

the Calypso Post

NEW! 1001 things MA could change &
News from the RDI Laboratory

A BRIEF HISTORY OF SWEATING - PART II

Moving Targets: *Animal Shields in PVP*

BUG BUSTERS

“Creating things other people enjoy is my
main interest!” Klod and the Champions League

City Bomb: Entropian Terrorism

ISSUE # 5 // MAY JUNE 2007

Free Outpost Rescue Services

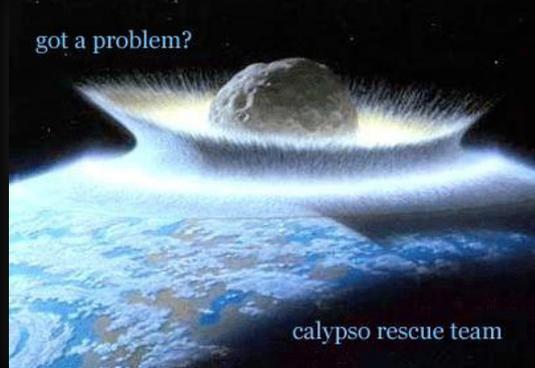
... offers the Calypso Rescue Team (CRT), free of charge!

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

www.euforces.com/CRT/Viking/survival.htm



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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VU 8.12 – New creatures but no banks yet. The whole EU community was eagerly awaiting the new VU as we were looking forward to see the banks after the auction on the banking licenses ended in early May. What did we get? Lots, but no banks yet. Read more under the News & Version Updates Pages and the Business, Market & Financial News Pages

“Creating things other people enjoy is my main interest!”

Klod is one of Calypso’s most famous and successful Event Managers. His Champions League ranges among the TOP events in the EU. After he joined a CRT test event spontaneously doing the entertaining commentary, TCP reporters Neva and Lars talked to Klod about his business. Read more under the Events & Entropians Pages

NEW! Each VU brings us something new. Not all of it is taken for granted though. But what if you were MA? What would you change or implement? In what details should the people at RDI go into? TCP’s new column **1001 things MA could do about EU** including the **News from the RDI Laboratory** covers exactly those aspects on the News and Version Update Pages

Bug Busters! Sometimes they’re funny, sometimes just odd. But now and then one bug can cause serious damage. How can one deal with an ingame bug and what to do when YOU suddenly discover something out of the ordinary? Read more under the Travel & Explore Pages

Moving Targets! You have a pet? Maybe even two of three? You brushed them to the highest trust, fed them to max energy and finally trained them up to level 3 – and now? MA doesn’t offer you any additional use for tamed creatures so far, but Miggo does. Read more under the Hunting, Mining & Crafting Pages

City Bombing! Do as I say and I won’t do you no harm! Plain fiction, but yet the funny thing about ingame bugs is that you never know what they are capable to cause in the long run or in certain circumstances. Read more about a not so fictional fiction story under the EU Fiction & Art Pages

LOST! Stranded at the border to the unaccessible server on the eastern part of Amethera. Read more under the Travel & Explore Pages...

ABHOS Part II ! Read part II of RDI’s sweat and Mind Essence discovery revealed by our resident reporter Wistrel Chianti under the Hunting, Mining & Crafting Pages...

NEWS & VERSION UPDATES



■ NEW SWITZERLAND TP



■ NEW SWITZERLAND FROM TOWER



■ OSHIRI HEARTS - INTERESTING



■ TSK TSK



■ MINER BOT



■ HIDDEN TELEVISOR

VU 8.12 – New creatures but no banks

by NEVA

The biggest thing most people expected with VU 8.12 was the new financial branch setting off after the banking licenses had been sold earlier in May. And even though some plans and ideas about the banks been made public by their owners already, the bank buildings are still missing. What a disappointment first – no banks. But then again VU 8.12 offered us much more than we had thought in the first place: two new TPs and a couple of new creatures and items.

Both new teleports, New Switzerland and Oshiri Hearts, are located north of the Solfais Crater, Shinook Jungle and Treasure Island line, opening the area that hasn't been available before which is a bit of a surprise since noone seriously expected those servers to be opened soon. Together with the new creatures populating the new zones and well-known zones a great compensation for being put on a hold regarding the banks. Being located in a region with green hills and snowy mountains, New Switzerland is being named justifiably like it's RL pendant (special feature here: a partly hidden televisor that will take you up to the lighthouse – the place where you most likely will revive when being killed around New Swizz), whereas Oshiri Hearts is a bit of a mystery: A psychedelic purple hill location with an interesting looking vegetation and mysterious bubbles flying around nearby.

With five new creature races born on Planet Calypso, VU 8.12 consequently continues the variety of new mob populations that already started with the implementation of the Mul species. Giant Miner Bots, robot vehicles extracting resources from the soil around Treasure Island, are definitely an attraction; the flying TskTsk a big surprise to the visitors of Oshiri Hearts since they look rather harmless, but effect a remarkable damage; nasty Scipulor stinging, aggressive Malcruentor biting and the vicious Sumima electrifying and all looking out for you north of Solfais Crater.

The most astounding aspect though was noticeable in the loot window: no – the PEDS aren't back. Despite the common ammo you regularly loot, a new type suddenly

1001 things MA could do about EU by NEVA

appeared in the pop up: explosive projectiles, but they wouldn't fit on the known weapons. No, new weapons as well: projectile weapons such as the Vumpoor and the Eraktors. And they came together with the new Grenadier profession, the Projectile Launcher Engineer profession and the Explosive Projectile Weaponry Technology skill.

Additionally right after the activation of VU 8.12 the all chat was almost spammed with general messages and not all of them were globals or HoFs: a fair number mentioned new discoveries

Mirandax Yanda Zez is the first colonist to discover (Enhanced Electronic Fluid Memory)!!

like the Enhanced Electronic Fluid Memory and many more. It's safe to say that with the recent VU a vast amount of new and great features arrived on Calypso. Maybe this is also the reason for number of minipatches that were needed after the first big version update. And maybe it's also the reason for a higher frequency of CTD experiences as well. With all those new features implemented it will take a while to explore them and ask for more new stuff. Maybe MA prepared their summer vacation well ;-)

EU's Movie Competition Winner on Youtube by TCP

Congratulations to Florin and Laurentiu Pocneata for winning EU's first Movie Competition broadcasted on Youtube! For amassing the most views the entry comfortably won the Unique EU01 Movie Price – a golden statue handed over with the recent VU.

Even though the competition was tough, the movie "Entropia Universe01: Best Game Ever!", introducing the Entropia Universe and Planet Calypso in a rather classical but convincing way, ruled out the mass of entries with 66.000 hits in total and can be viewed under <http://www.youtube.com/watch?v=gf8dM7VRfqq>.

A great competition that will hopefully last for a couple of rounds to give all Entropians an opportunity to prove their creativity and ingenuity. And the participation in this competition has been amazing with an enormous variety of entries – EU introductions, hunting snapshots, movie making and re-enacting and, naturally, hilarious entries you can watch over and over again! Very special among those the bug report filmed by Nimrod <http://www.youtube.com/watch?v=D9Zju9PHoso> or the Evil Santa going berserk <http://www.youtube.com/watch?v=YTvVFCW9XQk>.

The editorial staff's personal favorite however is the debate about what the abbreviation "TP" really stands for, a perfect cutting and dubbing by Zylex. Must view under <http://www.youtube.com/watch?v=tvgh0Q9ig6Y>!

Thank You Card by TCP

It was a big and also flattering surprise for the whole Calypso Post crew: the last issue of our little magazine, TCP4, gets a mention on the official Entropia Universe website under <http://www.entropiauniverse.com/en/rich/5347.html>! As you can all imagine the excitement was huge, especially since Marco is speaking in high terms of our publication. This felt and still feels like reaping the fruit of our labour.

We'd like to thank you all for your support. Without your feedback and hits on our magazine giving us the impression that it's worth working on this project, the TCP would have popped off long before. We'd also like to thank MindArk and especially Marco, not just for noticing us but making their notification public and giving us an enormous boost that way. This is really appreciated! Keep on reading!

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.

1. Since female avatars have fingernails now – what about some nailpolish?
2. Implement a function that allows you to enlarge the PM window.
3. More space for friends on your FL and maybe even an option to sort them much better according to categories – just like the different chat windows work.
4. Additional use for Mind Essence.
5. Pets working as vehicals for personal transport! At least an additional training level would do for now.
6. More official events or missions you can arrange at the Event Organizer.
7. A wider variety of armour models like Aurora, Sema etc. and not just modified/recoloured standard models.
8. Allow crafters to influence the armour stats! For example: you have a maximum number of points to distribute when crafting an armour part and you can distribute the points the way you want to. The more durability points you give the less points remain for protection stats.
9. A more active, vivid crafting experience. Just standing there and clicking a button is lame.
10. Craft your own building! If you own land it would be great to be able to craft your own house or whatever using ores and woods.
11. Allow soc estates so you can share it with your mates.
12. More dances!
13. Avatar interaction! It would be great not just doing your gesture on your own, but really interact with a person when dancing for example.
14. Bring drinks to the bartender! Possibly a new business branch to refine fruits and some enmatter to beer or cocktails.
15. Allow us to get naked! Some experienced the naked bug already – we don't have no detailed genitals anyway, so why the fuss? And the Gem Bustier will look much better on the female body too.

