

Obduction

as per Sunday, 03.11.2013, 21:57 GMT+1 = 14:57 pm MST
(01.11. - 03.11.2013)

by Cyan, Inc.

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(to be read from the bottom up)

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1.

Tai'lahr just now

@Criswell, you're right, every drop counts. And, every one could lead to more. Like the old shampoo commercial, you tell two friends and they tell two friends and they tell two friends... :)



2.

Criswell Weatherman 3 minutes ago

I am a member of Wild Divine Online, so while in a group meditation, first I asked if it was OK to promote a kickstarter project (not wanting to violate guidelines, so ask first) and if anyone objected. turns out, I picked up two backers that way. It may not be much, but, every drop counts.



3.

Qantar (FC: 1118-0223-4005) 6 minutes ago

Wow, very excited for this one! So many "blasts from the past" going on, like 7th Guest. I wonder when Roberta Williams is going to show up?



Tai'lahr 6 minutes ago

Great article by Becky Chambers in The Mary Sue!
<http://www.themarysue.com/obduction-kickstarter/> - Thanks for sharing that, Kate.



NomadMolly 2 minutes ago

wow, what a great write-up. The Mary Sue rocks!



Ryan S. Davis 4 minutes ago

I'm not on Facebook, but I love that the ad campaign seems to be a decent success. Geoff, I'll give you \$10 more dollars to run another one on my behalf, if you can take paypal. My only suggestion would be to increase the median age. I think 20-year old might be less interested, so I'd go with an age range of 25-45 or even 50.



NomadMolly 8 minutes ago

going off to check out The Mary Sue....



NomadMolly 10 minutes ago

@Kate, woot!!!



9.

kate 34 minutes ago

@NomadMolly Just backed. I played and loved MYST all those years ago, but I only just heard of the Kickstarter through The Mary Sue.



10.

Marein Könings 43 minutes ago

@Linda: Which one? <http://www.youtube.com/watch...>



11.

Lorna Hartman about 1 hour ago

@Geoff thanks. Everything was the same except I hadn't clicked the Remove option for News Feed placement. Thanks much. I'm off and running with a new campaign. It will start at 3 p.m. Pacific time. Sleep well.



12.

Tai'lahr about 1 hour ago

@MfGlisson: yes, here's the link to In-Game Chat's interview:
<http://www.twitch.tv/ingamechat/b/476050041> - Rand's interview begins at 1:00:00. Enjoy!

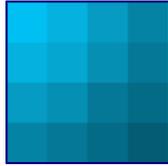


13.

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

@Peggy: Sorry about that. I should have tickled the dog's nose to see what games you backed first! I hope they keep PayPal running. For Tex Murphy, it was a life saver as they lost a \$10K backer after KS closed. I haven't crunched the numbers lately but PayPal can bring a few up the total by a fair

amount. On Torment, it meant reaching the last stretch goal.

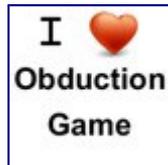


14.

LINDA WOLLETT about 1 hour ago

@NomadMolly - I heard about Obduction on Dilandau3000's You Tube channel (never heard of Kickstarter). He has posted Let's Plays for Myst, Riven & Uru and I'm subscribed to his channel. He posted a link to this Kickstarter and so I got a notice of his post.

@Anyone: can we get a copy of the linking sound?



15.

Geoff Lingham about 1 hour ago

@Lorna: Yes I created the "I Love Obduction Game" fan page on face book, but you do not have to link to that.

It is not necessary to link the ad to a facebook page (see below ***)

When you create an ad on facebook then you have to create it through your personal facebook page for billing purposes.

On my personal facebook page I click on the gear icon on the top right-hand corner and then select the Create Adverts menu option.

Then I click on Create an Advert button and the Advertise on Facebook page is displayed.

The first field to be entered is "Choose a Facebook destination or enter a URL" in which I enter

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

and then press Enter.

The ad is then auto-filled with an image, title and description from the Obduction Kickstarter web page.

Further down the page you can then edit the Headline and the Text to be a better ad.

After that you can change the URL to be "cyan.com" if you want to have a shorter, safer-looking URL, and a better converting landing page IMHO.

*** Click the Remove option on the News Feed ad.

*** You will not then have to link the ad to a facebook page for news feed display (to answer your question).

That means you will only have the Right Column ad being used (it is ticked).

Unselect (remove the tick) on the Related Page check box i.e. do *not* show social activity about Obduction next to your advert, otherwise it will appear to be have only a small number of likes (unless you have a huge number of likes on your personal facebook page) and it would appear to be not supported very well.

*** Make sure the Advert Placements has Right Column selected (ticked) and

News Feed unselected.

The other fields below are to select the demographics and interests (gaming) of the niche that you want to target.

The Campaign Name should be changed to be something more meaningful to you.

The Campaign Schedule should be set to "Set a start and end date".

I found it easier to set the start and end times later after you have created the campaign.

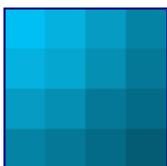
I need to hit the sack, it is 4:45AM here in Australia, so I hope that is enough to get you up-and-running for now :)



16.

Lorna Hartman about 1 hour ago

Welcome KC! So glad you're here. Thanks for donating and enjoy the community here. Everybody's pretty excited, as you can tell.



17.

Mark about 1 hour ago

Don't forget the incredible realMyst Trailer: <http://www.youtube.com/watch...> (may contain spoilers)



18.

Peggy Youell about 1 hour ago

Big-D--I know how Kickstarter collects money (I've backed several projects before this)--I just wasn't sure if the PayPal option (which is currently active) is something that will continue to exist after this KS campaign ends. If Cyan keeps the PayPal contribution option open after this campaign ends (successfully!), I will continue to contribute in the coming months.

I think the point that a lot of people have made when they say "I have to wait for payday to see what I can contribute" is that they may not have a steady/predictable income, so they have to see what they actually have before they commit to a pledge.

I'm in a different spot--I know what I have, which is not as much as I would like to give, and my budget at this point won't stretch any further than the \$120 that I've pledged. But down the road, as I earn more in the months to come, I could continue to contribute if that's an option.

What that could mean to the people on the fence who are saying "I won't commit until 'X' is promised," is that if we only meet base goal now, it's possible over time to meet stretch goals through PayPal contributions continuing.

I can't be the only person who would be interested in continuing my support in the coming months, right?



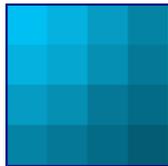
19.

KC about 1 hour ago

@NomadM: a new backer here, never heard of Kiskstarter before I spotted the following BBC thread, reading the news as part of my routine :

<http://www.bbc.co.uk/news/technology-24579804>

Unbelievably my first thought is 'if only I could give them some money...' You can guess my excitement on finding out about all of you...and that I actually can!



20.

MfGlisson about 1 hour ago

@Tai'lahr: Do you know if the In Game Chat interview can be listened to after the fact?



21.

Lorna Hartman about 1 hour ago

OK, FB ads are not helpful. It either lets me connect to the I Love Obduction page, but doesn't give me any text fields to enter the ad text; or it gives me the text fields but insists on connecting it to my own business page. Does anyone know FB ads better? This is not working. Thanks.



22.

NomadMolly about 1 hour ago

@Dimitrios, oh great idea there. It looks like some of our folks have searched for Myst related YouTube and other things and have commented about the

Kickstarter campaign. We don't want to spam, but if anyone finds a Myst related video or site and no one has yet mentioned our campaign, please make sure you do.



23.

Dimitrios about 1 hour ago

Devoted to all bakers and especially for those who never played any of Cyan games!

<http://www.youtube.com/watch...> hit the HD button lol!!! A thanks to Cyan from PithTheExplorer Thank you Pith!

Also

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

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

Riven Cyan Intro: <http://www.youtube.com/watch...>

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

Myst 3 : Exile intro : <http://www.youtube.com/watch...>

Myst 4 Revelation intro <http://www.youtube.com/watch...>

Myst 5 End of Ages: <http://www.youtube.com/watch...>

Myst Online: URU Live Trailer (2003) <http://www.youtube.com/watch...>

URU Live Trailer <http://www.youtube.com/watch...>

Myst Online URU Live Intro Cinematic <http://www.youtube.com/watch...>

Myst Online Uru Live intro : <http://www.youtube.com/watch...>

Major Spoilers Alert !!!! Major Spoilers Alert !!!! Major Spoilers Alert !!!!

Spoiler alert ! first Yeesha speech at cleft <http://www.youtube.com/watch...>

And for all of us who have completed Uru Complete Chronicles (not Mystonline, they have different endings!!)

<http://www.youtube.com/watch...> Words fulfilled Yeesha speech After 39:00sec (do you recognize something new born in here?)

I think Yeesha words describes exactly what is happening now in our Kickstarter community

Spread the word my friends !! The water is flowing in from the desert, the water is flowing downwards, and reaches the roots, the City is breathing and Tree is growing again!....(paraphrase) Cyan brought us here, we, ALL, will bring them back!!!!



24.

Lorna Hartman about 2 hours ago

@Geoff, were you the creator of the "I Love Obduction" page? Since I'm not the page owner, I don't get some of the ad options that the page owner gets. For example, I'm setting up the campaign, but there's nowhere to actually put the campaign text or the URL. There aren't any fields for those, for me.

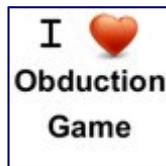


25.

NomadMolly about 2 hours ago

I'd be interested in knowing how the folks who backed Obduction in the last several days heard about the project and whether they are folks who are Myst fans or just folks who like investing in interesting Kickstarter projects. We have quite a few backers who are seriously multiply invested in Kickstarter campaigns.

So if you are a new backer, let us know how you heard about the project.



26.

Geoff Lingham about 2 hours ago

@Lorna: Yes indeed please feel free to use my campaign ad text and data - that is why I supplied all the detail for re-use.

It would be great to get some confirmation of my results and to see if you can tweak any improvements out of facebook.

I am not running any facebook campaigns now while I play with some ad Google ad campaigns.

It would be good to keep Obduction ads visible on facebook to keep the buzz going and reinforce the message.

With a \$10 facebook ad campaign targeted narrowly at male gamers, uni graduates, 21-40 years age then I reached 40K facebook users (which is a lot) out of 5 Million users (which is huge).

That reached less than 1% of that niche market.

There are 100+ million users on facebook.

Plenty for all of us to market-to without running out or overlapping :)

I look forward to hear how you get on!!



27.

Lorna Hartman about 2 hours ago

We're setting high goals so that we push harder and get further than we would if we set smaller goals. These aren't random goals, or too high; they're a way to keep us pushing toward the finish. We may not make the high goal we set for a day, but the fact that we set a high goal helps us go farther than we would go if we set a lower goal, human nature being what it is.

28.



Geoff Lingham about 2 hours ago

@Salvo: Yes indeed the maths for internet marketing can be very compelling.

Invest \$10 in a facebook ad campaign to get 10-15 prospects clicking through (at \$0.70-\$1.00 per click say) to the Obduction KS and if one of them converts to be a backer then that would, on average, be an extra \$55 extra funding at a cost of \$10.

Optimistically it could be more productive than that but then again it could be less productive than that.

Problem is that we cannot track how many prospects actually convert to backers after they click through (without putting a tracking pixel and some javascript on the Kickstarter payment page).

I think my ad #1 would convert best because it indicates that help is required.

My ad #1 is "Help solve the puzzle! Help create an immersive adventure game from the award-winning creators of Myst and Riven."

So the prospect is pre-warned to expect to provide some help and would therefore be more likely to help as a backer.

I am playing around with a Google Adwords campaign at the moment and increasing the bid price gradually until I get some impressions at a reasonable rate and then see how many clicks I can get at the lowest possible bid price.

Google's ad quality measurement benefits ads which have a high-click through rate, so it is usually better to bid really high to get more clicks and then bring the bid price down after you establish a high click-through rate. However, that can be an expensive bidding war against other Google PPC bidders.

Google Adwords does has the benefit of being able to place ads on large gaming web sites like ign.com, gamespot.com. gamefaqs.com etc, but that is also very expensive using PPC, maybe cheaper using PPM.

I think facebook will probably be a better investment but I am not really sure until I do some Google Adwords testing.

While I was looking at Google+ ealier today I noticed that there are lot of gaming communities there.

I do not have much time at the moment to spread the word to those groups.

Maybe some other backers can create a gmail email account, upgrade it to Google+, search for Google+ gaming communities, join those communities and then post about the Obduction Kickstarter.

For example, there are Google+ communities such as Gamers Bay (2.9K members), Gaming (1.8K), PC Gaming (2.2K), Gamers (1.4K), Gaming+ (0.6K), and a lot of other communities (gaming, console, PC, Mac, iOS, mobile etc).

You can join these communities and post an announcement to all those members immediately.

The same idea of joining Gaming communities on facebook would work well too.

Joining the facebook communities is not immediate though and needs to be approved by the community moderator/admin.

It would be useful if some other backers could be doing that now to spread the word about Obduction ASAP.

While creating ads I needed a short URL which the prospect could recognize as a safe web address related to the ad.

I found that "cyan.com" is probably the best web address to use because Cyan have recently madeover their web site so that it now has a scrolling display of full-screen, gorgeous images from Obduction which click-through to the Obduction Kickstarter project web page.

I think "cyan.com" would be best on fliers, posters and facebook/google ads now because it is short, understandable, a safe address, easy-to-remember, and a great landing page to quickly convert new prospects to backers.



29.

