



The Calypso Post



Issue No.2 www.euforces.com Fort Fury, Sunday, December 10, 2006. www.euforces.com Free



Photo by JackFree

Boogie Nights in the Cave The Boorum Shock!

Many colonists have read the EBN news: a new unique species of creature was discovered under the Hjorten Building in our City of Culture, New Oxford. Despite the Calypsian Minister of Culture Cuggy Barl's displeasure at the new arrival, the easily identifiable male of the *Boorum* species had come out of hiding and took up residence in the caves. So much so that it spurred an influx of hunters to the caves who were driven by their own curiosity as to what types of challenges this new creature might present, not to mention the gossip about its anatomical endowment. Some days after their first appearance, hunter numbers had started to dwindle due to the irregular spawn intervals, as well as hours of waiting for more of the species to arrive.....

Read more under the Hunting pages

Source EF News, *Pinky* of 12th Nov.2006

Viking

Miss Calypso 2007

EU finally has its 4th Fashion Queen

It has been a competition that started under an unlucky star: due to server problems delayed and redispersed to New Oxford instead of Nymptown, Event Manager Singular had to sort out some inconveniences first, but in the end created another unique event that was worth the waiting. Charming Violet Vi Neomir convinced the jury in all three categories, followed up by the strong performance of F1r3.

It was supposed to be the classical open-air Miss Contest at the Nymptown catwalk just like all three years before. But server issues endangered this years competition to elect the Miss Calypso 2007. Thus 20 candidates and even more spectators were kept in suspense for one more week to get Calypso's new fashion queen. Performing to an exclusive music compilation mixed by Doleres, broadcasted on Moonsic Radio, all ladies did their best to show what they got in three different categories...

Read more under Entropians

Nevasca



Photo by Iza

Postcard from Camp Caravan

May the oils be with you – Lucky Luring at Camp Caravan

I could have sworn I heard the faint melody of WHAM's „Last Christmas“ creeping through the woods and intruding my ears when making my way down to Camp Caravan. Was it just the cold air affecting my freezing physic and psyche? My lips were quivering and started to sing: ...*Last Christmas I gave you my heart, but the very next day, you gave it away...* It seemed to work, the blood in my veins felt warm again. It made me happy that I finally left behind those weird looking trees – if we can call them trees...

Read more under the Travel and Exploring pages

Nevasca

ENTROPIA UNIVERSE

EUForce3
www.euforces.com

PE ASS
pe.jongma.org
17:22
14:22
00:13

My Two Pecs.com
ENTROPIA MARKET WATCH
<http://www.mytwopecs.com/>

PE WikiCharts
<http://www.pe-wiki.info/>

PE Auction
PEAuction.com

Updated Daily!!
Zap's Loot Table
www.entropia-loot.com

ENTROPIA FORUM
www.entropiaforum.com



News & Version Updates



Entropia Universe Video Competition!

We couldn't help but notice the creativity of Entropia Universe participants recently so we thought we should encourage this and try to do something funny with it.

We've decided to start the Entropia Universe Video Competition. This will be a long running competition based on participant created videos from the Entropia Universe.

Upload the videos to YouTube and every three months we'll have a look to see which video has had the most Views. The creator of the video with the most views will receive an unique item. The topic for the first round of this competition is quite simply 'fun'. Our Community Director will have a first look on March 1, 2007.

A few simple rules:

The videos' title has to start with *Entropia Universe01:* and then your own title. This makes it easier for our Community Director to quickly find the videos.

An example would be:

Entropia Universe01: Rumbblings in New Oxford

Add your avatars name either to the 'From' field or, if that's not possible, to the description. We'll need to identify the avatar in order to award the unique item.

That's it. Good luck everybody!

Source EU News of 17th of Nov.2006

Upload the film to this website : www.youtube.com

Get your own Video tool here : www.fraps.com

Viking

The BUG of the month

And the November BUG goes to....

[Growth Scanner](#)

This BUG occurred while scanning Summer Sam Pain on auto clicker in window mode. Her body did grow with every scan.



Photo by Harald

Let us know about your funniest BUG in game. Send photo & description via email; subject "Bug".

calypsopost@gmail.com

Viking

Regards The Calypso Post

Last Update contained...

The Entropia Universe has been updated with VU 8.7. Enhancements include:

- Messing up team hunt functions
- Replacing Gold and Silver by various types of oil
- Desktop and radar have been changed; Teleports and Auctioneers are now visible on the radar as blue and orange spots
- Messing up the trusty Opalo hit points, so now there is no point in using any other amp than A101 on it
- Auction Fee has been lowered to 0,5 PEDs but an additional % fee on the TT+ value is required
- Graphics and shades have been updated
- Problems due to this last VU are under review

And a whole range of other changes to, so please read through the full Content List: [Content list VU 8.7](#)

Viking

Source VU News of 1st of Nov.2006

The big Auction changes...

The public auction has been improved. Enhancements include: The number of items that can be placed in auction has been increased to 30.

The auction fee has been modified to a base fee of 0.5 PED plus a regressive markup commission beginning at 5%. Please view the updated Auction section of the Participants Guide for more detailed information.

