

# THE CALYPSO INDEPENDENCE

THE FREE VOICE OF EUDORIA AND AMETHERA

DECEMBER 2005

## ANIMAL TAMING IMPLEMENTED

### After a long period of waiting Calypso's inhabitants finally got pets

It has been long expected and has finally arrived with VU 7.8: the taming of animals. For the first few days, Calypso was flooded with bowing Daikibas and Exarosaurus in front of the new stables. Higher trained pets were even able to make pirouettes on their hind legs.

At this point, there is not much more to do with them than to make them dance, so most people's interest is still low. But as MindArk stated, this is only "the first stage of the taming system." We are eagerly awaiting what the next stages of animal taming will contain. Impressions of possible options can be received by visiting the new stable buildings. Some of them have arena-like outbuildings. One could reckon pet-fights are a possibility in the future and if they can fight each other maybe they can even aid hunters or protect miners.

Thitherto, we have to wait and exercise ourselves in patience or tame some animals just for the fun of it.



*Dancing Daikibas (Picture provided by EF)*

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## Point of View

**This issue TCI interviews the well-known Dinara from the Entropia Pioneers' Forum.**

*What is your full ingame name and profession?*

Dinara Dino Kapteck. I am currently a Veteran BLP Sniper with 4526 in Rifle but I'm primarily a miner now with 2440 in Mining and recently unlocked Extraction.

*What brought you to PE?*

When I left work a friend sent me the Economics paper by Edward Castronova about economics in Virtual Worlds and PE was one of the ones listed. The concept of a free MMORPG caught me.

*How long have you been playing?*

I don't know exactly but either June or July of 2003 was my PE "birthdate" so about two and a half years.

*Why did you choose that profession?*

I started off with the trusty Outbacko mostly killing Sabakuma. I tried following all the advice of Minos and aRtFuL working up my skills. Eventually I came to the conclusion that no matter how much I enjoyed hunting I just wasn't very good at it and started mining. I've had much better luck doing that.

*Are you part of a society?*

I am very lucky that I tricked Entropia Pioneers into inviting me into their society around two years ago.

*Which one?*

See above. , -)

*In your own words, how would you describe Entropia Pioneers?*

Entropia Enjoys a great reputation in PE as being helpful and knowledgeable. Rarely is anything bad said about us and that is almost always slander and sour grapes.

*Describe either your earliest or happiest memory of PE.*

You would think it would be an Uber HoF or something but one of my favorite things was when Darts, Pol and I were running around the water between Argus and Zeus and Pol kept shooting at the Diripi. It was really bugging me but I didn't say anything. Finally I said "Ok Pol, let's go!" and the very next one the loot window opens up and I got an Outbacko! (I was pretty well known for my love of the Outbacko back then).

*Obviously, everyones long term goal is to develop their character and try to profit, but do you have any short term goals?*

My next two goals are to unlock Avoidance (currently 2378 in Evade) and Coolness (currently 4536 in Rifle but only a Veteran BLP Sniper in Professional Standing). I still don't know why my character didn't come with Coolness

*Which upcoming feature on the PE development roadmap or otherwise are you most looking forward to?*

I am looking forward to Animal taming. It should be something that is different from Hunting / Crafting / Mining. I'm also looking forward to some kind of farming which MA has alluded to.

*How would you change PE, or what would you add, if you could decide?*

I can't give specifics but what I would change, and what I think PE needs is more types of professions or occupations and some way to facilitate service professions. Right now it's basically Hunting / Mining / Crating / Trading. That's it. Tailoring is basically crafting and the only new things for Hunting has been more mobs which all basically react the same way. The recent Critical Hit is the first real addition to hunting in my tenure. So more professions. Not new variations of the same ones but completely new ones. And with the death



of the running profession there are no real services that can be offered. The economy will never really grown until there are user services and user crafted consumables available (like the recently added Limited items)

***What's your most memorable loot?***

See above (Happiest moment)

***What one piece of advice would you give a total newb?***

If you came to PE to make money, log out and go apply at Starbuck. You'll make far more money that way. If you want to have fun, this is a great place.

