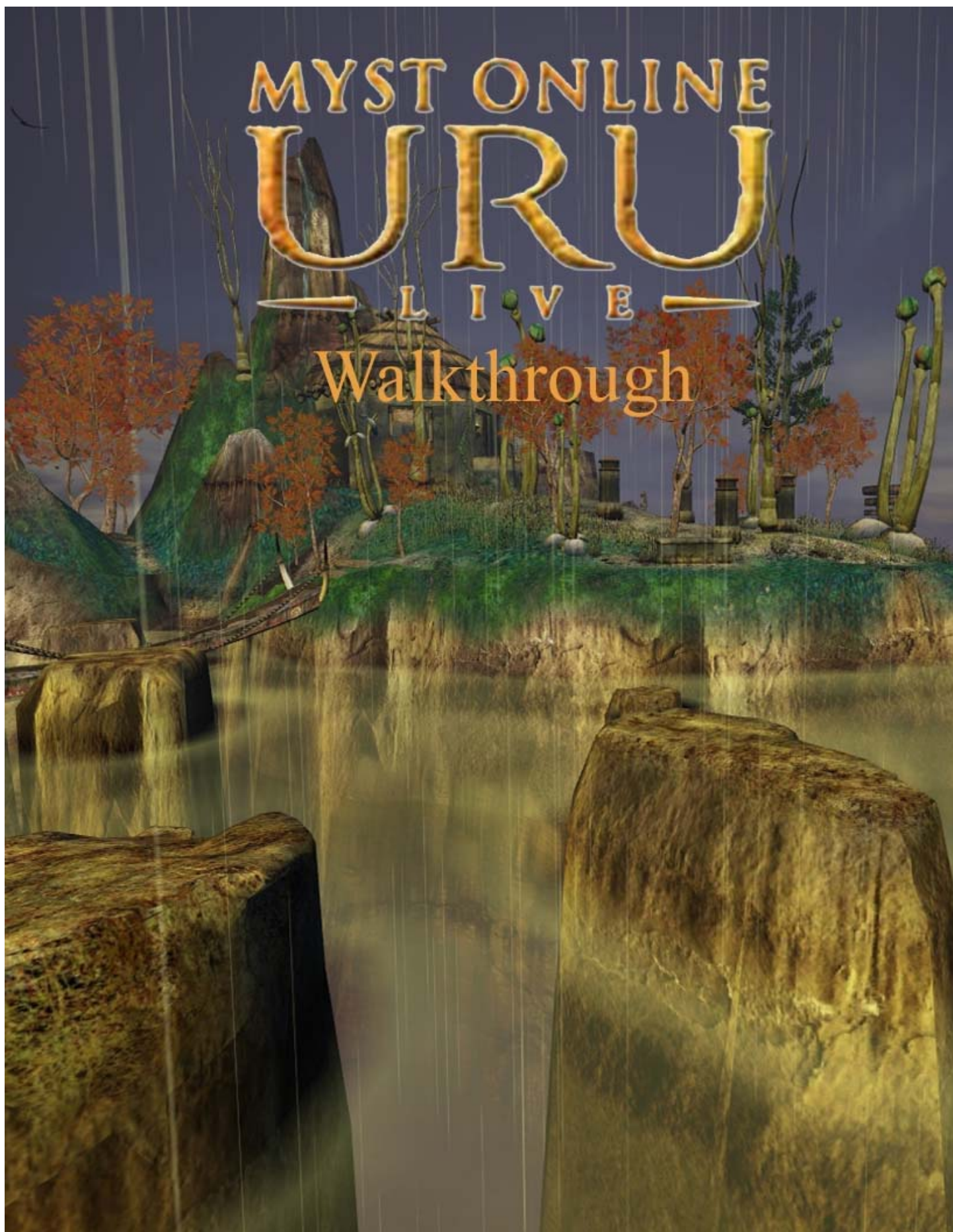


MYST ONLINE URU

— LIVE —

Walkthrough



Myst Online: Uru Live Walkthrough

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Note: Text in Blue will Hyperlink to the mentioned point in the walkthrough

Relto Age



Walkthrough

Part 1) Hut, Bahro Pillar, Stone Well, Closet, Linking Bookshelf

You start your journey on an island called Relto. This is your personal age, which can and will change over time. (See [Appendix A](#) for Relto related changes). As you look around from the start point you will notice a few things. In front of you is a **Hut** with closed doors and windows, in the center of the island is a Pillar known as a **Bahro Pillar** and to the left of that, at the front of the island, a **Stone Well**. Around the island you can see a couple of smaller islands and a bunch of mist which you can't see below. Now you can start to explore. If you go to the Hut and touch the doors they open leading you into a small room. Inside you will see bookshelves to the left and right and a **closet** between them. There is also a switch on the wall to the immediate left which allows you to open the window shades. Go up to the closet and touch it to open the doors. Inside you have many things to choose from to change your appearance. As you go through your journey you will find clothing that can be added to the closet. (See [Appendix A](#) for full list of reward clothing.) Once you get yourself looking like what you want, click at the top to Explore Uru. Now take a look at the bookshelves. To the right the bookshelf is empty; to the left is a bookshelf with a single book. This bookshelf is known as the **Linking Bookshelf**. Click on the bookshelf, you will now get a closer view. Click on the only book there. This book will take you to a D'ni Bevin Neighborhood, but it might have a slightly different name depending on what neighborhood you have been assigned to. The assignment of a neighborhood is random to start, but you will later have the option to create your own or join another if you choose. When the book opens you will see a picture, which is a link to your assigned Bevin, touch the picture to link there. Once there take some time to explore. [Continue walkthrough at D'ni Bevin Part 1](#)

Part 2) Linking Book – D'ni Riltagamin

You now start from inside your Hut. Go back up to the Linking Bookshelf and pull out the book for Bevin. This time you will notice on the right page the bottom corner is folded. Click on this and the page will flip. Another link has been added which is the balcony you just came from. You can add links to your Linking Books from other Linking Books and Bahro Stones. **Note links in your Linking Books may be in a different order from what is in this walkthrough depending on when and what order you find them.** Click outside of the book to return the book to the bookshelf. You will notice the tab go down over the book. This locks the book on the shelf and does not allow access to visitors you may invite to your Relto. To allow access to visitors you can open just the tab by clicking on it. Now walk outside of the Hut. If you found the Yeesha Relto Page from the Bevin Neighborhood you will see Relto has changed and there are more islands around your Relto. Now walk over to the Bahro Pillar and touch the hand on it. The Bahro Pillar will slide open showing a **Linking Book – D'ni Riltagamin**. Again touch the book to link there. [Continue walkthrough at D'ni Riltagamin Part 1](#)

Part 3) Bahro Pillars

After you have completed the D'ni Riltagamin Journey, you notice Relto has changed again, if you picked the Relto Pages. You will notice flying birds, a bridge to one of the islands and you now have four **Bahro Pillars** in the center. These pillars contain books inside them as well. To access an age, walk up to the Bahro Pillar and touch the hand. The door will drop and you will see a Linking Book. Touch the book to link to that age and when you do this it places a book on your Linking Bookshelf in the Hut. Facing them from looking outside the Hut, the first one on the right is the Teledahn Age, the second on the right is the Kadish Tolesa Age, the first one on the left is the Eder Gira Age and the second one on the left is the Gahreesen Age. The empty bookshelf from before now has an informational book about the four ages of the First Journey. You can really choose your own path from here of which age you want to do first. Go to the Bahro Pillar – Gahreesen Age. [Continue walkthrough at Gahreesen Age Part 2](#)

Part 4) Bahro Poles, Stone Wedges, Fissure

As you have noticed each time you touched the hand in D'ni Rudenna then returned to Relto, there were a **Bahro Poles** placed on each of the Bahro Pillars. You will also notice the reward **Stone Wedges** appear on the Stone Well at the front of you Relto every time a Pole was placed on Relto and they turn in a counterclockwise manner. Once you have acquired all four poles on your Relto, you need to return them. So return to Gahreesen Age via the Journey Link page. Go to the Journey Gate (Bahro Cave Door) and enter which will take you to D'ni Rudenna. Touch the hand on the wall, see the Pole appear, if you have not copied down the symbol on the ground do so now, jump down the center and see D'ni from above. Now back on Relto, you see the first Pole gone and the beginning of a **Fissure** in the ground. Continue this process for Teledahn Age, Kadish Tolesa Age and Eder Kemo Age by linking into the age through the Journey Link page in each of the respective Linking Books on your Relto. Go through the Journey Gates (Bahro Cave Doors) and return the remaining Poles. Once this is done, you will see a fissure form with a star filled sky. Jump into this and you land back on D'ni Riltagamin. [Continue walkthrough at D'ni Riltagamin Part 2](#)

Part 5) Fireworks

This completes your journey up to this point. If you have found all 12 Sparks, on the Calendar Pinnacle, you will see the symbol on the ground lit, sparks will be flowing out of the ground and shooting in the air like Fireworks. [The ending has not yet been written...](#)

D'ni Bevin

Relto Linking Bookshelf Pages



Bevin



Bevin Balcony



Bevin Classroom Rooftop

(Link from Bahro Stone in Gahreesen) (Link from Bahro Stone in Eder Kemo)

Linking Books



Nexus Age



Gahreesen Age (Public)



Eder Delin Age



Eder Tsogal Age



Great Zero Observation

Bahro Stones



Ae'gura Tokotah Courtyard

Relto Pages



Island Pinnacles

Clues – [Appendix E](#)

Journey Cloths/Stones/Symbols

Walkthrough

Part 1) Relto Page – Island Pinnacles, Linking Book – Gahreesen Age (Public), Pamphlet – D'ni Time

Fountain Courtyard – At the arrival point you find yourself in the Fountain Courtyard with a fountain which you can jump and splash around in. Behind you is a balcony that overlooks a huge orange/yellow lake which usually holds a telescope. Look into the telescope and you can see a large island known as Ae'gura Island. On the walls to the left and right of the balcony there are two TV type things known as imagers. The one on the left may have some pictures scrolling like a slide show. The one on the right has recent visitors to the Neighborhood, Ahyoheek Top Scores and Pellet Scores. There are a few stairways. The large stairway leading down to the left takes you to a Light Garden. Up the large stairways to the right lead you to the Community Room. Up the small stairway to the left is a bridge that leads to a courtyard with three doors with blue buttons and possibly a D'ni Clock. Walk up the large set of stairs to the right.

Community Room – At the top are three doors that lead into the Community Room Foyer. As you enter the foyer there are two doors that lead to the Community Room. Now exit the Community Room then foyer and turn right. As you continue across the walkway you walk down a set of stairs and see a hallway with four doors and another set of stairs that leads back down to the Fountain Courtyard. Continue down the hallway with the four doors. In the distance you see the Book Room, do not go there yet you will get there soon. Just past the four doors are some stairs leading down. Walk down the stairs and you will see a set going up next to a waterfall, which leads to the courtyard that may or may not have a clock, and a small stairway going down. Go down the small stairway, walk down the alley which leads to the Light Garden.

Ahyoheek – Walk over near the Light Garden. To the left in an alcove is the Ahyoheek Gaming Table (See [Appendix D](#) for game rules), which is a paper/scissors/rock type game to play with other explorers.

Light Garden/Relto Page Island Pinnacles – Walk into the Light Garden and proceed over to the area where you see a stalagmite next to a window. Jump up onto it and on the side of the window which may/may not be a yellowish piece of paper; it appears at random. This is known as a Yeesha Relto Page, which will add something to your Relto. If it is not there you will be able to get it later. This page happens to be the **Relto Page – Island Pinnacles**.

Clock Courtyard – Walk off the stalagmite and continue up the stairs to the right. At the top of the stairs you find yourself in another courtyard which may or may not have a D’ni Clock. There are also three doors with blue buttons. If you turn right you can walk over the bridge that leads back to the Fountain Courtyard and that overlooks the Light Garden. On the bridge you will notice three colored switches. Press them to turn on/off the lights in the Light Garden. Go back to the Clock Courtyard and enter the first door to the left which has the sign Classroom on it, by pushing the blue button.

Classroom – In here you see another imager that may have helpful information, on the desk a **Journal – KI** that explains the KI and possibly a **Pamphlet – D’ni Time** that explains D’ni Time. (See [Appendix E](#) for the Pamphlet – D’ni Time). What you want to concern yourself with is on the back wall. You will notice some poster boards with directions on how to obtain a KI, which you will get in a minute. Exit the Classroom and enter the room to the left.

Meditation Room – In the center you will see a floating Egg. As you walk around you will see five smaller rooms which you can close the doors. Nothing much to do here, so exit this room back out to the Clock Courtyard. To the left you will see the stairway leading down next to the waterfall. This is the same one you saw going up before. Now walk ahead to the structure to the left. This is known as the Book Room.

Book Room – The pedestal next to the railing holds a stone object know as a Bahro Linking Stone; you will learn more about the Bahro as your journey continues. This particular one is the **Bahro Stone – Ae’gura Tokotah Courtyard**. Ignore that for now. To the left in the center you will see another pedestal holding the **Linking Book – Nexus Age**, ignore that for now as well. Along the back wall will be some more Linking Books. To the left the **Linking Book – Gahreesen Age (Public)** (for purposes of acquiring your KI), to the middle are the Neighborhood Garden Ages **Linking Book - Eder Delin** or **Linking Book - Eder Tsogal** and to the back right the **Linking Book – Great Zero Observation**. Go to the Linking Book – Gahreesen Age and link there to get your KI. [Continue walkthrough at Gahreesen Age Part 1](#)

Part 2) Stone Tablet

You have arrived back in your Bevin neighborhood on a balcony over looking the neighborhood. Behind you is a Stone Tablet with a bunch of hieroglyphics on it and it is blocking a door. Nobody knows what purpose this tablet serves yet, but it appears to tell a story of the Bahro. You can not go anywhere from here so use your Relto Age Linking Book to link back to your Relto Age. (Move the cursor to the bottom left of the screen, click on the book, open it and click on the picture). [Continue walkthrough at Relto Age Part 2](#)

Part 3) Linking Book – Eder Delin, Linking Book – Eder Tsogal

Now to complete the Second Journey. If you remember from before in the Book Room there was a book to the Neighborhood Garden Age. These Garden Ages are known as Eder Delin and Eder Tsogal. You will need to get some friends to complete those ages. **Note each Bevin neighborhood will have either Eder Delin or Eder Tsogal, so in order to see both you will need to go to other neighborhoods to find them**. Upon completing the ages you will get another Stone Wedge on the Stone Well at the front of your Relto. Use which ever book is available **Linking Book – Eder Delin** or **Linking Book – Eder Tsogal**. [Continue walkthrough at either Eder Delin Age](#) or [Continue walkthrough at Eder Tsogal Age](#)

Part 4a) Linking Book – Ae’gura Great Zero Observation

Now to get acclimated to the island of D’ni Ae’gura and calibrate your KI with the Great Zero. If you remember from before in the Book Room there was a **Linking Book – Great Zero Observation**. Use that book to link there; it is at the back right if you don’t remember. [Continue walkthrough at D’ni Age – Great Zero Observation/Great Zero](#)

Part 4b) Bahro Stone – Ae’gura Tokotah Courtyard

Now return to the Book Room and use the **Bahro Stone – Ae’gura Tokotah Courtyard**. [Continue walkthrough at D’ni Age – Ae’gura Tokotah Courtyard](#)

D'ni Riltagamin

Relto Linking Bookshelf Pages



Cleft Rain
Linking Books



Cleft Sun
Journey Gate



K'veer Island

Items/Clothing



Journey Shirt
Relto Pages



D'ni Goggles



Zandi's Shirt



Calendar Pinnacle



Bahro Pillars



Rain



Birds

Clues

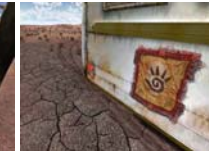
Journey Cloths/Stones/Symbols – Hand – 7



Journey Cloth #1



Journey Cloth #2



Journey Cloth #3



Journey Cloth #4



Journey Cloth #5



Journey Cloth #6



Journey Cloth #7

Walkthrough

Part 1) Journey Cloths #1-7, Relto Page – Birds, Relto Page – Calendar Pinnacle, Relto Page – Bahro Pillars

Journey Cloth #1 – You find yourself standing inside a fenced off area in the middle of a desert with a volcano directly ahead. The location happens to be in New Mexico USA. Behind you is a sign, turn around, walk around to the back of the sign. This is **Journey Cloth #1**, touch it and you will see a portion of the hand light up. You need to find and touch all of these in the desert area. When you finally meet Yeesha she will explain what you need to do for the Journey and everything will make sense.

Journey Cloth #2 – Continue forward on the left side of the volcano until you get to a structure of Whark Bones. On the front where it looks like a bunch of teeth is **Journey Cloth #2**.

Relto Page Birds – Turn right and walk by the broken telescope and on the ground is the **Relto Page – Birds**.

Journey Cloth #3 – Continue forward to the right and walk past the Cleft to the trailer to touch **Journey Cloth #3**.

Relto Page Calendar Pinnacle – Turn left, walk around towards the front of the trailer and you will see someone lounging; this is Zandi. Talk to him if you want, he gives you some hints. To the right you will see a fire pit with the **Relto Page – Calendar Pinnacle**.

Journey Cloth #4 – Now go back to where you saw the Cleft and go down the ladder. Go to the second bridge it will break and you fall. Turn right, go to the blue ladder and climb up. Turn left and go to the small ledge with the wooden plank. Walk across, climb the ladder, enter the room which has a bunch of items. To the left is an imager and a doorway, across the room on a table is another imager and you see on the desk to the right a bunch of gadgets. Go through the doorway on the left, turn left and you will see a lever; pull the lever. Now go back out the way you came in, drop off the edge, climb the ladder from the broken bridge and the climb the ladder to leave the Cleft. On your right you will see a windmill, go over to it and push the wooden handle counterclockwise to start the windmill. Now go back to the room with the imagers. The imager on the left now has a green button, but if you press it turns on and then off again. Next to the door is a blue button, push it to close the door. On the wall just to the left you see a circle with an X and symbols on it, take a KI picture (See [Appendix B](#) for KI Pictures). Turn around and go to the imager on the table. On it is a blue button in the center and some engravings similar to what was on the wall behind you. Click on the right most symbol (six times) to find the one that matches the symbol on the wall and push the blue button. You will see Yeesha who gives a speech. Listen to her because she will explain what you need to do to complete the First Journey. She will also put up **Journey Cloth #4**.

Journey Cloth #5 – Turn left and walk through the door to the room with the lever again. Turn left and you will see another door with a blue button next to it. Press the blue button, walk out, drop off, turn left and climb the blue ladder again. Enter the bedroom ahead and touch

Journey Cloth #5.

Journey Cloth #6 – Go out, turn right and go to the ledge with the wooden plank, cross over and climb the ladder. On the closed door is

Journey Cloth #6.

Journey Cloth #7 – Turn around, drop off, turn right and walk all the way down to the other side. Turn right, walk up the ramp to the first bridge on the right and cross the bridge. On the right you will see a foot switch, press it and you will see a wood block with a Journey Cloth lower. Drop off and touch **Journey Cloth #7.**

Journey Door – Turn right, touch the door with the hand and go down inside. Follow the path and get the **Relto Page – Bahro Pillars.** You will hear a Bahro scream then you automatically link back to your Relto. **Continue walkthrough at Relto Age Part 3**

Part 2) Relto Page – Rain, Journey Shirt, Zandi’s Shirt, D’ni Goggles

Relto Page Rain – After falling near the broken telescope, go down into the Cleft, across the bridge and into the room. Go through the door on the right back to the imager that you saw Yeesha in before. Now use the four symbols you have from D’ni Rudenna by changing the symbols on the imager so they match the order they were on the floor in D’ni Rudenna and press the blue button. You will hear yet another speech from Yeesha. The clothing Yeesha provides for you, **Journey Shirt**, will be placed in your closet on Relto. She provides you with a book, click on it, which links you to the **Cleft Rain** and will place a new book on your Relto Linking Bookshelf. After she is done talking, climb back out of the Cleft and you will see the Bahro enter the volcano. Go back over to the trailer and in front you will see **Zandi’s Shirt**, touch it to get it. Go back to the Cleft, down the ladder, walk forward and off the edge, turn right and go up the blue ladder. Go in the second door on the right. On the bed there is a note from Atrus, read it if you want and on the table in front will be the **D’ni Goggles**. No go back to the room with the imagers where you saw Yeesha. Press on the green button in front of the imager. Now it stays on and is showing the **Relto Page – Rain**. Link back to Relto and use the D’ni Bevin (Neighborhood) Linking Book. **Continue walkthrough at D’ni Bevin Part 3**

Part 3) Journey Gate – D’ni K’veer Island

Journey Gate – Go to the Cleft near the trailer, climb down and go to the room with the imager. Now use the new symbols by you have from the Pellet Cave Lower Level by changing the symbols so they match the order they were on the wall in Pellet Cave Lower and press the blue button. You will hear yet another speech from Yeesha. You will be provided with a link to K’veer Island. Walk into the **Journey Gate – D’ni K’veer Island**. **Continue walkthrough at D’ni Age – K’veer Island**

Gahreesen Age

Relto Linking Bookshelf Pages



Journey Link
Linking Books



Gahreesen Age



Gahreesen Prison

Journey Gate



Nexus Age
Bahro Stones



D'ni Rudenna



Bevin Balcony
Items/Clothing



Ae'gura Palace Balcony 1



KI
Relto Pages



Spark #01



Spark #04



Logs & Stones



Waterfall

Clues

Journey Cloths/Stones/Symbols – Hand – 7



Journey Cloth #1



Journey Cloth #2



Journey Cloth #3



Journey Cloth #4



Journey Cloth #5



Journey Cloth #6



Journey Cloth #7

Walkthrough

Part 1) KI, Bahro Stone – Bevin Balcony

You find yourself in a circular room with one door. Go forward through a doorway and you will see a poster board that welcomes you to Gahreesen and points in the direction you need to go to obtain your KI. Exit into the hallway and turn right. Walk down the hallway and go into the first door on the right. Turn left and walk into the next room. On the right you will see a machine, place your arm in the machine and it will dispense your **KI**. This allows you to do a number of things like chat to people, take pictures, keep a journal etc. (See [Appendix B](#) KI function). Next to the machine you will see a Linking Book – Nexus Age, ignore it for now you will see this soon enough. Return to the previous room and look around. In one of the lockers you will see the **Bahro Stone – Bevin Balcony**, touch the stone to link there. [Continue walkthrough at D'ni Bevin Part 2](#)

Part 2) Journey Cloths #1-5, Relto Page – Logs & Stones, Bahro Stone – Ae'gura Palace Balcony, Spark #01

Journey Cloth #1 – Start in the main room, go forward through a doorway, exit into the hallway and turn right. Walk down the hallway, go into the first door on the right and enter that room. Turn left and walk into the next room. This is the room where you obtained your KI. You can now link to the Nexus using the **Linking Book – Nexus Age**. (Go there if you choose, but do not interface with the Nexus just yet. Link back to Relto. Using the Linking Book – Gahreesen Age now on your bookshelf, return to the Gahreesen Age and make your way back to where the KI machine is located). Now continue into the next room. Jump over the crack in the floor, climb the rubble and touch **Journey Cloth #1**.

Relto Page Logs & Stones – Climb back over the rubble and fall into the crack in the floor. On a stone to your left is the **Relto Page – Logs & Stones**. Since there is no way out, link back to Relto and use the Journey Link Page in the Gahreesen Age Linking Book,

Journey Cloth #2 – Climb back over the rubble and turn right to go out the door. Turn right and continue down the hall through the next door. Shortly after you enter the next part of the hallway you will see a crack in the wall on the right. Walk through the crack and climb the ladder across from where you entered. At the top turn left and on the wall is **Journey Cloth #2**.

Journey Cloth #3 – Either climb back down the ladder and go up the ladder on the other side of the room or jump across to the ledge opposite you. Turn left and climb the broken wall ahead. Turn left and walk across the wooden plank being careful not to fall. Turn right and go out the open door, around the construction barricades and through the crack in the wall. Wait for the opening in the wall to spin by and walk/jump in. Wait until you see the next opening which will be the Power Room. Walk/Jump into the Power Room and walk to the control panel ahead. Turn left to touch **Journey Cloth #3**.

Journey Cloth #4 – Now walk just on the other side of where the journey cloth is and you will see a plate on the ground. Stand on the plate and a stone column will rise. Wait until it stops, go to the control panel and flip the left most switch, run back over and stand on the plate until the stone column stops again. Run ahead and press the foot switches on the floor by the big gear at the front of the room. When both are pressed, go back to the floor plate and let the stone rise again until it stops. Run back over to the control panel and flip the remaining switches, the big gear rises providing power to the age, doors and elevators. **Note if you let the stone column drop all the way down before the power is completely turned on, you will have to do all the steps over. So if you are having difficulty at any point in here, always go back to the plate and keep the stone column up**. Go through the either door at either end of the room and walk the hallways until you see the construction barricades again. Go through the door to where the wooden plank is and fall down. Go out the door into the hallway, turn left and walk the hallway until you see a door on the right with a green light button on it. Touch the green light button and go up the elevator. Walk around until you see a platform that extends out from the building. Walk to the end and wait until you see the island between the two rotating buildings, jump onto the island and touch **Journey Cloth #4**.

Journey Cloth #5 – Carefully jump to the walkway to the second building. After a long walk enter the second building and walk up the stairs through the door. Inside there are six doors as you walk around the hallway. There are only two rooms you have to concern yourself with at this moment. The two rooms will look exactly the same. There will be a huge table in the center with a big window looking into the Wall Room. Find the one with the Journal about the Gahreesen Age on the table and the journey cloth. Read the journal then go touch **Journey Cloth #5**.

Bahro Stone Ae’gura Palace Balcony 1 – Now exit this room, turn left, and walk along the hallway. On the ground you will see **Spark #01**. It may not always be there because it is only available in January. Walk over it and you will hear a noise. This will add a candle with the D’ni number 1 to the Calendar Pinnacle on your Relto. Continue walking the hallway passing door one, keep going down the hallway, passing door two, keep going down the hallway and enter the third door. This room will look exactly like the room you were just in, but no journey cloth. In a chair against the right wall will be the **Bahro Stone – Ae’gura Palace Balcony 1**. Touch the Bahro Stone, link there. **Continue walkthrough at D’ni Age – Ae’gura Palace Balcony 1**

Part 3) Journey Cloths #6-7, Relto Page – Waterfall, Spark #04

Relto Page Waterfall – You arrive to find yourself in a very small room. This area is the Gahreesen Prison which is on the upper level of the second building in Gahreesen Age. In front of you are two beds. In between the two beds is **Spark #04**. It may not always be there because it is only available in April. Walk over it and you will hear a noise. This will add a candle with the D’ni number 4 to the Calendar Pinnacle on your Relto. On the top of the bed to your right is the **Relto Page – Waterfall**.

Journey Cloth #6 – On the other end of the room on the wall is **Journey Cloth #6**.

