

Rapid Age Development Contest

General rules of Age building,

Copyright Issues

- The Age(s) CANNOT use any copyrighted material without express written permission first, including all the content for the entire Myst trilogy and Uru versions, with a couple of exceptions
 1. You can use a “CustomAvatar” to determine sizes and scales, but this MUST be removed before final export of the Age(s).
 2. However, you can link to content that is already available in the game, e.g. Global Animations, or Linking Panels, as long as these are not included in your game files.

Storyline

- You CANNOT use any story of the D’ni, or Myst Canon or stories that Cyan has produced (what about a story that involves Bahro then?), however casual references to these stories are may be allowed.

Content Limitations

- Your Age(s) must NOT contain objectionable, abusive, offensive or profanic material at ALL! Including such material will disqualify you from the contest.

Rules for the competition,

- You are free to develop the Age(s) in any way you please
- Once the Age(s) are ready to submit, use the contest version of ULM to upload them. Make sure that the age is fully downloadable, and that the download works. To do this, it is recommended that after backing the files up, you remove your age files from all Uru Folders (**dat**,**sxf**,**sdl**,**python** and **sfx\streamingCache**), and download your age through ULM to verify the download.
- Its requested that you provide appropriate credits somewhere, either on a billboard or in a journal (in the Age) or in a “AgeName.txt” (preferred, as this can be added to the files in the dat directory of your Uru installation), and this billboard or journal or “AgeName.txt” to be easily accessible (can change when the contest is over) to give credit to those that assisted you in building your Age(s) things like,
 1. (Nick) names of the people who contributed to this age, with optional contact information (please DO NOT include real names or email addresses.
 2. Due credits for the materials and programs you used.