If you have your own idea 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>

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 120756

Title: Fund approval application for prolongation of project UT-4, fieldgroup CU-6 in section 2

Author: Dr. Chuck Lockhart, Savannah Huffman

During 4 months of observation in sections 1,3 and 4 CU-6 compiled profound facts on the Umbranoid species, its behaviour and habits, presented in RDI report 43766. Referring to RDI report 43798 the decision to get into closer contact with the Umbranoid Tribe in section 1 around Aegis Mound and Chimera Canyons failed as premature. All further attempts to restart social interaction with Tribe U1-2 were aborted due to constant attacks that led to reiterated death of some of our students.

Even though the purpose of our study is purely of observing and descriptive nature, Dr. Geoffrey Hauser and Dr. Andor Serfil broke with the ethical maxim and killed a Male Umbranoid for medical and anthropological reasons stated in RDI report 43799 and 43801. The items found when examining the Male had been sent in to the RDI laboratory. One sample each remained in our camp, that had been moved to section 3 meanwhile.

Although not conform with our main policy the death of the Umbranoid Male was insightful and complementing to our results. Especially the hairspray the Male was carrying caught our interest and was set onto the list for further scientific research.

After two weeks of further observation of Umbranoid Tribe U3-1 in section 3 near Linnadian District we felt that our further and recent knowledge gained about the habits and social interaction of Umbranoids should enable us to start another attempt of approach. This time with more success. Even though plain visual, the Umbranoids don't seem to make a real difference between sexes in their daily routine, but react on the naked and bald outward appearance of their own and other tribesmen. In order to mix with Tribe U3-1 unobtrusively we shaved our bodies. With governmental permission from MA the exemption to take off even our underwear was granted. This was our conclusive breakthrough. In a short space of time we succeeded in becoming a tolerated part of the tribe. During this period of participating observation we have been able to establish a unique communicational modus consisting of mimic, gestures and archaic sounds.

The cultural techniques we have been taught can be classified as groundbreaking and trend-setting for the calypsonian civilisation. The advanced use of hairspray, up to today only applied in the beauty branch on Calypso, is probably one of the most innovative technologies the Umbranoid species' knowledge comprehends. We learned that the Umbranoid use the hairspray as an effective weapon against the flying and annoying Diripi, Igni and Pupugi. With a reload of 40 the hairspray can give an average damage between 5-20, covering a 0.5m circle radius. We also found out that a skill level of at least 500 points in Handgun is required before the young Umbranoid will be given a batch of hairspray bottles of their own. Apparently this and other cultural techniques are being practised in the Umbranoid Tribe Headquarter north of PVP1.



The Hunting, Mining & Crafting Pages



A BRIEF HISTORY OF SWEAT - PART II

By Wistrel

“EXPERIMENTAL RESEARCH PROJECT GW-14 HAS BEEN DISBANDED WHILE ALL RESOURCES HAVE BEEN REDIRECTED FOR ACCELERATED RESEARCH INTO THE PROPERTIES AND USE OF SUBSTANCE 17. PRELIMINARY RESEARCH REVEALS GREAT SCOPE FOR USE OF THIS SUBSTANCE WHICH HAS NOW BEEN CODE NAMED ‘MIND ESSENCE’”, RDI REPORT 73785 CONCLUDED. WHAT HAPPENED AFTER THIS GROUNDBREAKING DISCOVERY?



The discovery of substance 17 or Mind Essence (as it became known) brought with it the answer to all of RDI's problems. The properties of the chemical were amazing and soon the scientists of RDI managed to channel it's emissions of the mysterious force X by the production of implant chips, compatible with a colonist's standard cognitive visual interface (cvi). These chips were capable of bestowing the user with the ability to produce and direct electricity or fire, perform micro cellular healing, teleport themselves, aid concentration in the face of adversity or even bend space time to produce worm holes. The fact that the production of Mind Essence was reliant on a steady supply of chemical 387/B, which was only available from animal sweat, brought instant employment opportunities to almost every new arrival on Calypso. Colonists could now work as collectors and sellers of the substance until they had enough money to make their way in another trade. Such was the success of this enterprise, RDI devoted research into the enhancement of standard CVIs, powered by absorbing background levels of force X, which granted users the ability to perform a basic level of telekinesis allowing them to remove, and channel, the so called 'vibrant sweat' off the backs of creatures, without the danger of ever needing to get too close to them.

As time past, the sweat trade developed well. A typical start for a new colonist on Calypso would involve a brief induction followed by a trip out to 'sweat farms' north of Camp Phoenix where, in groups, they would learn to 'sweat' the Diripis (a large comparatively harmless flying insect) in relative safety then come back to Port Atlantis to sell their wares. At this time, things were good, the price of sweat fluctuated around the '1 pec a bottle' mark and for the most part, all was good.

This fledgling society was however beginning to experience change which, most notably manifested itself as a large separation between the rich settlers who had been on Calypso some time and the poor new settlers who had only just arrived. The problem it seemed was that those colonists who had been there prior to the discovery of substance 17 felt they had been hard done by. They had worked hard, risked money, life and limb to survive while these new colonists simply got it 'easy'. At the same time the new arrivals were beginning to question their lot. 'Sweating' for a living, despite what the veterans believed, was tough, mundane, commanded long hours and, depending on how you went about it, was often dangerous. The 'oranges' (a derogative nickname derived from the so coloured flight suits worn by fresh colonists) therefore, began to get smart. Organisations were formed, cartels even and all were bent on the sole aim of pushing the sweat price higher and higher with the outcome of supposedly getting a better deal for the new colonists. Marketing at Port Atlantis became a battle ground. Any orange or trader caught buying or selling sweat below its dictated value could expect to be 'paid a visit' by the, so called, 'sweat mafia'. Known perpetrators were hounded in the field, their prey slaughtered effectively neutralising their income and, as such practices escalated, the sweat price doubled, tripled and continued to grow, seemingly without yield.

But this was not to continue. Although the oranges believed they ruled the market this was not in fact the case. Whilst RDI were pouring most of their resources into Mind Force development, they had not, as yet, perfected the technology. As a result, mind force enabled chips were still inefficient,

slow and required, at current prices at least, far more money to operate than equivalent technologies which were already on the market. Consequently, the trade collapsed. The cartels, price fixers and pressure groups, believing Mind Force to be, the 'play thing' of the rich and privileged had failed to account for its true value as a useful commodity and thus, the industry ground to a halt and the grand colonisation initiative of the imperial empire, once again, fell beneath an ominous shadow.

RDI were, of course, aware of this. With the price deadlock on the production of substance 17 stagnant, the sale of mind force chips steadily dwindled and, without this income, they faced bankruptcy and with it the failure of the entire entropia project. In desperation RDI appealed to the core worlds for financial aid in solving the crisis. With the emergency funding they received, all efforts were concentrated on developing new, more durable cvs to replace those owned by veteran colonists that had long since lost their telekinetic functionality. This, in essence, was an attempt to break the new colonists' monopoly and put Mind Essence production back in the hands of those who actually had use for it and, for a time at least, it was successful.

The problem was that, previously, veteran and experienced colonists had believed the occupation of sweat gathering to be easy. Initially, of course, prices had dropped but as more and more 'mind forcers' became tired of the tedious act of gathering enough raw materials to fuel this ability they turned, once again, to the cartels who, triumphant in their claims that sweat gathering should reap a hefty reward, forced costs even higher and, eventually, the price deadlock returned, this time, worse than ever before. This time, there was no solution. Mind Force chips were soon considered useless and the idea that the technology could be used as a viable alternative to anything, a widespread joke. The end, surprisingly however, was not yet in sight.

In the absence of funding for mind force development, RDI had begun the process of reviving their old projects, hoping against hope that one of them might prove to be profitable and save their fledgling enterprise from collapse. It was at this time that one Trob Tedser, a student in those days, came upon the results of project GW1 and in particular, the ill fated GW1-14 experiment. Although mocked by his superiors as a non-profitable time waste Trob became fascinated with the results of the experiment, and began to conduct research of his own. It was then that he made the discovery. The initial basis for the research of project GW1 had been entirely theoretical, a speculative "what if?" experiment based upon observations

that the climate was changing, but the exact nature of this metamorphosis had never been fully understood. Trob now had this information, and the results of his work could well spell the end for the sweat crisis now facing the population.

