

# Cyan Worlds Revives Myst Online, Moots Shift to Open-Source

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After two years of downtime, Cyan Worlds relaunched its star-crossed MMO *Myst Online* this week. Originally released in 2003, the game has a long, storied history of setbacks.

Originally scheduled to ship as the online component of *Uru: Ages Beyond Myst* from Ubisoft in 2003, *Uru Live* ended up being canceled. In 2007, it was revived and relaunched by GameTap as *Myst Online: Uru Live*, finally allowing players to collaborate, solve puzzles and engage in an ongoing story together. Despite enthusiasm from the game's dedicated followers, the service was shut down in February 2008.

Cyan Worlds retained the rights to the game, and says on its official web site that its plans are to make it an open-source project. For now, it's taken the game live again.

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**Source URL:** <http://www.tuxmachines.org/node/43097>

## Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <http://www.wired.com/gamelife/2010/02/myst-online/>