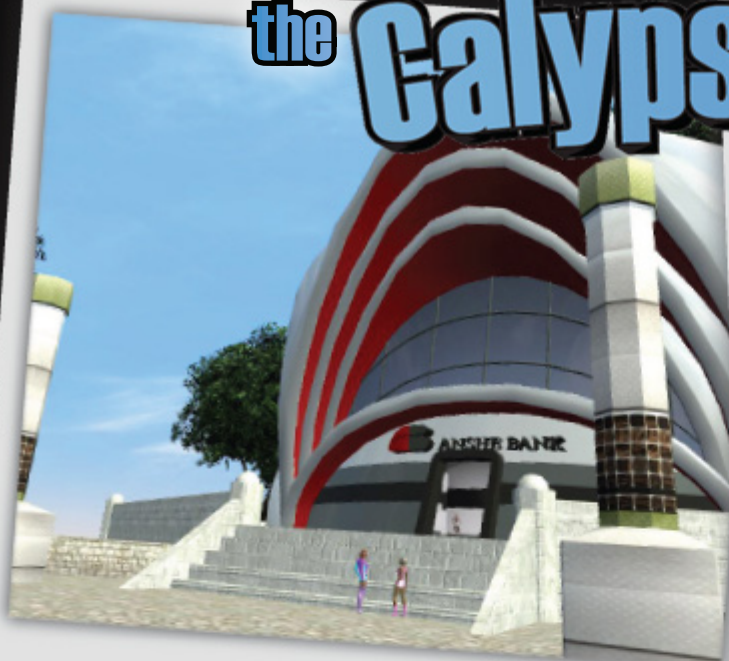


the Calypso Post



Anshe Bank

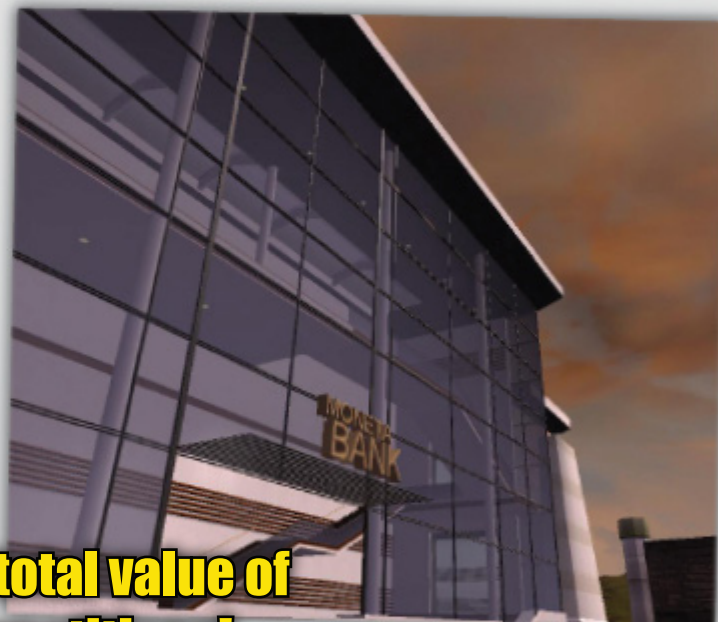


Argus Bank



COMPETITIONS! Win prizes with a total value of over 300 PEDs in one of TCP's competitions!

Bank NEVERDIE



Moneta Bank

VU 9.0 – BRINGING US BANKS, NEW LOOKS AND ENIGMATIC NOTES

WHAT DO EXPERTS SAY ABOUT - MINDFORCE

CONTEMPORARY CALYPSONIAN CULTURE

MA EXPANDING! EU GOES CRYENGINE – WHAT ABOUT BRANDS?

MAGAM'S CROWNING

NEWBIE TIP OF THE SEASON: THE SECRET OF TRADING

SECURITY ON CALYPSO

Free Outpost Rescue Services

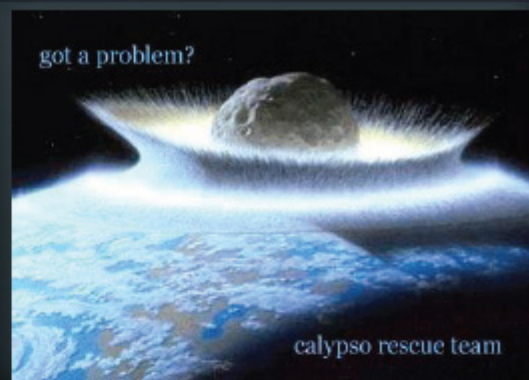
... offers the Calypso Rescue Team (CRT), free of charge!

If you ever get stuck at an OP on Eudoria or Amethera or have problems reaching a TP, call CRT – they will pick you up and take you to the next TP.

Post your message or rescue call in the Rescue Channel under:

www.euforces.com/index.php?name=PNphpBB2&file=viewforum&f=7

State your full avatar name, your location/co-ordinates and time you'll be ingame to get rescued (MA Time). To find out your location/co-ordinates, press "P" in game. MAT is the same as GMT; press "C" to receive this info ingame.



Surviving the Adventure! - Eudorian Survival Map

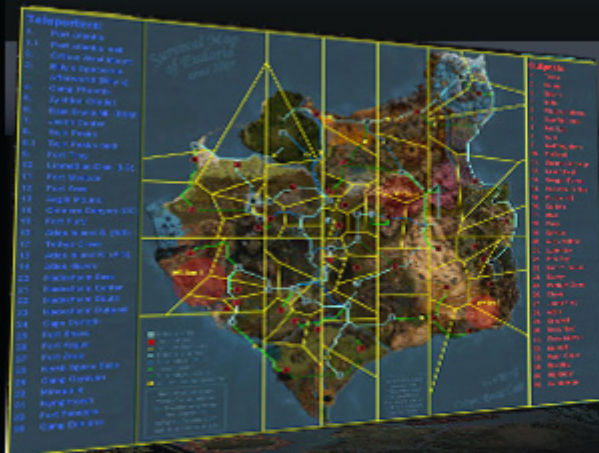
... helps you to move around on this continent!

CONTAINS

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

GET YOUR OWN COPY OF THE SURVIVAL MAP UNDER

<http://www.euforces.com/index.php?module=photoshare&type=show&func=viewimage&iid=295&viewkey=>



EUForces – Home of The Calypso Post

www.euforces.com WAS DESIGNED TO BRING THE COMMUNITY CLOSER TOGETHER. WE BELIEVE THAT BY SHARING KNOWLEDGE AND UNITING WE CAN ALL MAKE A DIFFERENCE TO WHAT HAPPENS IN EU.

Open to the public and free of charge Euforces was created as an infotainment pool for all interested Entropians as well as for all those who want to share their EU experience. The more of us that get together the better our community will become!

Community, Guides and the Rescue Channel are the cornerstones of the Euforces concept.

COMMUNITY: Euforces addresses individual freelancing Entropians as well as societies. Become a part of the bigger general forum with all registered members, an existing resident group hosted by Euforces or create a private forum for your soc. If you are interested in having a private forum please view the FAQ regarding the issue.

GUIDES: In order to share knowledge and offer information three guides are available on Euforces so far: the Noob Guide for all new arrivals on Planet Calypso, a Shop List open for all to advertise their business or find specific items, and the Scam List explaining most common scams, providing a Scammer List including an official Scammer Announcement Channel in our forum.

RESCUE SERVICE: Most of us had the experience of being stuck at an OP. The Calypso Rescue Team (CRT), founded in December 2005 on the basis of this problem, patrols remote OPs and is the first soc on Calypso offering a free Rescue Service on demand. To act more target-oriented the Rescue Channel was established to get into contact with CRT immediately by posting a Rescue Call so that a rescue assistant can be sent out asap.

THE CALYPSO POST: The Calypso Post is an online magazine hosted by Euforces as well as created by the Euforces community. Published six times per annum the TCP can be downloaded for free and is open to all who are interested in contributing.



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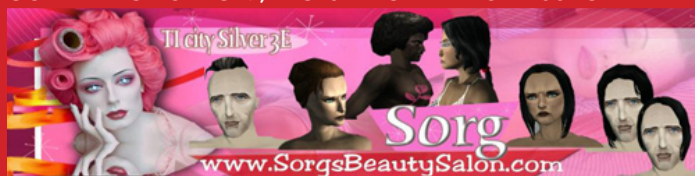
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COMPETITION!

WIN TCP'S NEXT FRONT COVER PAGE!

ARE YOU INTO CONCEPT ART AND ALREADY WORKED ON SOMETHING ENTROPIA UNIVERSE RELATED? TAKE YOUR CHANCE TO SHARE IT WITH THE EU COMMUNITY! SEND IN YOUR CONCEPT ART AND WIN THE COVER PAGE OF TCP7, INCLUDING FREE BODY SURGERY PRIZES BY SORG FOR THE THREE TOP ENTRIES!



REQUIREMENTS: FORMAT AT LEAST 700X700 PIXELS, PNG OR JPEG AT BEST QUALITY. SEND YOUR ENTRY TO calypsopost@euforges.com, SUBJECT "COVER COMPETITION", DEADLINE DECEMBER 10TH 2007.

CRYENGINE APPETIZER, BANKS & VU 9.0 EU JUST HAD ENTERED A NEW STAGE OF VISUAL GAME EXPERIENCE WITH VU 9.0. WHAT DID THE LAST VU CHANGE? WHERE IS CRYENGINE POSSIBLY TAKING US TO? READ MORE UNDER CALYPSO NEWS AND CALYPSO & BEYOND.

MINDFORCE A SKILL POWER ON CALYPSO THAT IS NOT AS PROMINENT AS MOST OF THE OTHER SKILLING FIELDS. WHAT DO MINDFORCE EXPERTS HAVE TO SAY ABOUT THEIR MAIN SKILL FOCUS? READ DONALD'S TCP EXCLUSIVE ABC ABOUT ALL MINDFORCE RELATED ASPECTS UNDER COLUMNS.

MA BRANDS THE REAL CASH ECONOMY AND THE CLOSE LINKING BETWEEN RL AND INGAME ECONOMY IS BEING HIGHLIGHTED BY MINDARK ENORMOUSLY. HOWEVER, WHAT ELSE DOES MA DO ABOUT EU MERCHANDISING? READ MORE UNDER CALYPSO & BEYOND.

CONTEMPORARY CALYPSONIAN CULTURE EVER SINCE NEW OXFORD AS CITY OF CULTURE HAD BEEN IMPLEMENTED, THE ART BRANCH ON CALYPSO BOOMS. READ ALEXANDER'S REVIEW ON THE DIFFERENT STAGES AND ASPECTS OF CALYPSO'S CULTURE UNDER ENTROPIAN FICTION & ART.

SMA & RCE FIND OUT MORE ABOUT THE RCEUNIVERSE AS AN EU RELATED COMMUNITY PROJECT AND GET NEWS ON ONE OF THE MOST ESTABLISHED SOCS ON CALYPSO, SMA, UNDER COMMUNITY.

CALYPSONIAN MEDIA SINCE THE PARTICIPANT CONTENT ARRIVED ON CALYPSO THE OPTIONS OF ANY KIND OF MEDIA ACTIVITY INGAME ARE EXPANDING REMARKABLY. BUT THERE HAD BEEN PROJECTS BEFORE. WE ARE EXPLORING THE DIFFERENT STAGES OF EU'S MEDIA HISTORY. READ MORE UNDER TRAVEL & EXPLORE.

CryEngine 2 about to change our Universe

STORY : Zwaff / PHOTOS: Crytek

CALYPSO - ON THE 25TH OF JULY MINDARK ANNOUNCED THE BIG NEWS THAT THE ENTROPIA UNIVERSE WILL BE GOING TO USE THE FAMOUS CRYENGINE 2, AN ENGINE THAT, ACCORDING TO MINDARK, "WILL MAKE ENTROPIA UNIVERSE THE CLOSEST-TO-REALITY LOOKING MASSIVELY MULTIPLAYER ONLINE GAME EVER SEEN". THE CRYENGINE 2 IS DEVELOPED BY THE GERMAN COMPANY CRYTEK, THAT IS WELL KNOWN FOR THEIR REVOLUTIONARY GAME FARCRY RUNNING WITH CRYENGINE 1. UP UNTIL NOW THERE ARE ONLY 3 GAMES LICENSED WITH THE CRYENGINE 2: CRYTEK'S CRYSIS, A MMVW GAME BY THE COMPANY AVATAR REALITY AND MINDARK'S ENTROPIA UNIVERSE. IT'S ONLY FAIR TO SAY THAT IT SEEMS LIKE A REAL PRIVILEGE FOR OUR ENTROPIA UNIVERSE TO BE USING THIS ENGINE. TO GET AN IDEA OF WHAT MINDARK COULD DO WITH THIS NEW ENGINE YOU CAN WATCH THE CRYENGINE 2 TRAILER AT http://www.entropiauniverse.com/movies/crytechflash/cryengine_demo.html IF YOU HAVEN'T ALREADY.



■ 3D OCEAN TECHNOLOGY



■ ADVANCED CINEMATIC EFFECT



■ DYNAMIC SOFT SHADOWS

The first steps for the CryEngine 2 conversion will already be made next VU, where all avatars as well as their worn equipment and clothes will be upgraded with new models, textures and more. It has been a process that almost took a year to prepare. Apart from the stunning graphics the new engine will allow MindArk to create, it's also known for its amazing development tools which will allow world builders to free up more time, meaning more content. This should definitely speed up the process of developing long awaited new continents and entire planets.

But the big question remains: "What will be the hardware requirements for playing EU with CryEngine 2?". Unfortunately up until now MindArk won't give out any specifics. There has also already been a lot of discussion about whether the new engine will reduce lag or increase it really making the lag issues bigger. The only thing stated regarding lag so far by Marco from MindArk: "I am told that the upgrades to the graphics engine we have will mean a lot of older technical components will be removed, thus actually increasing performance somewhat in some areas and tax it more in others." Same goes for the anxiety regarding so called "advanced looks" wobbling around all teleports. Guaranteeing each Entropian "to remodel their avatars using a brand new Avatar Creation system" after VU 9.0 MA added fuel to the quarrel of how CryEngine 2 might affect the avatar's looks and possibly lead to a loss of some features many Entropians purchased. Stating that some advanced looks cannot be restored after VU 9.0 some fellow mates on Calypso started to put some PEDs aside for plastic surgery and the hairstylist keep rubbing their hands. Still it's a bit odd MindArk announces news like this a year before actually implanting, especially since they have been very quiet in the past when it came to future plans, preventing competitors to steal their ideas.

All in all it's very interesting news which will expand and boost our Entropia Universe experience with no doubt. According to MindArk the CryEngine 2 will be implanted mid 2008, which is around the same time the first Chinese planets should be ingame. But no worries, there's still enough time for you to HOF yourself a new CryEngine 2 compatible PC. Especially with the "tight" time schemes MA uses ;-).



Pilots On Strike!

THE WAR ONLY JUST BEGUN?

STORY / PHOTOS: Neva



WARNING!
Mind the line!

CALYPSO – HOW POWERFUL CAN ONE PROFESSIONAL GROUP ON CALYPSO BE? OR: HOW POWERFUL SHOULD THEY BECOME? THE PRICE OF AN ITEM ISN'T NECESSARILY DETERMINED BY ITS VALUE – WE ALL ARE USED TO THE SPECIAL RELATION OF SUPPLY AND DEMAND IN EU. WE ALL KNOW THE DEMAND DOESN'T REALLY DETERMINE THE SUPPLY, BUT THE PRICE. AND IT'S NEEDLESS TO SAY THAT REGARDING SOME SPECIAL ITEMS THE DEMAND HAS BRUTALLY OVERTAKEN THE SUPPLY. NONETHELESS THE COMPLAINTS ABOUT TOO CHEAP SWEAT FOR EXAMPLE – OR TOO EXPENSIVE SWEAT FOR THAT MATTER – AREN'T THAT EFFECTFUL AS ANYONE CAN ALWAYS GO AND SWEAT ON THEIR OWN. SO THE OPTIONS TO DICTATE AND AFFECT THE INGAME ACTIVITIES OF OTHER ENTROPIANS ARE RATHER SCARCE. THE PILOTS, HOWEVER, RECENTLY TAUGHT US HOW MUCH THEY CAN INFLUENCE THE DAILY LIFE IN THE ENTROPIA UNIVERSE WHEN DIVERGATING POSITIONS AND ATTITUDES LEAD TO SEVERE INTERRUPTIONS IN THE TRANSPORTATION LINES BETWEEN EUDORIA/AMETHERA AND CRYSTAL PALACE/CLUB NEVERDIE. APPLYING THE WORD "LINES" IN THIS CONTEXT CAN BE DISCUSSED AS A SARCASTIC TERM WHEN TALKING ABOUT THE PILOT WARS.

The controversy between the different pilots on Calypso can be reduced to a simple formula: line vs. non-line sympathizers, even though throughout the discussion evident groups clearly emerged and it seemed like it could also be encapsulated as *Church of Lootius vs. The Pilot Cartel* opposition. The competition between the different pilots hit rock bottom when apparently the incidents of tough rival canvassing together with blatant price dumping amassed.

A certain number of pilots teamed up and dealt out an agreement regulating the sequence of pilots to serve the customers by establishing a "waiting line" similar to taxi ranks in RL. While the pilot agreement group apparently complied with this unwritten contract, there were many pilots who did not subscribe to this arrangement, offering independently their space rides – cheap and not according to an established line of service order. First come first serve the other way around: while the alliance group, being flamed as pilot cartel or even pilot mafia, managed to keep a certain price level – or let's say: *their* price level - as they agreed on the line procedure and hence didn't really have to compete against each other via price differences, the free pilots took advantage of this situation with special price offers to drum up customers and get inbetween this line formed by the pilot group that rightly can be named as a cartel. Naturally this was not appreciated by the line pilots and a discussion and open clash enrolled, mainly focused on the respect argument and on who was being a (pilot) team player and who was not.