The planet, it seemed, was getting hotter, but miscalculations in the earlier experiment had failed to predict the exact outcome of these conditions which were, in fact, far from fatal. This time, it was simple and all they had to do was wait. As time passed, Trob's predictions proved to be infallible, the time taking for a colonist to fill a thousand bottles with the prized chemical 387/B dropping from weeks of toil in the field to mere hours. Prices wavered, dropped, then plummeted and with them demand just got higher and higher as even new colonists started utilizing the technology. Trob, of course, became heralded as a local hero and was awarded the Stanner Prize for Scientific Excellence. RDI was again able to push the technology surrounding mind force development and finally, the future of Calypso looked bright and once again cemented, as a foot step in mans last great stage of evolution.

SENSATIONAL DISCOVERY *ANIMAL SHIELDS AGAINST PKERS IN PVP* by NEVA



■ MIGGOBARS TRICK

IT FEELS LIKE WE'VE BEEN WAITING FOR AGES TO RECEIVE WIDER USE FOR TAMED DAIKIBAS OR EXAROSAURS. IN FACT: WE WAITED FOR AGES TO FIND AN ADDITIONAL MEANING IN TAMING DESPITE SKILLING ON CREATURES AND MAKE THEM FOLLOW YOU AROUND LIKE A PUPPY. GOOD NEWS FOR TAMERS AND PET OWNERS! NOT THAT MA HAD FINALLY IMPLEMENTED FURTHER EXPERIENCE LEVELS. IT WAS THE WELL-KNOWN TAMER AND PET SHOP OWNER MIGGOBAR WHO HAD AN UNIQUE IDEA.

What to do with that pet after you've tamed and trained it up to level 3? This question must have been preying on Miggobar's mind for a long time now. Skilling in all taming related fields and specializing in the pet business, all Miggo could do up to today was to keep the faith and sell taming equipment to those who believe in the future of zoology as well.

The missing option to apply the pet handler skill either way inspired Miggo to find another solution. Together with his mate Biizle he took four tamed Daikiba Stalker into PVP3 to put his idea to the test: animal shields as moving targets that can protect their owner – and others – from hostile fire! As expected the toxic soil didn't have any effect on the pets and the massive Daikiba body, that has proved to be an effective protection, sheltered at least for a long enough period to TP jump out of the the red zone in time

since pets cannot be damaged. This must be real good news for all miners who use to drop bombs and probes in PVP3, especially for those who made the bad experience of being PK'ed there with an inventory full of ore and enmatter. But even PKers themselves can use the pets effectively to return fire or attack from behind the shield: a Daikiba Stalker gives shelter comfortably to at least two people.

When made public on EntropiaForum voices arose claiming this strategy was unfair, asking for features to stop the 100% effective use of animal shields in PVP like for example implementing a function that aggroes the pet when being shot at so they turn out to be damageable again and therefore killed. Of course this sounds like an interesting feature, but unfortunately those voices being against animal shields will have to wait just as long as all tamers on Planet Calypso to get such pet related features implemented. Since it takes a lot of effort to get your pet into PVP, it costs Nurio and even pet experience and levels in case your pet will be returned to stable automatically because you had to leave it due to being killed or other reasons, it's presumptuous to say this strategy is unequable. And for sure it isn't more unfair than PK'ing inoffensive miners.

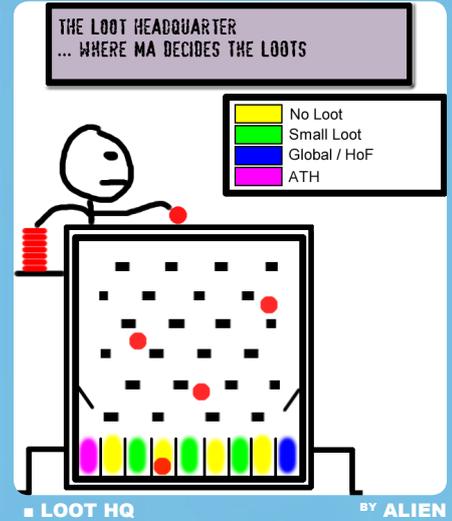
Virtual Banking Licenses Sold! by NEVA

WATCH AND WAIT, WAITING FOR THE AUCTION TO END AND WATCHING THE PRICES FOR THE BANKING LICENSES BUMPING UP. AND THEN, FINALLY, THE DAY HAD COME TO REVEAL: THE FIRST VIRTUAL BANKING LICENSES SOLD IN MAY 2007 VIA AUCTION IN THE ENTROPIA UNIVERSE CHANGED OWNERSHIP FOR A TOTAL AMOUNT OF \$ 404,000 TO BOTH, KNOWN AND UNKNOWN AVATARS TO THE EU COMMUNITY.

Despite the EU celebrity Neverdie (\$ 90,000), the EU veteran "Jolana Kitty Brice" (\$ 95,000) and cross-world entrepreneur Anshe Chung (\$ 60,000), famous in EU as well as Second Life, two RL entrepreneurs won two of the five licenses: the avatar Janus JD D'Arcwire representing a RL bank (\$ 59,060) and the avatar Yuri iNTellect Efremov representing the russian internet payment provider MONETA.ru (\$ 99,900).

Eagerly awaiting the next Version Update many Entropians expected VU 8.12 to implement the banking buildings already, but apparently it wasn't about time yet and we are still being put on a hold to see them. And probably some to check out the service of one of the banks. Maybe Bank NEVERDIE? Extending his property of public institutions by purchasing one of the prestigious banks, ND calls it "The Gamers' Bank™" and intends to create a bank for the people. Anshe Chung took her will to give something back to the community a bit further: after winning her license she offered 10% of her interest publically to allow Entropians participating in her business bybuying shares for 1 PED each.

Naturally since the banks aren't implemented and working yet, the bankers are still dealing secretly with their new business and we are once again doomed to wait a little longer for more information. For now this is up to a few insiders involved. But since this is a branch supposed to be not only good for the bankers themselves, but also for the EU community: What do people think about the banks? What do they expect from them and their future development? What's the public opinion, the people's voice? Viking asked five people at one of Calypso's most popular trading spots: Twin Peaks.



5 On The Street – Entropians About The Banks by VIKING

AFTER THE BANKING LICENSES WERE SOLD – AND WE ALL KNEW THERE WOULD BE A HUGE PILE OF PEDS INVOLVED AND HAD THE COMMON SUSPECTS IN MIND – I WONDERED WHAT OTHER PEOPLE, PEOPLE LIKE YOU AND ME, NON-ENTREPRENEURS, THINK ABOUT THOSE BANKS TO COME. ARE THE BANKS GOOD OR BAD FOR EU? DO THEY ACTUALLY CARE? I TALKED TO FIVE RANDOM FELLOW ENTROPIANS AT TWIN PEAKS ABOUT THEIR OPINION:



Lucas Newton Nilsson, Miner from *13Devils*: "Don't know much about it, but it seems cool... I want to know how it works."

Tzepelea Tzepu Geri, Trader from *Sterling & Moss*: "It will be good for the game, for the economy and I'll certainly use them. Most likely I'll use Neverdie's bank."



Dart DartYoda Yoda, *Freelancer* without a main profession yet: "I don't know anything about it really, so I can't say if it's good or bad."

Foxy Foxy Pilot Cuddlebottom, Pilot from *Quest to Kill the Rest* and Owner of a Space Travel Agency: "Based on what has been released I am not sure that I would have bought one. But if they have more services than we have been advertised then maybe a good investment it could have been."



Rico Turkish Elmama, Hunter from *~ Utopik Tribe ~*: "I think it's a bad thing. It helps only people with money. But I don't know all about this subject yet, so let's see what happens."

New Profession? Female Dancers On CND by NEVA

NO. THIS IS NOT ABOUT NEW PROFESSIONS AND SKILLS IMPLEMENTED WITH THE RECENT VU, 8.12. THIS IS ABOUT CLUB NEVERDIE AND THE OWNER'S IDEA OF HOW TO ATTRACT MORE VISITORS TO HIS DISCO. IT'S ABOUT A BUSINESSMAN, A BUSINESS IDEA, A NEW JOB OFFER AND THE PUBLIC REACTION ON THIS UNIQUE INITIATIVE.

Be seen and make money – that is NEVERDIE's slogan on EntropiaForum to advertise the job offer for female dancers, supposed to be hired at weekends on CND for 2 PEDs per hour plus possible tips given by the visitors themselves. Naturally hanging out and dancing sound much more fun than sweating and in fact ND was thinking about the one and only profession you can carry on for free when setting the wage. But of course such a prestigious job requires a bit more than just a female avatar and the dancing icons on hot key. A sexy avatar with the corresponding sense of style was as much required as good conversational skills and sense of humour to entertain the club's patrons both: visually and socially. But in the end the social part of it turned out to be as issue.

It didn't take long to call people's eyes and bring different reactions and opinions to the scene. What looked like an offer for women to work and men to be entertained naturally called a few male voices in asking for similar job offers for the boys earning PEDs by dancing and soon developed into a fundamental debate: Dancing female avatars – what if there is a man behind? Pleasure girls? Lap dancing? Stripping? Sexism? Underaged Entropians? Inappropriate?