[Helena about 2 hours ago](#)

I think \$800k or even \$770k is pushing it unless we get another major update, or a write-up on one of the big gaming sites. Or a few more \$10k backers. ;-)

One idea used in quite a few other Kickstarters is a 'pledge club', where people add a small amount onto their pledge (say \$5 or \$10) and add a title to their Kickstarter name to declare themselves part of the club. For instance, Dreamfall had the 'Dream Travellers' who each added \$6.13 to their pledge (can't remember why that exact amount, but it was something related to The Longest Journey). Since the number 5 is so important in D'ni lore, I guess \$5 would make sense for this campaign...



30.

[Lorna Hartman about 2 hours ago](#)

@Geoff, could I use your campaign text? I'd like to build on your study of keywords and click-through to run it again.



31.

Lorna Hartman about 2 hours ago

Actually I think we should shoot for \$800K today. That would be a push, but we've done those and done well.



32.

Lorna Hartman about 2 hours ago

We're looking at three quarters of a million today. We can do this.



33.

BigD-Jammin' with the Bolt 420s mon about 2 hours ago

@Peggy: For these funds to be collected, the goal of 1.1M must be reached by the end of the campaign. That said, once funding is reached, Cyan can put a PayPal button on the home page to activate at the end of the campaign. Several KS have done this with mixed success. There is always some shrinkage after the campaign (pledges that can't be collected, etc) so PayPal is a great way to buffer those losses and pick up some late backers.



34.

Lorna Hartman about 2 hours ago

Today's posting of the current list, along with the link for people to post more stuff. Awesome things going on! Love the vector art.

Link:

https://docs.google.com/document/d/1UwpeZMI5nG6SQ_22br6Uyc61hRaYG7MSn1bwZRFLcKQ/edit...

List:

OBDUCTION

Grassroots PR ideas and pics--add links and ideas to this list

Hello Cyan: Some of these suggestions are for us, some for you. Use whatever is useful to you. Thanks! For the rest of us, this should be all the images we can use for stuff (I think) and some of the ideas for publicity.

--Where did everybody first find out about Obduction?

1. @Christina Hawkes has made a printable B&W flyer at <https://dl.dropboxusercontent.com/u/19209539/obductionflier2.pdf>
2. @Matthew Lyles Hornbostel made a fan poster

<http://www.mystfanart.net/obduction-fan-poster.jpg>

3. "I love Obduction" FB fan page:

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

4. @Tom Van Der Spek made a photo book available as a free pdf download:

<http://www.mijnbestand.nl/Bestand-IUSHSLVVBTQV.pdf>

5. Colony of Gamers interview w/Rand this Saturday night:

<http://www.colonyofgamers.com/cogforums/showthread.php...>

6. @James Andrew Wodehouse made a fan poster:

http://fc09.deviantart.net/fs70/f/2013/304/9/b/obductionflyer_by_wodehouse1-d6sjbxn.jpg

7. @BJ Homer is offering programming/coding services for donations to this project. <http://bjhomer.blogspot.com/2013/10/will-code-for-obduction-pledges.html>...

8. @Bob made a Crowdfunding discussion page:

<http://crowdfundingforum.com/showthread.php/8522-%28Kickstarter%29-Obduction>

9. @Dimitrios posted a tribute to the whole Myst series that can be posted on social media: <http://www.youtube.com/watch...>

10. @Marien Konings posted a whole DeviantArt section by a fan on Obduction art: <http://www.deviantart.com/...h>

11. @Eric Hickman posted an offer: "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!"

12. Update #7 has the wallpapers that can be used in various ways

13. @Derrick linked to UE advertising Obduction! - When Cyan makes a game .. the Engine promotes THEM! :

<https://plus.google.com/116891938274887211077/posts>

14. @Evan Smith posted a gorgeous black background flyer 6 days ago but it has been taken down now. Evan, could you re-post that somewhere for us to use? If that's OK with you.

15. @Chris made a backer poster: <http://i.imgur.com/VB04wP5.png>. and also posted these three backer images:

<http://i.imgur.com/Bp81CwZ.png>

<http://i.imgur.com/RmQ2kSv.png>

<http://i.imgur.com/Pn2VNIp.png>

16. @Seba posted a backer image: <https://imageshack.com/i/mkfuewp>

17. Several people have suggested articles to publications or reporters they know.

18. I suggested live-tweeting the last little bit of this campaign. Someone also mentioned that Kickstarter may do its own recording of the end of campaigns.

19. One person suggested that Cyan should link this campaign to its FB page. Kickstarter campaigns can apparently only be linked to personal FB pages, not other types of FB pages.

20. Someone suggested using Reddit, separately from that initial AMA.

21. @Zachary posted Cyan's Pinterest page, full of images and stuff:

<http://www.pinterest.com/cyaninc/>

22. @Salvo posted about tweeting to Geek & Sundry, ONE TWEET from each backer (and not one tweet per day, but one tweet period). Tweet to @GeekandSundry.

23. @Adam Morgan is offering script analysis services for donations. See his

post at <http://adammorganauthor.com/2013/10/23/yes-i-will-read-your-script-and-give-you-notes/> and contact him at earthmorgan@gmail.com.

24. @Joseph Garnsey has two specials. First, he's offering a free month of tanning at his salon for a minimum \$25 pledge to Kickstarter, good until 11/15. Second, he sold 6 Riven Moiety daggers on eBay for \$100 each. Four buyers bought them up and three of those four didn't know about Obduction till they bought the daggers. Three are now Obduction backers totaling \$340. Also 140 people saw the auction info about Obduction. Lesson learned: Use your business to promote Obduction if possible and consider auctioning your Myst items for awareness!

25. @Carol Woodward printed postcards with just the word OBDUCTION set against the poster background. For just that term, the top search engine hit is this project, and nothing piques people's interest like a 'MYST'ery.

26. @Rachel Anne Parsons suggested going through old contact lists and alerting all our old Myst series and URU contacts.

27. @Rachel Anne Parsons, again with the good suggestions. Cyan, an Obduction banner at the ferry terminal or up in the city proper would be great.

28. @Tom van der Spek suggested ways Cyan could fill in pledge levels. The amounts are just estimates, but this is a starting list of ideas and Cyan can figure out the levels.

\$40 - Soundtrack on CD! You will get in in a case, together with a colored booklet, which give all details about the composers, the tracks, etc., and also with pictures of the game.

\$60 - Get a full color softcover strategy guide of Obduction!

\$80 - Get the full color softcover book 'Art of Cyan'.

\$90 - You want the strategy guide hardcover? Ok, you get it!

\$110 - A hardcover version of 'Art of Cyan'.

\$130 - Get both books, softcover.

\$180 - Get both books hardcover.

\$210 - Grand total: get the soundtrack on CD and both hardcover books.

29. @Nila Mu'Hari wrote a little personal note about 'Obduction' and sent it to the bboard at work, knowing there were lots of original Myst fans there.

30. @Patrick Karjala suggested that Cyan include copies of past Myst games and/or the new realMyst as part of new rewards levels.

31. Christina Hawkes traced a vector version of the seed logo Cyan released as a pumpkin stencil:

<https://dl.dropboxusercontent.com/u/19209539/seedlogo.svg>



35.

[Peggy Youell about 3 hours ago](#)

Does anyone know if the PayPal donations can continue once the Kickstarter campaign is (successfully!) completed? I would like to keep contributing past the deadline too. I am unfortunately in "austerity" mode around my house while my husband's work is slow, but in the months to come we should be better off, so I'd like to keep contributing so the game can get better and better.



36.

Tai'lahr about 3 hours ago

Re: the Obduction Community, don't forget that the backers will have access to an exclusive Obduction section on the Cyan forums, so consider signing up now and participate in solving the puzzle they've given us.

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



37.

Christina 'Riv' Hawkes about 3 hours ago

Oh, if anyone wants it for publicity or fanart, I traced a vector version of the pumpkin stencil Cyan released of the seed logo:

<https://dl.dropboxusercontent.com/u/19209539/seedlogo.svg>



38.

Dimitrios about 3 hours ago

@Talon +1

more maths: Imagine last day..and lets say we will be at 840.000\$ ok?

$13000 \text{ bakers} \times 20\$ \text{ raise} + 260.000\$ + 840.000\$ = 1.100.000\$!!$

$11\$ \text{ saves per day (see my earlier post)} \times 13 \text{ days} \times 13000 \text{ bakers} =$

$1.859.000\$!!!!+740.000\$ \text{ today}=2.600.000\$$

Finally if all update their tier by one and the bakers above 120\$ pledge 10\$ more = 1.100.000\$!!!

LOL i am crazy, love you Cyan ppl, love you all! i will become uber fan:

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

And dont forget as Cyan suggest hit like at Cyan FB page

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



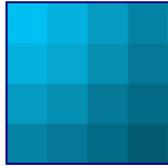
39.

Horatio about 4 hours ago

@Ghaelen: Great post! Thanks for that.

REMINDER: I am still at lunch, and will be for the next 12 days. Please help

keep up the pace of the pledges! You have no idea what kind of toll this type of food consumption is taking on my home life! *urp*



40.

[Criswell Weatherman about 4 hours ago](#)

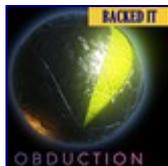
OBduction already IS a community. The way Rand described how MYST was played in the real world, with two at one screen solving together, or through email or bbs's, how can OBduction NOT be a community? I mean, there's almost 13,000 of us ... unless all of you are really one person with 12,000 accounts, or maybe I am ...



41.

[Talon Edgewater about 4 hours ago](#)

This is the best KS community I've had the pleasure of being a part of, by far. I'm already way past my usual pledge limit, and if needed, will increase it near the end (which will directly decrease this months grocery budget).



42.

[Ghaelen D'Lareh about 4 hours ago](#)

This is such a worthwhile project to support, for reasons even beyond the enjoyment of hours in a rich immersive experience and the awesomeness of the content. The Cyan worlds have been a catalyst for thinking about new ways of education, building teamwork and sharing family learning. I played Myst in 1997 and thought "what a way to tell a story!." Such a great way to teach and learn! I know that some of you have grown up with these types of learning environments, but to see it AS IT HAPPENED was astounding.

Then, when URU came out, I played it in 2004 and got another amazing surprise. What an environment in which to interact! (Was edutainment even a buzz word then?) The first time I arrived and encountered other people "live" I thought "I am bringing my students with me and making the cavern our classroom." I couldn't because it would have been weird to ask college students to learn medieval history by going into a virtual otherworldly cave, but believe me - I thought about it anyway! The new way of interacting with people changed my outlook for engaging with an international community and I saw how global problems could be solved. Indeed, we often talked about world-wide events. Nowadays this seems par for the course, but then it was, again, brand new!

So I believe Rand when he says Obduction will be a "brand new" way of seeing and interacting with our 'world'. I've seen it in action! Now, I realize that the multiplayer aspect of Obduction hasn't been made official, and I realize that even the third-person aspect hasn't been made official, but I'm ignoring all of that because if I ever get my wish both will be with officially with us in a few years. May as well dream big!



43.

NomadMolly about 5 hours ago

@Tai, I haven't had this much fun in a long time. It's energizing to put yourself into something that can reap such great rewards!



44.

Tai'lahr about 5 hours ago

/me thinks Molly isn't going to sleep until November 17th. ;)



45.

NomadMolly about 5 hours ago

Obduction is now sitting nicely at the top of the Kicktraq hot list. Donations and comments will keep it there, so let's keep this up.



46.

NomadMolly about 5 hours ago

@Tai, what you said!



47.

Tai'lahr about 5 hours ago

Just finished listening to the interview with Rand on In-Game Chat. The whole thing was great, especially the part where he gave a clue to the current puzzle. But, my favorite part was hearing about how invigorated and energized they are by the positive comments posted here. I feel like we've been handed an opportunity to give something back to them for the years of entertainment they've given to us.



48.

👉☆RSF☆👈 Backin' Bolt Riley & the 420s about 6 hours ago

We're going really well right now. Would love to see us hit 15,000 backers. If we do that I'm super confident we'll be fine but as it is, I think we'll get there regardless. Some of my own fun maths;

2178 additional backers x 25 = \$54,450 (at base level for the game only)

\$738 + \$54.4k = \$792k (308K required for funding)

\$308k / 15000 backers = \$20.53 - less than the price of the game.

I'm sure many would definitely kick in and buy an additional copy of the game, upgrade their pledge to the next higher tier or grab some other add-ons to make sure we get funded.

On that happy note I have to get to bed. Take care all.

@Dimitrios Now that would be something wonderful. :D



49.

Dimitrios about 6 hours ago

As Stewart said: "Cyan are worth going without food for a week for! :-)

They've nourished our souls these past many years. I want to do all I can to help Cyan's rebirth and glorious rise.Ok more maths: 13 days counting"

So more maths: {per day} = 2\$ (no coffees, donuts etc.(take it from hour home lol)) + 2\$ (less cigarettes to smoke)+ 1\$ (less petrol for car)+2\$

(pizzas etc)+ 2\$ (less for cinema, dinner ot etc.)+1\$ (less for supermarket)+

1\$ (postpone something for next salary) = 11\$ per day !!!!! Now multiply by 13 days = 143\$!!!!!!!!!!!!!!!!!!!!!!! (again all the amounts are per day)

143\$ each of us x 13000 bakers = please sit on a comfortable chair :)

=.....1.859.000\$!!!!!!!!!!!!

+783595\$ we are right now + 7000\$ (correct me if i am wrong i cant hear clearly Rand in Interview) from paypal = 2.640.595\$\$\$

Obduction + Virtual Reality + ...more will come true!!!!!!!!!!!!!!!!!!!!!!



50.

[👉☆RSF☆👈 Backin' Bolt Riley & the 420s about 6 hours ago](#)

@Dimitrios I like your maths. ;-)



51.

[👉☆RSF☆👈 Backin' Bolt Riley & the 420s about 6 hours ago](#)

@Tom Yeah I agree. Cyan does need to address some of those tier gaps. Will make it easier for when it gets to crunch time. Of course, the earlier new tiers are released the more momentum we can grab now as people get excited and drawn to them.



