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Version 1.0

Installing the Online version of:

URU: Ages Beyond Myst®

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Corrections, critiques and comments accepted.

D'mala – Setup March 2006

Instructions

<http://plasma.cyanworlds.com/getting-started.xml>

The URL above provides basic simplified install and setup directions. You need either the original game 'URU – Ages Beyond Myst' or URU: Complete Chronicles to gain access to D'mala - Until URU.

I've read that Uru: Ages Beyond Myst updated with Path of the Shell is functionally identical to Uru: Complete Chronicles, so you should be able to install the CC patch for Until Uru. I have not tested it. If you do try this install and it works or not, email me.

You will need one of these patch files:

until-uru-**abm**-patch-0.38.9.exe – for Ages Beyond Myst

until-uru-**cc**-patch-0.38.9.exe – for Complete Chronicles

You may not be able to get your patch files from Cyan. The Guild of Greeters and others also provide patch files. Not all of their links work as of 3/06. But check at URU Obsession if you have problems. There is help there.

<http://www.guildofgreeters.com/until-uru-downloads.shtml>

More help and instructions are here:

<http://www.geocities.com/emsrelto/guides/start.html>

The last URL is to a site with information about what Until URU (UU) is about and how it works and most importantly, how to meet others.

If you have played either of the games and want to save your single player state then you will need to save them before installing the patches and setting up to enter D'mala. There are several ways to save them. Which is best for you simply depends on what you want to do and your level of computer experience.

Full Game Backup

Since the game is large (1.6gb) your disk space may be a factor too. Probably the smartest thing you can do is back up the game to DVD. Without a DVD burner you will need to back up to a set of CD's, much more work.

The game's default location is:

C:\Program Files\Ubi Soft\Cyan Worlds\Uru - Ages Beyond Myst

Game State Backup

This is a much easier backup and only requires something less than 500k of disk space and may be far less depending on the game state. There can be problems with these backups as you try to move them from version to version of the game. But, if you never played URU LIVE then this should be a workable solution. If you did it is hard to know which version you are playing with. Simply your life, start with a new install.

Otherwise, just back up this folder and its subfolders:

C:\Program Files\Ubi Soft\Cyan Worlds\Uru - Ages Beyond Myst\sav

Multiple Games as a Backup Strategy

If you have the disk space you can install multiple copies of the game. During the install you can specify where to install the game. Simply specify a folder other than the default and presto you have two versions of the game.

If you already have Ages Beyond Myst (ABM) installed you can save yourself an install process by copying the existing game to another folder. If you choose to go this way just remember that previously patched versions of Uru ABM won't work. The D'ni Expansion and version 1.2 patch or online patches from the LIVE days will prevent the UU patch from working. In which case the preceding paragraph's suggest to do a new install is your best option.

NOTE: It is a good idea to rename your desktop icons before installing your new copy. You may also specify a new folder for the START menu links during install and avoid the problem. If you forget to do these things the install can mess up your shortcuts and cut you off from your original game. If you forget it is no biggie. You can make new links to your original version by just finding the file [UruExplorer.exe](#), which normally lives here:

C:\Program Files\Ubi Soft\Cyan Worlds\Uru - Ages Beyond Myst\UruExplorer.exe

Another way to accomplish this is to rename the default folder:

C:\Program Files\Ubi Soft\Cyan Worlds\Uru - Ages Beyond Myst

You might want to call it [Uru - Ages Beyond Myst 1](#). This will leave all your icons pointing to the new install.

Install URU: Ages Beyond Myst.

Pop in the DVD and go for it. Once installed you can start the game and create a character. But forget the Updates TAB in the sign in menu. As best I can tell, they can't download now that URU LIVE is off line.

Also, if you are installing for Until Uru in a folder other than the default, remember what you name it because you will need to find it again to install the patch. Many suggest that you name the folder Until Uru.

At this point I build a character, just because I think it is fun and it's a good test of the install and the video and audio settings.

