

Issue6 April2003

# THE GATE

Where reality meets virtuality

## Calypso Heats Up!

**Frank Campbell reports on  
the battles of Calypso**

**Are You an  
Aspiring  
Fashion  
Designer?**

**Helen Praetorius with the debut  
of Calypso's Tailoring System**



**Stephanie Haines  
meets  
The Black  
Legion**

**Get a Job**

**Newbie Opportunities  
on Calypso**

## THEGATE

Issue 6, April 2003

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Can you all believe this is our sixth issue already? Time flies when you're having fun they say. In that time we have taught ourselves a lot about putting a magazine together. As we learn, we try to better our product. Last month I spoke of how we are gearing the magazine more towards in-world news and information. We are continuing that trend as more articles and stories focus on the planet Calypso. That's why this month our cover story revolves around the robots taking revenge and attacking outposts throughout the planet. As Frank Campbell reports from PE, 'It's getting hot in here!' Find out more about The Black Legion – those brave souls trying to protect the planet and its people from those mechanical enemies. Look for more tips and trends on Calypso's economy. Is it a bull or bear market? And ever wonder where Nymphtown got its name or who inhabits it? Calypso is full of interesting characters and stories to report. We've got it covered.

The real world, MindArk specifically, always has important developments to report as well. We plan to increase the information flow from PE's developer. Along with our Message from MindArk, look for monthly features such as:

- A day in support
- How a VU is implemented
- Content – from idea to execution
- How a VU is tested
- A roadmap of PE – the next year

As you have noticed, we have included advertisements in this issue of The Gate. We are accepting donations to our contest and event prize fund in return for ads. Eventually there will be set fees for this service. If you're interested in advertising your group or product, email us at [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com)

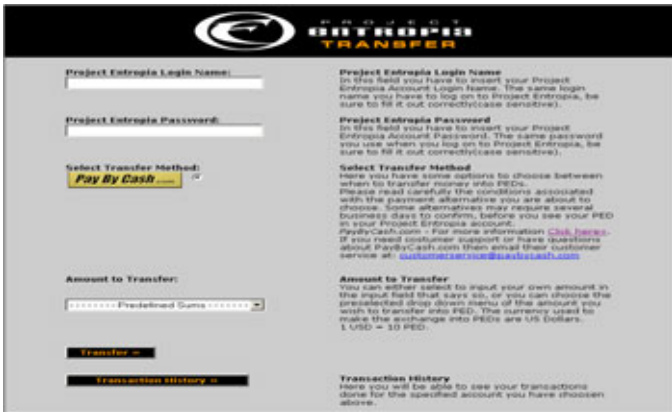
Well, that is my own little roadmap of this issue and what's to come in future editions of The Gate. I'll put the brakes on now...



Cheers,  
Stephanie Haines  
Editor  
The Gate

## The Month in Review

One of the main priorities this past month, along with getting VU 4.4 ready for release, has been payment. Many of you have expressed that you wanted more payment options, one reason being that a lot of people just don't have credit cards. Well, your calls have been answered. We recently implemented Pay by Cash, which is a system housing more than a dozen payment options including PayPal and Bank/Wire Transfer. You can find out more at <https://transfer.project-entropia.com>. If you experience a problem please contact [customerservice@paybycash.com](mailto:customerservice@paybycash.com).



Many of you may be curious and anxious to help test upcoming Version Updates. We will definitely be opening up the Project Entropia In-House Test Servers for external testing in time for VU 4.5. A selected group of participants will enter the domains and help MA test the new features before they're launched live. Community Manager Marco Behrmann will keep you updated in the Developer's Forum on the official website.

We realize there have been participants who lost bombs or probes while mining recently. This was due to a bug that consumed a large stack of bombs or probes in a single mining attempt. There are detailed logs on file so once the bug is put to rest for good, the affected participants will then be compensated.

Last month we mentioned that some participants were roaming around Calypso claiming to be official MindArk representatives. From this point on there will be no confusion as to who is 'for real' and who is a 'scammer'. All official MA reps will have a blue and white uniform to distinctly identify them. The male one will consist of pants, shirt and a jacket and the female one a blouse, skirt and a blazer. The avatars will be well identified.



PROJECT  
ENTROPIA

## MESSAGE FROM



And as always we give you a quick rundown of the top features in VU 4.4.

Place your bid! PE's Auction Houses and Auctioneers are open and ready for business.

Enhanced communication allows for intra-society talk and for friends to chat directly, regardless of distance.

The new tailoring system allows avatars to create and color their clothing.

Let's get ready to rumble! Boxing rings have been added throughout Calypso.



Detailed avatar information is now available through an information sheet. It includes skills info, name, social status and profession standings.

From this update onward, PE requires DirectX version 9.0.

More than a dozen monsters have been added to Calypso!

Many new skills have been added, plus more details are now available on the descriptions of skills.

An Omegaton Survey Probe Ship has dispatched an automated production platform, which has gone missing. Rumor has it it is pumping out oil into the open...

Robots are gaining strength and there are rumors at least one new type has appeared...

There is much more included in VU 4.4. For a complete listing, see the Developer's Forum on the official website.

One of the most deeply hidden treasures here at MindArk, located at the conclusion of the long corridor here, is our man at the keys Mr. Lars Falk. A professional musician since the end of the 70's, with numerous solo and band productions to his credit, Lars began working here at MindArk two years ago. Citing influences like Kraftwerk and a general disposition to electronic, synth based music, I wondered if a science fiction theme has influenced his development of sound and music for Project Entropia. Explaining his primary aural concept of Calypso being 'another world', Lars believes he has been lucky to retain and employ his own sound in Project Entropia.

