

# THE CALYPSO INDEPENDENCE

THE FREE VOICE OF EUDORIA AND AMETHERA

NOVEMBER 2005

## SPACE RESORT SOLD FOR BUYOUT WITHIN THREE DAYS

### Opening of *Club Neverdie* expected in December

After Mindark's well-received and discussed announcement of a space resort designed as a Pleasure Paradise amidst the Paradise V Asteroid Belt the public auction took a quick end after only three days. The Space Resort property deed was placed Friday 21st of October at a starting price of 1 PED, and with a buyout price of 1,000,000 PED. There have been reports about eight parties who have shown concerns in buying the resort. Finally the award has gone to *Jon Neverdie Jacobs*, who bought the space resort for the buyout price of 1,000,000 PED after three days of auction.

The winning bidder Neverdie stated, that he considers the Space Station to be a venue for Music and film in virtual Reality: "I think that if *Club Neverdie* can draw more people to PE to listen to their favorite DJ's or meet their favorite artists in a virtual enviroment, they are going to discover the extraordinary social and economic aspects of PE and our beloved virtual universe is going to grow.

Obviously the Space Station is gonna be a new fun place to play for the existing PE community, it will stimulate the existing economy because of its impact on space travel and space shipping among other things. ...

But first and foremost, this is something that can be marketed to the outside world to bring more people to PE. I plan to invest considerably in marketing it to the outside world."

*(Neverdie's statement from EP-Forum)*

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## Point of View

**Interview with PE player Silver di Avlo.  
Here is how it went.**

*What is your full ingame name and profession?*

Hello!

My name is taken from my only idol I ever had - Marvel's - Silver Surfer. (<http://www.marveldirectory.com/individuals/s/silversurfer.htm>). My nick which I never use is "di Avlo" actually taken from my time as a fanatic StarCraft player where I was known as El Diablo. My profession is Miner. Nothing more or less, even tho im pretty skilled in most things that has with hunting, crafting or mining to do. Theres some things that I never have done though - whipping, never used an axe, and such don't belong here - this is sci-fi, not fantasy.

*What brought you to PE?*

Well I just stumbled upon it. Saw an ad-banner on my ISP. My first visit to PE was amazing. Spawned out of nowhere, no manual, no nothing... I had hard times just to figure out what to do... so I went out checking out things and got killed by what I recall was a foul. And died. Back then you had to walk back all the way with your "soul" - ghost. I was amazed by Hades, and spent some time there. People got stuck in buildings and such. Lag storms were usual. Well... I dropped it for 2 months, then came back.

From the start I found out that the experience within PE actually were dependent on your own fantasy, imagination and acceptance of the "virtual" status of the ingame situation. I understood early that there would be a global community with enourmous potential for a new type of interaction, im a visionary and

I understand MindArks visions very well. At the University I wrote some papers as early as 1992-1994 about the "virtual experience" and "cyberreality", and held some lectures about it. My collegues laughed at me, and I said to myself "let them laugh". Actually I think what the sensation of a "virtual universe" comes very close to is the envisions of the renaissance philosopher and humanist "Pico Della Mirandola". He was an Italian humanist and his visions about the human essential capabilities pointed out a very new idea of the human project. This was to be more than the Cherubs and Angels, even more than God ever could imagine - in fact he proposed the idea that humans can be better and more beautiful than any other cosmic beeing. This is the essence of a "virtual world", in my opinion, the possibility of actual transcendens, and to interact as "Cherubs", "Angels", as mirror images of what we want to become or want to achieve. Im positive that much of the technology and entertainment will come to its best within these virtual worlds. This is just the first step.

*How long have you been playing?*

Since December 2002. Before gold. But I had a break and started for real in january 2003. Just before the release of the gold edition. I have had some breaks, for other games, but never quit...

*Why did you choose that profession?*

Don't know - I was tricked by the experience and the thrill of finding lots of minerals, and back then you could sell the stuff for a good price. Also I found it attractive just to avoid mobs and explore Calypso. I found it more fun than hunting since most of the mobs werent even accessible for a light armored guy like me. And by the way, when do you choose a profession? This is maybe the first step in a long development of my character.





