271.

Joseph Garnsey 1 day ago

I have a commercial building (mini mall) with four business's in there, the daggars are stuck in little corners all over the place along with journey cloths located through out the building. there is also 40 pewter squee's from myst III as well



272.

Greg Szemiot 1 day ago

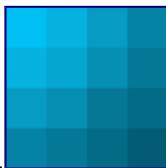
@Joseph - ...What did you do with 18 Moiety daggars?



273.

Joseph Garnsey 1 day ago

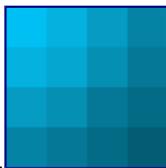
@ Jeremy,and anyone else I bought 24 of those riven daggars..... only used 18 for the project i was doing. I have six left over sitting right in front of me. I will list all six of them on eBay as "Riven Dagger" for \$100 ea, buy it now. All proceeds will come here to obduction and i'll pay the shipping. Also, they do come with a certificate of authenticity Have them listed by 11am EDT



274.

Anedmo 1 day ago

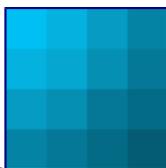
And that's a really wonderful replica - it's on my bookshelf.



275.

Criswell Weatherman 1 day ago

In fact, I just found a replica Riven dagger.
<http://mystonline.com/forums/viewtopic.php...>

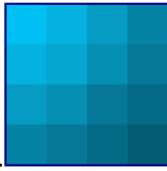


276.

[Criswell Weatherman 1 day ago](#)

@Jeremy, 100% of the OBduction funding is going for OBduction. If you're looking for something like a replica Riven dagger, you're probably going to seek elsewhere.

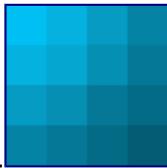
277.



[Criswell Weatherman 1 day ago](#)

While the URU garden ages can be done with a dedicated team of 4 for the sake of doing it with a team of 4, if swordswinger is doing it for the first time, probably with someone else also new, I'd definitely like to see a group of at least 6, with 8, of course, being ideal.

278.



[Stewart Bradford 1 day ago](#)

@Jeremy - what do you mean by something from Riven? A replica or prop?

279.



[Tore Mygland ~Dream Traveller~ \\$6.13 1 day ago](#)

Two fifths into the campaign, and things are rolling along nicely. We need to keep the momentum, though, and we need gamer and general press/media to pick it up. Agree completely with the tier arguments that have been voiced.

280.



[Destineer 1 day ago](#)

Good to see some content teasers. I like the sound of what I've read (read the whole thing, since my desire for information currently is stronger than any aversion to spoilers) and am more excited to learn about the world and characters now, which is exactly what an update should do, so well done! Also agree that the huge tier gap between 250 and 850 should be filled in, which would help optimize the pledge levels.



281.

jeremy burton 1 day ago

I will give another \$100 if I can get something from Riven game!!



282.

Tako Shak 1 day ago

I'm waiting so patiently for the 660 mark, and it never comes... I need popcorn, this is more exciting than most movies I've watched lately!



283.

Asavarserkul 1 day ago

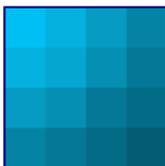
MORE TIERS PLEASE!!! its way to many now, that would be nice. :)



284.

Lorna Hartman 1 day ago

I'm a simple person. I just like wallpapers. Lots and lots of gorgeous wallpapers. I can make those myself, but some can only come from Cyan. I like the uncluttered beautiful landscapes or logos myself, and all my many shortcuts don't get lost. Yes, I've already downloaded the wallpapers provided so far and am using one. Simple tastes. We're \$6,606 from \$660K, the 60% mark.



285.

Stewart Bradford 1 day ago

Again, re: adding extra tiers, I don't think Cyan (or any Kickstarter campaign) should ever disregard the willingness of people to stretch "just that little bit further" when properly motivated. It's easy to see a big gap to the next tier

and think "I'll never be able to afford that so this tier will do" as opposed to a small gap and thinking "that's not that much more than what I've already pledged. I can stretch the budget just that little bit more". Very few people will pledge over and above a "registered" tier amount, and some probably don't even realize that you can pick the reward tier you want yet pledge more than that tier asks for.

In short: more pledge levels please :-)



286.