Hypocritical arguments stating "the line" had been established not to fix or control prices but in order to provide full space ships and no offer spamming at TPs were hiding the actual reason behind the sulking: those who want to profit saw their business endangered due to the queue-jumping via cheap flights by non-lining pilots. In fact the non-liners were being accused of scamming when pushing to the front to get their customers, which in the end created public flaming spams in the all chat – similar to the flight offer spamming that was supposed to be actually ceased by the line order.

Active competition in the long run is good for the customers – everyone wants to travel cheap and as long as we don't have a market regulated by certain interest groups this can still be provided. Price dumping regarding space travels won't be carried out neither permanently nor by one single pilot constantly as too cheap flights mean major loss for the one who offers them. A line is not a bad idea to establish full space ships and faster transportation. But it can't lead to a situation where groups are trying to set prices as a rule to control or even manipulate the market – regardless how hard they try to highlight the benevolent side-effects. Special cheap offers at times from different pilots should be accepted as they are needed. Maybe those who desperately need "the line" should work on some customer care campaigns to get the advantages of this "line" work properly and acceptable for all Entropians involved.



CryEngine Appetizer

VU 9.0 Initialises EU's Rain-Swept Fall Season

STORY / PHOTOS : Neva

CALYPSO – EXPECTING ONLY NEW GRAPHIC ENHANCEMENTS BEING IMPLEMENTED WITH VU 9.0 WE WERE ABOUT TO YARN A CONSPIRACY THEORY IN THE FIRST PLACE, TALKING ABOUT HOW MINDARK WORKED SO HARD TO GET THE HIGHLY DEFINED TEXTURES, THE SHADINGS AND IMPROVED OVER-ALL LOOKS OF OUR AVATARS IN THEIR ARMOUR RUNNING TO FEED THE MOB WITH SOMETHING. ABOUT HOW MINDARK WORKED SO HARD TO GIVE US THIS PARTIALLY NEW SURFACE AS AN APPETIZER FOR THE CRYENGINE GRAPHICS ANNOUNCED FOR 2008. ABOUT HOW MINDARK WORKED SO HARD TO DISGUISE THE FACT THAT THEY DIDN'T MANAGE TO IMPLEMENT THE BANKING BUILDING JUST YET DURING THE LAST – VU-LESS I MAY ADD – MONTHS AND THAT THE COMMUNITY HAD BEEN WAITING FOR A NEW UPDATE FOR TOO LONG NOW. ABOUT HOW MINDARK IS FOOLING US BY DISTRACTING OUR ATTENTION FROM THE BANKS, TURNING THE SPOTLIGHT ON EVERYBODY REMODELLING THEIR AVATAR IN ALL EXCITEMENT, HOPING WE'LL FORGET WHAT THEY MISSED OUT OVER ALL STYLE RELATED BUZZ. AND NOW THIS: VU 9.0 – BANG! – NEW GRAPHICS AND BANKS! MINDARK IS REALLY INDULGING US THESE DAYS.

A LIE, HOWEVER, IS BEST CONCEALED BETWEEN TWO TRUTHS, AND UNEASY “OPTIMISATIONS” CAN BE WELL DISGUISED AMONG THE MOST VISUAL SUPERFICIALITIES OF INNOVATION AND IMPROVEMENT, COVERING UP WHAT'S HIDDEN BELOW. BUT LET'S START ON THE BRIGHT SIDE OF VU 9.0, SHALL WE?

MindArk made some crucial changes with the latest version update that had been blatantly announced over the passed four months, proclaimed as one of the most astonishing VU ever. Useful functional implementations and changes affecting Trade and Repair Terminals as well as the personal Storage and individual Inventory can be rated as reasonable improvements. The redesigned Storage and Inventory sorting your items according to specified categories, offer now a compact button relieving you of the scrolling work you had to do in order to find certain items. Even though it's still a bit annoying getting used to those categories and especially the fact that using the compact button for the first time in your storage facility seriously messed up the order you had established earlier, the optimisation is of great use. Also the redesigned Repair and Trade Terminal offer a more clear way of transaction. Most of all the separation of the “buy” and “sell” at TT supports secure shopping from now on as you now have to be more focused when visiting the TT and you get an additional confirmation window before the transaction will be irreversibly performed. Those who mistakenly tt'ed items before must be deliriously happy by now.

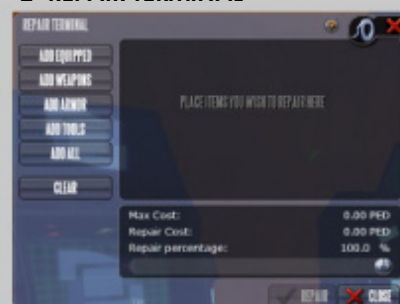
Likewise happy are probably all pro and semi-professional colourers. The optimized colouring process with saturation slider, no item deterioration when colouring and the unlock of colour from the skill level will boost this activity for sure. Colouring results, however, remain bound to your skill level, asking you for certain professional requirements and giving you a success rate.

Next to the banks that finally arrived on Calypso offering you a loaning service, and some new items, the Armour Foot-Guards appeared in our virtual world completing the over-all look of the combat gear. But above all, of course, we have to refer to the new graphics when talking about VU 9.0. Since the first step on our way to CryEngine 2008 promised to fundamentally change the avatar related outward appearance together with the clothing attached to the body, everyone had to remodel their virtual me. Realistic looks with advanced texture and shading in order to make the EU experience more plastically had been announced and MindArk delivered them indeed – at least if your computer could handle it and its graphic card met the requirements. How much fun was it to start at zero, recreating your avatar again without even being charged for it!

And: What about those enigmatic “notes” being found these days? A riddle revealing a certain pattern that's yet to be decrypted. Speculations about it are well on the way. What could it be? Is it a singular event to come or maybe a quest? Will these “notes” be replaced by some fancy items? Are we going to have more such phenomena in the future? Or will the hype about these notes cease little by little, just like it happened with the famous Atrox Egg, because MindArk is not going to do anything about it – just another flash in the pan, a momentary brain wave born to immediately fade, a stillborn idea?

The community commotion that came with the different changes of VU 9.0 is an ideal proof for that MindArk can't scrimshank from the actual effect and meaning behind some implementations, for the Entropian community knows perfectly well that MindArk's measurements are of an economical nature, not, by all means, a technical one. It wasn't the first time MindArk sold their VU contents as improvements for the game, using positive and groundbreaking features to cast aside and cloud negative aspects and side effects. But this time the community's complaints were a little louder than usual and MindArk's public relation strategy to communicate their business company as a

■ REPAIR TERMINAL



■ TRADE TERMINAL



■ LOAN APPLICATION



gang of people like you and me, trying to create the image “of being one of us” and down to earth with the community failed more obviously.

The new graphic enhancements forcing some Entropians to upgrade their computer with a new graphic card made clear that apparently a Cinderella principle is being increasingly applied, culling depositor from non-depositors, and separating those who are willing and able to advance their technical RL equipment from the ones who simply cannot follow the new line by upsetting the over-all EU experience and enjoyment via graphics. But let's not talk this down as it is a matter of either sticking with the similar definition and resolution you had before or going with the flow. The complaints about problems during the avatar re-creation and discrepancies between the intended version and the ingame result forced MindArk to make amends, allowing those who were not happy with their new “me” and filing a support case until October 25th to remodel their avatar again. A fair move.

Together with the banking building implemented, VU 9.0 put MA's servers to a new old test: will they be able to handle? They made up their minds though and launched the update prepared: in order to reduce and also prevent lag, a new system had been implemented together with all other changes – the 2 PEC decay charge for equipping and unequipping armour and clothes, on every single piece each! Now, how can this be rated? At first it can be appraised with a big Hooray! they are doing something against lag. But taking a closer look you cannot avoid asking yourself for the deeper meaning of this and hence: Why? Does MA really



■ STORAGE AND INVENTORY

have to school us that way to make us stop creating lag ourselves? And why, in Lootius' name, don't they solve lag issues alongside with their own technical settings? With all their effort of trying to become *the* global player in the MMORPG branch, the resources to really fix something should be there – after all we've been promised to see zillions of new planets in EU some day soonish, so how are they going to handle this when that day comes? Talking about lag: if we are invited to reconsider every time we intend to change clothes if it's worth the PEDs it costs, how come – with the thought of its lag reducing purpose in the back of our heads – that you have a delay of a few seconds when putting on armour? Something that apparently affects the lag either way too. We are not talking about the decay itself – our items do decay when being used, that's nothing new. And it is also not stunning that they actually look decayed now. If you want to look stylish you need to invest and if you hate the quality of your clothes repair them. But why additionally charge us as they decay anyways? This is just an additional decay on top and the actual reason behind this implementation is so perfectly clear that the lag reducing purpose is an offense of our intelligence, additional decay on (L) items simply a rip-off. It really makes you wonder that a company that's smart enough to invent and develop a game like EU can, on the other hand, act publically so fraudulent towards their community and in terms of public relations and communication so socially and politically incorrect. And on the unemotional side of this: did this gimmick reduce lag? No. In fact the lag interferences and even CTDs are worse than ever. And the foot-guards? Yet another additional expense, an additional plating, an additional decay item. Not to forget: needed as you soon will experience the effect of not having foot-guards during a hunt.

The new looks we did get with VU 9.0 are plain superficial and distracting our eyes from what's hidden behind which is

interestingly focused on something similar visual as well, next to the additional income we grant MindArk as a result of those changes. After EU's big entrepreneurs had been provided with malls and banks, hence hopefully be pleased with their income produced for them and MindArk, we are entering yet another stage of business processing. MindArk understands their customers very well – they know that there is vanity dozing in all of us. The fact that we look pretty shabby now when we don't take care of our clothes and our need to do something against it, guarantees MA a constant flow of PEDs. The colouring, tailoring and plastic surgery branches are those professional activities that will profit from the changes in the long run. The ever echoing “survival of the fittest” seems to come closer and closer, but it is not related to the combat men against beast. The community is not amused these days as MA apparently overstepped a mark. It is in some way insulting to visit “The Gamer Bank” at Port Atlantis and being confronted with the showmanship of its owner that can only be realized with the game operator's support. Calypos becomes more and more a place with a class society, medieval times that make us believe that God (MindArk) prefers the Rich (entrepreneurs) over the plebs (us). Whether the public discontent is going to cease as soon as everyone accepted those new settings or it will manifest itself this time and cause an intense clash – MindArk's measurements had been concentrated on a more RL than ingame related focus on the economical development of EU for too long now. The community's demand for new activities and events on Calypso remains unheard. The basically well-arranged storyline of the Entropia Universe didn't see impulses for action of any kind for ages now. In fact, all storyline got lost during boosting the Real Cash Economy. MindArk would be well-advised to do something about those aspects that support playing the game instead off surrounding and semi-game related matters if they don't want to kill EU as a MMORPG and keep this derivate we are seeing for the time being alive.

CALYPSO NEWS

Donald and Alexander for TCP – Killer new guest writer

STORY : Neva

tcp - The Calypso Post is pleased to announce our new journalistic assets: Donald “Don” Cleveland, Alexander “Didachos” Bork and Dura “Killer” Tech.

Alexander Bork, top photojournalists in **Entropia News Network** (ENN), has been one of the driving forces next to Anthony Antone Wilcox, head of the ENN, when it came to the communication and further cooperation between TCP and ENN a couple of months ago. Well known as a daily news provider, ENN broadcasts information up to the date about EU, with Alexander being one dedicated journalist and henceforth contributing his experience to the TCP, in this issue talking about the Contemporary Art on Calypso.

Donald Cleveland is one of the known celebrities in the EU community. The whole TCP staff was turned topsy-turvy by realizing that it was in fact “The Donald” who just contacted us to supply the mag with his excellent articles. Well known for exquisite writing and his diary on EF, Donald has meanwhile been promoted to EF reporter standing in line with other prominent journalists like Skam and Bertha Bot. We are looking forward to his entertaining and informative works, starting with an essay about MindForce in this issue.

Killer is one young gamer in the Entropia Universe who, above all, is very into the economical aspects of Planet Calypso and will provide us with news, theories and advices from his point of view.

IF ANYTHING SOUNDS TOO GOOD TO BE TRUE – IT PROBABLY IS!

Scams – Security on Calypso

STORY : EUforces / PHOTO: Zwaif

SEMI-INGAME SCAM

Naturally Semi-Ingame Scams refer to EU itself but are committed on a RL related basis. These types of scamming include the **Login Info Scam**, i.e. hacking or requiring logins for whatever reason; needless to say that login data must not be revealed to third parties; don't use your ingame nick as a login as well and change your password once in a while; alternate the login names and passwords you use in different contexts; to get hold of your login data the scammer might also contact you by email (easy to find on EU related websites), pretending to be from MA – MA won't by no reason ask for your login info, so ignore! They include the **Software Scam**, i.e. the scammers offers software of any kind or a participation to a secret server trial, as well as **RL-Trade Scams** where, instead of ingame trading, the scammer chooses the immediate way to grab money by using i.e. paypal etc. – stay away!

TRUST SCAM & LENDING SCAM

Basically all scams are trust related as any kind of negotiation within EU is built on trust. Some scammers however have learnt that trust is also a useful weapon for dupery. The Trust Scam is a rather protracted scam type as it takes a while to gain trust. The scammer may appear as a friend or a friend of a friend, as a disciple or maybe even as a mentor. Not to trust anyone is a nice slogan, but by the end of the day no solution as meeting people and making friends is one of the basics of EU. Just keep an eye on those new ones around around you and their probable intentions before taking it a step further. Be aware of people who expect lots of you but won't give anything in return: a present is a present because you make it one, not because you have been asked for it. When and whom to trust is a question you can only answer for yourself, friendship is a give and take; there are reports about scammers making friends first just to rip you off minutes later, in some cases even after a long period; this is not about accounting, but take a brief moment reflecting on that relationship before lending or whatever. Trust and friendship related exploitation and scamming can also occur within a whole society; the name „soc intruder“ has been made up by those who experienced that type of activity already.

Begging is something that can be found in this context as well. It is, of course, not a scam in general; nevertheless some people feel dedicated to take advantage of other people's trust to get hold of items and PEDs. It's up to you whether you play that game or not and how to deal with those guys. Generosity is honourable, but should not transform into exploitation.

Pretending to be a players relative or friend is a snowball system that works well in EU, whether you make new friends within the game itself or you have been pulled into it by friends or relatives; some might abuse an existing relation to scam you, so be aware of that strategy as well.

The **Lending Scam** goes without words and is most likely

SAD BUT TRUE: UNFORTUNATELY SCAMMING IS A COMMON CHAPTER IN OUR EVERY DAY LIFE ON CALYPSO. EVENTHOUGH POPULAR WAYS OF SCAMMING AND KNOWN SCAMMERS HAVE BEEN MADE PUBLIC IN DIFFERENT WAYS, MANY ENTROPIANS (INCLUDING EU VETERANS) BECOME A VICTIM OF SCAMS DUE TO GREEDY AND GREASY STRATEGIES AND NEW DUPERY METHODS. STILL PEOPLE FALL FOR ONE OF THE MOST WIDE-SPREAD SCAMS, THE ARMOUR UPGRADE SCAM, AND YET: SOME OF THE SCAM REPORTS EVEN TEACH US THAT BY NO MEANS YOU CAN BE SURE ABOUT THE PEOPLE YOU MEET ON YOUR JOURNEY AS TRUST SCAMS ARE WELL KNOWN AMONG THE DIFFERENT TYPES OF SCAMMING AS WELL. NOT TO MENTION THE VAST NUMBER OF ATTEMPTED SCAMS.

When talking about security on Calypso you are talking about scams and scammers being the only security holes in the Entropia Universe. Some scams can be prevented right away like the classical Armour Upgrade od Colour Scam as this is simply not possible. This, of course, doesn't protect newbies who have no idea about the impossibility of doing so, but nonetheless can be prevented much easier by being informed than a Trade Scam since TP trading is as much a steady part of our everyday life on Calypso as hunting and mining. Another problem is that it is hard to keep track of known scammer as you are acting on the borderline publishing names without proof or reporting them to MA. And even with a picture proof given the scam action cannot necessarily be taken for granted as any screenie can also be taken as quoted out of context. Official measurements to deal with the scammer problem are scarce. Accounts had been lockedd in the past, but still have to be rated as exceptions.

In order to become active against any scam activity and scammer several communities as well as individuals started publishing names to warn fellwo Entropians publically. The EntropiaForum has a section dedicated to scam reporting, monitored strictly in order to prevent denunciation. Wanda has been one of the first on Planet Calypso to go online with a list of known scammers, later on placing this list at the disposal of EUForces in order to proceed with this security project and to expand it. Classing main scam actions with known scammers, EUForces made out a list related to existing classifications with subcategories, explaining common, odd and most recent scamming types together with the current list of known scammers in alphabetical order.

To introduce TCP's future Security Advice Column, the scam classification is being published to call peoples attention and awareness. Bear in mind that the interrelation between some types is almost too close to be differentiated as two single types in some cases. Trust and Lending Scams for example correlate as well as Trade and GSI Scams are performed by Item Thefts. The following classification is ideal typical.

committed in combination with a Trust Scam: the scammer „borrows“ an item that he or she will return as soon as possible, repairs included, but you won't see it again; so unless you know the person very well, ask for a pledge before lending.