***Is there anything you did in your PE past that you regret that you would care to share?***

Well, a long time ago I tried to talk Pol out of buying her Imp MK2 for 10k PED but she just wouldn't listen to me

***There are rumors of your involvement with Biffoids a.k.a. Maffoids, anything you want to tell us about that?***

\*a silly question deserves a silly answer. I remember your posts about "Biff", and I'm sure others do, so that's why I put this Q in. Very Happy

Well, Biff was actually a Feffoid and we don't talk much anymore. The engagement fell apart because he couldn't handle my continuously killing his cousins and I got upset that his family wouldn't leave me alone while I was mining. It's too bad. He was a nice guy.

***We thank Dinara for taking the time to answer our questions. And don't forget to visit the Entropia Pioneers forum if you haven't already.***

Interviewed by: Badboyz3584

## Scam warnings

by Badboyz3584

Not a lot of recent scams this month. A few discussions about some "borderline" scamming, but, overall, not too many.

### ***Auction manipulation***

***What:*** "Hey, look, the A-3 Mk.II Justifier is going up in price, better get this cheap one while it lasts." Is the price going up? Not really.

***How:*** Some participants are guilty of breaking a law that applies in the real world, but not so much in this virtual one yet. They are putting items in the auction, then having second, maybe third avatars bid the item up to a very high price, much higher than the normal price. People who check recently ended auction sites see that the market value of a certain item has risen in price, so they think that's the new (uncomfortable) market value. The original seller will then put the item back in with a lower buyout, but still higher than the real market value, and make the buyer think it's a good deal. It isn't, you've been fooled.

***Prevention:*** Tough to avoid, but make sure you watch a high ticket item before you buy it and check some of the older ended auctions before committing to a higher price.

### ***Skill sale***

***Explanation:*** "Hello, are you buying skills? Cheap?" This is a risky trade. Someone will claim to be selling skills for cheap or even free, for whatever reason, and all they need is the implant inserter and the generic skill chip. Sure they do. They only want to steal the stuff from you. There are some people that are actually legitimately doing this, but there are ways to stay safe.





*Prevention:* If you are going to let the person have the generic skill chip to fill with skills, make sure you get market value for the chip, or something worth roughly the same amount to hold while they fill it up and then give it back when they return the chip. Some will say they have no PEDs to give in place of the chip. Just walk away. There is no way to stay safe if the person has nothing of value for collateral. Then it is a risk you're taking. Be careful. A quick scan of their avatar can reveal their professional standing and if they have "Veteran BLP Sniper", you know they actually have the skill, but still be careful, it could be a scammer.

## Landarea of the Month

This month's LA: Allotopia

For LA Highlight this month, Einstein's Allotopia was our target.

### *What maturity levels of Allophyl are found inside Allotopia?*

In Allotopia the maturity is set on the lowest possible, this means it will be mostly Allophyl youngs roaming around but there will also be a number of mature and the occasional old.

### *Any other creatures that roam the area?*

A very small, neglectable number of other creatures roam around, from time to time you'll get to meet an Equus, a Repesilex or some Caudatergus.

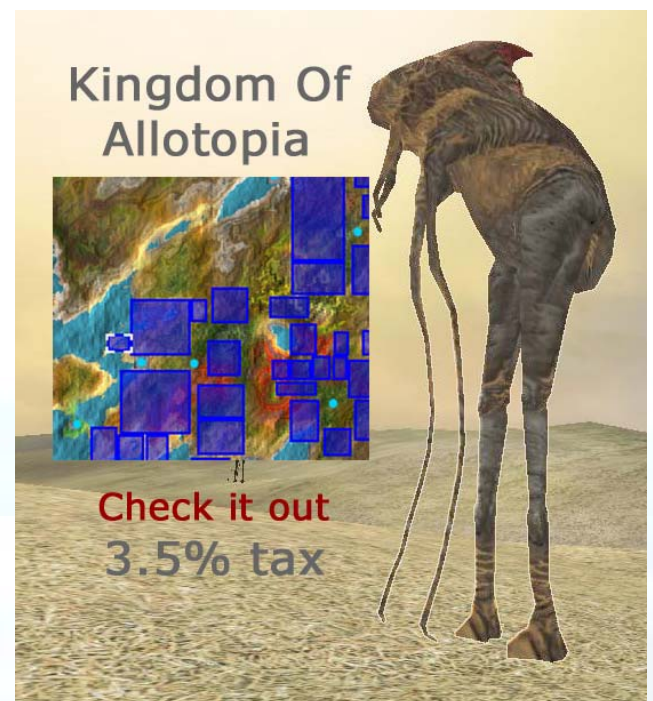
On very rare occasions one of the Falxangius that usually live on cK land comes over to have dinner at Allotopia.