52.

[Dimitrios about 6 hours ago](#)

@ Tom +1 for the tier offers (many ppl ask about it earlier)they are hearing us ..i hope lol

@ Joseph +1

At all +10 lol

ps: we are near 13000 bakers !!!!!

btw 13000 bakers multiply by 10\$ = 130.000\$ +738000\$= 870.000\$

btw 13000 bakers multiply by 20\$ = 260.000\$ +738000\$= 1.000.000\$

loooooool me an my maths!!!!

But i think we are very close!!!!!!!!!!!!!!!!!!!!

Shorah!!!!



53.

[Joseph Garnsey about 6 hours ago](#)

Just a Thought... Most villages/towns/cities have a Facebook page with a large audience that follows them. I just got our town to list Obduction on their page and they have 3454 friends that follow. If you can get YOUR home town to do that, we may be able to reach many more people.



54.

Salvo Ludus about 7 hours ago

@Geoff: Wow, thanks for your in depth analysis of Facebook ads. This might be a good alternative to raising your donation. Is it better to raise your donation by \$10 or to get 10 new people to the kickstarter page? Well, if the average pledge is over \$50, and just one of those 10 donate, it's absolutely worth it.



55.

Tom van der Spek about 7 hours ago

@Dimitrios - I have pledged already \$265, but will consider to pledge more on the last days of this funding period, when needed.
But Cyan can make this much more easy for me to introduce another nice offer at, say, the \$500 mark.
We will wait and see. Funding rates of the last two days looked good, but we will need an average rate of \$30,000 the next days to reach the \$1,1 M. Let's keep our fingers crossed...
But many here have done a beautiful job to spread the news of this event :)))
Shorah!



56.

☞☆RSF☆☐ Backin' Bolt Riley & the 420s about 7 hours ago

We're going pretty well here. Happy so far. :D
Also with respect to increasing pledges.. here's a thought. Would you go a day without buying a coffee? Would you got two days? How about 13 days? Make a little sacrifice here and there & you'll see it add up. You can then put that money towards this project & get an even better reward (via add-on or upgraded tier)! What about cigarettes? This could be a good time to cut back or stop. Save those dollars & your health!! :D
I don't smoke but you can be sure I'm going to try cut back on a few coffees. ;-)

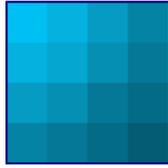


57.

James Andrew Wodehouse about 7 hours ago

Campaign
http://fc01.deviantart.net/fs70/f/2013/307/1/3/obduction_over_1a_by_wodehouse1-d6sv3mt.jpg

58.



Stewart Bradford about 7 hours ago

I'm already pushing the very limit of what I can afford to pledge, but if I scrimp and save for the next week and a half I may be able to squeeze some more blood from this stone come deadline time. Cyan are worth going without food for a week for! :-) They've nourished our souls these past many years. I want to do all I can to help usher in Cyan's rebirth and glorious rise.

I'm not sure how main stream this genre will ever be again by I know we need experiences (can't call Cyan products games) with the kind of heart and soul that only Cyan seem to be able to provide. We NEED this, Cyan need it, we fans, and all those that yearn for something new and fantastic need it.

We can do it together! :-)

59.



Daniel about 7 hours ago

Keep in mind that many people will pledge more only when the deadline approaches.

60.



Dimitrios about 7 hours ago

Quick maths: If all (1\$) 303 bakers become 25\$ = 7500\$

All (25\$) 6900!!!!!! bakers become 45\$ = 138000\$!!!!

If all (45\$) 2732 !! bakers become 75\$ = 81960\$

Total 227000 \$!!!!! + 738000\$ = 965460\$!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! +(paypal (i am not sure about he number Rand says at interview (i hear 7000\$) = Over 970.000\$

And if the remaining 1064 backers who pledge 120 \$ plus (thank you very much for doing this) add 10\$ more the Obduction will be today a reality!!!!!!!

Come on ppl lets do it!!!!!!

61.



Nila Mu'Hari about 8 hours ago

Thanks for the link, Dimitrios. Awesome interview, well done guys!



62.

Dimitrios about 9 hours ago

Rand: If Kickstarter succeeded and Obduction goes well then definitely in the future we will see Latus which as Rand says its a bigger project!!!! Oh my i am excited right now and a little bit stressed for this campaign.....



63.

Dimitrios about 9 hours ago

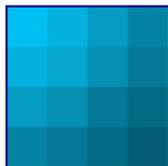
<http://www.twitch.tv/ingamechat/b/476050041>

The link works Rand starts at 1:00:00!!!

Rand says Paypal is only at 7000\$:(

If we can not achieve the 1.1M Obduction will be postponed for later :(

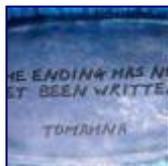
So Guys we have!!!!!!! to raise our pledges!!! We have to be optimistic and continue our hard work Spreading the word. We WILL succeed not only for us but for the younger. We have to give them the opportunity to know Cyan art!!!!!!!



64.

Criswell Weatherman about 10 hours ago

Tai'lahr, when I said "dude" i meant it collectively, as when we say, "you guys" or other male terms which are not necessarily exclusive of females. (Yeah, I'm justifying and backpedaling, here).



65.

Carol Woodward about 11 hours ago

I have enjoyed 20 years of fantastic gaming thanks to CYAN, the games have seen me through the hardest of times. I am now a Great Grandmother who would dearly love to enjoy another 20+ years, please pledge people, and a big thank you from me, to all those people who have pledged.



66.

[Geoff Lingham about 11 hours ago](#)

Over the past few days I have been trying to solve a puzzle of my own: what is the secret combination of ad words, targeted demographics and pricing strategy which gives the best marketing results to attract new Obduction backers?

Skip to the SUMMARY and CONCLUSION at the end to avoid the gory details if necessary :)

I used 2 different ads:

Ad #1: Title: Help solve the puzzle!

Details: Help create an immersive adventure game from the award-winning creators of Myst and Riven.

URL link: direct link to Obduction Kickstarter web page

Ad #2: Title: Cyan's new 3D world game

Details: An all-new, immersive adventure game from the award-winning creators of Myst and Riven.

URL link: direct link to Obduction Kickstarter web page

I ran 3 different ad campaigns for 1-2 days each, targeting facebook users as follows:

- Who are in one of the broad categories Gaming (social/online), Console Gaming or Console Gamers
- Who live in the United States
- exactly between the ages of xx and yy inclusive (where xx and yy are shown in the campaign descriptions below)
- Who are male
- Who have graduated from university (only used in campaigns #2 & #3 below)

The ad was shown on the right column on desktop computers, not in facebook news feeds, and no social activity (number of likes) was shown.

1. Campaign: Obduction US 16-65 Anyone 9.2M PPM 31st Oct-1st Nov Ad #1

Reach: 177K Freq: 3.7 Clicks: 7 Max Bid: \$0.06 CPM Avg Price: \$0.03 CPM
Total Cost: \$17.84 Cost Per Action: \$2.55

2. Campaign: Obduction US 21-40 Uni Grads 4.6M PPM 1st Nov-2nd Nov Ad #2

Reach: 161K Freq: 4.4 Clicks: 6 Max Bid: \$0.06 CPM Avg Price: \$0.03 CPM
Total Cost: \$19.67 Cost Per Action: \$3.27

3. Campaign: Obduction US 21-65 Uni Grads 5.8M PPC 1st Nov-2nd Nov Ad #2

Reach: 40K Freq: 1.4 Clicks: 10 Max Bid: \$1.70 5.8M CPC Avg Price: \$1.00
CPC Total Cost: \$10.00 Cost Per Action: \$1.00

I had a budget of \$10 per day for testing purpose but I could have chosen \$5 per day or lower to see what works best.

The time of day that the campaign runs is also important to avoid the daily budget being used up too quickly (PPC).

The best time to start the campaign is probably from 3PM US Pacific time which is 6 PM US Eastern time (facebook uses Los Angeles/Pacific time).

SUMMARY:

PPM:

The most effective reach was using Pay Per Mille (PPM) - which is paying for 1K impressions regardless of the number of clicks received.

For a \$10 budget, campaigns #1 & #2 reached approx 100K facebook users, giving approx 400K ad impressions and 4-5 clicks through to the Obduction Kickstarter web site, CPA \$3.00 per click approx.

The PPM campaigns ran for 1-2 days and only received approx 5 clicks per day.

PPC:

The most cost-effective in getting clicks-through to the Kickstarter web site was using Pay Per Click (PPC), which requires bidding high enough for clicks to get the ad displayed near the top of the right-hand side.

For a \$10 budget, campaign #3 reached 40K facebook users, giving 56K ad impressions and 10 clicks-through, at a CPC of \$1.00 per click in approx 2 hours..

The PPC campaign only ran for approx 2 hours before the \$10 budget was used up because the ad was noticed and clicked much more quickly.

CONCLUSION:

For a \$10 budget:

Using PPM reaches a huge number of targeted facebook users (100K) at lower cost but the ads are low down on the right-hand side and are not noticed.

Using PPC reaches a huge number of targeted facebook users (40K) at higher cost so the ads are high up on the right-hand side and are noticed very quickly.

Using PPC gives the fastest click-through results at the lowest cost-per-click and can be scaled up most effectively.

Although the clicks appear low that is typical of facebook users responding to ads.

Some users will also investigate the Obduction KS web site after seeing an ad rather than click through an ad.

If a lot of other Obduction backers could afford to invest a small amount of time and money to create small facebook PPC ad campaigns then we could boost the number of new backers.

Maybe someone else could investigate Google+ and Google Adword PPC/PPM campaigns on the Google ad network.

I will also try that when I get some free time.



Maarten Dijkstra about 11 hours ago

It's gone awful quiet in here.. that just won't do! :) Wake up everyone!

From the slow week we had last week to the current total of 12,784 backers having raised \$736,358 I'm feeling much more hopeful that we will not only meet the minimum amount, but be able to knock of a few stretch goals as well. I'm curious to see what the next ones are.

Oh, and thanks to those who advised me how to get Myst working again in full-screen in Win7 after I bought it from gog.com :) It feels good to be back, and I'm looking forward to revisiting Riven!



68.

Riggo-Jammin' with the Bolt 420s mon about 13 hours ago

Almost 3/4 of the way there. Looking good! :-)



69.

Ryan S. Davis about 14 hours ago

Scott, hope you can post links to this campaign when you post the interview to your site and YouTube!



70.

Salvo Ludus about 15 hours ago

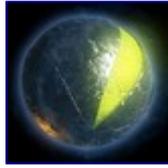
@JB Can't wait to see it



71.

Jennifer S Hane about 15 hours ago

Listening to the interview now, and I'm learning things already. I didn't even know there was going to be a fourth Myst novel! Even though it's on the backmost of burners, that makes me happy.



72.

J.B. Lewis about 15 hours ago

Just finished listening to the interview with Rand. Fantastic job!

The thought of Obduction being put on the "back burner" if the base funding goal isn't reached should hopefully inspire some who are on the fence about supporting the project. I feel like most of the folks who frequent gaming news sites have at least heard about Obduction, and most of them have more than likely formed some sort of opinion about the game or this particular genre of gaming in general. Reinforcement may help bring in additional backers from the hesitant portion of the "gaming crowd" with more mentions online, but I think where we need to focus our efforts are our friends who aren't avid gamers but can appreciate a work of art.

Myst was so refreshing in an age of mindless shooters and dexterity-intensive platformers because you became a part of an intricate story. Not a character you controlled - you. Today, we still have mindless shooters and dexterity-intensive platformers, but a lot of adventure game developers seem to have realized the need to tell a compelling story instead of simply presenting players with puzzle after puzzle. Even many of the games that fall into those other categories have taken note. So what sets Obduction apart?

There's no denying it - Cyan is taking an awfully huge risk by not revealing much information about the game. But personally, I couldn't be happier. Savoring the thrill that comes with discovering what's around the next corner has always been Cyan's trademark. A game like this should be able to intrigue people with just "the money shot" of the farmhouse amidst the alien landscape, and we should capitalize on that. Perhaps that should be the focus of our publicity efforts. Why not just distribute postcard-sized ads to our friends with the farmhouse photo and a little caption that reads "What doesn't belong in this picture?" or something similar and contains the bit.ly address? I'll get on this tomorrow and post a sample for all to see.



73.

Lorna Hartman about 15 hours ago

@Horatio, looks like you are still faithfully lunching. Keep up the good work.



74.

Tai'lahr about 15 hours ago

@Criswell, lose the tin foil helmet - it might prevent you from being Obducted.
;)



NomadMolly about 15 hours ago

I'm heading to bed as soon as we hit 735,000



NomadMolly about 16 hours ago

@ everyone, gosh isn't this great fun. I can't remember the last time I saw the community this energized.



Lorna Hartman about 16 hours ago

@Criswell, a Riven dagger shirt? Not much sexier. :)



Salvo Ludus about 16 hours ago

@Criswell Reading your comment immediately after reading Scott's was hilarious



NomadMolly about 16 hours ago

@Criswell. hahahahahahahah

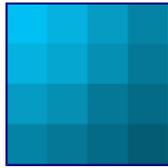
80.



NomadMolly about 16 hours ago

@ Scott, we all hope you talk to him more too. You may be partially responsible for our uptick here.

81.



Criswell Weatherman about 16 hours ago

I'm already a merman with a guy fawkes mask, a tin foil helmet, and a Riven dagger shirt. How much sexier can I be? :)

82.



Scott Benton about 16 hours ago

@Salvo & @Lorna...thank you both. As a long time fan of Myst this was beyond some kind of dream come true for me. He was a blast to talk with and I hope we hear from him on regular intervals on the development of Obduction. I'm still coming down from the high of speaking to a huge hero of mine in the gaming world.