[👉☆RSF☆👈 "Bolt Riley" & the 420s groupie 1 day ago](#)

Also I think the updates containing art pieces are very helpful for motivating people to upgrade their pledge. If you get past the "spoiler" issue, it goes a long way to enticing us backers to chip in extra and get digital or physical art books. Who wouldn't want one of those given how beautiful it all looks?!



287.

[👉☆RSF☆👈 "Bolt Riley" & the 420s groupie 1 day ago](#)

I also agree with other comments here. I think there's just too big a gap between the \$250 and \$850 tiers. I'm not in that vicinity yet, have to juggle this as well as another few projects, so just have to see how things go over the next couple of weeks. However I could definitely see a lot of people wanting to give more but not being able to reach the \$850. Would also be nice to see another tier between the \$120 and \$250 range (say about \$175 / \$180).

With respect to add-ons. Something really simple like physical and digital bookmarks?

@BigD Nice to see ya. ;-)



288.

[BigD-Jammin' with the Bolt 420s mon 1 day ago](#)

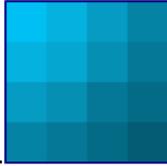
@RSF: I have no idea what game you are talking about! Okay, yes I do.



289.

[👉☆RSF☆👈 "Bolt Riley" & the 420s groupie 1 day ago](#)

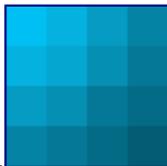
@Niki Yeah so true. I'd also add Lucas Arts to that list too. ;-)
Incidentally if you were ever a fan of Monkey Island or rather if the concept of reggae themed adventure games seems appealing, you might want to check out another game currently funding. Out of respect to Obduction, I won't mention it directly, but there's a hint in my name (or just click my avatar). :D



290.

[Niki ES I Armikrog Army 4.96 1 day ago](#)

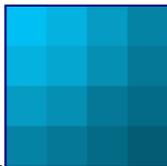
SO excited I happened upon this campaign. Cyan and Sierra made up the majority of my childhood between the Myst and Kings Quest series, and I can think of nothing better than to help this game succeed. Long live Cyan!!



291.

[Stewart Bradford 1 day ago](#)

@William et al. for a good example of Obduction of that kind pay close attention to how the layers of the seed in the intro video layer and cross over each other. That's obduction in a nut-shell (pun intended lol)



292.

[Stewart Bradford 1 day ago](#)

I second (or whatever number it's up to lol) the vote for more pledge levels. I've pledged \$50 above my selected tier, not because I get any extra reward for it but just because I believe in Cyan's vision and ability to create an amazing and unique experience that I'll keep coming back to and get enjoyment out of for years to come. Riven and Uru still draw me back and inspire me to this day, years after their release. No other "game" has had that effect on me before or since. Cyan almost feel like family at this point and I want to do all I can to support my "family" :-)

Something I'd like to see as a reward that wouldn't cost Cyan too much to produce would be an art portfolio type item. I imagine a document folder filled with a bunch of concept art etc printed on some nice glossy stock. They could also include a simple A4 (or similar) size booklet printed on some thicker paper that had details of characters and worlds and background info that wasn't explicitly stated in game (yes very spoilery type stuff so either send it out with the game or seal it so that people could choose to keep it

shut until after playing the game).

There really does seem to be a large hole around the \$500 level for something cool. I bet there's a lot of backers at the "Art Collector" level that can't stretch to (or aren't motivated to stretch to) the \$850 Egg-sibitionist level. I really just want this to succeed beyond all our imaginings.

Anyone got any other ideas for cool add-ons etc? Ooh ooh ooh Obduction Seed rubber bouncy balls anyone? :-)



293.

William C. Strohm 1 day ago

In case anyone is interested:

obduction (ɒb-dʊk'shən)

A geologic process in which the edge of a tectonic plate consisting of oceanic crust is thrust over the edge of an adjacent plate consisting of continental crust.



294.

Horatio 1 day ago

Keep the momentum going, kids! \$8,000 and change shy of 660K! W00t!



295.

Ryan S. Davis 1 day ago

If Cyan does add another tier, maybe it could include some original concept art--like those character sketches in the recent update. I bet people would pledge quite a bit for an original piece like that!



