

THE CALYPSO INDEPENDENCE

THE FREE VOICE OF EUDORIA AND AMETHERA

AUGUST 2006

SUPPORT BACK FROM VACATION!

Faster support handling and improved AI promised by Marco

These days Marco returned with interesting news from his summer recess. Not only the support team is returning from vacation within this week but also the fixing of bugs and the improvement of the mob's AI will be on MindArk's to-do list for the next months. So hopefully we will get rid of the annoying trapping bugs and maybe even see mobs fighting each other again one day.

Here is what Marco stated at Entropia Forum:

"Support should be up to full speed within a week (full speed means replies within 24h in most cases). We are adding more staff to Support in the fall as well.

The next VU will include a massive AI enhancement, which will make hunting more entertaining, as creatures will have sneaky behavior as well as herd mentality. The Berycled feels like Velociraptors from Jurassic Park, storming a house, climbing stairs, etc.

...

The next 6 months for Entropia Universe will have the focus on "Polish, fix and enhance". Expect to see many additions to existing systems in dire need for updates (like Mindforce and Taming). It has been a period where "gameplay" has been held back, now we focus on that, together with fixing bugs. Entropia needs to be more fun! ..." (MSA)

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Point of View

This issue TCI interviews Deathifier

What is your full ingame name and profession?

Zachurm Deathifier Emegen

Profession is primarily land ownership with a little bit of everything else thrown in for good measure.

What brought you to PE?

I noticed it when it was in Alpha and was intrigued by the real cash economy aspect, though at the time I did not sign up. A few years later I came across it again as it was nearing the end of Commercial Trial and was again interested in the real cash economy and wanted to get involved - so I did :)

How long have you been playing?

Since December 2002.

Why did you choose that profession?

I actually started with crafting then eventually moved into some part-time hunting and mining. After buying Treasure Island there has unfortunately not been a whole lot of free time for the normal EU professions - the real world needs attention too :)

So now I just call myself a landowner.

Are you part of a society?

Yes

Which one?

Dark Knights

In your own words, how would you describe Dark Knights?

A group of friendly and knowledgeable people who are quite happy to let you know when you're doing a good job and also kicking the crap out of you when you're being an idiot :)



Unusual view: Deathifier in casual clothing

Describe either your earliest or happiest memory of PE.

Oh there are many memories!

Earliest are my first days running around exploring, where I still remember buying a sword from the TT only to find out it didn't work. Turned out swords had some sort of bug and were disabled, which explained why my frantic efforts to hack up the local wildlife did not work out so well :)

Happiest is probably tied between winning the Treasure Island auction and the day it broke even.

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

Well my long term goal is actually to try and improve the virtual universe in all aspects and I use most of my income from the island to work towards that goal.

Short term goals all revolve around different projects on and off the island and solving the various problems that arise.

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

Vehicles!

Being the owner of Treasure Island, you're basically a EU celebrity. Does the fame ever become a bother, or has it been a positive experience, for the most part?

Fame leads to many interesting situations ;)

In my experience, it's been overwhelmingly positive, although, there are the occasional instances where it is inconvenient.

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

There are numerous features and changes I would love to see within the virtual world. Of these the new feature I'd like to see most is a formal lending system as I believe it would do much to reduce unpleasant scamming incidents, whilst also making it easier for societies and friends to share their equipment.

Any humorous moments you'd like to share?

Hmm the best one others can easily relate to would be this: On the day I introduced Globsters to the island one of my EU-Friends, an ex-socmate actually, was out hunting or mining in the area that the Globsters were to be placed.

I didn't know this (he just said he was going hunting on TI, and there's not much to hunt there!) and went about putting the brand new creatures in.

Well a few minutes later as I was heading down to where they spawned I got this PM from him that basically said this red dot had spawned behind him, he'd turned around and died and wanted to know what was going on.

Imagining the expression on his face when he turned around and saw this strange new creature lumbering towards him was priceless :)

We thank you for taking the time to answer our questions.