***You're one of the foremost experts in the mining field, can anyone become successful at mining, or does it take a special type of person?***

Yes everyone can be experts, I wouldnt call myself an expert though, even though Im a professional. But you need to spend lots of time and you need to have something other on the side. For me its been the UPC|Mining, the research and investigations. I think you need to be allround. It takes time to get on such a level where you can rely on mining only.

***Are you part of a society?***

Yep. Its a society thats been around since february 2003 - United People of Calypso. [UPC]

***In your own words, how would you describe your society?***

Its a mature society, oh we have had so much fun. Im very nostalgic about my soc. Some guys have been around as long as me. Some are new to it. We are not many, but dedicated in that way that we like the idea of PE, even though we grunt about it as much as any others. We have had lots of international players, and our language is english even though most of us are swedes. We have had lots of people from Australia, New Zealand, Brasil, US, Germany, Canada, UK, and I like the international part of it. We are mostly miners, but also some others. We recruit sometimes, but its always sad to see people quit. But those who once joined us, but then quit, should know that they always are welcomed back again any day they want to re-join.

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

Happiest and earliest memory was way back when I helped a guy stuck in a building. And I received a gun and some ammo... also when I have met nice people, and made some good strikes on the mining field. Hehe, the first time I took down an Ambulimax with 2 of my buddies was a great memory, too. Its always good to help

people ingame, and its always a good feeling when these noobs grow up and salutes you.

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

Always. Short term goal is to get that gigantic deposit - I have read that a guy actually got a 6000 dollar deposit in the early beta, and theres more out there. And to do research of particular sections of mining related subjects.

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

The industrialization of PE economy. Please. Factories. Real mining. And rethinking of the loot system where it actually should be based upon, the mining and crafting, much more than of finding "objects" in loots. I can understand special loots, quest items and such. But not that you loot a complete very complex thing as a "lamp", or "painting", or even a gun from an Armax. This must be changed. Thus industrialization.

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

I would like it to be much more extended in its graphics, and the interaction with the surroundings. But thats coming. I would also add more features that would give players more exploration, and "meet the unknown" sensation, huge mountain ranges, new planets, much more of that. Also I really think MindArk should have player council, of some sort. I know thats discussed a lot. But I really think it would be great.

***Any humorous moments you'd like to share?***

Yeah lots, but cant share them all theyre to situational for that. One was when my soc mate Azuris Foxed out from the fact that we were the richest society within PE, but only for an hour cause we accepted a lot of noobs just to get rid of it, and then

MindArk decided to crap the ranking of richest society, still dont know why. But I sure did laugh a lot first time I was in a big team hunting Araneatrox, back then they were tremendously more dangerous than now - I think we were about 20, also some elites, all died within 1 minute. Also a great fun was the landgrab, I felt very speeded and had great fun. I have had lots of fun with my soc mates, those are the best. Also my encounters with the legendary "Spike", has been a great laughing moments.

***What's your most memorable loot, or even mining deposit, in your case?***

Getting a md-50, bought it from the crafter himself, that was a great moment, little did I know that he was part of what later became know as the huge "duping scandal". But lootwise my double gold vast deposits within 24 hours belongs here, my birthday enourmous deposit - breaking the 2000 ped wall, and my only good hunting loot - some angel armor from faucervix young. Maybe I should mention one time when I was out hunting, had not been mining for 2 weeks. So I told my mate Azuris - "Frikk this, im bored of hunting - im gonna drop a bomb now.", and I told Azuris " I got a vast", Azuris Foxed out... hehe.

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

Project Entropia is not a usual game, read the forums, and dont be afraid to die.

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

Well - not really. Maybe that I havent been as systematic, and aiming for profit as I shouldve been. But I like to freak out sometimes, and just waste money, hehe... well.

***Anything you'd like to add?***

I would like to thank all the players that have done such a great job of keeping the PE community alive. With lots of web-

pages, freaky applications, charts, forums, and creating magazines and the lot. After all its only the imagination that can free the human spirit. And I also would like to thank MindArk for being as visionary as they are.