With an arsenal of hardware from midi keyboards, to mikes and mixers, together with sequencing and editing software like Logic Audio Platinum, Reason, Reaktor, Absynth and Peak, Lars is well on the way to realizing his dream of creating a dynamic, interactive, movie-like score to accompany every footstep you take on Calypso. From the intensity of battle to the tranquility of the seashore, there should be an almost seamless accompaniment following your adventures.

That's an awful lot of sound, so where does it all come from? Well, the music comes straight from the head, while the sounds are a combination of material from some popular sound libraries like Sound Ideas, and Lars' own in house creations using effects, filters and noise.

His most recent project has been to create newly composed material for two added features in Version

# The Sound of



# Calypso

**Frank Campbell**

Update 4.4 - the boxing arena and the catwalk – both diverse spheres in regards to style and atmosphere.

With Project Entropia growing more and more, Lars explained how the department would be split into two separate sound and music departments in the future. A close collaborator at the moment is Audio Programmer Rickard Lagerbäck, who implements Lars' work into the code of Project Entropia.

So what else can we expect to see in the future? On top of the Sound Department's wish list is the desire to stream the audio for Project Entropia. This would ease the burden on our monthly Version Updates and give a larger scope to what can be implemented from our side.

We're also looking forward to cooperation with music producers and record companies in the real world, having their music implemented into Project Entropia and bringing a little life to some of those bars and trading posts out there.

Finally, Lars hopes to see a compilation CD of Project Entropia's music available in our web shop in the near future. So don't be surprised if some of you Calypsians end up changing your baby's diapers to the sound of an Atrax attack some day – you might just want to log in again and reminisce.

**Lars Falk  
The Music Man**



# Fan Sites Get a Makeover

Stephanie Haines

THEGATE 5

Everyone needs a makeover once in a while right? A new hairstyle or a new outfit can add up to a new you. Websites are no different. What would a good website be without a little touch-up once in a while. Two of Project Entropia's key fan sites thought it was high time to do just that. Entropia Stratics has recently re-launched and Calypso Headquarters will reveal itself again shortly.

Bluenose of Soldiers of Fortune has been redesigning CHQ, which has been around for nearly two years. It was founded and originally run by Jaap, who handed over his duties to SOF in the fall. But because most of the members of SOF were so busy in PE itself, the site was more or less abandoned for a while. Bluenose decided to bring it to life once again. "SOF then took total control of the Name and Content of CalypsoHQ, and as VP I decided to try and restore the site to a working state, (the old site was full of bugs) and once again make it a focal point of the PE community, outside of MindArk."

The new Calypso HQ is like a newly restored version of the old site. Bluenose decided to keep a lot of the original site in the redesign. If you want archived information about Project Entropia, it is the place to look. Bluenose has developer reports, interviews and articles dating back to 1999. "A lot of the articles written are from quite a while ago, and give a good background to the game for those that are interested."

Entropia Stratics dates back to June 2001 and like Calypso HQ, had some down time as well. A new team was

assigned in the fall of last year to breathe new life into the site. According to Content Manager Opticron, "After a period of information gathering, redesigning and some problems like serious network slowdowns it became the site that you'll

events and also the latest news and information involving the online gaming industry."

Among the added features on the re-launched Entropia Stratics are new articles, new screenshots, new forums (trading), new searchable databases and new guides. A great resource for 'new'-bies.

There are PE fan sites popping up all over the map. One that prides itself on being a primary resource for PE information is called Entropia World. The site is run by LiquidPlasma and Boske, two die hard fans of PE. Liquid explains why he took on the task of building EW, "After searching endlessly for information on Project Entropia, I realized there were no good sites up yet, so since I have experience running community based sites and have access to web servers, I decided to start my own site."

One of Entropia World's latest features is a Classified Section for PE participants to sell their treasures. It also has a beast chart and a gun chart that provide detailed statistics. Those are both updated regularly. "We're always changing because that's the way the game is," says Liquid. "Anything we can add to help people get more enjoyment and have a better gaming experience on Calypso is what we're out to do".

If you want to visit any of the above PE fan sites, here is how to find them:



find today. It's not finished though, like PE it will always continue to grow."

What is that site exactly? Entropia Stratics is part of the Stratics Central network, which has a long list of online games it features. PE is among that list. Opticron says "We work hard to provide the right mix of tools and information that can help bring players together, inform the gaming community on upcoming

[www.calypsohq.com](http://www.calypsohq.com) (still under construction)

<http://entropia.stratics.com>

[www.entropiaworld.com](http://www.entropiaworld.com)

## USEFUL URLs

**This is where we'll be posting links we think can help both you newbie and veteran Calypsians. If you've got one you'd like to share, send it to The Gate at [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com)**

### ENTROPIA PIONEERS

Great site about weaponry.

<http://entropia-pioneers.kicks-ass.org/phpBB2/viewtopic.php?t=134>

### SMC

Smith and Mining Corporation  
Ore prices, availability etc. etc.

