



## *Interview with Rand Miller*

**Rand** Hello!

Trekluver Thank you for coming!

**Rand cheers**

Trekluver Alright, welcome to the first ever Cavern Mysterium!  
Let me go over some rules:

- Please keep the chat channels clear, so that everyone can see what Rand says;
- Keep cheering and clapping to a minimum, such as when a question is answered;
- And please keep private messages to Rand down, so he can clearly see what we're saying.

With me is Taniith, who I will let start off with our questions to Rand. Taniith?

Taniith Ooh, I go first... typing skills don't fail me now.

**Rand** Me either.

Trekluver I agree.

Taniith From Matthornb...  
Do you intend to release the Unity version of RealMyst on other platforms besides iOS?  
If so, which ones (Android, Chrome, Desktop, etc) ?

**Rand** First - nice to be here in a crowded hood...  
Thanks for so much support!

Trekluver We're all very enthusiastic about you being here.

**Rand** Now RealMyst - we are focusing on getting a good release for iOS first. We'll see how that goes but it seems fairly easy to consider undated versions for Mac and PC... Just not as sure for Android.  
And it looks pretty good - btw  
And it was harder than we thought to get it on iOS - btw

Trekluver From what we've seen your all work looks pretty extraordinary.  
Myst in HD has been a dream for some folks for a while.

**Rand** We have some very hardworking people working on it. Particularly Karl and Jason.  
This week we really polished some things.

Trekluver Alright...  
Joey Zoonishi wants to know if Cyan is working on any other projects besides RealMYST?

**Rand** We are putting almost everybody we have (which is not a lot these days) on RealMyst to try to get it done, and done well.  
But we are also making progress with an iPad version of Riven...  
Just a little higher rez, lower compression version for iPad. It looks so much better than just the 2X iPhone version on the iPad.  
Mark D. is working on that. Those are the two things we have going right now.

Trekluver Taniith?

Taniith Ok, another from Matthornb...  
Do you think Cyan will ever be able to work through the negotiations on Myst 3 & 4 with Ubisoft, so those games can be released on Steam like Myst 5?

**Rand** We would like all the games to be available. It's not a money thing as much as just getting the right people to say okay. We're still trying to get that to happen but I would say I think that it will happen at some point.

Trekluver Ok, dragossh and spinky want to know if - given the success of the unity port of RealMYST - Cyan considering doing a similar thing with ports of Myst V or Uru Complete Chronicles?

**Rand** Well, it's been a more difficult port than we expected. We've touched just about everything in the game, so I expect that we'll want to wait and see how well it's received before decided if we can afford to convert any more. But I would sure love it to happen. BTW - RealMyst was converted from our Plasma 1 engine. The other games are Plasma 2. Not sure if that makes them a little easier or a little more difficult.

Taniith From Malfhok (glad I don't have to pronounce names this time). With the recent success of the Double-Fine Kickstarter (among others), has Cyan thought about trying their hand a crowd-funding a project?

**Rand** We have. We've gotten so much feedback from fans and friends encouraging us to do it. We've really got only two issues...

- First - what product to propose (it's between two - one Myst related and one completely new ...
- Second - we need to get enough money from RealMyst to fund a good Kickstarter proposal with some great artwork and a convincing video.

I keep thinking about the Kickstarter XKCD recently. If you haven't seen it you should check it out.

Trekluver Well, we all look forward to seeing one someday soon. Next question comes from hauntedcity, who wants to know...

If Cyan believes that iOS is the platform of the future, and that PC is becoming a thing of the past?

**Rand** Not necessarily. I think the timing is good right now for mobile (iOS because of the growth and being able to easily get stuff distributed. It allows Cyan to be lean, and stay alive. But the PC market will always be the more state-of-the-art. It just requires larger budgets that we don't have at the moment.

Taniith The next one is from you trek. Want to ask it?  
(I'm taking his silence as 'yes, I'm typing it now')

Trekluver Sure. A few years back, IGN released an article saying that Cosmic Osmo's Hex Islue was coming to the Xbox Live Arcade. Was this indeed true? If so, what happened, and is Cyan making headway into getting Hex Isle re-released on PC.

**Rand** We have tried a few times to get Hex Isle resurrected, but so far no luck. We will keep trying... Again it seems to just getting the attention of the correct people.

Taniith Ok, the next questions are about MOUL and/or Open Source From Ahlisendar: Any chance of seeing a bit of plot in MOUL in the future?

**Rand** In the future - hopefully. In the neat future - probably not. It's just a resource issue. But I would like nothing more than to see some new stuff happening in MOUL.

Taniith Actually while you answer, the next question is about releasing MOUL content in general, so let's group the two.

**Rand** Okay!

Taniith And I guess that answers both ;D

Stone **115** people here.

Taniith Ready for the next question?

**Rand** Oh yeah. Sorry. 115? Wow!  
Rand cheers

Trekluver Ok, taniith, want to ask the next one?

Taniith no worries. This next one is from... me!