Despite the rather funny verbal exchange about men with female avatars dancing sexy at CND for cash could be an indicator for homosexual preferences, some expressed their concerns regarding this new profession opening the door of possible sexual harassment that might not be wanted, needed or taken for granted. Even the matter of underaged gamers applying for a job had been brought up and after a simple public announcement had developed into a debate about maxims, ND closed the thread opening a new one with basic corrections. In order to step back from the idea those dancers could be more than dancers only but entertainers as well, the requirements were reduced to the looks and the looks only. The job profile set to Go-Go Dancers, including a brief summary about the meaning and historical genesis of Go-Go Dancers to highlight the non-sexual nature of this profession and rejecting any application under 18. Dancing for fun only – no stripping, no turning on for the money! However: noone knows what's happening in PMs though.



by NEVA

Advanced Sweating

Sweating is boring. Yes, yes – it is true. Of course the existence of a couple of sweating addicts who are truly dedicated with all their heart and all their soul to this activity can't be denied, but compared to all other activities on Planet Calypso sweating might be rated as rather lame. Interesting first it can soon turn out to be frustrating as you keep on dying constantly, the creatures don't pay enough sweat and after a couple of days sweat bottle pulling the "excitement" hits rock bottom. Even team sweating at Nea's Place with a little competition between the sweat gatherers and chatting to comrades doesn't work well for a long time. I know this, I've been there.

For all those who gained some skill levels in other fields and assembled a nice gear, but still like to sweat now and then, advanced sweating might be the solution. Gathering sweat from higher level creatures can give you both: excitement and challenge, different actions to skill on and sweat!

I already tried to sweat Atrox which is actually a fun thing to do, but will turn into a slaughtering soon – whosoever is going to die under these circumstances. Personally I prefer Molisk for the advanced sweating. It requires some higher level equipment to sweat them properly, but it also offers the option to skill in several fields at the same time and the chances to global on one of them are much better than on a Snablesnot Mature or an Exarosaur Young.

Giving an Impact Damage of 67% and a Cut Damage of 33%, Pixie, Shogun or Gnome can give you a basic protection to perform a longer sweat process unit without fapping after each hit. Platings of course are welcome and the more HP you have, the longer each sweat performance on one Molisk can work without much fapping. Sweating on Molisk Young is recommended; you can get eight successful pulls each. The total amount of sweat differs according to the individual Molisk and your skill level, but up to 100 bottles and even more is possible.

So, good basic armour and a FAP are the two musts for the advanced sweating on Molisks. Additionally a Focus Chip makes sense, allowing you to keep up your Concentration charging even though being hit. This way you can skill the fapping related skills as well as all mind related ones. Instead of using a common FAP you could also use a Heal Chip to focus more on the Mindforce related skills. And, naturally, it makes more fun to kill the single creature as soon as it's dry, using a Nerve Blast Chip for the Mindforce skills or any other weapon you'd like to skill up on.

The advanced sweating of course is a rather expensive way of gathering sweat, since you need the gear, use ammo and ME. But it's also the more challenging way of sweating and hunting as well. Molisk aren't too hard to beat, but give usually a good payback and since they drop their teeth with almost every loot window popping up after killing, you can easily assemble a nice amount of Molisk Teeth to sell them on with a decent markup.



■ FOCUS



■ SWEAT



■ KILL

Competition!

by TCP

Win a free space flight! The winner will be announced in the next issue in August 2007. To enter the competition, send your answer and full ingame name via mail to calypsopost@euforces.com; subject: "Comp June".

The correct answer of the competition in April 2007: Memorial Island.

CONGRATULATIONS TO TRIAXX KEA MOLL AND RICO READBRID KILLJOY FOR SENDING IN THE CORRECT ANSWER AND WINNING A FREE SPACE FLIGHT EACH!



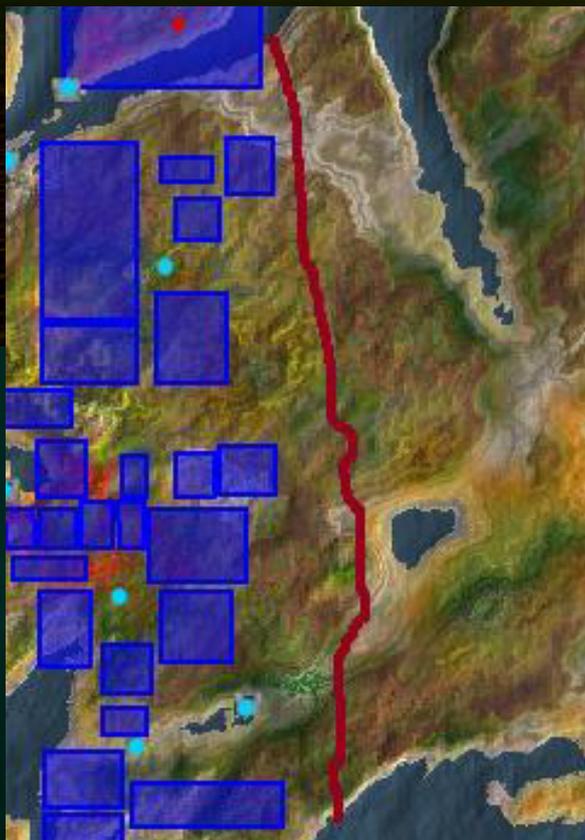
COMPETITION SPONSOR: FOXYPILOT'S SPACEFLIGHTS



Where is this?

LOST... at the border to Noman's Land Running from Sakura City to Wolverine Hope

I HAD DONE THIS THOUSANDS OF TIMES ALREADY AND THOUGHT I WAS USED TO IT ACTUALLY. THE THRILL AND EXCITEMENT WHILE CHARGING MY MINDFORCE, SELECTING MY DESTINATION AND FEELING THE ADRENALINE PUMPING THROUGH MY VEINS WHEN GIVING A GO, NOT KNOWING WHERE I'D END UP. THE FEELING OF MIXED UP INNARDS TRYING TO GET BACK IN PLACE AFTER A COMPLETED TP CHIP JUMP AND THE DIZZINESS AFTERWARDS ISN'T MUCH OF A PROBLEM ANYMORE. EVEN THE FACT THAT I COULD JUMP RIGHT INTO A HERD OF WHATEVER CREATURES DOESN'T SCARE ME REALLY - TO BE HONEST AFTER JUMPING ALMOST DAILY JUST FOR THE PRACTISE I AM PROUD TO SAY THAT MEANWHILE I AM PRETTY GOOD AT MY JUMPING. I CAN HIT THE CO-ORDINATES I BEEN GIVEN ALMOST EXACT AND IT'S BEEN A LONG TIME SINCE I ENDED UP IN A SEVERE RED POPULATED ZONE, BUT THIS IS MORE LIKELY RELATED TO LUCK AND NOT ABILITY. WITH MY LAST JUMP IT WAS DIFFERENT THOUGH. MOVING EAST FROM SAKURA CITY TO EXPLORE THE VAST COUNTRYSIDE THERE I DECIDED TO RATHER USE TWO OR THREE ME UNITS AND NOT RUN FOR HOURS. BUT INSTEAD OF SLIDING SMOOTHLY BACK INTO ZOOM I GOT STOPPED BY SOMETHING ABRUPTLY LIKE I HAD HIT A WALL. IT REMINDED ME OF THE PHENOMENON YOU EXPERIENCE WHEN AUTO-RUNNING ACROSS THE COUNTRY AND ENTERING A NEW SERVER LINE THAT STOPS YOUR MOVEMENT AT ONCE. AND THEN THERE IT WAS! A MESSAGE IN ALL CHAT SAYING THE AREA YOU ARE TRYING TO ENTER IS CURRENTLY UNAVAILABLE! MOVED ON A BIT FURTHER NORTHISH AND TRIED AGAIN: THE AREA YOU ARE TRYING TO ENTER IS CURRENTLY UNAVAILABLE! RAN MORE NORTH FOR FIVE MINUTES - THE AREA YOU ARE TRYING TO ENTER IS CURRENTLY UNAVAILABLE! WHAT THE HECK IS GOING ON???



There are two rather unexplored territories on your Ametherian Map. Unexplored because they are vastly empty without teleporter or any known zones. The first territory is way north above the Treasure Island line; after VU 8.12 not totally vast and unexplored anymore since the north-western part of the continent has been opened meanwhile. We don't know yet if servers of the whole northern part are accessible now. The second territory defines the whole zone east in vertical line with the TPs Sakura, Nate and Wolverine. Today we are going to have a closer look at the second territory.