Overheard on Calypso

Rumors and such heard around

by Badboyz3584

Pricedrop?

Rumor has it that prices are dropping on various items. This is to be attributed to the arrival and passing of the initial stages of the most recent Land Grab. If this trend will continue remains to be seen.

New armor set released

After the conclusion of the latest robot crisis story, MA handed out full sets of armor to the persons lucky enough to possess a "Secret robot transmitter." Apparently, a few



hopeful people bought the transmitters off others hoping for a big payoff. The prices heard were above 10k PED. Apparently, this was a good deal, as the armor set turned out to be better than Angel armor. No one expected the prizes to be a full set of nice armor.

Entropia polishing

Well, now that the "big news" in May is out, and New Oxford is released, MA states that they will work on polishing Entropia. They say they will work on caring for the systems already in place. Somewhere, it was stated that Mindforce and taming may be expanded in a matter of a few VUs. There were no hard dates set on this, but the rest is out of the way now, so it should hopefully come soon.

Queen creatures

There have been two reported sightings of Queen maturity creatures. The well-known Atrax Queen, taken down providing a nice, but oddly low amount of loot, even if there was a nice market value. The other being an Aurli Queen. It was said that the loot was poor, but no pictures were available. Thankfully the Atrax Queen had enough hype around it, that someone was ready with a video camera when it was found and slayed. Will there be more of these released? I guess we'll see.

Easter egg hunt

MindArk's newest event had everyone focusing in on the usually forgotten Feffoids. There was a bit of a stir not long ago with the addition of the nice economy Korss handguns and the Feffs dropping them, but this event spawned a massive concentration of high-level Feffoids in one location and sent hunters into a panic killing them

by the thousands to be the one to loot the Atrax Queen's egg we heard about in the previous Atrax event. For days, the chat screen rolled on and on with globals and HoFs on Feffoids from Raiders to Champions to Clan Warlords. The egg has now been looted and we wait to see what the reward is, as the egg itself has a value of only 6.33 PED. What is MA cooking up for it?



The Unique Green Atrax Egg, looted by Tzest0s

The necessary steps

People have been once again discussing how much a lending/loaning system is needed. MA stated in a thread on EntropiaForum that it has no priority at this time. It is a big system, but it's also a big help. Imagine a scammer's face when the gun he just traded with a "former friend" and teleported out of the city from with a 'Haha!' just vanishes from his inventory because it was only loaned, not sold. :) It is popular opinion that this act would greatly lower the amount of scamming within EU. Hopefully, some day, MA stamps the system with a priority stamp and gets to work on it. Until then, stay cautious.

Market Trends

by Badboyz3584

Where's the Gold?

The price of gold continues to rise. So the question remains: Where is it at? It has been a difficult resource to find since the mining change because lower skilled persons are less able to locate it. We seriously need more of it in the game. The precious Ek-2600s have become outrageous in price. Sure, it's not near the cost of the "Fortune FAPs", but lets hope it never nears that point. The writer of this article recently took his small stash of gold to a master crafter to make a deal on an Ek-2600, but was disheartened to find out that it usually takes more than 3 times what he had for a successful craft. Some of the minerals out there need a little bit of an injection into the game to curb the prices.

The Sweat Conundrum

Everyone can now sweat. Yay! But...the sweat trapping is no longer possible. Huh? There are people on both sides of the trapping issue when it comes to sweating, but the fact is that this creates a kind of wave in the sweat pricing. Now everyone can do it, but they will just have to work a little harder. There is also rumors of a sweat return adjustment. Phoenix is the place for sweating, and with this change, it may become even more popular. Hats off to all good samaritans who go there and heal and focus charge the sweaters, and also those who herd in new creatures to sweat, even if it is an Atrax or

Gokibusagi now and then, or a massive herd of 15 Snables and berycled ;) The Mindforcers may thank you if you can hold the prices down. To the ones who go there to hunt around the teleporter: Dude, just take a 30 second run, it'll save you and your reputation from the acid spitting healers and sweaters. The price of Mind Essence has been quite good recently, and hopefully, it will stay that way.