Journey Cloth #7 – To your right you will see an opening in the floor. Walk over to the opening and fall down. You are now in a small dark walkway. Walk forward turn right, go down the dark hall lit with green lights, go past the first set of hallways, keep walking and turn left at the second set of hallways. You will see a ladder to climb up and out. At the top turn left and walk until you see a door on the left, enter the door. Go to the center and climb the left ladder. At the top turn right and walk forward. You will see 3 paths leading to the outer area of the building. Go to the path to the left of the one in front of you, turn left and you see **Journey Cloth #7**. Link back to your Relto. **Continue walkthrough at Gahreesen Age Part 4**

Part 4) Journey Gate – D’ni Rudenna

Journey Gate – To return to the Gahreesen Age, use the Gahreesen Age Link Page. Walk to the hallway, turn right and walk down the hall until you see the elevator door on the left with the green light button. Again ride the elevator to the top, walk out on the platform that extends off the building and jump to the island between the two buildings. Touch the journey cloth to save your position here. Walk down the ramp behind you being careful not to fall off and jump down to the next island. Way down you will see a door. Aim yourself towards the door and take a running jump off the edge. Touch the hand and walk through the **Journey Gate – D’ni Rudenna**. **Continue walkthrough at D’ni Rudenna (Bahro Caves) Part 1a**

Teledahn Age

Relto Linking Bookshelf Pages



Journey Link
Linking Books



Teledahn Age



Teledahn Mushroom Stump
Journey Gate



Teledahn Dock



Nexus Age
Bahro Stones



Ae'gura Baron's Office



D'ni Rudenna



Gahreesen Prison



Ae'gura Old Spy Room

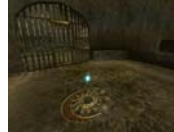
Items/Clothing



Tie Dye T-Shirt



Spark #09



Relto Pages



Roof



Dock

Clues – Appendix E

Journey Cloths/Stones/Symbols – Hand – 7



Journey Cloth #1



Journey Cloth #2



Journey Cloth #3



Journey Cloth #4



Journey Cloth #5



Journey Cloth #6



Journey Cloth #7

Walkthrough

Part 1) Journey Cloths #1-3, Relto Page – Hut Roof, Linking Book – Ae'gura Baron's Office

Journey Cloth #1 – You find yourself standing inside a room with a trap door in the floor and a door ahead. Walk outside and you notice you were in a small Cabin. Turn right and on the back of the Cabin is **Journey Cloth #1**.

Journey Cloth #2 – Walk back to the front of the Cabin and walk down the scaffolding towards the non-functional elevator. Turn left and continue ahead until you see an opening on the right to go outside. Turn and walk outside and keep going forward until you see the scaffold that goes up to the left. Follow it up to the machinery. This is known as the Sun Catcher, which provides power to the age and needs to be activated. You will see a stand with a flashing yellow light on it and symbol KI, which in D'ni means three. That means you need to push the yellow flashing light three times. You will hear a bunch of noise and the Sun Catcher will go up. Now walk to the back side and look into the scope. Use the buttons to line up the sun in the center and track it as it passes. There are 4 buttons, up, down, left, and right, the trick is manipulating them. Once the sun is in the center and tracking properly you will hear a lot of noise, which means the power is on. Make sure you match the rotation speed of the Sun Catcher to the speed of the sun to track it and keep the power on. Now around the outside of this area are three levers, only two of them work, which are the one on the left and the one on the right. Try them all and you will find them. Go back down the scaffolding you came up because the other one going down doesn't go anywhere yet. Turn left and continue on until you see a lever, just past some stairs on the left. Now you have to move quickly here. Push the lever forward, turn left, go down the stairs, turn right in front of the bucket and walk into the railing. You will jump inside and take a ride.

(You have about 5-10 seconds to do this or the buckets will start to move. If the buckets start to move and you are not inside, go back to the lever and just as the bucket crosses the last support, pull the lever back, it will stop where it was. Push the lever and try again). Now at the top you drop out. Turn right and walk towards the two scopes in the windows. Between them on the wall you will see **Journey Cloth #2**.

Journey Cloth #3 – Now turn around and walk across the room to the console on the right. Take a seat and rest. You will see: 3 switches at the top right, push them and the lights turn on; a lever in the middle, pull that down and wait until it goes back up (the water is draining out of the area below); just to the right of the lever is a switch, flip it (opens trapdoor in the Cabin). Next stand up and walk over to the elevator on the right, press the foot switch to release the lock. Press the blue button and ride up to the top. Turn to the right and walk into the room. On the wall on the left you will see a switch, flip it, the shades open and on the wall is **Journey Cloth #3**.

Relto Page Roof – On the table to the right is a bunch of papers and some clues for later (See [Appendix E](#)); be sure to write them down. Behind you there is an aquarium and next to it to the right is the **Linking Book – Nexus Age**. (Go there if you choose, but do not interface with the Nexus just yet. Link back to Relto. Go to the Teledahn Age Linking Book and use the Journey Link Page). To the left of the aquarium to are some crates and behind the crates you will see the **Relto Page – Roof**.

Linking Book Ae’gura Baron’s Office – Now face the aquarium, on top you will see a button. Remember the card you looked at on the table, push and hold this down for 3-5 seconds and when you let go the bottom will open showing a **Linking Book – Ae’gura Baron’s Office**, touch it to link there. [Continue walkthrough at D’ni Age – Ae’gura Baron’s Office](#)

Part 2) Journey Cloths #4-7, Bahro Stone – Gahreessen Prison, Tie Dye T-Shirt, Spark #09

Journey Cloth #4 – You arrive to find yourself standing on a cut off Mushroom Stump with nowhere to go and no way off. Link back to Relto and use the Journey Link Page in the Teledahn Age Linking Book. You are now in the Teledahn Office again. Go over to the elevator, press the green button to ride it down, press the green button again to ride it down one more time and now you are back by the Cabin. Turn around and walk into the Cabin, click on the trapdoor handle and lift up the cover. Walk down the ladder and just below you will be another ladder. Walk down that ladder too and end up in a pipe with some water. Walk up the inclined pipe until you see some paintings on the wall and after them on the right you will see an opening. Go through the opening and up the stairs and enter the Slave Cave. On the wall to the right is **Journey Cloth #4**.

Journey Cloth #5 – Now you see there are seven plates on the ground and two closed doors. On the desk up in the Teledahn Office there was a clue that was a diagram of this room. Also through the door you see on the wall some switches of plates up and down. To open the doors place objects on the two plates in front of each door, from your diagram it will be plates 2, 4, 6, and 7. If this is done correctly you will see the doors open and the door in the next room close. Walk through and as you look out the closed door ahead. You see a niche in the wall with a Bahro Stone – Ae’gura Old Spy Room. Don’t worry about getting the Bahro Stone now you will get it later. On the right wall in this room there is an opening with seven plates. Flip the left most plate up, the door will open and the niche will close. As you walk through the door on the ground is **Spark #09**. It may not always be there because it is only available in September. Walk over it and you will hear a noise. This will add a candle with the D’ni number 9 to the Calendar Pinnacle on your Relto. Continue forward and out of the cave. Turn right and walk down the stairs until you reach a bridge that is up and a lever. Jump into the bridge, it will fall half way, pull the lever to lower it down the rest of the way. Continue on up the stairs until you get to a clearing, on the right will be a door. Before you go in on the wall above is Journey Cloth #5, and also notice some hanging rocks and a ladder that is unreachable. To get there jump on the crates and up to the ledge. Walk along the ledge, jump the gap and touch **Journey Cloth #5**.

Journey Cloth #6 – Now to find a way to get up that ladder. Walk off the ledge back to the ground, open the door and walk inside. You are standing in a room with green walls. On the walls are some pictures/charts and on the floor a bunch of stacked crates. To the right is a stair way you can go up. Climb up the stairs, open the door at the top and enter. Walk all the way to the end, you will walk out and see a dam to the left and a lever ahead down some stairs. Go to the lever and pull it, which opens the dam. Go up the stairs, turn left and walk down the scaffold. When you get towards the end be careful not to fall off. Jump straight up and land back on the scaffold which lowers it. Turn back around and go back up to the cave you just came from. On the wall is Journey Cloth #7, but don’t touch it yet. To the right is another exit, some stairs leading down to more scaffolding. You will see a scope ahead, go to it and look inside. Use the buttons to move it, similar to the Sun Catcher. Move it to the left and up until you see two rocks hanging together. Use the slider on the right and pull it to the left to zoom in. Center the left of the two rocks in the center of the circle, use the flashing blue button at the top to shoot and hit the hanging rock. If you hit the one hanging on the left you will see a ladder drop. Go back up the scaffold, into the cave turn right, noticing the door with the hand, Journey Gate – D’ni Rudenna, walk back into the green room, down the stairs and back to the clearing. Turn around and you will see above you the ladder you just let down. Again jump on the crates up to the ledge, walk along the ledge, jump the gap and climb the ladder. You are now standing in a room. On the wall on the right you will see **Journey Cloth #6**.

Journey Cloth #7 – As you look around the room, you will see some stacked crates. Lying on the crates is the **Tie Dye T-Shirt**; touch it to pick it up. On the wall is a map of the Teledahn Age which shows there is more to this age than just where you are now. The area with the red circle is your location in the age. There is another door with stairs that go down. Go down the stairs and you will reach a closed door, touch it to find the secret release. The door opens and you are back in the green room. To your left behind the crates you see the **Bahro Stone – Gahreessen Prison**. Before you go to it, go up the stairs in the green room again to the cave and on the wall across from the Journey Gate – D’ni Rudenna and touch **Journey Cloth #7**. Now go back to the green room and touch the Bahro Stone – Gahreessen Prison, which is on top of the crates under the stairs/scaffold. [Continue walkthrough at Gahreessen Age Part 3](#)

Part 3) Journey Gate – D’ni Rudenna

Journey Gate – On Relto, use the Journey Link Page in the Teledahn Age Linking Book. When you link in turn left, walk over to the door, touch the hand and walk through the **Journey Gate – D’ni Rudenna**. [Continue walkthrough at D’ni Rudenna \(Bahro Caves\) Part 1b](#)

Part 4) Relto Page – Dock

Relto Page Dock – Using the Bahro Stone you find yourself back in the Teledahn Age. In front of you is the **Relto Page – Dock**. Link back to Relto, use the Nexus Age Linking Book and return to the Ferry Terminal or the D’ni Age Linking Book to link to the Tokotah Courtyard and then walk down the stairs to the Ferry Terminal. [Continue walkthrough at D’ni Ae’gura Island Part 1B – Ferry Terminal/Great Stairs/Kahlo Bar](#)

Part 5) Bahro Stone – Ae’gura Old Spy Room

From the Journey Cloth #7, turn left, walk back down into the green room and then down the stairs back out to the clearing. From here turn left, walk down the stairs, across the docks, up the next set of stairs, turn left to enter the cave, go through the open door and flip the left most plate back down to close the door and open the niche. Link back to your Relto and use the Journey Link Page in the Teledahn Age Linking Book to link back into the Teledahn Age. Go back to the cave with the niche and now you can get the **Bahro Stone – Ae’gura Old Spy Room**. **Continue walkthrough at D’ni Age – Ae’gura Old Spy Room**

Kadish Tolesa Age

Relto Linking Bookshelf Pages



Journey Link
Linking Books



Kadish Tolesa Age



Kadish Tolesa Alternate Vault



Kadish Tolesa Pyramid Top
Journey Gate



Nexus Age
Bahro Stones



Ae'gura Kadish Gallery



Kadish Tolesa Alternate Vault



D'ni Rudenna



Ae'gura Palace Balcony 2
Items/Clothing



D'ni Helmet



Spark #02



Tree



Butterflies

Clues – Appendix E

Journey Cloths/Stones/Symbols – Hand – 7



Journey Cloth #1



Journey Cloth #2



Journey Cloth #3



Journey Cloth #4



Journey Cloth #5



Journey Cloth #6



Journey Cloth #7

Walkthrough

Part 1) Linking Book – Ae'gura Kadish Gallery

Linking Book Ae'gura Kadish Gallery – You find yourself standing in a large clearing and in front of you is a **Linking Book – Nexus Age**. (Go there if you choose, but do not interface with the Nexus just yet. Link back to Relto. Go to the Kadish Tolesa Age Linking Book and use the Kadish Tolesa Age Link Page). Turn right and follow the path to an alcove area. Take the path to the left and go up the stairs. Here you will see two things, a scope on the left and a linking book on the right. Use the **Linking Book – Ae'gura Kadish Gallery**. **Continue walkthrough at D'ni Age – Ae'gura Kadish Gallery**

Part 2) Journey Cloth #1-2, Bahro Stone – Ae'gura Palace Balcony 2

Journey Cloth #1 – You arrive back in alcove area you just left. Turn left and walk over to the scope. Look into the scope and you will see a bunch of weird stuff in the center and three buttons at the bottom. There was a stained glass object in the Kadish Gallery that showed what position you need to set this and two others. Now here is what you want to do: press the left button 4 times, the middle button 1 time and the right button 5 times (4, 1, 5); you now can see the things in the center rotating. Go down the stairs, turn right, and continue along the path until you get to the end. Turn around and at the base of the support **Journey Cloth #1**.

Journey Cloth #2 – You can either walk back around or press your luck jumping across the canyon. Now walk ahead to where the Nexus Book is and continue down the other path. Now you will come to an intersection, go left, walk up the stairs and go to the right side of the structure for **Journey Cloth #2**.

Bahro Stone Ae’gura Palace Balcony 2 – Now go to the left side of the structure, walk up to the stairs and you will see the **Bahro Stone – Ae’gura Palace Balcony 2**, touch it to link there. **Continue walkthrough at D’ni Age – Ae’gura Palace Balcony 2**

Part 3) Journey Cloths #3-7, Relto Page – Ponderosa Tree, Journey Gate – D’ni Rudenna, Spark #02

Journey Cloth #3 – Again go to the left side of the structure and go to the top where you will see another scope. Look into this one, it looks similar with the 3 buttons. On this one: press the left button 0 times, the middle button 0 times and the right button 3 times (0, 0, 3); you now can see the things in the center rotating again. Off in the distance you will see another scope, go there, look into it and again it looks like the others. On this one: press the left button 3 times, the middle button 7 times and the right button 3 times (3, 7, 3); you now can see the things in the center rotating again and the door in the distance opens. Go through the door, then through the door on the other side, immediately to the left you will see a blue button, press it and the door will rotate. Go back inside and touch **Journey Cloth #3**.

Relto Page Tree – Go back out and walk forward to the next room, the Glow Path Room and walk down the path until you come to an area where you will see five blue buttons on the railing. There was a stained glass object in the Kadish Gallery that showed what you need to do here. Press buttons 2, 3 and 5 only. You will see light shine on the floor below which shows a dark path to the center of the room. Walk on the dark path to the center being careful you don’t go on the lighted part. If you do it correctly the floor in the center will drop revealing a door at the bottom. Go through the door, continue down the path either right or left, it goes to the same place, and walk down the stairs to a courtyard. Walk forward and to the left, you will see yet another canyon. When you get close enough you will see a piece of land that kind of extends out over the canyon, use this to jump across. Once you are over, go forward and get the **Relto Page – Tree**.

Journey Cloth #4 – Jump back across to that piece of land that extends out over the canyon. (At any point if you fall in the canyon, you will go back to your Relto. Once there use the Journey Link Page in the Kadish Tolesa Age Linking Book and go back to the clearing). You will see stairs on the right going up and a Pyramid in the distance. Walk into the Pyramid, go up the stairs and press the blue button at the top. You will see the floor in front of you change. Now exit the Pyramid and turn left walking around the Pyramid. On the side you will see an opening on the left. Walk into it and touch **Journey Cloth #4**.

Journey Cloth #5 – Continue walking around the Pyramid. When you get back to the front enter and go up the stairs. Press the glowing blue button and again you see the floor change to blue. Walk down the stairs, turn left and walk down the next set of stairs. There was a stained glass object in the Kadish Gallery that showed the objects you need to follow to get to the end. You will see symbols that look like trees with 2 loops under the top. Follow the path of these to the end, which is the top center. The tree like symbols will not look exactly the same, but similar. Be sure you follow the trees and not the mushrooms. The tile will drop which is an elevator. At the bottom walk off and on the right wall touch **Journey Cloth #5**.

Journey Cloth #6 – Go forward and you will see four levers. There was a stained glass object in the Kadish Gallery that showed how many times to pull certain levers to proceed. To get the next journey cloth pull the levers these amount of time: left lever 0, middle left lever 1, middle right lever 3, right lever 4; (0, 1, 3, 4). Climb the ladders to the top, now turn around and you will see floating above the 3rd pillar, **Spark #02**. It may not always be there because it is only available in February. Jump off the 4th pillar and if you touch it you will hear a noise. This will add a candle with the D’ni number 2 to the Calendar Pinnacle on your Relto. Climb up the ladders to the top again and touch **Journey Cloth #6**.

Journey Cloth #7 – Turn left and walk down the stairs. At the bottom you will see a lever on the right wall, flip it to see the stone door in front of you open. You are back down by the levers. Push the blue button on the right of the levers to reset the stone columns. The combination for the levers this time will be to pull: left lever 1, middle left lever 4, middle right lever 1, right lever 2; (1, 4, 1, 2). You will see the ceiling drop. Now climb the ladder all the way to the top. Once there walk forward and you will see a huge area with the Kadish Vault at the top. Turn left and walk up the stairs until you see a control panel on the right. When you look closely at the panel you see it has six buttons. There was a stained glass object in the Kadish Gallery that showed how to figure out the combination. From left to right here is the order the buttons need to be pressed: 1 = 1st (Press button 1 first), 2 = 3rd (Press button 2 third), 3 = 4th (Press button 3 fourth), 4 = 5th (Press button 4 fifth), 5 = 2nd (Press button 5 second), 6 = 6th (Press button 6 sixth). Press buttons in this order: (1, 5, 2, 3, 4, 6). If done correctly, the door of the Kadish Vault will slide apart into the wall and open. Walk up and inside. In here you will find some stuff. Immediately in front of you another **Linking Book – Ae’gura Kadish Gallery**, don’t use it there is no need, and at the top of the crates on the wall another journey cloth. Go up and touch **Journey Cloth #7**.

Journey Gate – Jump back down and go up the stairs to exit the Kadish Vault. Continue back down the stairs to the platform with the control panel you used to open the Kadish Vault. On the back corner, to the left of the broken area, you will see a support that runs off to the wall in the distance and you will see a door below the support. Carefully walk along the support to the wall in the distance. When you reach the wall, walk off the support on to the platform in front of the door. Touch the hand and walk through the **Journey Gate – D’ni Rudenna**. **Continue walkthrough at D’ni Rudenna (Bahro Caves) Part 1c**

Part 4) Linking Book – Kadish Tolesa Alternate Vault, Relto Page – Butterflies, D’ni Helmet

Linking Book Kadish Tolesa Alternate Vault – Jump back down and go up the stairs. Instead of leaving the Kadish Vault turn right at the top of the stairs and walk forward around the crates. On top of the next stack of crates you will find a **Linking Book – Kadish Tolesa Alternate Vault**, touch it and link there.

Relto Page Butterflies – You arrive to find yourself standing in a vault that looks exactly like where you came from, but this one is nearly empty. Turn right and walk down to the lower level. In front of you on top of some bags will be the **D’ni Helmet**, touch it to pick this up. Look at the papers on the floor and write down the boxed diagram you see on one of the pieces of paper or take a picture of it with you KI; you will need it later. Walk back up the stairs and outside. You will notice the stairs are missing and you can’t go anywhere. Also take note that the doors on this vault swing out where as the doors on the original vault slide apart into the wall. Walk back inside, turn left and walk along the top level. As you are walking around walk on the floor you will see the **Relto Page – Butterflies**. That is all there is here for now, so link back to your Relto and go to the Bahro Pillar for the Eder Gira Age. (From the hut it will be the first one on the left). **Continue walkthrough at Eder Gira Age Part 1**

Eder Gira Age

Relto Linking Bookshelf Pages



Journey Link
Linking Books



Eder Gira Age



Nexus Age
Bahro Stones



Eder Kemo Age

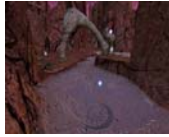


Ae'gura Tokotah Rooftop

Items/Clothing



Pith Helmet



Spark #03

7 Plain Feathers

Relto Pages

Clues

Journey Cloths/Stones/Symbols – Hand – 3



Journey Cloth #1 Journey Cloth #2 Journey Cloth #3

Walkthrough

Part 1) Journey Cloths #1-2, Linking Book Eder Kemo Age, Spark #03

Journey Cloth #1 – You find yourself standing in a desert/volcanic area. To the left is a **Linking Book – Nexus Age**. (Go there if you choose, but do not interface with the Nexus just yet. Link back to Relto. Go to the Eder Gira Age Linking Book and use the Eder Gira Age Link Page). To the right are two steam vents with lids on them. Close the right most one. Now go up the hill and turn right. Carefully look over the edge ahead and see a small ledge on the wall. (Not the one with the steam vent and lid, it will be on the wall right below where you are standing). Walk along the edge and line yourself up with the small ledge. Slowly back off the edge, land on the ledge just below and you see **Journey Cloth #1**.

Journey Cloth #2 – Turn around and run off to land on the small island with the steam vent and lid. Close the lid. Turn around and you will see the arch above to the right. You can jump back over to the main land at the bottom of the arch using a run jump. Walk forward and you will see two more steam vents with lids, close both of them. Walk up the hill, over the arch and continue along the path. You will come to a small clearing with another steam vent and lid; close the lid. Continue along the path and down the hill to where you entered the age. Stand over the open steam vent, you will be launched into the air to land on a high ledge and you will see **Journey Cloth #2**.

Eder Kemo Age – Jump off and follow the path to the clearing, over the arch, and down the hill to the two closed steam vents. Open the lid on the one closest to the rock wall. Walk back up the hill, over the arch, past the clearing, follow the path back down to where you were just launched up and close the open lid. Again follow the path past the clearing, over the arch, and down the hill to the now open steam vent. Stand on the open steam vent and it will launch you over the small rock wall. Walk along the path through the bones and you will see some waterfalls past a pond on the left. Walk over through the waterfalls and you will see a cave behind them. In the cave are two lights that you will have to turn on by touching the top of them and a basket you can kick. Kick the basket into the water and move it to the left to where you see a bone sticking out of the ground. Place the basket in the small channel of water between the two sections of land. Ahead of you in a small pond you will see **Spark #03**. It may not always be there because it is only available in March. Walk over it and you will hear a noise. This will add a candle with the D'ni number 3 to the Calendar Pinnacle on your Relto. Go over to the structure you see just to the right and use the **Linking Book – Eder Kemo Age**. **Continue walkthrough at Eder Kemo Age Part 1**

Part 2) Bahro Stone – Ae’gura Tokotah Rooftop, 7 Plain Feathers

Bahro Stone Ae’gura Tokotah Rooftop – Back in Eder Gira, be sure you are walking or the bugs will fly away. Walk around the steam vent and over to where you placed the basket. Walk across the basket, stay on the land and walk over to the falls noticing the rock with a Bahro Stone. Walk towards the waterfall and jump over to the cave (this is where you were before and the lights should be on). Continue forward into the dark opening, you will come to a small room with a light and door. Turn on the light and flip the lever to open the door. You can now run because you will have to get the bugs again. Go through the door and you are now at the top of the waterfall. Walk out into the water, turn left and you will see another cave on the left. In here are two more baskets, push them off the edge to let them fall below. Once both of the baskets are below, jump off the edge yourself. Now push both baskets to fill in the gap underneath the waterfall where you jumped with the bugs. When the baskets are in place, collect the feathers. To get them you need to type seven times: /get feather and you will pick up **7 Plain Feathers**. You can’t see them, but you will pick them up and put them in your pocket. Now walk over to the rock you saw before with the Bahro Stone, it should be just to the left of the waterfall. This is the **Bahro Stone – Ae’gura Tokotah Rooftop**. [Continue walkthrough at D’ni Age – Ae’gura Tokotah Rooftop](#)

Part 3) Journey Cloth #3, Pith Helmet

Journey Cloth #3 – Back in Eder Gira, walk over the first basket and then over the next two baskets. Continue through the cave and when you get to the small room turn left to continue along the top ridge. Jump over the small waterfall and enter the cave to the right. Walk to the back of the cave and you will see a light. When you turn on the light, on the ground you will see the **Pith Helmet** and on the wall you see **Journey Cloth #3**. Walk out of the cave, jump off the edge, go over and use the Linking Book – Eder Kemo Age. [Continue walkthrough at Eder Kemo Age Part 2](#)

Eder Kemo Age

Relto Linking Bookshelf Pages



Journey Link
Linking Books



Eder Kemo Age

Journey Gate



Eder Gira Waterfall



D'ni Rudenna

Bahro Stones



Bevin Classroom Rooftop

Items/Clothing

Relto Pages



Decorations

Clues

Journey Cloths/Stones/Symbols – Hand – 4



Journey Cloth #1 Journey Cloth #2 Journey Cloth #3 Journey Cloth #4

Walkthrough

Part 1) Linking Book – Eder Gira Waterfall

Linking Book Eder Gira Waterfall – You find yourself standing in a large area. Walk forward following the path and go left through the tunnel. After you exit the tunnel you will see little green bugs flying around to the left. In order to get the bugs, you have to walk through them. When the bugs are flying around you, you can only walk, if you run, jump more than once, walk in water or over a steam vent they will go away and you can bring the bugs back to your Relto Age if you link there while carrying them. Once you have acquired the bugs, continue walking along the path, down the stairs, through the tunnel, along the stones and into the cave. Once inside use the **Linking Book – Eder Gira Waterfall**. **Continue walkthrough at Eder Gira Age Part 2** After second return **Continue walkthrough at Eder Gira Age Part 3**

Part 2) Journey Cloths #1-4, Relto Page – Hut Decorations, Bahro Stone – Bevin Classroom Rooftop, Journey Gate – D'ni Rudenna

Journey Cloth #1 – Walk along the path; just to the right off the path you will see a tree with **Journey Cloth #1**.

Journey Cloth #2 – Turn right and ahead you will see a gazebo. Go to the right side of the gazebo in the tall grass and find an alcove. In the alcove you will see **Journey Cloth #2**.

Journey Cloth #3 – Walk back out through the tall grass and go along the path and through the tunnel. You are back to near where you acquired the bugs before. Continue forward until past the spinning machinery in a semi-circular wall until you see an alcove on the right with some paintings on it. There will be a ridge you can walk up and at the top you will see **Journey Cloth #3**.

Bahro Stone – Bevin Classroom Rooftop – Now go back to the spinning machinery in the semi-circular wall. At the back of the wall is the **Bahro Stone – Bevin Classroom Rooftop**, which takes you to your D'ni Bevin neighborhood above classroom. (Go there and link back using the Journey Link Page in the Eder Kemo Age Linking Book on Relto).

Relto Page Decorations – Now go down the stairs to the right and you will see some puffer plants and a ridge that has a plateau. Among the puffer plants you will see a rock in the ground. If you walk behind the rock, you can walk up along the wall. As you continue to walk up the

stone wall and over the doorway there is a **Journal – King Shomat**. As you look out over to the plateau you can see there is a Relto Page there. To get up on the plateau, walk behind the rock onto the stone wall, turn around to face the rock, do a run jump to the top of the rock and once on top face the plateau to the right. Jump between the puffer plants to the plateau and get **Relto Page – Decorations**.

Journey Cloth #4 – Walk off the plateau and across from the puffer plant area is another gazebo. Go to the left side of the gazebo and in an alcove you will see **Journey Cloth #4**.