83.



Lorna Hartman about 16 hours ago

@Scott, thanks man. That was an awesome interview. I've skipped all the spoilers too. That initial confusion and bewilderment and sense of "Huh???" is part of the game experience. :)

84.



Salvo Ludus about 16 hours ago

@Scott Great interview! You had Rand answer a few questions I've had

floating around in my mind for a while.



85.

NomadMolly about 17 hours ago

@Tai I'm reminded of the line from the Matrix, "I thought Trinity was a guy"
"Most guys do" lol



86.

NomadMolly about 17 hours ago

@ Criswell, now you have to do what I am doing. Dress up sexy, go out the
the most crowded venue, and let people perv your profile. lol



87.

Tai'lahr about 17 hours ago

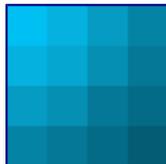
@Criswell: dude? No. :P



88.

NomadMolly about 17 hours ago

woot...I'm glad she got you...

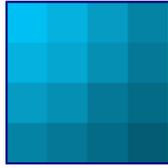


89.

Criswell Weatherman about 17 hours ago

Thanks to Tai'lahr, I am now wearing an "OBduction Supporter" tag in SL.
Thanks, dude.

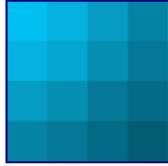
90.



Adreitz about 17 hours ago

Yeah, we just passed 2/3 funding! Awesome!

91.



William about 17 hours ago

I apologize for the double post. I also want to mention, that there is a direct correlation between the uptick and amounts in pledges and the volume of posting and ideas that is ongoing here. basically, 24-48 hours after a surge of activity is indicated in posts here, it shows up in pledges. Folks are watching, reading, they are picking up on you and getting fired up from you. :)

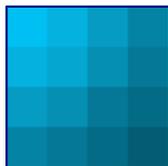
92.



Scott Benton about 17 hours ago

Well, this was a huge highlight of my gaming life. Being able to actually talk to Rand Miller was a high point for me that I can't really put into words. Our show, In-Game Chat, just finished our interview with Rand. You can find it on Twitch (<http://www.twitch.tv/ingamechat/b/476050041>), but the show will be on our site (<http://www.ingamechat.net>), iTunes, and YouTube (<http://www.youtube.com/user/ingamechat/videos>) very soon and I'll report back here as soon as it's available for everyone to hear. Thank you to everyone who showed up in the chat room and asked all those great questions. As well, thanks to Rand and the entire team at Cyan for making this happen. It was amazing!

93.



William about 17 hours ago

@Christina 'Riv' Hawkes I am doing my own mental calculations of the trending and accelerating upbeat both in tone and in pledges, especially over the last 5 days. I think you may very well be correct. 1.1 could be reached days before the end which brings the stretch goal(s) ever closer and especially withing reach. With all the brilliant and hard work spearheaded by

so many posting here, not to mention those that are picking up the banners and other ideas created here and don't even post in here, good, good, vibrations! The word is getting out, starting to be heard and I am expecting a real, rush! Everyone is doing so well! Well Done!



94.

NomadMolly about 17 hours ago

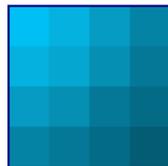
lol Lorna, I'm at me second venue, just hanging around. I'll keep this up until I can't stay awake.



95.

TrueStoryGuy about 17 hours ago

Rand has an interview? Where?



96.

Michael Winter about 17 hours ago

You can listen to Rand's interview here:

<http://www.twitch.tv/ingamechat/b/476050041>

His interview starts an hour into a two hour show.



97.

Lorna Hartman about 17 hours ago

When's Rand's interview again? I'm on the channel. Did I miss it?



98.

Lorna Hartman about 17 hours ago

Just got back from tonight's event and we did it!! 2/3 achieved. I'm especially

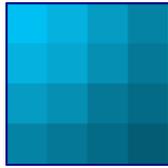
impressed and appreciative of @Nomad Molly's noble wardrobe sacrifice. Love the new content everybody's coming up with too. This group freakin' ROCKS.



99.

Tai'lahr about 17 hours ago

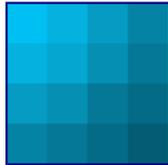
@Criswell, look in Preferences/General and you'll find options to toggle your name and group title. You'll need to make sure that the Obduction Support Group is activated to get that particular title to appear.



100.

Jonathan Backhaus about 17 hours ago

Any thought to integrate with Leap Motion as a gameplay controller?



101.

Criswell Weatherman about 17 hours ago

Nomad Molly, how do you put the tag "OBduction Supporter" above your head in SL? I can't seem to figure out how.



102.

Salvo Ludus about 17 hours ago

Just updated the backer kit. I added Photoshop files for each of the image types. For those of you that know how to use Photoshop, you can drop in your picture or anything else you want for your kickstarter icon, Facebook cover image, etc. and it will still have the text overlays. This way, your Facebook cover image (for example) can still be a picture of you at the beach, but it will still have the Obduction logo and website.

Here's the link: <https://dl.dropboxusercontent.com/u/31460314/Obduction%20Backer%20Kit.zip>



103.

James Andrew Wodehouse about 17 hours ago

Timeline

http://fc07.deviantart.net/fs70/f/2013/306/0/a/farley_timeline_by_wodehouse1-d6stgvk.jpg



104.

NomadMolly about 18 hours ago

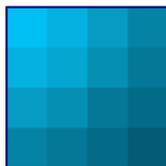
my plan tonight is to visit every live performance venue in second life with the words "Obduction Supporter" above my head. Some will look at my profile. Eventually I'll hit a Myst fan.



105.

NomadMolly about 18 hours ago

hehe now that is a biggy, but we will get there



106.

narniaozmasar about 18 hours ago

2/3 of the way done!! Woo!!!! Well done everyone. Next goal: 800,000...



107.

Maarten Dijkstra about 18 hours ago

@salvo thanks :)

Well done everyone! Let's keep this ball rolling!

108.



Salvo Ludus about 18 hours ago

Congrats everyone!!

109.



NomadMolly about 18 hours ago

Yes! I want that Oculus Rift support. How cool would that be?

110.



Christina 'Riv' Hawkes about 18 hours ago

Wouldn't it be amazing if it funds before the "final push" of the last few days, and we can use that final surge to reach a bunch of stretch goals? :D Looks like we're on target for that to happen, if we keep spreading the word and getting good publicity, hooray!

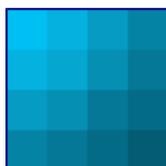
111.



Talon Edgewater about 18 hours ago

Huzzah!

112.



Michael Winter about 18 hours ago

Oh, and only 91K to the 3/4 mark....

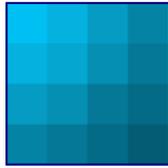
113.



TrueStoryGuy about 18 hours ago

Next goal: 800k!

Congratulations, guys!



114.

Michael Winter about 18 hours ago

There, now it's official! We are past the 2/3 mark. All downhill from here.



115.

J.B. Lewis about 18 hours ago

2/3s achieved! Way to go, everyone!



116.

Christopher Burce about 18 hours ago

Sooo close to 2/3rds....



117.

Salvo Ludus about 18 hours ago

God, the sacrifices we make...



118.

NomadMolly about 18 hours ago

sigh...ok, I am going to violate all my standards in Second Life and dress in something really provocative and go into a crowded venue so the guys will perv my profile and read about Obduction...the things we do for Cyan....

119.



Talon Edgewater about 18 hours ago

I'm currently in \$250 and waiting for something in the \$400-\$500 range to pop up.

120.



Salvo Ludus about 18 hours ago

Yeah, we absolutely need a new tier there

121.



William C. Strohm about 19 hours ago

I started at \$275 and upped to \$500 a couple of days ago... tell you what, I'll throw in the \$0.33 for a new tier at \$500!

122.



NomadMolly about 19 hours ago

so now we need someone to put us over the top here. Let's get to that \$733,333.33, lol

123.



NomadMolly about 19 hours ago

ok..one of the folks in SL challenged me to match them...so I am upgrading to \$250

124.



Tai'lahr about 19 hours ago

@Adreitz and anyone else not signed up to the Cyan forums, don't forget that backers will have access to an exclusive Obduction section there, so might as well sign up now before the big rush! :)

125.



Salvo Ludus about 19 hours ago

@NomadMolly I'd love to see a screenshot of that

126.



NomadMolly about 19 hours ago

I have a bunch of folks walking around with the words "Obduction Supporter" over their heads here in Second Life!

127.



Clark Olson about 19 hours ago

yes!!!

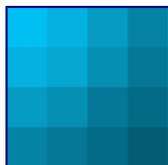
128.



NomadMolly about 19 hours ago

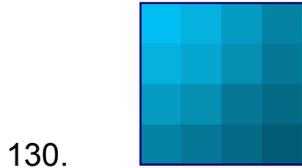
wow, we really are going to make 2/3 tonight!

129.



[Adreitz about 19 hours ago](#)

Yeeaaahhhh... I just didn't want to have to create yet another profile online. :P I'll think about it.



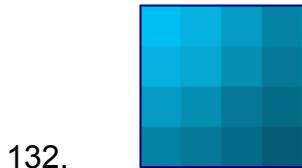
[Adreitz about 19 hours ago](#)

Actually, I see that's the same poem the first set of words is from. Whoops!



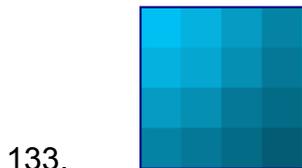
[Salvo Ludus about 19 hours ago](#)

You should create an account on the forums and participate



[Adreitz about 19 hours ago](#)

I just found out where the text is from: Whitman's poem "On the Beach at Night, Alone". They look like the third word in every four-word block.

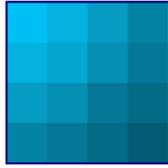


[Adreitz about 19 hours ago](#)

@Salvo: Yeah, I just saw. :) It looks like Cyan threw that page up in a hurry, since it doesn't have the custom css of the first page we found. Just text on a white page.

Now, we still don't know what the text means. Something makes me think that we'll have to interleave the sets of words (possibly including other sets of words in the future). But since these are presumably taken from poems, I can't imagine Cyan being able to find a set of poems for which it would work cleanly.

134.



Craig Jacobs about 19 hours ago

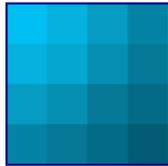
@Adreitz - That's kind of a spoiler don't you think?



135.

Salvo Ludus about 19 hours ago

@NomadMolly Awesome!



136.

Craig Jacobs about 19 hours ago

hiredark.com
/words/< UPDATE#6 >

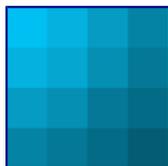
This one was pretty easy... I was 3rd time lucky.



137.

Salvo Ludus about 19 hours ago

@Adreitz I think we both had the epiphany at the same time lol Just posted on the forums :)



138.

Adreitz about 19 hours ago

I don't have an account on the Cyan forums, so I'll post it here: try
/words/surprise/

139.



Lorna Hartman about 19 hours ago

If all this awesome new artistic stuff isn't on the list yet please do add it. We can all use it as we fly toward the home stretch. We're close now.

https://docs.google.com/document/d/1UwpeZMI5nG6SQ_22br6Uyc61hRaYG7MSn1bwZRFLcKQ/edit...

140.



Lorna Hartman about 19 hours ago

We're almost at the \$733K point! \$733,333 is the 2/3 point and man, we are so close. You all are doing amazing things today!

I have to go to a thing tonight and I can't wait to see where we're at when I get back later tonight. Good luck w/ the URU party and I'm so jazzed Geek and Sundry tweeted us!

141.



NomadMolly about 19 hours ago

Ok some donations will come in from the URU karaoke party in SL

142.



Salvo Ludus about 20 hours ago

Congrats again Maarten!

143.



Salvo Ludus about 20 hours ago

@Craig You beat me to it! Lol Also Rand confirmed we've raised about

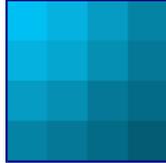
\$7,000 on PayPal



144.

NomadMolly about 20 hours ago

I think folks got a little scared last week, but not to worry, we are going to make this!



145.

Craig Jacobs about 20 hours ago

Rand basically confirmed that Obduciton will be on Steam.



146.

Maarten Dijkstra about 20 hours ago

Woohoo! TOTALLY stoked that my tweet was picked up by Geek&Sundry! Great to see as well that it has been retweeted, and I'm hoping it does the rounds of the tweeter-verse for a while :)

Thanks folks for posting it was my tweet - I can just feel the warmth and love of this forum now. It's SO MUCH MORE POSITIVE than it was a week ago. Let's all work to keep that going :D



147.

Christopher Burce about 20 hours ago

or I should say the Rand Miller *interview*... ;-)



148.

Ryan S. Davis about 20 hours ago

@nomadmolly--I can't imagine cyan would object to a shirt in Second Life. But if you want to be extra sure, email their PR person, Vicki.



149.

Christopher Burce about 20 hours ago

The Rand Miller talk hasn't happened yet, you can join the twitch.tv stream still! <http://www.twitch.tv/ingamechat>



150.

William C. Strohm about 20 hours ago

Obduction on Wikipedia...

[http://en.wikipedia.org/wiki/Obduction_\(video_game\)](http://en.wikipedia.org/wiki/Obduction_(video_game))



151.

Matt Giuca about 20 hours ago

So apparently there was an interview with Rand Miller about an hour ago. I missed it! Will there be a video archived online somewhere?



152.

Matt Giuca about 20 hours ago

Wow, good day of funding! Thanks, 10K backer!