For limited and stackable items, the Buyout column now displays the Buyout price as a percentage of the TT value, with the actual PED amount transferred to the tool tip. For unlimited items the Buyout column will display the markup value in PED, with the total Buyout price in the tooltip.

Auction categories have been updated. MindForce and Residues now contain sub-categories. Weapons have been divided into BLP/Plasma/Laser/Gauss and even a Cannon category. Weapon Amplifiers have been divided into BLP and energy categories. Mining Amplifiers have also been divided up. New categories have been included for new items.

For full explanation of how the new Auction rules will affect you:

Read this: [Auction Guide](#)

Viking

Source VU News of 1st of Nov.2006

MA's confession: Recent Changes to Team Settings...

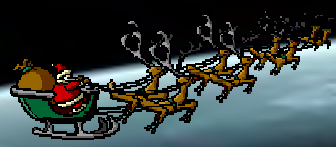
"As stated in the Support News 'Recent Change to Team Settings' on 2006.11.07 we made a change to the team loot distribution rules. Our motivation was an attempt to increase system performance i.e. reduce loot lag. We have now had a chance to listen to participant feedback and evaluate the results of the change.

The analysis did reveal better system performance but it also revealed a serious decrease in fun. So in this case efficiency is going to have to take a back seat to fun :)

A new Team Setting will be included in Version Update 8.8 allowing stackable items to be automatically split between all members of a team based on the damage inflicted by each member. Thanks for the feedback, we're listening."

Viking

Source Development Team 16th of Nov.2006



Updated Daily!! Entropia Universe
Zap's Loot Table
www.entropia-loot.com

The Hunting Pages

PE WikiCharts
<http://www.pe-wiki.info/>

Creature of the Month:

The Argonaut...

Nickname: Argo/Argos

The Argos are two legged fast running Humanoid creatures. Not very friendly, so they will attack you within near distance. According to PE WikiCharts the Argos are close combat creatures, who give **75 % Impact** and **25 % Cut** damage. Pixie or Rascal should give decent protection against these.

The Argos can't be tamed or sweated. Maturity level ranges from Young (**300 HP**) to Leader (**1000 HP**). Unhidden skills gained from hunting the Argos are:

- Defences:** Agility, Combat Reflexes, Evade, Alertness, Athletics and Courage.
Scanning: Intelligence, Perception, Probing, Scan Animal, Analysis, Anatomy, Biology, Botany, Computer and Zoology.



Viking

Facts from PE WikiCharts

The Boorum Mystery

As many colonists have read on the EBN news, a new unique species of creature was discovered under the Hjorten Building in our City of Culture, New Oxford. Despite the Calypsian Minister of Culture Cuggy Barl's displeasure at the new arrival, the easily identifiable male of the Boorum species had come out of hiding and took up residence in the caves. So much so, that it spurred an influx of hunters to the caves who were driven by their own curiosity as to what types of challenges this new creature might present, not to mention the gossip about its anatomical endowment. Some days after their first appearance, hunter numbers had started to dwindle due to the irregular spawn intervals, as well as hours of waiting for more of the species to arrive.

All seemed quiet for a few days, but then ...



Photo by Crille

The female of the species arrived, and upon hearing the news, large gatherings of eager hunters have once again taken up position in the caves. Some simply hopeful of catching a glimpse of the new female arrival, while others were hopeful in winning a trophy from a successful hunt.

Both sexes of the Boorum appear to be physically well endowed, with high strength levels. And though perhaps not among the most dangerous creatures on the planet, they can certainly hold their own against many experienced hunter. I am disappointed to report that not all hunters have been so successful in their efforts to terminate this invader of the deep penetrating caves however.

Perhaps the strangest thing of all, even with the females now joining their male counterparts, is the irregular appearance of the Boorum - disappearing for up to a day at a time. One would wonder what might possess the powers that be to encourage groups of experienced hunters to gather in dark caves and chat rather than continue in their quests to rid the planet of the dangerous creatures roaming free on the surface. Many hope that perhaps if any body parts drop, DNA samplings might be used to introduce clones of this fearsome creature on the surface in a controlled land area.

Whatever provoked this species to come out of hiding is unknown, but it appears that their well-endowed physical structure has caused a flurry of chatter amongst the colonists, and there is no short supply of curiosity and wonderment as to where this adventure will take us next ...

Do you want to advertise in the Calypso Post?

Expenses depend on size and features.
 Send your advert via email; subject: "Add".

Calypsopost@euforces.com

Regards The Calypso Post

Weapon of the Month:

The Defender:

- Name : EWE EP-21 Defender
 Class : Pistol
 Type : Laser
 Weight : 1,4 kg
 Damage : 26 HP
 Range : 33 m
 Attacks : 46 /min
 Reload : 1,3 sec
 Dmg/sec : 19,9 HP
 Power : 657,8



The EWE EP-21 (Earth Weapon Enterprises Energy Pistol) is targeted at the more paranoid elements of society. The energy levels are increased in comparison to EWE's other weapons in the EP-series. The trigger has also been refined, allowing a higher rate of fire.

- Ammo : Light Weapon Cell
 Burn : 6
 Durability: Excellent
 TT value: 50 Ped

Viking

Facts from PE WikiCharts

Looted Rare Items?