Journey Gate – Now walk all the way back to Journey Cloth #1 and touch it again. Go back to the path and head towards the tunnel. On the right there is a door. Walk up to the door, touch the hand and walk through the **Journey Gate – D’ni Rudenna**. **Continue walkthrough at D’ni Rudenna (Bahro Caves) Part 1d**

Eder Delin Age



Eder Delin Age

Linking Books



Bevin

Items/Clothing

1 Red Feather

Relto Pages



Bench



Deciduous Leaf

Journey Gate



D'ni Rudenna



Spiral Sections for Journey Gate Combination

Clues

Journey Cloths/Stones/Symbols – Spiral – 7



Journey Cloth A



Journey Cloth B



Journey Cloth C



Journey Cloth D



Journey Cloth E



Journey Cloth F



Journey Cloth G

Walkthrough

Part 1) Journey Cloths A-G, Journey Gate – D'ni Rudenna, Relto Page – Deciduous Leaf, Relto Page – Bench, Linking Book – D'ni Bevin

Journey Gate – This age is a Neighborhood age, no book shows up on your Relto Linking Bookshelf. You link in and you are standing in the middle of a path. First off get the feather here and to get it type /get feather and you will pick up **1 Red Feather**. To get this you need to have picked up the 7 Plain Feathers from Eder Gira. Behind you is something that looks like machinery with a stone wall around it. Ahead is a stone path that you can follow. Follow the path to the center. To your right is the **Journey Gate – D'ni Rudenna** for this age which has a spiral on it. Walk over and touch the door. When you touch it, you will see the parts of the spiral flash; there are 7 parts. That means there are 7 Journey Cloths with a spiral on them. This age has to be done with 2 or more people. One person needs to stand by the door, while the other goes around and touches the 7 Journey Cloths. **Note for the person locating the Journey Cloths, be sure to touch them so the person in front of the door can determine which cloth lights up which portion of the spiral. It would be good to draw a rough sketch of the age for your reference with numbering the cloths*.*

Journey Cloth A – From the gate/door walk forward to the tree, you will see a journey cloth; (call this **Journey Cloth A** for now).

Journey Cloth B – Now turn left walk to the gazebo, when facing the gazebo to left on the stone wall is another journey cloth; (call this **Journey Cloth B** for now).

Relto Page Deciduous Leaf – Inside the gazebo on the bench you will see the **Relto Page – Deciduous Leaf**.

Journey Cloth C – Walk out of the gazebo and on the left you will see a tree. On the back side of the tree is another journey cloth; (call this **Journey Cloth C** for now).

Journey Cloth D – Now turn around and you will see the machinery within the stone wall. Just to the right is a bunch of rocks, walk to the back side and you will see another cloth (call this **Journey Cloth D** for now).

Journey Cloth E – Now go back to the path and walk towards the stairs. Just to the left you see another small set of stairs that lead down to a small alcove, go down and you will see another journey cloth; (call this **Journey Cloth E** for now).

Journey Cloth F – Now leave the alcove, turn left and walk down the big stair way. When you reach the bottom, on the left you will see another gazebo and to the right of the gazebo another alcove. In that alcove is another journey cloth; (call this **Journey Cloth F** for now).

Journey Cloth G – Now turn your back to the gazebo and walk across the path to the large tree next to the pink/red trees. On the back side of the tree is another journey cloth; (call this **Journey Cloth G** for now).

Relto Page Bench – Go back to the path, turn right and follow the path to the clearing with a fountain and some benches. On the back right bench you will see the **Relto Page – Bench**.

Linking Book D'ni Bevin – Next to the bench you will see a **Linking Book – D'ni Bevin**, which will link you back to the Neighborhood you came from.

Once you have the cloths located, the puzzle can be solved. The person in front of the door touches the door, the combination will light up the order that the parts of the spiral need to be touched. As each part is lit up, type it into the chat with the other explorers so they will know the combination. After the combination cycles through the first time, the spiral will start spinning, which is a timer. As the other players touch the cloths

in the right order, the person by the door will see a little white light turn on and hear an audible sound. There is a time limit, which is shown by the spinning spiral on the door. If everything is done correctly in the time limit, the door will open and take you to D'ni Rudenna. If you do not complete the combination within the time limit the door will reset and the combination will change. The parts of the spiral the journey cloths light up don't change. The person in front of the door will have to touch the door to start the process over. [Continue walkthrough at D'ni Rudenna \(Bahro Caves\) Part 2a](#)

***Note this age is easiest if you have 7 or 8 people. If less than 8 people are present, the person in front of the door will need to help with the cloths. It can be solved with 3 people. In each Eder Delin Age, the cloths will light up different parts of the spiral, so if you go to another Eder Delin Age the cloths won't be the same you will need to renumber them*.**

Eder Tsogal Age



Eder Tsogal Age
Linking Books



Bevin
Relto Pages



Grass

Clues

Journey Cloths/Stones/Symbols – Spiral – 7



Journey Cloth A Journey Cloth B Journey Cloth C Journey Cloth D Journey Cloth E Journey Cloth F Journey Cloth G
Walkthrough

Part 1) Journey Cloths A-G, Journey Gate – D’ni Rudenna, Relto Page – Grass, Linking Book – D’ni Bevin

Journey Gate – This age is a Neighborhood age, no book shows up on your Relto Linking Bookshelf. You link in and you are standing in the middle of an open area. Turn left and ahead of you is a stair way that goes down into the garden area. Walk down the stair way and as you pass the fountain on the right you will see the **Journey Gate – D’ni Rudenna** for this age which has a spiral on it. Walk over and touch the door. When you touch it, you will see the parts of the spiral flash, there are 7 parts. That means there are 7 Journey Cloths with a spiral on them. This age has to be done with 2 or more people. One person needs to stand by the door, while the other goes around and touches the 7 Journey Cloths. **Note for the person locating the Journey Cloths, be sure to touch them so the person in front of the door can determine which cloth lights up which portion of the spiral. It would be good to draw a rough sketch of the age for your reference with numbering the cloths*.*

Journey Cloth A – From the gate/door turn left and walk back up the stair way. Turn to the right and on the side post you will see a journey cloth; (call this **Journey Cloth A** for now).

Journey Cloth B – Continue down the hill to the pond of water directly ahead. In the pond you will see a rock sticking out of the water with another journey cloth; (call this **Journey Cloth B** for now).

Journey Cloth C – Continue forward in the water and on the back of the gazebo, on the support, you will see another journey cloth; (call this **Journey Cloth C** for now).

Journey Cloth D – Continue forward, you will see another rock sticking out of the water and on the back another journey cloth; (call this **Journey Cloth D** for now).

Relto Page Grass – Turn left and walk ahead past the dock to the small pond. At the back side of the pond is a rock sticking out of the water. On the back side of the rock is **Relto Page – Grass**.

Journey Cloth E – Ahead of you is a dock in the middle of the water and off in the distance to the left is an alcove. Turn left, go to the alcove and on the rock sticking out of the water there is another journey cloth; (call this **Journey Cloth E** for now).

Journey Cloth F – Now walk back over to the dock and on the front side, on the support, is another journey cloth; (call this **Journey Cloth F** for now).

Linking Book D’ni Bevin – On the dock in the **Linking Book – D’ni Bevin**, which will link you back to the Neighborhood you came from.

Journey Cloth G – Turn to the left and walk forward. On the left you will see the Bahro Cave Door and straight ahead is a bunch of rocks at the edge of the water. On one of the rocks you will see another journey cloth (call this **Journey Cloth G** for now).

Once you have the cloths numbered, the puzzle can be solved. The person in front of the door touches the door, the combination will light up the order that the parts of the spiral need to be touched. As each part is lit up, type it into the chat with the other explorers so they will know the combination. After the combination cycles through the first time, the spiral will start spinning, which is a timer. As the other players touch the cloths in the right order, the person by the door will see a little white light turn on and hear an audible sound. There is a time limit, which is shown by the spinning spiral on the door. If everything is done correctly in the time limit, the door will open and take you to D’ni Rudenna. If you do not complete the combination within the time limit the door will reset and the combination will change. The parts of the spiral the journey cloths light

Journey Gate



D’ni Rudenna



Spiral Sections for Journey Gate Combination

up don't change. The person in front of the door will have to touch the door to start the process over. [Continue walkthrough at D'ni Rudenna \(Bahro Caves\) Part 2b](#)

***Note this age is easiest if you have 7 or 8 people. If less than 8 people are present, the person in front of the door will need to help with the cloths. It can be solved with 3 people. In each Eder Tsogal Age, the cloths will light up different parts of the spiral, so if you go to another Eder Tsogal Age the cloths won't be the same you will need to renumber them*.**

Nexus Age

Relto Linking Bookshelf Pages



Nexus Age

Walkthrough

Part 1) Nexus Machine

Display – You find yourself standing in a small room with a computer type machine in front of you. When you have your KI, place it in the machine to access the interface. A screen will show with a bunch of selections on it. At the top you see the Neighborhood in which you belong. Next to that you see either Make Public or Make Private. Below that by default shows the City Links. To the left are the options to choose City Links, Private Links, Public Links, and Personal Links. Just click on the location where you want to go then you will see a star appear at the top of the display. Press the star, you will see the machine start to spin and then a book pops out with a link. Touch the picture to that location. When you get more links, some of them may have a box with a dot in the center. This is the D’ni number zero, but in the display it is used to delete or zero out a link. To do this click on the symbol and you will be asked if you want to delete the link. The numbers next to the links have no known function.

Neighborhood Link, City Links, Private Links, Public Links, Personal Links – The **Neighborhood Link** can toggle this option to make the Neighborhood you belong to accessible to other explorers or just the members of your Neighborhood. To create your own Bevin Neighborhood, you will need to link to Relto, click on the slider that holds your D’ni Neighborhood Bevin book, you will be prompted to leave the current neighborhood in which you belong, click yes, then link back to the Nexus Age and when you interface with the machine, you will now see a book icon appear at the top left. Click on this and you will be able to create your own Bevin Neighborhood. The default will be set to private, but you can change it to public if you wish. Also if you had a link to the Great Zero, you will need to link to the Great Zero Observation and interface with the machine there to obtain the link again. **City Links** are accessible once you have interfaced with a Nexus Book Station in the city. **Private Links** are available by another explorer invite only. **Public Links** are Bevin Neighborhoods available to anyone. **Personal Links** are ages you have visited. Now link to your Bevin Neighborhood by clicking on the name at the top of the interface. [Continue walkthrough at D’ni Bevin Part 4b](#)

Neighborhood



Bevin

City Links



Ferry Terminal



Tokotah Alley



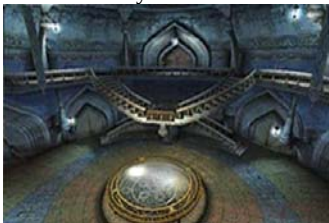
Palace Alcove



Concert Hall Foyer



Library Courtyard



The Watcher's Pub



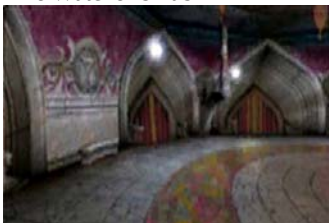
Kirel



The Cartographers Pub



The Greeters Pub



The Maintainers Pub



The Messengers Pub



The Writers Pub



K'veer

Private Links – Invite Only

Public Links



Bevin

Personal Links



Great Zero (Rezeero)



Gahreesen Age



Teledahn Age



Kadish Tolesa Age



Eder Gira Age



Eder Kemo Age



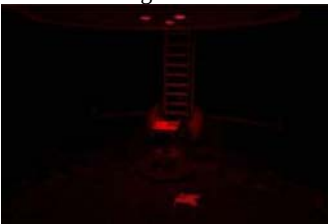
Negilahn – Pod 18



Dereno – Pod 25



Payiferen – Pod 13



Tetsonot – Pod 13



Er'cana Age



Ahnonay Cathedral Age



Minkata Age



Jalak Dador Age

Note links may not appear in order as listed above, depending on what order you obtained them

D'ni Age

Ae'gura Palace Balcony 1

Relto Linking Bookshelf Pages



Ae'gura Palace Balcony 1

(Link from Bahro Stone in Gahreesen Age)

Linking Books

Bahro Stones

Items/Clothing

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself on a small balcony overlooking the Tokotah Courtyard on the island of D'ni Ae'gura. There really is not much here so link back to your Relto. After you return to Relto, you will notice two new books on the Linking Bookshelf, the Nexus Linking Book and the D'ni Age Linking Book. Walk out of the Hut and go to the first Bahro Pillar on the right to link to the Teledahn Age. [Continue walkthrough at Teledahn Age Part 1](#)

Ae'gura Baron's Office

Relto Linking Bookshelf Pages



Ae'gura Baron's Office

(Link from Book in Teledahn Age)

Linking Books



Teledahn Office

Bahro Stones



Teledahn Mushroom Stump

Items/Clothing

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself in a room. If you are here around Christmas time there will be a Christmas Tree here. To your right there is a [Linking Book – Teledahn Office](#), but ignore that for now. As you look around you notice that this is area in a building on the island of D'ni Ae'gura. You can walk forward to the next room and on the table are some pictures and Sharper's Journal. Look at the pictures on the table and read the journal. There is another smaller room with a scope inside. Over by the scope on a ledge is the [Bahro Stone – Teledahn Mushroom Stump](#), touch the stone and link to the Mushroom Stump. [Continue walkthrough at Teledahn Age Part 2](#)

Ae'gura Kadish Gallery

Relto Linking Bookshelf Pages



Ae'gura Kadish Gallery
(Link from Book in Kadish Tolesa Age)

Linking Books



Kadish Tolesa Alcove

Bahro Stones

Items/Clothing



Music Player #02

Relto Pages

Clues – [Appendix E](#)

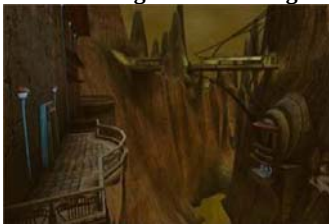
Journey Cloths/Stones/Symbols

Walkthrough

You find yourself standing in a gallery. This area is on the island of D'ni Ae'gura in City District 0080. Here are all the clues you need to solve the puzzles of the Kadish Tolesa Age and Ahnonay Age. On the lower level are all the clues needed to solve the puzzles of the Kadish Tolesa Age. On the upper level the control panel combination for the Ahnonay Age, which are the stained glass objects from left to right. You can take pictures with your KI for future recall. The doors with the blue buttons will take you outside to the Canyon on the island of D'ni Ae'gura. Around the top level you will also see [Music Player #02](#). When you press the button on top, it will add music to your Relto Music Player, which is the song playing in the Kadish Gallery. **You will need to get the Relto Page – Music Player before you can add/hear the music on Relto**. The bottom level has the [Linking Book – Kadish Tolesa Alcove](#), touch it to link there. [Continue walkthrough at Kadish Tolesa Age Part 2](#) (See – [Appendix E](#) for stained glass descriptions)

Ae'gura Palace Balcony 2

Relto Linking Bookshelf Pages



Ae'gura Palace Balcony 2
(Link from Bahro Stone in Kadish Tolesa Age)

Linking Books

Bahro Stones

Items/Clothing

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself on a small balcony overlooking the Canyon on the island of D'ni Ae'gura. There is a door behind you which you can not go through at this time. There really is not much here so link back to your Relto and use the Journey Link Page in the Kadish Tolesa Age Linking Book. [Continue walkthrough at Kadish Tolesa Age Part 3](#)

Ae'gura Tokotah Rooftop

Relto Linking Bookshelf Pages



Ae'gura Tokotah Rooftop
(Link from Bahro Stone in Eder Gira Age)

Linking Books

Bahro Stones

Items/Clothing



DRC Hard Hat

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself standing on the roof of one of the buildings on the island of D'ni Ae'gura, which happens to be the rooftop of the building above the Tokotah Alley Nexus Station. On the tables are some journals to read about D'ni culture. On a few of the tables you can get a **DRC Hard Hat**. That is about all there is here so link back to Relto and link to the Eder Kemo Age. [Continue walkthrough at Eder Kemo Age Part 1](#)

Ae'gura Great Zero Observation

Relto Linking Bookshelf Pages



Ae'gura Great Zero Observation
(Link from Book in Bevin)

Walkthrough

Linking Books



Nexus Age

Items/Clothing



Spark #11

Relto Pages



Imager

Clues

Journey Cloths/Stones/Symbols

Nexus Link – Personal Links



Ae'gura Great Zero

Walkthrough

Part 1) Great Zero Observation

You find yourself standing in a small room. In front of you are a **Linking Book – Nexus Age** and a journal explaining what you need to do to calibrate the Great Zero and your KI. Behind you is a small machine and a window that overlooks the Great Zero Courtyard. Place your hand in the small slot to interface with the machine. You will notice 15 Green Lights on you KI. To gain access to the Great Zero Courtyard and later the Great Zero Calibration Chamber you will need to find Great Zero Markers (GZM). 15 GZM's will allow access to the Great Zero Courtyard and 30 GZM's will allow access to the Calibration Room. When you have found the 15 Green GZM's, return to the Great Zero Observation. (See [Appendix C](#) for a complete list of all 33 GZM's). [Continue walkthrough at Nexus Age](#)

Part 2) Great Zero

After you have found the 15 Green GZM's, interface with the machine and you will now see 15 Red Lights on your KI and a new link will be added to your Nexus, Great Zero. Use the Nexus to link there. You arrive to find yourself in a large courtyard with some large machinery below. Walk down the stairs, turn to the right and walk next to the stairs. You will see on the ground the **Relto Page – Imager**. That is about all you can do here for now. Go up the stairs, turn right and use the **Linking Book – Nexus Age** to link back to Ae'gura Island or return to Relto and use the D'ni Age Linking Book to go the Tokotah Courtyard. Continue walking around Ae'gura Island and the Bevin neighborhoods picking up 15 Red Markers and then return to the Great Zero Courtyard. (See [Appendix C](#) for a complete list of all 33 GZM). [Continue walkthrough at D'ni Age – Great Zero Observation/Great Zero Part 3](#)

Part 3) Great Zero Calibration Chamber

After you link in, interface with the machine at the top of the stairs. When the markers have been deposited you will now have access to the Great Zero Calibration Chamber. Walk down the stairs and continue forward until you reach the Calibration Chamber. On the landing of the stairs leading down you will see **Spark #11**. It may not always be there because it is only available in November. Walk over it and you will hear a noise. This will add a candle with the D'ni number 11 to the Calendar Pinnacle on your Relto. In here you will see four scopes; look into any one of them they all show the same thing. Click the blue flashing button to start a Great Zero Calibration Marker (CGZM) Mission. You will see the time start counting and you will notice Yellow Lights on your KI that correspond with the number of CGZM's you need to find for that Mission. Complete all 14 Great Zero Calibration Marker Missions to calibrate the Great Zero/KI. When the calibration process is finished, your KI will read coordinates. (See [Appendix C](#) for a complete list of all 14 CGZM Missions). [Continue walkthrough at Negilahn – Pod 18](#)

**Note the actual Great Zero Observation/Great Zero on the real D'ni Ae'gura Island is not available to explorers yet. The only way to reach the Great Zero Observation/Great Zero is by the D'ni Age Linking Book on Relto or Personal Links in the Nexus Age. This instance of the Great Zero Observation/Great Zero is shared only by the explorers in your neighborhood (Bevin) as all other links in the D'ni Age Linking Book*.*

Ae'gura Tokotah Courtyard Relto Linking Bookshelf Pages



Ae'gura Tokotah Courtyard
(Link from Bahro Stone in Bevin)

Linking Books – See D'ni Ae'gura Island walkthrough

Bahro Stones – See D'ni Ae'gura Island walkthrough

Items/Clothing – See D'ni Ae'gura Island walkthrough

Relto Pages – See D'ni Ae'gura Island walkthrough

Clues – See D'ni Ae'gura Island walkthrough

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself in the Tokotah Courtyard on the island of D'ni Ae'gura. Walk forward, turn right and ahead you will see a stairway leading down between two buildings. Go down the stairs and at the end of the walkway you will see a cliff. Walk down into the rubble and to the right on some rocks is the **Bahro Stone – Descent/Great Shaft**. [Continue walkthrough at D'ni Age – Descent/Great Shaft](#)

Descent/Great Shaft

Relto Linking Bookshelf Pages



Descent/Great Shaft
(Link from Bahro Stone in Ae'gura)

Linking Books

Bahro Stones

Items/Clothing



Spark #05

Relto Pages



Music Player

Clues

Journey Cloths/Stones/Symbols

Walkthrough

Part 1) Eder Tomahn Great Shaft

Relto Page Music Player – You find yourself standing in a room. This area is an Eder Tomahn (resting area) in the Great Shaft. On the wall near the exit to the Great Shaft is **Spark #05**. It may not always be there because it is only available in May. Walk over it and you will hear a noise. This will add a candle with the D'ni number 5 to the Calendar Pinnacle on your Relto. Here you will also see Dr. Watson's Journal on the floor, read this. There is also a KI Dispenser that upgrades your KI to have a light function, but it only lasts for a minute. Across from the KI Dispenser is a Nexus Linking Station with no Nexus Age Linking Book. On the ledge to the right of the KI Dispenser is the **Relto Page – Music Player**. There is also a closed and locked door to the left of the KI Dispenser. You can walk out into the Great Shaft, walk around the ledge until you fall off and you will link to Relto. Once back on Relto use the Nexus Age Linking Book and go to the Ferry Terminal or use the D'ni Age Linking Book to link to the Ae'gura Tokotah Courtyard and walk down to the bottom of the stairs straight ahead to the Ferry Terminal. **Continue walkthrough at D'ni Ae'gura Island**

Ae'gura Old Spy Room

Relto Linking Bookshelf Pages



Ae'gura Old Spy Room
(Link from Bahro Stone in Teledahn Age)

Linking Books



Phil's Relto

Bahro Stones

Items/Clothing

Relto Pages

Clues

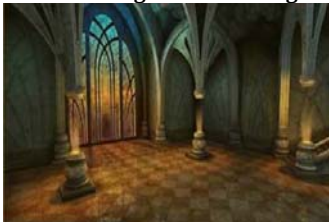
Journey Cloths/Stones/Symbols

Walkthrough

Phil's Relto – You find yourself standing in a very small room in the building of the Tokotah Rooftop. In the room is a scope that looks over the building across in the Tokotah Courtyard and a **Linking Book – Phil's Relto**. That's all there is here so click on the linking book to link to Phil's Relto. [Continue walkthrough at Phil's Relto Age](#)

K'veer Island

Relto Linking Bookshelf Pages



K'veer

(Link from Journey Gate D'ni Riltagamin)

Walkthrough

You find yourself standing in front of a large window in which you can see Ae'gura Island off in the distance. When you turn around you notice two staircases on either side of the room and between the staircases a Nexus Linking Station with a **Linking Book – Nexus Age**. Place your arm in the machine and it will add a link to your Nexus and will allow you or link from the Nexus to the real D'ni K'veer Island. [Continue walkthrough at D'ni K'veer Island](#)

**There are two different instances of D'ni. The D'ni Age Linking Book on Relto is Yeesha's written version of D'ni. This version is linked to the neighborhood (Bevin) you belong to, so everyone in your neighborhood will have the same shared D'ni Age. There is also the real D'ni on Earth, which every explorer has access to through the Nexus Age City Links. Both instances are the same as far as contents*.*

D'ni Ae'gura Island

Linking Books



Nexus Age

Museum Linking Books



Negilahn – Pod 18



Dereno – Pod 25



Payiferen – Pod 13



Tetsonot – Pod 06

Library Linking Books



Minkata Age



Jalak Dador Age

Bahro Stones



Teledahn Dock



Kadish Tolesa
Pyramid Top



Descent/Great Shaft

Items/Clothing



Kerath's Arch Shirt

Relto Pages



Sun & Moons

Clues – [Appendix E](#)

Journey Cloths/Stones/Symbols

Walkthrough

Note both Public (Nexus Age Link) and Neighborhood (D'ni Age Book Link) instances are the same

Part 1) Ferry Terminal/Great Stairs/Kahlo Bar

A) Bahro Stone – Teledahn Dock

From the link in point, you are standing facing Kerath's Arch in the far distance. The place where you are is known as Ae'gura Island. It is in the D'ni Cavern and the largest of all the islands. If you turn around you will see a Nexus Linking Station with a [Linking Book – Nexus Age](#). If you are facing the Nexus Linking Station, turn right, you see ahead a little ways an open gate that leads to a cave area. As you walk through, on the other end is a closed door. On your left, on a rock you will see the [Bahro Stone – Teledahn Dock](#), touch it to link there. [Continue walkthrough at Teledahn Age Part 4](#)

B) Kerath's Arch Shirt

Turn around and walk forward, you will see a huge stair case on the right, but continue forward until you see a door towards the end on the right. Go through there and you are at the Ferry Terminal Docks, explore a bit if you wish. Now return to the stairs and climb up until you arrive at the first landing. On a table by the tent you may or may not see the **Kerath's Arch Shirt**, this was only available for the first month the cavern was open. Continue up the stairs to the next landing. You can turn either right or left which will take you to the landing above. If you go left you will see a bit of rubble and an opening in the wall. Going down you will be walking along a hallway, jump over the block in the way and on the right you will be in the Kahlo Bar; explore if you wish. Now return to the stairs and continue up. This will lead you to the Tokotah Courtyard. Turn left, walk down the stairs to the Tokotah Alley and you will see another Nexus Linking Station. Place your arm in the machine and it will add a link to your Nexus; also note the **Linking Book – Nexus Age** which you can use to link to the Nexus or link from the Nexus to Ae'gura Island at this point.