Anyone considering jumping from \$25 to \$75 (or \$90 internationally), just imagine what you paid for Myst or Riven back in the day. I would guess it was about the same -- more with inflation taken into account. Buy the game in a box, like you would back in the day :) (Only problem is, you have to wait two years.)

153.



NomadMolly about 20 hours ago

Ok I need to know if any of you prowling the forum have close ties to Cyan. I have a friend who is a clothing designer in SL and she is willing to make a free obduction t-shirt if the folks at Cyan will give her permission. A cold call from me will probably not get their attention.

154.



NomadMolly about 20 hours ago

My name is NomadMolly Nostram in SL, I'll be happy to add anyone to the group. Or search for the group, Obduction Support, and join.

155.



NomadMolly about 20 hours ago

For any of you that have a Second Life avatar, I have created an Obduction Support group. Login, put on your group tag, and BE SEEN.

156.



Tiago Regueiras about 20 hours ago

By the way I too am a MOUL cavern explorer =)... Down there I go by the name Keshyro... Or Keshiro, depending on the days xD... In case we ever cross paths in the ant the plaza or something =D...

157.

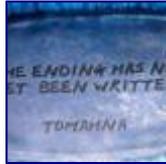


Tiago Regueiras about 20 hours ago

@Salvo Guess your right... Gonna roll back to the previous one... Has you can see... Spoiler free environment... Kind of...

<=====

158.



[Carol Woodward about 20 hours ago](#)

The links are amazing, thank you everyone.

159.



[Salvo Ludus about 21 hours ago](#)

@James whoa... :-)

160.



[Talon Edgewater about 21 hours ago](#)

@Joseph: what a great idea.

161.

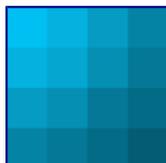


[James Andrew Wodehouse about 21 hours ago](#)

@Spoiler character alert - for general use

http://fc01.deviantart.net/fs70/f/2013/306/a/d/farleydock_by_wodehouse1-d6sskvl.jpg

162.



[Stewart Bradford about 21 hours ago](#)

Any image is kind of spoilery at this point but I do agree some of the images in the recent updates are worse because people (including myself) have purposefully avoided looking at them.

Same goes for comments too. @Criswell, no hard feelings, but one of your recent comments was, while well intentioned, full of spoilers. Please avoid. :-)

163.

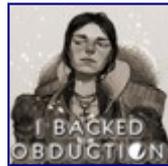


Salvo Ludus about 21 hours ago

@Tiago Glad I can help... However... your profile pic is kind of spoilery. I think you used the facebook profile pic or the twitter one because I removed the spoilery kickstarter ones.

I'm perfectly fine with it, but that icon might get you a little flack here

164.



Tiago Regueiras about 21 hours ago

@Salvo Those I already knew, I was really looking for those you had in your kit, as you can see by my profile image =D... Thanks once again!



165.

Joseph Garnsey about 21 hours ago

Just a Thought... Most villages/towns/cities have a Facebook page with a large audience that follows them. I just got our town to list Obduction on their page and they have 3454 friends that follow. If you can get YOUR home town to do that, we may be able to reach many more people.



166.

Salvo Ludus about 21 hours ago

@Tiago I found a few others from @Lorna's list:

@Chris made these three backer images:

<http://i.imgur.com/Bp81CwZ.png>

<http://i.imgur.com/RmQ2kSv.png>

<http://i.imgur.com/Pn2VNlp.png>

And @Seba made this backer image: <https://imageshack.com/i/mkfuewp>

167.



Tiago Regueiras about 21 hours ago

@Salvo I kind incline more to the spoiler-ish kind of content xD... Thank you Salvo.

168.



Salvo Ludus about 21 hours ago

@Tiago I made a backer kit here:

<https://dl.dropboxusercontent.com/u/31460314/Obduction%20Backer%20Kit.zip>

Or you can get all the non spoiler-ish content from Geoff's Facebook page here: <https://www.facebook.com/ObductionGameHub> in the Obduction Backer Kit album

169.



NomadMolly about 22 hours ago

ok everyone, I'm at the URU Karaoke party in Second Life and they are displaying the Obduction information.

170.



Talon Edgewater about 22 hours ago

Onward!

171.



Tiago Regueiras about 22 hours ago

Can anyone make more avatars based in the images provided in the updates? Besides the ones that already were made? like, using the seeds or

the other character's sketches? I would really like that :-D...



172.

Horatio about 22 hours ago

Congrats Maarten on the RT from Geek and Sundry! I'm glad this got to be a reality so quickly, and with 13 days left in the Obduction campaign. Props to Salvo for bringing it to our attention in the first place. Glad I could help with the "rules" clarification from G&S.



173.

Dimitrios about 22 hours ago

a!!! and dont forget hit the like button at fb page.In that way we help Cyan to spread the word!!

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



174.

Dimitrios about 22 hours ago

The students in universities have greate power! Go on spread the word!!!
Guys i read the comments and i am smiling! I am very happy! Go Cyan go.....



175.

NomadMolly about 22 hours ago

ok, I'm going to take a big risk. I'm a professor at a major university and I have to be careful because I cannot use my position to "pressure" students who may later need letters of recommendation from me to "do things" unrelated to their coursework. I'm going to post information on bulletin boards in my building. I won't put one actually on my door because that gets a little too, gee Dr. XXXXXXXXXXXX supports this, maybe I will too so I get a better letter...lol. I worry that some of the students will be too young to really know Myst, but that may not be true. Nothing ventured, nothing gained.

176.



Christopher Burce about 22 hours ago

That's quite a flyer you made!

177.



Salvo Ludus about 22 hours ago

@JB Great flyer!

178.



J.B. Lewis about 22 hours ago

Way to go on the RT, Maarten! And I don't think this could've happened at a better time. The weekend is perfect!

I've gone ahead and designed a simple flyer-style ad for the Kickstarter in case anyone wants to print it out and post it at their workplace or school bulletin board - though you'd certainly need plenty of black ink. :-)

The only caveat is that I had to stretch the Obduction logo to extend significantly across the frame, which was quite an enlargement for an 8.5x11-inch document at 300 ppi. Hope this will help, though!

<https://drive.google.com/file/d/0B9D0CYGXYm6DNURXaFRvVHFzQjA/edit...>

179.



NomadMolly about 22 hours ago

@criswell, I was technically joking about the employees (hence the lol), but keep in mind that people are different from companies and the folks at Cyan have friends and supporters that probably aren't going to let this fail if it gets to that point (and some of us might be in that group). The point I was trying to make is that once it reaches about \$900,000 or so is when people begin to realize that it would be a shame to let this fail and all stops start getting pulled out.

180.



[Ryan S. Davis about 22 hours ago](#)

Congratulations on the Geek&Sundry retweet! Definitely spread that around-- they've got quite a following!

181.



[Jennifer S Hane about 23 hours ago](#)

I just put a copy of Christina Hawkes' Obduction flier at my workplace. It's an engineering company; employees here should be geeky enough to have played Myst, right?

182.



[Salvo Ludus about 23 hours ago](#)

It was Maarten who got retweeted. Congratulations and thanks so much!

183.



[TrueStoryGuy about 23 hours ago](#)

I cannot believe we're already at 66% funded!

184.



[Salvo Ludus about 23 hours ago](#)

GEEK AND SUNDRY JUST RETWEETED US!!!! This is HUGE!!! They have over 80,000 followers and lots of people are going to be retweeting their tweet!!! Please, if you're on twitter go and retweet @geekandsundry now! :)

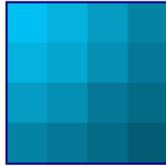
185.



Reba McNeill about 23 hours ago

Lol @ Ryan S. Davis; it started as a kickstarter and turned into a social networking site.... hehehe I live in canada so maybe someone else will look you up!

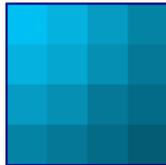
186.



Criswell Weatherman about 23 hours ago

@nomadmolly, kickstarter's TOS state that the producers can not back their own projects. That, I think they feel, can open the floodgates for abuses. As for me, I upped from SHOW AND TELL to add on two add on boxed versions. I hope they appreciate the gifts, but keeping it a secret for 2 years is going to be tough.

187.



Rose about 23 hours ago

Hey, all the pictures disappeared from the Home site - or maybe for some reason it's just my computer?

188.

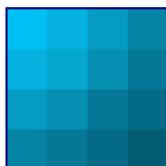


William C. Strohm about 23 hours ago

Happened to run across this video, subject "Top 5 video game engines of the future." Guess what is No. 1...

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

189.



[Craig Jacobs about 23 hours ago](#)

@William - It's a lot like an EBay auction. You get a flurry of bids at the beginning, then a trickle and a lot of people watch to see what happens, then at the end you have a bunch of people trying to snip the auction.

From what I've read and seen, these are like that. You get the initial batch of enthusiastic people, then the pledges drop sharply. A lot of people want the game to be made, but 2 years is a long time to wait, so they will monitor to see if it hits the goal and if not then at the very end give the minimum to get it done. That's why the pledge patterns look like inverted bell curves.

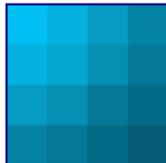
I figure we need to see about \$20K a day for the next 11 days and then need about \$150K during the last 2 days.



190.

[NomadMolly 1 day ago](#)

@Daniel, I'm quite sure that many will eventually up their pledge in the last 48 hours when we are knocking on the door. There is no way that a pledge of around \$900,000 or so is going to go unfunded, even if the Cyan employees themselves have to chip in, lol. So if we can just get it to that point, I think we are golden. I would ask those at \$25 to see if you can give up a little something, a night at the movies, a few dinners out, to get that pledge up to \$45, but only if you can. We don't want to pressure anyone to do more than they are comfortable. But if you do, it will make an amazing difference and may be the thing that makes or breaks this venture.



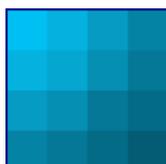
191.

[Danno 1 day ago](#)

thank you very much for the 10k backers! Let's keep spreading the word, we are almost there.

I've seen alot of people bumping their pledge up a little at a time, imagine if every backer were to up their pledge by just \$10, we'd be closing in on \$900,000... Let's do it!

Love the pint glass idea.



192.

[Criswell Weatherman 1 day ago](#)

Do not WISH or WANT this project to succeed. Envision it as if has already

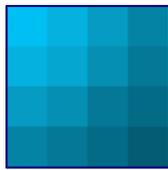
succeeded. Make it as real in your mind as you can. Explore the farmhouse. Talk with Farley. Ask the Civil War guy where he got his anti-grav boots. Rand says we are already playing OBduction right now. Imagine all the energy generated by what is now over 12,500 of us.



193.

[William C. Strohm 1 day ago](#)

The average pledge has remained amazingly constant... now \$57.68 per backer. If it stays similar, we need 6,406 more backers over the next 13 days. Possible?



194.

[narniaozmasar 1 day ago](#)

YAY for the 10k backer. At this rate we should make it to 2/3 of the way before the end of the day. Only just over 3k more to go! Keep pushing.



195.

[Mattis Bødtker 1 day ago](#)

@Talon: I second that! My hat goes of to those who have committed that amount of money! I wish I could have done the same :(



196.

[Kevin Brown 1 day ago](#)

Make a pint glass as an add on with Cyan Worlds logo on one side and the Obduction logo on the other and I will throw another \$10 on my pledge to get it. Make it colored glass or black, I will toss on \$20 to get it. Not enough pint glasses offered as add ons ;) Just sayin'

197.



Mattis Bødtker 1 day ago

Just had to bump my pledge again. First from \$25 to \$75, then \$75 to \$120... Now \$150! This has to end soon, at this rate I might have resort to gaining \$10.000 some how :p

198.



Ryan S. Davis 1 day ago

Anybody here live in Los Angeles? We should meet up!

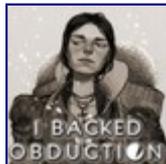
199.



Talon Edgewater 1 day ago

I would like to shake the hands of today's and earlier 3 \$10,000 backers. Thank you so much!

200.



Tiago Regueiras 1 day ago

I would love to tweet to G&S, but I'm reduncusly terrified to jump in that black hole twitter is...

201.



Ryan S. Davis 1 day ago

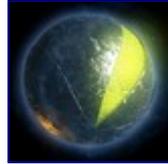
We're definitely getting to 2/3 today. Can we get to 13,000 backers??

202.



[NomadMolly 1 day ago](#)

woot!



203.

[J.B. Lewis 1 day ago](#)

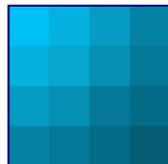
\$730,000, everyone. Let's keep the momentum going!



204.

[Ryan S. Davis 1 day ago](#)

Yep! Just send them an amusing or interesting tweet asking them to choose Obduction as their Kickstarter of the day. Make sure to include the link to here :)



205.

[MfGlisson 1 day ago](#)

Ryan: do we just tweet directly to G&S?

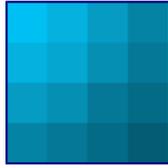


206.

[Ryan S. Davis 1 day ago](#)

Remember your daily tweets to Geek&Sundry! Also, we should definitely not start to coast. We need to keep up the effort--it's like a snowball. The more backers we get now, the more backers will follow later.

207.



MfGlisson 1 day ago

Today is the best day we have had in 6 days (this is because of the \$10,000 backer, but still, that is pretty cool). And the day is not nearly over yet.

Also, yesterday was the second best day we have had in 6 days. So that is all good news.

208.



NomadMolly 1 day ago

@at myself, hahaha, I act as if I am part of Cyan. Well, we are all family and sometimes it sure feels like it.

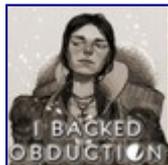
209.



Tiago Regueiras 1 day ago

2/3 done :-D!!!!!!

210.



Tiago Regueiras 1 day ago

Slow and steady well get there!!! :-D...

