

Status of Uru – Player Count (November 2011)

Weekly data on the growth of Uru is available on the Myst Online forums.

You can see fluctuations there, but generally the number of active accounts is growing by 400-500 per week, and has been consistently doing so for over a year. There are approx. 75,000 registered Uru players, but only a small portion of that number are currently active, real players. This is a small userbase, but it should be enough to sustain the game as a niche MMO.

Financial and development outlook for Uru

A minority of Uru players are paying to support the Uru service; donations are currently more than enough to maintain the servers, but not much more.

Cyan Worlds has launched Uru by themselves this time, without a publisher demanding the game turn a profit... and there are some distinct differences between MO:ULa and past versions of Uru. The project is non-profit; whatever fans donate becomes the production budget for development of new content.

The development of Uru thus will tend to scale up or down depending on how well the playerbase is supporting the project.

As is, over the last year we've seen the following releases:

- 3ds Max plugins for world creation
- Open-source release of the game engine (Cyan Worlds Engine)
- Release of server code

...and a few minor bug fixes and updates.

This means, in effect, that Cyan Worlds has given the player base adequate resources which which to develop fan-run servers with fan-made content and worlds.

However, although we've seen major progress towards fan-run shards, donations have not been adequate to ramp up any significant development of new (official) content.

The good news is that at least there's more than enough support from players to keep Cyan Worlds running and maintaining the servers; the bad news is that not much is happening beyond that. The gameworld is, for now at least, fairly stagnant.

Good News:

The login numbers, a measure of active player involvement in the game, hit a low point a few months ago and then began rising again. The players' financial support of the game likewise hit a low point recently and then began to climb.

So although not much has been happening, the trend now is positive, especially with the open-source effort progressing well.