And last I would like to celebrate my soc mates within UPC, new and old, those who still are ingame, those who left, those who comes back - you are the best.

***How do you feel about the VU 7.6 mining update?***

I think its good generally for the newbie miner. But I dont think its fair regarding those who have been waiting for a better system overall. Mainly cause they shouldve introduced "industrialization" as a new theme of context. The market will be screwed for a while and for me and many others who had to "skill", by digging lyst, and iron, and had to storage the lot - cause of a market with no use of lyst and iron, we have lost a bunch on this. IF you compare the skills hunters have from mostly "skilling", to those skills miners have its ridiculous.

***Any flaws you see with it?***

I think this will lead to a very unbalanced system, and miners will feel very disappointed. We never got any "compensation" for the money we have lost because of this VU. And Im sure we never will.

IF MindArk wouldve implemented new context for miners, I would have applauded this as the best VU. Now I feel many of the uber miners have been screwed, and I feel sorry for them. I will not play much before MindArk does what they have promised. And I will not recommend PE before they change this.

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.

### *Untitled*

*Explanation:* This one has no name and is what you can call "borderline". It comes from a mistake on the part of one person. An item is shown in the trade window to either let a potential buyer check the stats, or to show decay on an item. The person that is checking will accidentally press accept, the other person will do the same, and the item is given for free. The nice person will give it back, but some will see it as a free item. You be the judge.

*Prevention:* just be careful in trades.

### *No Item Shown*

*Explanation:* Sometimes you'll be in a trade and will be waiting for a person to put an item into the window. Eventually, the person will ask you what you think of the item, and you will tell them that the item is not there. SO, you do a retrade, and the item is then shown. That's what happens sometimes, but once in awhile a person will claim that the item is in the window (it really isn't) and is just invisible, and all you need to do is complete the trade, and it will be in your inventory when you're finished.

*Prevention:* Forget it. Just keep relogging and retrading until you can see the item. Don't let this scam get you.

### *Genetics Chip*

*Explanation:* Does that say Generic? Nope, it says genetics. Watch out for people claiming to sell a "generic skill chip" when, in fact, they are selling a "Genetics skill chip" hoping you will misread it.

*Prevention:* when you are looking at the chip in the window, check the info window and read the name carefully. It is just good practice to always do that in any trade.

### *Password Theft*

*Explanation:* This one requires special conditions, which is why it rarely happens. The thief has to be able to physically interact with your computer to either make a quick copy of your login info from a loose piece of paper laying around with the info on it, or a non-cleared login window. Another way is for the person to gain access to your email account and have the clientloader send you a password reminder or change it altogether.

*Prevention:* Either way, make sure the required info is not readily available. Secure your email account and don't leave stuff laying around with your info on it. The other way is to get a gold card from the ingame trade terminal. This locks your account down and makes it only accessible using the Gold Card and the reader to get a unique 4-digit number. Won't matter if someone has both your password and login then. They still need the card and reader.

### *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.

### ***Auction discrepancy***

*Explanation:* The first scam done by the auction, or rather, a person knowingly or unknowingly putting a bugged skill chip into the auction. The chip will show one stat on the info page, but another way on the item info window.

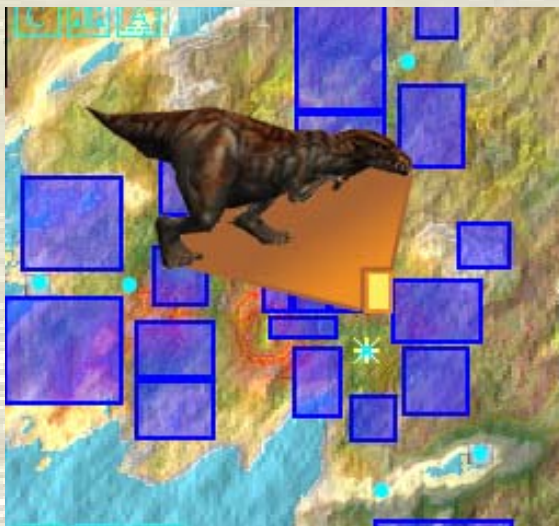
*Prevention:* No known way to get around this. Obviously, one of the stats are wrong. Just don't buy it if it looks like the price is wrong.