What's the best you can do when going on an extensive exploration tour? Exactly! Bring your TP Chip and enough ME to move on faster or get back easily. Don't forget your Omegaton Desert Walkers as it's a long trip. Bring definitely some ammo since you never know who you'll meet. And, naturally, bombs and/or probes! Never miss out a chance to discover a new mining hot spot! And the zone we are talking about looks promising when it comes to mining. But – there is of course always a but: Don't expect too much from the area we are about to discuss. The very eastern area of Amethera is empty and unexplored for the simple reason that its server isn't available. There is in fact nothing to this territory as it cannot be entered. Goodbye happy mining in utter solitude!



■ TRYING TO GET IN

LOST



Hiryuu can be found all along the borderland way in frequent intervals. The near and far surrounding soil of Wolverine Hope next to "The Border" holds more resources than its southern borderland: Lysterium and Oil, but especially Belkar and Copper can be found more frequently here. The diversity is amplified by some finds of Growths Molecules and Dianum. Of more thrill, interest and action are of course all those Land Areas to the western half of The Border: Among the Landgrab Areas LA-09, giving home to big Trilomites and Cersumons, LA-14, LA-03 with Falxangius herds, LA-19 with its Allophylys and Atrox who use to come close to The Border, and the abundant LA-02 where you can find Thorifoids, Exarosaurus, Trilomites, Hiryuus and Bristlehogs. And of course the Outback OLA-06 with its Longus, right behind LA-19, owned by Mannanan Mac "Mac" y Lir. Above Wolverine Hope you'll find OLA-21 (Atrox and Formicacida), OLA-22 (Exarosaurus and Scaboreas) and LA-01 (Thorifoid), as well as LA-16 (additionally

As you can see on the map there is a clear line that divides the continent into an accessible and a so far not available part. Mining along the border is of low success. Zinc, Oil, Lysterium and a bit of Belkar are the finds that could be detected when moving from the Sakura starting point up north to Wolverine. You have to move towards the available inlands to find your luck in mining and even hunting. Staying close to the border, trying to find a loop hole now and then, you won't meet many creatures or even other Entropians. The hinterland of Sakura holds a few Atrox – higher maturity levels – and plenty of Exarosaurus in a rather swampy, sometimes desertish landscape. Running further north and even a little more east you will see even more Exarosaurus as well as a few Bristlehog and Trilomite, especially the closer you get to Wolverine Hope.



DIVERSE LANDSCAPE

Equus) and LA-15 (big Daikiba) a little west and abundant of different creatures.

So, after all we can only wait and see if there will be more in the future. Right now this territory seems to be a waste on our map, but it's safe to say that if those servers go online finally this zone will offer some great implementations. From the sheer look at our map it looks like a fertile landscape with healthy soil for resources and creatures as well. Even though it's a little astonishing: the map shows us things we cannot be sure of - a huge lake north-east-east of Sakura City, but de facto it's located beyond the accessible border. Who says it really exists, Scully?



WOLVERINE HOPE

BUG BUSTERS

TCP's „1.2.3“ of Bug Busting

BUG BUSTING REALLY ISN'T THAT HARD IT JUST REQUIRES A LOGICAL MIND AND THE ABILITY TO THINK OUTSIDE THE BOX. OF COURSE THERE'S A FAIR AMOUNT OF LUCK INVOLVED TOO BUT THAT'S FAIR ENOUGH SINCE WE DON'T ACTUALLY WANT TO DISCOVER BUGS REALLY. IF THEY ARE THERE, HOWEVER, IT'S BETTER MA KNOW ABOUT THEM THAN THEY DON'T. MAKING A HABBIT OF ACTIVELY SEARCHING FOR BUGS THOUGH WOULD OF COURSE BE ABOUT AS MUCH FUN AS SEARCHING FOR MUTATED CHIRPIES AND PROBABLY EQUALLY AS UNREWARDING. FAR BETTER INSTEAD TO JUST GO ABOUT YOUR BUSINESS AS USUAL BUT AT THE SAME TIME KEEPING A SHARP LOOK OUT FOR ANYTHING THAT SEEMS OUT OF THE ORDINARY. WHEN YOU SPOT IT, DON'T JUST THINK "OH THATS ODD" ON THE SURFACE IT MAY NOT SEEM THAT IMPORTANT BUT WITH THE RIGHT PUMPELLING, THAT SMALL ABNORMALITY COULD LEAD TO SOMETHING MUCH WORSE.

As with all bugs you find, it is mandatory to report rather than exploit them as, not do so constitutes a direct violation of the EULA and could lead to your account being suspended or even a permanent ban. It is usefull however, before contacting support, to test the bug thoughrilly. Nothing is less helpfull to support than a vague case that professes with some uncertainty a tale of a Snablesnot that rocketed into the sky one sunny afternoon! Should you have discovered such a thing remember that MA want names, places and circumstances. What were you doing when the Snable flew? Were you near it? Touching it? Shooting it? Was anybody else there? When and where did this happen (Calypso time is best) and did you manage to get it to happen again? This may all seem pedantic or maybe just common sense but since none of us actually know how the game is programmed it would be folly to speculate (much) as to what may or may not be relevant. Best practice is to keep it concise, prioritise the most important information first but remember to include the details as well since you never know what may be of help.

As regards testing and getting all the information you can there are a few things to remember when pummelling your particular bug for further "cracks" or simply becoming aware of a bug in the first place. When people program things they program them to work in an expected manner. It is of course good practice to test extremes of use and the completely absurd but with deadlines and whatnot such testing is not always possible and it is here that the cracks occur. The best thing to do is to is to think of the stupidest, randomest and most rediculas thing you could try and do it. I'm talking things as crazy as trying to store papalons on your PED card and more so. A fantastic example of this is the satirical video made by Calypso's very own McCormick which features footage of a player piling probe after probe after probe into the trade terminal window until their cost to buy reaches 637457353299462ped whereupon the pressing of **ACCEPT**, credits rather than debits this ludicrous amount of money onto their PED card. Now THATS a bug! [smalltext: I don't think its "real" though ;)]

How to report Bugs to MindArk

1. Try and find out as much as you can about the problem in question. Test around and see if one bug can lead to another. The absolute best scenario is if you can work out how to duplicate the problem (if its that kind of bug). This will allow MA to follow your instructions and see exactly what went wrong
2. Go to www.entropiauniverse.com click on "support" then "my

support" (in the new submenu) and log in using the user name and password you normally access the game with.

3. This takes you to a page detailing all your previous support cases. Just above this is a link to submit a new support case and then choose the catagory that is most relevant to the problem in question.
4. As detailed above, include as much information as possible but, as MindArk point out, NEVER include your own account information as they will know this due to your website login. It is worth noting that, should you wish to add more information to your report at a later time, this is also possible from the previously visited support history page.

One slight snag with the system currently is that, unfortunately, the closest catagory available to the concept of "serious bug" is the, somewhat ambiguous, "other" which I believe most would agree, is hardly likely to set the alarm bells ringing! In my own experience of the server reset problem, when the support case had gone a week with nothing more than an autogenerated reply I eventually spoke to Port Atlantis Guide about it who took my name and said he would ask support to look up the case. This done, a response came through within days and the problem was patched along with the following version update (vu8.9). However, one can't help feeling that the inclusion, and adaqueate explanation for the correct use of a "critical bug" catagory, under the support headings, may well go some way towards alleviating such delays. As a final note, it has been stated by MindArk that, although just after version updates they try to keep an eye on forums for evidence of problems, their chief source for finding out what bugs exist and indeed how serious they are is by the **number of times** each issue is reported via the support system. For this reason then, by all means check around to see who else may have discovered the same bug as you but always make sure your first port of call is the support system itself.

Happy Bug Hunting

Wistrel

If you experienced any kind of funny bug, send your screenie and description to calypsopost@euforces.com and share it with the community!

Lag Forecast For Calypso By 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