If you see one of those, I advice you to run!

### *Roughly, what kind of weapons would be needed to hunt there?*

Since Allophyls have reasonably average health a wide range of weapons can be used to hunt them, you can use low damage weapons on them if you want to go on a skilling trip, but you can also use higher damage weapons to do some real hunting!

Allophyls do roughly 1/3 impact damage and 2/3 electric damage, wich means that for the youngs and the mature, pixie, goblin, rascal would be very good choices of armor to hunt them, if you wanna have full protection you should use armors that also have electric protection like Ghost.



*Einstein's Kingdom of Allotopia*

### *What items can you confirm being looted there?*

Allophyls drop a wide range of items, confirmed drops are Shopkeepers, EWE EP-41 Military, Black Marbel pedestal, Golden Allophyl pedestal, NeoPsion Af Mindforce Implant, lot's of generic skills chips, low level guns, ....

For the miners there is Blausarium, Angelic grit, Typonolic Gas and Lytairian Dust to be found.

### *Any future plans for the area?*

As the first contest was a big succes I'm thinking of keeping new contests that are even more insane and original as this one in the future.

As soon as my plans are final you'll hear more about it!

If the future brings new and interesting DNA samples it could be that the allophyls will be extuingished, but I think that might rather be something for the far future.

Other than that I don't have much plans, I hope I'll be able to keep the taxes at 3.5% wich is one of the lowest taxes off all areas!

### *Anything else?*

I hope people will have a pleasant time at Allotopia, if they have any remarks, comments or ..... I'd love to hear them.

You can always contact me ingame, on the main forums and on IRC!

I would also like to thank all hunters and miners that hunt on Allotopia!

### *Thanks alot.*

Interviewed by: Badboyz3584

## **Market Trends**

by Badboyz3584 and Kay (From Kay's Store)

With the newly implemented taming system, the demand, therefore, the market value, has risen on sweetstuff and fruit. They have both been ingame for some time with no use, so the market has been stagnate, until now. People say that Nutriobars are going into the auction at insane prices. They will likely be a big seller, since a large number are needed to feed animals, many more than some thought.

Generic skill chips seem to be dropping a lot more often now. Sources say that MA mentioned something about how they should be more plentiful, and no more than 10 PED market value. The price has come down significantly and may continue to drop.

### *How to avoid paying too much for furniture - Market trend*

Exciting Longu trophy head! Before buying it, I would suggest thinking twice or you could pay more than expected.

The purchase of furniture and decoration items can be a very tremendous time-consuming task when trying to put some charm in your new estate since you have access to different sources: the auction, the shopkeeper and the direct trading. Each have cons and pros, but be aware that the prices can be totally different due to several reasons.

At the auction, actually several resellers are trying to hijack the market (did you see all those wooden bookcase at 30 peds with bid out at 69 peds!), so be very careful when buying there, and do not try to participate too much in this plot or the



resellers are going to win the party and we will soon see exorbitant prices. The shopkeepers are a good way and you can find nice offers. Should I remind you that shopkeepers are located everywhere, also far from the TP like North-Est Camp Echidna or Atlas Haven West, those places need a visit! The direct trading is certainly where you can get the best bargain if the seller is anxious to sell fast. You cannot image the good trades I have already made in Twin.

In conclusion, my advice would be to not buy in a rush (especially at the auction) and have a look at the different sources; sure this may also apply in the markets.

Concerning the furniture and decoration market, prices are stable and some items, those with high prices like the Neconu Trophy Head, have seen their prices decreasing nicely for the benefit of the buyers. If you want a painting, it is time to get one or two: the Stink Tree Painting which were looted at a high rate, are really cheap now, TT+6 peds, not more ;-)



*Neconu Trophy Head*

## Overheard on Calypso Rumors and such heard around

by Badboyz3584

There have been increasing reports of new players getting stuck in the more dangerous shopcontainers around Eudoria. They blindly adventure nearer to them and when they are ambushed by some deadly creature, such as an Atrox, they are killed and find themselves unable to escape from the shopcontainer with the evil things lurking near. If they are lucky, they have friends on their Friendlist who may be able to lend a helping hand, or know someone who can. Some escape after many tries when they finally break free. Others meet a hunter who can handle the deadly creatures and are escorted to safety. We salute the hunters who help the newbie players escape from the inevitable feelings to quit. Many people express their willingness to help them escape, so if you get stuck, a forum may be a chance to save you. A gallant hero may come to rescue you.