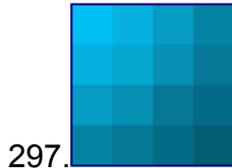
296.

Maarten Dijkstra 1 day ago

To anyone concerned that the Oculus Rift goal will somehow affect the 'standard' version of Obduction; It won't. It will simply be an option in the menu, and if you don't have OR glasses, then you just play it as normal with

no negative impact. The Unreal4 engine already supports OR, so implementing it won't be a huge deal. Mostly it will affect things like the user interface, so they will tinker with that for the OR mode only.

I think making more worlds to explore a further goal is a smart idea. The first stretch will be easy to reach, but more to explore will make people pledge that bit extra again. We all want more! :) I'm going to add an additional copy of the game so I can give it to my sister, with whom I played to original Myst many many years ago. That officially makes it the very most I've spent on a Kickstarter campaign! :)



William 1 day ago

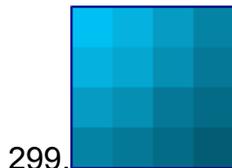
NICE! Just a little under 9k to go to hit 660K! It's an exciting ride so far. I can hardly wait for this calmer water to pass and the white knuckle, heavy breathing, gut churning, white water rapids rush into the stretch zone of this journey to begin! ;)

You all really know how to paddle! :)



Lorna Hartman 1 day ago

@Craig, do note that Oculus Rift is a stretch goal. We'll get that if we hit \$1.3 million for the project fundraising rather than the base goal of \$1.1 million. That's an important distinction. Still, I'm glad you upped your pledge as we're more likely to get to the stretch goal if people do that! Cheers.



Craig Jacobs 1 day ago

Oculus Rift support? That's worth upping my pledge. Done.



Lorna Hartman 1 day ago

And oh hey, we've hit \$650K on our way to the 60% mark of \$660K! Good for us! Let's keep today's momentum going and hit that mark.



301.

Lorna Hartman 1 day ago

We've said it before and it evidently bears repeating: Projects enjoy a big push at the beginning, lots of downtime in the middle, and a big push again at the end. That's just how Kickstarter projects go. Those who are thinking (and unfortunately saying) they doubt Obduction will fund because of its current status need to go look up a whole bunch of other Kickstarter project information and they will see that this is just how it works.

This doesn't mean we stop pushing for a moment. Duh, Oculus Rift, am I right? I am. But our current status is not a reason to start panicking. Just to continue pushing and communicating with our friends and family.



302.

James Andrew Wodehouse 1 day ago

What a gift it would be to someone, 10k, to sit in on design meeting, dinner, and your name in the opening credits, great gift!!



303.

Tiago Regueiras 1 day ago

<http://www.kicktraq.com/projects/cyaninc/obduction/#chart-mini>



304.

Tiago Regueiras 1 day ago

Go!!! GO!!!!!! GOOOO!!!!!!!!!!!!!!

305.



Horatio 1 day ago

\$9,900 to go to hit \$660,000 (60%)! Keep up the momentum, y'all!

306.



Helena 1 day ago

Only \$10k to go til the 60% mark!

307.



miumiaou 1 day ago

@Frank den Blaauwen: I'd add in a half destroyed underground filled with rat and slug

308.



Seba 1 day ago

@Christian - I think the final 72 hours are going to be a hell of a surprise for You then ;)

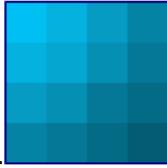
309.



Ryan S. Davis 1 day ago

Hey, can anyone post that flier again? Or a new one, if anyone wants to update it with new information? The original is too far back in the comments to find, and I'm at work now and able to print on a nice printer. Hopefully everyone can print one to hang at their local coffee house bulletin board!

310.



Urie David Kline 1 day ago

Right, but I don't think David is ignoring you guys. If its available in your first language, why wouldn't localization get you excited? I suppose there are those who might prefer it in the language of the developers (as in Japanese games), but giving the public more options is never a bad thing. The open-source localization is also nice, even if its not going to boost numbers super high from a KS perspective, its still pretty commendable (and I'm sure will go over big with the Amharic Myst community).

311.