Sorry, Nothing from Kay this issue. But next issue he'll be back to bring us some extra furniture market trend information.

Landarea of the Month

For La Highlight this issue, Deathifier's own "Treasure Island" was our target.

What types of mobs are found on Treasure island, and where, generally, can they be found?

From the central teleporter you can find Bristlehog straight to your west, the mighty Hogglo off to the east, sneaky Foul to the north, the nasty Second Entities and their robot cronies to the southeast and the equally dangerous yet sluggish Globster towards the southwest. Additionally there are Cornundacauda along the southern shoreline just east of TI City along with small groups of Allophyl in the extreme northwest and southeast corners of the land area.

Are you aware of any certain creature spawn that is hunted more than any other?

The smaller creatures like Bristlehog and Cornundacauda seem to draw larger numbers of hunters, though much of this is due to the fact that killing them is far, far easier than the other creatures or robots.



Deathifier's Castle on Treasure Island

In what order would you put the creature spawns, in order of difficulty?

Bristlehog, Foul, Allophyl, Cornundacauda, Hogglo, Second Entity and Globster. Note that Hogglo and Second Entity are approximately the same difficulty and that team hunting the last three is highly recommended.

Several large loots and nice items have been won on Treasure Island, but which would you say is the best, or most valuable item you know to have been looted there?

Oh that's a difficult question as there have certainly been a number of great loots both in sheer value and also in the rare items that have been found. I'd have to say that all of the ATH loots are equally good.

Any future plans or upcoming events for Treasure Island?

There are many plans, always have been ;) Some events need features or conditions that aren't yet present in our virtual world so I am holding them until the event system has evolved to be able to run them and run them well.

Anything else?

It has been over a year and a half since Treasure Island was first purchased and I would like to thank all the people that have supported and continue to support the island. Everyone that owns an estate, a shop, an apartment or that hunts, mines and manufactures their goods on the island, or that provides resources and DNA material - you have all contributed to making the island what it is today and I look forward to seeing where the future will take us :)

HHotM

Hunting Hof of the Month

Looter: Mankan The Boywonder

Mob: Kreltin Young

Value: 2830 PED



Loot window with male Shadow harness
(Picture taken from: Entropia Pioneers' website)

Huge congrats to this hunter on an incredibly nice loot. That is a very prestigious Male Shadow Harness pictured there. The tt value of the loot was 2830, but the market value is just insane.

This is easily one of the best loots of the year. Everyone dreams of this loot window :)

club neverdie - a vacation from the grind.

by kira red

Usually, I like to feed my daikiba in peace. It's a mundane chore, but I don't mind it. Then much to my surprise, my com-link "dings".

Wondering who it could be, as I had no other plans than this and some other basic chores, I flip it open. It's Steele - an old friend of mine. Even though I am a freelancer now, my former society mates still look out for me. He is also a pilot.

"Hey, Red", he asks "do you want to go to a party? "It's a Media Event for E3 in the new club on the asteroid."

Media Event...? I think to myself, what's an E3?

Although I hadn't known that the new club had been completed, at least that didn't add to my confusion as this had been expected. The old club had been nothing more than a simple bar, and it was well known that Neverdie had envisioned something much more elaborate.

It takes me about one and a half seconds to decide that the daikiba's will be fine for a few days and that I should do something less commonplace for a change.

"sure steele, give me a few minutes to pack a some things and I'll met you at the spaceport."

So, off I go to collect a few things that I'll need - some equipment, the odd piece of furniture, and some supplies. In my haste as well as being something of a ditz, I forget the tripod skirt I had wanted to wear. Oh well, no nice clothing for me on this trip, I suppose.

Steele is waiting and I cannot go back.



The new teleport at the North Space Base is certainly convenient.