TRADE SCAM & ITEM THEFT

Scams committed throughout trade activities are most common and may appear in different forms:

The **TT Scam** is a Trade Scam type that is usually used on newbies as they are most likely not familiar with the trade terminal value of items; the scammer tries to sell items you can buy at TT or low amount anywhere else, but purchases highly inflated prices

The **Drop Item Scam** is a scam committed in crowded areas like PA or Twins most of the time; the scammer pretends that his trade window is broke or bugged and lures you to a less crowded area to drop the goods and PEDs instead of using the trade window; naturally he won't drop the payment, but pick up your item (or even has a friend to do it) right away.

A **Middleman/Trader Scam** we call scamming activities where a middleman or hired trader offers you to sell your items; this trade activity is not necessarily a scam right away as there exist many reputable trade middlemen; the scammer appearing as a middleman may give only a part of the profit he made to the trader who hired him or won't pay at all; so before hiring a middleman make sure he is reputable or ask for a pledge of a similar value.

The **Remove Item Scam**: a scam that depends on speed; as soon as item(s) and payment are placed in the trade window, you confirm the deal while the scammer removes the item or payment, so don't confirm and accept too fast but take your time.

The **Crafting Scam** sounds like nice the service first: a person offers you to craft something (most likely armour, but also clothes etc.) for you; all you need to do is to supply him with resources, sometimes additionally pay little; by the end of the crafting process you might get what you wanted, but a) you never know if the amount of resource you gave really has been used and b) in most cases you even have to pay or pay more than originally had been agreed upon.

The **(L)Item Scam**: be aware of the fact that (L)items can only be used a limited number of times and cannot be repaired; before buying a (L)item take a close look at its state – advanced decay means that it has likewise representative functions instead of being functional so don't pay inflated prices.

The classification **Item Theft** goes without words and appears in combination with various scams such as Trade Scams, Lending Scams and Trust Scams; this category is used to specify a scam type.

ESI/SKILL CHIP SCAM

Compared to many other scams that can be avoided due to being experienced enough the **ESI/Skill Chip Scam** affects well experienced EU veterans as they have money and want to spend it on skills; the scammer will make one of those „too good to be

true“ offers, selling skills at low prices or offering free service; he will ask for an ESI, you trade him and off he or she goes with your ESI – still empty but a good catch for him. This is a scam often performed by relatively new avatars, so one way to avoid being scammed that way is to scan the scammer and check the Attributes; it's not very likely that someone with 24 Agility will (can) sell you a full Rifle Skill Chip; try to talk to him about his skills first – if it takes too long and the person becomes uneasy don't make that deal!

REPAIR SCAM & ARMOUR SCAM

If someone offers you to repair your items for free, he either made an ATH recently and is a very nice person or a scammer; as the first option is not probable he more likely belongs to the second category; someone doing repairs for free means he will spend PEDs for you as repairing free of charge is not possible – most likely a **Repair Scam**.

Next to the Trade Scam, **Armour Scams** are most common scams on Calypso. Two types of Armour Scam are very popular:

The **Armour Painting Scam** would be actually cool – especially since VU 9.0 – but if someone offers you to colour your armour you'll only lose the armour, painting and maybe even colouring tools, so just laugh at the scammer and run away (but note his ingame name first and take some screenies of that offer to announce him).

The **Armour Upgrade Scam**: the scammer offers to „upgrade“ your armour to a high level one like Ghost, Bear, Boar or Nemesis or even much better! He will do so by using for example a crafting machine and ask for your armour and maybe even some resources he needs for the upgrade; you additionally may get a nice show for free to highlight the seriousness of the upgrade like chip implanting or something flashy; but you won't see your armour again as problems occur and/or the scammer just vanishes.

Armour can't be upgraded or painted! If someone talks about upgrading his armour or weapons he or she is referring to him or herself, meaning they are going to buy something new, attach platings, but they won't by no means upgrade the items they already have!

HANGAR/PILOT SCAM & EVENT SCAM

Committing a **Hangar/Pilot Scam** the scammer pretends to be a pilot, selling tickets; he or she takes you (and others) to the hangar and you have to purchase your ticket before you go onto the ship; you pay, they leave, and yet another scam incidence; so don't pay until you are on board as only a permitted pilot has access to the ship (access to the hangar is something else); choose your pilot wisely i.e. pilots with a reputation and of known cooperation with hangar owners; in order to avoid confusion ask trustable pilots selling tickets to CND/CP where they actually fly to, as there occurred some trouble in the past.

There are also reports about **Event Scams** as well i.e. people selling tickets for events that don't exist and won't exist; avoid unless the event has been officially confirmed (Event Zone ingame).

KING OF THE RIG

MAGAM FINALLY CAME DOWN FROM CRYSTAL PALACE AND TO HIS THRONE

STORY / PHOTOS: Neva



EU BROUGHT MANY FAMOUS GAMERS INTO THE WORLD OF CALYPSO. WE ALL KNOW NAMES LIKE NEVERDIE AND SKALMAN – FOR THEIR CONTRIBUTION TO THE GAME AND THEIR EU GAINED REPUTATION GOING BEYOND THIS UNIVERSE, FOR THEIR SKILLS, THEIR HUNTING, THE AMOUNT OF PEDS THEY DONATE MINDARK. NOT SO MANY ARE KNOWN FOR THE CONTRARY. FOR NOT BEING AN UBER HUNTER, LANDOWNER OR VIRTUAL ENTREPRENEUR, BUT FOR THEIR UNIQUE PERSONALITY, FOR BEING A CHARACTER THAT'S HARD TO FIND TWICE. MAGAM IS ONE OF THOSE – HE NOW IS THE KING OF THE RIG!

To the rig or die trying – his motto. Collecting oil – his mission. Magam is one of the most unique and enigmatic avatars on Planet Calypso. A social and open-minded character who always seems to be best informed. We can only assume that his friendlist is full and can hardly estimate how many people already added him to their FL. Magam is famous. For what he does. But frankly what he does is not much in the eyes of most Entropians. He has been “closing” the oil rig south of Eudoria for a while, making friends with the numerous PK'ers there. But he never closed the rig defending his status there, in fact he was an easy victim and got PK'ed several times before. Magam managed to become a protected permanent visitor of the rig, shielded by PK'ers exclusively. Something about this guy made him a most welcome and accepted part of this dangerous area, for which he had been proclaimed as the King of the Rig. It was Bear who stated that The King needed a crown, starting to collect donations for Magam's royal insignia while The King himself sojourned on Crystal Palace for the time being and later on stated he wouldn't leave his spacial shelter until crowning day. Funny enough: he came to CP to stay only for a short visit as he never had been there and “was almost sure the ceremony was one week after I arrived”. It was longer. Long enough to collect a nice pile of dung and fruit whose exact amount we won't reveal – but we are talking about K's here.

In July The King came to his throne at the rig that had been prepared by his friends, admirers and the organisers of this very special event. Magam himself had been taken down from CP and escorted to this ceremony by bodyguards in order to protect The King from nasty Atrox and PK'ers who

were up to break up the meeting the rude way which in fact happened already before the actual crowning happened. People assembling at the rig to witness this event got PK'ed as a warm welcome on the arrival and had to make their way back to throne location. Even though the rig is a rather chaotic spot, the organisers managed to keep a certain structure and potential threats away from the ceremony – if we don't take the hired PK'ers into account that killed the spectators. But that was probably part of the concept, as even Magam got killed after he had been crowned and all speeches had been held. Lucky him – being The King he got resurrected.

What on Earth did this guy do to be proclaimed as a king and receiving highly valuable items?

Magam is known as the ever walking collector. Getting free oil claims, picking up dung and fruit, sweating. Not enough to be treated kind? Maybe not, but then you neither know nor have met him. Magam is special. “I never had a problem that



MAGAM'S CROWNING ►

something takes time” he says and you can easily perceive how true this statement is seeing him walking towards you. He is friendly, entertaining and a good friend to those who can call themselves chosen to be on his friendlist. Magam is being appreciated for cheering people up when they feel down and always having a good joke at hand. He is caring and following

the social aspects of this game like probably noone else. You have never met him before? He might know one or two things about you and your soc. “I just pay a lot of attention while chatting” Magam says. It’s fascinating to meet an observer like him who seems to be able to memorize details about the people he met or had heard of in a huge number. There is a certain calmness and wisdom to the words he says and the aura this avatar creates. “Magam knows everything” I heard many times and it is true in a way. But how? He is a perfect example of how social networking via chatting can work in this Universe. Still it remains sort of enigmatic how and why Magam gains all this information. And especially enigmatic as to who is the person behind the avatar and what his reasons are. An enigma or not – you have no chance not to like him and his title is well deserved as characters like him are most valuable to this game.

◀ PK CROWNING



SPECIAL INTEREST

NEWBIE TIP OF THE SEASON

PLAYING WITHOUT DEPOSITING? – THE SECRETS OF TRADING

STORY : Dura Killer Tech

SO YOU JUST LANDED ON PLANET CALYPSO, WITH ONLY AN ORANGE JUMP SUIT ON YOU? TWO OPTIONS YOU HAVE TO GET YOUR LIFE ON CALYPSO STARTED: SWEATING FOR HOURS AND THEREFORE POSSIBLY GETTING BORED SOON OR DEPOSIT REAL MONEY INTO THE UNIVERSE. MAYBE YOU’RE JUST TIRED OF THROWING YOUR HARD EARNED CASH INTO THE GAME AND WANT TO STOP DEPOSITING – WHICH IS COMMON BUT UNLIKELY AS AFTER CROSSING THE DEPOSITING BORDER FOR THE FIRST TIME DOING IT AGAIN AND AGAIN IS SO DAMN EASY...WANT TO KNOW HOW TO BUILD UP SOME PEDS ON CALYPSO BY TRADING TO SUSTAIN? READ ON.

For all those people who don’t want to put real money into a game the only option they have in the beginning is to go out sweating. The best place currently known to most of us for sweating is Swamp Camp near Port Atlantis with all the Healers and Focus Chargers around skilling on Medical, Mindforce and other categories by healing and giving out free focus to the Sweaters. Now let’s say a Sweater collects about 100 Sweat Bottles per hour at the beginning. This means a gain of about 0.6 PEDs/hour. In order to start as a trader on Calypso an initial capital of 100 PEDs is quite good. As a Sweater you can make 100 PEDs in more or less 160 hours with sweat rates of at least 0.6PEDs per 100 Sweat Bottles.

Finished sweating? Now you have the 100 PEDs you need to launch yourself as a Trader. Here comes the important part with few of the best secrets of trading being leaked. As a starting Trader the best commodities on Calypso to start with are resource meaning Ores and Enmatters you need to purchase first at low rates to sell them up with profitable mark-up. A good way to do this is to stand in the Trading Arena of Port Atlantis and advertise your Ore & Enmatter Buying Service. As a trader one has to stand there for hours finding few sellers, so be aware that trading is a time consuming activity observing the market and get into contact with business partners. The best way to set the prices at which you buy your goods is to grace Twin Peaks

with a quick side-trip and watch out for the established average prices Ore and Enmatter buyers are purchasing at. Some of them even maintain a website to make it easy for sellers to look up and set prices. Check out their prices and buy Ores and Enmatters at a lower price at Port Atlantis. As soon as you amassed a decent quantity sell them on to buyers at Twin Peaks. The profit in the beginning might be low as your initial capital is limited, but as soon as you made some PEDs you can go for bigger amounts and therefore increase your profit.

Another way to do this is to stand at Auction for hours, bidding on and buying out Ores and Enmatters as well as other goodies that seem to be a good bargain as they are launched at a lower price and invite to sell them on to buyers at Twin Peaks. This is when you use the Offer option in Auction; there is also the Order option where you can launch the amount and max price you intend to buy specific commodities at.

Another popular way of making PEDs from trading is by selling Mind Essence. But the success is not much here as lots of people recently started doing this. As you use two different resources to get Mind Essence and the production includes decay on the refiner when refining Force Nexus and Sweat to Mind Essence you need a mathematical calculation to get deeper into the profit gain and selling prices.

Let’s say you bought 3k Nexus at 140% mark-up: you invested 42 PEDs. Using your own Sweat Bottles you don’t have any further investments to purchase Sweat; decay on your refiner is around 1 PED.

So your total costs to make Mind Essence in this exemplary case are 43 PEDs. If you plan to sell it at Auction then add 0.5 PEDs for the Auction Listing Fee if the starting mark-up is set to 100% and 1.65 PEDs for the commission of 5% to MindArk for selling 3k of Mind Essence via Auction. So the total costs with this setting are 45.15 PEDs when sold at Auction. If you sell the Mind Essence at 220% your profit is 23 PEDs or 20.85 PEDs when selling via Auction. Bear in mind that if you choose a buyout setting your listing fee at Auction will increase too. There are lots of other commodities which can be traded for some profit.

Want to know the biggest secret of trading? Here it is: Get some initial capital and have lots of patience. And you will see how easy life can be on calypso starting with sweating.

What Do the Experts Say About...Mindforce

STORY/PHOTOS: Donald



▲ MINDFORCE



■ CHIPLIST

First you must somehow acquire a low-level chip. A minor heal chip, a lesser teleport, a minor focus, or a lesser nerve blast will do. These are common items and can be acquired at virtually any time, in the auction. Also, many of the shops in Entropia carry these chips, so you might want to visit some of these, and look for a bargain.

Next purchase an implant and an inserter. The Payn-Inc Inserter can be had for exactly 15 Ped at a trade terminal near you. Select 'Tools', then scroll to the very bottom of the list and you will find 'Surgical'. Click just there, and 3 items will appear in the panel on the left. The first item is the inserter. Get one.

As for the implant, the AA Neopsionic model is best for beginners and will allow you to use chips level 1 through 3. It is a very good starter implant, but keep an eye on it, as most things in the EU, it will decay with use. Again, the Trade

While it has been said that the Mindforce discipline is the most useless of them all, others share a very different opinion. Although it might not be valuable in the sense of generating income, it is most valuable in light of the many different and marvelous things it allows one to do. In a few minutes we are going to consider the words of those who actually make good use of the Mindforce discipline. But first, let us review what is needed to get started. This is assuming one is entirely new to the subject, and contemplating the pursuit of some aspect of Mindforce as either a career or hobby.

Terminal is your friend. The AA Neopsionic implant retails for just 21.99.

Once you have the chip, the implant and inserter, you are almost ready to begin. One more thing is needed, and that is Mind Essence. This is the fuel that drives those chips. It is the equivalent of ammo for the opalo. You can't do a thing without it. At the time of this writing, the best price seems to be 215% over TT. As for exactly where you can find it for that rate, that is for you to discover. As always, it is in your best interest to do a bit of shopping.



▲ DESKTOP

With Mind Essence in your inventory, you are now ready to begin. Map the chip and inserter to the keyboard, assigning them to whatever keys you wish. Key # 1 one might be good for the chip, whereas key # 9 might do for the inserter, based on frequency of use. The choice of keys is entirely up to you. Furthermore, should you wish to, drag the icons for those items to the desktop while still in configuration mode. Now, equip the inserter and activate it. A small form will appear. Drag the implant from your inventory, to the box on the form, and click 'Insert'. After a few seconds, during which you will writhe in apparent agony, the implant will be in your head, and the chip ready for use.

To use a chip, first select it by clicking its icon on the desktop or pressing its number on the keyboard. At the bottom of the screen, next to your healthbar, you will see the name of the chip along with your on-hand supply of mind essence, which ought to be in your inventory.

Select it yet again to begin the process of concentrating. Concentrating or focussing, is required before each and every use of mindforce. No doubt you are familiar with focussing before each sweating attempt. Sweat Gathering, an intrinsic skill of every Entropian, is also an aspect of the mindforce discipline. Hence, it is necessary to fully engage the mind, before making use of it.

So now you have successfully concentrated on the type of MF you are using. Once again, click on or otherwise select the active chip, and it will do its thing. If it is a heal chip, the target will be somewhat healed. If it is a teleport chip the mini-map will appear and you will chose a destination for travel. If it is a focus chip, the target will receive so many focus charges (which can come in very handy). And finally, if it is a nerve blast chip, the target will receive a slight bit of damage, and probably kill you for your trouble. Don't worry; things will get better the more you work at it!

(Make note of these facts: You cannot nerve blast another citizen outside of PvP, and you can never heal a wounded creature. It has been tried, and it does not work!)

This is a basic overview of how to use the various aspects of Mindforce. Many wonders await you as you proceed. As with other the other fields of endeavor within the Entropia Universe, you will continually unlock new professions and skills as you progress. For more detailed information on the practical aspects of how to make the most of your new love interest, search out the subject on the Internet. Many wonderful guides have been produced, and you stand to learn quite a bit by consulting them.



▲ INSERTER

▼ IMPLANT



Of great interest to any who plan to pursue the Mindforce should be the thoughts and opinions of those who have succeeded in making proper use of it. Toward this end, a request for information was sent out to some who, it was felt, had something worthwhile to contribute. Many thanks to those that responded. Please consider what they had to share with their fellow Entropians, beginning with a letter from one who wishes to remain anonymous. Also, what follows is a very rough translation, produced for mortals. This is by no means, a verbatim transcription of what was said:



▲ NERVEBLAST

"With 700 skill points in psychotrophy and 650 in pyrotrophy, Mindforce is more of a hobby for me, than anything else. I see my involvement in MF, as a natural evolution, to bridge a gap in my capabilities. Since I have not, and will not, ever use a rifle I have a range problem. My use of the nerve blast, and sometimes firestorm skills solves that problem. Between the two, I am able to tag mobs, from a distance of 80 to 110 metres. I use my pistol in the 5 to 55 metre range, and finish with a melee weapon. This is known as a layered defense, and suits my hunting style."

The message concluded with some interesting tidbits, regarding a grandiose plan for Mindforce, that someone else was devising. It involves making use of over-lapping skills, with the most minimal training possible and achieving stupendous results. It's a theory up to now, but rest assured, if there is any more news regarding this grand scheme, it will be reported here first, if at all possible.