Frank den Blaauwen 1 day ago

@Ryan: Yes. It is transmitted in morse code using burning torches. :p

312.



steve amendola 1 day ago

Just upped my pledge to 120. Got my game chair already.

313.



Ryan S. Davis 1 day ago

@Volyova--Europe has the internet now??? :p

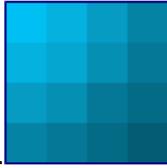
314.



Talon Edgewater 1 day ago

@helena: Yes, yes, yes -- a \$400-\$500 KSE physical statue tier would be awesome.

315.



[Ryan Palmer 1 day ago](#)

the next stretch goal says "An Additional World to Explore" at maybe \$1.8M.

316.



[Volyova 2 days ago](#)

@ Ryan S. Davis : among the 11,500 backers there's some thousands of Europeans. We follow this campaign as you do, on a regular schedule and information is spread and translated through the various boards, blogs and sites wich also exist here in Europe. ;-)

I.E. for France : <http://myst-aventure.com/forum/index.php...>

317.



[Dimitrios 2 days ago](#)

Halloo!!!! They (Cyan) just announce Virtual Reality and we are discussing IF the project will succeed!!??

It WILL succeed if we SPREAD THE WORD about VIRTUAL REALITY!!!! :))

:) I am so excited one of my dreams will come true. I will be able to play one of Cyans games in VR. Oh my god in the future we all be playing Myst, Riven, URU..., Obduction 1,2,3... in VR

PS: My other dream is to travel there to thank Cyan ppl for all they have done for me....

318.



[Kate W 2 days ago](#)

@Helena Good idea. Just wish I had more money!

319.



[Michael Pollard 2 days ago](#)

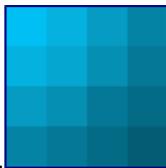
@Helena: Yes, some people just might be tempted.:-)



320.

[Helena 2 days ago](#)

I think a good thing for Cyan to do now would be to create some new pledge tiers. There are plenty of mid-range tiers, but some rather large gaps at the lower and higher ends. For instance, it's a pretty big jump from \$250 to \$850, but make a \$500 tier and some of those people might just be tempted to move up.



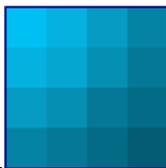
321.

[Urie David Kline 2 days ago](#)

Ditto on the bartering going on for support. I think it'd be funny to have individuals at these salons and studios pledge support for a video game if they aren't into virtual immersion, but more money is more money.

Ah, the MOUL Eders...that brings back some memories. I remember when Eder Delin first showed up on the Internet: new Ages! It was pretty exciting initially, and both of the MOUL garden Ages were beautiful in their own right. But its a good representation of the constraints Cyan worked with back in those days, as well as the beauty of that vision. (Minkata is still my favorite from that time period, of course). Solving the puzzles for those Ages was a lot of fun: it required such crazy coordination. I remember that I was pretty good at coordinating it and reading the symbols, so after I got my piece, I stuck around sometimes and just helped other teams get to the cave. Fun times.

And yay, the first stretch goals! At first I thought it was a misstep to just have optional RIFT support, but considering how small that audience would be and how it might hinder enjoyment for everyone else, I think Cyan's making the right call there. And hopefully the EU and Latin communities will throw more weight behind this project now :)



322.

[Adreitz 2 days ago](#)

@Helena, @Christian: Kickspy is another site that was pointed out on the Cyan forum. It's trend calculations appear to be more accurate and stable over the life of a campaign.

<http://www.kickspy.com/projects/cyaninc/obduction>



323.

Helena 2 days ago

@ Christian: You'd be surprised. Honestly, I think we're on track to make the base funding, though I'm not sure about the stretch goals at the moment. (If you're looking at the Kicktraq trend, ignore it. It's completely useless as a prediction tool.)



324.

Daniel Andersen 2 days ago

I'm really excited about the official-ness of the Rift stretch goal! The future of VR really excites me... Hopefully we can push through and get enough funding!



325.

Owen Carson 2 days ago

@Paolo I was originally on "Art Collector"...
@Horatio et al. I did Eder Tsogahl once with one other person, but it was rather crazy running around



326.