<http://www.smc-central.com/members/default.asp>

### KAZERS TRADING POST

Great place to find a job on Calypso

<http://kazer.homeip.net/PE/index.php?page=job>



## Real Relationships in a Virtual World

by Helen Praetorius

**You spot a stranger in a public place. You sense that there may be mutual attraction, but there's just no way to pursue it without putting everything on the line. By the time you decide to go for it, it's too late. You'll never see that person again...**

In a virtual universe the stakes aren't nearly as high, so why not go for it? Project Entropia helps you forget those real-life lost chances and gives you an opportunity to take new ones. One of the main features drawing people to PE time and again is the relationships they have with other participants; they have a sense of community. Many platonic and romantic relationships have developed in virtual environments and these can be just as profound as those in the real world. Some have a misconception that nothing real or lasting can come out of a fantasy make-believe world, but remember that behind the virtual avatars are real people.

PE has a long list of participants who have gotten to know fellow fans so well on the planet Calypso that they've taken the step from virtuality to reality. Delta-Force and Gizze met in PE about six months ago and they both became members of Soldiers of Fortune. Not long ago they actually met up in Gizze's hometown in the north of Sweden. They hung out and played PE for a few days. Delta-Force also got the opportunity to meet Gizze's girlfriend who is another PE participant.

It isn't always easy finding the time...I often wish there would be more than 24 hours in a day. Nowadays it seems

to take a lot of planning to be able to meet friends and loved ones during the week. Everyone lives in a fast moving environment where work activities take up most of our spare time. That is also one of the reasons why the computer

is becoming more of an important tool in how we interact with people on a daily basis. One PE participant Vmax says, "I have met several people in PE and on these boards who I have regular contact on ICQ or through email with." Hobbes is another participant who says, "I frequently talk to one of my friends on IRC daily and I have several others who I speak to fairly regularly. It's interesting to have friends in college, friends who are married, living in another hemisphere, with multiple kids and friends my age who go to school in a country with a different language, on a different continent ;)"

Some PE participants are even willing to travel quite a distance to meet those friends face-to-face. Spade, from Denmark, looks forward to coming to Sweden this Easter to get together with some fellow Scandinavians. Spoon is supposed to meet up with a fellow PE fan in Italy next year...and she's female by the way. "I'm looking forward to it. She seems pretty cool," he says. It won't be a short trip. Spoon hails from New Zealand. Merloth got a party invitation from Kesil in June of last year. He accepted and jumped on the train and traveled 800 km north in Sweden. They hit it off right away and spent hours participating in PE, chatting on IRC and partying, of course! The two are now trying to plan a get-together here in Gothenburg.

There are many more stories like this and it is fantastic to hear. Maybe there will be trips across the world and real life weddings happening on a regular basis all because of the virtual universe of Project Entropia. You never know :)



# IT'S GETTING HOT IN HERE

Is it just my imagination, or are things starting to get a little hotter on Calypso? There seems to have been a lot of action on Calypso since our last issue of The Gate, with some very exciting developments.

**Frank Campbell**



Tuesday, March 18th saw the beginning of returned aggressions from invading robot forces. At around 13:15 UTC a robot force landed outside the southeast side of Atlas Haven and began pushing towards the outpost. The colonists at Atlas Haven bravely met the attack, and a group of around 20 to 30 colonists charged the tree line and rushed down the first slopes to the battleground. The adrenaline pumped harder as the radar showed converging clots of red and green dots careening towards each other. The battle was the fiercest I have seen on Calypso to date, and intelligence information recovered from the battle suggests things are only going to get tougher for Calypso's colonists. As well as a new breed of more deadly droid, the robots are developing technology to knock out the gun turrets around some of the outposts, effectively allowing them to gain control over entire outposts.

The following day, March 19th, an Omegaton Class III Hawker Clark Supply ship was attacked and shot down while entering Calypso's

atmosphere. Its cargo was thrown over the surface below, which was good news for the lucky colonists who found supplies, but a worrying development for the long-term maintenance of supplies to Calypso.

On the surface itself we have witnessed the appearance of the cK – the coat killers. This band of six individuals has laid claim to the rich mineral deposits inside the PvP zone, and under the threat of death, have proclaimed that no one is allowed to mine or hold events inside the PvP zone without a cK permit. When I first heard of this bold move I decided I had to try and get in contact with these bandits and hear what they had to say. I went to the heart of Calypso, Atlas Haven, and paid a noob 20 PED to find me a member of the cK. 'cK\_Lameth' confirmed for me the objectives of the cK – complete control over the mineral rich PvP area through the use of force. Check out: [www.truantduck.com/ck](http://www.truantduck.com/ck) for an overview of their objectives.



This was exciting, with ramifications for the supply and price of ores, I needed to find out if there was any group on Calypso that could stand up to the cK

and protect the free rights of Calypso's mining community from this mafia-style takeover. The most obvious choice was to contact the SoF. Unfortunately, the recent change of leadership in the SoF seems to have weakened its position and they seem to be a long way from upholding their charter:

*"Our society is against monopoly and will be an important 'player' in most if not all domains of activity in Project Entropia (business, trade, military, research, etc.) to ensure a healthy balance within the game and prosperity for our members." NOT!*

With the SoF in a state of paralysis I asked 'cK\_Lameth' if they had encountered any other resistance to their daring occupation. He mentioned raggle taggle squads that try to challenge them from time to time, but these are mostly unimpressive. He said 'la Faction Beta' made a token stand at one point, but eventually ran away with their tail between their legs. A later discussion with 'Lodidodi' of 'la Faction Beta' revealed a hidden courtship between the cK and la Faction Beta. Draw your own conclusions.