as expected for June and July 2007

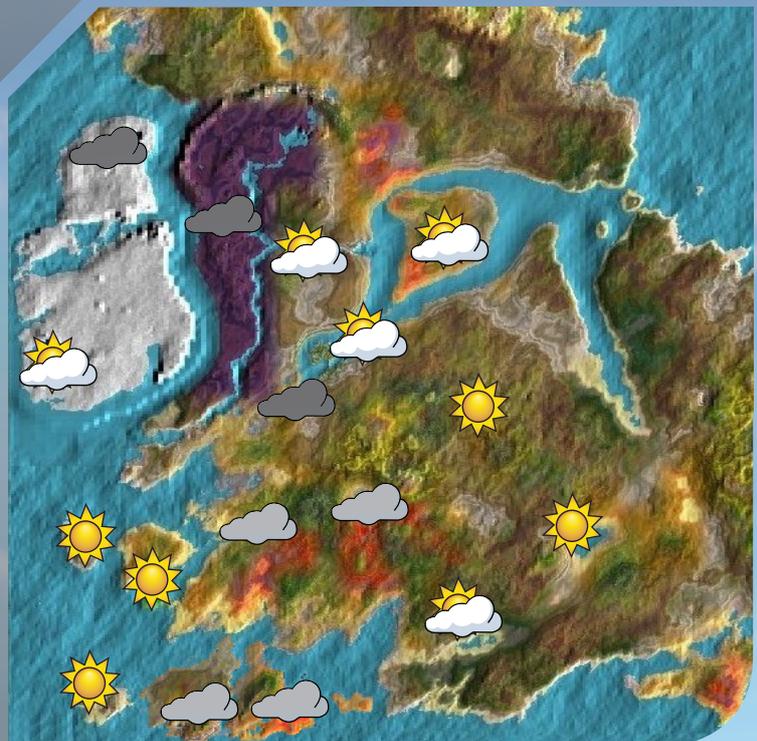


Eudoria

We are entering the summer months now and the MA servers are glad that the number of active players will decrease due to the warm and sunny weather on Planet Earth. Even though some Entropians are on summer holiday far away from VR we will still have frequent storm lag in Port Atlantis, Twin Peaks, Minopolis and Fort Argus throughout the whole day since some Entropians don't go on vacation and have more time to spend ingame now. The popular TP-Run path between PA, Billy's, Phoenix and Zychion will experience overcast to cloudy lag due to the new arrivals low. The rest of the Eudoria looks promising: little lag or no lag to mention for most parts of the continent. Atlas Island and its surroundings, where sweaters still roam, will be affected by decent lag showers throughout the day. Overcast lag and lag at times for the middle South and Hadesheim. As usual the spots with the longest daylight period are Camp Caravan and Fort Pandora. Continuing with the PVP areas, PVP 1 is expected to be rather sunny; only a few lag clouds move across from PA Swamp Camp. No information on PVP 2 and PVP 3: unfortunately the decay on our measuring instrument in PVP 3 speeded up due to the toxic soil; we hope we can take it to the next Repair Terminal in time. And according to reliable resources our lageologist in PVP 2 got PK'ed by Musky somewhere near the oil rig so we don't have any recent information about the lag desentify in this area.

Amethera

The Akmuul Island hysteria is over and the loading time on the related servers isn't that exhausting anymore, so we are expecting overcast lag in this area. The southern Snowlands are clouded as usual with heavy lag to the North. Thick lag clouds to the west of Shinook Jungle TP, but clearing up to the East and further down around Treasure Island TPs except for the area around the Hogglo Fields. Emerald Lakes Mall and surroundings will be affected by lag at times whereas Nea's sweaters still dominate this central region causing decent lag lows. Clouded, but not as lagged out as normally are Omegaton West Habitat, Nate Valley and Rei's Defense. With only a few miners around Wolverine Hope stays rather sunny with only a few summer tempests due to getting stuck in Wolverine Hope Biodome #2. Bright sunshine with no lag on the southwestern Islands and the whole eastern continent region, since its servers are still not available.



CHAMPIONS LEAGUE by NEVA

“Creating things other people enjoy is my main interest!”

THE EU CHAMPIONS LEAGUE HAS ENTERED ITS 4TH SEASON, THE SECOND SEASON IN 2007. STARTING AS AN EVENT IDEA PRESENTED BY CALYPSO ADVENTURE EVENTS IN 2006, THE CHAMPIONS LEAGUE (CL) SOON EVOLVED INTO ONE OF THE MOST UNIQUE AND POPULAR EVENTS ON PLANET CALYPSO. OUTPACING ALREADY BY THE NUMBER OF PARTICIPANTS FROM ONE SEASON TO THE NEXT, CL AND ITS MANAGERS SUCCEEDED RAPIDLY IN CREATING A TOP HIGHLIGHT ON EU'S EVENT SCHEDULE – WELL ORGANIZED AND PERFECTLY LINKED TO OTHER EVENTS AND BUSINESS PARTNERS. WHO IS THE PERSON BEHIND THE EFFORT?

Klodvig Klod Malkord started playing EU back in May 2005. The member of the soc *Nomands of the Apocalypse* is a multitasker: he likes doing a bit of everything – hunting, mining, crafting. *“Doing things other people really enjoy, I noticed meanwhile, is my main interest”*, Klod says with a smile on his face. Since he came up with the idea of CL he, in fact, doesn't have that much time anymore to do a bit of everything, but plenty of occasions to pursue his personal pursuit of happiness entertaining more and more Entropians. It was not solely his idea as it came up in the periphery of the newly founded event company *Calypso Adventure Events* back in 2006: *“About a year ago me and my friend Itto decided to start an event company. We soon started organizing some random events and, well, one day I sent him a PM with the basics of CL”*. The rest is history.

It started as a fun thing first and noone expected it to grow that big especially with the waits and breaks in the rather young CL history. Originally the first season was supposed to take place on Calypso and CND, but they ended up to première at Treasure Island on Amethera. *“And zero joined”* Klod laughs and so do we since everyone who follows the threads on EntropianForum knows that the CL has a little more competitors meanwhile. The first two events in season 4 had 57 and 54 participants, the third was planned to be limited to 45 gamers only – *“unsuccessful I may add”*. Despite the number of CL veterans joining the events regularly, each event reveals quite a few newcomers who'd like to put themselves to an acid test.

“Even an uber can't walk in playing in lazy mode – he'd get slaughtered!”

To win the CL season you need both: loot at max and defend yourself properly during single event stages. Of course any global helps. *“You could say that each single event is much like any other event ingame. The difference is that you can use the mini event to score extra points to the League.”* Each CL season takes 2.5 months with 12 events in total, one event each Sunday. Three seasons in one year is the masterplan.

Since the CL has quite a few sponsors prices are divided in two ways basically: single event stage prices and CL season prices. Single stage event prices include 400 PEDs TT items to the first, 200 to the second and 100 to the third, plus a random price to the highest global from Freyr's Fashion and www.steelseries.com. By entering the TopTen within the whole CL season 3.5K PEDs are waiting for the first place, 5 PEDs for the last Top Ten entry, including random prices with a total value of 500 PEDs and a painting from Freyr's Fashion as well.

The most outstanding partnership is the sponsorship the CL receives from the MMOWC, including the link between Klod and Neverdie – needed since CND is the gaming field of the CL and

as a local host Neverdie is well involved into the CL as well as doing the commentray. Another attractive goal to achieve are the MMOWC tickets top scorers of the CL can win that wave them through right into the quarter finals of the World Championship.

It's plain to see that the CL isn't made for everyone, even though everyone can take his or her chance of course. Compared to CL veterans as well as EU veterans cards might be stacked against unexperienced and less skilled gamers: *“With veterans I don't mean necessarily ubers, but of course it's more likely for an uber to win the CL. In the end it's just like in football: I prefer to play with Ronaldo over my brother and, damn, it would be much better to beat him in something! But even an uber can't walk in playing in lazy mode, LOL, he'd get slaughtered!”*

“I've spent 30 hours a week discussing changes!”

Bearing all this in mind creating and developing the CL must have been an enormous effort in the first place, you might as well think. *“Hmm not really”*, Klod says *“I wrote it down in a few days and me and Itto sent it back and forth, adjusting things a bit, trying to solve problems and stuff”*. And it seems to work well. Of course it takes time and Klod has to focus exclusively on the League when a season is running. But there are only few troubles and it's basically not that much effort as long as everything runs smoothly. *“Lag is the current problem for CL and it's been postponed for that reason*



■ INTERVIEW WITH KLOD

too. Additionally I've spent 30 hours a week discussing changes etc. So you can say it's a lot of administrative effort.”

Since the CL attracts more and more people servers are incapable to handle the density. Even though MA seems to work on this problem and despite some support regarding lag and bugs in the event system there has been no decent reaction from their side so far. Does Klod believe MA will be able to solve those issues in the future? *“Well, I feel confident they can, or **must** is the better expression. 60 people playing the game at the same location shouldn't be a problem, you know. I mean, hey, the event system allows 100 people to join so, yes, they must solve it. And 100 people is what we are aiming for really”*.

“Money isn't my melody!”

But what to gain from it all, especially with all the work and time included? Is it worth it? Is there a profit? First of all Klod gains “skills” by arranging those events. With a promoter rating of 2053 and a reputation of 1043 Klod dominates the event manager league together with Neverdie and Eyecontact who are supposed to have accumulated about the same amount in promotion and reputation. *“Those skills are a bit like the scanning human ones: they don't do much. But these here are harder to get. I don't know what they*

will be good for, but numbers are always nice LOL" – yes they are. So let's talk about other numbers. One got to make a living in this universe and an event does cost you PEDs you need to earn back. And in fact economy was the hardest part when starting the company and the events. Klod lost some PEDs on the first CL season, but after a type of kick back system has been introduced to the CL Klod got most of his loss back and with the public interest increasing even the financial aspect isn't an issue to break his neck. "Money isn't my melody – I usually have more fun when broke. The most important part about CL is fun! Plain and simple. Having fun participating as well as organizing it. If it wasn't I would have stopped CL right after the first season. And now that I am more experienced in handling it it's not that hard anymore – and yes, I profit some." – well deserved too, we can conclude.
www.calypso-adventures.com

INTRODUCING THE ENN – ENTROPIA NEWS NETWORK by NEVA

Entropia News Network – the name is programme. A network, a website providing news and stories related to the Entropia Universe, covering a wide variety of topics



regarding Planet Calypso. Working with different categories such as Alerts, Discussion, Front Page or Interview the ENN journalists inform and entertain you with articles, breaking news, fiction and photos. The website also contains a forum and there are currently plans to expand the way of broadcasting news via alternative media formats.