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## **Landarea of the Month**

### **This month's LA: Atrax Park**

This month, The Calypso Independence brings you information on the Atrax Park. We interviewed the creator of the Atrax Park, Paris Dub Hilton.



*Atrax Park Location*

### ***What maturity levels of Atrax are found inside Atrax Park?***

95% of the spawn inside the park is Dominant, Alpha, Prowler, and Old Alpha.

Sometimes we'll see a single trax stalker appear, which can hang around for days since few players can efficiently take it down.

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

Absolutely not. No annoying Bristlehogs, Hyruu, or Trilomites. The Park is exclusively for the use of the largest Atrax.

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

Atrax Park was designed for the mid-level player and up. If you have the skills and a decent FAP (ek2600, for example), you should be able to handle the Doms and Alphas in Rascal. For the big boys, you should come with plated Nemesis or better. But remember, even if you get killed going up against a Prowler, the on-site revive is never more than a 30 second run to your half-dead Trax. The close revive, mobs, and proximity to a Teleporter make Atrax Park ideal for team hunts.

Should you come across a trax stalker, you're best to just leave it be. On many occasions I've seen them laugh at hunters decked out in shadow, dropping them repeatedly.

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

Confirmed drops inside the park include ML-35s, Salamander Arms, Bravo Plasma, Hair Stylist Chair, Af Mindforce Implant, Large Red-Black Striped Carpet, Small Red-Black Striped Carpet, Cayad Lamp, Shopkeeper Teleporter Pad, a102, a104, and Paladin Harness. There is a rumor of a Strikehammer dropping - but that remains, for now, a rumor.

With the recent arrival of minerals and ore in the park, I can also confirm several mining HOFs inside the Park. The primary resources available include Zinc and Narc, along with Oil and Growth Molecules.

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

Right now we're in the middle of hosting the iTrax Challenge. This is the first ever



Project Entropia event that has a real-life item for the winner. One of our lucky hunters will be shipped a new factory-sealed iPod Nano, laser engraved with their accomplishment.

So how do you win the iPod? The easy way is to get an All Time High HOF inside the Park. If that happens, the event is over and the lucky HOF'er wins.

But since that probably won't happen, we're counting every global or HOF inside the park as a contest entry. The size doesn't even matter, a 50 ped global counts the same as a 2,000 ped HOF. During the first week of November, we're going to throw all of these globals and HOFs into a pot and randomly select one to win iPod. So all you need is a single global in Atrax Park, and you're in the running to win the iPod. Search for "iTrax" on EntropiaForum.com for complete details.



*Anything else?*

My thanks go out to Aziphirael of Sterling & Moss, who does an excellent job maintaining two shopkeepers on site, fully stocked with all possible ammo for only TT+1 per stack.

Interviewed by: Badboyz3584

## Newbie's Corner

### The Journey

by Mucus

This section is called "The Journey" We hope to give some practical advice on how to get by on Eudoria.

Ok you have loaded up the game had a look around and become familiar with the controls - if not, have a look at the guide that comes with the game. The guide will give detailed information on how to configure the various short cuts and quick bar, some we will cover in this issue. You can launch The Pioneers Guide to Project Entropia from the game login screen or from your hard drive; it is installed when you download the game (C:\Program Files\MindArk\Project Entropia\PE Guide.pdf).

There are many ways to earn a PED or two, but the most basic (and free) way to start is the Mind Force power "Sweat Gathering". Why do you need sweat? Well, when combined with Force Nexus it produces a valuable substance called Mind Essence which more advanced users need as fuel to use chips that are implanted into your brain! When you have gathered a reasonable amount of sweat you can sell it, how much you get for it varies but you will get a few PEC's. After a while you will have sold enough sweat and got enough PED to get some better equipment (more about that next issue).