Continue walkthrough at D'ni Ae'gura Island Part 2

Part 2) Tokotah/Museum

A) Relto Page – Sun & Moons, Bahro Stone – Descent/Great Shaft, Linking Books – Negilahn, Dereno, Payiferen, Tetsonot, D'ni Pod Map

From the Nexus Linking Station if you turn right, down in the rubble off the cliff is where you found the **Bahro Stone – Descent/Great Shaft**. Turn left and walk up the stairs. At the top of the stairs, if you turn right you will see a door which can not be opened yet. On the left you see a big tent, walk forward and you will see a bunch of crates underneath. The building the tent is set up in front of is not open either. Continuing forward you will see a map of D'ni Ae'gura Island. If you continue forward and to the left is an opening that leads to the Museum. Enter and walk up the stairs. On the table to the right is a Negilahn Animals Chart and a **D'ni Pod Map**. (See [Appendix E](#) for the D'ni Pod Map). To the left of the table are some book stands with some linking books. From right to left the books are as follows, **Linking Book – Negilahn – Pod 18**, **Linking Book – Dereno – Pod 25**, **Relto Page – Sun & Moons**, **Linking Book – Payiferen – Pod 13**, and **Linking Book – Tetsonot – Pod 06**. (You can continue the walkthrough on 2 separate ways here. Go to Negilahn, Dereno, Payiferen and Tetsonot to get the books on your Linking Bookshelf on Relto or exit the Museum). Around back are some blocked off stairs and on the other side more book stands, but empty. Exit the museum, continue forward down the walk way and turn left at the end. A little ways forward on the left you will see an area that is blocked off, by a Great Curtain, which leads to the upper section of Ae'gura that hasn't been opened yet. A little further forward you see a stair way going up, this leads to the Palace Alcove. At the top you see another Nexus Linking Station. Again, place your arm in the machine and it will add a link to your Nexus; also note the **Linking Book – Nexus Age** which you can use to link to the Nexus or link from the Nexus to Ae'gura Island at this point. *You can continue the walkthrough two separate ways, both leading to the same place.* **Continue walkthrough at D'ni Ae'gura Island Part 3A or D'ni Ae'gura Island Part 3B**

Part 3) Palace Alcove/Hall of the Kings/Canyon/Concert Hall Foyer/Wood Bridge/Cave T-Junction

A) Facing the Nexus Linking Station turn left and walk through the door. You enter a big round room called the Hall of the Kings. Here you will find journals with the history of all the Kings from the D'ni society. Read them if you wish. Continue forward through the door across the room, turn right and go down the stairs. On the right you will see a door which you can not enter yet. At the bottom of the stairs is another courtyard and on the left is a set of stairs leading up. Go up these stairs and continue down the path until you get to the cave T-junction. **Continue walkthrough at D'ni Ae'gura Island Part 3B or D'ni Ae'gura Island Part 4**

B) Facing the Nexus Linking Station at the Palace Alcove, turn right and go back down the stairs. At the bottom turn left. Continuing forward, you see a small stairway on the left leading down to the Tokotah Courtyard. Look around and enjoy the view. Going back up the stairs, turn left and immediately on your left is another stairway leading down to the Canyon. As you walk forward you notice the ground is falling apart on the left, on the right you see a bunch of doors. The pair of doors with the blue switches lit up leads to the Kadish Gallery. You can go inside and look around. Walk out of the Kadish Gallery and turn right. Continuing forward at the end of the strip, turn right, go up the stairs and you are at a landing. Continue up the next set of stairs and you enter the Concert Hall Foyer. Up ahead you see another Nexus Linking Station. Again, place your arm in the machine and it will add a link to your Nexus; also note the **Linking Book – Nexus Age** which you can use to link to the Nexus or link from the Nexus to Ae'gura Island at this point. From the Nexus Linking Station, turn right and walk up the stairs at the end of the Concert Hall Foyer. You are now at another landing. Continue up yet another set of stairs and you will see a wooden bridge ahead. Cross to the other side and walk through the door way and you are at the cave T-junction. **Continue walkthrough at D'ni Ae'gura Island Part 3A or D'ni Ae'gura Island Part 4**

Part 4) Cave T-Junction/Library Courtyard/Library

A) Bahro Stone – Kadish Tolesa Pyramid Top, Linking Book – Minkata Age, Linking Book Jalak Dador Age

From the cave T-junction, continue forward down the path and walk down the stairs to a small courtyard. Turn left and in front of you is the Library. Turn left and walk towards the tent in the Library Courtyard. Behind it you will see another Nexus Linking Station. Again, place your arm in the machine and it will add a link to your Nexus; also note the **Linking Book – Nexus Age** which you can use to link to the Nexus or link from the Nexus to Ae'gura Island at this point. Continue to walk around the Library Courtyard. In the area where the lower wall of the Library is broken away, you can climb up and walk around the outer upper level of the Library. Up here you will find the **Bahro Stone – Kadish Tolesa Pyramid Top**. Link there, return to Relto, use the Nexus Age Linking Book and return to the Library Courtyard. At the front of the Library you will notice two sets of stairs, one going up and one going down. Go down the stairs and the lower doors will open. Inside to the right you see a table that has a couple of Journals on it. Read them if you wish. On the left side are a few Linking Book stands. Go to the sixth stand and on it you will see the **Linking Book – Minkata Age** and the **Minkata Age Journal**. To the right of that is the **Linking Book – Jalak Dador Age** and the **Jalak Dador Age Journal**. Link back to Relto and use the D'ni Age Linking Book to return to Great Zero Observation. **Continue walkthrough at D'ni Age – Great Zero Observation/Great Zero Part 2**

D'ni Ae'gura Island (J'taeri District)

Nexus Link



Ae'gura J'taeri District – The Watcher's Pub

Linking Books



Er'cana Age



Ahnonay Cathedral Age

Bahro Stones

Items/Clothing

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

Part 1) The Watcher's Pub

A) Linking Book – Er'cana Age

You find yourself standing in a large room, with an imager in the center with a large stairway behind. As you look around, you see some areas closed off by curtains, but there are two areas you can enter. Turn right and walk around the imager to an area where there is an open curtain. When you walk out you are standing over a railing looking at what appears to be a large tree. As you continue to explore, go up the stairs. You are now on the upper level which is a huge balcony around the room below. If you look up you can see you into the cavern. As you continue to walk around you see a hallway with a shelf that holds The Watcher's Journals 1-5 and next to it an closed door. On the right you see a blue button, but it doesn't appear operational. Now go back down the stairs, around the imager you can see another to the room with an open curtain. There are three book stands. The center bookstand has a **Journal – The Watcher's Pub**, the left bookstand has the **Linking Book – Er'cana Age** and the right bookstand, has the **Linking Book – Ahnonay Cathedral Age**. Use the Linking Book – Er'cana Age. **Continue walkthrough at Er'cana Age walkthrough Part 1**

B) Linking Book – Ahnonay Cathedral Age

Turn left and go to the room with the two linking books. Use the **Linking Book – Ahnonay Cathedral Age**. **Continue walkthrough at Ahnonay Cathedral Age**

Negilahn – Pod 18

Relto Linking Bookshelf Pages



Negilahn – Pod 18

Linking Books



Nexus Age

Bahro Stones

Items/Clothing

Relto Pages



Lush Greenery

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself standing in a spherical building with windows. This area is known as a Pod. It is like a zoo, viewing the wild life in their habitat from inside the Pod. Behind you is a window with a button in front of it. The button turns on the spotlight outside. To your left and right are two ladders that you can climb to the upper level of the Pod to look out the windows. If you are facing the window at the mid-level, turn right and climb up the ladder. On the platform is the **Relto Page – Lush Greenery**. There is a ladder leading down in front of you. When you get to the bottom, there are two more windows with buttons. Again the buttons are for spotlights. On the other side of the ladder is the **Linking Book – Nexus Age**. There is a plate on the floor and ceiling with the D’ni number 18, which means this is Pod 18. On the wall opposite the ladder is a control panel with the main power switch for the Pod in the center and two buttons on either side. When the power switch is turned on, the lights on the inside and outside of the Pod turn on. This also allows you to use the spotlights and the four switches on the control panel. The Pod runs on a rechargeable battery, so when you leave, make sure the power is off. The four buttons on the main control panel don’t do much except give you the sounds of the main animals in the age. The spotlights can be used when the animals show up so you can see them. The animals randomly show up like in a zoo, there is nothing special to do except hope you see them. There is however a **Journey Gate – D’ni Rudenna** which appears right at the top of the ladder on the mid-level every 15 hours 43 minutes and 5 seconds (13 D’ni hours). This Journey Gate happens to appear approximately 11 hour 9 minutes and 36 seconds after the Tetsonot Journey Gate. [Continue walkthrough at D’ni Rudenna \(Bahro Caves\) Part 3a](#)

Journey Gate



D’ni Rudenna

Dereno – Pod 25

Relto Linking Bookshelf Pages



Dereno – Pod 25

Linking Books



Nexus Age

Bahro Stones

Items/Clothing

1 Blue Feather

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself standing in a spherical building with windows. This area is known as a Pod. It is like a zoo, viewing the wild life in their habitat from inside the Pod. If you turn around you see a window with a button in front of it. The button turns on the spotlight outside. To your left and right are two ladders that you can climb to the upper level of the Pod to look out the windows. There is a ladder leading down in front of you. When you get to the bottom, there are two more windows with buttons. Again the buttons are for spotlights. On the other side of the ladder is the **Linking Book – Nexus Age**. There is a plate on the floor and ceiling with the D'ni number 25, which means this is Pod 25. On the wall opposite the ladder is a control panel with the main power switch for the Pod in the center and two buttons on either side. When the power switch is turned on, the lights on the inside and outside of the Pod turn on. This also allows you to use the spotlights and the four switches on the control panel. The Pod runs on a rechargeable battery, so when you leave, make sure the power is off. The four buttons on the main control panel don't do much except give you the sounds of the main animals in the age. The spotlights can be used when the animals show up so you can see them. The animals randomly show up like in a zoo, there is nothing special to do except hope you see them. There is a feather here to collect. To get it you need to type: /get feather and you will pick up **1 Blue Feather**. You must have the 7 Plain Feathers, and the Red Feather to get this. There is also a **Journey Gate – D'ni Rudenna** which appears on the bottom level to the right of the four buttons every 15 hours 43 minutes and 5 seconds (13 D'ni hours). This Journey Gate happens to appear approximately 1 hour 14 minutes and 25 seconds after the Negilahn Journey Gate. [Continue walkthrough at D'ni Rudenna \(Bahro Caves\) Part 3b](#)

Journey Gate



D'ni Rudenna

Payiferen – Pod 13

Relto Linking Bookshelf Pages



Payiferen – Pod 13

Linking Books



Nexus Age

Bahro Stones

Items/Clothing

1 Black Feather

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself standing in a spherical building with windows. This area is known as a Pod. It is like a zoo, viewing the wild life in their habitat from inside the Pod. If you turn around you see a window with a button in front of it. The button turns on the spotlight outside. On the ground you see four symbols on the floor. When the sunlight shines in through the windows and lands on all four symbols, the Journey Gate – D’ni Rudenna will appear in this Pod. You can use this Pod as a starting point, along with the Pod Map in the Ae’gura Island Museum (see [Appendix E](#)), to predict the times the gate will appear in the other three Pods. To your left and right are two ladders that you can climb to the upper level of the Pod to look out the windows. There is a ladder leading down in front of you. When you get to the bottom, there are two more windows with buttons. Again the buttons are for spotlights. On the other side of the ladder is the **Linking Book – Nexus Age**. There is a plate on the floor and ceiling with the D’ni number 13, which means this is Pod 13. On the wall opposite the ladder is a control panel with the main power switch for the Pod in the center and two buttons on either side. When the power switch is turned on, the lights on the inside and outside of the Pod turn on. This also allows you to use the spotlights and the four switches on the control panel. The Pod runs on a rechargeable battery, so when you leave, make sure the power is off. The four buttons on the main control panel don’t do much except give you the sounds of the main animals in the age. The spotlights can be used when the animals show up so you can see them. The animals randomly show up like in a zoo, there is nothing special to do except hope you see them. There is also a feather here to collect. To get it you need to type: /get feather and you will pick up **1 Black Feather**. You must have the 7 Plain Feathers, the Red Feather and the Blue Feather to get this. There is also a **Journey Gate – D’ni Rudenna** which appears in the middle of the bottom level of this Pod. The Journey Gate appears every 15 hours 43 minutes and 5 seconds (13 D’ni hours). This Journey Gate happens to appear approximately 33 minutes and 40 seconds after the Dereno Journey Gate. [Continue walkthrough at D’ni Rudenna \(Bahro Caves\) Part 3c](#)

Journey Gate



D’ni Rudenna

Tetsonot – Pod 06

Relto Linking Bookshelf Pages



Tetsonot – Pod 06

Linking Books



Nexus Age

Bahro Stones

Items/Clothing

Relto Pages

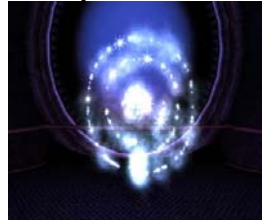
Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself standing in a spherical building with windows. This area is known as a Pod. It is like a zoo, viewing the wild life in their habitat from inside the Pod. You enter this Pod on the bottom level and knee deep in water. This Pod doesn't seem to be functioning properly. In front of you is a **Linking Book – Nexus Age** and the ladder that leads to the mid-level of the Pod. Behind you is a control panel with the main power switch for the Pod in the center and two buttons on either side. When the power switch is turned on, red lights come on inside, but you can't see outside. The four buttons on the main control panel don't do much except give you the sounds of the main animals in the age. The spotlights can be used when the animals show up so you can see them, but the windows are blocked so they are useless. If you turn around you see two windows with buttons in front of them. The buttons turn on the spotlight outside, but since you can't see out they do no good. There is a plate on the floor and ceiling with the D'ni number 06, which means this is Pod 06. When you climb up the ladder, to your left and right are two more ladders that you can climb to the upper level of the Pod to look out the windows, but again they are blocked. Straight ahead is a window with a button in front of it. Again, you can't see outside so turning on the spotlight is useless. There is however the **Journey Gate – D'ni Rudenna** which appears on the mid-level in front of the window. The Journey Gate appears every 15 hours 43 minutes and 5 seconds (13 D'ni hours). This Journey Gate happens to appear approximately 2 hours 45 minutes and 24 seconds after Payiferen. [Continue walkthrough at D'ni Rudenna \(Bahro Caves\) Part 3d](#)

Journey Gate



D'ni Rudenna

Minkata Age

Relto Linking Bookshelf Pages



Minkata Age
Linking Books

Journey Gate



D'ni Rudenna

Bahro Stones Items/Clothing



Hiking Boots
Relto Pages
Clues



Spark #06



Soccer Ball



Constellation #1



Constellation #2



Constellation #3



Constellation #4



Constellation #5

Journey Cloths/Stones/Symbols – Scars – 6



Journey Stone #1



Journey Stone #2



Journey Stone #3



Journey Stone #4



Journey Stone #5



Journey Stone #6



Journey Symbol

Walkthrough

You find yourself standing in the middle of what looks like a huge desert. In front of you there is a structure made of bones that looks like a cage with some flags attached and a large stone in the center. Behind you is a red flag on a pole. Walk forward to the cage in front of you and go to the left side. There you will see a rope ladder to climb to the top. Once on top you see what looks like a giant D'ni Compass. The largest arrow of the compass points to the North. As you remember from the Minkata Journal there are pages with the same symbol on it. If you look around at the sky you will notice three suns. When looking at the suns and using the compass you can figure out what direction they are by looking at your shadow. Stand in the middle of the compass and face the suns. Now turn around and face the suns. The lowest sun casts a shadow of you to the North, so by this you can reason the lowest sun is in the South. That would put the sun to the left in the Southeast and the sun to the high right in the Southwest. Now remembering from the Minkata Journal, on the first page at the top left corner, you see a drawing of a flag with the number 125 by it. This is a distance from the compass on the top of the structure to the red flag, 125 D'ni units. Now if you run from the structure to the red flag it takes roughly 5 seconds of running. So it can be figured it takes roughly 1 second to run 25 D'ni units. On the pages of the Minkata Journal, there are also compass drawings with numbers on them and a green arrow pointing in a specific direction. These are vectors of a path you have to run to find the underground Caves with Journey Stones in them. You can figure out which direction you are running by using your shadow as a compass. You always know which direction is North because as you have determined one of the suns is due South. As you notice there are areas raised off the ground with brown tops, the Caves will be raised areas with no brown top on them which can easily be seen if you are in the area. There are 5 Paths to follow to 5 Caves, as they are numbered at the top of each page in the Minkata Journal (See [Appendix E](#) for Minkata Age Journal).

Path #1

Starting in the middle of the compass go in the directions as follows using your shadow as a compass once off the main compass:

360 D'ni units (14.40 seconds) SSE

556 D'ni units (22.24 seconds) NNE

442 D'ni units (17.68 seconds) NNE

420 D'ni units (16.80 seconds) W

This will put you in the area of Cave #1; climb down inside. In front of you is **Journey Stone #1**. Touch it and you will link to a night version of the Minkata Age. Things slightly change in the night version. Now walk back up the ladder and you see a star filled sky with constellations. Look in the sky for **Constellation #1**. The constellation is a representation for the vectors of Path #1. Run towards it and in a few seconds you will see the **Journey Symbol** appear above the ground. Run into the Journey Symbol and the stars above move and you will notice Constellation #1 moving as well. Follow where the Constellation moves because walking towards it will lead you back to the cage where you started. You will see the Journey Symbol move as well, which shows you the path to walk back to the cage. When you get there you notice it looks different, like it fell apart, but you can now get to **Journey Stone #6**. When you touch the stone it links back to the day version of the Minkata Age and you are inside the cage. Behind you is a piece of the **Journey Gate – D'ni Rudenna**. Now you need to continue with Path #2. Link back to Relto and use the Minkata Age Linking Book to return.

Path #2

Starting in the middle of the compass go in the directions as follows using your shadow as a compass once off the main compass:

835 D'ni units (33.40 seconds) ESE

342 D'ni units (13.68 seconds) E

369 D'ni units (14.76 seconds) S

538 D'ni units (21.52 seconds) ENE

205 D'ni units (8.20 seconds) NE

205 D'ni units (8.20 seconds) E

511 D'ni units (20.44 seconds) SE

This will put you in the area of Cave #2; climb down inside. To the left you will see **Spark #06**. It may not always be there because it is only available in June. Walk over it and you will hear a noise. This will add a candle with the D'ni number 6 to the Calendar Pinnacle on your Relto. In front of you is **Journey Stone #2**. Touch it and you will link to a night version of the Minkata Age. Things slightly change in the night version. Now walk back up the ladder and you see a star filled sky with constellations. Look in the sky for **Constellation #2**. The constellation is a representation for the vectors of Path #2. Run towards it and in a few seconds you will see the **Journey Symbol** appear above the ground. Run into the Journey Symbol and the stars above move and you will notice Constellation #2 moving as well. Follow where the Constellation moves because walking towards it will lead you back to the cage where you started. You will see the Journey Symbol move as well, which shows you the path to walk back to the cage. When you get there you notice it looks different, like it fell apart, but you can now get to **Journey Stone #6**. When you touch the stone it links back to the day version of the Minkata Age and you are inside the cage. Behind you is a piece of the **Journey Gate – D'ni Rudenna**. Now you need to continue with Path #3. Link back to Relto and use the Minkata Age Linking Book to return.

Path #3

Starting in the middle of the compass go in the directions as follows using your shadow as a compass once off the main compass:

109 D'ni units (4.36 seconds) ENE

1259 D'ni units (50.36 seconds) N

210 D'ni units (8.40 seconds) WSW

196 D'ni units (7.84 seconds) SSE

415 D'ni units (16.60 seconds) W

160 D'ni units (6.40 seconds) WNW

360 D'ni units (14.40 seconds) W

251 D'ni units (10.04 seconds) WSW

424 D'ni units (16.96 seconds) WNW

This will put you in the area of Cave #3; climb down inside. In front of you is **Journey Stone #3**. Touch it and you will link to a night version of the Minkata Age. Things slightly change in the night version. Now walk back up the ladder and you see a star filled sky with constellations. Look in the sky for **Constellation #3**. The constellation is a representation for the vectors of Path #3. Run towards it and in a few seconds you will see the **Journey Symbol** appear above the ground. Run into the Journey Symbol and the stars above move and you will notice Constellation #3 moving as well. Follow where the Constellation moves because walking towards it will lead you back to the cage where you started. You will see the Journey Symbol move as well, which shows you the path to walk back to the cage. When you get there you notice it looks different, like it fell apart, but you can now get to **Journey Stone #6**. When you touch the stone it links back to the day version of the Minkata Age and you are inside the cage. Behind you is a piece of the **Journey Gate – D'ni Rudenna**. Now you need to continue with Path #4. Link back to Relto and use the Minkata Age Linking Book to return.

Path #4

Starting in the middle of the compass go in the directions as follows using your shadow as a compass once off the main compass:

780 D'ni units (31.20 seconds) NNE
2052 D'ni units (82.08 seconds) NNE
825 D'ni units (33.00 seconds) ESE
866 D'ni units (34.64 seconds) S
105 D'ni units (4.20 seconds) NNE
2212 D'ni units (88.48 seconds) S
1245 D'ni units (49.80 seconds) SSW
748 D'ni units (29.92 seconds) W
429 D'ni units (17.16 seconds) WSW
315 D'ni units (12.60 seconds) WNW
264 D'ni units (10.56 seconds) SSW
461 D'ni units (18.44 seconds) W
652 D'ni units (26.08 seconds) W

This will put you in the area of Cave #4. Before you climb down into the cave, line yourself up on the side opposite the ladder and face directly towards the sun so your shadow lines up with the ladder. Run straight ahead just so the sun is slightly to the left of the direction you are running. At a distance of 875 D'ni units (35.00 seconds) SSW and you will find the **Soccer Ball**. Turn around and kick the Soccer Ball towards the hole along the same path you just ran. Do not kick the soccer Ball down into Cave #4 because you will not be able to get it out; climb down inside. In front of you is **Journey Stone #4**. Touch it and you will link to a night version of the Minkata Age. Things slightly change in the night version. Turn around and walk towards the ladder. On the ground to the right are the **Hiking Boots**. These can only be found here in the night version of the Minkata Age. Now walk back up the ladder and you see a star filled sky with constellations. Look in the sky for **Constellation #4**. The constellation is a representation for the vectors of Path #4. Run towards it kicking the Soccer Ball and in a few seconds you will see the **Journey Symbol** appear above the ground. Run into the Journey Symbol and the stars above move and you will notice Constellation #4 moving as well. Follow where the Constellation moves because walking towards it will lead you back to the cage where you started. You will see the Journey Symbol move as well, which shows you the path to walk back to the cage. Be sure to bring the Soccer Ball with you. When you get there you notice it looks different, like it fell apart, but you can now get to **Journey Stone #6**. When you touch the stone it links back to the day version of the Minkata Age and you are inside the cage. Behind you is a piece of the **Journey Gate – D'ni Rudenna**. Now you need to continue with Path #5. Link back to Relto and use the Minkata Age Linking Book to return.

Path #5

Starting in the middle of the compass go in the directions as follows using your shadow as a compass once off the main compass

1386 D'ni units (55.44 seconds) W
274 D'ni units (10.96 seconds) SSW
164 D'ni units (6.56 seconds) SSW
269 D'ni units (10.76 seconds) WNW
237 D'ni units (9.48 seconds) SSW
807 D'ni units (32.28 seconds) S
91 D'ni units (3.64 seconds) NW
1049 D'ni units (41.96 seconds) W
50 D'ni units (2.00 seconds) NNE
41 D'ni units (1.64 seconds) W
50 D'ni units (2.00 seconds) SSE
524 D'ni units (20.96 seconds) ESE
1154 D'ni units (46.16 seconds) N
629 D'ni units (25.16 seconds) NNE

This will put you in the area of Cave #5; climb down inside. In front of you is **Journey Stone #5**. Touch it and you will link to a night version of the Minkata Age. Things slightly change in the night version. Now walk back up the ladder and you see a star filled sky with constellations. Look in the sky for **Constellation #5**. The constellation is a representation for the vectors of Path #5. Run towards it and in a few seconds you will see the **Journey Symbol** appear above the ground. Run into the Journey Symbol and the stars above move and you will notice Constellation #5 moving as well. Follow where the Constellation moves because walking towards it will lead you back to the cage where you started. You will see the Journey Symbol move as well, which shows you the path to walk back to the cage. When you get there you notice it looks different, like it fell apart, but you can now get to **Journey Stone #6**. When you touch the stone it links back to the day version of the Minkata Age and you are inside the cage. Behind you is a piece of the **Journey Gate – D'ni Rudenna**.

When you have all five pieces walk into the completed **Journey Gate – D'ni Rudenna**. [Continue walkthrough at D'ni Rudenna \(Bahro Caves\)](#)
Part 4

Er'cana Age

Relto Linking Bookshelf Pages



Journey Link
Linking Books



Er'cana Age

Journey Gate



D'ni Ashem'en (Er'cana City Silo)



D'ni Rudenna

Bahro Stones



Pellet Cave Upper Level

Items/Clothing



Field Vest Male



Field Vest Female



Spark #07

1 Silver Feather



Er'cana Plants



Fire Marbles

Clues

Journey Cloths/Stones/Symbols – Shell – 7



Journey Cloth #1



Journey Cloth #2



Journey Cloth #3



Journey Cloth #4



Journey Cloth #5



Journey Cloth #6



Journey Cloth #7

Walkthrough

Part 1) Journey Cloths #1-7, Relto Page – Er'cana Plants, Relto Page – Fire Marbles, Bahro Stone – Pellet Cave Upper Lever, Field Vest, 1 Silver Feather, Spark #07

Relto Page Er'cana Plants – You find yourself standing in the middle of a pathway. Walk forward and follow the path. At the end you will be in a little alcove with some strange looking plants. On the back side of the large plant in the water is the **Relto Page – Er'cana Plants**.

Journey Cloth #1 – There is another feather here to collect. To get it you need to type: /get feather and you will pick up **1 Silver Feather**. You must have the 7 Plain Feathers, the Red Feather, the Blue Feather and the Black Feather to get this. Now follow the path back until you come to an opening where you can see a track. Continue to walk forward and under the first set of tracks and then under the second set of tracks. Just ahead you should see and alcove. Before you go into the alcove, turn right and walk forward until you see an area where the track is broken and a hole in the ground. Just near this you will see **Spark #07**. It may not always be there because it is only available in July. Walk over it and you will hear a noise. This will add a candle with the D'ni number 7 to the Calendar Pinnacle on your Relto. Now turn around and walk back to the alcove. Before you enter the alcove, look on the track support on the left and you will see **Journey Cloth #1**.

Journey Cloth #2 – The alcove is now to your left, walk in there and you will see a noticeable object starting to for in mid-air, this is the **Journey Gate – D'ni Rudenna**. As in other ages you need to find all the Journey Cloths to get there. On the wall is **Journey Cloth #2**.

Journey Cloth #3 – Now walk out of the alcove, go underneath the track just ahead and then to the next set of tracks. Turn left and follow the track. At the end you will see a building and a train sitting on the track, this is the Harvester. Before climbing up on the Harvester, you will see on the building **Journey Cloth #3**.

Journey Cloth #4 – Go back to the Harvester climb up the ladder and walk towards the front. In the middle you will see some controls: on the left a lever, in the middle a flashing red light, a switch, a grey button, and on the right another lever. First flip the switch in the middle up and pull the lever on the right to start the train moving. The lever on the left does nothing. The train will stop in front of a large building. Climb back down the ladder and explore around a bit. As you walk around the train and make your way around the front of the building you notice two stair cases that go up to a platform. In between the two stair cases, on the wall, is **Journey Cloth #4**.

Journey Cloth #5 – Turn around and walk back to the Harvester. Climb back up the ladder, turn left and walk to the very front of the train, this is the Transport Car. Here you will notice a single lever, pull this and ride the Transport Car into the building. When the gate opens, walk off and look around. Going up the stairs takes you outside, but unfortunately the walkway is broken and you can't go any further. When you go back inside turn right and on the column you will see **Journey Cloth #5**.

Journey Cloth #6 – Continue walking around the walkway until you see a ladder going down. Climb down, turn right and you see a doorway, but the bottom of the train car is blocking your way. Go back up the ladder and walk onto the train car. Pull the lever and quickly back off the train before the gate closes. When the train is out of the way, climb back down the ladder and through the door. On the wall behind you is a switch, flip it to turn on the power and lights. Climb down the ladder in front of you. At the bottom, go through the door, follow the walkway to the other side and climb up the ladder at the other end. There is another switch, flip this to turn on the power and lights. Walk through the door and climb up the ladder. Walk up the stairs and go outside. Here the walkway is not broken and you can easily make your way to the next building. As you walk in there is a very large machine in the middle of the room. There is a door to the left, one to the right and one behind the machine in the center. Turn left and walk out the door. Out here you see what looks like water drains. As you explore, in the second drain you notice a Relto Page that you can't get because the drain pipe is blocked off. Go back inside and turn left and on the wall is **Journey Cloth #6**.

Relto Page Fire Marbles – On the wall ahead is another switch, turn this on to power up the machine which starts the big windmill above outside. Go through the door to the left of the switch and up some stairs. At the top you are standing in what looks like a control room. Walk through the door ahead, when you are outside you notice four wells that look like mixers and of course the walkway is broken. Go back inside to the control room. Sit down at the machine on the right. This controls just about everything in this age. At the bottom you see two blue buttons, one on the left and one on the right. Press the one on the left two times. In the main display, you see what looks like four wells with mixers turning in them. This is the control for the four wells outside. Here is what needs to be done to get the Relto Page. On the left of the display there are four buttons going down with D'ni numbers on them. Top button is 1, below that is 2, next is 3 and the bottom is 4. Press button 2 and in the display on the right 3 items pop up, the mixer control, a red dot (trap door to well) and a blue circle (water in well). Click on all three and in the display you will see you turned off the mixer, opened the trap door and emptied the water in the bottom right well. Now walk out the door, up the stairs, turn left and go to the well. Climb down the ladder and walk to the end of the drain. On the ground is the **Relto Page – Fire Marbles**.

Journey Cloth #7 – Make your way back to the control room. Sit back down at the machine on the right. On the left side of the display push button 4 and click on all three items in the display on the right as before. Everything in the top left well is shut off. Push the blue button on the bottom left one more time and a new screen shows up. This is the control for the Pellet Burners in the next building. Again there are four buttons on the left of the display. Push the button 1 and a yellow circle appears in the display on the right. Click on the yellow circle to shut off the Pellet Burner. Push button 4 on the left side and click the yellow circle to shut off the other Pellet Burner. Go down the stairs to the left, turn left and go out the door. Walk to the second drain, jump up, walk to the other end and you will be in another well. Climb up the ladder, walk across the walkway turn right and enter the next building. On the wall just to the right is a switch, flip it to power the elevator and the Pellet Burners. Walk forward into the Pellet Burner Room and push the white button to activate the elevator. At the top turn right or left and walk out one of the doorways. Follow the walkway until you see an area with an opening and a ladder. On the ground is the **Field Vest**, pick it up and go down the ladder. At the bottom of the stairs to the left is the Pellet Machine Room and to the right takes you to the Pellet burner Room. Turn right and you see a rock blocking the path back to the Pellet Burner Room, push the rock into the opening. On the wall you will see **Journey Cloth #7**.