The Firestorm chip is available early on, and has a considerable Skill Increase Bonus. Furthermore, the individual quoted above feels that the Mindforce combat-skills are more than adequate for going head to head in PvP with those using more conventional methods. This opinion is at variance with some others who were also interviewed. Be that as it may, let's take a look now, at Kygon's thoughts on the matter.

◀ FIRESTORM

"When I started using Mindforce very few players were interested in it. Decent size chips were inexpensive due to the lack of skills. Then the first resurrection chip dropped, and I was hooked! I started skilling Heal, spending many months standing in lava pools. Blowing through many 1000s of units of Mind Essence in a effort to unlock Power Catalyst. I eventually gained the use of the resurrection chip, and unlocked Ethereal Speech, also known as Soul Language, which made the effort worth while."

He relates that making good use of the focus chip and nerve blast helped him to hone his Teleporter skills. Now he uses a Good Teleport chip and is very satisfied with it. "Not only do I enjoy the ability to teleport home, but in one hop I can go as far as 5 hops taken by my society mates!"



▲ TELEPORT

Some of the most enjoyable moments for Kygon come from working with newcomers. With a tremendous range of 35 metres, and the ability to heal up to 58 hp per cycle, he is really in a position to render aid just when they need it the most.

When asked what advice he had for those contemplating Mindforce, he just says not to become obsessed with making 'progress'. Relax and have fun. After all, fun is what MF is about, for the most part, isn't it?

Interesting to note, that when asked what advice she had for anyone considering MF, Mikah sounded a similar warning.

"Be very careful skilling Mindforce though. It can be very addictive, especially to your Credit Card.... so be wary of how much you spend and set a budget for yourself, otherwise your going to end up quite dissatisfied in the long run..." That is excellent advice regardless of your field of endeavor. Thank you, Mikah, for the reminder.

What was it that led Star to the study of Mindforce? Here is what he has to say on the matter:

"The introduction of high level beacons is what originally drew me toward Mindforce. A large group of the highest skilled characters in the Entropia Universe, myself included, wanted to complete the 42 PED beacon but found it difficult without several in the group being able to perform Resurrection. I skilled with the idea of being one that could bring back people quickly during those beacons."

So then, what in Star's opinion is the best way to skill Biotrophy, in order to use a resurrection chip?

"I found the best way to skill it was with lvl 2 heal chip and 1 young rippersnapper out in the middle of no where. If your evade is high enough, you won't need to focus. If you must focus, use lvl 6 focus if you can." He went on to say, in regard to the Resurrection skill: "This is one of my favorite skills, being able to give life back to the dead -even if I was the one that took it from them in the first place!"

As for any words of advice Star has for others...

"Don't avoid Mindforce, but I can promise any newcomer that skill-

ing it isn't cheap. MF isn't really for those that can't afford to put much in EU though. If you don't even have a resurrection chip, I don't see much point in being able to resurrect. One thing I didn't mention is that the ability to read deadspeak [Ethereal Language, ed.] is quite useful when people die that you are teamed with. This is an ability acquired after 1 single resurrection is performed. With this ability, friends can tell you what mob killed them, any needs for ammo or other helpful tidbits that may make your task easier.

Thank you Star, for those words of advice.

In conclusion, please consider now, the words of an Old Lion of the Mindforce discipline, one of the original experts in the field, Noggin.

Below is some of what he had to say.

"My main interest sparked a few months after I started. Back then, (2004-5) so few people seemed to know about this mystical power, and I was determined to find out what made it tick." He goes on to relate how, at first the skill-charging time was extremely long due to a bug, which was fixed rather later than sooner. Also, Mind Essence was rare and hence, quite expensive.

However, things gradually improved. Then, after a time, the Teleport and Resurrection chips were released. He goes on to say, *"All-of-a-sudden, mindforce was back in vogue, and it was a bit*

more fun. As soon as I got my hands on a wormhole chip and a resurrection chip, I made it my business to be the best at them. I think for a little while, I quite possibly was... I was certainly the only avatar I knew of to be able to use both of them."

(Truly, a hero has walked among us...)

In the end, not much has really happened in this area. Noggin's final take on the matter runs thus, *"I'd have loved to have seen Mindforce be the key to the higher echelon of EU abilities - to see mindforcers with enough skill and MF equipment take on the larger mobs (and players for that matter). I really think it's a great chance wasted. Usually, the rewards in EU are quite well proportioned to the amount of time and/or money invested. In the case of MF, they're way off the mark."*

In the end, there is always hope. And it is our hope that articles such as these, and the interest continually being expressed by the community in Entropia-related forums throughout the land, will someday bring about the changes so many of us long for, and dream of. So everyone please, focus! Concentrate! Perhaps through the use Mindforce these changes will someday become a reality!

Special thanks to: Jenna "Star" Mercury, Kygon "Shr00m" Infrac-tion, Lia "Mikah" Seeker, Balthazar "Noggin" Fishburn and anonymous for your contributions.

COLUMN

1001 things MA could do about EU

TEXT : Neva

IMAGINE YOU WERE MA: WHAT WOULD YOU LIKE TO SEE IN EU, SOME DAY? IS THERE SOMETHING YOU ARE MISSING? SOMETHING THAT NEEDS TO BE CHANGED? HOW WOULD YOU MAKE THE GAME MORE ATTRACTIVE?

IT IS SAFE TO SAY THAT EACH AND EVERYONE OF US ALREADY SPENT HOURS TALKING TO MATES OR THINKING SEPARATELY ABOUT WHAT COULD BE DONE IN THE FUTURE ON PLANET CALYPSO. AND PROBABLY SPENT TWICE AS MANY HOURS COMPLAINING ABOUT THE CURRENT STATE. TCP'S NEW COLUMN COVERS EXACTLY THOSE ASPECTS. IT'S NOT MEANT TO BE A COLLECTION OF COMPLAINTS - OF COURSE WE'D ALL LIKE TO SEE PEDS REPOPULATING THE LOOT WINDOW, NATURALLY HAVE MORE LOOT WINDOWS POPPING UP AND LESS YELLOW TEXT. NO. WE ARE ASKING FOR THE COMMUNITY'S INGENUITY AND CREATIVITY. WHAT WOULD YOU LIKE TO SEE IMPLEMENTED IN FUTURE VUS?

TCP WILL PUBLISH 15 IDEAS IN EACH UPCOMING ISSUE, SUGGESTED BY THE COMMUNITY, COMPILED BY THE EUFORCES COMMUNITY FOR THIS ISSUE.

16. We got PVP and the Octagon - why not implement a wrestling function?

17. Powerfists on both hands to allow real boxing in the ring!

18. The handshake gesture instead of the "aaaalllll riight" after a successful deal!

19. and what about the "high five"? Ok, that might be out of fashion. Forget 19.

20. Teaming function during official events. It's a mess trying to have team combats instead of the dog eats dog basics we currently have.

21. Something to do with the Vote Terminals like regular polls about decisions on Calypso, launched by MA or that can be created by any Entropian.

22. Public rooms as venues for societies or other group meetings, with screens outside announcing the meeting.

23. Jukeboxes. They exist but what are they good for? Why not offer something to choose from a number of songs or allow to upload music.

24. An Appointment Terminal. We can buy and repair our stuff at terminals, we have the auction and we can create and manage societies. Another terminal for hairstylists etc. to arrange the service meeting would make life easier for both: provider and customer.

25. An Event Terminal. Right now you can check the different forums, OLAs or Event Organizers to be informed about upcoming events. An additional terminal to get all events at once would be helpful.

26. An Announcement Terminal. We do have the advertising screens, but it would also be nice to have a terminal where you can launch announcements too, like special offers at shops etc.

27. More or actually new items you accidentally find like fruit and dung.

28. Do something about our capital, Hadesheim, to get more life into it.

29. We have the auction, we have shops, we have shopkeepers and booths - what about public market stalls, maybe even huts? They could be hired for a day and people can sell their stuff live. This would attract people and be another nice event too.

30. Create a regular funfair as an event, officially arranged by MA. This could be a perfect happening to present new creatures discovered on Calypso, to arrange small single events and stuff like that.

If you have own ideas about what could be implemented post your idea using the following link to the discussion board:

<http://www.euforces.com/index.php?name=pnphpbb2&file=viewtopic&t=708>

News from the RDI Laboratory

STORY : Neva

TAKING THE IDEA OF THINGS TO BE IMPLEMENTED A BIT FURTHER – WHAT IF THERE WAS A LABORATORY MANAGED BY THE FOLKS AT RDI, INVESTIGATING THINGS THAT ALREADY EXIST ON PLANET CALYPSO AND HOLDING BACK INFORMATION ABOUT THEIR USE AND WHERE THEY COME FROM, LAUNCHING ONLY BITS TO THE PUBLIC LIKE IN CASE OF THE MIND ESSENCE DISCOVERY?

Extract from RDI report 121003

Title: Status report on mutant's tool investigation - application of low and mid level weapons clarified, shamanic wand remains partially mysterious

Author: Dr. William T. Bexton, Dr. Cedric Feldman, Fynn Goldwig

Almost one decade after the archeological discovery of the Thorifoid Temple north of Omegaton West Habitat, the Department of Humanoid and Mutant Affairs (DHMA) commissioned the DANC (Division of Archaic and Native Clobber) - subdivision to the DIID (Department of Item Investigation and Development) - to reconsider the investigation on the items found back then when surveying the Thorifoid tomb that had been disguised after the examination of the temple to keep away tomb raiders. The DANC project group assembled for the research on these mutant tools received the objects M-TTI-128 (club), M-TTI-129 (pickaxe), M-TTI-134 (rake), M-TTI-135 (bucket) and M-TTI-137 (wooden staff).

The origin of the objects had been clarified already by the archeological pioneer group discovering the temple: the club (M-TTI-128) can be identified as mutant weapon used by the species Thorio; the pickaxe (M-TTI-129) as a more cultivated and specialized tool belongs to the developed mutant species Thorofoid, whereas rake (M-TTI-134) and bucket (M-TTI-135) belong to the female gender of this advanced species, the Thorafoid. The wooden staff (M-TTI-137) originates from the eldest mutantlike species on Calypso, the Thorifoid.

Our examination of the Thorio club and the Thorofoid pickaxe at first didn't reveal any new insights to their use other than what had been stated in RDI report 789 treating the first research results after the discovery. Both, club and pickaxe, had been used as samples for the development of the RepEdge Axe Series with native materials, as well as further on the Force Mace Series. Thorifoid clubs and maces had been found before by settlers on Calypso and unfortunately entered the free market.

Nonetheless after consulting the colleagues from the DENC (Department of Ethology and Native Culture), who just completed their research on mutant socioecological behaviour expounded in RDI report 121000, we had been informed that the Thorofoid use their pickaxe not only to defend, but also to search the ground for fruit. This clarified also the use of the objects the Thorafoid carry with them. The rake as weapon so far had not been considered as a prototype for, after technical advancement and optimization, possible mass production. Dr. Willow Kaveri from the DENC highlighted however the most prominent use of it that cannot be dissociated from the bucket. Being characterized as hunter-gatherers the Thorafoid use the rake to rummage the ground for dung they collect in the bucket. When using both rake and pickaxe the average find of fruit and dung increased compared to the accidental finds Entropians currently experience. Energetic vibes emitted by both tools when using seem to be an evidence for dowser functions implied, but also related to a certain level of experience and skill as we have not been able to succeed in their application constantly. Our knowledge gained by examining the wooden staff throughout different tests can be rated as crucial. Dr. Kaveri has been informed about the results and is now preparing a full report while a group of researchers from the DENC already has been sent out in order to observe the Thorifoid tribe T-01 around the temple. Considered as a wooden staff only the Thorifoid tool can now be categorized as high level weapon and hence classified as shamanic wand. Originally classified as creature with an as low cultural level as the Thorio, the Thorifoid's position within the mutant species was underrated. We now know that their techniques surmount the abilities of all other mutant species remarkably; they are archaic but more advanced compared to the simple strategies of all Thorio, Thorofoid and Thorafoid. As keeper of the ancestor's knowledge, the Thorifoid managed to sustain an amazing power and skill level all other mutant species lost due to human corruption. The shamanic wand is not simply just an archaic status symbol, it is also a symbol for power and a powerful tool. When trying to use the wand applying MindEssence for that matter, we succeeded in performing several Mind Force related functions such as heal and attack with only the wand. It happened to be plain accidental discovering the application of ME in this case as the wand also seem to receive energetic vibes when brought close to fruit and dung. The impact of the ME application also appeared to be less effectful than what the Thorifoid can achieve when attacking. If this is related to a different skill level cannot be confirmed as we invited high skilled Psychotropians from all over Calypso to test the tool. Whether the Thorifoid have a totally different skill scheme or even are using a different kind of energy resources needs to be a topic of further investigation.

Lag Forecast

For Calypso as expected for October and November 2007

WEATHER FORECAST / PHOTOS: vik



SUNNY LAG: WE ARE EXPECTING ALMOST NO LAG - IT'S A WALK IN THE PARK



CLOUDY LAG: WE ARE EXPECTING LITTLE LAG OR NO LAG TO MENTION



OVERCAST LAG: WE ARE EXPECTING DECENT LAG OR LAG AT TIMES



STORMY LAG: WE ARE EXPECTING HEAVY LAG OR REMARKABLE LAG AT ANY TIME

Eudoria



Even on Planet Calypso you can feel that the summer period is coming to an end: the almost overall sunny bright skies we've experienced since July are clouding up again since late September and we are expecting decent cloud and storm periods for October and November, going hand in hand with VU 9.0, the new graphics and the bank buildings. Eventhough we we could be talking about less serious interferences than normal as half of the Entropians use a couple of their online gaming hours on AfterWorld now, VU 9.0 is causing serious lag storms including stormy CTDs all over Eudoria. Major cities such as Port Atlantis, Twin Peaks and its Mall as well as Fort Argus and Minopolis will be heavy affected, Port Atlantis additionally afflicted by due to new arrivals that use to join EU around the cold season. Fort Fury is one of the locations with quite a few thundery CTDs.

Fort Troy and Jason Center will climb even higher on the lag force scale. Jason Center as well as other locations hosting Drone experience a hunter run these days – rumour has it that they drop Nemesis Foot-Guards. Atlas Haven and especially the area near Atlas Island North will be heavily lagged due to Dalas and followers sweating to the max.

The Hadesheim city complex – stormy lag as usual, even though noone's around, but since the new graphics don't affect any building complexes the capital and its surrounding location are actually more bright compared to other popular spots.

Fort Ithaca and Nymptown as well as Fort Pandora, Camp Echidna, Cape Corinth and Billy's are badly lagged, but can be rated lower on the lag scale. For those who didn't top up their tan well during summer, Pandora Desert, Camp Caravan and PVP1 offer you some bright and sunny moments, but make sure there aren't too many others around lagging you out with their new looks. The other PVP areas are expected to be rather capricious for the upcoming two months: after an unusual stormy summer, PVP3 now is the place to be for the best late summer/early fall climate. Same goes for PVP2 with the exception that summer apparently forgot to stop here and we are moving from one autumnal climate period right on to the next.

Amethera



Sunny perspectives for the whole east-south-eastern part of Amethera: the servers aren't opened yet so we can only assumes that lag doesn't exist in this region. Or it's too heavy to allow the servers to go online – you name it!

Despite rather cloudy moments on the island to the south-south-western part of the continent, Myrene, Memorial and Oyster, the rest of Amethera will be affected by the VU 9.0 low with bad lag storms up to stormy, aggressive CTDs.

The icelands to the middle-west are over clouded to the south around Segna Forest and afflicted by constant heavy lag to the north at Solfais Crater – it is recommended to avoid this region until the servers got used to the VU changes. The Shinnok Jungle creates a severe storm lag triangle together with Billton Towers and Treasure Island, affecting Genesis on the way. Treasure Island will be exposed to constant lag periods as hunters take advantage of the high density of Hogglos in this area these days. Similar stormy lag can be predicted for Rei's Defense to the south due to high density of Atrox in the Tiny Trox OLA and many hunters trying to get a recent frequently observed Atrox HoF, and Sakura City, afflicted by lag interferences from Rei's.

Other Cities affected by lag storms are Omegaton West Habitat, Nea's Place, Palms Corner and Nate Valley. Responsible for this constant server slowdown in this wider region are the herds of sweaters still roaming the area around Nea's.

The whole PVP4 area with Akmuul Island will experience stormy to overcast lag, but if you log in at the right moment you will have the pleasant experience of only clouded skies and lag at times.

THE GATE

TRAVEL & EXPLORE

Exploring The Past!

EBN And Beyond: A History Of Calypsonian Media

STORY : Neva / PHOTOS : The Gate, The Entropian & Blogtropia.com

EU IS FULL OF CREATIVE MINDS. EARLIER, BEFORE THE IMPLEMENTATION OF THE PARTICIPANT CONTENT, THIS WAS HARD TO PRECEIVE THOUGH AS THE OPTIONS TO EXPRESS YOURSELF WERE PRETTY LIMITED FOR A LONG, LONG, A REAL LONG TIME. IT WAS MORE A ONE-WAY TICKET PLAYING EU EVER SINCE I CAN REMEMBER AS THE ONLY WAY OF PUTTING SOMETHING OF YOURSELF INTO THE GAME WAS ACTUALLY FEEDING MA WITH YOUR RL CASH AND DEPOSIT. AND LET'S FACE THE FACTS: THE OPTIONS STILL ARE LIMITED!