So, the question is loaded - with the robots poised to take more control over Calypso, the appearance of bandit gangs laying claim to valuable resources, how will the ordinary miners, crafters and hunters respond to these challenges, with no coherent military force to defend the free market? Is Calypso heading for chaos? Stay tuned...

## The economy on Calypso continues to develop and ore supply seems to have been the issue recently.

The supply of ores seems to have dropped off during the last month with crafters crying out for more ores than are available. Again, Lyst tops the list of most sought after materials. No surprise there, but its availability is what's interesting. Some reports suggest that certain big crafters are sitting on stockpiles of over 30K ingots, ensuring them a good start after the VU. It seems that each VU creates a certain amount of uncertainty on Calypso, which in turn drives speculative purchasing – the stockpiling of ores.

As before, the number one area for mining ores is in the PvP zone, and it's recent annexation by the cK has certainly added an extra dynamic to successful mining. We are watching this development keenly at The Gate as we expect things to heat up considerably. The coming months should see the emergence of several powerful groups influencing the economy greatly on Calypso.

The last month has seen crafters beginning to specialize, with certain groups like 'la Faction Beta' in

Nymptown manufacturing components of all types and storing them to be sold at a later point to other crafters specializing in finished goods. This is certainly a good development in terms of crafting, allowing more colonists to join the crafting process at specialist points.

Useful weapons have been available on the open market for a while now and one private weapons dealer called GETAFIX has established a good reputation with many satisfied customers returning again and again to buy from him. Adjusted and improved weapons always sell well and within the weapons market it's always good to shop around. With many private dealers as well as organized groups out there, it could pay off to spend a little time shopping before you commit to a purchase.

Begging and newbies with no cash are still issues on Calypso, issues that will probably never fully disappear. Colonists however, are beginning to see opportunities themselves now and the advent of 'Two Raven Services' employment agency offers the prospect to any struggling newbie to get a start on Calypso.

Other news includes the auction houses and auctioneers present in VU 4.4. These auction houses should make trading between participants and societies easier and more interesting on Calypso. Also, and Omegaton Survey Probe Ship lost an automated production platform on Calypso so you can expect more political developments as control of this resource site comes into the sphere of interest.

The coming months should see major role playing developments on Calypso, which will greatly influence the availability and cost of resources. It will be up to the colonists themselves to now bear the responsibility of an ever-expanding political and economical arena. Now is the time to be organized, to build interest groups and to have policies – otherwise you might just be left behind.

### MUTINY!

Beamer from the Combat 'n' Supplies society revealed how a possible society inside job between Feb.25 and March 12 relieved the CnS banker of some 2000 PED. This blow to the group's finances was a knock out strike that crumbled the CnS! Founding members are still on the lookout for the culprit.

## ALTERNATIVE PAYMENT METHODS NOW AVAILABLE!

MindArk AB has now entered into a partnership with PayByCash. PayByCash allows participants to deposit cash into their Project Entropia accounts through a variety of methods including: payment via cash, bank/wire transfer, Western Union and PayPal to name just a few. A small charge is included but overall, the payment methods offered have proven successful for our participants.

In order to deposit funds through PayByCash you need to have a Project Entropia account, where using your username and password, you can make a deposit through:

<https://transfer.project-entropia.com>



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## Fight Club a Knockout

"The first rule of Fight Club – Don't talk about Fight Club." We have to! We want Calypsians to know about this underground group that is putting boxing on the map.

"The idea of Fight Club was born during a sparring session with Anruan, and having just seen the film starring Brad Pitt, I thought I should start my own Fight Club," says Singular. "I have never been into "shooters", but to use the PvP possibilities to have a one on one competition appealed to me a lot."

Rules are as follows: the TT version of the Powerfist is used to get the odds even, no armor is worn and no healing is allowed during fights. Calypsians seem to like the idea.

12 fighters signed up for the first event, which was held March 21<sup>st</sup> in the PvP zone (after an agreement was made with cK). Of those who advanced to the final round the following weekend, it was Burnsey who took the title of the TT Powerfist Contest.

The next big event is the **B l a d e m a s t e r** Championship is Friday April 11<sup>th</sup> 21:00 MA time, but Fight Club hopes to have smaller events every Friday at the same time in the very NE point of the PvP zone. All are invited says Singular, "People can come to up those skills or to have a big rumble." All planned events will be posted on the event forums so always check there for the latest info.



## Dee's Screenshot Success

Dee Dee Deranged hosted a screenshot contest recently with three shots taken from the landscape of Calypso. Contestants had to track their location. HeadWar was the winner, taking home a collection of weapons, amps, armor and clothes. Congratulations!

Here are the coordinates, for all who participated:

001: X= 6809.8 Y=16899.2 Z=45.3

002: X=20003.3 Y=21925.9 Z=40.5

003: X= 8221.8 Y=11520.5 Z=11.8

Dee's new contest will be revealed April 16<sup>th</sup> in the forums

# What's On Events Calendar

## Dekel-Ables a Real Treasure

On Saturday March 29<sup>th</sup>, eager treasure hunt contestants gathered at the crashed ship north west of Orthos Mound. Organizer Barn decided to paste a link to a picture of a screen shot and the contestants had to find the location. Once there, they had to collect the BluePrint on the ground and take note of the coordinates. The winner was Dekel-Ables, who was awarded with a BluePrint Book full of Blueprints...a valuable prize to crafters!