If anyone loots any rare items, let us know.
 Send photo & description via email; subject: "Rare Item".

Calypsopost@euforces.com

Regards The Calypso Post

Female Boorum



Photo by: JackFree

Male Boorum



Photo by: Ren

Viking



The Calypso Post



The Mining Page



Entropia Universe

Mining

Haakon Berserk Olavson
[Calypso Rescue Team]
Resource mined: Zinc stone
Value of resources: 17246 PED
Date of entry: 2006-12-06 18:02:47

Close

The Drill Tower

The very first issue of TCP taught us that mining might seem to be a bit boring, but actually is quite interesting and even thrilling. You never know what you'll get. Your adrenaline might not be pumping as much as it does while hunting, as you don't have no face to face combat with red dots. You just drop something and hope for a solid payback. But yet: it's exciting, especially when you hit a vein, and just like in hunting your success depends on luck and equipment that influences the depths of your bombing and probing. And picture the thrill when you hit a large deposit. Large enough to make a Drill Tower appear, just like it happened to Bers, using a MF 211(L) with OreAmp 101. What does this Drill Tower actually do? Useful stuff, you can bet as noone wants to be online 24/7 to extract their claimed resources. The Drill Tower extracts them for you in regular intervals, and needs to be emptied once every 24 hours. It

He must have been a real good boy in 2006, this Haakon Berserk Olavson! Santa emptied his sack early and generously for our EUForces member: a HoF of 17246 PEDs on Zinc stone. Also known by insiders as „The Hofmeister“ with the license to loot Berserk will probably use his new income on new probes and bombs to keep them HoFs coming. And as you can see in the background: luck comes on the last bombs...

This resource is depleted.
You must aim the excavator towards a Claim Marker to operate it.
You have gained experience in your Prospecting skill.
You have gained experience in your Prospecting skill.
You have claimed a resource!
Haakon Berserk Olavson found a deposit (Zinc stone) with a value of 17246 PED and has been recorded in the Hall of Fame!

OreFinder OF-211 (L) Berserk 321.72 PED

Nevasca

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Regards The Calypso Post

Want to share?

Do you want to share your insights about mining? Send your text via email; subject: "Mining".

Calypsopost@euforces.com



Entropians

Loot? What can we not loot these days?



As MA told us to in October: "Passing this milestone feels like a great achievement for both, us and the community, and rumour has it that the number of rare items that certain mobs carry seems to have increased"

But that MA was thinking of changing PEDs and PECs to different kinds of animal oils came as a surprise on everyone. Taking away the money created some rumble first, but after getting used to the oils and their value, the community was willing to forgive MA. The worst thing was actually that MA had changed the team rules too together with the other changes.

In an attempt to please the Entropians MA changed it again so that we now loot ammo types as well as oils. But many are still not happy with the situation, so we hope that MA will give an equal selection back in the team rules.

Viking - Colonel of the Calypso Rescue Team

**FULLFILLED MENTORSHIP!
HAPPY BRITHDAY!
SKILL ACHIVEMENT!
EVENT WINNER!**



Greetings and Concerns:

On this page it's up to the community to spread your greetings or talk about ingame concerns.

Currently this page is still empty, but we hope that the community will fill it up for soon for the next issue.

Want to share?

Do you want to greet someone?
Or talk about ingame concerns?

Send your text via email;
subject: "Entropians".

Calypsopost@euforces.com

Viking

Want to share?

Do you want to greet someone or talk about ingame concerns?
Send your text via email; subject: "Entropians".

Calypsopost@euforces.com

Regards The Calypso Post



HAPPY BRITHDAY!

On behalf of the whole soc **Calypso Rescue Team (CRT)** I want to Gratz our soc mate **ToXic ToXic Zekito** to his upcoming birthday on the 15th of December.

Regards *Viking*



Miss Calypso 2007

EU finally has its 4th Fashion Queen

It has been a competition that started under an unlucky star: due to server problems delayed and redispored to New Oxford instead of Nymptown, Event Manager Singular had to sort out some inconveniences first, but in the end created another unique event that was worth the waiting. Charming Violet Vi Neomir convinced the jury in all three categories, followed up by the strong performance of F1r3.



It was supposed to be the classical open-air Miss Contest at the Nymptown catwalk just like all three years before. But server issues endangered this years competition to elect the Miss Calypso 2007. Thus 20 candidates and even more spectators were kept in suspense for one more week to get Calypso's new fashion queen. Performing to an exclusive music compilation mixed by Doleres, broadcasted on Moonsic Radio, all ladies did their best to show what they got in three different categories: formal/fancy outfit, bathing suit/lingerie and free choice/metal gear. Even though this new catwalk isn't open-air and therefore rather too dark to see fashion styles properly, the jury consisting of Snowflake and Skam, Miss Calypso 2006, made their decision easily. Congratz to our new Miss Calypso 2007: Violet Vi Neomir, who has been rewarded with a cash prize consisting of 100 PEDs. Special Gratz to F1r3 being vice fashion queen and therefore rewarded with 60 PEDs.