Stepping off the platform, I see Steele and some of his other passengers. The others are howling to each other and firing short bursts from their weapons into the sky - generally whooping it up prior to their flight.

As Steele is an old friend, I clandestinely ask him about their behaviour.

"Charter flight, you know" he laughs. "...just head down to the ship.

We'll be right there."

I sit quietly in the cockpit while Steele subdues the rabble which has chartered his ship. The life of a pilot seems to be about one half passenger taming and handling. As usual, the flight is uneventful.

Steele waves to me as I exit the hangar bay.

"I'll be along shortly, Red" he says. "The entrance to the new club is at the back of the old one. And Red, try not to get into too much trouble."

The new club is odd. It is quite large and some serious thought had gone into its decoration. There is a main circular level with large statues. One of the first things one notices is that there are two platforms above the main floor. Both of these platforms are only accessible from the VIP lounge which has controlled access. Since the lounge was open to everybody today, most of the club patrons were present on one of the two raised platforms.

The lounge, itself, consists of several rooms. There was a great deal of artwork about - much of it from the New Oxford Galleries. I find myself drawn to some of the Billgren pieces. The one entitled "Lucretia" I find particularly appealing. I notice a Kostabi painting. Actually, what I notice is the title - "Atom Bombshell". It's a great title. ...too bad the image is weak, hollow. The cash register sticking out from the woman's armpit is a particularly lame in the symbolism department.

From the lounge, I made my way across a bridge and onto the uppermost platform. From there, I could look down to the first platform and see all the participants in the dance contest. I had heard there were prizes for the contest, and I'm sure this upped the competitiveness.

Although there were several other people on the bridge watching all the gyrating and parading going on below, the majority were in the "tub", at the

uppermost platform is affectionately known, having a time of their own. Most of them appeared to have been drinking, as I noticed many empty and partially full bottles of vibrant sweat scattered about.



In my opinion, sweat is a harsh drink, but some like it for its side-effect - brain buzzing. Well, to each their own, I've been know to imbibe on the rare occasion, although I prefer fermented and then distilled papplon.

Upon the bridge, I almost run into MindStar9. Through the JetStar Alliance, she is the hyper-active primary promoter for the club. Of course in being so cosmopolitan, she's much better dressed than I am.

I pause for a second to ponder over how scatter minded I was to forget to bring something nice to wear. I'm not permitted much time for that reflection as MindStar9 noticed my whip hanging off my belt. I had forgotten to remove it and hadn't realized it might be considered a fashion accessory here at the club.

Almost immediately, she swings her whip and snaps it about 25cm short of my body. Of course, sensing a challenge, I respond in kind. The situation immediately deteriorates into a twisted, William Tell type display of showmanship and bravado.

Our whips are snapping as we try to outdo each other whilst progressively closing the shortfall distance. During this macabre dance, we are both laughing and I notice MindStar9's eyes lighting up with excitement. Also, we were drawing a fair bit of attention. Personally, I'm trying to crack my whip as close to her left earlobe as possible. Eventually, all things must pass and our diversion ends. MindStar9 returns to her duties as Mistress of Ceremony and Dance Contest Co-ordinator while I return to the "tub". I wonder to myself if Neverdie helps fund all the work that JetStar does on his behalf. Perhaps one day, I'll remember to ask.

Everyone in the "tub" appeared to be having a wonderful time. Once again all the fine fashions present made me a little self conscious of my lesser garments. I didn't let that spoil my fun. I watched several rounds of the dance contest using the cinclar scope on my pistol for closer viewing. I spoke to several people about their clothing. And, I danced for a while with Stryker who picked up quickly that I'm more of a heavy metal rave girl than a hip-hop house type.

- to be continued -

MotM

Mob of the Month - Tantardion and Tantillion

by Badboyz3584

Info: The Tantardion. The brown one. From the picture above, you may be able to judge the size of this creature. It is quite large. It is not a common sight, there are only a few areas that they can be found. They move at an incredibly slow pace. On the other hand, they are very hearty creatures.