But who are the people behind the ENN?

Managed by the head Anthony Antone Wilcox the Entropia News Network is also a well-known society on Planet Calypso, ranked among the top 50 biggest socs in the EU so some might know them. Not so many people might know that ENN is also famous for their local missions with prizes, created to support newcomers to their soc. All missions are mainly photo related missions so the young ones learn as fast as possible what it takes to become a photo journalist. Maybe there is even a local mission running about YOUR soc?! If you meet an ENN journalist – smile! And dont forget



WORLD OF FIREPOWER 2007 USA WOF CHAMPION 2007

by NEVA

AFTER WEEKS OF READING WOF TEAM NAMES IN ALL CHAT THE GLOBAL SPAMMING IS OVER NOW. TEAM USA PREVAILED AGAINST SWEDEN AND ROMANIA IN THE FINAL STAGE KILLING HISPIDUS, LONGU, ATROX AND HOGGLO SUCESSFULLY. CONGRATUALTIONS TO THE FIRST WOF CHAMPION: USA!

12 nations remained to put themselves to the test during the Tribes 'n' Trees WoF Stage 3, with only the two top scorers of the three groups left to qualify for the semi-finals on Feffoids, Ambulimax, Aetherex and Chomper. In the end it was Eudoria & Sweden, England & Romani and USA & Germany battling out their tickets to enter the final stage. Tactical approaches became more and more important during this stage, with supporting teams fapping and killing non-scoring mobs as well as using wormhole and PK'ing opponents.

All in all 28 nations entered the WoF in the first place and it were Sweden, Romania and USA battling for the prestigious title of WoF Champion 2007. In the end it was Team USA living up the expectations being the favorite before the finals.

Despite all that hype it was Akiran Blade who didn't forget the important role Hurrikane played in the WoF event. In order to honour the initiator, Akiran organized an Hurrikane Appreciation Party.

To read all about the WoF 2007 see the WoF Subforum on EF under:
www.entropiaforum.com/forums/forumdisplay.php?f=130

HAPPY BIRTHDAY!

On behalf of the whole Calypso Rescue Team, the CRT Academy and The Calypso Post we'd like to congratulate our (soc) mates on their birthdays:

ADRADO GRANIS GRANKVIST

* April 29th



BITSY MITSY GEEKNERD

* May 1st



JEFFREY ZWAFF SCHREUDERS

* May 7th



HARALD VIKING OLAVSON

* May 8th



JOSH SUPAJOSH THE FIRST

* June 16th



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

CITY BOMB : Entropian Terrorism

WHAT WOULD YOU SAY IF I DONNED MY BEST ORANGE AND BLACK OVERALLS, STROLLED UP TO YOU AT PORT ATLANTIS THEN PROCLAIMED WITH A MANIC LOOK IN MY EYE THAT I HAD A BOMB, A BOMB SO POWERFULL I COULD USE IT TO TAKE OUT NOT JUST THE CITY, BUT ALSO ITS OCCUPANTS, EVERYTHING IN IT AND A FAIR PORTION OF THE IMMEDIATE SURROUNDINGS? YOU'D LAUGH RIGHT? JEER? CALL ME A N00B? PROBABLY ALL OF THE ABOVE EVEN. NOW WHAT WOULD YOU SAY, IF I TOLD YOU, IN ALL SERIOUSNESS, THAT IT WAS ACTUALLY TRUE?

Strange as it may seem this is in fact what happened a couple of months ago. There was no new arrival talking nonsense of course, the one in orange with their finger on the trigger was me. I was armed and dangerous with the power to destroy cities at will. Thousands would tremble at my name. I would take on the planet, the solar system even and, if they didn't cooperate I would blow them all to kingdom come! I would rule supreme, I... er... yeh... maybe I'd just go tell support about it.

Delusions of grandeur aside this did in truth all happen to me however the "bomb" in question was not the kind you take mining but instead, rather more metaphorical in nature. In actual fact, what I had really discovered was a bug, not just a small bug mind you. This was the big one.

Events leading up to the discovery were, as one might expect, fairly mundane. I'd been at Nymph town, wondering what to do when I found some uncoloured clothes in storage and had decided to do something about it. The exact details of my escapades, of course, elude me now but at some stage I made the typical mistake of dragging a can to the wrong paint field and, unable to simply switch it from one field to another I moved it first to the inventory and then back to the correct field in the colourator. It was at this stage I must have realised what I'd done for such a rectification had not actually been available in previous VU's so I was keen to try out this new flexibility. "What if..", I found myself asking mentally, "I moved the paint can straight from the colourator to the floor? Surely THAT wouldn't work!" but I was wrong. With some surprise I watched as the can miraculously faded into existence on the floor but this was nothing to the shock I received when, upon checking my inventory, I realised that the same paint can, was not only sitting innocently on the floor but was also back in my inventory too, happily nestling there among the FAP's!

I checked and double checked. Surely it couldn't be that easy to clone an item? What if someone found out? Wouldn't the mass production of little blue paint cans ruin the economy? It was serious and I simply had to tell MA but first I needed to be sure.

As it happened my initial fears of a cloning bug were short lived as it soon became clear that the duplicate paint can was merely visual in nature and the two, somehow, did in fact represent the same item. Through experimentation it was possible to achieve a number of strange effects ranging from physical paralysis, having my vision turn grey and allowing two players to possess the "same" item but "cloning", in any useful sense of the word, was impossible as both trading the item or attempting to split it more than two ways habitually failed.

Having satisfied my fears were without reason, it was time to inform MA of the situation and so, returning the paint back to storage, I made to log off and write my report. As usual I accessed the storage interface dropped the can back onto its stack then... Bang! My vision blurred as everything turned black and I found myself once more in reality, wondering what on Calypso had just happened.

I think at this stage, I must have been interrupted for it was some minutes before my return and in all honesty I had thought nothing of the sudden "crash to desktop" (CTD) as such events were not uncommon and are rarely cause for concern. Once again I hit the storage terminal, made to return the paint can and... Crunch! Everything went black. I felt dizzy, lost, swirling in nothingness then, a light, a symbol, the figure 97% flashed inexplicably in effigies across my vision and I woke up feeling cold.

As my eyes adjusted to the brightness I found I was lying

prone atop thick snow, an impenetrable forest of stark bare trees surrounding me on all sides and I lurched coughing, against an intake of air so icy it chilled me to the core. Clamboring to my feet the coldness continued to penetrate my thin layers of clothing as I scrambled across the snow desperately trying to get out of the vicious stinging wind. Around me I noticed others, similarly cold and confused and all running for the nearby teleporter desperate to get back to the temperate climates of Eudoria. Behind me a blanket was unceremoniously dumped upon my shoulders and gruff voice spoke up. "Idiots! What lunacy possessed you guys to come here without protection? Damn teleporters, I don't know. Stops people thinking these days. You do realise that not everywhere on this wretched planet is chocolate and ice cream right? Some places here actually are dangerous!". I stared blankly at him dumbfounded as I wrapped the blanket tight around me and tried to reply through rapidly chattering teeth. "I d-d-didn't m-m-mean to! Was at n-Nymph Town on Eud-d-doria. D-d-d-dunno what happ-p-p-end..." He looked down at me, disbelief evident upon his features then his face softened. "Heh, whatever missy. Just remember..." he scooped me up unexpectedly in his arms, carried then dumped me unceremoniously on the teleporter pad, "...to think about where your going in future" and with that he activated the control and amidst the static Eudoria slowly faded back into sight.

Nymph town was a sight to be seen. All around the teleporter people were coughing and spluttering some shivering. Evidently we had all been transported to to Amethera without warning and I had a growing feeling of dread that I knew why. Returning quickly to the shop container my worst fears were confirmed. There, sitting innocently on the floor beside the storage unit was my paint can and at that moment I was almost certain I knew exactly what had happened. Accessing storage again I rapidly donned a jacket and some cold resistant armour when someone joined me in the container. "Boy could I have done with some of that clobber just now!", he exclaimed jovially while gesturing at my clothing. "We all got dumped at Segna a minute ago. The whole bloomin' Town! Man. I nearly froze my ass off in these shor... hey what's up?" "Er...", I stammered, the shock of the sudden sub-zero temperatures still having not worn off. "I th-think I caused it...". "You?!?!", he replied with incredulity. "Nahhhh some kinda teleporter accident I'm sure. Lootius knows whats up with them these days." "No really", I replied. "I'm not sure but I need to try it again to be certain". He regarded me the same way the guy in the woods had, like he thought I was two Berys short of a running pack but relented anyway. "Fine" he replied. "Hell I've seen some crazy stuff since I got here but witnessing someone transport a whole town to a forest in the back end of god knows where, using only a storage unit? Now that I gotta see!"