Nevasca

Source: EntropiaForum

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Regards The Calypso Post



The Crafting Page

Crafting Guide by Alba

Prelude:

Hi all EU addicts. This is Ablazero3, I have been playing PE for about 4 years and I am very appreciated for those of you who had seen my old sticky post on EP about the Crafting chance of success (CoS). I got many private messages regarding about crafting, but I do not have time to reply all the messages, I am so sorry about that. The crafting system is dynamically changing, after the VU 7.6, they changed the old CoS to a Success Rate Indicator (SRI), so my old CoS chat is quite useless and not worth to be a sticky anymore. The primarily change of CoS is the Quantity and Condition bar, I will explain about it later. However, seems like my estimate still works for the quantity side, so again, I will do some estimation and hope it will work for many people.

Let's get started: See Photo...

The above diagram indicated the new Success Rate Indicator compare with the old Chance of Success system. PLEASE KEEP IN MIND THAT IT WORKS ONLY! IN QUANTITY SIDE NOT CONDITION SIDE!!

Skills:

Crafting gives 4 different types of skills: related crafting skills, sub skills, engineering and BP Comprehension.

Related Crafting skills:

are the skills that you can gain the most while crafting a certain items. For example: manufacturing mechanical, electron, tool...etc.

Sub (Correlated) Skills:

are the secondary correlated skills that you can gain while crafting. For example: electronic, mechanics, metallurgy, machinery...etc.

Engineering:

You can get engineering in ALL the crafting profession. What it does is to increase the value of the items that you crafted.

BP Comprehension:

I am not sure about what BP comprehension does, but it seems to increase the CoS somehow.

Quantity VS Condition:

- ✓ Quantity has higher rate of CoS, on the other hand, Condition has lower rate of CoS.
- ✓ The value of items that you crafted is lower in Quantity and higher in Condition.
- ✓ The chance of getting high value HOF is higher in condition. Please notice that it doesn't mean the chance of getting HOF is higher.
- ✓ After the massive experience of crafting, I realized the skill gain is much higher in the Condition side especially the QR level.



What affect the CoS?

There are 2 things to affect your COS, first, the related skills and second, the Blueprint(BP) QR level. "Higher blueprint Quality Rating and avatar skills will increase the success rate. The success rate indicator replaces the old "CoS" which displayed a text word feedback. "(MindArt, 2005). As you can see in figure 1 above, it shows the blueprint QR is 1, however, the success rate indicator (SRI) said that my CoS is at the top. Why is that? Because my skill level is high enough to use the BP effectively. We can conclude that skills affect the CoS directly.

Crafting Guide:

- 1) Get you Engineering, Mechanical, Electronically Skill to 1k (by crafting Mechanical and Electronically BP, also scanning would help). Since Engineering affects the value of the items, therefore, the higher the engineering skills, the more chance you can break even (or profit).
- 2) Work on one BP at a time, try to reach the top CoS before you do another crafting.

	Success Rate	Value of items	HOF*	Skills Gain
Quantity	Higher	Lower	Lower value worth	100%
Condition	Lower	Higher	Higher Value worth	200%

Viking

Continues on next page...

Alba

Want to share?

Do you want to share your insights about crafting? Send your text via email; subject: "Crafting".

Do you want to advertise in the Calypso Post?

Expenses depend on size and features. Send your advert via email; subject: "Add"



The Crafting Page Crafting Guide by Alba Continues...

Crafting Guide:

- 3) Focus in one crafting profession, (tools, attachments, weapons), because the Chance of success is base on how much money you would like to invest on the profession. The more money (Ped's) you put in the higher chance you will get to success. (As far as I know, attachment is the most expansive profession for crafting)
- 4) DO NOT CRAFT WHEN THE COS IS LOWER THAN **Moderate (when the bar turns red)**.
"When red, the success rate on the selected item is low, with a scale in between." (MindArk, 2005)
- 5) BP comprehension unlocks!
I am not quite sure what level to get BPC unlocks after VU7.6, because I got it unlocked already. But I heard a rumor and said the BPC unlocks when you have about 1400~1600 skill in any crafting profession.

Additional Information, about crafting basic filter :

We are talking about crafting in excellent condition, no HOF, no Global, no LUCK. Yes, Basic filter seems like the best way for skilling Mechanical and Engineering if the minerals/enmatters are at TT value, however it is not. If your basic filter is in excellent condition, then you can probably get about 100% TT value of return (I can get around about 120 in average), therefore, no matter what you are going to craft, as long as, the bp(s) is/are in the excellent condition, then you will also get the return about the TT value of the minerals/enmatters that you have used. So, what really affect your cost is the % that you have spend on the minerals, and you chance of return. For example...

Basic Filter:

1 Lyst (0.03) x 170% = 0.051
 1 Oil (0.02) x 110% = 0.022
 TT= 0.05
 Actual Price = 0.073

Net Lost = 0.023 per click at 100% return
 Net Lost = 0.018 per click at 110% return
 Net Lost = 0.013 per click at 120% return
 Net Lost = 0.008 per click at 130% return
 Net Lost = 0.003 per click at 140% return
 Net profit = 0.002 per click at 150% return

Basic Structure:

1 Blaus (0.12) x 120% = 0.144
 1 Melchi (0.04) x 110% = 0.044
 TT = 0.16
 Actual Price = 0.188

Job Opening:

The Calypso Post is still looking for a Crafting Reporter.