■ THE GATE ISSUE 1, 6 AND 7 AND THE ENTROPIAN ISSUE 1

Being creative on Planet Calypso can find its expression in many different ways – think about all the societies with their concepts, investigating and experimentalising hunting strategies or the research of the everlasting mining drill tower. The results are barely visual though. True visual creativity can be found in apartments. Not necessarily in furniture and decoration itself, but in their arrangement and application as well as the use of other, non-decorative items such as animal parts used for furnishing reasons. Fashion is the other unique but also imitable way of creative self-expression. The different types of clothing existing on Calypso, allowing you to colour them most diverse and combine them unrestrainedly, accompanied by a fair number of armours and the possibility of most unusual patchworking, offers us at least a minimum of options to contrast ourselves from others, to create a personality, a character that can hardly be found twice. But still it is a somewhat fake diversity: the use of standardised items to mix and therefore create an apparent individuality and uniqueness. It doesn't differ much from that RL phenomenon global players such as IKEA and H&M have established: an almost worldwide use of identical items of multiple versions regarding material or colour that allow you to customize.

Looking at the media usage since the implementation of the Participant Content it is plain visual in a double sense how important this step has been regarding the development of the creative flux in the Entropia Universe. Now that people can actually put something into the game it is much easier to inform and entertain other Entropians, and to create a different kind of output in and through the game. There were techniques before, like for example radio streams or team speak servers, to get something of yourself into the game. Nonetheless it's much easier now with the Participant Content; but naturally it costs. So many activities are still focused on non-ingame releases.

In his article Contemporary Calypsonian Culture Alexander Bork refers to the different media types existing on Calypso nowadays, all reviewed and reflected in the context of Art. Audio, visual and audio-visual media types are now gaining ground in the Entropia Universe. However, it is still the written word that accompanied EU right from the start: journalistic activities, newspaper and magazines, information gathered ingame, put together outside the game and inevitably published in the internet since there is no way yet to get a regular news broadcast – whether TV or newspaper – into the game constantly. Jamhot is an exception when it

comes to TV activities so far, despite the EBN news take being broadcasted on the official MA screens. And that scene is rather brainwashing than inspiring as it didn't change much since it had been launched. Newspaper and magazine activities remain a marginal phenomenon bound to the virtual world outside of Calypso. Attempts of creating something on a regular basis have been there before though.

In late 2002 the inaugural issue of the very first Entropian magazine went online. Between October 2002 and April 2003 The Gate, published by editor Stephanie Haines and her staff on EntropiaForum, made it to seven issues before it ceased. What had happened to the rolemodel that managed both, creating a steady profile and make progress throughout its publishing history? With Haines being pregnant The Gate was expecting an editorial shift that in the end never happened. Or did it? The Gate was a magazine with close, real close bonds to MindArk. Frank Campbell was involved as a writer right from the start, official news from the MA headquarter were published almost exclusively, Marco Behrmann contributed to the magazine's content and finally got his mention as an official writer in the last issue. The October issue of The Gate informs on page 9 about a TV channel to be launched soon broadcasting news up-to-the-minute and hosted by journalist Sayah King. It's name: EBN – the Entropia Broadcast Network. We all know Sayah King and the famous broadcasting channel The Gate referred to in its first issue here as it's exactly the brainwashing take beaming on the public ingame screens mentioned before.

The Gate and EBN – a close relation. It seems like the Calypsonian TV and magazine history started early and in cooperation with MindArk themselves. EBN is nowadays known as Calypso's only official news broadcaster, represented exclusively on the Entropia Universe mainsite. It is both: a news network being part of the history of EU as a MMORPG and a fictional institution that's part of the Entropian storyline just like the RDI office – the Research and Development Institute, an official MindArk ingame office in some way. But what had happened? Apparently MindArk understood the need for information, news and entertainment pretty early, in visual and printed form. Campbell was supposed to take over the editor's chair after Haines dedicated herself to her new role as a mother. It never happened though. Most likely because MindArk, being close to release their own virtual magazine now, saw a more appealing chance in the newly established news broadcaster EBN. Being only an assumption, the plans for EBN must have been big, but yet just another idea to be abandoned by MA. With exception of the regular news flashes on the official EU website, not much is happening with the excellent but carelessly attended EBN concept. It developed slowly if, at all, we can apply the word "development" here. How independent was The Gate really with its close connection to MindArk? Where would it be today if Haines didn't have to stop her engagement as an editor? Was it actually independent, but abandoned by MindArk after Haines left and they preferred the EBN idea over the magazine? We don't know, but apparently the idea of a magazine was too good to be ignored in the long run.

In November 2005 Calypso was preparing for its next media milestone. MindArk announced that soon another magazine would come into the world of Planet Calypso, a resident magazine too! And, of course, the first official Entropia Universe magazine – first official emphasised because it was meant to be an official MindArk product, produced by MA

and MMM Publishing even though promoted as a magazine realized in close "conjunction" with MA: The Entropian. Innovation: subscription and ingame availability via auction. Not yet in 2005 though as it took almost half a year to, fully, carry out this new concept. What after delays finally saw the light of day in mid 2006 was a 68 pages strong, full-colour high-end magazine full of ambitious content and worth 150 PEDs (plus 50 PEDs p+p worldwide); 560 PEDs (plus 200 PEDs p+p worldwide) for a yearly subscription. Sounds like a lot of dough for a virtual magazine? Not really as this was not just a virtual magazine, even though the idea of actually having a magazine to read virtually in game is appealing. No, The Entropian was – and still is as it can still be purchased via auction – a RL magazine that's being shipped to you together with some postcards, a poster and a PED card. An early stage of MindArk brands? Yes, but also an idea that



had been ceased, not even in the long run as MA let it down at an early stage of only one publication. The Entropian never made it beyond this first single issue; a yearly subscription being hold out first came to nothing and it seems like the concept had been a little overmotivated and too ambitious. 68

pages need to be filled first. Did MindArk think it would be snapped up within days only and expect too much of their magazine? Very likely. Today we know that MindArk doesn't eat humble pie, they want the whole cake, now, so they started big when trying to establish a RL brand magazine. Apparently the effort didn't pay fast enough even though there are still voices in the EU community who initially expected more of The Entropian – more issues than it. It should have been easy for MA to keep the idea running as they are sitting at the source of information. Not to mention how easy it would have been for them to assemble more Entropians as their journalists, many of them working for the honour only, others for a small ingame item. But MindArk's efforts seem to be pooled on other priorities: economical expansion of the game and hence a business reputation more in RL than in the virtual universe itself. The iterating slogan of the Real Cash Economy surmounts the idea of creating something more community orientated.

What "virtual" magazines and also TV channels need today are writers, people who are willing to spend a bit of their free time on such projects and contribute – most of the time without expecting anything in return, especially not PEDs they can convert into RL cash. There are tendencies, groups heading into that direction: mentioned above Jamhot, but also The Über Mag or the Entropia News Network. How long such projects can last? Only time will tell. We learned from the past that such projects – even if there is a company with the resources needed behind it – need a whole lot of idealism to survive as they depend on what people can achieve in their free time. Unless you have a team working together efficiently, and even under these circumstances it's hard work to keep up the flow of new impulses and contents.

Tightrope Walk

How Important Is The Person Behind An Avatar?

STORY : Neva / PHOTOS : google, Miggobar

YOU THINK ENTROPIA UNIVERSE IS JUST A GAME? SURPRISE: IT IS NOT! WHY? BECAUSE MINDARK TOLD US SO. A COUPLE OF MONTHS AGO YOUR LOGIN WINDOW TOLD YOU THAT ENTROPIA UNIVERSE IS MORE THAN JUST A GAME, IMPLYING THAT SOMEHOW THERE IS MORE TO IT, THAT SOMEHOW YOUR RL IS MORE DEEPLY INVOLVED INTO IT THAN YOU WOULD EXPECT AT FIRST. THIS SLOGAN CHANGED. NOW ENTROPIA UNIVERSE IS THE NEXT GENERATION OF INTERACTIVE ENTERTAINMENT. WELL, SO IN THE END IT IS A GAME?

Of course it is a game. It is a game with a whole new world to discover and explore. A game where you need to learn all about a new flora and fauna, a new culture and new techniques. It is a game in which you can develop yourself, more precisely your avatar by gaining skills. A game where you interact with others, virtually, almost not real or at least you can tell yourself that eventually it is not real so you couldn't care less for what you do or say as it doesn't matter in the end. But is this really true? MindArk themselves have a focus on the reality, the concret-

ing much better the need of being someone else than you might be in RL. SL is more about entrepreneurs and business, about individuality and without much commitment. It is EU's exclusiveness of belonging to one society only, the way you need to deal with what you get as you can't just script something you like into the game, that are creating much faster strong social groups, which makes this game so different from Second Life.



ness, the palpability of this game. EU's focal point stirred out of the entertaining gaming aspect and the idea of social interaction within virtuality and virtuality only, targeting more and more the gambling aspects that had been conjured up by the Real Cash Economy agenda of the officials. Economy is the magic key and the RCE is being repeated parrot-fashion in all public statements. It must be the competition of Second Life – a game that has so many close relations to EU mainly because many online gamers are well familiar with SL and EU, but yet is so different from EU – that MA is trying to head down the similar economical path SL already is walking on for ages now. What's being missed out in this context is that EU was founded on different ideas initially than SL. EU has a storyline behind the virtual world. SL does not as it is a world created by its gamers, being so much closer to RL and serv-

IT IS A GAME. HOW MANY TIMES DID YOU ALREADY HAVE TO SO-LILOQUIZE THIS SENTENCE IN ORDER TO KEEP ALL YOUR MARBLES?

And how many times did other people tell you you've already lost your marbles for playing such a game? The way Entropia affects your RL and sneaks into it despite the time you spend playing it - whether it's dancing Pogo with EU playing friends at a party or telling everyone at the dining table about your latest loot success while hunting Atrox – it is not a one-way road. EU might serve escapism of your everyday routine, but RL enters the game inevitably. Naturally there are freelancing Entropians who spend more time on their own than continuously interacting with others. Most Entropians however intensively socialize. Despite the talks about ingame related matters, what happened to you the other day when sweating, discussing with your soc mates what gun you should

get next and where to find remarkable mining resources, the topics of conversation switch to aspects settled beyond the avatar pretty soon. Be honest: how many of you logged into the game after a real messed up day to let off some steam by killing herds of Atrax and found themselves telling your mates in soc chat or via PM what pissed you off during the day? If you are willing to socialize and agree to becoming part of a social group on Planet Calypso you gradually unveil parts of your RL self being more than just an avatar but a very concrete person behind.

**DO YOU HAVE THE PRIVATE MAIL ADDY OF YOUR ENTROPIA FRIENDS?
MAYBE EVEN THEIR PHONE NUMBER? YOU EVER MET SOME OF YOUR
CLOSEST ENTROPIA MATES IN RL? YOU FELL IN LOVE WITH SOME-
ONE INGAME?**

Things like that happen, and they are way beyond the Real Cash Economy because most of us lose their faith in RCE pretty soon. I've already met quite a few Entropians in RL to find that – at least regarding the people I know ingame – the EU avatar doesn't really differ from the human steering it. Certain characteristics add to the image you've created in the first place about this fellow, other traits put a new, different complexion on this person. But by the end of the day you won't be surprised and you've just entered another stage of knowing this "virtual friend". And what? It is a good thing, is it not? EU and other similar MMORPGs serve the present times of a globalization created mainly by the power of worldwide conjunction via internet. It is a phenomenon that can bother us severely from time to time, thinking we are spending too much time in a fictional, virtual world instead of doing something in our palpable life, because the socio-cultural acceptance is yet on its way to happen. MMORPGs aren't new, but their public presence is and the vehemence they are happening with. Once the public took notice of them – or say the media as one of our main cultural providers did – the operators of MMORPGs became more and more self confident seeking the publicity now. We all are part of this hype because we are insiders. The not onlinegaming real world takes increasing notice of this other world, so how can we say that this is really just a virtual game on a different planet other than to stay real and down to Earth?

If there, for all of us, is more to this game and the person behind an avatar and we are entering a stage of a closer amalgamation of a virtual world and the real life, that is infact intended by boosting the Real Cash Economy idea in our case –one question is fair enough to ask:

HOW IMPORTANT SHOULD THE PERSON BEHIND AN AVATAR BECOME?

The question how far you'd go, where you set the limits of your virtual friends entering and affecting your RL beyond Calypso and how much you are willing to reveal can only be answered by yourself. Every individual has their own balancing strategies. But what if we are facing problems that even go beyond a simple socializing aspect, that go beyond social and cultural acceptance, beyond law? Real issues start to emerge when you are confronted with rules and techniques that exist in RL already, but not yet in VR and you have no strategy at hand to deal with them appropriately. In our last issue we reviewed the incident when NeverDie was seeking female dancers to hire for his nightclub. Some expressed their concerns regarding this new profession opening the

door of possible sexual harassment. It was the application of an underaged gamer that gave this debate a new turn where the person behind the avatar was made an issue on a different level. So no matter how hard you fight the facts insisting that it is a game and whoever is hiding behind the ingame person, there comes the day when it is being made an issue and the RL self can be dragged into the open, sometimes even by force and you get, like in this case, the bill for revealing something of yourself like your age. Was this fair? A person being stopped from something due to the RL facts? You need to be aware of what you tell others – in RL or VR because there is not really a difference. In this case there was no damage caused and you could say that it was a good sign of people being aware of possible consequences. But what if there is information about a person made public, information that never had been told by the person but slipped through in different ways? Information that is so evident and fatal that it can't be ignored?

It came with a shock when evidents were procured unmasking the avatar Slayem as being a RL millionaire with a certain preference for young men, real young, underaged men, and also with an international record existing and being monitored. And apparently a young Entropian gamer already being victimized in RL by this person. Despite the disgust being caused, official threads on forums dealing with this issue had been locked and deleted. The reason for calling a halt to such kind of gossip on a public forum is perfectly obvious: it crosses a virtual border intruding a RL person's intimacy. But yet: how much gossip was behind this with plenty of newspaper articles existing, picture proof given and in the end two avatars locked from the game? Are we infact obliged to close our eyes and ignore things like this because we'd leave virtuality and would poke our nose into affairs that are not of our business? Or is it in everyone's responsibility to react on such things and report them, just like we actually are supposed to in RL?

Issues like this teach us how unprepared we all are when it comes to such topics. And they also teach us that VR and RL sometimes cannot be separated from each other, that people behind avatars can become important – whether you allow them to get close to you and become a part of your social life, virtual or real, and you are happy of meeting new friends in such a still uncommon way. Or the person behind an avatar makes a difference because they can infact cause harm. While in the first case you can always control it, the second case can make you and others a victim and regulations as well as guidelines in order to know how to deal with such severe problems are needed even for the virtual universe.

MindArk Expand The Entropia Brand Or Do They?

STORY : Wistrel / PHOTOS : Entropia Forum, MindArk.com



IT HAS BEEN IN AN "INTERESTING" TIME FOR ENTROPIANS OVER RECENT MONTHS. INTERESTING IN THAT NOTHING HAS ACTUALLY BEEN HAPPENING AND ENTROPIA HAS REMAINED STATIC, AS REGARDS UPDATES, FOR POSSIBLY THE LONGEST TIME, THIS SUMMER, ON RECORD. IT WAS WITH SOMETHING THEREFORE THAT CAN ONLY BE DESCRIBED AS "SHOCK HORROR" TO THE COMMUNITY WHEN, AT THE BEGINNING OF AUGUST, MINDARK ANNOUNCED THAT NOT ONLY THEY WOULD BE ATTENDING THE LEIPZIG GAMES CONVENTION IN GERMANY, AT THE END OF THE MONTH, BUT THAT THEY WOULD BE ATTENDING IT IN STYLE!

Now, for most games companys, the idea of attending a con as a major promotional outreach would be nothing news worthy but, for the classically media-shy MindArk this "traditionally so common it is almost expected" act is a step forward into the world of advertising of unprecedented proportions. Historically, MA have never been one to advertise, preferring instead to sit quietly in obscurity while larger, more limelight hungry companies such as those running the likes of "World of Warcraft" and "Second Life" hog the headlines and advertising bill board space. That is not to say that MA don't get noticed however. The Entropia way, it seems, is to sit back quietly unnoticed by the world and then slam them all roughly once a year with a killer news headline or breaking, yet again, another world record with new, apparently financially limitless, levels of spiraling virtual property investment. Here they are however, finally, after all these years of absence, joining the rest by hitting the cons and hiring the "booth babes".

It was with no word of a lie either that Marco's tidings came to pass. The MindArk stand at Leipzig was nothing if not impressive, sporting a massive mural depicting artwork from the game, a hearty staff presence, hired models, booths for potentials to try the game and even the chance for players to take on the might of Skalman, using specially created MA "uber" avatars. Not least in their advertising arsenal however was something (with an accepting nod to the ill fated "Entropian" Magazine of course) that has barely been seen from MindArk since their, long forgotten, pre-gold days. Yes, you guessed it, MERCHANDISE!

Way back when, from a time few now remember, MA jump-started the enthusiasm of their beta testers with an e-magazine called, "The Gate" where, nestling among the pages of one particular issue, can be found an advert promoting Project Entropia T-Shirts but, since then, little has been seen of Entropia merchandising until this day. Considering the enthusiasm for the game, blogs, articles and even the recognition by MindArk of the (whether intentional or not) evangelistic efforts of certain play-

ers (by way of issuing "Entropia Ambassador" titles), one would imagine the market for Entropian Merchandise would be massive but still, strangely, MindArk market the game and the game only.