Picture this: You are a car mechanic, and a person has brought in their car for you to fix, but didn't tell you what the problem was, only that it was messed up, they left you to figure it out. Then when it was finished and you went to clean up, you return to find the car gone, the owner had come to pick it back up with no payment to you for your work. How would you feel? Angry, I'm sure (possibly calling the police). That is a deadbeat customer. In PE we have an annoying population of deadbeat mentors. They agree to be a mentor for someone, but as soon as the new player is unable to break free, they stop helping them. Then, when the person graduates, the deadbeat gets rewarded with a possibly nice item, which they clearly do not deserve. These people need stopped. Many fall victim to them and can't have a new good mentor, because of the rule on this feature, and because the mentor is the only one with the power to release the new player. I can see no way around this, but it would be nice if a person could vouch for a



person as a good or bad mentor and let a new player see this status so they know if the person should be trusted. These bad mentors are responsible for some new players quitting, because no one was there to help them, only to remain silent. At least some continue and make other friends. Mindark is helpful in some cases to eject bad mentors, but there should be a better solution.

SELLING Daikiba Stalker @ 50 PED. Nice price, right? I mean, it's a stalker. Not necessarily, some people are saying. Some people are claiming that the sale price of pets in this early stage are outrageous, given the low cost to the person in taming the beast. You must factor in all the things involved, such as food, whip decay, armor decay, FAP decay, etc. But some say that the current prices are much higher than needed. We will see what happens with the prices in the future.

## MotM

### Mob of the Month - Araneatrox

by Badboyz3584

*Info:* The mighty Araneatrox. This is an "Uber" mob to the letter. Also known as the "spider", this creature is one of the most feared. It can take down most people in most kinds of armor in one hit, if not one, then definitely two. If you don't have big guns and big armor and big hp, your options are limited. You can decoy and you may have a chance to escape the wrath, or you can die. They run very fast, so no chance of outrunning them, and they are said to have a long reach. Stay away from them without a team with a lot of firepower or certain lifesaving items. The one pictured is a guardian, but they go all the way up to stalker and prowler.



Araneatrox in his natural environment

*Defense:* No known defense for something like this. Perhaps plated shadow and lots of hp and a Modified, Adjusted, or Improved FAP and you stand a chance to take one down.

*Known loots:* They have looted nicely at times. Most of the time it was just a lot of PEDs, but there were a few items of interest they have dropped in the past few VUs. Supremacy arms (VU7.7) and Viking Helmet (VU7.5).

*Area:* They can be found in parts around Ithaca and near Minopolis if you are feeling suicidal.

Thanks to **Zap's Loot Table** for providing loot info. You can find the table with up-to-date loot info at: <http://loot.solja.net/loot.php>

## HHotM

### Hunting Hof of the Month



Congratulations to Rea Pandora Sonja who got this loot. It was looted from a Hogglo Young. The Sword was unidentified, as was the plant. The loot value was over 368 PEDs. The present was a Real-life item that was sent to the owner's real life address. This one was a PE poster.

Nice work on the HoF, Sonja.

## Calypso's History

### The Robot Uprising

Without any warning the Base Matrix turned all its robots into savage and ruthless death-machines, and with cruel and merciless tactics, forced the darkest era known to Man upon the poor settlers of Calypso. At the beginning of the revolt the Base Matrix cut off all forms of communications on and off the colony. It took control of space drones that were working on a near completed Space Gate and used them to sabotage the construction, rendering it completely useless. The terror continued as it overloaded local energy reactor facilities in the cities, causing them to overheat and explode. It intended not only to destroy the infrastructure but also spread lethal radiation poisoning that would quickly dispose of all living human beings. A few

colonies managed to stop this sabotage in time and people quickly became organized in time to stop the local robots from running berserk inside their cities. But the Base Matrix had already planned to take advantage of the panic and confusion to create an armed army of restless robots that would turn the revolt into total war.