Provide the community with news and useful info about Crafting, once a month.

Want the job?

Send your application via email to Calypsopost@euforces.com
subject: "Crafting page".

Viking

Basic Structure:

Net Lost = 0.028 per click at 100% return
 Net Lost = 0.012 per click at 110% return
 Net Profit = 0.004 per click at 120% return
 Net profit = 0.02 per click at 130% return
 Net profit = 0.036 per click at 140% return
 Net profit = 0.052 per click at 150% return

FOR THE CHANCE OF RETURN:

As you can see, at 100% return, basic filter seems better than basic structure, the ratio is 0.023/0.028 = 82% 1pec you spend on basic filter, you can only get 0.82pec back on basic structure. However, it changed at 110% of return 0.018/0.012 150% so if you spend 1 PEC on basic filter, you can make 50% more in basic structure.

So, what you guys think? it is hard to say which on is better, if you are a more skilled person, which can get more than 120% return, then I would suggest you to craft basic structure, however, if you just started on crafting, and you can only get less than 110% of return, then basic filter is your best choice.

If you have any question(s) feel free to contact me and I would like to help

Hope it helps,
Ablazero3

Source EF from 19th Dec.05

Crafting Guide by *Alba*ablazero3

Do you want to advertise in the Calypso Post?

Expenses depend on size and features.
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Calypsopost@euforces.com *Regards The Calypso Post*





My Two Pecs.com
ENTROPIA MARKET WATCH
<http://www.mytwopecs.com/>

Trading

PE Auction
PEAuction.com

News Flash!

Good news for shoppers going to New Oxfords shops under the Hjorten Building. Earlier a trip to visit the shops under Hjorten could be time consuming because you might get lost and lose track. But with the last update a map has been implanted, located in every cross connection.



So as you see, getting around under Hjorten should not be a problem anymore. This is real good news for shoppers and shop owners.

The **X** mark marks the Boorum Cave.



Viking

Job Opening:

The Calypso Post is still looking for Trading Reporter

Provide the community with news and useful info about the market and trade, once a month.

Want the job?

Send your application via email to

Calypsopost@euforces.com

subject: "Trading page".

Viking



Due to the new cost of the in-game auction :(and the new windowed mode :, I have written a section of PEA called **FREEAuction**. This is a totally free auction service for EU so signup is free, creating an auction is free and bidding is free. **Give it a try!**

Want to share?

Do you want to share your insights about trading? Send your text via email; subject: "Trading".

Calypsopost@euforces.com

Regards The Calypso Post

Do you want to advertise in the Calypso Post?

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Calypsopost@euforces.com

Regards The Calypso Post



Buy & Sell Postings

Selling!
Stella Wildcat Hertz
 Selling all different kinds of looted items. Decent price, fair markup. Wools, woods, hide, oils, skins and so on...
stella@euforces.com

FREE! Posts
 4,5 x 4,5 cm
 Want to sell/buy?
 Text Only!

FREE! Posts
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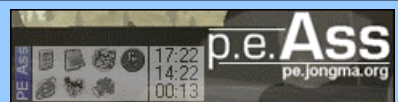
FREE! Posts
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 Want to sell/buy?
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FREE! Posts
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 Want to sell/buy?
 Text Only!

Want to post?
 Size: 4,5 x 4,5 cm,
 Cost: Free!
 If you want a coloured text or photo in your post, cost is 5 PEDs per print. Send your text via email; subject: "B&S".
Calypsopost@euforces.com



Travelling and Exploring



Postcard from Camp Caravan

May the oils be with you – Lucky Luring at Camp Caravan

I could have sworn I heard the faint melody of WHAM's „Last Christmas“ creeping through the woods and intruding my ears when making my way down to Camp Caravan. Was it just the cold air affecting my freezing physic and psyche? My lips were quivering and started to sing: ...*Last Christmas I gave you my heart, but the very next day, you gave it away...*

It seemed to work, the blood in my veins felt warm again. It made me happy that I finally left behind those weird looking trees – if we can call them trees. Honestly speaking these trees with those oval things looking like easter eggs to their visible roots made more sense on a green meadow with yellow flowers and dung- and butterflies. They confused my cold mashed brain here even more while my freezing feet were trying to take me away from the blue and white ground. *THIIIIIS YEAR, TO STOP ME FROM TEEEAARS...* I started singing louder and it worked even better, I felt rather hot now. Maybe I was heated and hunted by my own voice feedbacking in my ears, desperately trying to get back to normal and scaring away one Warrior in front of me. Most likely it was just the fact that, approaching my destination, the landscape and climate changed with every step I took. The blue and white turned to grey and green soon and a navy blue spot appeared on my radar screen: Finally! Civilization! I fell to my knees in front of a wreckage and showed some respect - Camp Caravan!

**FAST FACTS ON...
CAMP CARAVAN**

Coords: 24010, 23525

Vicinity: Fort Zeus, North Space Base, Minopolis, Camp Echidna.

Features: TP, Storage, Shopcontainers with common terminals, service modules, Auctioneer, attachment construction machine, Octagon, TV screen.