211.



NomadMolly 1 day ago

@ Christel, thank you!!! We are going to make this happen!

212.



Christel Bach 1 day ago

Decided to raise my 25\$ pledge to 75\$. Hey - 75\$ is actually cheap to get the box!! Lets make this happen!

213.



Trond E. B. Lunde 1 day ago

Wow.. Another \$10,000 Pledge ... Big thank you Sir or Madam... This is looking good, we are gonna make this.. :-)

214.



Tai'lahr 1 day ago

Remember what Rand said in Update #8, "The game has begun, and you're already playing it." We're collecting the clues from Cyan in a wiki article at <http://wiki.openuru.org/index.php...>

215.



Sumatria 1 day ago

For those interested and who use twitter there is an @obduction twitter account <https://mobile.twitter.com/obduction>

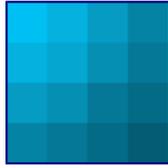
216.



NomadMolly 1 day ago

@Paul, absolutely. We must not become complacent after that wonderful \$10K donation. We must push forward!

217.



Paolo C. 1 day ago

Today could be the best day in \$ after oct 23th. But other than the amazing \$10k we need more backers.
Wake up, it's saturday :-)

218.



Helena 1 day ago

Another \$10k! Yeeeeeah!

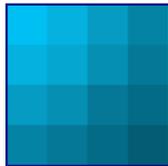
219.



NomadMolly 1 day ago

wow...yes we sure are. If we have another great day like we did yesterday, we could get it done.

220.



Peter Hegedus 1 day ago

Oh man, it would be SO nice to reach at least two stretch goals... We should really push for that, though. And it would help if Cyan revealed the amount of money needed for the second one as well.

221.



Salvo Ludus 1 day ago

Hey we're \$5,000 away from 2/3 of our goal!!

222.



Salvo Ludus 1 day ago

Yay 10k!! (hey, it rhymes)

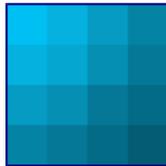
223.



NomadMolly 1 day ago

whoa. I leave to go run errands and come back to this. Thank you so much dear \$10,000 backer!!!

224.



Rose 1 day ago

@Dimitrios - Yeah, a Shoutout to Atheni, Azaia, Inanna, Dedhed, ENIAD!, Charura (I know she's around :)), Ms Isis, Markarius, Sean, and all others from MyssTerrie's bevin (er, neighborhood). And hooray for the 4th \$10,000 backer!

225.



Horatio 1 day ago

Our 4th \$10,000 backer! Thank you VERY much, sir or madam!

226.

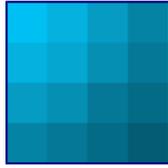


Dimitrios 1 day ago

Rose !!!!!!! miss you!!!

Send me pm cause i need to go and i dont know how (in rush) to become friends in FB lol Lets find the others (Atheni33, Azaia, Myssterrie lol)

227.



Rose 1 day ago

Hi Dimitrios - I remember both Illuvatar and you. Nice to talk with you again. We had a lot of fun back in Uru. Isn't it great about Obduction? Stay well, both of you!
Rose



228.

Dimitrios 1 day ago

Ok i am very happy. I send pm in mystonline forum to a friend of mine from mystonline 2007 and he answer me back.....and he didnt know about Obduction!!!! Some of you i am sure that you know him ...illuvatar was his name at that time and he was extremely dedicated to Yeesha (Do you remember him?)
What i am trying to say is in Mystonline there are 50000+ members!!! Many were dedicated fans and they simply dont know about the project. I suggest to send to all our friends there a pm and Cyan to send email (not pm) to all the fans and followers (kickstarter rules don't prohibit it) as an administrator!!!



229.

Pranab 1 day ago

What I had back in 1996 was an out of the world experience.I moved to US ,bought my first 200Mhz MMX pentium PC and Myst and I became a fan for life. Some movies I grew up with had similar OOW experience e.g. Avatar with its floating mountains,Star Wars and its Underwater world,Harry Potter 9 3/4 Platform. When I see them again and again,the movie story line is not important any more,it is the surroundings that keeps you mesmerized, Riven,Uru,Myst have the same charm. D`ni as civilization was worth exploring every time. As technology matured it is now possible to create a better visual reality and sound effects, but it is the life around the story which will keep calling me back.



230.

Salvo Ludus 1 day ago

@NomadMolly Too funny! See you on Monday.



231.

NomadMolly 1 day ago

@Salvo, thank you so much for you energy. My employer, however, is not happy in all likelihood that you have energized me this way. On that note, everyone, I brought work home and must stop watching the comments for a while or I will get 40 lashes with a wet noodle come Monday. Please keep of the amazing work and get those backers in here!!!!



232.

Trond E. B. Lunde 1 day ago

Another great developer from the 90's, Cinemaware is talking warmly about Obduction. :-)

Old gamers Reunite!

<http://www.facebook.com/cinemaware>



233.

Salvo Ludus 1 day ago

OK just redid the backer kit. I removed the spoiler-ish Kickstarter icons. The other spoiler-ish stuff is in a folder called "Spoiler-ish Stuff" :)

Here's the link: <https://dl.dropboxusercontent.com/u/31460314/Obduction%20Backer%20Kit.zip>

Or you can get all the non spoiler-ish content from Geoff's Facebook page here: <https://www.facebook.com/ObductionGameHub> in the Obduction Backer Kit album



234.

NomadMolly 1 day ago

Just got back from the Cyan forum. If you folks haven't been following the little game within the updates, there is a lot of activity in that regard in that

forum. Clever people. I just love this community.



235.

Geoff Lingham 1 day ago

I have added a lot of the Obduction visual fan art and content to the "I love Obduction Game" facebook fan page so that is aggregated in one place and can be easily visualized via separate photo albums. Note: No spoiler pictures have been added. ==>

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

@Christina: I loved your B&W flier. That is a great marketing idea. I have uploaded a picture of it and a link to your flier PDF, thanks!!

@Lorna: Your comprehensive list of PR ideas and fan content is huge and shows how much work we have all been contributing. I have uploaded a snapshot of the first page and a link to your dropbox where the full document is stored for people to update, thanks!!.

I have created various photo albums to appreciate the Obduction art visually:

- Obduction Backer-Kit
- Obduction Fan Art - Kickstarter
- Cyan Obduction Desktop Wallpaper

Thanks to all the amazing fan art contributors!!



236.

Salvo Ludus 1 day ago

Morning everyone! I'm glad you guys like the kit I strung together.

@Geoff Thanks for uploading the pictures

@Helena I think you're right so I'll compromise with you. As soon as I can this morning, I'll remove the spoiler-ish Kickstarter icons but leave the rest. That way at least you won't be spoiled here. I'll repost last night's post when I'm done.



237.

Horatio 1 day ago

@Salvo: Great idea, and thank you for putting that kit together!

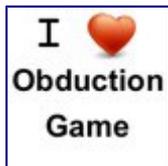
238.



Helena 1 day ago

@ Salvo: Great idea! But is it OK to use the spoiler-ish images as a profile picture? I can see some people being annoyed about that.

239.



Geoff Lingham 1 day ago

@Salvo: Your Obduction Backer-Kit is a great idea!! I have uploaded your non-spoiler images to a separate photo album on <http://www.facebook.com/ObductionGameHub> for everyone to see and use. I put your name and a link to your dropbox location in the description of the photo album. Thanks!!

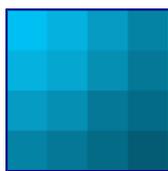
240.



KC 1 day ago

@JBL: I logged on to see progress 9 hours after your comment and got amazed by the way you put my thoughts in words...thank you for sharing.

241.



Erik Ammerlaan 1 day ago

Thanks, Marein! It seems there is progress again! Great that there were hidden clues in the updates and the reddit AMA.

Also, great to see those creative initiatives in the comments to attract more backers.

242.



Marein Könings 1 day ago

I haven't followed the comments this past day but has someone brought the advances in the ARG to attention? The new discoveries start here!

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



243.

Geoff Lingham 1 day ago

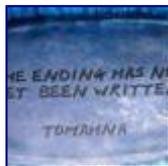
@Seba: It seems that you are right that Slashdot does not accept duplicates. My article has disappeared from the recent articles list on Slashdot site. It may have been removed because the admins thought it was a dupe unfortunately :(



244.

Grover 1 day ago

@ Bolt Riley: according to my math, we'll need at least 20,000 Backers to get it done. I'm confident, but we still have to spread the Word agehn and agehn.



245.

Carol Woodward 1 day ago

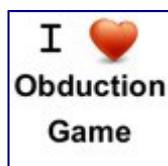
The way I see it, many of us were seduced by CYAN 20 years ago Obduction is our compensation.



246.

Seba 1 day ago

Ah, figured they wouldn't feature an article on the same subject twice, but my Slashdot'ting might be rusty. You have my +!



247.

Geoff Lingham 1 day ago

@Seba

Yes indeed! That is how I first found out about the Obduction Kickstarter and I backed it immediately. That original article has disappeared from the front page on Slashdot now. I think we need to get fresh news articles about Obduction showing on the front page of major gaming web sites to get a boost in new backers. The more visibility to targeted gamers the better. Have a look at the other recent Slashdot articles submitted here:

<http://slashdot.org/recent>

Click on the "+" symbol next to the "Cyan's Obduction Kickstarter Crowd-Funding reaches Major Milestone" article to up-vote it so that the Slashdot admin will consider it for the front page again.

Any other major gaming web sites that we could be submitting news articles to keep the news about Obduction in front of gamers?



248.

Seba 1 day ago

@Geoff - Slashdot already featured an article on Obduction on the front page, back on October 17th -

<http://games.slashdot.org/story/13/10/17/2332221/myst-creators-announce-obduction>



249.

👉☆RSF☆👈 Backin' Bolt Riley & the 420s 1 day ago

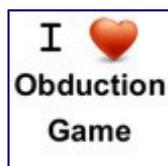
@Geoff Thanks man. Have to go reset my slashdot account. ;-)



250.

👉☆RSF☆👈 Backin' Bolt Riley & the 420s 1 day ago

Anyhow early days - still plenty of time to do better than basic funding. :-)



251.

[Geoff Lingham 1 day ago](#)

I just made a news article submission to Slashdot about Obduction. To make sure that Slashdot shows it on the front page then we need to get as many up-votes as we can. Click on the "+" symbol at the top of the article to increase the votes at <http://slashdot.org/submission/3090435/cyans-obduction-kickstarter-crowd-funding-reaches-major-milestone>



252.

[★RSF★ □ Backin' Bolt Riley & the 420s 1 day ago](#)

Feeling really positive over here - 12,500+ backers is awesome. We've still got 2 weeks to go. Just to amuse myself I started doing some very rudimentary maths but if we get to 15,000 backers I think we're pretty much set. For example, another 2500 backers at the base level for the game (\$25) = \$62,500. So... add that to the current tally and we're at \$775k. Leveling \$325k to basic funding.. which if averaged out by 15,000 backers would leave a shortage of just \$21.67 each -- less than the price of the game. Who wouldn't add on another copy or increase their pledge a little (or a lot) more to make sure it gets funded!

@Salvo Great effort - good stuff!

@Maarten 50,000 backers would definitely see this way over-funded. I would never complain. :D



253.

[Maarten Dijkstra 1 day ago](#)

@J.B.Lewis - thanks for sharing, that was a great read

@Salvo Ludus - good work! the more we the backers get involved the better our chances of raising awareness. As more new backers come in, they also can bring in more. Let's make this thing go exponential; 50,000 backers could really get some money going!



254.

[Salvo Ludus 1 day ago](#)

So it's really late and not many of you will see this so I will repost tomorrow. I was looking at another Kickstarter project and noticed that the project owners had put together a backer kit with some images you could use in other social media sites. I know we have some Kickstarter icons already, but I wanted to make a full fledged backer kit. So I've created the Obduction Backer Kit!!

Here's the link: <https://dl.dropboxusercontent.com/u/31460314/Obduction%20Backer%20Kit.zip>

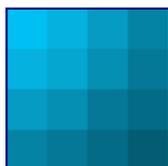
The kit includes:
Facebook Covers
Facebook Profile Pictures
Kickstarter Icons
Twitter Header Images
Twitter Profile Pictures
and a Forum Banner

I created all of these myself so please, any and all suggestions will be appreciated. I have a couple of ideas to add so hopefully I'll be able to do that in the next few days.

IMPORTANT:: There are a couple of spoiler-ish images that I used as icons. I wasn't sure whether or not to use them, but I figured that having a robust backer kit was important enough to use those images. The images themselves are in a folder in the kit named "Spoiler-ish Stuff"

I'll repost this tomorrow morning just in case everyone is asleep (like I'm about to be). Nite!

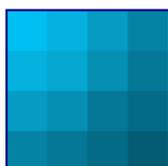
255.



Paolo C. 1 day ago

Lots of new backers, but high tier pledges stuck.
It would really be time for new tiers :-)

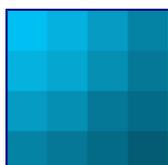
256.



Frank den Blaauwen 1 day ago

@Vincent: "I'm just excited for the spirit to live on." Same here...

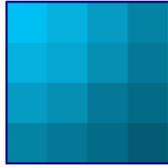
257.



Vincent Marziale 1 day ago

@Frank Den Blaauwen-- I know. I mean in simile. I'm just excited for the spirit to live on. No D'ni here. I know i know.

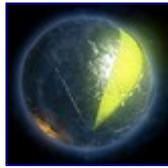
258.



Frank den Blaauwen 1 day ago

@Vincent: Just to make sure: Obduction will not be an other Myst game. Atrus and Sirrus will not show up...

259.



J.B. Lewis 1 day ago

12,500! Way to go, everyone!