Christian Gårdebrink 2 days ago

Oculus Rift support certainly would be cool but at the current state of this project I think Cyan can consider themselves very lucky if we even reach base funding. Seems rather unlikely that there will come something like a 300k + boost in the last 5 days, which is probably what its going to take for us to succeed... :/

327.



[miumiaou 2 days ago](#)

@Ryan: Don't worry I'm European and I can share this news with firends

328.



[Horatio 2 days ago](#)

@John Houde: I just want to say Thank You again, for removing your \$850 pledge from the "Become the Artist" category, and changing it to the "Egg-sibitionist" category, thereby freeing up one \$850 BTA slot - which was almost immediately snapped up by Owen Carson!

Thank you to you both!

329.



[Ryan S. Davis 2 days ago](#)

We really need to get the word out to Europe now that local languages are official. Anybody got any ideas to make European inroads?

330.



[Joshua Sauer 2 days ago](#)

Yeah. Would rather have had that before Oculus Rift support, but I think BOTH are doable.

331.



[Talon Edgewater 2 days ago](#)

An additional world to explore? Yes please!

332.

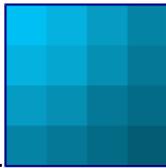


Helena 2 days ago

I'm really impressed by those of you offering freebies to your own customers in return for pledging to the campaign. That's real dedication.

And damn, if that's the next stretch goal... I really want it. But I've already pledged as much as I can afford, and very few of my friends are into video games... I'll try to spread the word anyway.

333.



Salvo Ludus 2 days ago

@Ryan Awesome! Thank you!

334.



Paolo Cecchetti 2 days ago

@Martin yes seems so

335.



Galit 2 days ago

Awesome! Thanks Cyan! =)

336.



Martin Aldridge 2 days ago

The next one looks like it might say "AN ADDITIONAL WORLD TO EXPLORE".

337.



Paolo Cecchetti 2 days ago

Oculus rift and localization are official now

338.



Paolo Cecchetti 2 days ago

Update from Cyan

339.



Kate W 2 days ago

@Criswell It was figured out because if there's anything this crowd likes, it's solving a puzzle!

340.



Ryan S. Davis 2 days ago

I just offered about 80 people a free game of broomball at the local ice rink if they pledged here :)

341.



Horatio 2 days ago

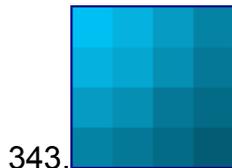
@Salvo @Joseph @ Eric: Thanks for the reminder, Salvo. A big Thank You also to Eric for his video production offer below as well!

342.



Salvo Ludus 2 days ago

@Eric Big thanks to you too for your video editing offer!



Salvo Ludus 2 days ago

@Joseph I dont want you slipping through the cracks without a big thank you for using your business to attract attention to Obduction!



Horatio 2 days ago

\$12,000 left to reach 60% funding! Let's keep the momentum going!



Adam Cather 2 days ago

I just posted something on my fb about this. My first project backed I really hope its successful!



Horatio 2 days ago

@Criswell @swordswinger710: Delin and Tsogal are do-able with 3-4 people, but it takes really good communication, and a well-oiled machine. I've done it with 4 a couple times. A big group can be more fun, though - more relaxed.



Robert Milius 2 days ago

@Criswell Elementary my dear Watson. Pretty simple actually, squint and tilt your head at an angle. Presto.



348.

Paolo Cecchetti 2 days ago

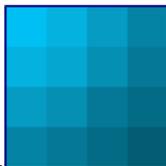
@Owen what tier you were?



349.

James Andrew Wodehouse 2 days ago

Well done John H. your tactic worked, wonder if more people will give up their 'be the artist'



350.

Criswell Weatherman 2 days ago

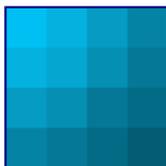
The "garden" ages, Eder Delin and Eder Tsogal, can be done with as few as 6, if they are well coordinated and know what they are doing. 8 is better. I only know of one pair of people who were able to solve it together, but it took them quite a while to get a proper code. Many ages can be done solo, but having someone with you makes certain timing puzzles much easier. A few absolutely can not be solved by yourself.



351.

Paolo Cecchetti 2 days ago

Almost 3k in the last hour... Way to go!