Barn's next Treasure Hunt will be held in late April. Date and time to be announced. There will be a fee to enter this time and the more that enter, the greater the prize. People who wish to enter can email Barn at [treasure\\_huntpe@hotmail.com](mailto:treasure_huntpe@hotmail.com) (or visit the forum for more details).

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# THE BLACK LEGION

As Calypso colonists live with the harsh reality of potentially devastating robot attacks daily, one group stands armed and ready to defend the precious planet and its people. It is called The Black Legion.



Chief in Command PPK says The Black Legion's mission "was, is and will always be to secure Calypso from the robots. To destroy a robot on site is a goal set in the first year of arrival, a code that all legionnaires honour with pride." He continues, "We won't stop until they are all gone."

The Black Legion began as a mercenary force to aid new settlers who arrived after the robot rebellion. The group got its name from its uniforms and armor, which turned grey and eventually black from the sun and dirt of Calypso storms. "When the settlers saw us they called us The Black Legion, a name that stuck with us and now we are proud of it," boasts PPK.

There are currently 25 full members and 10 volunteers who are still in Boot Camp. New legionnaires are always encouraged to enlist "as long as they abide by our rules and serve with pride," PPK says. Once accepted, they will be placed in boot camp where they will be trained in hunting techniques and

equipment, mining and equipment, in trading and in some Intel duties. They are first soldiers, but eventually get the chance to prosper in trade.

Moving up the ranks may take some time. There is a strict and complex hierarchy that looks like this:

The Corps consists of 3 Generals and a Staff of 1 Colonel (commands 1 Black Legion and a Major (commands 1 Regiment). In each regiment there are 3 Companies (commanded by a Captain), and in each company 2 platoons (1 Lieutenant in each). The platoons are divided in 2 Squads (2 Sergeants in each). This gives hunting parties of 1 Sergeant and 4 legionnaires. The Boot Camp has a Chief Instructor, a Captain, and 2 Drill Sergeants to assist. The 1<sup>st</sup> CIE is in charge of hunting. The 2<sup>nd</sup> CIE is in charge of Mining. The 3<sup>rd</sup> CIE has a Trade Platoon and a Construction Platoon. The 4<sup>th</sup> CIE is the Boot Camp. There are two teams: The Black Legion Planetary Survey Team (Mapmaking, etc) and The Black Legion Intelligence Team (Gathering Intel on all aspects of Calypso).

The Legion employs its own banker who is

responsible for group finances. He helps new legionnaires acquire money for use on Calypso without any fees. The banker also divides loot and resources to traders and constructors and provides a percentage of the profit from any official hunt or mining expedition they have participated in.

As the Chief in Command, PPK's role is to co-ordinate all the different aspects of The Black Legion. "I also do all the 3D graphics and handle promotions and dismissals within our ranks. I make sure our webmaster gets the graphics and

of the robot ships. I met him in Twin Peaks and he was mumbling something about 'to beat the drones, we have to become like them, think like them...' and then he teleported away." The Legion has had no luck yet in locating its General or the legionnaires.

As the hunt continues, the Black Legion presses on in its mission to protect Calypso from its fierce enemy. PPK has bigger goals as well. "We will hopefully have an influence in the politics of the everyday life on Calypso. An honorable goal worth pursuing."



documents so that he can update our web presence. I also lead the Black Legion Planetary Survey Team and our Intelligence Team."

Sounds like being a legionnaire is a busy job. It also comes with some risks. One of the key members of the Legion, General DeeKay, is Missing in Action. According to PPK, "He has been lost since he flipped out and took 2 platoons from 2<sup>nd</sup> Regiment and went after one

To join The Black Legion, log onto a Society Terminal on Calypso and fill in the required information. Read more about the group at <http://medlem.spray.se/blacklegionsppk/>



Stephanie Haines

# Black Cat - The Journal

## Part III

21<sup>st</sup> Last Seed - Noon

I didn't know what to do. It seemed that different parts of me were telling me different things. One half of me said that he would arrive and that I would see his face again. The other part told me that he was gone and that the black abyss that is death had consumed him.

I stared down at the ground. The earth was dry and coarse. The bench cast shadows over the ground below. Then I noticed that the small rays of sunlight that had been gracing my face were blocked. I looked up and saw him. He was pale, shivering and tired beyond belief. He practically collapsed beside me and I noticed that he was bleeding from his chest.

"Lameth! I thought you were...I'm so glad you're alive," I said staring at his wound. "What happened?"

"Felicia, I don't know how much time I have until they come after me and eventually you. We..." He coughed, blood poured out of his mouth. "We need to rest and I know a place we can recuperate."

"You need to see a doctor or get some help. We can't just go on like this!" I screamed at him, anxious and scared. He got up and pulled me towards him.

"Come with me or stay here and die," he yelled back. I eventually agreed that we should go and we fled from the scene. He showed me to a car he had "borrowed" and we sped off into the horizon.

The past 24 hours seemed so surreal. We had robbed a building, discovered our company was being blackmailed by P.E.T.P – whoever they are – and Lameth had disappeared and then reappeared wounded and aching with pain. My mind could not process the events and I was glad that they had not sunk in yet.

He told me that we were going to have a long ride and as I write this I am still in the back of "his" car, driving into the unknown. How long have I been in the back of this cheap hover car? Who knows? At least he is with me.

22<sup>nd</sup> Last Seed

I woke up this morning feeling nauseous and disorientated. I looked around and noticed that my surroundings had changed. I was in, what appeared to be, a hotel room. The walls were covered with cheap wallpaper and tacky ornaments.