260.



NomadMolly 1 day ago

woot now I can get some sleep! Let's do this again tomorrow!

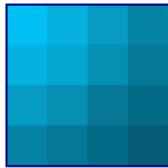
261.



Horatio 1 day ago

12,500 backers! Good night, Kickstarter!

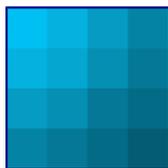
262.



Vincent Marziale 1 day ago

I just want Cyrus and Atrus to let me click on things. Backed

263.



William 1 day ago

@JB Very well said. Thanks for sharing that. Nice! So looking forward to this. Feels like coming home. To places and people longed for.



264.

NomadMolly 1 day ago

ok....new goal...lets get those last 8 backers so we can have 12,500 before I go to bed!!!



265.

Salvo Ludus 1 day ago

Ah! The jig is up! I posted under my real name!

I made up the Salvo Ludus profile because it's the name I play games under (including MOUL). So anyway, the bit.ly link is for me. I'll post what I've made a little later. :)

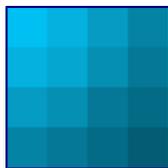
-Jorge



266.

Christina 'Riv' Hawkes 1 day ago

@Jorge: <http://bit.ly/cyan-game>



267.

Jorge Gutierrez 1 day ago

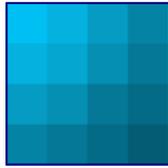
Can anyone tell me the shortened bit.ly link we made? I'm working on something I hope you all like :) I should be done in an hour or so and I'll let you all know.



268.

NomadMolly 1 day ago

@Tai'lahr I teach acoustics and I use one of the puzzles from Myst IV in my class all the time. Can't say more without getting spoilerish



269.

Len Gillespie 1 day ago

Reading JB's post below got me thinking about how important our memories become as we get older and although we always remember games looking and playing better than they really did at the time I find most games made today lacking the "Spark" that made the stand out games of 20 years ago so memorable. I'm really glad to see programs like Kickstarter upsetting the status quo allowing creators with Passion to pitch their ideas directly and make the games "They" want to make and "We" want to play. Big Bang Shooter 27 is all good and well but not the only type of games I want to play...



270.

Tai'lahr 1 day ago

@J.B., great story! The mention of seeing Myst in an educational store reminded me of how much the Myst games are being used in the classroom. (Just google "Myst classroom") It's far more than just a game.



271.

Christopher Burce 1 day ago

Thanks so much for your thoughts, JB. I'm sure many people here feel the same. :-)



272.

Psychomorph 1 day ago

My Komputar is ready!

273.



NomadMolly 1 day ago

@JB darn you almost made my cry. This is such a nice experience...all of us working here trying to reach a great common goal. I have other things to do, but I can't make myself leave this page.

274.



Derrick Robinson 1 day ago

@JB - Second that... Well said sir...well..said

275.



Christina 'Riv' Hawkes 1 day ago

Beautifully said, JB!

276.



Lorna Hartman 1 day ago

More new backers today than each day for the past eight days. Great, great job everyone.

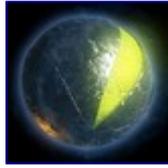
277.



Lorna Hartman 1 day ago

There, Cyan, you don't have to write your own press release or radio spot. @J.B. just wrote a great one.

278.



J.B. Lewis 1 day ago

I pledged my \$45 once I heard the very first announcement minutes after the KS page was put up via Cyan's Facebook page.

Myst was my childhood. As a five-year-old, I remember seeing it on several old Macs that were prominently displayed at an educational store in our mall in the Bay Area. It was like nothing I had ever seen before. I'm not even sure the store employees knew what to think of it; when asked about it, one of them simply said, "Uh...I know there's a clock tower, but that's about it." Eventually, when it was released for PC, my parents bought it for me as a Christmas gift. I couldn't go to sleep that night. I was sucked in. Being that young, I had no idea how to solve any of the puzzles, but I was determined to finish the game. Before I found any of the Linking Books to the other Ages, I'd spend hours just watching the "Making of Myst" video that accompanied the game, in which tantalizing images from those other Ages were beckoning me to get past Myst Island and on to "Level 2." It became fairly apparent as time went on that there were no "levels" in Myst; the game was decidedly non-linear, and that quality set it apart in my mind from other games I had grown up with. My dad and I would spend hours messing around Atrus's conundrums (especially the maze in Selenitic) and discussing our thoughts about Sirrus and Achenar. By the time we were done, and Atrus hinted at what was to come, I couldn't wait for "Myst II."

Riven was even more a part of my childhood. As Rand Miller himself said in one of the behind-the-scenes videos (I believe it was the one around the time of Uru's release), it all came down to "just how real it was." That was what made the difference - more so than Myst, more so than many of the entries that followed Riven (though Uru came the closest, IMHO). I spent days just wandering around - not solving puzzles, not having a clue what I was doing, but just basking in this weird and wonderful world with which I found myself falling in love more each day. There would be times when I'd do nothing but shuttle myself back and forth with maglev trams and log carts just to enjoy the ride and take in the scenery. And when I finally did get around to unraveling Riven's secrets, I was blown away at the attention to detail Cyan injected into its creation - the sheer intricacy of the world, the story, the writing, and the way the puzzles tied into all of it. I don't think that sort of experience has ever been replicated in a game since. At least not the way Riven accomplished it. Even today, I still consider it one of the greatest games I've played.

Myst 3, 4, and 5 all had high points and low points, and personally, I disliked 5 the most, if only due to the rather clunky slate functionality, the way everything was arranged so linearly, and the practical reduction of everything to function with respect to the way each world was built. On the other hand, Uru, despite its differences in gameplay with avatar creation, platforming elements, and third-person navigation, had Ages that felt like living locales that were breathing history and mystery. Once again, I felt like I was engaging with a much larger, grander, more complex universe.

And that is why I am here supporting Obduction today. I have every bit of confidence that Cyan will deliver, but we must as well. I don't think this Kickstarter could have been launched at a better time. Crowd-funded games seem to become an increasingly popular trend, as more gamers appear to be decidedly unsatisfied with many of the offerings dished out by mainstream publishers and are gravitating toward indie games that can be produced without such constraints. And I think the world needs more games like this. We need that sense of wonder, that mystery to unravel that's been missing in most of the video game landscape today. We need to challenge our mind with puzzles that feel like they're a natural part of the world we're exploring instead of just another obstacle to surpass to "advance" or "beat the game" - and maybe, just maybe, we'll think through our decisions as if we were really there. We need places that make us drop our jaw but also take a step back and remind us of where we came from. And we need characters that challenge us - people in whom we see parts of ourselves, people that haunt us, people that we want to learn more about.

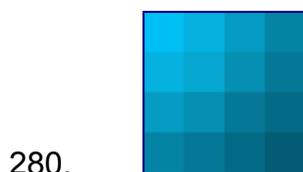
So let's do this, Cyan. Let's do this, fellow Myst fans. Let's do this, fellow backers.

Let's make this another masterpiece.



[NomadMolly 1 day ago](#)

heheh wish I did



[Michael Winter 1 day ago](#)

NomadMolly, do you have 8,000 more just like him/her?



NomadMolly 1 day ago

I think that might have been due to a friend of mine....



282.

NomadMolly 1 day ago

woot



283.

Lorna Hartman 1 day ago

And we're over! Now just 19 more backers to 12,500.



284.

NomadMolly 2 days ago

come on.....just a few more backers and we can get to \$710K....brick by brick



285.

Maarten Dijkstra 2 days ago

I actually first heard about it via a Kickstarter update email from Lilly Looking Through (one of the first games I backed) by Steve Hoogendyk. He used to work at Cyan and added an note saying Cyan was doing something called Obduction on Kickstarter. I think I pledged withing minutes of reading it :) I emailed him asking if he could maybe spread the word some more, or send some pointers to Cyan and he replied that he had only days earlier sent an email to Ryan Warzecha with a list of websites and press contacts that he thought might help :)



286.

Tai'lahr 2 days ago

@Forar, how did you hear about this campaign?



287.

Forar 2 days ago

Unfortunately my experience with Myst is knowing that it exists, but my girlfriend loves it and other games like it.

So thanks to this KS, I have a secret/surprise gift to keep for the next two years.

That's not gonna be easy...



288.

Horatio 2 days ago

@NomadMolly: Good to see you here, too!



289.

Salvo Ludus 2 days ago

@NomadMolly & @Tai'lahr You guys rock!



290.

Lorna Hartman 2 days ago

Remember new link for grassroots PR list here:

https://docs.google.com/document/d/1UwpeZMI5nG6SQ_22br6Uyc61hRaYG7MSn1bwZRFLcKQ/edit...

It is up and working and people have been adding things.



291.

NomadMolly 2 days ago

@Salvo and Tai, ok the host of the Karaoke party tomorrow is going to put up Tai's signs



292.

NomadMolly 2 days ago

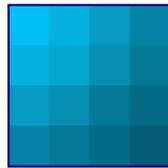
@Salvo, I was going to suggest that myself, but Tai is already on it!



293.

Tai'lahr 2 days ago

@Salvo, I created signs with the Obduction images that give information on touch and sent it out to the D'ni Refugee group in Second Life. They're putting them up in their businesses and gathering places.



294.

William 2 days ago

WOW! This place is ON FIRE!

@Everyone here. /APPLAUSE/

I am so glad, and it shows the quality of this community, for the quality of the folks, and the abilities of the folks here, and the silent ones also that are reading and working behind the scenes.

You all really, really, really turn it up! :D



295.

Salvo Ludus 2 days ago

@NomadMolly Just had an idea. I'm not too familiar with second life, but can someone put up a billboard or something there to announce Obduction?



296.

Christina 'Riv' Hawkes 2 days ago

So cool to hear of people returning from so many places! Keep spreading the word :)



297.

NomadMolly 2 days ago

I am also a member of the MOUL community, but I haven't been keeping up on the forum. I found out from a post to the D'ni Refugees group in Second Life.

@Horatio and Tai -- good to see you on this forum!



298.

Horatio 2 days ago

I'm a member of the MOUL community and have been for years, but I found out about Obduction via a Cyan post on my Facebook newsfeed.

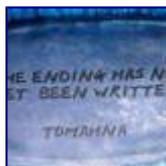
Whatever brought everyone here...just glad you're here!



299.

Tai'lahr 2 days ago

@Anyone thinking of returning to the cavern after several years or installing MystOnline: UruLive for the first time, I've started a Welcome thread with a few helpful tips at <http://www.mystonline.com/forums/viewtopic.php...>

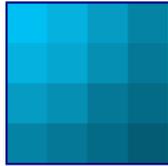


300.

Carol Woodward 2 days ago

My daughter has tried to pledge a little but kickstarter does no like her Maestro card.
I have maxed out so now we will have to try to do a car boot sale if the rain ever stops.

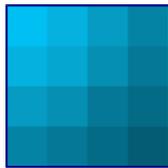
301.



Michael Winter 2 days ago

wouldn't you need 75 different credit cards?

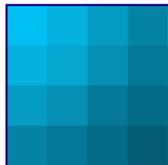
302.



MfGlisson 2 days ago

:P

303.



MfGlisson 2 days ago

@Ryan: I could donate \$75, or I could donate \$1 on 75 different accounts...

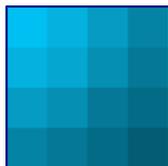
304.



Ryan S. Davis 2 days ago

I want 12,500 backers at the end of today!

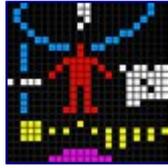
305.



MfGlisson 2 days ago

TechSpot just released an article about Obduction.
Pretty cool.

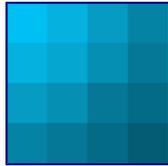
306.



Nila Mu'Hari 2 days ago

@Lorena: Just installed it on win8_64 w/ no problems at all...

307.

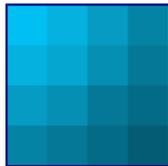


Zachary Charland 2 days ago

I just finished watching some tech demos of Unreal 4. Then I found this <http://www.youtube.com/watch...> which is being made in Unreal 3. I'm literally salivating at the thought of Cyan's artistic vision hooking up with the detail and beauty of what Unreal can produce, and that video is using UE3, so just imagine what UE4 can produce!

Maybe in a couple years after Obduction is released, Cyan will bring us to D'ni again with Unreal 5 or 6. I'd love to see K'veer in all its beauty!

308.



Craig Jacobs 2 days ago

I say it on the verge's original post on launch day.

309.



Tai'lahr 2 days ago

@Lorna, check the Common Problems & How to Solve Them thread: <http://www.mystonline.com/forums/viewtopic.php...>

310.

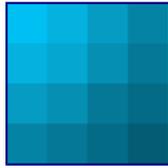


Lorna Hartman 2 days ago

I just got back into MOUL, downloaded and whatnot, but it doesn't work for

me--I think it's my Win7 64-bit system. I haven't had a chance to look into it yet, but I'm going to. Someone somewhere must have had my same problem.

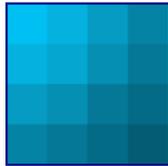
311.



Michael Winter 2 days ago

I'm a member of the MOUL community and have been following its forum for years. Kept tabs on Cyan's new forum from the beginning and knew some KS project was in the works. Been following the speculation thread on Cyan's site, contributed a few (useless) suggestions about what it all might mean in terms of the ongoing teaser-puzzles, and heard about the launch from there on day one.

312.



Ian 2 days ago

Over the years I have enjoyed all of the Myst/Riven/Uru all of which I still own. I am sincerely looking forward to another good adventure and I trust that you are the ones to do it without doubt.

The only thing I would like to remind you of are the sound effects. I love the music side, but some games even today are a bit lite on the atmosphere achieved by the audio side of things.