Bahro Stone Pellet Cave Upper Level – Walk into the Pellet Machine Room. To the right of the pellet machine on a book stand are the **Bahro Stone – Pellet Cave Upper Level** and the **Linking Book – D'ni Ashem'en (Uran District – Er'cana City Silo)**. Touch the Bahro Stone and link to the Pellet Cave Upper Level. **Continue walkthrough at Pellet Cave Part 1**

Part 2) Journey Gate – D'ni Rudenna

Journey Gate – Link back to Relto and using the Er'cana Linking Book, use the Er'cana Age Page. Once back in Er'cana, turn around and walk towards the track. Continue under the first set of track and then the second set of track walking towards the alcove with Journey Cloth #2. If you found all 7 Shell Journey Cloths, you should see a gate in the shape of a shell. Walk into the **Journey Gate – D'ni Rudenna**. **Continue walkthrough at D'ni Rudenna (Bahro Caves) Part 5a**

Part 3) Pellets, Linking Book – D'ni Ashem'en (Uran District – Er'cana City Silo)

Pellets – To make Pellets you need to make your way back to the Control Room. Go up the ladder, walk along the walkway, through the door, use the white button to lower the elevator. Turn around and walk out along the walkway, go down the well to the left and through the drain. Turn right, walk in the building, turn right and go up the stairs to the Control Room. Sit down at the machine again. The screen that should be up is the one with the yellow circles. Push each button on the left and click the yellow circle on the right. All four of the yellow circles should be lit up in the main display. This means all the Pellet Burners are on. Make your way back to the Pellet Burner Room. Look in one of the scopes. You see a timer on the left, three sliders in the middle and a button at the bottom right. Each black line on the sliders signifies 5 units. Remember the drawings on the wall from the Pellet Cave Upper Level, they match the drawings at the bottom of each slider. Set the left slider to 40, middle slider to 30 and right slider to 20. Repeat the same for the other three scopes. When all four scopes are set, you will see the button at the bottom right turn yellow. Press the yellow button to set the timer. It will take about 4 hours for the pellets to form correctly.

Linking Book D'ni Ashem'en – When you return here, you will know when the pellets are finished because the timer in the scopes will be back to the bottom and there will be a blue light on the machine in the Pellet Machine Room. When they are finished, push the blue button and the machine rises showing five pellets, if the settings were correct. Do not pull the lever to the left it will dump the pellets and you will have to start over. Push the blue button in front of the pellets, one will drop. Touch the pellet and then touch the **Linking Book – D'ni Ashem'en (Uran District – Er'cana City Silo)** to go there. **Continue walkthrough at D'ni Ashem'en (Uran District) – Part 1A Er'cana City Silo**

Part 4) Pellets

Pellets – If you have changed the settings on the Pellet Burners, you will have to reset all four Pellet Burners to the settings from before to make new pellets. If you do not remember the setting, set the left slider to 40, middle slider to 30 and right slider to 20 (40, 30, 20) and it will take about 4 hours for the pellets to form correctly. After they have formed be sure to test one of them in D’ni Ashem’en – Er’cana City Silo to make sure you get a white light. If you have the four pellets remaining from before, you can use those. To bring light to the Pellet Cave, you are going to need a buddy to help. When you find someone to help, have that person go to your Relto with you and use the Journey Link Page in the Er’cana Age Linking Book to link here. Your buddy is going to take one of the pellets to the Pellet Cave Upper Level, while you stand in the Pellet Cave Lower Level to watch what happens to the circle with the X. You need to link to the Ahnonay Age by using the Journey Link Page and then use the Bahro Stone – Pellet Cave Lower Level. [**Continue Walkthrough at Pellet Cave Part 3**](#)

Ahnonay Cathedral Age
Relto Linking Bookshelf Pages



Ahnonay Cathedral Age
Linking Books



Ahnonay Age
Bahro Stones
Items/Clothing
Relto Pages
Clues – [Appendix E](#)
Journey Cloths/Stones/Symbols
Walkthrough

Part 1) Linking Book – Ahnonay Age

Ahnonay Age – You find yourself standing in a small room looking at a door ahead. Walk forward and the doors will automatically open. In the next room is a hallway with symbols on the wall. Be sure to copy down the symbols because they will help at the end of the Ahnonay Age. The order of the symbols should be numbered as you get to them. (You will also find the same symbols in the Ae’gura Kadish Gallery at the top of the stairs). When you approach the end of the hallway, you see on the wall a diagram of what looks like 4 spheres connected together. Keep this in mind it will come in useful. At the end of the hallway you will also see a pedestal with the **Linking Book – Ahnonay Age**. **[Continue walkthrough at Ahnonay Age Part 1](#)**

Ahnonay Age

Relto Linking Bookshelf Pages



Journey Link
Linking Books



Ahnonay Age

Journey Gate



Ahnonay Cathedral Age



D'ni Rudenna

Bahro Stones



Pellet Cave Lower Level

Items/Clothing



Pub Watcher Jacket

1 Large Rukh Feather

Relto Pages



Clock



Storm

Clues – Appendix E

Journey Cloths/Stones/Symbols – Shell – 7



Journey Cloth #1



Journey Cloth #2



Journey Cloth #3



Journey Cloth #4



Journey Cloth #5



Journey Cloth #6



Journey Cloth #7

Walkthrough

Part 1) Journey Cloths #1-3, Linking Book – Ahnonay Cathedral Age, 1 Large Rukh Feather

Journey Cloth #1 – You find yourself on what appears to be on an island surrounded by water with what looks like islands surrounding further out. When you turn left, you see a big structure that looks like a clock sticking out of the water, this is a detector apparatus. The detector apparatus has a bunch of blue lights going around the middle. There is another feather here to collect. To get it type: /get feather and you will pick up **1 Large Rukh Feather**. To get this you must have the 7 Plain Feathers, the Red Feather, the Blue Feather, the Black Feather, the Silver Feather and the Duck Feather. On the ground there are these creatures that look like little crabs called Quabs. To get through this part of the age, you need to chase all the Quabs off the island by running towards them a directing them towards the water. As they fall off, you notice the blue lights on the detector apparatus disappear, so you can figure out the approximate locations of the quabs around the island. As you make your way about half way around the island, you will see on the rock wall **Journey Cloth #1**.

Linking Book Ahnonay Cathedral Age – Continue around the island chasing off the Quabs and make sure you check behind and on top of all the rocks to get every one. When you get to the other side of the island look at the detector apparatus to make sure there is only one blue light. You can also see a bookstand with the Linking Book – Ahnonay Cathedral Age. As you notice there are still two lights. As you walk back around you see there is still one Quab on a small island with a Hut like structure. To get to the small island, walk behind the rock with the Journey Cloth #1 and up the hill. You notice two rocks further out. Jump on to the first then to the second and finally into the water. Swim away from the rock, but

slightly to the right towards the hut structure. As you swim and drift, you will eventually end up on the small island. You can walk around the perimeter of the island by staying real close. Walk over to the stairs to the right and climb up. Make your way around the structure chasing off the quabs and noticing the closed door. This can not be opened yet. Now jump back into the water and swim for the main island. The easiest way is to swim around to the waterfall, fall into the lower level, swim across the center past the detector apparatus and climb out where the land slopes to the water. Once out of the water, turn to the left and go towards the Linking Book – Ahnonay Cathedral Age. If you have chased all 20 Quabs there will only be one blue light on the detector apparatus, which is yourself. From this you have learned that the detector apparatus shows living creatures around the island and on the small island. Link to the Ahnonay Cathedral age by using the [Linking Book – Ahnonay Cathedral Age](#). As you link out take note of the noise you hear, it sounds like a bunch of gears turning.

Journey Cloth #2 – You now find yourself standing back in the Ahnonay Cathedral Age; as before walk through the door, down the hallway and use the Linking Book – Ahnonay Age. Now you notice the same island, but it looks different. As you look around it looks like all the surrounding islands have been destroyed. The sky is cloudy with lightning, you hear thunder and the water has now been replaced by mist. The detector apparatus is still in the center. You will also notice some blue crystal objects around the island known as Ming Trees. When you walk into them they fall apart. As you keep running into the Ming Trees, you notice the blue lights on the locator apparatus disappear. There are 15 Ming Trees to find including one out on the island with the Hut structure. You can not swim out there since there is no water, but as you look down into the mist you can see a rock path leading over there. When you get over to the Hut structure and walk around the island be sure to walk into the Ming Tree. On one side of the Hut wall is **Journey Cloth #2**.

Linking Book Ahnonay Cathedral Age – Now return to the main island and make your way around touching the rest of the Ming Trees. When you get to the other side you see a bookstand with the Linking Book – Ahnonay Cathedral Age. Before you use the book make sure the detector apparatus is again showing one blue light. Now use the [Linking Book – Ahnonay Cathedral Age](#). As you link out again take note of the noise you hear, it sounds like a bunch of gears turning.

Journey Cloth #3 – You now find yourself standing back in the Ahnonay Cathedral Age; as before walk through the door, down the hallway and use the Linking Book – Ahnonay Age. You now find yourself on the same island, but it looks different. As you look around you notice you are in space with a bunch of small islands surrounding. The detector apparatus is still in the center, but it does not appear to be functional. As you walk around you notice in the direction where the Hut structure was before, there is a larger island with no way to walk there. As you look back at the small island you can see a Journey Cloth over there. Since you can not walk out to the island you must link there. Link back to Relto use the Journey Link Page in Ahnonay Age Linking Book. You now find yourself on that larger island and in front of you is **Journey Cloth #3**.

Linking Book Ahnonay Cathedral Age – Now link back to Relto and use the Ahnonay Age Link Page in the Ahnonay Age Linking Book. Make your way around to the other side and you see a bookstand with the Linking Book – Ahnonay Cathedral Age. Since the detector apparatus does not appear to be working you can now use the [Linking Book – Ahnonay Cathedral Age](#). As you link out again take note of the noise you hear, it sounds like a bunch of gears turning. You now find yourself standing back in the Ahnonay Cathedral Age; as before walk through the door, down the hallway and use the Linking Book – Ahnonay Age. You are again on the island where you started. [Continue walkthrough at Ahnonay Age Part 2a](#)

Part 2a) Journey Cloths #4-6, Relto Page – Clock, Relto Page – Storm, Spheres 1-3

Hut Inside – To make your way through the rest of this age, you need to get inside the Hut structure. Since your Journey Link on Relto is set for that location from touching the Journey Cloth #3 in the (Space) version of the age, link back to Relto and use the Ahnonay Age Journey Link Page. You find yourself standing in the Hut structure in (Water) version of the age. There are three ladders which you can climb to the top to get a nice view. On the wall in front of you is a wheel on the right. Turn the wheel, this stops the water current outside and allows you to swim around. Behind you is a door with a switch to the left and a light above. Use the lever next to the door to open it. Jump into the water and swim back to the main island. You notice it is much easier to swim. Walk around the main island to the Linking Book – Ahnonay Cathedral Age, link to the Ahnonay Cathedral Age and then link to the (Mist) version of the age. Now to get inside this Hut structure to see what is there. Link back to Relto and use the Journey Link Page in the Ahnonay Age Linking Book. You find yourself in the Hut structure in the (Mist) version of the age. This time there are four ladders you can climb. There is no way out of this hut structure and nothing in here either. Link back to Relto and use the Ahnonay Age Link Page in the Ahnonay Age Linking Book. Make your way to the Linking Book – Ahnonay Cathedral Age, link there and then to the (Space) version of the age. Again make your way around the island to the Linking Book – Ahnonay Cathedral Age, link there and then back to the (Water) version of the age.

Journey Cloth #4 – Now jump into the water and swim towards the islands. When you get closer you notice that what looked like surrounding islands are actually big screens with islands printed on them and you also notice behind the screens the sky touches the water not allowing you to swim any further. From this you have proof you are in some kind of sphere. As you swim around the outer edge you eventually get to an opening in the sky that looks like a doorway. Swim into the doorway to find yourself in what looks like a Maintenance Room. One of the metal docks on the right is lowered, swim over and climb out. On the wall you see the D’ni number 1. This must mean you are in **Sphere 1** (Water). As you look around you see an open door. Walk through the door and down the hallway. You come to an area where you see another door with a switch to the left. Do not touch the switch yet and keep walking down the hallway until you reach another open door. Walk through the door and you find yourself on the other side of the Maintenance Room. On the wall is **Journey Cloth #4**.

Journey Cloth #5 – Now walk back around the hallways, jump into the water and swim back to the main island. Use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age. Now link to Relto → Journey Link Page in the Ahnonay Age Linking Book and now you find yourself in another Maintenance Room. As you look around you can see the mist and the D’ni number 2 on the wall. This means you are now in **Sphere 2** (Mist). Across the way you see a Relto Page in front of a closed door. Walk out the open door ahead, down the hallway. You come to an area where you see another door with a switch to the left. Do not touch the switch and keep walking down the hallway until you reach another door. You can not find a way to open the door, but on the wall ahead of you is **Journey Cloth #5**.

Journey Cloth #6 – Link back to Relto → Ahnonay Age Link Page in the Ahnonay Age Linking Book. You are back on the main island of Sphere 2. Walk around to use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age. Now link to Relto, use the Journey Link Page in the Ahnonay Age Linking Book and now you find yourself in another Maintenance Room. Go through the open door to the right. As you look around outside the Maintenance Room you can see space, on the wall you see the D’ni number 3, which means you are in **Sphere 3** (Space). Also on the wall is **Journey Cloth #6**.

Relto Page Clock – Walk out the door and down the hallway until you get to an area with a closed door. On the floor is the **Relto Page – Clock**.

Relto Page Storm – Now to get the other Relto Page. Link to Relto → Ahnonay Age Link Page in the Ahnonay Age Linking Book and you are now on the main island in Sphere 3. Walk around to use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age to

link to Sphere 1. Walk around to use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age to link to Sphere 2. Now link to Relto → Journey Link Page in the Ahnonay Age Linking Book and now you find yourself in the Maintenance Room of Sphere 2. In front of you on the ground by the closed door is the **Relto Page – Storm**. Now link to Relto → Ahnonay Age Link Page in the Ahnonay Age Linking Book and now you find yourself on the main island of Sphere 2. Walk around to use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age to link to Sphere 3. Walk around to use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age to link to Sphere 1.

Spheres – Now put everything together that you have observed. You have seen 3 different versions of the same age. Remember from before the Ahnonay Cathedral shows 4 spheres connected together, so there must be a way there: **Sphere 1** (Water), **Sphere 2** (Mist), **Sphere 3** (Space), **Sphere 4** (?). It seems that Sphere 4 has been taken out of the rotation, so getting to Sphere 4 is what you need to figure out. You also have a basic understanding of how the age works. By linking to the Ahnonay Cathedral Age you can move between three different spheres of the same age. The Journey Cloth is used as a save point as usual, but here it has a unique function. If you touch the Journey Cloth in one sphere you can link to the same point in the same sphere by linking back to Relto and using the Journey Link Page in the Ahnonay Age Linking Book or if you have gone through the Ahnonay Cathedral Age to a different sphere, you can link to that same save point in another sphere by linking back to Relto and using the Journey Link Page in the Ahnonay Age Linking Book. Another point to keep in mind is the sphere where the detector apparatus detects something should be noted as the “active sphere”. Now you have to find a way to rotate the spheres so you can get to Sphere 4. [Continue walkthrough at Ahnonay Age Part 2b](#)

Part 2b) Journey Cloth #7, Journey Gate – D’ni Rudenna, Bahro Stone – Pellet Cave Lower Level, Pub Watcher Jacket, Sphere 4

Sphere 4 – Since you have searched this age and not found any way to get the spheres to rotate to Sphere 4, you may need someone to help you. Find another explorer or a buddy from your buddy list to help. Have your buddy wait on the main island while you swim out to the Maintenance Room. As you walk around the Maintenance Room try flipping the switch to the left of the door. Nothing happens. Walk to Journey Cloth #4 and have your buddy walk around the island to the Linking Book – Ahnonay Cathedral Age. Have your buddy look at the detector apparatus. Your buddy will notice only one blue light, which means by being in the Maintenance Room the detector apparatus can not detect you. Right now Sphere 1 is the “active sphere” because it is detecting your buddy as being present. Have your buddy link to the Ahnonay Cathedral Age to rotate the spheres and make Sphere 2 the “active sphere”. After your buddy has confirmed they are in Sphere 2, touch Journey Cloth #4, which will save your position in relation to the sphere rotation. This will save your position one quarter turn clockwise because you are not in the active sphere. Now walk around the Maintenance Room to the closed door and flip the switch to the left the door that did not work before. The switch is now active because Sphere 1 is no longer the “active sphere” and acts to manually rotate Sphere 1 back to the active position. When you flip the switch you will hear a lot of noise, which is the sphere you are located rotating back to the “active sphere”. You also notice the door does not open. At this point you buddy can link out and go back to doing what they were doing before. Now link to Relto → Journey Link Page in the Ahnonay Age Linking Book and now you find yourself in another Maintenance Room you have not seen. As you look around you see a D’ni number 4 on the wall. This means you are in **Sphere 4** (Statue).

Beyond Sphere 4 – Walk down the hallway and you will come to the area with the closed door and a switch to the left. Flip the switch and you will hear some noise, rotating Sphere 4 to the active position, and the door swings open. When you enter there is a long walkway with an imager at the end. This is the Ahnonay Imager Room. About halfway down the walkway are ladders going down on either side. Before you continue down the stairs have a look at the imager; what you see the main area of Sphere 4. Climb down either ladder and at the bottom will be a small area with a chair. Sit in the chair which will automatically lower you down into a small vehicle called a Vogondola and you are looking down a tunnel. The Vogondola has three control levers. The top lever raises the chair back up to where you came from, the lever on the left will rotate the Vogondola to face the opposite direction and the lever on the right will allow the Vogondola to move forward down the tunnel. Push the lever on the right forward and enjoy the ride. You will stop at a gate, push the lever on the right forward again to raise the gate and continue the ride in front of the waterfall. You will stop at another gate, push the right lever forward again to raise the gate and continue the ride to the end of the tunnel where you will see red lights. Now push the top lever to raise the chair up and out of the Vogondola to the area above, the Ahnonay Engineer Room.

Journey Cloth #7 – Ahead of you is a short hallway that leads to a small room. In front of you is a door that is closed. To the right of the door is a bed with some clothing draped over the edge, which is the **Pub Watcher Jacket**. To the left of the door is a control panel with eight buttons and some machinery on the ground. When you take a closer look at the control panel you see some symbols on the buttons. The symbols on the buttons of the control panel match the symbols on the stained glasses in the Ahnonay Cathedral Age or around the top level of the Ae’gura Kadish Gallery. The Ahnonay Cathedral Age and Ae’gura Kadish Gallery give you the correct combination that you need to press the buttons to unlock the door. To make this easier the top four buttons from left to right will be 1, 2, 3, 4 and the buttons on the bottom from left to right will be 5, 6, 7, 8. Here is the order the buttons need to be pressed: 1 = 3rd (Press button 1 third), 2 = 2nd (Press button 2 second), 3 = 1st (Press button 3 first), 4 = 4th (Press button 4 fourth), 5 = 6th (Press button 5 sixth), 6 = 7th (Press button 6 seventh), 7 = 8th (Press button 7 eighth), 8 = 5th (Press button 8 fifth). Press buttons in this order: (3, 2, 1, 4, 8, 5, 6, 7). When pressed in the correct order, the door will open. Once inside turn left, press the button in front of the window to open it and to get a great view of the Ahnonay Age and all 4 Spheres. Continue walking around the room and on the wall next to another door you will see **Journey Cloth #7**.

Journey Gate – Behind you on the table is the **Bahro Stone – Pellet Cave Lower Level**. If you have found all 7 Shell Journey Cloths, walk out the other door and down the walkway and get another great view of the Ahnonay Age and all 4 spheres. If you found all 7 Shell Journey Cloths, at the end of the walkway you should see a gate in the shape of a shell. Walk into the **Journey Gate – D’ni Rudenna**. [Continue walkthrough at D’ni Rudenna \(Bahro Caves\) Part 5b](#)

Part 3) Bahro Stone – Pellet Cave Lower Level

Bahro Stone Pellet Cave Lower Level – Now you can use the **Bahro Stone – Pellet Cave Lower Level** to link there. [Continue walkthrough at Pellet Cave Part 2](#) (Before you continue there is an **optional** and **not necessary** step to see Spheres 1-3 on the Imager in the Ahnonay Imager room. [Continue walkthrough at Ahnonay Age Part 4](#)

Part 4) Spheres 1-4

To see the other Spheres 1-3 on the imager here is what you need to do. After you have touched Journey Cloth #7, link to Relto, use the Ahnonay Age Link Page in the Ahnonay Age Linking Book and now you find yourself in the main area of Sphere 4. You find yourself in a building with a huge statue of Guild Master Kadish in the center. Walk around the platform to the other side use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age to link to Sphere 1. Now link to Relto → Journey Link Page in the Ahnonay Age Linking Book and now you find yourself back in the Ahnonay Engineer Room. Walk down the hall, sit in the chair and take the Vogondola back to the other side which is the Ahnonay Imager Room. Walk up the ladder to see Ahnonay Age Sphere 1 on the imager. Link to Relto → Ahnonay Age Link Page in the Ahnonay

Age Linking Book and now you find yourself on the main island of Sphere 1. Walk around the island and use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age to link to Sphere 2. Now link to Relto → Journey Link Page in the Ahnonay Age Linking Book and now you find yourself back in the Ahnonay Engineer Room. Walk down the hall, press the button next to where the chair is to recall the Vogondola chair, sit in the chair and take the Vogondola back to the other side which is the Ahnonay Imager Room. Walk up the ladder to see Ahnonay Age Sphere 2 on the imager. Link to Relto → Ahnonay Age Link Page in the Ahnonay Age Linking Book and now you find yourself on the main island of Sphere 2. Walk around the island and use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age to link to Sphere 3. Now link to Relto → Journey Link Page in the Ahnonay Age Linking Book and now you find yourself in the Ahnonay Engineer Room. Walk down the hall, press the button next to where the chair is to recall the Vogondola chair, sit in the chair and take the Vogondola back to the other side which is the Ahnonay Imager Room. Walk up the ladder to see Ahnonay Age Sphere 3 on the imager. To get back to Sphere 4 you are going to have to link to Relto → Ahnonay Age Link Page in the Ahnonay Age Linking Book and now you find yourself on the main island of Sphere 3. Walk around the island and use the Linking Book – Ahnonay Cathedral Age → Linking Book – Ahnonay Age to link to Sphere 1. You will again need to follow the process as before with getting help from a buddy to rotate the spheres while you are in the Sphere 1 Maintenance Room, save your position by touching Journey Cloth #4 in the Sphere 1 Maintenance Room, flip the switch next to the closed door, link to Relto to use the Journey Link Page in the Ahnonay Age Linking Book to link to the Sphere 4 Maintenance Room, flip the switch to the left of the closed door to open the door, ride the Vogondola to the Ahnonay Engineer Room and touch Journey Cloth #7. **Continue walkthrough at Ahnonay Age Part 3**

Pellet Cave



Pellet Cave Upper Level
(Link from Bahro Stone in Er'cana Age)



Pellet Cave Lower Level
(Link from Bahro Stone in Ahnonay Age)

Linking Books
Bahro Stones
Items/Clothing
Relto Pages
Clues



Pellet Burner Setting #1



Pellet Burner Setting #2



Pellet Burner Setting #3

Journey Cloths/Stones/Symbols
Walkthrough

Part 1) Pellet Cave Upper Level

You find yourself standing in another Cave with a hole in the center leading to the lower level of the cave, but you can not jump down. If you jump around the center you can see below on the wall a circle with an X through it. As you look around you see a bunch of markings on the wall. These are settings for the Er'cana Pellet Burners: **Pellet Burner Setting #1**, **Pellet Burner Setting #2**, **Pellet Burner Setting #3**. By counting the number of lines around the picture in the center, the settings can be figured out. Setting #1 (Time) (40), Setting #2 (Weight) (30), Setting #3 (Temperature) (20). Match the pictures to the sliders in the scopes for the Er'cana Pellet Burners. Link to Relto and then use the Journey Link Page in the Er'cana Age Linking Book. [Continue walkthrough at Er'cana Age Part 2](#)

Part 2) Pellet Cave Lower Level

You find yourself standing in another Cave with a pool of water in the center. As you look around you notice it is very dark and on the wall you see a circle with an X through it. When you look up you can see the upper level of the cave. To see better you need to bring some light down here and to do so you have to drop a pellet from the upper to the lower level. [Continue walkthrough at Er'cana Age Part 4](#)

Part 3) Glyphs

Once you have returned here to the Pellet Cave Lower Level, have your buddy go to the Pellet Machine and take a pellet to your Pellet Cave Upper Level. Make sure you are facing the wall with the circle with the X and be ready to take a KI Picture when the symbols appear. After your buddy drops the pellet from the Pellet Cave Upper Level you will see/hear it fall into the small pool of water behind you. The cave will light up for about 10-15 seconds. You will see some Glyphs become visible on the walls and you will see some symbols light up in the circle with the X. Make sure you take a KI picture of the symbols in the circle with the X because you will need to remember them to enter them in the imager in the D'ni Riltagamin. If you missed the symbols the first time, meet your buddy somewhere and repeat dropping the pellet. After you get the symbols in the circle with the X link to Relto and use the Linking Book – D'ni Riltagamin – Sun Cleft. [Continue walkthrough at D'ni Riltagamin Part 3](#)

D'ni Ashem'en (Uran District)

Er'cana City Silo



D'ni Ashem'en – Er'cana City Silo
(Link from Book in Er'cana Age)

Linking Books



Er'cana Pellet Machine Room

Linking Books

Bahro Stones

Items/Clothing

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

Part 1) Er'cana City Silo

A) Linking Book – Pellet Machine Room

This is the Er'cana City Silo, which is an island know to the D'ni as Ashem'en which is in the Uran District. When you link here from the Er'cana Pellet Machine Room, and if you have a pellet, you place the pellet into a pellet test machine. You see a blue bar move as the pellet is being scanned. If you made the white pellet the indicator will go 7/10 to the top. After the scanning is finished, the machine will drop the pellet into the water below. Depending on what the level of the pellet, there will be a difference in the amount of light given off from the water below. The white pellets will produce a bright light. When you drop the white pellets in the water you pellet score will increase in you KI Main Screen. Now explore around. Behind you there is a [Linking Book – Er'cana Pellet Machine Room](#) and a ladder going to the second level. Climb the ladder and notice the big door at the top. Unfortunately you can not walk out of the door and explore, so climb back down the ladder. The other four remaining pellets you will need after you complete the Ahnonay Age. If you choose to do the optional step of helping to bring light to the cavern, then you will need to bring the remaining pellets here and follow the next step. To do that, use the Linking Book – Er'cana Pellet Machine Room to bring the four remaining pellets here as you did the first. If you choose to help bring light to the cavern, you will need to remake the pellets later that you just made. [Continue walkthrough at D'ni Ashem'en \(Uran District\) – Part 1B Er'cana City Silo](#)

B) Pellet Levels/Lighting the Cavern

This is *optional*, but you can help bring light to the cavern. To feed the lake you will need to make pellets that give off an orange or white glow. There are 12 different types of pellets you can make. Levels 1.0, 2.0, and 3.1 will give you steam & bubbles (high, medium and low), level 3.2 will be a dud and give no glow, level 4.0 will be a low orange glow, level 5.0 will be a medium orange glow, level 6.0 will be a high orange glow, level 7.0 will be a white glow, and levels 8.0, 9.0 and 10.0 will give an explosion (low, medium and high). When you drop good pellets (levels 4.0-7.0) your KI score will increase. When you drop bad pellets (levels 1.0-3.2 or 8.0-10.0) you will get no score and inhibit lighting the lake. To make the best pellets set the Pellet Burner sliders in all four scopes to 30, 30, 30 in the Er'cana Age, which will give a level of 6.0 and will give a bright orange glow when dropped in D'ni Ashem'en. To keep adding pellets to the lake, just keep resetting the Pellet Burners in the Er'cana Age after you have dropped all five pellets here. This takes about 3 hours to make these pellets. To continue your journey, link to the Nexus Age and go to the D'ni Neighborhood Kirel. [Continue walkthrough at D'ni Kirel](#)

D'ni Kirel

Nexus Link



Kirel

Linking Books



Nexus Age

Bahro Stones

Items/Clothing



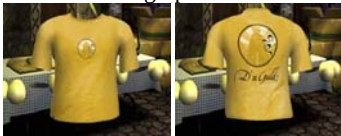
Guild of Cartographers T-shirt



Guild of Greeters T-shirt



Guild of Maintainers T-shirt



Guild of Messengers T-shirt



Guild of Writers T-shirt

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

Part 1) Guild of Cartographers T-shirt, Guild of Greeters T-shirt, Guild of Maintainers T-shirt, Guild of Messengers T-shirt, Guild of Writers T-shirt

Fountain Courtyard – This is the D'ni Kirel Neighborhood. The lay out is basically a mirror image of the D'ni Bevin Neighborhood. At the arrival point you find yourself in the Fountain Courtyard and you are facing a balcony that overlooks the huge orange/yellow lake of the D'ni Cavern. Behind you is a fountain which has no water. On the wall to the left the balcony there is an imager that displays recent visitors. There are a few stairways. The large stairway leading down to the left takes you to a Light Garden. Up the large stairways to the right lead you to the Community Room. Up the small stairway to the left is a bridge that leads to another courtyard with two closed doors with blue buttons. At the bottom of the large stairway to the right is a big sign with a message telling you this is Kirel and to look at the different tables for information on different guilds. There is also a table with blue balloons. Walk over to the table and when you read the piece of paper it explains about the different guilds. This one happens to be the Guild of Cartographers. On the table is also the **Guild of Cartographers T-shirt**. Across the Fountain Courtyard there is another table with green balloons. Walk over to the table and when you read the piece of paper it explains about the different guilds. This one happens to be the Guild of Greeters. There also happens to be a **Guild of Greeters T-shirt**.