352.

Criswell Weatherman 2 days ago

I see as of now over 6000 backers in the \$25 category. That is going to be one massive list in the credits section. I have no idea how you guys figured this out, but it definitely says "OCULUS RIFT SUPPORT + LOCALIZATION"

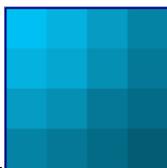
as the next kickstarter goal.



353.

swordswinger710 2 days ago

@Criswell Well, I hate walkthroughs, hints, and that sort of thing, but it does sound really cool! So could two people get through it all, or would we need more players at certain parts?



354.

Owen Carson 2 days ago

@John Thanks very much, I really considered it on day one being an artist myself but wasn't quite prepared to shell out that much so early... then they quickly sold out but now that one is open up again I probably will not get this opportunity again! I'll take it if you don't mind



355.

Horatio 2 days ago

@John: Great idea, and thank you for doing that!



356.

John Houde 2 days ago

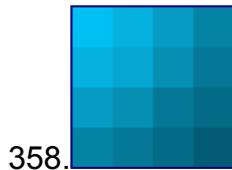
I didn't read ALL 1666 comments so forgive me if someone already mentioned this...but here's a cool idea to generate some more cash. I was one of the "Become the Artist" folks and I saw it sold out almost immediately. I went into Manage Your Pledge and switched to "Eggsibitionist" to free up another Artist slot. If that reward is as hot as it seems, it could instantly generate a bunch of \$\$ for Cyan.



357.

Horatio 2 days ago

\$13,000 to 60% funding - Can we step it up and make it happen today?



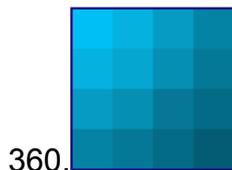
Criswell Weatherman 2 days ago

@swordswinger - Myst Online URU Live Again (MOULA) gives you what the standalone version can't - community - people willing to bend over backwards to give you hints, or even when needed overt spoilers. While all standalone ages can be solved by yourself, some in MOULA require 2, or even as many as 8 working together as a coordinated team. Just about everyone is willing to help you succeed. I can think of few games that give you that.



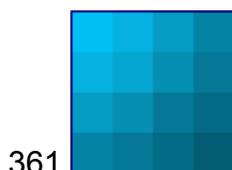
light487 - "Cornerstone" Backer 2 days ago

What's an extra \$45? The difference between me being able to support other projects on KS and not support other projects on KS. :) I'm more than happy to throw some money into this project but not to the detriment of my support for, usually, smaller projects and studios. :)



Criswell Weatherman 2 days ago

I called my ex-wife. I know she can't afford to contribute, but if she decides she wants a tshirt or a boxed copy or both, she'll get that. It would be nice for everyone to double their pledge, but the reality is that I suspect that most of us are already giving as much as we can. What's going to make this succeed is not the same backers breaking their backs to put more money in, but more backers coming in from other sources. Promote. Promote. Promote. That is what your social networks are there for, so use em.



Carol Woodward 2 days ago

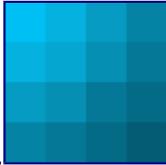
My sincerest apologies, I am older generation and had no idea that letting fans know about Obduction on You tube would be classed as spamming, I got so caught up in the excitement. I have apologized to everyone concerned. Time I got computer literate I think. Sorry again guys.



362.

Joseph Garnsey 2 days ago

Ok, Running a special at my tanning salon.... anyone who pledges at least \$25.00 gets a free month of tanning. I have about 260 patrons normally, they will save about \$8.00 over normal price. (Oneida County N.Y.)



363.

Colin Norris 2 days ago

Really hope you reach your goal - and if you don't quite make it I hope you can work something else out. This game deserves to be made. I played Riven as a kid, my friends couldn't understand why the graphics on my Pentium 1 PC were so good!



364.

Talon Edgewater 2 days ago

I think Cyan should have a sale on their Cyan Complete Pack and try to be a daily/mid-week/weekend deal on Steam. It will pique interest and maybe get people searching around for what Cyan has been up to lately, likely leading them here.

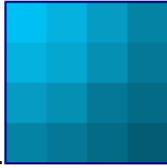


365.