All this it seemed, was about to change. Marco happily announced in early August that they had commissioned the production of a number Calypso themed models to be used as give aways at the upcoming convention. Visitors would be able to snag their very own model Hogglo, Atrox and Longu and suddenly the gates of MA's, previously stagnant, Entropia merchandising seemed set to be thrown wide open. The enthusiasm on the forum was massive, with countless players asking if the models would be available for purchase by those unable to attend the convention or (with possibly more enthusiasm still) if it would be possible to loot one? It came as something as a supprise therefore when Marco calmly stated that this would not be the case, and that the models would be available at conventions and conventions only. Staffing, development priorities and infrastructure restrictions were cited as reasoning but, to his credit, Marco did promise to distribute sets, to up to 50 lucky participants, if they were among the first to message him with a request.

Unfortunately it seems therefore, that this small collection of Entropian trinkets are all we are likely to see by way of Calypsonian merchandise for some time to come. The explanations given are understandable, but with a massive potential market (as demonstrated by the merchandising efforts of other games such as EVE online) and an even larger potential range of products that could be made available, one has to wonder why MA simply don't employ someone to explore this avenue of possible income. One answer, may bare relevance to the fact that the second issue of "The Entropian" never saw the light of day and perhaps this has discouraged the exploration of further ventures? Unfortunately, like with so many things about Entropia, we are unlikely to ever know the answer. In the mean time those who couldn't attend Leipzig will just have to hope they are among Marco's lucky chosen 50. I've messaged him requesting my set. Have you? ;)

THE SOUND OF ENTROPIA

Coming Soon, To A Loot Near You?

STORY : Wistrel / PHOTOS : MindArk , GamerTV

U N I V E R S E

SOUND OF ENTROPIA

NOT A LOT OF PEOPLE KNOW THIS, BUT MINDARK, ALONG WITH THEIR MAIN WEBSITE RUN AN FTP SERVER ON WHICH CAN BE FOUND ALL MANNER OF INTERESTING FILES AND DOWNLOADS NOT LEAST OF WHICH ALWAYS INCLUDE THE LAST-BUT-ONE VERSION OF THE GAME, AVAILABLE AS A SINGLE FILE ALLOWING YOU TO DOWNLOAD AND INSTALL OFFLINE WITHOUT HAVING TO WAIT HOURS FOR THE CLIENT LOADER TO FETCH STUFF. ALSO, HIDDEN AMONG THE VIDEOS, SCREEN SHOTS, PRESS RELEASES AND OTHER JOURNALISTIC ADVERTISING PAREPHENALIA CAN OCCASIONALLY BE FOUND LITTLE NUGGETS OF INFORMATION SOMETIMES GIVING AWAY POTENTIALLY VITAL CLUES AS TO THE FUTURE OF THAT GAME WE ALL KNOW AND LOVE. EVERY SO OFTEN, HOWEVER, ONE CAN SOMETIMES FIND SOMETHING QUITE SPECIAL AND, IT WAS FROM MY LAST TIME OF 'HAVING A RUMMAGE' I DISCOVERED EXACTLY THAT.

In a directory called pdf can be found 2 files depicting what is clearly supposed to be the front and back cover designs of an audio CD called "The Sound of Entropia" adding further weight to speculation, started some months back, that this CD might actually exist.

The first hints that MA may have created an album featuring the music of Entropia came about when they released mp3's for use in the Entropia promotional video competition last year, which was won by



■ LARS FALK - ENTROPIA UNIVERSE COMPOSER




Dub and McCormick. The files, when viewed in a suitable audio player, were found to be associated to an album of the same name and now, with artwork for that very same album having been discovered, it seems likely that such a CD does indeed exist. The back cover of the disc clearly displays a track listing featuring tracks, Big Runner, Sunday Afternoon, Cracked, Hook It On, Fire, Straight Ahead, The Surfer, Heaven, When I Miss You Most and Dreamer, interestingly, none of which were amongst the set previously released by MA as mp3's. So, the question remains now of how do we, the players, go about getting hold of a copy of this oh-so-rare bit of Entropia merchandise? Might such an item be lootable? A prize for up coming convention competitions of PVP against Skalman? Or might simply such an album either not exist or never see the light of day outside of the MindArk offices?

With such a small amount of Entropia merchandise available, we can only hope that the latter of these three options is the least likely of the bunch. Real life loot prizes have always caused something of a stir among the Entropia community so, if we are lucky, perhaps future updates to the game might bring about more of these kinds of prizes.

THE COLONIZATION OF PLANET CALYPSO

The possibilities are only limited to your own imagination

STORY / CONCEPT ART / PHOTOS: Zwaff



Imagine “the Sims” like construction tools
for your Land Area in the future of Entropia Universe,
tools that would allow you to create and customize buildings
on your Land Area. Fiction you say?

Not really, because MindArk has already planned simplified tools like this since EU gone gold, or at least that’s what they promise us in an old Project Entropia concept trailer (3:25 at <http://www.youtube.com/watch?v=7QII5Js-vjc>). up until now we’ve yet to see tools like this ingame even though Sayah King from EBN tells us “The possibilities are only limited to your own imagination”. So what if the possibilities were really limited to our own imagination I thought. That’s why I came up with some fictional land area tools and features that would definitely increase our EU experience. Right now Land Area’s are extremely large, rare and most of the times owned by either one rich person or a society. But wouldn’t it be great if you could split up a Land Area in let’s say 30 small Land Area’s, which then could be rent or sold to other avatars! This way a lot of people that normally wouldn’t be able to buy a Land Area would now get the chance to own or rent a small piece of one. Bordering small Land Area’s could even be bought up by one person

and linked up together to make one bigger “small” Land Area.

This may sound very promising but combine this feature with advanced construction tools for estates, and people could literally start colonizing planet Calypso with their own created society headquarters or even complete cities.

Especially this last idea would perfectly fit within the Entropia Universe storyline, because until now MindArk was the one who made all buildings and in fact colonized planet Calypso. Despite the fact that according to the storyline we are the colonists of planet Calypso. So why not make that reality by letting us make our own avatar owned and built cities! For example, as a Land Area owner you could build a city near a good spawning spot of mobs, which eventually should attract hunters to buy a house at your city. Or design a traders city, designed for all the needs of traders including a trade center surrounded by traders houses and shops. You could even start building separate houses on small Land Area’s which could be sold or rented with the use of contracts.

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'our planet Calypso will undergo a massive creative transformation not seen until now'

experience.

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This would expand our universe with new and unique cities much faster as it is now. More important is that it would finally allow ingame created participant-content. As a downside MindArk should try to prevent cities to become a total mess of all possible architectural styles. We know a lot of cities on Calypso have their



■ **STILLS FROM THE OLD PROJECT ENTROPIA TRAILER, FEATURING A VIEW FROM A CITY SKYLINE AND THE CUSTOMISABLE INTERIOR FROM APARTMENTS.**



Contemporary Calypsonian Culture

A Brief Overview

STORY / PHOTOS : Alexander Bork

*The key question is not 'What fosters creativity?'
But it is 'Why in God's name isn't everyone creative?'
Where was the human potential lost? How was it
crippled?*

Abraham Maslow

CALYPSO, AS A GOOD EXAMPLE OF GLOBALIZATION, IS A CONVERGENCE OF THE WORLD'S DIFFERENT CULTURES. AS SUCH, ONE COULD REASONABLY EXPECT IT TO RESULT IN A COMPLETELY NEW CULTURE ALMOST INDEPENDENT FROM THE OTHERS. WHERE THEN, CAN WE FIND THIS NEW HYBRID? DOES IT EVEN EXIST?

I AM AFRAID THAT IT HAS NOT YET DEVELOPED TO A POINT WHERE IT IS EASILY PALPABLE. ITS DIFFERENT COMPONENTS HAVE NOT YET EVOLVED FROM THEIR EARLY STAGES. HOWEVER, CALYPSONIAN CULTURE STILL HAS HOPE FOR, EVEN IF IT IS CHAOTIC, NEGLECTED, AND SOMETIMES STAGNANT, IT IS STILL THERE, WAITING FOR ITS GOLDEN AGE TO COME.

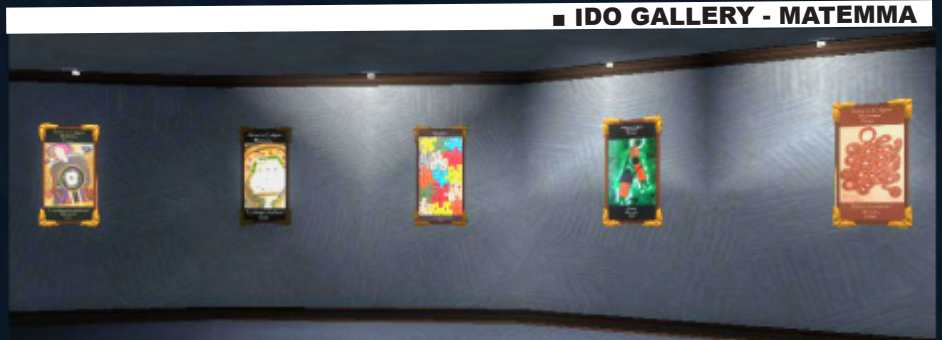
As any active player is well aware, the most flourishing professions on Calypso are, ironically, the most rudimentary in the twentieth century. Professions that may have suited earthlings on the twentieth century should no longer fit colonists that can split their molecules and travel to the other side of the planet in mere seconds. This leaves mind-broadening careers such as painting, music, video, sculpting and writing, to be discovered and perfected by those few who care about culture at all. Then again, we are in a process of re-reconstruction of an ever-growing society. After the robot wars, such facts should not be surprising.

Nevertheless, people should not underestimate human potential because it can surpass even Entropia Universe's so-called dynamism.

The best example to prove this point is art, which was introduced on Calypso practically along with New Oxford. It is only natural for a rebellion against traditional means of subsistence to start at this point. For instance, when it comes

to intellectual independence, Player Content display boards are the most common way to express the limits of human creativity. However, it will not take too long before new options are available. From what MindArk officers have stated, there will be new ways to upload Player Content quite different from pictures and movies. Then, virtual galleries will open new display areas for those new devices.

■ IDO GALLERY - MATEMMA



Regarding art galleries, I prefer Ido's above all. I find its constantly changing content quite refreshing. I cannot help but direct my steps to apartment 5G on Bilton Tower 3, whenever I feel the need to change my daily routine. For each exhibition, new artworks from talented artists are put on display, transforming an otherwise boring evening into an enriching soirée. The best part is, you never know what will be on display. One visit you find yourself gawping at Onciest's abstract paintings and the next, you are chilling over Black Knight's "Calypso Wildlife" pictures.

Speaking of popular Player Content, one of the most highly appreciated forms of art in Entropia Universe is, I believe, music. Some people turn into a player-run radio station during fancy events or go to virtual nightclubs to take a break from the wearisome game music. Others prefer doing so in a more sophisticated way at NEVERDIE's famous resort where people can hear his greatest hits and throw big parties.

One of the best ways to promote this interesting variation of Player Content inside the virtual world is JamHot Records TV Channel, which broadcasts the latest hits from a great variety of musicians. Just give JamHot any display panel and you will have a fabulous selection of songs to give your apartment a unique musical touch and proudly declare your passion for music.

Next on the list is video, a somewhat complex art. It demands the best from each editor: the best angles, the best timing, the best punch line, and so on. Sadly, it is mostly ignored on the virtual realm, due to its close relationship with "those floating ads" that disturb players with their repetitive content.

However, you can find videos from extremely talented people on YouTube. Most of them are compressed records of great events, hilarious comedies, and cuts of some random activities on Calypso. While I cannot say I have watched every single video out there, I have greatly enjoyed Danielle Your Mom Deathbringer's videos; they are unique and really entertaining.

Passing from the most obvious to the least expected, sculptures are an interesting expression of the Calypsonian Fine Arts. Sculpting, or stacking items on one another to form an aesthetically harmonious decoration is, in my opinion, one of the most creative and unlimited forms of art you will ever find on Calypso. Textures, colors and shapes give the viewer a much more realistic sensation, transforming otherwise unconnected objects into an abstract figure.

A very close relative of this art, at least in Entropia, is home décor. Both are neglected by most Calypsonians as they tend to spend more time out there hunting and mining than admiring that fountain you set up in your lounge.

As those expressions of creativity aren't very well known on Entropia, it is highly advisable to ask Silva Mak, multidisciplinary artist and highly skilled designer, for her views on both sculpting and interior design; unless you'd rather experiment a bit and start a new Entropian trend on interior design.

Finally, and most important, comes the noble art of written word. Writing is the best way to express your ideas in a more concrete, yet graceful manner. People like Alice, Skam, PINK and MindStar9 have earned fame and respect not only because of what they write, but also because of the way they write. The community likes them and hangs on their every written word. As they say, the pen is stronger than the Enblade.

Nowadays, players run all kinds of Entropian publications, which have survived even MindArk's long gone magazines, such as *The Gate* and *The Entropian*. Said e-zines did not last long enough to establish solid means of communication with the players. This is not the case of *The Calypso Post*, *Übermag* and *Entropia News Network*. Every member of these publications strives to remain active for the sake of the readers, without whom the mere thought of a bi-monthly magazine would be ridiculously pointless.

As you can see, even on a colony where the big squish the little, there is art; there is a way to express individuality, there is a way to say, "I'm human". Let us hope art will be much more appreciated once the new CryoEngine2 comes onto our hard drives. After all, today's graphics barely fail to look crude in comparison to the many promising previews we have been presented by MindArk. In the meantime, we could make an effort to make Calypso a better place and give the human mind a higher priority. It is a pity and a shame that the most neglected subjects in Calypso are culture, orthography, and decent loots.

■ SILVA'S CAGE



What's new in *IDO'S GALLERY OF CONTEMPORARY ART*

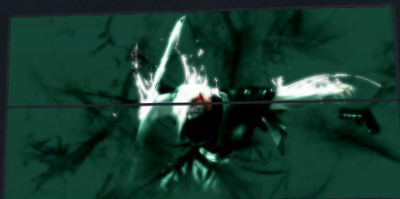
STORY / PHOTOS : Neva



MATEMMA ART



MATEMMA ART



ONCIEST ART



TWISTER ART



TWISTER ART

PEOPLE HAVE BEEN TRYING TO USE "DROPABLE" ITEMS TO CREATE SOMETHING VISUAL ALREADY BEFORE THE UPLOAD OF PRIVATE FILES INTO THE GAME APPEARED IN OUR VIRTUAL UNIVERSE. FRUITS AND DUNG WERE THE MOST POPULAR CHEAP ITEMS TO BE PUT ON THE GROUND, MAINLY FOR ENTERTAINING REASONS. OTHER ITEMS WERE UTILIZED TO CREATE SOMETHING UNIQUE IN APARTMENTS, TO EXPRESS A PERSON'S CREATIVE DRIVE.

I HAVE TO BE HONEST AND SAY THIS: WHEN THE FIRST GALLERY CAME OUR WAY WITH THE PARTICIPANT CONTENT I EXPECTED THIS PROJECT TO FIZZLE OUT – JUST LIKE THE SO-CALLED CITY OF CULTURE REMAINED AN AMETHERIAN HADESHEIM FOR A LONG TIME. IDO'S GALLERY CONSTANTLY PROVES HOW WRONG ONE CAN BE THINKING ART WAS NOTHING MORE BUT A MARGINAL PHENOMENON.

Ido's Gallery of Contemporary Art must be running well. Next to the Gallery Exhibition House in apartment 5G you can find the Gallery Auction House right across the landing in apartment 5E now where you can purchase the most exclusive art the universe has to offer.

Currently Ido's Gallery has assembled once again a fair number of work pieces, representing three artists who couldn't be more different when it comes to style, method and technique.

Onciest, again, is represented with two extraordinary multi-technical pieces. His impressive wide-screen painting, mainly dominated by the colour green and the figure staring at you, can be characterized as both – fascinating and frightening. The menacing impression is not mainly enforced by the korss-ish gun, but by the overall atmosphere being created due to the colours and visual fixed movement Onciest accomplished here, zesting it with a dynamic note.

The us-american artist Twist presents us realistic sketches, she personally describes as Hyper Realism artworks. Her bias for the human body, to be precise the nude female body, can't be missed. She tries to capture the music about the female body that "can scream out a silent melody of elegance, pride, vanity or seduction".

Matemma, a french artist, is also represented in some famous private collections of ART BRUT, across the world. Matemma's paintings are meant to be very personal, representing a part of herself, as "the paint is like a skin". It is hard to imagine that her friendly-colourful, almost childlike naive and therefore happy painting style has been influenced by a dramatic event in the artist's life. In the eye of the beholder the beauty of life is more visual in Matemma's paintings than reality's cruel side.

LOCATION

Billton Tower 3, Apartment 5G
(Exhibition)
Billton Tower 3, Apartment 5E
(Auction)

OPENING HOURS

daily, except Wednesday
evening to Thursday due to
preparing upcoming exhibitions;
exhibition openings at 20:00 MA
Time

FOR ALL THOSE
WHO ARE INTER-
ESTED IN THE
PROCESS OF
SKETCHING: SEE
IDO SKETCHING
A MINOPOLIS
BUILDING ON
YOUTUBE.



<http://www.youtube.com/watch?v=g2gh9je3pom>
("THE CREATIVE PROCESS - SKETCH 1")

ON AIR!**Jamhot TV**

STORY / PHOTOS : Neva

JULY 2007 – THE FORMER SOCIETY JAMHOT WEAPONS AND ARMOUR COMPANY TAKES THE FINAL STEP AND RENAMES THEMSELVES INTO JAMHOTTV. ONCE A SOCIETY BASED ON WEAPONS AND ARMOUR WITH MEMBERS WHO WERE FOCUSED ON INGAME ACTIVITIES, THE SOCIETY SLOWLY BUT DRAMATICALLY CHANGED IT'S PROFILE THROUGHOUT THE LAST 18 MONTHS, BEING STILL A SOCIETY OF HUNTER, MINERS AND CRAFTERS, BUT HEADING MORE AND MORE FOR A TOTALLY NEW AND ADDITIONAL BRANCH: MEDIA AND ENTERTAINMENT.