Community Room – Go up the large stairway next to the table with the blue balloons. At the top are three doors that lead into the Community Room Foyer. As you enter the foyer there are two doors that lead to the Community Room. Now exit the Community Room then foyer and turn left. As you continue across the walkway you walk down a set of stairs and see a hallway with four doors and another set of stairs that leads back down to the Fountain Courtyard. Continue down the hallway with the four doors. In the distance you see the Book Room. Just past the four doors are some stairs leading down. Walk down the stairs and you will see a set going up next to a waterfall, which leads to a Courtyard, and a small stairway going down. Go down the small stairway, walk down the alley which leads to the Light Garden.

Light Garden – In the alcove by the Light Garden is another table with black balloons. Walk over to the table and when you read the piece of paper it explains about the different guilds. This one happens to be the Guild of Writers. There also happens to be a **Guild of Writers T-shirt**. Walk through the Light Garden and go up the stairs on the other side and when you reach the top, walk into the open door.

Book Room – This is the Book Room. In the front are three empty book stands and in the center is the **Linking Book – Nexus Age**. Walk back out to the Courtyard. The door on the other side leads back to the Fountain Courtyard.

Courtyard – Across the Courtyard is a locked door which is assumed to be the Kirel Classroom and to the left of that another table, this time with yellow balloons. Walk over to the table and when you read the piece of paper it explains about the different guilds. This one happens to be the Guild of Messengers. There also happens to be a **Guild of Messengers T-shirt**. Continuing to the left is another locked door assumed to be the Kirel Meditation Room. Further to the left is another table, this time with pink balloons. Walk over to the table and when you read the piece of paper it explains about the different guilds. This one happens to be the Guild of Maintainers. There is also a **Guild of Maintainers T-shirt**. **Note by obtaining the shirts does not mean you are a member of that Guild, the purpose of the Guild T-shirts are to show your support for that Guild*. By wearing one of the Guild T-shirts, or having a Guild T-shirt in your closet on Relto, when you enter the Nexus Age you will see in the display a link*

to a Guild Pub. You can change which Guild Pub you visit by changing which Guild T-shirt you own. The stairs to the left just take you back down to the lower level of Kirel. Walk over to the bridge that over looks the Light Garden. On the bridge you will notice three switches. Press them to turn on/off the lights in the Light Garden. That is about all there is to do here. Link back to Relto and use the Jalak Dador Age Linking Book; or go to the Library on Ae'gura to get the book if you have not done so. [**Continue walkthrough at Jalak Dador Age**](#)

Jalak Dador Age

Relto Linking Bookshelf Pages



Jalak Dador Age

Linking Books
Bahro Stones
Items/Clothing



Spark #08

1 Duck Feather

Relto Pages
Clues

Journey Cloths/Stones/Symbols

Walkthrough

This age is a D'ni gaming arena as you found out from reading the Jalak Journal. There is no set game for this age, so make up anything you want. You find yourself standing on a platform grid with 25 squares (5 X 5). There are four different symbols, one in each corner. If you try to walk off you will hit a force field that won't let you off. On the outer sides of the grid are areas with windows in them and flags at the top. The squares you see are actually pillars that move up and down. By clicking on the top of the square you can move them up one level and by clicking on the side you can move them down one level. From the bottom to the top there are 20 different heights for the pillars, they are all set at the default height of 10 when you enter the age. You also notice that there is a new function in the KI at the bottom. When you push the flashing icon at the bottom of the KI it opens up a control panel for this age. Now the buttons on the control panel of the KI can move the pillars up, down, mixed heights, toggle the force field on/off, allow different shaped widgets to form and clear the grid. The first button on the left will set all the pillars at the lowest position, the second button on the left will set all the pillars at position 10, the third button on the left will set all the pillars at position 20, the fourth and fifth buttons on the left will set the pillars at different heights and the sixth button on the left will deactivate/activate the force field around the grid. The first button on the right will activate a glowing sphere widget, the second button on the right will activate a small glowing cube widget, the third button on the right will activate a large glowing cube widget, the fourth button on the right will activate a large glowing rectangle widget, the fifth button on the right will activate a glowing triangular wedge widget, and the sixth button on the right will clear all the widgets from the grid. There is a maximum of 5 widgets per shape allowed at one time, so 25 total. If you turn the force field off, you can jump on the four surrounding areas. Unfortunately you can't jump down to the ground. If you try, you automatically link back to Relto. Now use the button on the control panel to raise the pillars up to height 20 and you will see in the center **Spark #08**. It may not always be there because it is only available in August. Walk over it and you will hear a noise. This will add a candle with the D'ni number 8 to the Calendar Pinnacle on your Relto. There is also another feather here to collect. To get it type: /get feather and you will pick up **1 Duck Feather**. To get this you must have the 7 Plain Feathers, the Red Feather, the Blue Feather, the Black Feather and the Silver Feather. That is about all there is to this age, so go by yourself or with a group of friends and make up your own games. Link back to Relto and then use the Nexus Age Linking Book to visit a Guild Pub. [Continue walkthrough at D'ni Guild Pubs](#)

D'ni Guild Pubs

Nexus Link



The Cartographers Pub



The Greeters Pub



The Maintainers Pub



The Messengers Pub



The Writers Pub

Linking Books

Bahro Stones

Items/Clothing

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself standing in an area similar to The Watcher's Pub, but this area is a Guild Pub. The actual location of where they are in D'ni is unknown at this time, but it is possible they are in the Guild Hall on Ae'gura Island. There really is not much to do here, however this place is mainly for gathering of supporters of the same D'ni Guild. In the center you see an imager that can be used to upload pictures and messages from your KI. To get to the other Guild Pubs, you need to be wearing, or have in your closet on Relto, one of the other Guild T-Shirts you find in Kirel when you enter the Nexus. Now to go back to that hidden niche in Teledahn, link back to Relto and use the Journey Link Page in the Teledahn Age Linking Book. [Continue walkthrough at Teledahn Age Part 5](#)

Phil's Relto Age



Phil's Relto

Linking Books

Bahro Stones

Items/Clothing



DRC Vest



Spark #10

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

You find yourself on another Relto that is not yours and notice a night sky. This Relto belonged to Phil Henderson, a DRC member. Go into the Hut and when you look around you notice that the Linking Bookshelf is filled with books, but unfortunately you can not access any of them. On the other book shelf is the informational book to the first four ages you visited, Teledahn, Gahreesen, Kadish Tolesa and Eder Gira/Eder Kemo. You also notice Phil's Journal, which you can read, and the **DRC Vest**. As you explore around you will see on the dock **Spark #10**. It may not always be there because it is only available in October. Walk over it and you will hear a noise. This will add a candle with the D'ni number 10 to the Calendar Pinnacle on your Relto. There is really not much to do here. Link back to your Relto and use the Nexus Age Linking Book to link to The Watcher's Pub. [Continue walkthrough at D'ni Ae'gura Island \(J'taeri District\) Part 1B – The Watcher's Pub](#)

D'ni K'veer Island

Nexus Link



K'veer

Linking Books



Nexus Age



Myst Island Age

Bahro Stones

Items/Clothing

Relto Pages

Clues

Journey Cloths/Stones/Symbols

Walkthrough

Part 1) Linking Book – Myst Island Age

Myst Island Age – You find yourself standing in front of a large window in which you can see Ae'gura Island off in the distance. When you turn you notice two staircases on either side of the room and between the staircases a Nexus Linking Station with a **Linking Book – Nexus Age**. Place your arm in the machine and it will add a link to your Nexus and will allow you to link from the Nexus to K'veer Island at this point. As you walk up the staircase you are standing on a large balcony that overlooks the area below and there are two small windows that look in to the hallway on the other side of the wall. Walk back down the staircase and stand facing the Nexus Linking Station. To your left you will see a doorway under the staircase that leads out into a hallway. You can go two ways here. If you turn left and walk down, your path is blocked by a pile of rocks. If you turn right you will walk up some stairs and through a doorway. This is the area you saw before when looking through the small windows on the balcony. If you continue all the way up, your path will be blocked by a pile of rocks. Just before the last set of stairs you will see a doorway on the right that leads into a large room. As you look around you see six other closed doors which you can not get through; a bookshelf is blocking one of the doors and there is a desk with nothing on top. In the center on a book stand is the **Linking Book – Myst Island Age**. There really is nothing else to do here so use the Linking Book – Myst Island Age to go there. [Continue walkthrough at Myst Island Age](#)

Myst Island Age

Relto Linking Bookshelf Pages



Myst Island Age
Linking Books
Bahro Stones
Items/Clothing



Catherine's Shirt



Spark #12

Relto Pages



Fireplace

Clues

Journey Cloths/Stones/Symbols
Walkthrough

Part 1) Relto Page – Fireplace, Catherine's Shirt, Spark #12

Relto Page Fireplace – You find yourself standing in a small room. In front of you on the ground is **Spark #12**. It may not always be there because it is only available in December. Walk over it and you will hear a noise. This will add a candle with the D'ni number 12 to the Calendar Pinnacle on your Relto. To your immediate left is a closed door and on the wall to the right of the door is a picture/map of Myst Island. To the left of the door is a Fireplace. Continuing around the room next to the Fireplace is a Book Stand with nothing on it, next to that is a picture on the wall that looks like it has been destroyed. To the left of the destroyed picture is a Bookshelf with some clothing which is **Catherine's Shirt**. To the left is another picture that looks as if it has been destroyed. To the left is another book stand with the **Relto Page – Fireplace**. There really is not anything else to do here, so link back to Relto. [Continue walkthrough at Relto Age Part 5](#)

D’ni Rudenna (Bahro Caves)

Gahreesen Age, Teledahn Age, Kadish Tolesa Age and Eder Gira Age/Eder Kemo Age (Path of the Hand Journey)

Part 1a) From the Gahreesen Age you link here. Listen to Yeesha’s speech, touch the hand symbol on the wall and watch the Bahro Pole disappear. This will add a Stone Wedge to the Stone Well on your Relto and place a Bahro Pole on the Gahreesen Age Bahro Pillar. Note the marking on the ground, jump off the edge into the star filled sky and land on your Relto. [Continue walkthrough at Teledahn Age Part 3](#)

Part 1b) From the Teledahn Age you link here. Listen to Yeesha’s speech, touch the hand symbol on the wall and watch the Bahro Pole disappear. This will add a Stone Wedge to the Stone Well on your Relto and place a Bahro Pole on the Teledahn Age Bahro Pillar. Note the marking on the ground, jump off the edge into the star filled sky and land on your Relto. After you return to Relto, go to the Bahro Pillar for the Kadish Tolesa Age. (From the hut it will be the second one on the right). [Continue walkthrough at Kadish Tolesa Age Part 1](#)

Part 1c) From the Kadish Tolesa Age you link here. Listen to Yeesha’s speech, touch the hand symbol on the wall and watch the Bahro Pole disappear. This will add a Stone Wedge to the Stone Well on your Relto and place a Bahro Pole on the Kadish Tolesa Age Bahro Pillar. Note the marking on the ground, jump off the edge into the star filled sky and land on your Relto. After you return to Relto, go to the Kadish Tolesa Age Linking Book and use the Journey Link Page. [Continue walkthrough at Kadish Tolesa Age Part 4](#)

Part 1d) From the Eder Kemo Age you link here. Listen to Yeesha’s speech, touch the hand symbol on the wall and watch the Bahro Pole disappear. This will add a Stone Wedge to the Stone Well on your Relto and place a Bahro Pole on the Eder Gira Age Bahro Pillar. Note the marking on the ground, jump off the edge into the star filled sky and land on your Relto. [Continue walkthrough at Relto Age Part 4](#)

Eder Delin Age and Eder Tsogal Age (Path of the Spiral Journey)

Part 2a) From the Eder Delin Age you link here. In the center you see a rotating Stone Ring divided into two Stone Wedges or one if you already completed Eder Tsogal. Touch the spiral symbol on the wall and you will see one of the Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. [Continue walkthrough at Eder Tsogal Age](#) or [Continue walkthrough at D’ni Bevin Part 4a](#)

Part 2b) From the Eder Tsogal Age you link here. In the center you see a rotating Stone Ring divided into two Stone Wedges or one if you completed Eder Delin. Touch the spiral symbol on the wall and you will see one of the Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. [Continue walkthrough at Eder Delin Age](#) or [Continue walkthrough at D’ni Bevin Part 4a](#)

Negilahn – Pod 18, Dereno – Pod 25, Payiferen – Pod 13, and Tetsonot – Pod 06 (Path of the Zik Journey)

Part 3a) From Negilahn – Pod 18 you link here. In the center you see a rotating Stone Ring divided into 4 Stone Wedges. Touch the pod symbol on the wall and you will see one of the 4 Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. [Continue walkthrough at Dereno – Pod 25](#)

Part 3b) From Dereno – Pod 25 you link here. In the center you see a rotating Stone Ring divided into 4 Stone Wedges. Touch the pod symbol on the wall and you will see one of the 4 Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. [Continue walkthrough at Payiferen – Pod 13](#)

Part 3c) From Payiferen – Pod 13 you link here. In the center you see a rotating Stone Ring divided into 4 Stone Wedges. Touch the pod symbol on the wall and you will see one of the 4 Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. [Continue walkthrough at Tetsonot – Pod 06](#)

Part 3d) From Tetsonot – Pod 06 you link here. In the center you see a rotating Stone Ring divided into 4 Stone Wedges. Touch the pod symbol on the wall and you will see one of the 4 Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. After you return to Relto, use the Minkata Age linking book; or go to the Library on Ae’gura Island to get the book if you have not done so. [Continue walkthrough at Minkata Age](#)

Minkata Age (Path of the Scar Journey)

Part 4) From the Minkata Age you link here. In the center you see a rotating Stone Ring. Touch the scars symbol on the wall and you will see one of the Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. Using the Nexus Age Linking Book, link there, interface with the Nexus and then link to The Watchers Pub. [Continue walkthrough at D’ni Ae’gura Island \(J’taeri District\) Part 1A – The Watcher’s Pub](#)

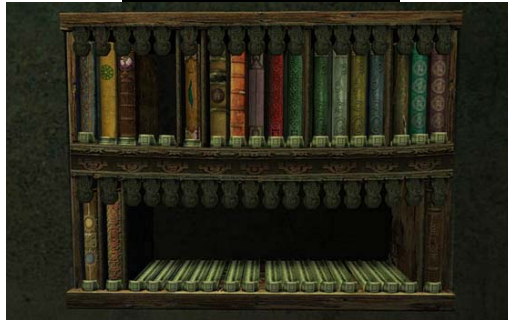
Er’cana Age and Ahnonay Age (Path of the Shell Journey)

Part 5a) From the Er’cana Age you link here. In the center you see a rotating Stone Ring divided into two Stone Wedges or one if you already completed Ahnonay. Touch the shell symbol on the wall and you will see one of the Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. Now use the Journey Link Page in the Er’cana Age Linking Book. [Continue walkthrough at Er’cana Age Part 3](#)

Part 5b) From the Ahnonay Age you link here. In the center you see a rotating Stone Ring divided into two Stone Wedges or one if you already completed Er’cana. Touch the shell symbol on the wall and you will see one of the Stone Wedges disappear through the center. This will add a Stone Wedge to the Stone Well on your Relto. Jump off the edge into the star filled sky and land on your Relto. Link back to the Ahnonay Age using the Journey Link Page in the Ahnonay Age Linking Book. [Continue walkthrough at Ahnonay Age Part 3](#)

Appendix A

Relto Linking Bookshelf



01) D'ni Bevin



Bevin



Bevin Balcony

(Link from Bahro Stone in Gahreesen)



Bevin Classroom Rooftop

(Link from Bahro Stone in Eder Kemo)

02) Nexus Age



Nexus Age

03) D'ni Age



Ae'gura Palace Balcony 1

(Link from Bahro Stone in Gahreesen Age)



Ae'gura Baron's Office

(Link from Book in Teledahn Age)



Ae'gura Kadish Gallery

(Link from Book in Kadish Tolesa Age)



Ae'gura Palace Balcony 2

(Link from Bahro Stone in Kadish Tolesa Age)



Ae'gura Tokotah Rooftop

(Link from Bahro Stone in Eder Gira Age)



Ae'gura Great Zero Observation

(Link from Book in Bevin)



Ae'gura Tokotah Courtyard

(Link from Bahro Stone in Bevin)



Descent/Great Shaft

(Link from Bahro Stone in Ae'gura)



Ae'gura Old Spy Room

(Link from Bahro Stone in Teledahn Age)



K'veer
(Link from Journey Gate in D'ni Riltagamin)

04) Empty

05) Empty

06) D'ni Riltagamin



Cleft Rain



Cleft Sun

07) Gahreesen Age



Journey Link



Gahreesen Age



Gahreesen Prison

08) Teledahn Age



Journey Link



Teledahn Age



Teledahn Mushroom Stump



Teledahn Dock

09) Kadish Tolesa Age



Journey Link



Kadish Tolesa Age



Kadish Tolesa Alternate Vault



Kadish Tolesa Pyramid Top

10) Eder Gira Age



Journey Link



Eder Gira Age

11) Eder Kemo Age



Journey Link



Eder Kemo Age

12) Negilahn – Pod 18



Negilahn – Pod 18

13) Dereno – Pod 25



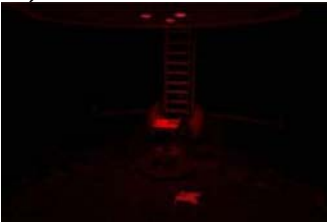
Dereno – Pod 25

14) Payiferen – Pod 13



Payiferen – Pod 13

15) Tetsonot – Pod 06



Tetsonot – Pod 06

16) Er'cana Age



Journey Link



Er'cana Age

17) Ahnonay Cathedral Age



Ahnonay Cathedral Age

18) Ahnonay Age



Journey Link



Ahnonay Age

19) Minkata Age



Minkata Age

20) Jalak Dador Age



Jalak Dador Age

21) Empty

22) Empty

23) Empty

24) Empty

25) Empty

26) Empty

27) Empty

28) Empty

29) Empty

30) Empty

31) Empty

32) Empty

33) Empty

34) Empty

35) Empty

36) Myst Island Age



Myst Island Age

Note links may not appear in order as listed above, depending on what order you obtained them

Reward Clothing



DRC Hard Hat

Age: D'ni Ae'gura Island
Location: On some tables
 Ae'gura Tokotah Rooftop.



D'ni Helmet

Age: Kadish Tolesa Age
Location: Alternate Vault.
currently missing



Santa Hat

Age: Relto Age
Location: Closet at Christmas.



St. Patrick's Day Hat

Age: Relto Age
Location: Closet in March.



Pith Helmet

Age: Eder Gira Age
Location: Upper Cave.



D'ni Goggles

Age: D'ni Riltagamin Cleft Rain
Location: On a table in the
 room with Atrus's letter.



Yeesha's Journey Shirt

Age: D'ni Riltagamin Cleft Rain
Location: Yeesha gift for the first journey.



Zandi's Shirt

Age: D'ni Riltagamin Cleft Rain
Location: Hanging from Zandi's trailer



Kerath's Arch Shirt

Age: D'ni Ae'gura Island
Location: Great Stairs first landing table.
only available for the first month the cavern was open



Explorers Basketball Jersey

Age: Relto Age
Location: Closet for March
 Madness.



Tie Dye T-Shirt

Age: Teledahn Age
Location: On top of some crates by Journey Cloth #6.



Field Vest Male

Age: Er'cana Age
Location: Roof of the Pellet Machine Room.



Field Vest Female

Age: Er'cana Age
Location: Roof of the Pellet Machine Room.



Guild of Cartographers T-shirt

Age: Kirel Neighborhood
Location: Near the fountain.



Guild of Greeters T-shirt

Age: Kirel Neighborhood
Location: Near the fountain.



Guild of Maintainers T-shirt

Age: Kirel Neighborhood
Location: Courtyard by the Linking Book Room.



Guild of Messengers T-shirt

Age: Kirel Neighborhood
Location: Courtyard by the Linking Book Room.



Guild of Writers T-shirt

Age: Kirel Neighborhood
Location: Down the stairs next to the Light Garden.



DRC Vest

Age: Phil's Relto Age
Location: On a bookshelf in the hut.



Pub Watcher Jacket

Age: Ahnonay Age
Location: On a bed across from the control panel.



Catherine's Shirt

Age: Myst Island Age
Location: On the empty bookshelf.



Hiking Boots

Age: Minkata Age

Location: Cave #4 at night.



V'ahns Shoes

Age: Relto Age

Location: Added clothing item.

Special Clothing



Greeter Shirt

Age: Relto Age

Location: Closet for Guild of Greeters members.



Mysterium 2006 Shirt

Age: Relto Age

Location: Closet with code from Mysterium 2006.



Mystralia 2006 Shirt

Age: Relto Age

Location: Closet with code from Mystralia 2006.



Relto Age Book



Relto Age



Sun & Moons



Waterfall



Decorations



Roof



Logs & Stones



Dock



Island Pinnacles



Rain



Music Player



Tree



Imager



Butterflies



Fireplace



Bench



Fire Marbles



Lush Greenery



Clock



Birds



Calendar Pinnacle



Deciduous Leaf



Grass



Er'cana Plants



Storm



Bahro Pillars

Relto Pages



Sun & Moons – Ae’gura in the Museum on a book stand between the Payiferen and Dereno Linking Books

Waterfall – Gahreesen Prison on one of the beds.

Decorations – Eder Kemo Age on a ledge in the Puffer Plant Garden.

Roof – Teledahn Age behind some crates in the Teledahn Office.

Logs & Stones – Gahreesen Age in the crack in the floor near the first journey cloth.

Dock – Teledahn Age on the dock when you link from the Bahro Stone from Ae’gura.

Island Pinnacles – Bevin Neighborhood in the Light Garden on the side of the window.

Rain – D’ni Riltagamin in the imager after completing the first journey.

Music Player – Descent/Great Shaft in the Eder Tomahn on a bed.

Tree – Kadish Tolesa Age in the clearing across the canyon.

Imager – Ae’gura Great Zero next to the main stairs.

Butterflies – Kadish Tolesa Alternate Vault on the upper level.

Fireplace – Myst Island Age empty book stand on the wall.

Bench – Eder Delin Age on the bench to the left of the fountain.

Fire Marbles – Er’cana Age in the first drain well to the left.

Lush Greenery – Negilahn Pod 8 on the upper level.

Clock – Ahnonay Age Sphere 3 on the floor in the Maintenance Room.

Birds – D’ni Riltagamin near the broken telescope.

Calendar Pinnacle – D’ni Riltagamin in the fire pit next to Zandi’s Trailer.

Deciduous Leaf – Eder Delin Age in the gazebo to the right of the Bahro Door.

Grass – Eder Tsogal Age on the back side of the rock at the far end.

Er’cana Plants – Er’cana Age straight ahead from the link in spot in the alcove on the backside of the plant.

Storm – Ahnonay Age Sphere 2 in front of the door in the Maintenance Room.

Bahro Pillars – D’ni Riltagamin on a stand in the Cave of the Cleft.

Sparks



Spark #01



Spark #02



Spark #03



Spark #04



Spark #5



Spark #06



Spark #07



Spark #08



Spark #09



Spark#10



Spark#11



Spark #12

Spark #01 – January – Gahreesen Age in the Training Center hallway.

Spark #02 – February – Kadish Tolesa Age in the Pillar Room.

Spark #03 – March – Eder Gira Age near the waterfall.

Spark #04 – April – Gahreesen Age in the Gahreesen Prison.

Spark #05 – May – Descent/Great Shaft on the wall.

Spark #06 – June – Minkata Age Cave #2.

Spark #07 – July – Er'cana Age near the broken track on the ground.

Spark #08 – August – Jalak Dador Age in the center of the gaming board with the pillars at the highest level.

Spark #09 – September – Teledahn Age in the prison cell area near the hidden niche.

Spark #10 – October – Phil's Relto on the dock.

Spark #11 – November – Great Zero Calibration Chamber on the landing of the stairs.

Spark #12 – December – Myst Island Age Library floor.

Music Players



Music Player #01 Music Player #02

Music Player #01 – Relto (with Yeesha Relto Page Music Player) – adds Gehn's Theme music to Relto

Music Player #02 – Ae'gura Kadish Gallery – adds Kadish Gallery music to Relto

Appendix B

KI



Description/Basic Functionality

The KI is the main source of communication in the cavern. When you look at the KI you see a bunch of items. The top right button toggles the **KI Main Screen** on/off, the middle right button toggles the sounds on/off, the bottom right is a “speaker/microphone for voice chat”, the button at the bottom middle toggles the **Chat/Display**, the white button at the top middle takes a **KI Picture**, the golden book in the middle is a **Journal/Message Center** so you can write things down or type a message, the white circle icon on the left and outer lights are for **Markers/Marker Missions**, the white flashing icon in the bottom middle is for **Jalak Dador Controls** when in the Jalak Dador Age and the green pellet icon in the bottom middle for **Uploading Pellet Scores** on Bevin Neighborhood imagers.