As the humans were forced to retreat the sinister robots began to use own nuclear charges to infect possible escape routes and wipe out any last scattered remains of the human population. This massive radiation would slowly kill more people over a longer period of time, but many settlers survived this contamination. Instead of dying they were genetically altered and perhaps suffered a far more cruel fate than death. They began to mutate. Only a few uncontaminated survivors managed to seek refuge in the last city left standing on Calypso and get transported up to the orbiting Exodus but only genetically unaltered humans were welcome here. There was simply no room or resources left in the city for medical care and safe treatment of these victims. For the protection and the survival of the human refugees inside the city the severely contaminated humans were rejected and forced away. They only managed to survive by hiding in the wilderness and underground in the city ruins to escape the robot death-machines. What little humanity they had left slowly faded, with no hope of ever being rescued. They were doomed and quickly forgotten by the humans who were too occupied with their own survival.

Mad robotic space drones caused damaged to the Exodus in orbit but its internal AI computer systems remained secure. The ship and its crew survived the ordeal and managed to clear the space of all hostile elements. The Exodus was then transformed into an orbital military space station and the crew initiated a rescue operation to evacuate as many human survivors as possible from the surface. Surviving settlers had to be turned into soldiers and would be





forced to fight long and hard to reclaim their planet but they were being constantly outnumbered by the robots. Since all AI robots were being infested with the same madness down on the surface the commanders onboard the Exodus could not send in its own robots to battle in fear that these machines would go mad as well and be used against them. In a desperate attempt to even the odds the commanders onboard the Exodus began to create androids and used these artificial genetic humanoids as expendable soldiers and personnel in the war. They also started to use semi-automated drone ships, piloted by human operators onboard the Exodus using a remote hyper-link control system. To reestablish contact with the Federal Empire the Exodus crew used a small Jump Rail to launch a probe past the jamming range of the robot infested planet and managed to connect itself to the interstellar hyper-link network and send a message of their desperate situation back to the Federal Empire. The next step was to rebuild the Space Gate but they could only spare enough antimatter to activate the gate for a very limited period of time. Once the Space Gate was activated they could only hope that there would be reinforcements standing by on the other side...

The situation on Calypso was clearly getting out of control. To quickly deal with this growing problem the Federal Empire of Earth forced OmegaTech to sign over the entire corporation leadership to the imperial government, thus forming the federal controlled imperial corporation now known as OmegaTech Incorporated. This federal incorporation gave OmegaTech access to more funds and resources that could insure the safety and future prosperity of the colony on Calypso. When the corporation became federal the planet also became an open market for other corporations to make future investments. The Federal Empire welcomed any help that could present an immediate aid to the settlers in their struggle for survival. According to the

message the settlers could only keep the Space Gate open for a short moment. A massive military operation to save the colony could not be launched with such limitations so the only efficient form of aid would be a compact delivery of the latest technology, supplies, equipment and expert personnel. Any corporation that offered their aid would be given the first share of the new open market on the colony. As a result brand new technology would become available to the settlers such as Resurrection units, Mindforce and Energy Weapons. Calypso would be turned into a test zone for many new technological wonders...

The cry for help from Calypso was the primary issue of debate in all the political chambers back on Earth. One of the primary concerns was to insure that the robotic madness wouldn't spread to any other robotic outposts or to any human colonies. The second concern was to help the settlers on the isolated colony on Calypso. Besides sending immediate technological aid, the Federal Empire constructed Jump Rails to launch several military spaceships towards Calypso as a back-up plan if the settlers failed to recapture the planet. Although it was agreed that it would require a larger military operation to perform such a task, the Colonial Chamber made it clear that no imperial or company-controlled paramilitary force could be stationed on Calypso after such an operation. It would diminish their trust towards the Federal Empire since the members of the Colonial Chamber feared that such military force would be used to keep colonial people away from the planet in the future. The colonial people would never accept Calypso being turned into an "Imperial Resort" for the citizens of Earth, giving that there was a planet left after such a full scale military operation. Many feared that such a presence of military power might escalate the robot attacks to such a degree that it could lay waste to the entire planet...



## Last Page

A note from the Editors  
by Scatha

We want to thank the **Entropia Pioneers Forum** and especially **radical** for setting up a section for The Calypso Independence!

And last but not least:



*The team of  
The Calypso Independence wishes:*

**Merry Christmas  
and a  
Happy and Prosperous  
New Year  
to all of you.**

## Masthead

### Chief Editor

Syran 'Badboyz3584' Corith

### Contributing Editors

Steph ,Kay' Kiokay

### Layout

Merhea 'Scatha' Alweid

### Submissions and Contact

Contact us in game or in forums:

### [Hunters Unlimited](#)

or

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