Creatures: Snablesnot, Snarksnot, Merp, Ambulimax, Warrior, Prancer, Plumatergus, Neconu, Gibnib, Tezlapod, Cornundacauda.

Sightseeing: PVP 3, Mornnggear Castle, North Space Base, Raven Village/Valley, Wishing Wel



Photo by Iza

Wait! Civilization? At what point exactly are we allowed to use this term? Most people think of it with the idea of a metropolis with lots of facilities, entertainment and good infrastructure in the back of their mind. Putting it that way means talking about Fort Troy, Jason Center or Hadesheim. But then again even though Hadesheim has all it needs to be a metropolis it's more like Death Valley than New York City. Some people think of civilization as a contrary of barbarism and therefore use a ranking of high and low culture as if those who don't have the option to utilize advanced technology and stuff existed on the mental level of an amoeba. Camp Caravan is a good example to highlight how difficult it is to speak of civilization or not. Being a small improvised fortification that goes back to the early Imperial Colonisation it may be classified as Fort Zeus' suburb, an intermediate stop running from Minopolis

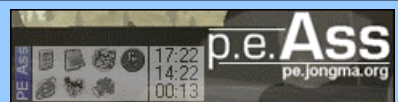
to Zeus and vice versa. The first impression is irritating as disabled vehicles and container modules are placed nearby TP without any structure. This place appears as a battle relic with its decent amount of wrecks lying all over. Civilization? Not really if you want to speak in classical terms. On the other hand Camp Caravans' remote position is common for the eastern part of Eudoria as TPs here are few and with remarkable distances inbetween. And when it comes to options Caravan is actually well equipped: Octagon, crafting facilities or TV screen – it's all here. And as a special highlight Caravan offers an unique touristic attraction: The Camp Caravan Wishing Well!

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Travelling and Exploring Postcard from Camp Caravan Continues



Located at 24018, 23639 the Caravan Wishing Well has an astonishing similarity to the Fontana di Trevi in Rome, Italy. An old but urban legend says you shall be lucky throwing coins into this fountain. As for Fontana di Trevi there are even rules for the number of coins to be thrown in: one coin to come back to Rome soon, two coins to get married soon and three coins to get divorced as fast as possible. Apparently either lots of people want to come back to Rome or quite a few are looking forward to their divorce as the fountain needs to be cleaned up from coins rather frequently as you can see on the picture below. So you better not miss out that option at Caravan: throw one pec in for not reviving at the OP, two coins for a global and three for a HoF. And the chances to global or hof aren't actually too bad and as sight seeing isn't really an option for the sights are rather far away and can be reached starting from other locations further west, mining and hunting in all directions are more appealing activities. Except east as this option is limited by water. Caravans' costal location is an disadvantage as it reduces hunting and mining options on one hand, but on the other hand good for a TP run as you can take advantage of the protection the water has to offer in case of a mob attack. A river extending right above Camp Caravan takes you easily west and offers some mid level opponents right at the shore that are easy to take down like Cornundacauda, Snarksnot, Plumatergus and a few Merp, Gibnib and Snablesnot. This mob group can be found straight west, south and especially, in a remarkable density, south-west around the river fault. Heading more north-west you will find Ambulimax and Tezlapod who inhabitat the cold north of Camp Caravan as well together with other creatures.

Photo by Iza

Even though you can find all different kinds of creatures all around Camp Caravan the Plumatergus is the mob of this location, populating especially the north. Straight north and pretty close to the TP you will meet Snablesnot; moving on flora and fauna change to a cold winter climate and appearance and the challenge of hunting becomes harder: meet high level Prancer and Plumatergus who are, due to their colour, taking advantage of the blue and white ground to disguise. They are plenty compared to the occasional confrontation with a Neconu, as well hidden by the vegetation, or few but tough Warrior up to Generation 08. Half way to Fort Zeus you reach an OP that has some impressive mountains to the west, protecting a lake and offering a home to even more Plumatergus and Prancer, Warrior and Neconu. Running south-west from here will show you the home of some Ambulimax herds soon. So even though this area will make you freeze, its creatures will heat you up. And who knows: after throwing some lucky coins you might be singing a happy song of success instead of a christmas tune to defeat the coldness.



Photo by Iza

Nevasca - Story and photos

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The Noob Page



Free Outpost Rescue Service

You ever got stuck or had problems getting around on Eudoria and Amethera?

Call the CRT to get free assistance!
Having trouble reaching the next TP? Got stuck at an (remote) OP? They will support you on your way back to civilization.



Calypso Rescue Team (CRT) HQ ingame is Fort Fury; post your **Rescue Call** at www.euforces.com to get assistance.

Don't forget there are players out there willing to help you out and get you away from those difficult areas.

Viking - Colonel of the Calypso Rescue Team

The Oil Rig!

Here's a photo taken at the Oil Rig:

As you can see from the photo the Oil Rig itself is very small. When I was looking for it for the first time I expected something much bigger.



So... where is it located?
In the middle of the PVP 2 Zone, from the distance it is covered by 4 walls as you can see on the photo.