KI Main Display

When you open up the main display there are a bunch of items that appear. In the top right you see some symbols. These are coordinates for the D’ni Cavern, like a GPS. Below that is a section that tells the age or location you are currently. The next section down tells the date and cavern time, which is currently Mountain Time in the United States. At the bottom left will tell your name, bottom middle will display you KI number and pellet score and the bottom left will display your neighborhood membership. In the middle you see 3 icons. The left one is your personal controls. It has the incoming mailbox for people that send KI images, marker games, age invites and private messages. There is also a list of all the ages you have visited. Any KI images, journal entries or marker games are stored under the age you made them. The next icon over is your List Manager. Here you can see what players are in the same age as you. You can add them to your buddy list by clicking on their name and the triangle next to where it says Buddies. The Buddy list you can add a buddy by KI number or Name of Age Player. The Neighbors list is a list of people that belong to your Neighborhood. The Recent list is the last 50 people you have recently come into contact with. The Ignore list has people you have selected to ignore. This can be done by finding a player in the same age and clicking the triangle next to ignore; similar too adding a buddy. Below that are your personal ages. If anyone has visited any of your ages it will show under that specific age. The third icon over is the KI settings. Here you can choose your font size for chat, chat fade time (how long the chat window stays up) and you can choose to only accept private messages and KI mail from buddies. The next item down under that icon is Neighborhood Settings which can only be used to see how many neighbors are in your neighborhood and how many are visiting that hood.

Chat Display/Voice Chat

This function of the KI allows you to chat with other explorers. It can be accessed by clicking on the icon at the bottom of your screen or using F2 on the keyboard. There are many different ways to chat with people. On the left you will see a list Age Players, Buddies, Neighbors. To chat with people in the same age, click on Age Players and you will be able to chat with them. To chat with your buddies, click on Buddies and everyone on your buddy list will get you message. To chat with just neighbors, click on Neighbors and you can chat with just people that belong to your neighborhood. To private chat with someone, find their name in Age Players, Buddies or Neighbors, click on them and have a private conversation. Some shortcut commands are listed below.

Chat Commands

/buddy [message]	Sends a message to all buddies on your list.
/neighbors [message]	Sends a message to all neighbors in your neighborhood.
/p [name] [message]	Sends a private message to a specific person. That person must be on your buddy list or in the same age as you.
/reply [message]	Sends a private message to the last person you received a private message from.
/autoshout	Turns on auto shout which allows all explorers in an age to see what you are saying. Type a second time to disable auto shout. If you link out and then link back into an age this feature needs to be reactivated.
/shout [message]	Sends a message to everyone on your Age Players list regardless of their distance from you.
/me [message]	Sends [your name] [message] to everyone on your Age Players list.
/clearchat	Clears the chat window.
/startlog	Starts logging the chat in your chat window.
/stoplog	Stops logging the chat in your chat window.
/savecolumns [title]	Saves a column pattern for Jalak Dador.
/loadcolumns [title]	Loads a column pattern saved for Jalak Dador.
/sendinvite [email address] [friends name]	Sends an e-mail to the specified address inviting the recipient to join you. The e-mail will contain a code that can be entered at the time a new avatar is created. Using this code will automatically assign that player to the same neighborhood as the sender. The <Friend's Name> parameter is optional, and will be replaced with "Dear Friend" if nothing is entered. The <Friend's Name> parameter is also checked against the profanity filter.

Customer Support Commands

/ccr [message]	Sends a message to a Customer Care Representative
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Buddy List Controls/Commands

/addbuddy [KI number or Age Player]
/removebuddy [KI number or Age Player]
/ignore [KI number or Age Player]
/unignore [KI number or Age Player]

Easter Egg Commands

/look
/fly
/go
/get [name]
/get feather or /get feathers

There are currently 12 feathers to find. They don't really have any practical purpose (yet), but they are fun to look for. Here is a list of locations:
Eder Gira Age – 7 Plain Feathers, Eder Delin Age – 1 Red Feather, Dereno – Pod 25 – 1 Blue Feather, Payiferen – Pod 13 – 1 Black Feather, Er'cana Age – 1 Silver Feather, Jalak Dador Age – 1 Duck Feather, Ahnonay Age – 1 Rukh Feather (Large)
You must collect them in this order to obtain them all. If you try to obtain them out of order, you will get a message telling you that you must find the one in sequence that you are missing.

Voice Chat

If you have a microphone you can voice chat with other explorers near you. To do this simply hold the tab key and talk into your microphone and explorers near you will hear you talking.

Emotes

/afk	/amazed	/askquestion	/beckonbig	/beckonsmall	/blowkiss	/bow
/callme	/cheer	/clap	/cower	/crazy	/cringe	/crossarms
/cries	/cry	/dance	/doh	/dontknow	/dunno	/flinch
/groan	/kneel	/laugh	/leanleft	/leanright	/lol	/lookaround
/no	/okay	/overhere	/peer	/point	/rotfl	/salute
/scratchhead	/shakefist	/shoo	/shrug	/sit	/slouchsad	/sneeze
/stop	/talkhand	/tapfoot	/taunt	/thanks	/thumbsdown	/thumbsdown2
/thumbsup	/thumbsup2	/thx	/wave	/wavebye	/wavelow	/winded
/yawn	/yes					

KI Pictures

When you click on the white button at the top center of the KI it will take a KI Picture; you can also use the F5 hotkey. The picture will be saved under the age in which the picture was taken. You can send a KI Picture to players in the Age Players, Buddies and Neighbors list. Just click on the players name and you will see it appear in the top box above the 3 icons in your KI Main Display. Now find the picture you want to send and click the triangle next to the name. This will show up in their incoming directory. If you have received a picture from another player it will show up in your incoming directory. To delete a KI Picture just click on the icon to the right of the picture and you will be asked if you want to delete; click yes or no.

Journal/Message Center

When you click on the golden book in the center of you KI it starts a new message. To enter a title, erase where it says <enter title> and type your own title. To enter a message, erase where it says <enter message> and type your message there. To send a message, select they player from you would like to send it to from you Age Players, Buddies or Neighbors and click the triangle next to their name; the same way you would send a KI Picture.

Imagers

Uploading KI Pictures

To upload a KI Picture to an imager, walk up to the imager so it reads your KI. On the list to the left you will now see Age Players, Buddies, Neighbors and Devices. Under Devices you will see D'ni Imager Left (Neighborhoods), PersonalImager (Relto), or "Pub" Imager (Guild Pubs). Click on either depending where you are and you will see the imager name appear in the top box above the 3 icons in your KI Main Display. Now find the picture you want to upload and then click on the triangle next to the imager name.

Clearing Imagers

To clear an imager you need to send a KI message to the imager. Walk up to the imager so that it will read your KI. Open you KI and click on the golden book in the center or use the F6 shortcut to start a new KI Message. Erase where it says <enter title>, do not put a title to the message. Erase where it says <enter text> and now type **cleardaImager**, (no spacing or punctuation and use a capital I). Now select Devices from the list at the left (Age Players, Buddies, Neighbors and Devices). Now click on the imager you want to clear: D'ni Imager Left (Neighborhoods), PersonalImager (Relto). After you select the imager, you will see you can now send a message as you would a picture. Send the message to the imager. As the imager cycles through the last picture, the imager will go blank and now the imager is successfully cleared.

Uploading Pellet Scores (Bevin Neighborhood Imagers)

There are two imagers in the Bevin Neighborhood. The one on the left will hold KI Pictures as noted above. The one on the right has the Recent Visitors, Ahyoheek Top Scores, and Pellet Scores. To upload your pellet score, just walk up to the imager and you will see the pellet symbol show up in the bottom section of your KI. Just click on the symbol and your score will be uploaded. You can upload your current score to any Neighborhood. Each time you upload your current score the counter in the KI Main Display will reset to zero. That does not mean your total pellet score is zero. The KI will retain your total pellet score for your KI number, but it is not displayed unless you have not ever uploaded your pellet score to an imager.

Markers/Marker Missions

The white button on the left of the KI is used for marker missions. For calibration of the Great Zero and Great Zero Marker Missions see that section of the walkthrough. A quick description; when locating Great Zero Markers (first and second sets of 15) you will notice the white icon flashing, which means the KI is trying to locate Great Zero Markers. When you get near a Great Zero Marker the white flashing icon will turn to a red flashing icon. To pick up the marker simply click on the red flashing icon. When locating the Great Zero Markers, on the outside of the KI you will see Green Lights or Red Lights. The dim lights are to tell you how many markers you need to find. The lights become bright as you find these markers. When locating the Great Zero Calibration Markers, you will see the white icon flashing when a Mission is active, but instead of turning to a red flashing icon, the KI will allow you to physically see the markers. To obtain them just walk into them. When locating the Great Zero Calibration Markers, on the outside of the KI you will see Yellow Lights. The dim lights are to tell you how many markers you need to find for that Mission. The lights become bright as you find these markers.

Player Created Marker Missions

For player created Marker Missions, this option is available after you have found the first 30 Great Zero Markers, simply click on the white icon, only if you are not on a Marker Mission. A display will appear to allow you to make your own Marker Mission in any age.

Quest

Choose the **Quest** option. Click on create game and your main display will open. Now click on Edit Game and click on Add Marker. This places the first Marker for the Mission. To continue adding markers close the main display and walk around pressing F7 where ever you want a marker placed. When finished placing markers, open the main display and click Done Editing. Now choose Play Game and close the main display. When locating the Player Mission Markers, on the outside of the KI you will see Purple Lights. The dim lights are to tell you how many markers you need to find for that Mission. The lights become bright as you find these markers. When you have found all of the markers you will get a message saying you have completed the Marker Mission. Now open up your display and click Stop Playing if you are done or Reset Game if you wish to do it again. To erase a Player Marker Mission game from your KI, click the symbol as you would if you were to erase a KI Picture or Message. To send a game to another player, find their name on your buddy list and send it as you would a KI Picture or Message.

Jalak Dador Age Controls

When in the Jalak Dador Age, you notice a new control flashing in the bottom of you KI. When you push the flashing icon it opens up a control panel for this age. Now the buttons on the control panel of the KI can move the pillars up, down, mixed heights, toggle the force field on/off, allow different shaped widgets to form and clear the grid. The first button on the left will set all the pillars at the lowest position, the second button on the left will set all the pillars at position 9, the third button on the left will set all the pillars at position 19, the fourth and fifth buttons on the left will set the pillars at different heights and the sixth button on the left will deactivate/activate the force field around the grid. The first button on the right will activate a glowing sphere, the second button on the right will activate a small glowing cube, the third button on the right will activate a large glowing cube, the fourth button on the right will activate a large glowing rectangle, the fifth button on the right will activate a glowing triangular wedge, and the sixth button on the right will clear all the widgets from the grid. There is a maximum of 5 widgets per shape allowed at one time, so 25 total.

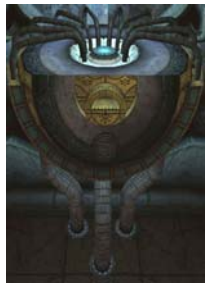
KI Upgrade Machines



KI Dispenser



KI Light



KI Markers 1



KI Markers 2



KI Calibration

KI Dispenser – Gives you your KI (Located in Gahreesen Age)

KI Light – Adds a light to your KI that lasts only one minute (Located in the Descent/Great Shaft)

KI Markers 1 – Allows you to start collecting/depositing Great Zero Markers (Located in the Great Zero Observation)

KI Markers 2 – Allows you to continue collecting/depositing Great Zero Markers (Located in the Great Zero)

KI Calibration – Allows you to collect/deposit Great Zero Calibration Markers to calibrate your KI (Located in the Great Zero Calibration Chamber)

Keyboard Shortcuts

Ctrl[1] – Wave, Ctrl[2] – Laugh, Ctrl[3] – Clap, Ctrl[4] – Dance, Ctrl[5] – Chat Gesture, Ctrl[6] – Sneeze, Ctrl[7] – Sit

F1 – Toggles 1st and 3rd person views, F2 – Toggles KI on/off/chat window, F3 – Toggles Relto Book, F4 – Toggles Game Setting Selection
F5 – Takes KI Picture, F6 – Create a KI Message, F7 – Place Marker, F8 – New Marker Game, Tab – Activates voice chat when held down

KI Numbers for the DRC and other important characters

Ikuro Kodama	00011885	Victor Laxman	00012072	Marie Sutherland	00012192	Michael Engberg	00012290
Cate Alexander	00012386	Willow Engberg	00012479	Nick White	00012727	Douglas Sharper	04162397
Phil Henderson	08382284	Richard Watson	09593783	Rosette Taylor	06598542		

Appendix C

Great Zero Markers

D'ni - Ae'gura Island

Ferry Terminal

- 01) After arriving in the Ferry Terminal, turn left and walk in the cave with the Bahro Stone – Teledahn Dock.
- 02) Face the stairs in the Ferry Terminal, turn left and go straight towards the rubble.
- 03) At the end of the Ferry Terminal Docks.

Great Stairs/Kahlo Bar

- 04) Near the entrance to the Kahlo Bar.
- 05) Inside the Kahlo Bar near one of the walls.
- 06) On the second landing of The Great Stair.

Tokotah Alley/Museum

- 07) Near the roadblock above the Tokotah Nexus terminal.
- 08) Near the entrance to the Museum.
- 09) In the Museum.
- 10) Near the roadblocks with a curtain in the courtyard.

Canyon/Concert Hall Foyer/Wooden Bridge

- 11) In the Canyon - need to fall down into the first crack. (Push a cone down to jump out)
- 12) On the stairs between the Canyon and Concert Hall Foyer.
- 13) On the wooden bridge after the Concert Hall and before the Cave T-Junction.

Palace Alcove/Path to Library/Library

- 14) In Cave T-Junction.
- 15) After the Palace Alcove near one of the locked doors after the Hall of Kings.
- 16) On the road leading to the Library after the Cave T-Junction.
- 17) Near the cliff at the back of the Library.
- 18) Inside the Library at the bottom of the stairs.

Ae'gura Balconies/Baron's Office/Kadish Gallery/Tokotah Rooftop

- 19) Ae'gura Balcony 1 (link from Gahreesen Training Center Bahro Stone – Ae'gura Balcony 1)
- 20) Ae'gura Baron's Office (near middle picture)
- 21) Ae'gura Kadish Gallery (bottom level)
- 22) Ae'gura Balcony 2 (link from Kadish Tolesa Age Bahro Stone – Ae'gura Balcony 2)
- 23) Ae'gura Tokotah Rooftop - near the crates in the middle
- 24) Ae'gura Tokotah Rooftop - near the opening without the telescope

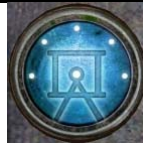
Ae'gura Great Zero Observation and Great Zero

- 25) In the Great Zero Observation room.
- 26) In the courtyard/alcove near the stairs, beneath the Nexus book.

D'ni – Neighborhood Bevin

- 27) High Balcony (Link from Gahreesen, D'ni Bevin Book – Balcony).
- 28) On the ledge above the classroom door (Link from Eder Kemo, D'ni Bevin Book – Classroom Rooftop).
- 29) In the classroom.
- 30) Corridor inside the Egg Room.
- 31) After leaving the Egg Room, turn left and go down the stairs.
- 32) In the middle of the Light Garden.
- 33) In the Community Chamber corridor.

Great Zero Calibration Marker Missions



Mission 1: 12 Markers

Begins at the Palace Alcove

- #01: Palace Alcove - Near the Nexus Terminal.
- #02: Tokotah Courtyard - On the stairs leading down to the Tokotah Courtyard from Palace Alcove. (Jump down the stairs)
- #03: Tokotah Courtyard - On the stairs leading down to the Tokotah Courtyard from Palace Alcove.
- #04: Great Stairs - Just before Tokotah Courtyard.
- #05: Great Stairs - On the Second Landing upper level. (Jump off)
- #06: Great Stairs - On the Second Landing.
- #07: Great Stairs - On the Second Landing top of the stairs.
- #08: Ferry Terminal - On the stairs leading to the First Landing.
- #09: Ferry Terminal - End of the Ferry Terminal near the Dock entrance.
- #10: Ferry Terminal - Entrance to the dead-end cave. (Area with the Bahro Stone – Teledahn Dock)
- #11: Ferry Terminal - Above the rock in the dead-end.
- #12: Ferry Terminal - Near the Nexus Terminal.

**Mission 2: 24 Markers****Begins in the Library Courtyard**

- #01, #02, #03: Library - In front of Library doors.
- #04, #05, #06: Library - Inside the Library.
- #07, #08: Canyon - In front of Kadish Gallery doors.
- #09, #10: Ae'gura Kadish Gallery - Inside the Kadish Gallery.
- #11, #12, #13: Tokotah Courtyard - In front of Museum doors.
- #14, #15, #16: Tokotah Courtyard - Inside the Museum.
- #17, #18, #19, #20: Kahlo Bar - In front of Kahlo Bar entrance.
- #21, #22, #23, #24: Kahlo Bar - Inside the bar.

**Mission 3: 11 Markers****Begins at the Library Courtyard**

- #01: Library - In front of the Library.
- #02: Library - To the right of the upper Library doors.
- #03: Library - Above the cracked corner
- #04: Library - On the ledge on the back of the Library.
- #05: Library - On the ledge left side of the Library doors behind the rubble.
- #06: Library - In the cracked corner of the Library.
- #07: Library - Near the cliff.
- #08: Library - On the back of the Library.
- #09: Library - Small courtyard just before the Library.
- #10: Wooden Bridge - Near the bridge.
- #11: Wooden Bridge - Beneath the Wooden Bridge. (Stand as close to the railing as possible and slowly back off the edge walking)

**Mission 4: 20 Markers****Begins at the Ferry Terminal**

- #01: Ferry Terminal - After linking into the Ferry turn right and go straight to the end of the Ferry Terminal towards the barricade.
- #02: Great Stairs - Second Landing of the Great Stairs.
- #03: Great Stairs - Top of Great Stairs on one of the lamps.
- #04: Tokotah Courtyard
- #05: Tokotah Courtyard - Stairs leading to the small courtyard.
- #06, #07, #08, #09: Tokotah Alley - Down the stairs near the DRC Tent.
- #10: Tokotah Alley - In the air near the cliff (panic link jump required).
- #11, #12: Concert Hall Foyer
- #13, #14: Concert Hall Foyer - Stairs leading down to the Canyon.
- #15: Canyon - Above the 2nd crack. (Jump across to get it)
- #16: Canyon - Near the 1st crack.
- #17, #18, #19: Library - Near the cliff.
- #20: Library - In the air above the cliff (Panic Link jump required) (Line yourself up with the marker from the other side. Take 3-4 steps back from the edge, run and jump off the edge.)

**Mission 5: 25 Markers****Begins at the Library Courtyard**

- #01: Library - In front of The Library.
- #02: Library - Small courtyard before The Library.
- #03: Library - Stairs leading to T-Junction from The Library.
- #04, #05: Library to T-Junction - On the path.
- #06, #07: Wooden Bridge
- #08, #09, #10: Wooden Bridge - Stairs leading down to the Concert Hall Foyer.
- #11, #12: Concert Hall Foyer
- #13, #14: Concert Hall Foyer - Stairs down to the Canyon.
- #15, #16, #17: Canyon
- #18, #19: Canyon - Stairs leading up to the Tokotah Courtyard.
- #20, #21: Tokotah Courtyard - Stairs leading up to the Palace Alcove.
- #22, #23: Hall of Kings - Past the Palace Alcove Nexus Terminal.
- #24, #25: Hall of Kings - Stairs leading down to the Palace Courtyard.



Mission 6: 14 Markers Begins in Bevin

- #01: Top of the fountain.
- #02: Stairs leading down to Ahyoheek Gaming Table from the Fountain Courtyard.
- #03: In the Light Garden.
- #04: Path from Ahyoheek Gaming Table to the stairs near the waterfall. (Near the door)
- #05: Stairs near waterfall. (Above the railing post)
- #06: Stairs near waterfall.
- #07: Top of the stairs, turn right and go towards the Auditorium/Community Hall.
- #08: In front of Auditorium/Community Hall entrance 1.
- #09: In the Auditorium/Community Hall corridor near entrance 1.
- #10: Auditorium/Community Hall.
- #11: In the Auditorium/Community Hall corridor near entrance 2.
- #12: In front of Auditorium/Community Hall entrance 2.
- #13: Path between the Fountain Courtyard and Clock Yard overlooking the Light Garden.
- #14: Inside the Bookroom.



Mission 7: 16 Markers Begins in Bevin

- #01: On the High Balcony with the stone. (Link from D'ni Bevin Book Bevin Balcony)
- #02: On the ledge above the classroom. (Link from page D'ni Bevin Book Classroom Rooftop)
- #03: Mid-air above the Clock Yard. (Jump of the ledge above classroom)
- #04: Near the Egg Room door.
- #05, #06, #07, #08: Inside the Egg Room in 4 of the alcoves.
- #09: Stairs to the left of the Egg Room by the waterfall.
- #10: Near the Ahyoheek Gaming Table.
- #11: Near the Telescope.
- #12: Behind the Fountain.
- #13: Near the Fountain above one of the lights.
- #14: Stairs leading to Auditorium/Community Hall.
- #15: Stairs near the Bookroom.
- #16: Inside the Bookroom.



Mission 8: 20 Markers Begins in the Tokotah Alley

- #01: Tokotah Courtyard - Near the curtain.
- #02, #03: Tokotah Courtyard - Small courtyard near Tokotah Courtyard.
- #04: Canyon - In the second crack.
- #05: Canyon - Near the first crack.
- #06: Canyon - Above the first crack. (Panic Link jump required)
- #07, #08: Concert Hall Foyer.
- #09: Concert Hall Foyer - Stairs leading up to the Wooden Bridge.
- #10, #11, #12: Wooden Bridge
- #13: Wooden Bridge - Beneath the bridge. (Panic Link jump required) (use 1st person view, stand on area that is sticking out next to the bridge, line yourself up with marker and walk off the edge).
- #14, #15: Ae'gura Balcony 2.
- #16, #17, #18, #19, #20: Ae'gura Tokotah Rooftop.



Mission 9: 16 Markers Begins in the Tokotah Alley

- #01: Tokotah Alley - above the Nexus Terminal.
- #02, #03, #04, #05, #06, #07, #08, #09, #10, #11: Tokotah Courtyard
- #12, #13: Great Stairs - Just before the Tokotah Courtyard, above the ground.
- #14: Tokotah Courtyard - In front of the Museum.
- #15: Tokotah Courtyard - Stairs leading up to the Palace Alcove.
- #16: Tokotah Courtyard - Stairs leading down to the Canyon.



Mission 10: 25 Markers Begins at the Ferry Terminal

- #01, #02, #03: Ferry Terminal - Near the columns.
- #04: Ferry Terminal - Going up the stairs.
- #05: Great Stair - 1st Landing near the DRC Tent.
- #06: Great Stair - 2nd Landing above the ground.
- #07: Great Stair - Just before the Tokotah Courtyard.
- #08, #09: Tokotah Courtyard - Small courtyard near the Tokotah Courtyard.
- #10: Wooden Bridge
- #11, #12, #13: Cave T-Junction
- #14, #15, #16, #17, #18: Cave T-Junction - Path to Library.
- #19: Library - Small courtyard before the Library Courtyard.
- #20: Library - In front of the Library.
- #21, #22, #23, #24, #25: Library - Courtyard around the Library.



Mission 11: 9 Markers Begins at the Great Zero

- #01: Great Zero - Great Zero Courtyard.
- #02: Ferry Terminal - Near the link in spot.
- #03: Ferry Terminal - Going up the stairs.
- #04: Great Stairs - 1st Landing near the DRC Tent.
- #05, #06: Great Stairs - 2nd Landing.
- #07, #08, #09: Tokotah Courtyard.



Mission 12: 9 Markers Begins at the Ferry Terminal

- #01: Ferry Terminal - Near the stairs.
- #02: Great Stairs - 1st Landing near the DRC Tent.
- #03, #04: Great Stairs - 2nd Landing.
- #05: Kahlo Bar - In the tunnel.
- #06: Kahlo Bar - Inside the bar.
- #07: Great Stairs - Tokotah Courtyard.
- #08: Tokotah Courtyard - In front of the stairs leading to Palace Alcove.
- #09: Ae'gura Tokotah Rooftop



Mission 13: 8 Markers Begins at the Great Zero

- #01: Great Zero - Great Zero Courtyard.
- #02: Great Zero - Great Zero Courtyard.
- #03: Great Zero - Great Zero Courtyard.
- #04: Ferry Terminal - Near the Nexus Terminal.
- #05: Ferry Terminal - Near the stairs.
- #06: Ferry Terminal - Near the rubble.
- #07: Ferry Terminal - Going up the stairs.
- #08: Canyon - Stairs leading up to the Concert Hall Foyer.



Mission 14: 19 Markers Begins at the Palace Balcony

- #01: Ae'gura Balcony 1
- #02: Tokotah Rooftop - Near the telescope.
- #03: Tokotah Alley - The cliff near the Nexus.
- #04: Tokotah Alley - Behind the pillars opposite the Tokotah Nexus Terminal.
- #05, #06, #07, #08, #09, #10: Tokotah Courtyard.
- #11: Tokotah Courtyard - Small Courtyard.
- #12: Tokotah Courtyard - Stairs leading down to the Canyon. (From here turn around and go to Palace Courtyard then to the Hall of Kings)
- #13: Hall of Kings - Inside the Hall.
- #14: Hall of Kings - Near the exit leading to Palace Courtyard.
- #15: Palace Courtyard (between Hall of Kings and Cave T-Junction)
- #16: Wooden Bridge.
- #17: Ae'gura Kadish Gallery - Top of the stairs.
- #18: Canyon - In the second crack.
- #19: Canyon - In the first crack. (Link back to Relto)

Appendix D

D'ni Games

Ahyoheek

Description:

Ahyoheek is a D'ni game found in the Bevin Neighborhoods. It is played at what is called the Ahyoheek Table and can be played with 2-5 people.

Rules:

Ahyoheek is similar to paper/scissors/rock, but you are using pen/page/beetle. The goal the players are trying to achieve is to collect three of an item (pen/beetle/page), instead of defeating the competitors and going on. The game can be played with a minimum of two players to a maximum of five players.

Round

A round consists of one selection. Each player chooses what they will play (pen, page, or beetle). After all players have made their choices, the choices and winner are displayed. Each player's selection is compared with each of the others. Scoring is based on which item beats the others. Pen beats Page, Page beats Beetle, and Beetle beats Pen.

Match

A match consists of however many rounds are needed in order for one player to collect three pens or three pages or three beetles.

Scoring:

Items/Points

1 round-point is awarded for each victory in a round, 1 round-point deducted for each loss in a round, and 0 round-points are awarded for draws (two of the same item). For example a player chooses the page and wins with the round with +1 points. He/she is then awarded a pen and then the next round begins. It is possible for multiple players to win each round and it is also possible for no players to win a round. Any players with positive points at the end of a round will win the item they used.

Example: one round in a five player game.

Player 1 chooses pen
Player 2 chooses beetle
Player 3 chooses beetle
Player 4 chooses page
Player 5 chooses page

Scoring for this round:

Player 1 ends up with 0 pts. (-2 pts. against the beetles; +2 pts against the pages)
Player 2 ends up with -1 pt. (-2 pts. against the pages; +1 pt. against the pen)
Player 3 ends up with -1 pt. (-2 pts. against the pages; +1 pt. against the pen)
Player 4 ends up with +1 pt. (-1 pt. against the pen; +2 pt. against the beetles)
Player 5 ends up with +1 pt. (-1 pt. against the pen; +2 pt. against the beetles)

Players 4 and 5 each win one page toward their match goals because each both players had +1 pt. at the end of the round.

Tie

In the event of a tie, the person with the most wins in the match (who has the greater total number of pens, pages, and beetles) wins. If there is still a tie, the tied players participate in sudden death rounds until a winner is determined. The winner of the match receives ranking-points based on the rank of the other players. The top ranking players who have played in a particular Bevin are displayed on the imager in the Fountain Courtyard.