Start Patching

It is a good idea to make sure your new install works before starting to patch. You will then know if problems are from the patch or the original. Knowing which it is will make it much easier to get help.

Run the patch and install Until URU. You are asked for the location to install it. If you are using the default values then use:

C:\Program Files\Ubi Soft\Cyan Worlds\Uru - Ages Beyond Myst

..or if not, whatever folder you chose. You may also pick where in the Start menu to place the menu items. Don't worry about that. The patch makes a new UU link section in the menus.

The install takes a few minutes.

Firewalls

This necessary evil can be a pain in the butt. When starting out in the game be sure to set it to use Window Mode. As the program files are updated previous firewall settings are voided and most firewalls request permission for the updated programs to go on the net.

If you are *not* playing in Window Mode, you may never see the firewall alert and set forever waiting for authentication. Even in Window Mode you may not see the alert. You may have to change windows to find it.

This firewall this is one of the leading problems for new UU players. There is considerable information in the Uru Obsession Technical section of the forum and many willing to help.

ID/Password or Kagi Key

OK. There is a thing about keys and passwords.

Kagi Key – You will hear about these keys but if you did not buy one in 2004 you won't be able to get one. But, that is not a problem. All you need is an invitation from an existing player and those are easy to come by.

Kagi keys need to also have an ID and password. If you lost them, you may be able to recover them here:

warzecha@cyan.com

Invitations can be obtained from:

uuinvitations@cyan.com

Invitations may be obtained a little faster at Uru Obsession. Some people there can hand them out.

As I understand it at this writing, the free invitation gets you in to the D'mala shard, but only the D'mala shard. That is OK for now (3/06) as more people are reportedly using that shard than any other. Word is that Cyan intends for this shard to be a central gathering place. This is also the shard to bring new players to.

Game Tips and Info

If you are new to the game and want to get to group play quickly read these spoilers...

1. You do not need to play the whole game to get to group play. Just complete the initial desert puzzle. Once you make your first link you will be in your Relato – island in the sky home. Use the linking book to get to the Nexus and then link to the Ferry Landing. You will likely find some people in the City. You may also want to check out the Public Links. They can be sorted by name and current population.
2. To be able to talk to people you MUST get your KI (its in Gahreeesen). To learn to use the KI and get information about group play visit your neighborhood or anyone's and read the notebook in the classroom.
3. You do NOT have to stay a member of the neighborhood you initial have when starting the game. You can change 'membership' so to speak. Instructions are in the classroom in the hood.

Anomalies

Online and Off-Line Versions of the Game

You may find that you want an off-line version of the game. Lots of reasons for that. A big one is that you do have to be online and connected to play using the UU version. So, shaky Internet connection can create problems. Whatever, you can do that and have both. In fact you can have as many versions as your hard disk will hold.

If you want to play both versions, check out this thread:

<http://forums.ubi.com/groupee/forums/a/tpc/f/746109302/m/1501099214>

The plan there is to copy the original single player off-line game to another folder. Disk space is a concern.

The Desert

Where you start the game...

Some players have had the game crash during this part. Most problems happen when one has not completed the level and leaves the game. Try to complete the level in one session.

Teledahn

The age with the big mushrooms...

When you arrive the power is on. A glitch in the game creates a problem if you turn the power off and try to turn it back on by tracking the sun in your periscope, it often does not work. You may have to restart the game to correct the problem. This is a left over from LIVE. I have circumvented the problem by aiming the periscope by sound rather than site. You can hear when things start up. But it is tedious trial and error. It seems to be a targeting issue and the people at COBBS found it was an issue with a physics setting in the Python engine.

Gahreesen

The age with the revolving buildings...

You need to turn the power on, I've had problems. One bad jump that resulted in a panic link seemed to jam things. While I can get into the cubby-hole I cannot get out. I suspect I will have to restart the game.

Yeesha Pages

In the hoods one can often see a page from the bridge. But the page is not there when you go down to get it. You will have to visit several hoods to find one that really has the page. Ask around.