I looked around frantically and at last saw Lameth sleeping on the couch. I got out of bed and went over to him. He had patched up his wound and it seemed better. I looked around the room again. It was so dark so I opened the curtains to see what was lurking behind them. Nothing but a window. I walked out onto the veranda and desert was all I saw. We must have driven to Cape Corinth. It was beautiful, but hardly a setting for two outlaws such as ourselves.

I was sure that Genova Inc. would know about us now and the information we had would be a big threat to their corporation. Lameth awoke as I finished admiring the beautiful landscape.

"So finally you're awake," I said smiling at him.

"I could say the same to you. You must have been having a good dream," said Lameth. We shared a brief moment and then he broke the silence.

"I suppose you are wondering about what happened?" he asked me.

"The thought had crossed my mind, yes," I replied.

"After you fled, I was ambushed by two men in suits carrying guns. I waited until they came over. I threw, what I thought to be, a plasma grenade to the other side of the room. It turns



out it was an EMP grenade which had some weird effect on them. Anyway, I took the chance to escape and ran out of there as fast as I could. When I got near the exit they must have snuck up behind me and knocked me out because I woke up in a jail cell in the Police Station in Hadesheim."

"You, what?" I asked him, not understanding why he was there.

"Let me finish," he asked of me. "A man came in and I think he was some sort of advanced Nanadroid. Do you remember the robotic men that Genova Inc. designed for security purposes for a random organization? I don't understand it either. After he had interrogated me for a while, the police came in. They told me that they were

going to take me somewhere "special." I managed to run by them and flee the Police Station and get a car."

"That's quite a tale. But it still doesn't



explain how you got that wound on your stomach or rather..." I glanced at his stomach. The bandage had peeled off and there was no wound. I jumped up and backed away from Lameth.

"Who are you?" I screamed at him.

He ran at me pushing me into a table. I fought back but he slung me over his shoulder, ran out to the veranda and jumped off. I screamed but he landed safely with me in tow.

The last thing I saw was the Nanadroid peeling off his mask.

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Stay tuned for Part IV of Black Cat's Journal in the next issue of The Gate.

## A Rainbow of Color Variety



# CALYPSO FASHION

by Helen Praetorius

## Tailor Make Your Appearance

**T**he knowledge and art of tailoring, of cutting and sewing cloth – the two basic aspects of constructing clothes from a pattern – developed slowly and gradually in Europe between the twelfth and fourteenth centuries. The Oxford English Dictionary's first reference to the word "tailor" gives the specific date of 1297; and certainly by that date tailoring guilds, as well as those of weavers, and cloth merchants were well established in Europe. That's in the real world. I'm proud to reveal that tailoring has now made its debut on the planet Calypso.

To have the opportunity to create a distinct look when entering the virtual universe of Project Entropia is, for many, of great importance. Several of the participants put a lot of time and effort in creating the look of their avatar, and it's great to see so many different looks roaming the landscape of Calypso. Now there will be even more because colonists will be able to create their own clothing. I'd like to explain how the new tailoring system works from start to finish.

First of all, you need to obtain various natural materials. These are natural resources that can be found or extracted from the environment. They are primarily on animals or plants (coming soon) but can also be things like metal or energy matter. The natural resources are then used to compose different tailoring materials such as textiles, leathers, buttons or synthetics. After that step, you can use these refined materials to make clothes. The entire process of

making the tailoring materials into clothing is done using the public device called a Tailoring Machine. And where might you find one? They will be available inside most urban areas, so that is good news.

Another question that must come to mind is how difficult it is to create these Tailoring Materials or Clothes. The process requires specific blueprints and a special blueprint book. There will be an increasing number of different clothing models to choose from based on your skills. Each one of these models has its own pattern that can be colored differently using a separate type of tool.

All these new clothes have a pretty dull standard grey color, but don't worry because you can brighten them up. This action is a separate step that requires a portable Clothes Coloration Tool and Paint Cans. With this you can get rid of that grey look and apply the color of your choice. By having the right skills it will enable you to design an immense collection of colors and patterns on all new clothes. For the creative ones out there, you will actually be able to produce your own colors by mixing together different color substances using a separate Create Color Tool.

Ultimately EVERYONE will have the ability to become a Calypso Fashion Designer with this new feature, which will only expand. There is much more to come, so keep reading Calypso Fashion for all the latest on tailoring.

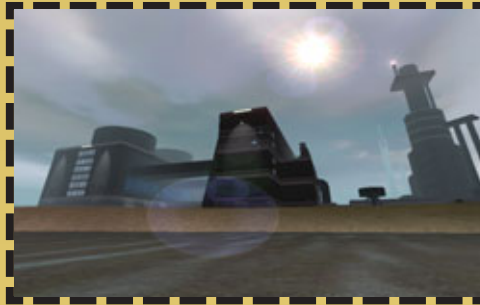
# THE TRAVEL GUIDE

Helen Praetorius

There have been many unique areas developed on the planet Calypso, and there are more to come. What is great is that when you are new to this world it is up to you as an individual to find that special place you can call home, and it seems to be working. Everywhere I go there are people gathering together for different purposes. Either they are off hunting, trading, mining or simply hanging out. People have a sense of belonging in them; they want to associate with people with either same interest or from the same place.

Many participants have found their own countrymen on Calypso and are congregating in different outposts or cities. If you want to meet up with the Polish community, Twin Peaks in the south is the place to go. The Swedes and the Danes like to get together up north in Cape Corinth. The largest group seems to be the French who have made their "local hangout" Nymptown. I decided to take a trip there myself and find out what makes this place so special.