Position: Eudoria (24282.6, 8270.2, 88.0)



But to all you Noobs planning a trip down to it: be aware! The Oil Rig is not only guarded by the angry Atrax Old Alphas but also by players with good armor that will shoot you down if they see you.
Rumours say that MA makes the big Atrax attack the Oil Rig regularly.

So if you think that sweating is hard, I think getting oil for free from the Oil Rig is even harder. But anyway: Good luck...

Viking

Competition!

Where is this? Guess the City this photo is taken from:



Photo by Harald

The Winner will be announced in the next issue. Winning price is a free Space Ride Ticket. To enter the Competition: Send your suggestion, full avatar name and contact info to calypsopost@euforces.com; subject: "Comp"

Viking

Regards The Calypso Post Team

Eudorian Survival Map

Will help get around...



Contains:

- ✓ Teleporter Collector Route
- ✓ Outpost Escape Routes
- ✓ Travel Route to The Oil Rig

Download: Photoshare www.euforces.com

Viking - Colonel of the Calypso Rescue Team

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Open Post

EU Fiction Rigun & Kira

Rigun grew up in the expansive slums surrounding Kingston in Jamaica. He was the youngest child of a family of 6. He never got much attention until his mother was held at knifepoint for loaves of bread. Years of street brawling paid off and he pummelled the assailant. Since then he lives to protect the weak and innocent. This and the newly erupted robot wars drew him to the army on Calypso. The two turning points of his life was when he beat up his mother's mugger, and when he helped with the evacuation of the Zychion Citadel:

(This next part is him speaking. Read it in a thick Jamaican accent if you will)

It killed me, really killed me when the superiors ordered only the evacuation of "genetically pure" humans. I remember them, the mutants. They came and pleaded and cried and begged all the same as the "pure" humans. I remember a man, a father. His skin had started to blister as it changed colour and texture and he was holding a screaming baby in his arms. He said 'my wife died at the hands of the robots and this child is all I have left...' and it killed me to tell him he could not get onto the ships. Then the soldier next to me said "Back off you freaks! We're only evacuating real humans!" He was pointing his gun at them as they cried and begged. I couldn't believe he could be so callous. I punched him. I punched him until he fell to the ground and then I kicked him and told him never to speak to his fellowman like that. Then there was Kira. I saw her and I knew I had to get her onto the ship. If I could save no one else, then I would save her. It wasn't because I loved her, she reminded me of my mother. But she was a mutant. Her hands were changing shape and her eyes were mutating along with it so she was blind. I told her to wrap cloth around her hands and keep her eyes shut and she'd be alright. Then she did something peculiar. She asked me to take my helmet off. I did and she kissed me, on the forehead. I had saved her life and in that chaotic mass that was the only way she could thank me. That drove me and gave me the courage to do what I did next. I checked the man on the ground beside me, he was out cold. I told them to get in. All of them. On the way past they hugged me and kissed me and gave me blessings from their gods. Another I remember was an old man.



Photo by Harald

He was only barely a mutant but he hobbled over and looked me in the eye. He laughed heartily then hugged me, saying only. "Thank you, son. Thank you." I had a feeling there was more to the word 'son' than it first appeared. The man on the floor got up and looked at me, a fire and scowl in his eyes. He signalled over his comm. and that was it. A Sergeant taking me away to prison. I could only hope that the mutants; and Kira got out.

Auron

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Hall of Fame

HALLOF FAME
Mining

1	Divine Vixen Incarnate [Warants] Monster killed: Daspletor Young Value of loot: 90361 PED Date of entry: 2006-01-12 04:03:35
22	Magma Eng (Team) Monster killed: Phasm Young Value of loot: 32882 PED Date of entry: 2006-11-22 21:40:32
25	King kingraa raa [Desert Rangers] Monster killed: Second Entity Generation 01 Value of loot: 31892 PED Date of entry: 2006-11-02 17:46:32
9	Ricl ter Scale [Warants] Monster killed: Aurli Ravager Value of loot: 48873 PED Date of entry: 2006-10-19 12:09:18

HALLOF FAME
Mining

1	Leeloo Leeloo Mountain [Belgium Dutch Society] Resource mined: Copper stone Value of resources: 158000 PED Date of entry: 2006-05-06 20:39:19
3	Jan Bono76 Boon [Dragon Blood Tribe HQ] Resource mined: Belkar stone Value of resources: 47840 PED Date of entry: 2006-10-20 15:04:58
10	Curtis Pusherman Mayfield [Dark Hunters Inc. Recruits] Resource mined: Zinc stone Value of resources: 37398 PED Date of entry: 2006-08-18 12:07:18
9	June Nakia Smith [Shaolin] Resource mined: Blausariam stone Value of resources: 38059 PED Date of entry: 2006-07-28 19:46:16

HALLOF FAME
Manufacturing

1	Pereat AgnusDei Post Festum [Godingarna] Item crafted: Abrer Laser Sight Value of Item: 84945 PED Date of entry: 2006-07-18 21:36:38
5	Bill Billyboy Carson [Suomi Sissit] Item crafted: Breer M2a (L) Value of Item: 33026 PED Date of entry: 2006-12-03 16:01:39
2	Ben Cobra Boner [Danish Elite - DE] Item crafted: OreAmp OA-103 (L) Value of Item: 49474 PED Date of entry: 2006-11-24 01:24:04
19	Kane Vampire Red [Advantage] Item crafted: Breer M1a (L) Value of Item: 19655 PED Date of entry: 2006-11-22 22:27:50