Nowadays JamhotTV, with Jamhot in the lead, sees itself as Jamhot Entertainment Network, providing their products in EU, via Youtube and, of course, their own website that can be found under www.jamhotz.co.uk. Headquarter and EU broadcasting center of Jamhotz is Billton Tower 1, apartment 3G – also name giver for their club “3G”. A perfect party location with an own radio, a huge dancefloor and a necessary



■ DANCE FLOOR CLUB 3G

chillout zone, where you can also watch the Jamhot TV channel. The club can also be book for custom parties in a stylish atmosphere.

It is truly amazing what you can achieve in a game like EU, as soon as you get the tools and assemble a creative team with ideas, that don't seem to cease. JamhotTV is a perfect example of how far you can take a brainwave. And it's also a role

model when it comes to conjuncting forces and creating something big by uniting and with the right communicational channels. Jamhot supports both, video/film artists and musicians. Revolutionary – at least in the virtual universe of Entropia.

Jamhot TV is the first independent TV channel in EU run by Entropians since the Participant Content function has been implemented. They provide a mixture of ingame related matters such as news or weather forecast, and RL films, currently focussed on the comedy productions by Wicked Awesome Films (www.wickedawesomefilms.com). Even though still in its early stage of development, they are far away from being in a stage of infancy as their first outputs seen are more than convincing. And yet: there is more to come and the plans are ambitious.

Next to the TV channel, that will host more and more video artists and film producers in the future, Jamhot Records is another aspiring project. Being the first virtual record label, Jamhot Records are planning to distribute music within EU.

After ages of being lulled by the hypnotizing and sometimes annoying EU music that forces you to turn down the ingame sound volume and listen to your own music, lulled by the strange lady's voice talking to you when standing around in mobile service centers, asking for a chat as you are interesting or telling you that you're colourful, colourful enough to arrange a fashion show, it was about time that something like Jamhot comes along to entertain you. Hopefully this project will grow and become steady to give us more, and MindArk might cast an eye on them to improve their advertising screens and feed the jukeboxes. This would be the day when Jamhot Records will promote some new musician who can provide us with some other tunes than the inevitable Gamer Chick!



RCEUniverse

Not just another Entropia Forum

STORY : Wistrel / PICTURE : Neva

The history or entropia related forums, as with all forums dedicated to any particularly focused topic, is thravt with rivalry where each competes to have the largest and most active community in a never ending quest to be the 'it' place, where everybody goes and stuff happens. Unlike many games companies, MindArk have never run a forum preferring instead to leave such things to the community. Whether this should be considered a stroke of genius or blantant apathy is neither here nor there as the fact remains that the fight to be 'the place' for entropians to gather, when not on Calypso, is still active as ever and the words 'fore gone conclusion' couldn't be further from the truth.

Originally, it was all about Entropia Pioneers, a forum started by one of the oldest and most respected of our Calypsian societies which, at its height, was so staggeringly popular that it would fall over everytime a VU was released! Then came the Entropia Forum which, in its early days, served as something of a sanctuary away from the torrent of angst and angry ill thought out sensationalism that EP (as all mega popular entropia forums suffer) had become. For a while, it was a quiet, nice and, above all, well designed forum set up by long-term freelance player MindBuster. This was the first time an entropia forum (or at least an english speaking one) had existed outside of the 'associated society' model and it was this fact above all others that led to its eventual success. Inevitably however the tide changed and before long, disgruntled EP'ers flocked to EF in search of "the next best thing" and, as time went on, the flood of angst, flames and argumentative 'trolls' followed untill EF became as bad as its forerunner to the limelight.

The Entropia Forum posse of helpers, friends and fans would not be beaten however. Facing a community that resolutely refused to behave itself, EF decided to get tough employing a plethora of heavy handed moderators to beat their raging clientele into conformism. Entropia Forum instigated a manifesto of stringent rules to be obeyed. Dissenters who, for example, committed the henious crime of comparing Project Entropia to other games (breaking rule #15: "Thou shalt not acknowledge the existance of other games") were almost instantly censored into submission. Such was the sheer volume and inflexibility of the moderation, phrases like "You've been MS9'ed" passed into common usage and the infamous player Knuckles, who won EF's "Most 'Outstanding' Entropian" award (much to some moderators' disgust), became heralded as a revolutionary hero for his outspoken opinions and opposition to censorship.

In protest, the community riled, spat back, and eventually tried to create rival forums even going as far in one (Entropia Reality), so as to encourage use of the word "fuck", at least once in every single post! Despite such splinter groups however, no one could topple the popularity of the behemoth which EF had become and it seemed that, this time, there was no where else to go when suddenly e-pec.info, later to become known as RCE Universe, entered onto the playing field.

Right from the start e-pec was different. The message here was quality, not quantity with a restricted and controlled 'invite only' membership system allowing the forum to grow, not as a rival place for disgruntled EF haters to vent their rage, but as a home for those who actually wanted to be there. Resembling, in Calypso terms, more the tranquility of Memorial Island than the Noisy Martetplace of Port Atlantis, at first, e-pec was somewhere to visit once a week rather than once a day but its founders, veteran entropians Sventlana and King Buzzo, knew exactly what they were doing. As time went on, word spread slowly but surely and always, it seemed, to the right kind of people. Threads were few and far between but you could be sure, when they did show up, that every reply to a topic would be lengthy, considerate, educated and, above all, well thought out. E-pec of course, became recognised by members of EF but, whether it was because of the restricted membership system, the people who had joined it, some latent ill feeling towards its creators or its embrace of games other than Project Entropia (as noted, a strict taboo on the Entropia Forum at the time) e-pec became known almost as "the snobs forum" some even feeling that its closed community considered themselves to be elitist and in some way "better than the rest".

E-pec of course remained indifferent to such speculation and, turning its back on a spitefull entropian community, looked to other horizons. Recognising that much of its membership consisted of either Entropians who had quit PE in favour of Linden Lab's '3D-web' attempt, Second Life, or those who participated in both 'games' equally, e-pec decided to expand its audience. The move came at just the right time too as Linden had recently closed their main forum leaving a floundering SL community with no where left to go. E-pec it seemed, were there to provide the answer.

At the time the move had been greeted with mixed opinions by the forum's fledgeling community. Traditionally, the attitude between participants of different Massively Multiplayer Games had always been one of "them and us" so surely, trying to bring two such communities together would be asking for trouble? Strangely, however, this turned out not to be the case and e-pec, with its mature welcoming attitude, helpfull members and collection of both Entropia and Second Life related tutorials actually became something of a catalyst for player migration between the two universes. Realising the success of their venture the e-pec founders once again revised their direction and on the 19th of March 2007 e-pec ceased to exist and RCE Universe was born.

RCE Universe, more than just an Entropia Universe and Second Life forum, now represents a central news hub and community for all those interested in the entirety of Real Cash Economy games and where this trend in economics and digital entertainment will take us into the future. Constantly implementing new features and changes, the site offers a collection

of forums covering various universes and their economies with fully customisable blog space and front page articles written by journalists who have attended and reported live, from such industry events as the New York Virtual Worlds Conference. A gathering which featured presentations and discussion regarding the future of online gaming, not only from members of MindArk and Linden Labs staff but also from a hoast of other key industrial players. Discussions, it is fair to say these days, often follow a largely financial and economy based trend with subjects such as the Entropian Banks, games taxation in Korea and gambling bans in Second Life being hotly debated topics. The site is not so 'up its own arse' as some might believe however. One of it's the most popularly frequented sub-forums is the 'Hair of the Dog Bar and Grill'. An environment with a fixed theme of playing host to the sort of sordid and no holds barred discussions one might encounter in a back street drinking hole.

In conclusion, RCE Universe has something for everyone and is well worth a try if you fancy spreading your forum wings somewhere, just a little bit, 'outside' of Entropia. Alternatively, there are several other sites such as RealityPort, a home from home for space fairing Calypsians, the broad spectrumed Entropia News Network, EUForces with it's renound outpost rescue service and even the controversial EntropiaReality, a forum not afraid to let its members speak (or swear) their mind. While most of these are not as large as EF each has something unique to offer and is probably well worth that signup. If your entropian hobby outside Calypso begins and ends with the entropia forum, think again, and give the 'small man' a try. You may find you never want to go back.

COMMUNITY

STERLING AND MOSS ASSOCIATES ANNOUNCE MERGER

STORY : Wistrel

STERLING AND MOSS ASSOCIATES (SMA), ONE OF CALYPSO'S OLDEST BUT LEAST KNOWN SOCIETIES LAST MONTH ANNOUNCED THEIR RECENT MERGE WITH "BRACK AND ASSOCIATES", ANOTHER SMALL BUT ACTIVE TRADING SOCIETY.

SMA, founded by Project Entropia beta player, Gabriel (Aziphirael) Stone, after the disband of the "Smith and Mining Corporation" (a society famed in Entropian history for being the first to crack the original mining system) has been running for over 3 years to date and the merger marks a significant point in the societies development and continuing prosperity. "SMC were one of the first societies to truly 'get' MA's vision for Project Entropia," recalls Az, "they considered it to be 'business' and 'not just a game' long before MA ever conceived of the Universe's current day slogan." When asked about why he formed SMA he continues, "After MA changed the mining system things were never quite the same in SMC and we eventually disbanded. To be honest, Calypso is too 'frontier like' for rigid corporate practices and instead, has always felt more akin to the wild west. When I created SMA, I wanted to promote a relaxed but fundamentally fair attitude to trading while keeping with SMC's original ideals. I founded the society on the principal that the Universe could be taken seriously as something which was beyond a game, and that it was possible for business and enterprise to succeed."

Today, while SMA is no longer strictly a "trading society" as such, Moss's members still hold with the most significant of

Az's original ideals. Those of fair trading, politeness and, most importantly, a firm understanding and acceptance of the underlying realities of the game. Acting society leader DD Dalharil, comments on the merger. "I already had a strong, in game, relationship with Max (BA's president) and to be honest, combining just seemed to make sence", she remarks. When asked if she felt the merge would lead to economic success she laughs, "Oh come on now, this is Entropia!", pulling that knowing smirk which is the mark of all seasoned Entropians. "Yes, trading is still an element for us but I'd say a sense of humour and love of bad jokes is far more important. With new members like Max and Amanda theres never a dull moment and, personally, I believe that personal bonds within the society are the strongest they have ever been."

SMA would like to present a warm welcome to Max, Morkai, Ivoran, new recruits Amanda and Jim, and to all other existing members of Brack and Associates. We at Calypso Post wish them success in their merger and all the best for the future.

COMMUNITY

HAPPY BIRTHDAY!

ON BEHALF OF THEIR SOCIETY MATES, THE CALYPSO POST CONGRATULATES THESE FELLOW ENTROPIANS ON THEIR BIRTHDAYS:

Tertinho Heidinho Santiago (Danny) – Calypso Rescue Team
* June 24th

Benzil Zil Cloudsheen – Entropia Asia
* June 29th

Lars Mr Sebra Sebra – Calypso Rescue Team
* June 30th

Anthony Grips Rizzuto – Calypso Rescue Team
* July 1st

mychel micky walter – Calypso Rescue Team
* July 1st

Gregg GB Holmes – Calypso Rescue Team
* August 20th

Tabitha Tide Song – Calypso Rescue Team
* August 28th

Tina Tinchy-Tarlach – CRT Academy
* September 1st

Tertinho Heidinho Santiago (Heidi) – Calypso Rescue Team
* September 11th

Haakon Berserk Olavson – Calypso Rescue Team
* September 17th

Jonathan Jonboy Rees – Calypso Rescue Team
* September 18th

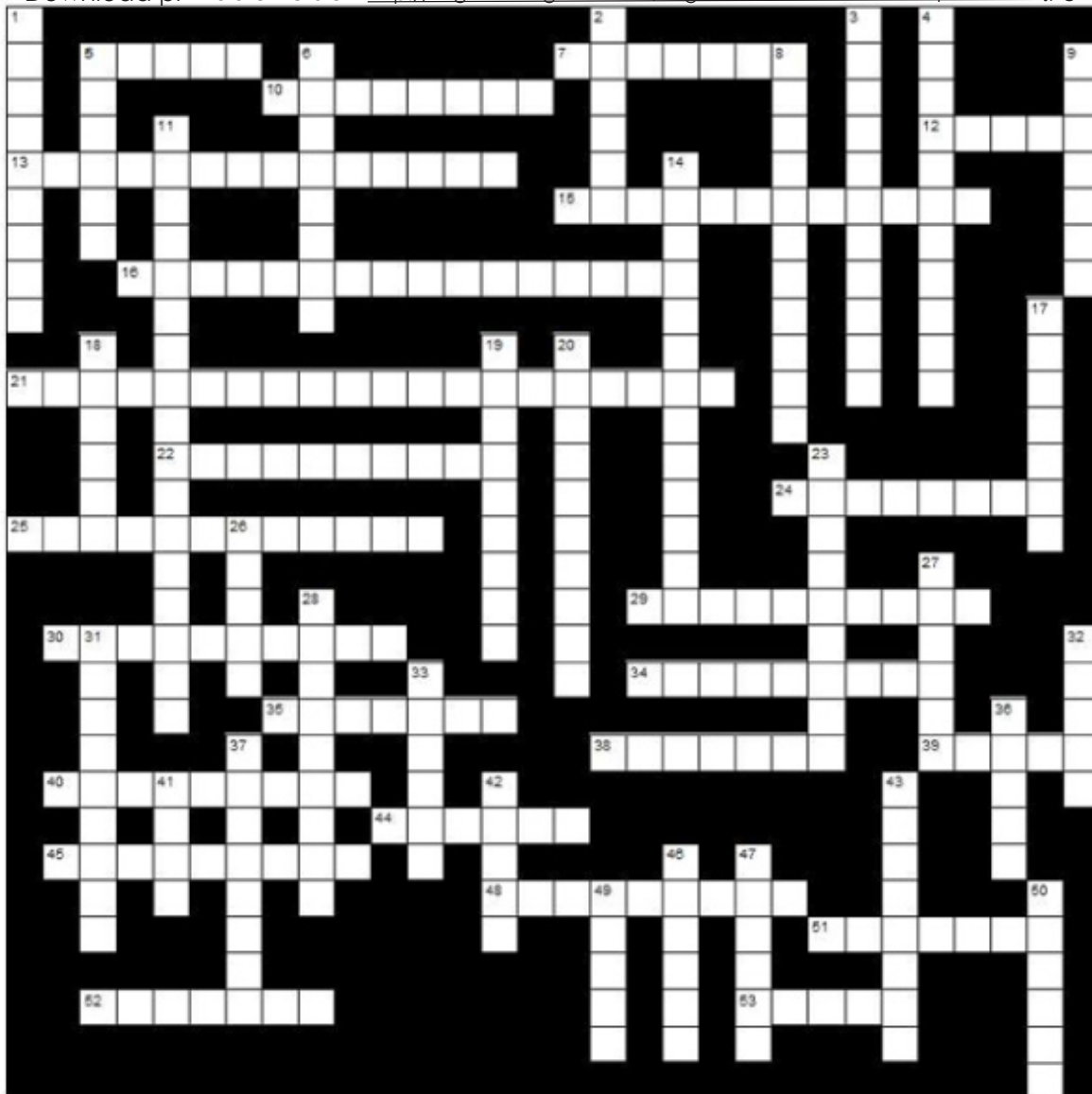
Happy Birthday, mates! May Lootius be with you for years to come!



COMPETITION!

BY : Wistrel

Download printable version <http://img218.imageshack.us/img218/2910/crosswordcompetitionoi1.jpg>



You think you know enough about EU? Then solve the crossword and **win 100 PEDs plus a free space flight!** The winner will be announced in the next issue in December 2007.

To enter the competition, send your answer and full ingame name via mail to calypso-post@euforces.com; subject: "Comp October".

The correct answer of the competition in June 2007: New Switzerland.

CONGRATULATIONS to NYTEWOLF NYTESHAD-OW NORDORITH for sending in the correct answer and winning a free space flight!

NOTE: ALL TCP STAFF MEMBERS, INCLUDING GUEST WRITERS, JOURNALISTS OR PEOPLE CONTRIBUTING TO THE MAGAZINE EITHER WAY AND THEREFORE BEING PART OF THE TCP PERSONNEL, ARE BARRED FROM THE COMPETITION!