Having said all this I am truly excited about this project. I wish I were rich so I could throw a bit more money at this and projects like Fedora (coming soon :))etc.

313.



Daniel Furst 2 days ago

<-- Speaking of Lost... :) I heard from my wife via io9.

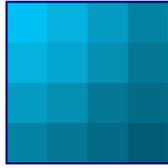
314.



KC 2 days ago

I read it on BBC!

315.



Sharon Guerrette 2 days ago

@ Ryan, I loved that show LOST and it definitely did remind me of Myst, hopefully someday a Myst movie will be made but I hope it begins with "The book of Atrus".

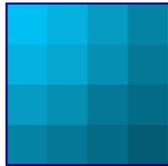
316.



swordswinger710 2 days ago

I'll join in here - I heard rumours (exactly where escapes me, I was googling Myst news I think) a few days before reading about this on the IGN app.

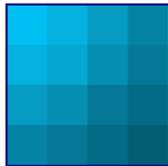
317.



John Houde 2 days ago

Found out about it on Slashdot.org of all places.

318.



Dennis Marynak 2 days ago

First heard about it on the Dreamfall Chapters forum in a thread set aside for posting what Kickstarter projects you have backed.

319.



Tai'lahr 2 days ago

I'd been following the Kickstarter speculation thread on the Cyan forums, but was still surprised when another fan told me about it by Skype; he'd just seen a Tweet from Cyan about it.



320.

Christina 'Riv' Hawkes 2 days ago

Ohhh yes, I dream of many extra worlds :) Let's do what we can to get there!



321.

Helena 2 days ago

@ Michael: same here, I would really like to see an extra world (especially after the last update).



322.

Michael Arnovitz 2 days ago

I'm sure others have already mentioned this, but once a project gets past even 30% of its goal it is almost always successful. I seem to recall that projects that get over 30% fund 90% of the time. And projects that get over 50% fund 97% of the time. The caveat on this of course is that very few projects seek this much. So that general trends may not apply. But based on the way things usually work, it would be HIGHLY unusual for a project to get this far along and then not be successful.

Everyone needs to keep pushing of course. We all want the final game to be as big and as good as it can be. But I for one am not particularly worried about success. I'm just hopeful that we can get enough dough in the sack to punch out at least one extra world. (Fingers crossed)



323.

Christina 'Riv' Hawkes 2 days ago

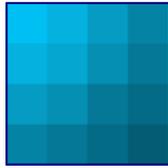
I hope we see more mainstream press, the Verge article seems like it was great for getting the word farther afield :)



324.

Ryan S. Davis 2 days ago

Somebody should tweet JJ Abrams about this. Didn't he say that LOST was somewhat inspired by Myst?



325.

Sharon Guerrette 2 days ago

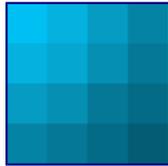
I was actually looking for any news of the Myst movie... hadn't heard anything in a while, and I came across the kickstarter, it must have been a week or so into it.



326.

Christopher Burce 2 days ago

Heard it from the Cyan forums, from the very beginning.



327.

Garrett Nay 2 days ago

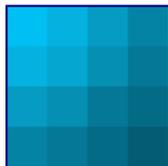
@Salvo: For some reason I just felt like checking out Cyan's website and seeing what they were up to, just a few days before the campaign started. I think I heard The Call.



328.

Lorna Hartman 2 days ago

I also heard from the Google+ post.



329.

Christian Gårdebrink 2 days ago

<http://www.starryexpansion.com/> for me, check up on em on a regular

basis...mmm realRiven...yum



330.

Oded Sharon 2 days ago

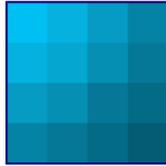
wow. so many comments.



331.

Ryan S. Davis 2 days ago

I found out about it from a Google+ post by the Mysterium group.



332.

Owen Carson 2 days ago

@Salvo I found out about it on the first day through the blog of a game developer



333.

Joshua R 2 days ago

There are always people worried a project won't fund, especially in the middle of a high-target campaign. This is looking pretty good - I've seen lower profile, more niche projects squeak under the line in the final hours... I'm not worried for Cyan.

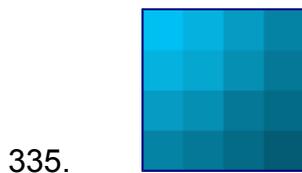


334.

Helena 2 days ago

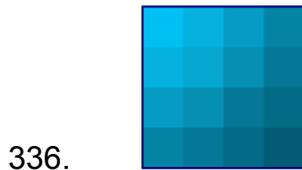
@ MfGlisson: People are paying too much attention to the Kicktraq trends, which are almost always pretty inaccurate. I think Cyan are right to think the campaign is doing OK, but that's not a reason for either them or the fans to

get complacent, especially if they want to see some of those stretch goals come to fruition.



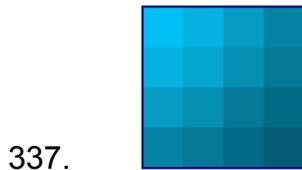
Criswell Weatherman 2 days ago

Facebook - MOULA forum. Someone said something about Rand working on some sort of KickStarter thing. It was kind of ambiguous, as "UNWRITTEN" was also a KickStarter thing.



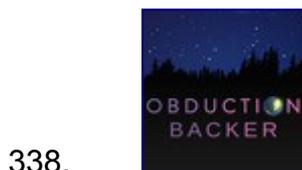
MfGlisson 2 days ago

@Salvo: I don't remember how I heard about it, I knew Cyan was hinting at a Kickstarter for a while and was keeping an eye out for it. Maybe I found out through the /r/myst subreddit on Reddit?



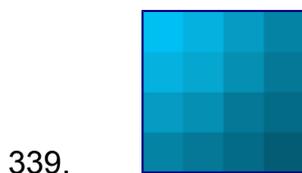
MfGlisson 2 days ago

What I find interesting is that in all of Cyan's updates they seem to feel like the campaign is going better than they expected, yet I know a lot of people are worried the campaign won't succeed. I guess Cyan feels like we are on track?



Helena 2 days ago

@ Salvo: I check the KS videogames section regularly, so I saw it within the first few hours and immediately pledged.



Adreitz 2 days ago

@Salvo: I saw an article about the campaign listed on the MacWorld website (the article itself was by PCWorld).



340.

Talon Edgewater 2 days ago

@helena: I stand corrected!



341.

Joshua R 2 days ago

@MfG: Stumbled across an article while reading something completely unrelated on The Verge... Happened to mouseover the Culture nav and saw the word "Myst" - trigger alert!



342.

Salvo Ludus 2 days ago

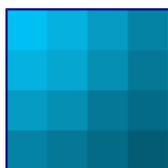
So I'll go first: I found out from Cyan teasing something was going to happen in the mystonline.com forums.



343.

Salvo Ludus 2 days ago

Would everyone mind posting about how they learned about this kickstarter? Just something really short so we can have an idea about what forms of advertising has been working. And can someone also tally up the results. Sorry, I would but apparently my 2 year old has plans for me today :)

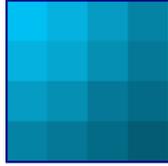


344.

Craig Jacobs 2 days ago

We need \$393,245 in 14 days. That's \$28,089 per day for the next 14 days. If we assume that we'll get \$150K pop on the last 2 days as is typical in these campaigns, that means we need to average \$20K/day for the next 12 days.

I am cautiously optimistic. I think articles on sites like the verge help.



345.

MfGlisson 2 days ago

@ Joshua R: How did you hear about us?



346.

Joshua R 2 days ago

COSMIC OSMO! Heh - sorry - had to do that... Somehow I missed this project until today and am thrilled to see it. I loved, love, LOVED Cyan's early stuff, up to and including the MYST books that just seeing this stuff makes me want to read again. The story of D'ni is one for the ages, and the idea of creating a new story with this project is just perfect. Stretched a bit thin on other projects, so I won't be able to contribute much to this one, but I'll be thrilled to follow along.



347.

Helena 2 days ago

@ Talon: $\$1,100,000 * 2/3 = \$733,333.333333...$ Though you could round it down to \$733,000 or up to \$734,000.



348.

Talon Edgewater 2 days ago

2/3rds is \$737,000!

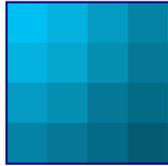
349.



Helena 2 days ago

Wow, things have really picked up since the last update - almost \$1k raised in the last half hour! If this keeps up, we might just about make it to the 2/3 mark tomorrow (that's \$733,333.33. ;-)

350.



MfGlisson 2 days ago

Wow, we got \$14,000+ today so far. Not bad at all.

351.



Lorna Hartman 2 days ago

@Horatio props. Thanks for the info.

352.



Ryan S. Davis 2 days ago

For the Tweeters--try to be funny with your tweets. Think of the Chuck Norris jokes. Or something like "Red Sox won the World Series a game early so they could go home and back Obduction."

353.



Salvo Ludus 2 days ago

Awwsome. Thanks Horatio.

So 2 updates in 1 day, the logo on the Myst Online forums, and lots of good progress on the ARG on the Cyan forums. Today 8s a VERY good day!

EVERYONE GET TO TWEETING! :)



354.

Dimitrios 2 days ago

At last the logo at mystonline.com youpi!!!! 1300k for sure now!!!
Now Cyan, in my opinion, has to use this rule and send email to all members of mystonline forum because they are fans and followers :) Read the kickstarter rule:

"Sharing your project with friends, fans, and followers is one thing, but invading inboxes and social networks uninvited is another. Spamming makes you and every other Kickstarter project look bad, and it puts your project in jeopardy of being suspended. Not sure if something is spam? If you have to ask, it probably is."

The mystonline forum has 50000 members!!! Go Cyan dont be shy you will not be illegal. They are your people, your friends, your fans, your members, your followers your family!!! :) ..and you need to inform them.

Its time also to remind you what Yeesha said: "With freedom comes choices, with choices great responsibilities". Your responsibility is to create the best game ever made, not only for us but for the younger generations!! and you need all your friends!

And i think you can ask Kickstarter if i have right about the rule.....

Thats all from me for this matter, sorry if i said much but i am nervous and excited about the success of this campaign and VR !! Love you all and again i am sorry :)



355.

Horatio 2 days ago

I asked Geek and Sundry directly about their KS re-tweet campaign, and what the "rules" are for tweeting them about the Obduction campaign. I got permission to post their response here for all to see:

"We tried to keep it simple: send your campaign to us as many times as you want (though we'd like to avoid spam): the powers that be will choose one to tweet per day, including older campaigns, and RT it! Try and keep your tweet short so that we can add promotional text as well to help.

There's no limit or minimum on how much you can send your campaign our way, but we will also not guarantee an RT based on how many times it's shared with us, or how large/small your campaign is.

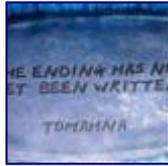
We look forward to checking out your campaign! All the best!"

So there you have it. Feel free to tweet @GeekandSundry about the Obduction KS project as much as you want!

It might be a good idea to vary the content of your tweets to them for the next 2 weeks. Some suggestions:

- 1) include Obduction KS link (of course)
- 2) perhaps include how many days left in the campaign
- 3) ask them to please re-tweet (RT)
- 4) tell them how excited you are about Obduction
- 5) thank them for their KS RT campaign

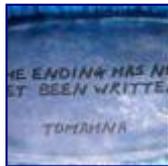
356.



Carol Woodward 2 days ago

@ Nila, I will look into that, thank you.
If need be I am prepared to paint Obduction all over my car to get the job done.

357.



Carol Woodward 2 days ago

@ Lorna, the video is so beautiful. Thank you for sharing.

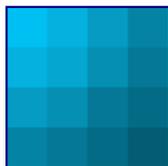
358.



Horatio 2 days ago

Most backers (265) in a single day since 10/25 (326) - and there are several hours left! Can we beat that number today?

359.



Frank den Blaauwen 2 days ago

Atmosphere, that is

360.



Nila Mu'Hari 2 days ago

the obduction logo is finally at the mystonline.com site! :)

12,920

Backers

\$743,765

pledged of \$1,100,000 goal

12

days to go

[Back This Project \\$1 minimum pledge](#)

This project will only be funded if at least \$1,100,000 is pledged by Saturday Nov 16, 9:06am EST.

Funding period

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



Project by

[Cyan, Inc.](#)

[Mead, WA Contact me](#)

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

[See full bio](#)

- [Pledge \\$1 or more](#)

[303 backers](#)

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

Estimated delivery: Nov 2013

- Pledge \$25 or more

6957 backers

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

Estimated delivery: Oct 2015

- Pledge \$45 or more

2756 backers

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

Estimated delivery: Oct 2015

- Pledge \$75 or more

1771 backers

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

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- Pledge \$120 or more

517 backers

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

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- Pledge \$250 or more

499 backers

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

Estimated delivery: Oct 2015

Add \$15 USD to ship outside the US

- **Pledge \$850 or more**

30 backers All gone!

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

Estimated delivery: Oct 2015
Add \$15 USD to ship outside the US

- **Pledge \$850 or more**

21 backers Limited (39 left of 60)

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

Estimated delivery: Oct 2015
Add \$15 USD to ship outside the US

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

3 backers Limited (27 left of 30)

Let's do Launch at Cyan. ===== Spend an entire business day at Cyan and visit with the team! Look behind the scenes, ask those burning questions, and join us in an exclusive friends and family private launch party. Includes lunch, airfare (up to \$800), and two nights' lodging. Also receive an exclusive Obduction prop; less than 100 of these will be produced - exclusively for this campaign and the Obduction team. Your name will also be in the opening credits as "Executive Backers" (+ all previous rewards)

Estimated delivery: Oct 2015

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

4 backers Limited (6 left of 10)

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

Estimated delivery: Oct 2015