Eric Hickman 2 days ago

I will edit and help anyone produce a video for their business or organization in exchange for giving to this project! For more info, just send me an email at: erichickmanvideography@gmail.com I also do layout and graphic design work as well! Hope someone is interested! ;)

366.



Penny 2 days ago

@ Sean and Horatio: Great! Thanks, I'll try that. :)

367.



Horatio 2 days ago

@Penny If it looks like the wall of a cave, I think that's the intro video. I believe pressing ESC will bypass it, but I'm not sure.

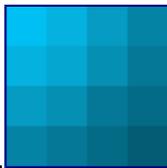
368.



Sean T. Arata 2 days ago

@Penny I would try running it in compatibility mode for XP. This is assuming that you are using PC to play it.

369.



Penny 2 days ago

@Sean and Jason: Thank you! OK! Will do. I'm so excited!

I've seen several people mention the online Myst - MOUL. I downloaded this and it installed fine, but I haven't been able to play it because all I get, after making my explorer, is a slow spinning wall with tantalising pictures. Is there something I missed? I'm excited to try the Myst experience again. while I'm waiting.

370.



Jason Andersen 2 days ago

@Penny: Welcome Penny! I think we all share your excitement!

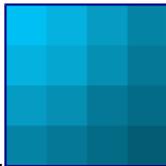
In my opinion, the key to having this KS be successful is to get more backers, so spread the word to all your friends and through whatever social media you use (facebook, twitter, etc)!



371.

Sean T. Arata 2 days ago

@Penny Welcome to the community, go ahead and pass this along to your friends and we'll get to the goal!



372.

Penny 2 days ago

Hi everyone, this is my first Kickstarter. I've just backed Obduction. :) I loved Myst and originally played it, and Riven, on such an old computer it just juddered along. Nevertheless it was magical. I enjoyed them so much I replayed them when I got a newer computer. I loved the solitude, peace and beauty - and those puzzles were wonderful. I hope we reach the target, I'm really looking forward to Obduction - just think how fabulous it is likely to be, a different type of Myst all these many years later.



373.

Jason Andersen 2 days ago

It's no coincidence that the biggest day we had in almost a week was the day they released content updates. More updates = more pledges.

The interesting thing to note, however, is that the number of backers has been steadily decreasing - even on the update day. Which tells me there are people who are pledging for a small amount and watching, and then upping their pledges when they see something they like.

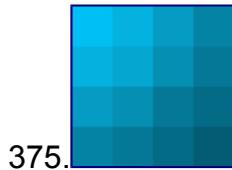


374.

Robert Milius 2 days ago

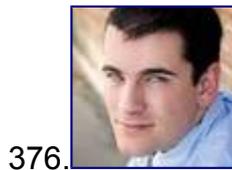
@Brian Thompson Nice! They should announce that stretch goal as lots of

international people were asking for it, could get more International Backers.



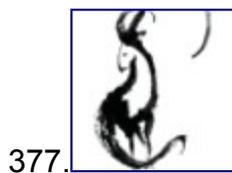
Brian Thompson 2 days ago

Localization



Daniel Floyd 2 days ago

@Robert There's definitely something there after "Support", but I can't make it out.



Diana 2 days ago

I love Myst Revelation! The best game for me ever. The second one is RHEM. I like the technical things to explore, making maps and so on.



Robert Milius 2 days ago

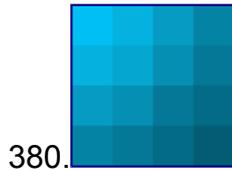
Decoded the first stretch goal image, its "Oculus Rift Support" for those who are still wondering.



Robert Milius 2 days ago

@Calogero True and understand your point. PSA backers-You shouldn't skip on buying shoes for your children to double down on this project. But most people supporting kickstarter have disposable money to spend as its the nature of the site. It's those people I'm talking about. Plus anyone with a

graphics card/computer capable of running unreal 4 should have some disposable income. If not, your should consult your financial advisor on living within your means :)



Bryan Powell 2 days ago

This cryptic thing is neat, but I hope they clear up the dollar amount on the stretch goal soon. Is it 1.2? 1.3? 2.0? Because each 100k adds \$5,555 to the amount we need to hit per day from here on. Right now we need about 25k/day to get the base goal. I know there will be a big push at the end, but it would be nice seeing this goal specified sooner than later.