So before we start lets make sure we have a few things in place.

1. Get a copy of a map of Eudoria, it's in the guide and you can download one from the EP forum - <http://entropia-pioneers.kicks-ass.org>. The map has all the TP (Teleports) locations and places of interest.
2. Make sure you have the sweat bottle on your quick bar. There are other ways to activate the

sweating process but I found this to be the easiest. I have dragged the Gather Sweat bottle from the Action Library (X on keyboard) to number 1 on the quick bar.

Ok let's get sweat; we need to find some mob! I suggest we head towards a TP that way we can start to move around Eudoria quicker, using the teleports we have found. Have a look at the map for the TP locations.



For this session we will head towards Billy's Spaceship Afterworld which is North East from Port Atlantis. Keep going until you spot some mob in the radar in the bottom right of the HUD, they are the red dots. Try and find one away from a pack and move towards it, when you get near enough, select it and press the sweat bottle in the quick bar. You can hit the number on your keyboard that corresponds to the number on the quick bar if you prefer.



After you have started the Mind Force procedure there will be a glow around you, at this point wait until the glow stops and your hands are green, then press the sweat bottle again and you will start the concentration period, during this time you must not move or get hit. If you succeed the gathering, you will get one or more bottles of Vibrant Sweat.

If you fail the first few times, keep on trying! You will get some, and the more you get you will notice your Mind force skill improving which will help with the success rate.

You can only gather so much sweat from one mob, so keep an eye on the chat window



for a message which tells you when you have reached that limit. You will also die a lot but don't panic you will end up at a safe



place and if you get stuck someone will help you if you ask them nicely. Keep heading to Billy's and get the TP, you must walk into the

TP to add it to your map. From there you can get to Camp Phoenix which is a very good place for sweating as there is usually lots of action near the TP.

So, you should have 3 TP's on your map and you can teleport to each one by walking into the TP and selecting where you want to go, you can trade at PA & Phoenix as there are always people looking for sweat.

Next issue will have tips on collecting TP's, Hunting Trading and Mentors.



Good Luck and enjoy your time on Eudoria.



## Market Trends

by Badboyz3584 and Kay (From Kay's Store)

*Minerals and enmatter* prices have dropped quite a bit. A mining update has made rare ores and enmatter more difficult to find for lower skilled miners, so prices has remained stable or raised there; but the other stuff, such as Blausarium, have been found in large amounts due to the meteors.

*Sweat prices* have fallen back to a comfortable 2.0-2.1 pec per bottle, since the adjustment to the level of sweat to be gathered. This will, in turn, affect the prices of Mind Essence, if not already.

*Market trends of furniture* (Kay from Kay's Store)

Since the last 12 months the market of furniture and decorations items has exhibited several high and low trends like the best rollercoasters.

When the home decoration competition was launch by MA in May of this year, the prices went very high. At that period, the prices were at the same level as in September of last year, just before the crack due to the exorbitant high levels (TT+130 for a wooden kitchen table ?!). After the home decoration competition, several estate owners tried to sale their furniture, with more or less success, and the prices declined logically due to the well-known ratio 'buyers/sellers'.

By end July 2005, the prices were relatively low. Actually, we can see that some furniture and decoration items have their prices increased, some statues, paintings, and especially the rare items. For the most common items (carpets, mats, tables, chairs), it is a good period if you want to have them at the lowest prices.

Next month: how to avoid paying too much for furniture.

## Overheard on Calypso

Rumors and such heard around

by Badboyz3584

Well, we have seen the first of the Limited weapons ie. Nano Katana(L). While the weapons cannot be repaired, the dmg/pec seems not too bad. Time will tell if all the Limited weapons are this way.

There was an armor plating bug not long ago. It seemed that attaching an armor plate to your armor made it stop decaying. This has, of course, been corrected, but people were buying sets just to take advantage of this. Or so it is rumored. :)

A new armor has been seen around. It is Gremlin armor. All but a few of the parts have been looted so far. The decay is not widely known yet, but in keeping with the current theme, it will most likely be high. The acid protection is quite high, so hunting creatures that have acid attacks might be good to hunt with this armor, perhaps Kreltin and Fungoid.