ACROSS

- | | |
|---|-------------------------------------|
| 5. Ability to Avoid Laser Fire | 34. Pet Food (6,3) |
| 7. Popular Pet | 35. Christmas Present 06 |
| 10. Unlockable Skill | 38. Recently Attacked Jason Center |
| 12. American State Table | 39. Community Representative |
| 13. Armour used only by MindArk Avatars (6,8) | 40. Popular Sweating Location (4,5) |
| 15. Type of Oil | 44. Flying Mob |
| 16. Wakes the Dead (12,4) | 45. Home of Small Buildings |
| 21. Won in Magazine Competition (7,8,5) | 48. Type of Sword |
| 22. Treasure Island Landlord | 51. Red and Black Armour |
| 24. Responsible for Exodus Project | 52. Sounds like a Sheep |
| 25. Robot (6,6) | 53. Supernatural Armour |
| 29. Eight legged Freak | |
| 30. Result of Omegaton Experiments | |

DOWN

- | | |
|--|---|
| 1. Type of Board | 27. Well Endowed Cave Dwelling Creature |
| 2. Type of Lubricant | 28. Aids Concentration (5,4) |
| 3. Armour type that's "go" | 31. Type of Gel |
| 4. Famous Society (4,7) | 32. Massive Mob |
| 5. Famous Journal Writer | 33. Undead Armour |
| 6. Security Gadget (4,4) | 36. Type of Bulls and Cows |
| 8. Defies Gravity (4,4,3) | 37. Sometimes known as "The Fisherman" |
| 9. Type of Sign | 41. Allows Entry to Toxic Areas |
| 11. Looted from Mutated Chirpy (6,7,4) | 42. Calypso Nun |
| 14. Fish | 43. Ingot |
| 17. Name for Pre Gold items | 46. Small Bird |
| 18. Alcoholic Coat | 47. Ahhhh... (3,3) |
| 19. Flying Robot | 49. Type of Tree |
| 20. Scanner | 50. Forerunner to Opallo |
| 23. Mutant | |
| 26. Horse like Creature | |

Competition Sponsor: FoxyPilot's Spaceflights



HOROSCOPE for October & November 2007

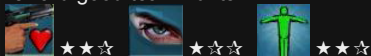
HOROSCOPE : Neva



CORNOANTERION (MAR 21 – APR 19)

No machismo in October and November for you! Even though totally against your nature your diplomatic abilities and tactics are being asked for the next

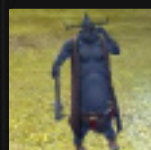
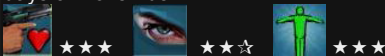
weeks. Try to concentrate on equal opponents and be careful in PVP: there are infact creatures and other Entropians being a potential threat! Do more team hunting and mining in Novmeber – trustworthy mates are with you. And Lootius will reward good team hunts!



ATRAX (JUL 23 – AUG 22)

At first it seems like golden October is indeed golden for you. An unexpected flight of fancy. But soon you will experience a clash of interests

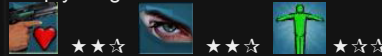
when the creatures you kill don't drop any loot and the soil seems to neglect your presence totally. This is only a tiny interruption though and all takes the turn for a better in November. You already can feel the vibe of good luck by the end of October. Even though still a bit chaotic and freckled with misconceptions you will be back at the top and in your common self confident state after the first days of November.



THORIO (NOV 22 – DEC 21)

Your abilities as a leader are being put to a test in October. Basically not a problem: you know what to do and have the talent to motivate others for your

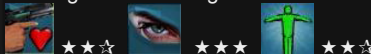
actions and plans. But don't overdo it! You are able to create a real good mood among your mates, but don't run your team into a mission impossible because you are too overmotivated. This might run you and yours into high decay and lots of ammo wasting. Even though loot will be better in November you still need reliable people around to keep your goals realistic.



ARMAX (APR 20 – MAY 20)

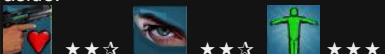
Put your hand on your heart: there is a certain posh aura surrounding you! You feel attracted to valuable items and huge loot windows full of

stuff. Don't fall for this addiction in October and November and be careful not to waste too many PEDs. Your social life seems to be too superficial for you these days – you know exactly what you want and fortunately you can rely on good old friends and even the loot windows indulge you most sensually. In early November you will leave an old scathing behind and will finally be able to take down the high level creature you've been wanting to kill since ages.



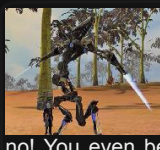
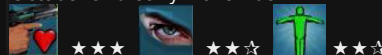
THORAFOID (AUG 23 – SEPT 22)

October is your caring and affectionate month. Instead of killing mobs you rather tame and train them, instead of mining you rather refine Ores and Enmatters and produce something useful. Development and skilling are of more importance to you these days. Not in November though – no fooling around, you'll be back in the saddle of your usual activities. But you'll also stay real. Social power games about who has the biggest gun are not for you, so you leave any PVP confrontation aside.



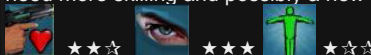
OSSEOCOLLUM (DEC 22 – JAN 19)

Imagine it's party time and noone joins! Social interaction is your priority in October. You are looking for one team hunt after another, pushing your team to the max. All respect to your ambition, but this might kill the fun for your team mates. Your personal quest for an ATH appears too obsessive, so try to relax and enjoy the activitiy itself and don't focus on the desirable result. November will be dedicated to the topic "skilling". Remarkable changes in your professional standings for late October and early November.



SEG (MAY 21 – JUN 21)

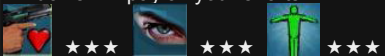
You are heading for perfect two months! Not only that you will make some good bargains in October and November, no! You even be showered with compliments for being such a smart trader. Your mood is most excellent and you cannot say no to anything or anyone. Excessive hunting and mining trips are waiting for you and no matter how hard you have to fight you are willing to take it. You are brave and courageous, but watch out for your health. You need more skilling and possibly a new FAP.



AMBULIMAX (SEPT 23 – OCT 22)

October is your month! Whatever you touch turns into gold. Whether it's trading, mining, hunting or crafting – you won't go wrong in whatever you

do. And you even have a good hand for successful tactical team hunts. Whoever joins your squad will be treated equally and motivated to give his or her strategical best. And even though you will be more and more put to a test in November with tougher fights, higher decay and more challenge, the loot windows will pay all your efforts!



CALAMUSOID (JAN 20 – FEB 18)

Your quick-witted way of thinking and communicating is highly appreciated these days. October is your month of team leading and hunting.

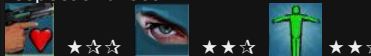
You are able to manage team hunts on a very high tactical level and the ideas as to what creature has its ass on the line are most resourceful. The easiness with which you are doing all this changes into a thoughtful mood during late October and in November. Try to find a balance! Loot will confront you with a rather bumpy ride during both months.



TANTILLION (JUN 22 – JUL 22)

You've been missing the enjoyment on Calypso for quite a while now and even though you've been trying hard to find the right activity to have fun

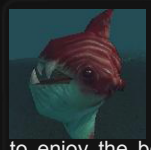
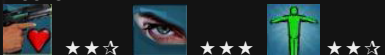
times, participating in as many events and team hunts as possible, somehow this warm feeling just won't come. Even your social life on Calypso is more stressful than relaxing and you are seriously thinking about freelancing or taking some time off. You are tense and need to seriously watch out not stepping on other people's toes in October. But good news: November will be more relaxed. You will find a new dedication and be rewarded with respect and loot.



NECONU (OCT 23 – NOV 21)

What we gonna do now? Where we gonna hunt? I dunno – what do you say? When everyone around you seems

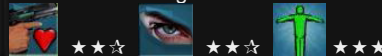
to be indecisive and noone has got a clue, you are the right person to turn to as you sure know what you want and theoretically have a plan! Yet you don't believe in your abilities and tend to take a backseat. Make a stand and even though not everyone will agree to your decisions, your friends will be happy that at least someone tells them what to do. Nothing spectacular, but relaxed and constant breakeven tours are ahead for the next weeks.



RIPPERSNAPPER (FEB 18 – MAR 20)

You are in an emotional mood during October and November. Maybe because it's autumn and Christmas is close? You prefer

to enjoy the beauty, art and music over hunting and mining. You rather talk with your mates in soc chat or via PM instead of sweating or crafting. You are on a high creative level and need to find a channel to let it all out. In late October and November this mood will even intensify when you miss any passion at all for hunting. Even looking for a challenge seems a bit too much for you these days. Be aware of someone trying to impress you but playing foul – you might be standing in PVP that moment and get PK'ed!



FUN

Entropia Comic

TEAM HUNTING

STORY & ART: Wistrel & KEH



THE ENTROPIA COMIC HAS BEEN DEVELOPED EXCLUSIVELY FOR THE TCP BY KEH, SUPPORTED BY WISTREL. KEH IS AVAILABLE FOR ART COMMISSIONS OF YOUR CHARACTER - VISIT WWW.TEHKEH.COM FOR MORE INFORMATION AND CONTACT DETAILS OR SPEAK TO WISTREL IN GAME.

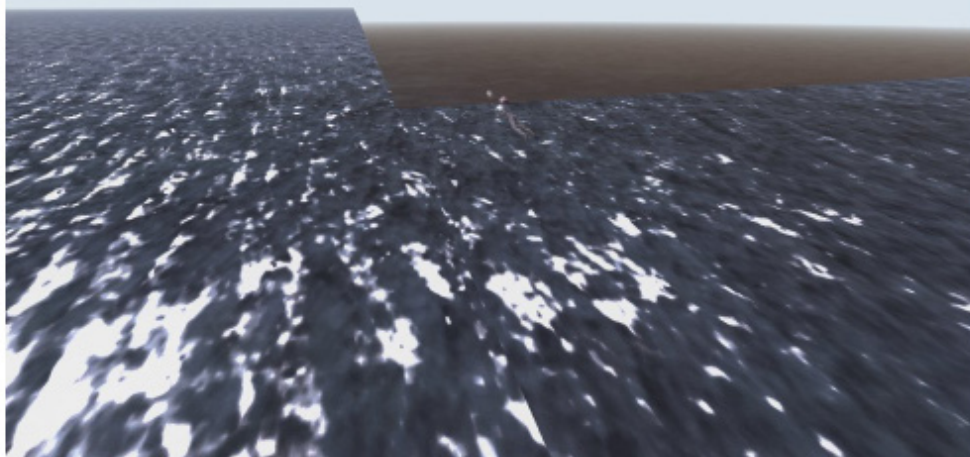


FUN

BUG BUSTERS

TALKING ABOUT GRAPHICS

PHOTOS: Wistrel

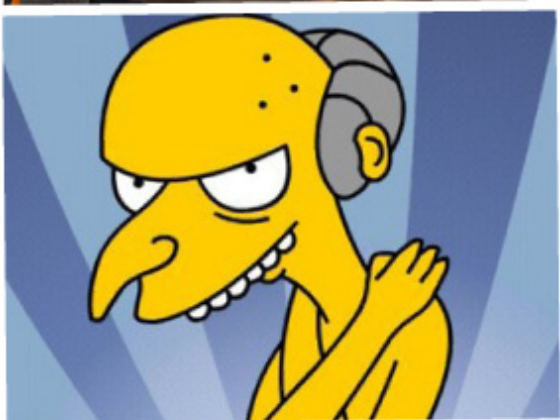




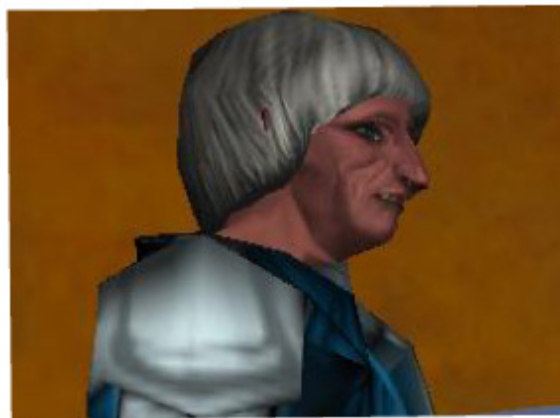
FUN

RE-ENACTING MOVIE SCENES

PHOTO: TCP



◀
DOH!
(MOVIE SCENES
MR BURNS + MOVIE
SCENES ENTROPIA
MR BURNS)



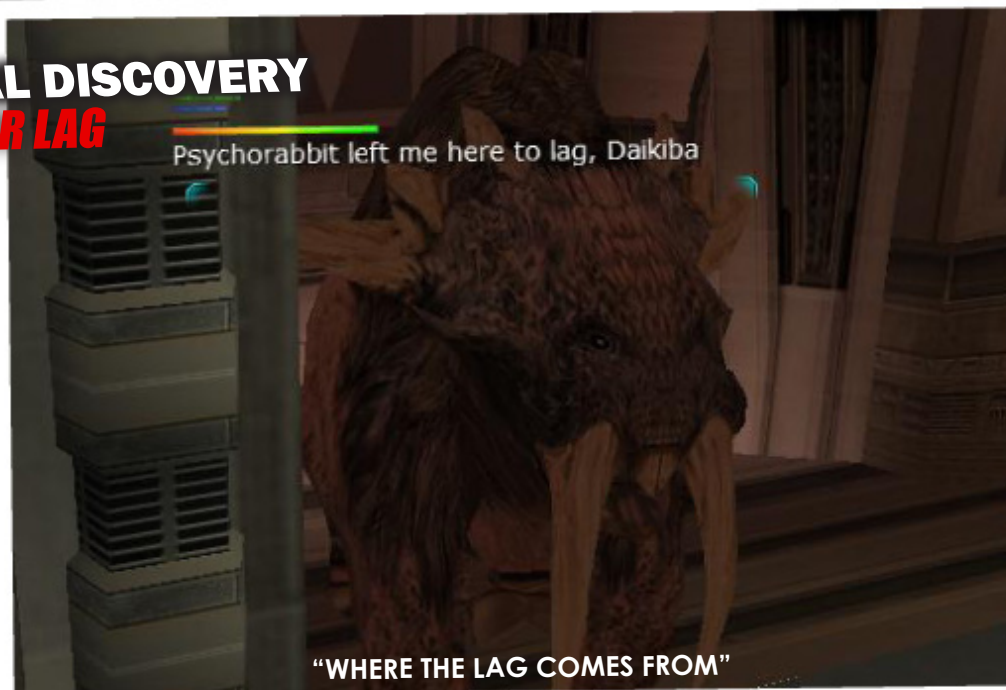
▶
COYOTE UGLY
(2000) – ORIGINAL/
ENTROPIA



FUN

SENSATIONAL DISCOVERY THE REASON FOR LAG

PHOTO: TCP



"WHERE THE LAG COMES FROM"



MASTHEAD

THE CALYPSO POST TEAM:

Editor-In-Chief:	Harald Viking Olavson
Executive & Managing Editor:	Nevasca Iza Benavente
Graphics & Layout Editor:	Jeffrey Zwaff Schreuders
Creative Supervisor/Reporter:	Wistrel Chianti
Journalists:	Donald Cleveland (EF)
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Business Reporter:	Jonathan Jonboy Rees
Field Reporter:	Alienna Alien Xartia

Guest writer:	John Slinger Dearborn
	Dura Killer Tech

EDITORIAL

TEXT: Neva

The TCP staff took a longer break during the last months, as you may have noticed. Even though we originally wanted to go online with TCP6 in August, we all decided to step back a little, wait for a new VU that'd hopefully hit us soon giving us more content for the 6th issue (not that we didn't have enough content that time already) and, of course, enjoy our summer vacation intensely to charge up the batteries for the next round. The idea to run a magazine like TCP was born almost exactly one year ago and we actually didn't expect to prevail the first 6 months. But as our team started growing, we were developing our profile step by step and winning more and more readers, the TCP project seized us all – with lots of joy and motivation to improve every single issue that has been launched so far. Back in November 2006 we started with a small issue that was mainly based on gathering several information from other sites and putting them together in a new form. Today we are looking back at six issues in total, each of it exceeding the one before when it comes to graphics, layout and content, offering every single member of the EU community the opportunity to enter this project and to publish their work. We have been lucky to find exceptional talents enriching each issue with their ideas and talents – without these people me and Viking as founders of this magazine wouldn't have survived the third issue. In order to thank them it was in our responsibility to do the best we can in developing TCP's content arrangement again and again, to meet our journalist's needs and creative input as well as to make the magazine more interesting for the community. We do hope it is an improvement for the future to allow the content being more diverse and liberate. The difference between TCP1 and TCP6 could not be bigger: we've moved from copy & paste on to exclusive reports, customized comics and articles to speak your mind. The liberate way of managing this magazine and to have as few censorship interventions as possible might be a little uncomfortable for MindArk at times – but we are sure that Marco & Co. know that without them, their game improvements and mistakes TCP wouldn't be what it is today: a tool to inform, to entertain, to make creative suggestions and to let of steam in a moderate way. TCP6 is following this liberate, critical and constructive line more than ever. I hope that with the recent changes our magazine will entertain you as much as before!

SPECIAL THANKS

The Calypso Post would like to thank Magam, for introducing Crystal Palace to those staff members who had not been there yet, and 711 from EF, for his generous offer regarding regular TCP adverts on the Entropia Forum. Your support is much appreciated! We would also like to thank all our readers and especially all EF users for donating the enormous amount of over 50K EFDs in our TCP Fund Raising thread. Your generosity proves that we are on the right way with our magazine. Thanks a lot for your acknowledgement. We hope to provide you with more entertaining and informative TCP issues for a long time!

Thanks to these websites for pictures, articles and comments:

www.entropiauniverse.com
www.entropianewsnetwork.com
www.peauction.com
www.entropedia.info
www.entropiaforum.com
www.mytwopecs.com

OPPORTUNITIES @ TCP

If you have any suggestions or wishes for upcoming TCP issues or only want to Gratz & Greet your ingame friends, post your request in the TCP forum section on EUForces or send an email to calypsopost@eufroces.com. Space for Buy & Sell postings as well available as advertising space – feel free to contact us. Your suggestions and requests are most welcome.

We also are still looking for guest writers. If you have anything you'd like to share with the community or always wanted to publically expand on your knowledge and theories about skills, loot or anything else, contact us at calypsopos@eufroces.com or leave a post in the TCP forum section on EUForces. Any reports about passed events or announcements of future events will be published as well.

FORUM SPACE @ EUFORCES.COM:

Please notice that EUForces.com offers your society webspace to present your soc and to communicate with your soc mates in private and public channels on forum. For further information and your request contact the EUForces Team via email: crt@eufroces.com. Become part of the EUF community!



PREVIEW

Coming up soon in December 2007

TCP7 – The Christmas Special!

Read more about

- VU 9.0 and possibly a new VU in their details
- *Blackout on Calypso* – An EU story by Tide
- The enigmatic Notes and the storyline behind them
- Christmas Presents: annual gifts from MA

... and many christmas gimmicks more!



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