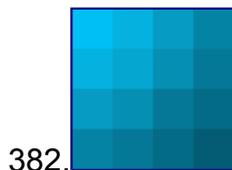
Horatio 2 days ago

Like others have said, I think right now, NEW backers is much more important than existing backers upping their pledges. More backers means more opportunity to up pledges. I'll repeat what I said earlier today about spreading the word:

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!

I've done my part - I've approached 12 friends today with specific information about the project, and the importance of funding it. Whether or not they pledge is out of my hands, but I've excitedly pushed them in the right direction.

How many friends have you steered toward the Obduction project today?



Calogero Rumeo 2 days ago

@Robert

I see the allure of that pov. I am at the Art Collector tier, so well above the \$75, but there are good reasons why people either cant or are unwilling to commit a larger amount of money to a game. The obvious reason would be they simply cant afford the extra money, but maybe they dont believe in the

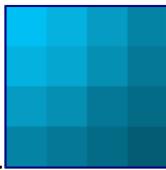
project strongly enough. Myst and Riven dont mean the same thing to everyone.



383.

[Helena 2 days ago](#)

There's not really much point in asking everyone to double their pledges. A lot of people will already have pledged as much as they can afford, and many backers don't monitor the comments thread at all. When the 48-hour reminders go out just before the end of the campaign, that should prompt some of the 'undecided' people to pledge or up their pledges.



384.

[William 2 days ago](#)

@Robert Milius

You make a very good point. Two to a movie. A shared large popcorn and drink. Thirty minutes of previews and 1.5 hours of..observing...someone else...telling you their story, in a movie. Then it is over. That's it.

On the other hand is Obduction. Up-to 40 hours to be experienced. For some of us, it will probably be much more than that. Raid the kitchen and fridge for snacks (home popped popcorn, with REAL butter not fake synthesized as in the theater, hmmm), drinks, without the exorbitant price.

AND

untold hours of total, mind captivating, imagination sparking, emotional, visual, WOW immersion where you are not an observer, you are the participant. You are in, your own story. Obduction, the far better value. Works for me. :)



385.

[swordswinger710 2 days ago](#)

@Horatio @Seba Thank you so much for the information! I believe I will do the online Uru then, it sounds awesome. I've already got it installed on my Mac - actually, if there's any other Mac users who wish Uru worked on their Apple computer, just follow these instructions to do just that:

<http://gamemakersgarage.com/forum/index.php...>



386.

Off a Tango 2 days ago

I decided to up my pledge to \$75, just don't tell my wife. I really want this project to succeed. I crave content.



387.

Robert Milius 2 days ago

@Calogero If you already doubled down (props to you if you have) your probably above the \$75 tier anyway (with the exception of \$25 people) so you wouldn't need to statistically speaking. But everybody else under \$75 who hasn't doubled their's could make this goal reached pretty quick. Its for a good cause people, what's an extra \$25 or \$45, can't even go to the movies with that much these days.



388.

Seba 2 days ago

Oops, my bad, that was @swordswinger710, not David. Curse my hasty post trigger-finger.



389.

Seba 2 days ago

@David H - apart from what Horatio already mentioned, the Online version has been going through a few "iterations" over the years, during which Cyan had been developing the story of the Cavern; so the Online version is more "up-to-date" in that matter, but some of the initial lore and background, in the form of some Books, notes etc. are now missing/replaced. I preferred playing though the single-player URU version first, and then jumping into Online for more of a 'complete experience' if You will.

But unless You have similar 'completionist' tendencies, MOUL is the way to go, especially if You end up getting the second machine for You wife.

390.



Marein Könings 2 days ago

@Calogero: I agree with that, but it's an interesting statistic, I think.

391.



Calogero Rumeo 2 days ago

Putting the onus on people who have already pledged to more than double their commitment really isn't the right way to go about clearing the big back ahead. Hopefully the campaign gains some momentum and it becomes a non-issue

392.



Marein Könings 2 days ago

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

393.



Sean T. Arata 2 days ago

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

394.



Steve Walton 2 days 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