Nymptown is named after a beautiful female spirit of nature from ancient human mythology. The name is well chosen for this beautiful place. This outpost is located at the north shores of the impressive Lake Naiad in the southern parts of Eudoria. This enormous lake is used as the main water reservoir on the continent of Eudoria. The outpost holds a large pump station called Nymptown Water Supply that is



essential for the future human expansion and agricultural developments in the east region.

Once I arrived in Nymptown I immediately saw a quite large group of colonists gathered doing some trading and chatting. It didn't surprise me that they all spoke French although most of them answered me back in English when I joined in on their conversation. I sensed a strong community feeling there. They told me that the area became a popular meeting place for the French approximately a few months ago.

Members of the French society La Faction Beta apparently started hanging out there after finding Atlas Haven a little too crowded for their liking. According to the society, it's a place to find good loots, its inhabitants provide good information and it has a good beach where the sun always shines. There seems to be a lot of activity in Nymptown; a fashion show took place not long ago and somebody hinted there could be a boxing tournament organized there soon.

The participants gave me a few tips and they said that the hunting is really good in this area so after some chatting I went off exploring. These are the creatures that I had the "pleasure" of meeting: Rippersnappers in the sea, Caudatergus in the mountains and some Megamutants Biffoids north east of the town. The "pleasure" could also be yours...

It's a bit of a trek to get to Nymptown, but there is no doubt it is a beautiful place full of creatures worth hunting and a community worth chatting to.

## "RAVE" PROSPECTING

Look for Ravec 'Rave' or 'Marius'

We do the mining for you.

\*\*\*\*\*

All you do is pay for the probes or bombs, and we do the work. For every 5 PED spent on our services, we throw in a PED worth of probes/bombs for free.



IMPORTANT: This is as if you were mining, but without wasting your time. SUCCESS IS NOT GUARANTEED! This is, however, a legit business. When minerals are found, we give you back your spent PED in finds. After that, we collect 15% of the find, a small fee for time saved.

Bombs (metals): 1 PED EACH, PROBES (non-metals): 2 for 1 PED  
Contact: AIM: XvNeverWinterXv (Rave), HalowedWorshiper (Marius)  
MSN Email/Messenger: Solairus@msn.com (Rave)

# March Writing Contest Winner!



It all began in the beginning of February 2003. We, a bunch of "real life" friends, had heard of a game called Project Entropia from our friend Murdoch. He told Kai of BrunnenG about the game he had been playing for a while which was played with real cash. Kai soon started playing himself and shortly after that it didn't take long before I (Ryago) began to play too. We all started out playing ourselves and were miners at that time. Murdoch and Kai had tried out hunting before I started playing but they soon figured out it wasn't very fun killing an Armax with TT-weapons. We had our home base in the PvP zone, as most others had at that time. It was practically pumped with minerals so starting up through mining in there was close to foolproof! Time went and a week passed, then one day... PvP was dead; no more minerals were to be found. We were not the only ones wondering what happened, but there were nothing we could do about it. We had built up a little stock of cash, enough to make some bomb runs, so we all started playing and mining outside PvP.

Things were mediocre at the start and then turned worse, at least for me. Kai and Murdoch had some sporadic HoF:s but I had nothing...until one day! I was out on an exploring mission to discover all those vast deposits of ore around Calypso when I decided to climb up a high mountain to get a better overview of the surroundings. I watched the beautiful landscape spread out across my screen, planted a bomb, detonated it and waited. I stood watching my Detectorator show "Type: Zinc Size: Extremely Large". Being a Newbie, I wondered how much an extremely large deposit was worth and if it was as good as those substantial deposits my friends had found. I started mining again and later noticed I was overweight. I checked my pile of minerals and to my great joy, but also great shock I saw it was over 200 PED worth of zinc. I decided to buy myself a Rifle - a Starkhov AS-117.

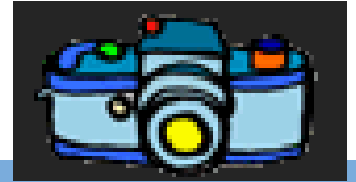
I started hunting Snarksnots just outside Camp Caravan and was amazed how great my rifle was. My friends soon fol-

**We asked Calypso colonists to tell us how they turned their first few PEDs into a success. The winning entry comes from Ryago and three friends who will split the winnings of 90 PED. Congrats Calypsians! That prize is courtesy of Two Raven Services Employment Agency (see their ad on pg. 8)**

lowed my example and bought themselves some guns too. But when I got my HoF, Kai and I started to think about some cooperative playing. We knew we could trust each other since we are all friends. I don't really remember where we started to hunt but sooner or later we ended up in "Longuland" down in the SE near Twin Peaks. This is when and where things started to happen! We discovered how easy hunting Longus was and that they actually gave good overall drops. We found an amplifier that gave us more PED than we were used to and were joyous! We also tried out the Feffoid hangout in the northern region between Zeus and Caravan. Those Feffoids gave us some great stuff including a Shield Generator. At that time Dockan joined in.