Trekluver It is impressive.

Trekluver Some folks were worried that we would hit the cap at 200!

Taniith Were there ever any long-term plans for an in-game way of letting players build or shape ages in Uru? If so, can you briefly talk about them?

**Rand:** We had paths for letting explorers create their own links to ages in Uru. The first step was just simple customization - like you see in the Reltos. The next steps involved a bit more options in adjusting params of books. But the culmination was actually having another Nexus that would link to explorer created ages where a guild of maintainers would go first to make sure ages were at least survivable. Followed by the build of cartographers and eventually open to the public as an explorer created age. The idea was that by having two Nexi (?), explorers would know that they were linking to ages from "new" "writers."  
I still have hope that all that can happen in MOUL!

Taniith Would age creation have required M<sub>A</sub>x, or were you working on in-game simplified tools?

**Rand** We would have provided some in game tools - but they would have been much simpler and would have mainly been more parameter based. More complex ages would require more sophisticated ""writing"" tools (modelers)."

Trekluver Ok, Main Avvie wants to know...  
What kind of content that Cyan was working on for MOULa that did not get completed? We know about Kahlo, but were there others too?

**Rand** There was quite a bit actually. Kahlo was a favorite around the office, but we had a few very cool multiplayer coop and competitive ages. One was like an extensive capture the flag game...  
We had an underwater lab area that was amazing. A small age that was covered in water - and was actually spherical so you could explore the entire world. At some point we had a crazy world with large birds that players would ride in a simulated

battle. And we had designs for a frozen world that was called something like Ice Runner where players would build and ride these ice gliders across the surface of ice for racing or just delivering stuff.

TOOO Like ""Icerigger"" by Alan Dean Foster?"

**Rand** That's it without going back into the archives. Kind of sad. :(

Taniith From Ahlisendar: Are you registered on any of the explorer-run shards?

Trekluver Is there any chance that such development might be completed in the future? Either by Cyan or released under Open Source?

Taniith 3 questions at once... Go!

**Rand** No - I just come into MOUL on occasion. But I'm amazed at what is getting done by people.  
Wait - we would love to add more and more to MOUL that is being done by the open source community.  
I think that the most encouraging aspect of this - is that the writing continues - by the people! and the people! and the purple!

Trekluver Ok, before continuing, do you have a set time when you need to be done?

Taniith We ask because we have... plenty more questions on the list.

Trekluver We need to know which ones to skip over, if need be.

**Rand** I've got about 10 more minutes - and then back to testing RealMyst so we can get it shipped!

Trekluver Gotcha!

Taniith Ok, trek ask the next one. I'll prioritize ;D

Trekluver Ok then, skipping along in the list...  
A bunch of folks are asking me to get to this one so I will. Any news on the Myst Movie?

**Rand** It's the Hollywood usual stuff. We get a bit of momentum and then it lulls. We had some interested stuff a few weeks ago, and now we're waiting to see what happens. It's a slow process, and not one I understand very well. But we're cautiously optimistic.

Trekluver Taniith?

Taniith from Malfhok...  
If you could live on any age from the Myst universe, which would it be?

**Rand** Wow. That's so tough because the best part of the Ages is having so much diversity so easily accessible.  
But I do like the Garisson, and for some reason Minkata always appeals to me - wide open spaces or something.  
Teledahn would be nice, but always strikes me as too muggy.

Trekluver Ok, Jamie Merchant wants to know if you have played Portal and Portal 2?

**Rand** I've played Portal, but not Portal 2. It's on my list when I get some free time. I love the whole idea!

Taniith Next, I (and likely others " want to know: Will Cyan have a booth at Pax Prime this summer, showing iRealMyst or otherwise? There'll be plenty of other indies to keep you company ;p"

**Rand** Probably not. We really are on a shoestring budget right now. We're not worried about making money but we do need to just break even. So we're counting our pennies, and just staying alive until we can turn a corner of some sort.

Trekluver Christian Walther wants to know, on behalf of OpenUru, if there is an update on their content licensing proposal?  
Oops, that's the next question. :

Taniith alas, makes sense

**Rand** No prob. We are continuing to work on more and more opening of open source. I'm sorry for the slow progress, but we've got some ideas to speed things up a bit.

Taniith from Malfhok: is the track 'falling from Achenar' on the 'cosmic osmo' music CD a reference to Myst?

Trekluver And I believe that's our last question unless you're open to more.

**Rand** It was written before we had any idea about Myst. I think the name of the star Achernar (?) inspired, but the song and the name of the brother. The timing seems good for wrapping things up. Thank you guys for hanging out - and for the great questions! I hope to be able to get in here more once RealMyst wraps up.

Taniith Well, thanks for dropping by Rand! We'll have to do a thread Q&A next year ;p

Trekluver Well we thank you for coming! It has been a pleasure to host you!

Taniith We can make it yearly.

Rand waves goodbye

**Rand** Thanks everyone!  
Bye everyone! See you soon!