HALLOF FAME
Killing Score

1	Modified Akoz Power [Shaolin] Killed in a row: 267 Date of entry: 2006-08-21 21:16:30
13	Flerin neomaven Flerinon [Warants] Killed in a row: 99 Date of entry: 2006-08-22 03:14:38
16	Modified Akoz Power [Shaolin] Killed in a row: 95 Date of entry: 2006-06-17 20:43:29
6	Jenna Star Mercury [Menace to Society] Killed in a row: 111 Date of entry: 2006-06-03 21:45:17



Interview with an Entropian

In the hills with... SANTI

Calypso is still the fastest growing Universe with a, don't forget about that, Real Cash Economy! You meet new Entropians nearly every day while roaming Calypso, so once again time to pick one out and get some personal insights. For the December issue TCPs reporter Nevasca talked Santi, hiding in the less laggy hills of Twin Peaks.

Tertinho Heidinho Santiago (PE Hippies, Hitter)

Primary occupation: Crafter and Hunter
Fav Place: Shinnok Jungle, because of the uber there, and Fort Fury, because it's my home, like a parking lot to log in and out and to meet my CRT friends
Fav Creature: Argos, my first primary victims, and Atrox
Arrived on Calypso: March 2006 @ PA



What called your attention to EU?

My sister. She started playing one month earlier and told me all about it, though mentioned the making money aspect on a side-note as this is not what attracts her. But making profit was the one thing that basically caught my eye.

What was your first impression then?

Holy shit! LOL
Seriously: I was a bit confused first, didn't know what to do. All the manual steering, how do I move, what's all that talk about mobs and stuff, what the hell is sweat? Was exciting first and fortunately I had people to help me get around and get TPs. After I had some TPs and stuff the fun really started.

Who were the first people you met ingame?

Of course I had my sister who made TP runs and equipped me with basic stuff. But the very first person I met was Lars who is now a real good friend.

You remember your first global?

Yes, absolutely! Was in a team hunt with Neva and Hoax. We took down a Molisk at Orthos, 62 PEDs. That was just the first of quite a few global I sort of "assisted" as most of the time I actually missed them for being at an OP hehe.

Is there a secret of your personal success, except doing a global while being at OP?

LOL, well that changed at some point. Now I global while others are at the OP. But, yes, I have a secret of success: Deposit! LOL

LOL, so that money aspect is quite important to you then?

Well, yes and no. I spend quite a bit cash here and naturally hope to get it back in loots. It's important, but not the most important aspect.

What's the most important thing to you about EU then?

The fun I have here. Fun and chatting as I made friends here too. And looting, but this is something that happens... or doesn't happen hehe.

What about your avi: duplicate or RL-opposite?

Duplicate. I wanted to get him as close to my RL self as possible. I like being myself, I don't need a second life in here.

Talking about RL: Did EU change it a lot? And if yes, in what way?

Oh well, it changed it a lot first. Now it's more like a game I play once in a while to relax and to chat with my friends there. But the first months were weird: was like EU 24/7, even at work as I made a colleague play as well. When he was at home playing and I had to work, he called me up on work to tell me that he just made a global. And of course: EU changed my RL in a financial aspect.

If you could change anything about EU – what would it be?

Bring them PEDs back!

You have an ingame motto, advice or something for all the others out there?

Oh well motto: help noobs and get rewarded.
As for an advice.... DON'T DEPOSIT! LOL

Nevasca

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If you like The Calypso Post please spread the word and tell your friends how to download a copy.

The TCP November 06 issue had **1400** downloads!

We hope to top this in December 06.

The Calypso Post Crew at this moment is:

Editor:	<i>Harald Viking Olavson.</i>	<i>Viking</i>
Co-Editor:	<i>Nevasca Iza Benavente.</i>	<i>Nevasca</i>
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Storyteller:	<i>Auron Auron Annwn</i>	<i>Auron</i>
Writer:	<i>AblaZero3</i>	<i>Alba</i>

Thanks to these websites and players for photos and articles, we have used in this months issue..

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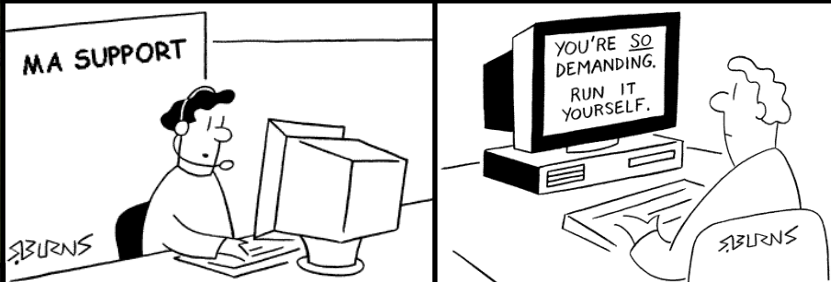
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"The hard reality of living on Calypso!"



Support worker:
Suggestion? Hmm, I only handle tech questions...

Difficulties in running EU.

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