Three of us (Kai, Dockan and myself) were having a LAN home at Dockan's place playing PE and suddenly we struck a HoF! Dockan looted some female Shadow Arms; we went wild jumping around dancing (I'm not making this up) in his apartment and everyone was ecstatic. The following days went well; we had found an FF4400 and an improved M2732. One day Murdoch and I were out hunting Longus and when I looted one of them I suddenly heard applause. I got a HoF! My eyes widened when reading the number 709 PED. Then I turned to the window with the loot and saw some kind of rifle there. It was an Improved A-3 Justifier Mk. II. This was where my mouth looked like this :O We all broke out in an unholy frenzy of smileys and letters typed by hitting the joy out on the keyboard. We were rich! We set out the Improved Mk. II for bids and expected to get around 3000 PEDs (we are still newbies). We soon figured out there weren't many people wealthy enough to buy our piece, but we weren't in a rush. In the meantime, we found another FF4400 gaining and were gaining PEDs on it.

Days went by and one night I checked my IRC-client and saw Kai writing, "I can't believe it! I've found another Improved Mk. II!" I asked him 10 times if it was true. Now



In April's contest, we're on the lookout for an official photographer. The Gate wants you to be the screenshot snapper who gets shots of events, battles, parties, cool creatures...you get the idea. The position pays 50 PED for the first month. Send us your best screenshot and this position could be yours! We require a minimum of 30 photos per month (once you're hired). Start snapping.

we had two Improved Mk. IIs. We were rich! This was when we all started thinking maybe it would be fun playing alone, so we decided to sell our stuff we had together and split the cash up in four. For those wondering what we made from investing about \$5 each...we cashed out with \$110 each. This is our story, a great one in my opinion. We had loads of fun and still do.

See you in the HoF-list! ;)  
Joakim "Ryago" Sundin

**“It takes only five minutes to get to know me and after a decade I don’t even know myself.”**

A pretty revealing sentiment from Jane, otherwise known as Akasma in Project Entropia. The name, meaning white rose in Turkish, was given to her by a former boyfriend. Let’s get to know Jane and her alter ego.

She is a 22-year-old college student majoring in Computer Science and Psychology at the University of Missouri. Jane has one sister Kelly (20) and a brother Earl (18) and according to her, they grew up tormenting each other however possible. “I would disassemble my sister’s Barbies and she would sabotage my rockets”, she says.

Jane’s entire family loves computers so sitting down playing online games is a pastime in this home. Jane came across Project Entropia approximately a year and a half ago. As soon as the Commercial Open Trial started she downloaded PE. Although it took her some time to do so she thought it was great. Jane says her father is always interested in different ways of making money so in the beginning she was scouting out PE for him, but

then he got hooked. They started off participating in PE together doing some mining, but now they mainly keep to themselves. Her dad already has his sights set on creating his own society and building up an entire city, or at least his own store.

Jane participates in her spare time, usually with some friends. They have a great time checking out each other’s loots after hunting or comparing skill levels. Sometimes they roam the landscapes of Calypso all night along with the help of several Mountain Dews (mmm...sugar and caffeine). Jane’s six roommates at the University of Missouri all love to play on the computer; with two separate phone lines they are able to have two DSL lines. “I think that qualifies us as fanatics,” Jane continues. This fanatic generally puts in about 20 hours a week playing different games including EQ and Neverwinter Nights, but PE is her favorite. According to Jane, EQ is limited in many ways compared to the promising future of PE.

In February she decided to get to know everyone in PE. One way of going about that was to sign everybody’s guestbooks in the website’s community. Personally I think that is a great way of introducing yourself to fellow participants in PE. Jane loves socializing with others in PE, but exploring also takes up a lot of her time. I think if you have almost all the teleporters on Calypso you have been pretty much everywhere. Jane has, but

she is still searching in case she missed something. One other interest she shares with her friends on Calypso is the group fighting. Jane explains their tactics, saying they spread out into eagle information “so that the person next to you is at the peripheral of your radar so we can comb more area.”

Jane has some suggestions for future content in PE. She would like to be able to plant extractors, and extract edibles because it would fit her character. She is not a huge fan of fighting so if she were able to do that she would explore and extract plants to support her clothing habit. Maybe we are looking at a future fashion designer sharing her personal style with everyone on Calypso?

We definitely know Jane has a creative side because she also writes poetry. I would like to finish off with some of her verse:

*Queen of the Dark  
Though not so in her mind  
Once happy as a lark  
Forced to leave her own kind*

*Evil overtakes the good  
Pain is now her game  
Hide in the wood  
Sitania is her name*

The winning caption for March comes from Calypso colonist Apal LFB. He was awarded with a starter hunting pack prize courtesy of Rave Prospecting.



**I’m the King of the World!**

## caption contest



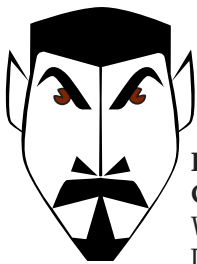
April’s screenshot comes from MegAtomic. If we think you’ve got the most clever caption, you will take home a surprise prize worth 30 PED! Send yours to [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com)

# CALYPSO COMIC

Fredrik Andersson



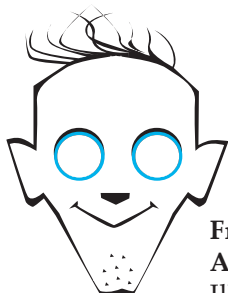
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**In the next issue of  
*The Gate:***

**Inside MindArk:  
How a VU is implemented**

**Game Online  
An IT Cafe with a window on Calypso**

**Auction Action  
Up the bid with Calypso's new Auction System**

**Playing Politics  
The Rumors and Truths Floating Around Calypso**