Tantardion in his natural environment

A young can be taken down with a mid-lvl weapon without too much firing, but the higher maturities are able to absorb a great deal of damage before they die. They also have an attack. They deal electric damage, a rarer type. They used to not have any kind of defense, and people would hunt them all day long with Jesters in teams. They were also often kill-stolen by some inconsiderate players. The reason for this was that they were giving out nicely sized loots. Eventually, this was stopped by giving them an attack.

Now barely anyone hunts them. The

damage from their attack is Moderate, so not all that high, but they'll kill a noob easily without caution.

The Tantillion is the protector of the Tanatardion. It is a tiny creature, about the size of a Chirpy. Every place you find Tantardion, you WILL find Tantillion. Unfortunately, the reverse is not true. Basically, they keep people busy by attacking in massive swarms when a player is in the area of their protection target, the Tantardion. They are found in huge numbers. If there is one, there are a hundred nearby. They are easily killed, but the difficulty comes from dealing with the insane amount that swarm around you. If you plan to hunt Tantardion, be prepared to deal with these guys. Quite possibly one of the most annoying mobs in EU.



An attacking Tantillion

Nicknames: Tanktardion, Tard, ReTard (before they could attack), Tantrillion (because of so many), Red crabs

Known loots: Tantardion-nothing recently || Tantillion- Terrudite, EP-16, M2722



Area: As said before, Tantardions are not a common sight. The place for the easy ones is somewhere SW of Atlas Haven. Mostly Young and Mature show up there. Look for the swarm of red dots :P The tough guys are out near the oilrig pvp zone. They are up on a plateau. Ask around for the exact location.

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>

Calypso's History

The Robot Threat - Part I

Communications with the robots were properly reestablished after the first war but the victory faded quickly as the news on the Battle of Calypso reached all the colonized corners of the Federal Empire. The speculations of an interstellar threat of mad Odysseus Probes turning back to conquer human colonies spread much fear on the Colonial Frontier. As a result the colonies on the frontier demanded increased military protection from the Federal Empire. To avoid panic and rebellion the Federal Empire ordered its imperial fleets to be stationed in the colonized sectors positioned close to the distant sectors of the Calypso and Akbla-Cimi systems. A small fleet of imperial spaceships were also sent to join the battered fleet in the Calypso system in preparation for an offensive strike against the very heart of the robot problem. However, by moving forces from one corner of space to another it

weakened the Empires presence and power in certain sectors, causing colonies to seize the moment and gain enough political power to make the people rise up and demand imperial independence. This threat to the Federal Empire postponed any further reinforcements of new spaceships to Calypso, since these vessels are considered vital to stabilize the current conflicts that had arisen within the empire itself.

Naturally the Federal Empire would not redraw their imperial battleships currently deployed in the Calypso system. The Federal Empire also kept their word to the loyal colonies that it would not station any imperial military command or forces on Calypso, which assured the colonies future as an open market for any new investment. The task to uphold law and order as well as the defense of the colony has been given to the local authorities and the Colonial Guard. The Federal Empire maintained command of the solar system space defense. The rest it laid in the hands of the settlers themselves.

To keep the planet safe from further robot invasions a solid orbital defense system had to be constructed before all else. In order to release enough resources for this purpose all other projects on rebuilding the colonial infrastructure on Calypso were postponed. Funds have only been focused on rebuilding one single city: the city of New Haven. OmegaTech constructed a basic network of orbital energy emitting satellites, which included deep space detectors, patrolling drone ships and drone carriers. By constantly expanding the Orbital Defense Network it created an impenetrable planet defense system for the future. The original plan was to use this network as a defense



against asteroids but it was now reworked to include five times as many units. A built-in safety system in every unit guaranteed that none of the offensive orbital weapon systems could be armed and directed towards the planet itself. The entire defense network is connected to the Exodus, which now served as an orbital command central.

Masthead

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