A new temple has been sighted. It is being called the "Thorio Temple" due to being near a spawn of Thorio. There are some interesting things inside, the use for which is not yet known. It is likely that a key of some type will be looted, but that is just speculation. There are rumors that it has something to do with DNA.

### MotM

#### Mob of the Month - Argonaut

by Badboyz3584



Argonaut in his natural environment

*Info:* Argonauts Are a bit like a werewolf. They are hairy and they like to slash with their sharp claws. They have been in recent news, which may indicate that they are in a period of change. The smallest type is the Young. These are quite easy to kill. The larger types are Scavengers and Hunters. These types can be a challenge even for a well-armed person. Especially when caught off-guard by one. It is not recommended to go after the larger types without a respectable gun and or armor, or if you would rather, a team.

*Defense:* Argonauts are not hard to kill. Almost any person can kill a lower maturity one with limited weapons. The most highly recommended armor for hunting these creatures is Rascal armor. The protection offered by Rascal reduces most Argonaut attacks to about 1 point of damage, or maybe slightly higher up to the Adult maturity level. Even axes are acceptable to hunt these creatures. Just keep away from the larger types.

*Known loots:* Lesser teleport chips are confirmed to still drop from Argonauts. Nemesis Helmets and shins have also recently been seen. Other loots include: A103, Ep-21, Fread Beta, M2890, Knight thighs, Paladin mask, Generic skill implant, Hydraulic manifold, Medium

nerve blast chip, Iron, Gray armchair

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

Looter: Rondalph The Fixer Fairless

Ped Value: 2358 PED

Interesting items: Female Jaguar Harness and an unknown pistol

Creature Killed: Atrox Young



Picture provided by Entropia Pioneers album



## Calypso's History

When the first settlers arrived on Calypso everything was prepared for their arrival by robots that had already built up a complete infrastructure. Upon the settlers arrival, the robots Base Matrix turned over its control to the humans. The first settlers on Calypso experienced a historical moment as they sat foot on a vast and unspoiled planet, rich in life and resources. They moved into the cities and began to make the last adjustments to the environment. Mankind seemed to have returned to paradise and this first region of colonies became known as New Eden. But all this would soon change...

During further investigations of the Robot Base Matrix on Calypso the research teams were never able to find the reason why the Odysseus Probe had stayed for so long before leaving. Though the reason for this delay would remain a mystery the researchers did come across several clues that pointed towards another nearby star system, positioned even further away in the unknown regions of space. The scattered information indicated that shortly after a robot base had been successfully established on Calypso, the Odysseus Probe had constructed a new Jump Rail and then launched itself towards this new destination. Its last transmission was made only to inform the Base Matrix that the probe had arrived and positioned itself in orbit around one of the major planets inside this system. For all they knew the silent Odysseus Probe could still be there.

The OmegaTech Corporation decided to launch a second project called Operation Prometheus in an attempt to shed more light over the mysterious actions of the Odysseus Probe. It would also be an opportunity to intercept and examine this old human artifact from the past. An unmanned probe named the Prometheus 1 was prepared for the mission and a small Jump Rail was built to launch the probe towards the last received coordinates. Equipped with a hyper-link transmitter it

could send back instantaneous information of what it might discover. The probe arrived at its intended destination in less than three months and transmitted data of an eerie and dark planetary system orbiting a dying star. Two colossal planets with high-density readings were the most distinct features in the system and were given the names Akbal and Cimi. There was no sign of the Odysseus Probe but Prometheus 1 had detected signals from several robot base installations on the surface of both these planets. There was no doubt that these robots originated from the Odysseus Probe, but the question was why the Robot Base Matrix hadn't established any communications with the interstellar hyper-link network. As Prometheus 1 was ordered to establish contact with the Base Matrix on the planet Akbal the research team back on Calypso received several encrypted signals through its system that originated from the Robot Base Matrix on Akbal. Unable to decode it they decided to process it through the Base Matrix on Calypso...

To be continued...

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## Masthead

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