Appendix E

Clues Explained

Teledahn Age



Clue #1



Clue #2

Clue #1 – This explains how to get into the lower part of the Fry Man aquarium to get to the Linking Book – Ae'gura Barons Office. If you read under Accessing the Safe for Safe Haven Models III and IV, the instructions tell you to unlock the bottom portion by pushing the light switch for longer than three seconds.

Clue #2 – This is a map of the pressure plates in the Teledahn Prison. Using the diagram, looking at the pressure plates in the main room and switches in the next room, it is possible to open the doors. When you look at the switch panel you see that switches 2, 4, 6 and 7 are flipped up. This means objects need to be placed on pressure plates 2, 4, 6 and 7. Looking at the map there are D'ni numbers next to the pressure plates. (For D'ni numbers refer to [Appendix F](#)). Starting at the top left the pressure plates work around the room as follows 4, 7, 1, 5, 3, 6 and 2. This means the objects need to be placed on the 2 pressure plates in front of each door.

Kadish Tolesa Age

Ae'gura Kadish Gallery



Clue #1



Clue #2



Clue #3



Clue #4



Clue #5A



Clue #5B



Clue #5C

Clue #1 – This stained glass shows the setting for each of the scopes in the Kadish Tolesa Age.

Clue #2 – This stained glass shows how to complete the Glow Path Room in Kadish Tolesa Age. As you walk down around the outside there are 5 blue buttons, as you can see on the left side of the stained glass. Three of the have to be turned on as shown, they are 2, 3 and 5. This will light the floor below with the shape of the lighted path you see in the center of the stained glass. On the right side of the stained glass is a red dot that shows the position of the exit. The stained glass also tells you that you need to walk the lighted path. As you follow the lighted path to the center the floor will drop showing the exit.

Clue #3 – This stained glass tells you what to do inside the Pyramid in the Kadish Tolesa Age. What this shows is you need to press the blue button to open the top which allows light to enter the Pyramid and activate the floor. Then after about a minute of exposure to light you need to press the blue button again to close the top of the Pyramid to make it dark so you can see the markings on the floor. This also shows the path you must follow is the objects that look like trees (symbol at the top of the stained glass). They will look slightly different, but still have the same basic features.

Clue #4 – This stained glass shows what levers to pull and the amount of times to pull them to get the columns in the right positions to get to the Kadish Vault. The stained glass shows the levers: red – left, white – middle left, green – middle right and blue – right. Around the outside are some D’ni numbers and some of them are colored matching the levers. The numbers range 1, 2, 3 and 4. The key here is to find which number is missing and relate it to the corresponding lever. Red: the outer dial shows numbers 2, 3 and 4 in red, which means 1 is missing, so the red lever – left will be pulled 1 time. White: the outer dial shows numbers 1, 2 and 3 in white, which means 4 is missing, so the white lever – middle left will be pulled 4 times. Green: the outer dial shows numbers 2, 3 and 4 in green, which means 1 is missing, so the green lever – middle right will be pulled 1 time. Blue: the outer dial shows numbers 1, 3 and 4 in blue, which means 2 is missing, so the blue lever – right will be pulled 2 times. The combination for the levers will be from left to right (1, 4, 1, 2).

Clue #5A, Clue #5B and Clue #5C – This stained glass and stone pillars help determine the combination for the Kadish Vault in the Kadish Tolesa Age. As you can see the tops of the stone pillars rotate to show different shapes. The shapes are associated with a specific D’ni number, 1-6. When you look at the control panel for the Kadish Vault you notice some of the same shapes and you need to press 6 buttons in the correct order to unlock the door. Now the way to figure this out is through process of elimination.

Button 1 – symbols/numbers 2, 3, 4 and 6 – missing 1 and 5
 Button 2 – symbols/numbers 4, 5, 6 and 6 – missing 1, 2 and 3
 Button 3 – symbols/numbers 2, 5, 6 and 6 – missing 1, 3 and 4
 Button 4 – symbols/numbers 1, 2, 3 and 6 – missing 4 and 5
 Button 5 – symbols/numbers 1, 3, 4 and 5 – missing 2 and 6
 Button 6 – symbols/numbers 2, 3, 4 and 5 – missing 1 and 6

Button 1 already has the D’ni number 1 on, so it has to be 1st. This also eliminates the one from the sequences leaving Button 6 to be pressed 6th.

Button 1 – Press 1st
 Button 2 – symbols/numbers 4, 5, 6 and 6 – missing 2 and 3
 Button 3 – symbols/numbers 2, 5, 6 and 6 – missing 3 and 4
 Button 4 – symbols/numbers 1, 2, 3 and 6 – missing 4 and 5
 Button 5 – symbols/numbers 1, 3, 4 and 5 – missing 2 and 6
 Button 6 – symbols/numbers 2, 3, 4 and 5 – missing 6 Press 6th

Now the six can be eliminated from the sequences leaving Button 5 to be pressed 2nd.

Button 1 – Press 1st
 Button 2 – symbols/numbers 4, 5, 6 and 6 – missing 2 and 3
 Button 3 – symbols/numbers 2, 5, 6 and 6 – missing 3 and 4
 Button 4 – symbols/numbers 1, 2, 3 and 6 – missing 4 and 5
 Button 5 – symbols/numbers 1, 3, 4 and 5 – missing 2 Press 2nd
 Button 6 – Press 6th

Now the two can be eliminated from the sequences leaving Button 2 to be pressed 3rd.

Button 1 – Press 1st
 Button 2 – symbols/numbers 4, 5, 6 and 6 – missing 3 Press 3rd
 Button 3 – symbols/numbers 2, 5, 6 and 6 – missing 3 and 4
 Button 4 – symbols/numbers 1, 2, 3 and 6 – missing 4 and 5
 Button 5 – Press 2nd
 Button 6 – Press 6th

Now the three can be eliminated from the sequences leaving Button 3 to be pressed 4th.

Button 1 – Press 1st
 Button 2 – Press 3rd
 Button 3 – symbols/numbers 2, 5, 6 and 6 – missing 4 Press 4th
 Button 4 – symbols/numbers 1, 2, 3 and 6 – missing 4 and 5
 Button 5 – Press 2nd
 Button 6 – Press 6th

Now the four can be eliminated from the sequences leaving Button 4 to be pressed 5th.

Button 1 – Press 1st
 Button 2 – Press 3rd
 Button 3 – Press 4th
 Button 4 – symbols/numbers 1, 2, 3 and 6 – missing 5 Press 5th
 Button 5 – Press 2nd
 Button 6 – Press 6th

Now you have the final sequence.

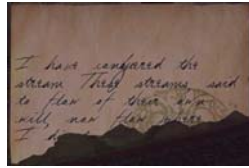
Button 1 – Press 1st
 Button 2 – Press 3rd
 Button 3 – Press 4th
 Button 4 – Press 5th
 Button 5 – Press 2nd
 Button 6 – Press 6th

From left to right here is the order the buttons need to be pressed: 1 = 1st (Press button 1 first), 2 = 3rd (Press button 2 third), 3 = 4th (Press button 3 fourth), 4 = 5th (Press button 4 fifth), 5 = 2nd (Press button 5 second), 6 = 6th (Press button 6 sixth). Press buttons in this order: (1, 5, 2, 3, 4, 6).

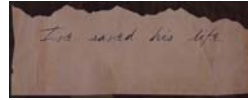
Kadish Tolesa Alternate Vault



Clue #1



Clue #2



Clue #3

Clue #1 – These are the powers of gods and I now have this power. **Fireplace Clue #1**

Clue #2 – I have conquered the stream. These streams, said to flow of their own will, now flow where, I don't...

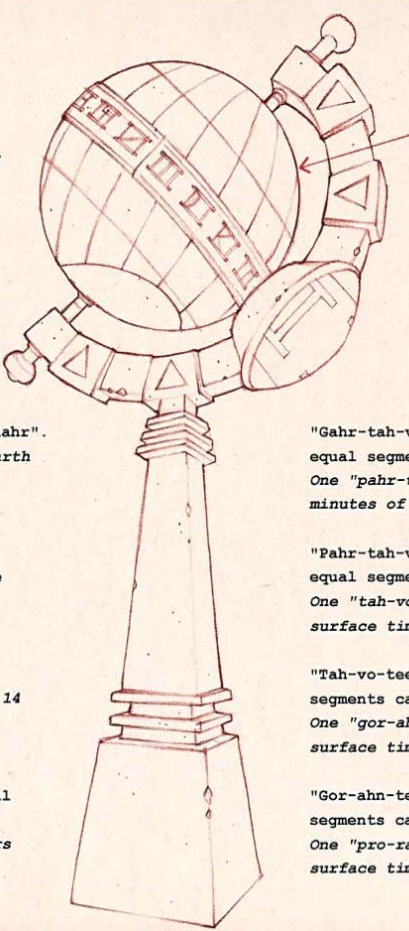
Clue #3 – I've saved his life.

Bevin

D'ni Time

D'NI TIME

The D'ni timekeeping system is very different than the system used on Earth's surface. Below is an explanation of some of the major differences and terms.



*There are typically 25 "pah-r-tah-vo-tee" on a D'ni Clock which signifies 1 day.

The D'ni's largest amount of time is an "hahr". The "hahr" is roughly equivalent to one Earth year.

The D'ni "hahr" is divided into 10 equal segments called "vai-lee-tee". One "vai-lee" is roughly equivalent to one Earth month.

A "vai-lee" is further divided into 29 "yahr-tee". One "yahr" is equal to about 30 hours and 14 minutes of surface time (1.26 Earth days). There are 290 "yahr-tee" in one "hahr."

"Yahr-tee" are further divided into 5 equal segments called "gahr-tah-vo-tee". One "gahr-tah-vo" is equal to about 6 hours and 3 minutes of surface time.

"Gahr-tah-vo-tee" can be further divided into 5 equal segments called "pah-r-tah-vo-tee". One "pah-r-tah-vo" is equal to about 1 hour 13 minutes of surface time.

"Fah-r-tah-vo-tee" can be further divided into 5 equal segments called "tah-vo-tee". One "tah-vo" is equal to about 14.5 minutes of surface time.

"Tah-vo-tee" are further divided into 25 equal segments called "gor-ahn-tee". One "gor-ahn" is equal to about 35 seconds of surface time.

"Gor-ahn-tee" are further divided into 25 equal segments called "pro-rahn-tee". One "pro-rahn" is equal to about 1.5 seconds of surface time.



The D'ni's largest amount of time is an "hahr". The "hahr" is roughly equivalent to one Earth year.

The D'ni "hahr" is divided into 10 equal segments called "vai-lee-tee". One "vai-lee" is roughly equivalent to one Earth month.

A "vai-lee" is further divided into 29 "yahr-tee". One "yahr" is equal to about 30 hours and 14 minutes of surface time. (1.26 Earth days) There are 290 "yahr-tee" in one "hahr."

"Yahr-tee" are further divided into 5 equal segments called "gahr-tah-vo-tee". One "gahr-tah-vo" is equal to about 6 hours and 3 minutes of surface time.

"Gahr-tah-vo-tee" can be further divided into 5 equal segments called "pah-r-tah-vo-tee". One "pah-r-tah-vo" is equal to about 1 hour and 13 minutes of surface time.

"Pahr-tah-vo-tee" can be further divided into 5 equal segments called "tah-vo-tee". One "tah-vo" is equal to about 14.5 minutes of surface time.

"Tah-vo-tee" are further divided into 25 equal segments called "gor-ahn-tee". One "gor-ahn" is equal to about 36 seconds of surface time.

"Gor-ahn-tee" are further divided into 25 equal segments called "pro-rahn-tee". One "pro-rahn" is equal to about 1.5 seconds of surface time.

D'ni Pod Map



Negilahn Continent
Pod 18

Dereno Continent
Pod 25

Payiferen Continent
Pod 01
Pod 02
Pod 05
Pod 12
Pod 13
Pod 19

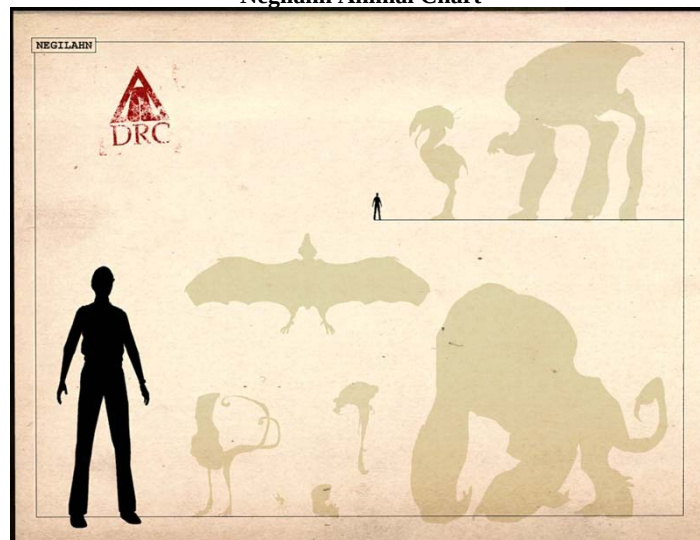
Cheecho Continent
Pod 07
Pod 24

Hayvo Continent
Pod 08

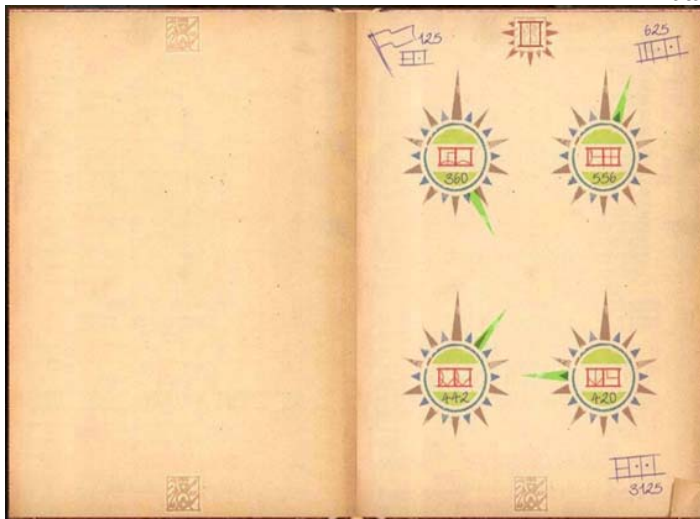
Rigilas Continent
Pod 09

Tetsonot
Pod 06

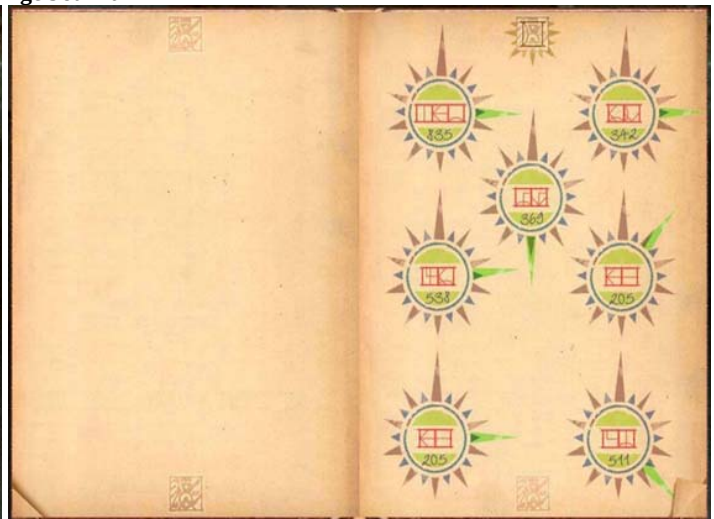
Negilahn Animal Chart



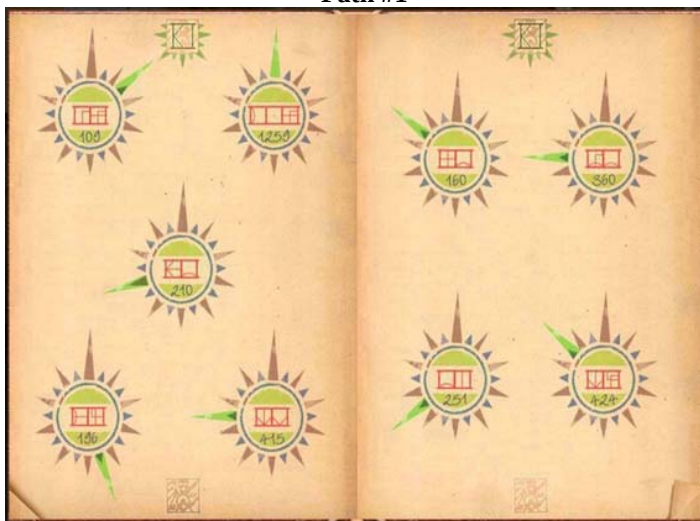
Minkata Age Journal



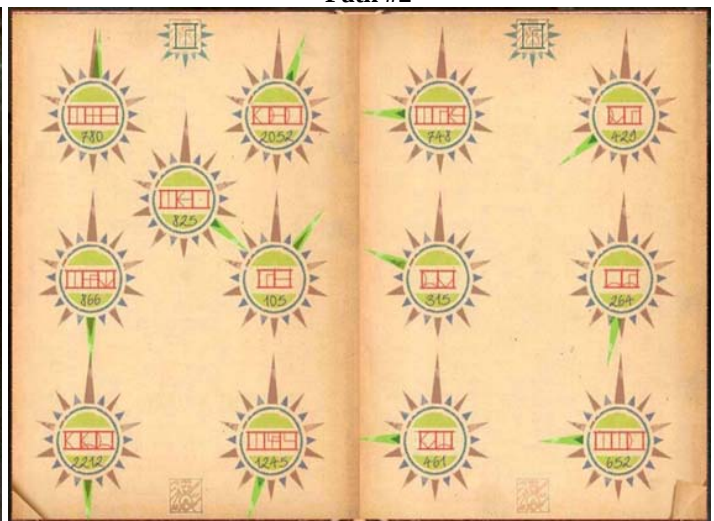
Path #1



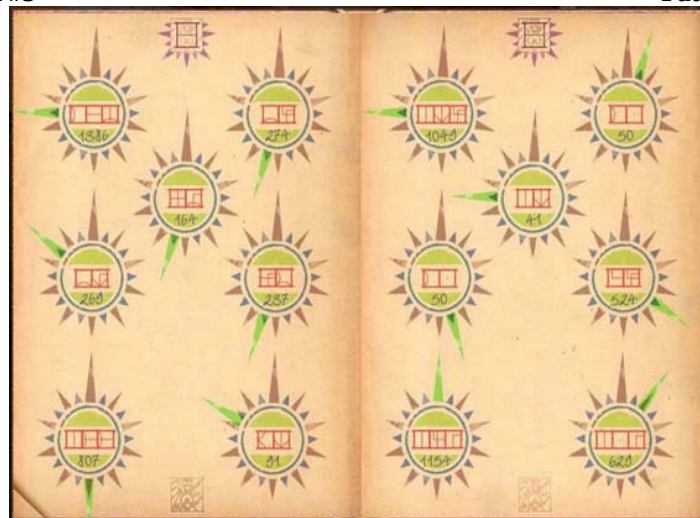
Path #2



Path #3



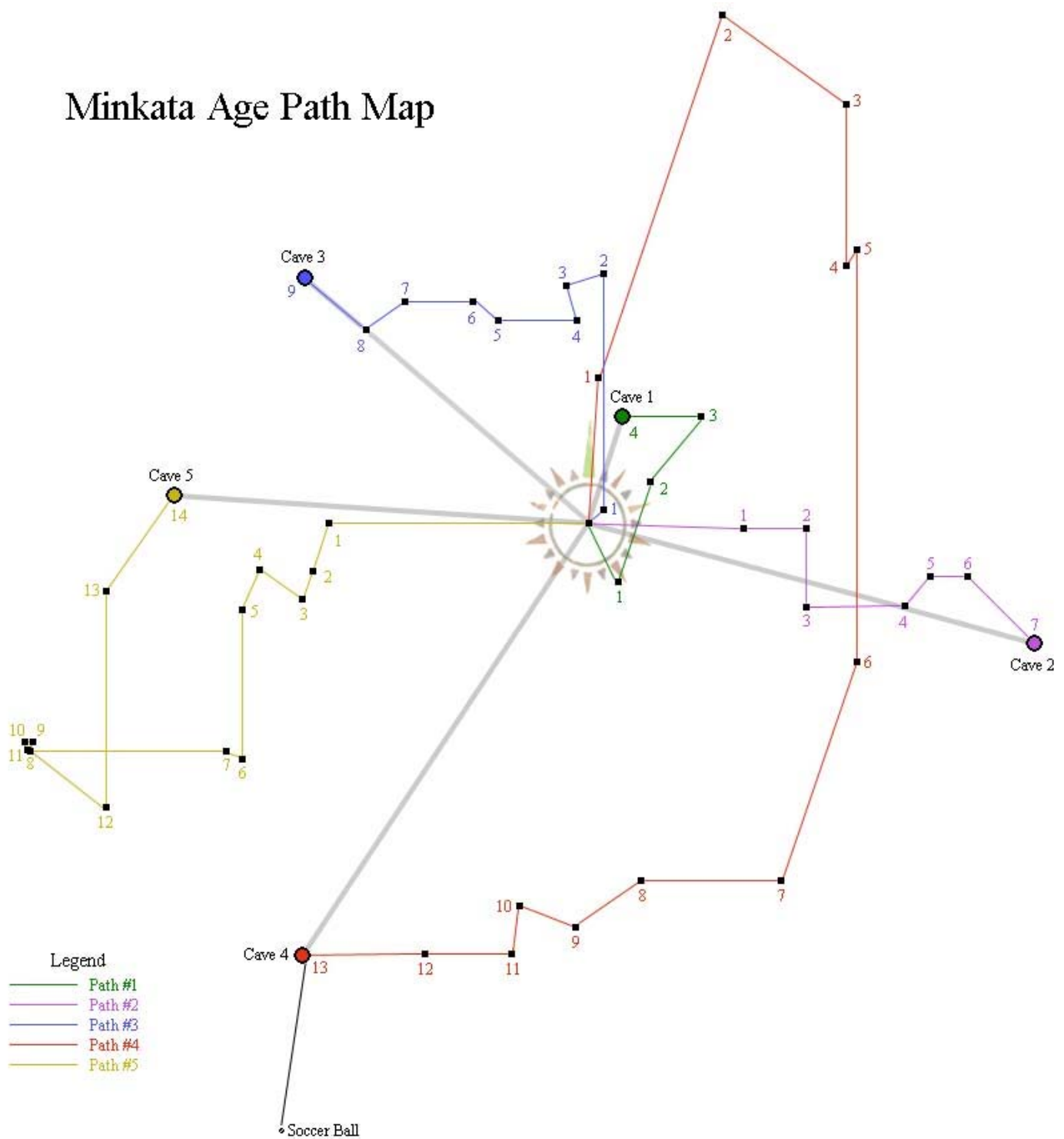
Path #4



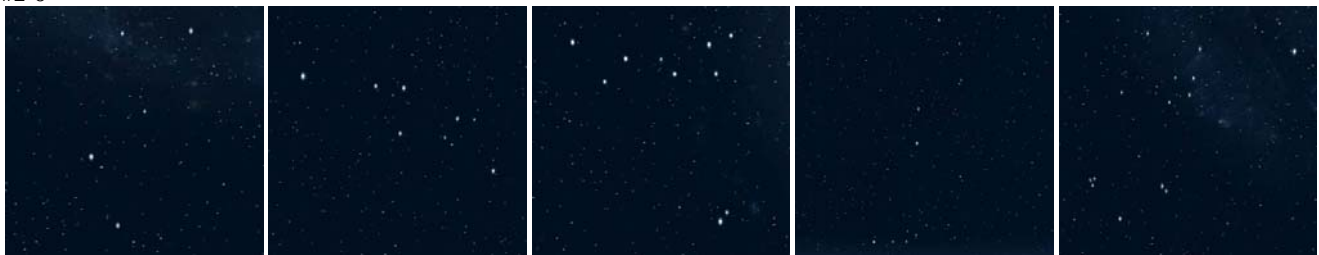
Path #5

Clue #1 – By using the Minkata Age Journal it is possible to find the destinations of the 5 Caves. Each of the symbols depicts a vector heading in a specific direction. The first symbol on each Path is direction you start when you leave the compass from the cage. The directions that follow are where you head when you reach the end of the vector marking before. Once off the compass you need to rely on your shadow to act as a compass. As shown on the first page if you go 125 D'ni units in a NNW you will reach a flag and this takes about 5 seconds of running to reach. It can be measured that 25 D'ni units equal about 1 second of running. By plotting the points on a graph, you can see the paths you need to take.

Minkata Age Path Map



Clues #2-6



Constellation #1

Constellation #2

Constellation #3

Constellation #4

Constellation #5

Clues # 2-6 – Using the Minkata Journal and The graph of the Path Map, you can see the paths match the constellations in the night sky. When you have found the cave in the day, climb down, touch the stone inside to go from day to night, climb out, look for the constellation that matches the path and walk towards it to find the Journey Symbol. This will lead you back to the Bone Structure.

Ahnonay Age

Ae'gura Kadish Gallery



Clue #1

Clue #2

Clue #3

Clue #4

Clue #5

Clue #6

Clue #7

Clue #8

Ahnonay Cathedral Age



Clue #1

Clue #2

Clue #3

Clue #4

Clue #5

Clue #6

Clue #7

Clue #8



Clue #9

Clues #1-8 – Both in the Ae'gura Kadish Gallery and Ahnonay Cathedral Age show the symbols in this order. These can be matched with the shapes on the 8 button control panel in the Ahnonay Age to open the door to the Engineer Room. The above clues are the order you need to press the buttons to unlock the door. Here is the order the buttons need to be pressed: 1 = 3rd (Press button 1 third), 2 = 2nd (Press button 2 second), 3 = 1st (Press button 3 first), 4 = 4th (Press button 4 fourth), 5 = 6th (Press button 5 sixth), 6 = 7th (Press button 6 seventh), 7 = 8th (Press button 7 eighth), 8 = 5th (Press button 8 fifth). Press buttons in this order: (3, 2, 1, 4, 8, 5, 6, 7).

Clue #9 – Shows that the Ahnonay Age has 4 Spheres

Appendix F

D'ni Numbers

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
Place-value 25	Single-digit 25	"Cyclical" zero		

This charts provide the English equivalents for the D'ni digits from 0 - 24. After 24, the numbers continue like our own numbering system - placing digits to the left to represent higher powers of 25. For example in D'ni a 1 placed to the left of 0 is equal to 25 (D'ni (1)(0) = English 25). Now take another example using the D'ni numbers (9)(1)(0) placed next to each other. The English equivalent to this D'ni value would be $(9 \times (25 \times 25)) + (1 \times (25)) + (0 \times 25) = 5625 + 25 + 0 = 5650$; so D'ni (9)(1)(0) = English 5650. Each place to the left is a power of 25.

D'ni Alphabet

v	b	t	s	š/sh	j	g	y	x/kh	k	a/ah	i	f
[v]	[b]	[t]	[s]	[ʃ]	[dʒ]	[g]	[j]	[x]	[k]	[ɑ:]	[aɪ]	[f]
p	ih	í/ee	e/eh	é/ay	r	m	þ/th	ð/dh	d	h	o	
[p]	[ɪ]	[i:]	[ɛ]	[eɪ]	[r]	[m]	[θ]	[ð]	[d]	[h]	[ɔ:]	
ó/oy	ç/ch	w	u	ú/oo	c/ts	l	æ/a	z	n	apostrophe	period	
[ɔɪ]	[tʃ]	[w]	[u]	[u:]	[c]	[l]	[æ]	[z]	[n]			

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