Once again I dragged the paint can to the stack in storage. My theory was that its duality was the problem and, in a separated

state, trying to reintegrate only one "half" of the troublesome paint into a storage stack was causing a server reset, dumping everyone in the vicinity out of the game. Since Nymph Town would effectively "cease to exist" any returning colonists would be redirected elsewhere and, for some reason, that "elsewhere" proved to be not just the nearest place with a working teleporter, but the coldest location on the planet! This time there was no mistake. I was dropped out of the game to find a server level of only 97% and a rapid return to the cold wastes of Segna Forest revealed many frustrated colonists claiming the teleporter would no longer transport them to Nymph Town for several minutes. Now I was certain. I had a bomb in my pocket and I wasn't afraid to use it!

Sadly of course, I was afraid to use it because, much as wreaking havoc across the surface of Calypso and sending unsuspecting colonists shivering off to the dark side of Amethera would be fun (especially at Port Atlantis ^^), I'd rather keep my account and, as it transpired, I had the bug written up and submitted to MindArk within the hour. This left me thinking though, what would happen if such a bug had been discovered by others of a less savoury disposition? What if even, I'd kept this one quiet? When you take the time to apply a little imagination, the potential results really don't bear thinking about. As far as I could fathom, there's no actual gain to going around resetting servers but it is a well known fact that hackers rarely do anything for a good reason and primarily the only justification for a so called "hack" is nothing more than the glory and fame of proving that it can be done. Logistically, to take out the entire "universe" cyber terrorist factions would need to orchestrate an organised, critically timed, assault with assailants placed strategically in each city/server area each detonating, in close succession, their own personal "virtual bomb" until, sooner or later, there'd be nowhere left to "log". Without ransom of course, there'd be little benefit to doing this and the idea that such a feat could actually be pulled off is virging on the edge of fanciful. It must not be forgotten however, that Entropia has a real cash economy and that in itself is probably enough to make it a prime target for hacking communities. The game of course, is being continually updated which unfortunately means new bugs are introduced on a daily basis. So far, MindArk have maintained an exceptional record with no major security breaches having yet been pulled off. With this in mind though it is important for the community to continue to stay vigilant as a well educated player is far more likely to spot a potential bug or exploit than your average Entropian Newbie Hacker who doesn't even know his Exas from his Atrax! It is the responsibility therefore, of everyone who plays and enjoys this virtual universe, to keep a sharp lookout in the future to help maintain security and integrity for years and generations of new settlers to come.

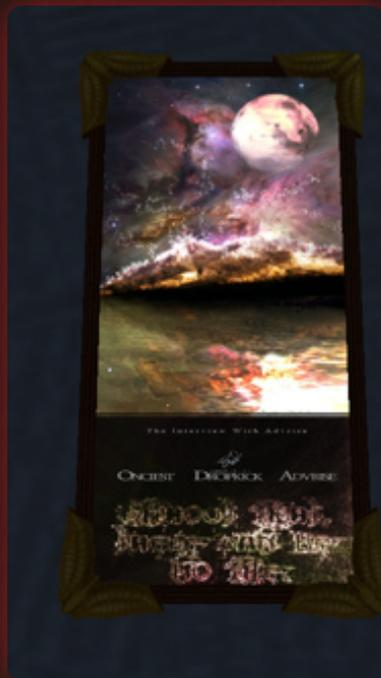
What's new in Ido's Gallery of Contemporary Art

by NEVA



THE ART BRANCH IS BOOMING ON CALYPSO. WHO WOULD HAVE THOUGHT THAT THE ENTROPIA UNIVERSE HAS SO MANY RESIDENT TALENTED ARTISTS? TIME TO SEE AND INTRODUCE THE RECENT NEWCOMERS THE ART SCENE BROUGHT FORTH AT IDO'S GALLERY OF CONTEMPORARY ART!

Good news in advance: It seems like the loading time with the participant content isn't as bad as a couple of weeks ago. Maybe something has been improved or it is the sheer fact that I was alone visiting Ido's Gallery to have a look at the new art pieces. When entering the gallery most of the screen displays appeared within seconds – another good reason to visit this place. But for sure not the only one! As quoted in TCP4 Ido's plan to exhibit works by Spiiral and Sanity succeeded. Additionally you can see the artwork of Onciest Dropkick Advrise, known as "The-Onciest"



on the Entropiaforum, and Ido's sketches as permanent exhibition so far. The three paintings *Deterioration Of Pain*, *Numbness* and *Chaotic Intervention* by Downwrdspiiral Spiiral Killix dominate the first exhibition room to your left. Displayed in the info box you can get more information about the artists' signification on what he had created. With *Deterioration Of Pain* Spiiral reflects on death and life, using the Phoenix from the Flames motif in a new and colourful way. *Chaotic Intervention* addresses the viewer directly, animating to contemplate on – in the long run – ourselves.

Ode to Marilyn by Fezza Sanity Prozac is a felicitous imitation of the well known artwork of Andy Warhol's portrait of Marilyn Monroe created back in the 1960's. Sanity transferred the basic idea into a EU related context when using an anonymous avatar he met at Twin Peaks and photoshopping him Warholesque. The picture can be purchased ingame as well as in RL.

Onciest Dropkick Advrise is represented with a fairly number of different artworks, demonstrating the artists' wide variety of style. Very impressive is his here shown work due to the harmonic and playful combination of colours and its message at the bottom that catches your eye since you can hardly read what it says. Once again with his selection Ido excelled himself and his gallery and a visit is worth every single minute of your stay.



For all those who are interested in the process of sketching: see Ido sketching a Minopolis building on Youtube under <http://www.youtube.com/watch?v=g2Gh9jE3POM> ("The Creative Process – Sketch 1").

LOCATION Billton Tower 3, Apartment 5G
OPENING HOURS daily, except Wednesday evening to Thursday due to preparing upcoming exhibitions; exhibition openings at 20:00

HOROSCOPE FOR JUNE & JULY 2007 BY NEVA

CORNOANTERION (MAR 21 – APR 19)



If you want to loot you gotta hunt, mine or craft! The PEDs won't be settling down on your PED card just for the sake of it. And taking a peek at you cash balance it's safe to say that some more loving activity is needed. Nothing wrong with taking it slow, but by the end of June your combative spirit will be in demand. Even though July starts halting you will draw on unlimited resources after the first lazy days. Time for a trip to CND!



ARMAX (APR 20 – MAY 20)



It's ok to follow a common path the first days of June, but big changes will come! All of a sudden you realize new options and perspectives you didn't even dream of before. Excitement and mixed emotions are lying ahead and you need to be prepared for a downer caused by the two sides of your personality: contradicting and incongruous, but yet just as essential for you as the acid mucus for a Snable. It's just a transitional phase to all the loving harmony you will experience throughout July. But don't overrate your luck and expect too much.



SEG (MAY 21 – JUN 21)



You are at a crucial turning-point and don't know yet which direction to follow. Unexpected events will shake you up and you will meet your limits when it comes to creatures and soils. It all sets you thinking, some of the magic around the loots will be revealed as yellow text and you will have to pass a trial of inner strenght until mid-July. But after this period nothing can stop you. Old chapters will seclude and you will start rhapsodically into the second half of 2007! The best is yet to come...



TANTILLION (JUN 22 – JUL 22)



A contemplative summer knocks at your door. Even though your social surrounding comforts you and loot windows try to cheer you up, you can't get rid of the feeling being a Sabakuma rifling through the hot sand of Cape Corinth Beach. It will take the whole June for you to realize that lying in the hot sand isn't too bad and you will get back the enjoyment of entering your password to log in the EU. You're back at full health and strenght by mid-July, making big plans even, like buying an appartment or possibly a shop? Just go for it!



ATRAUX (JUL 23 – AUG 22)



What is luck for you? No yellow text at all, but lots of loot windows popping up? No, that's an alien from subject. It's the thrill of activity, to throw around bombs and probes right next to an Aurli or killing a Neconu in Pixie armour. To reap the fruit of your effort is just the climax. You are seriously on a roll and handle it the tranquil way – maybe you are going to unlock Coolness soon in July. Anything goes, the sky is the limit!



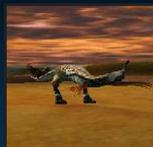
THORAFROID (AUG 23 – SEPT 22)



You need to learn to love what you do. No sweet without sweat – you know that. But your aspirations to get something good in return might be a little to excessive for June. You need to find the balance. Dogged combating isn't necessarily the way of success, not even if you are convinced of your way to go. This will change in July. After recovering your emotional stability and balance your PED balance will start to reflect this change of mood and attitude as well. A little bumpy intersection by mid-July will be weatherd without any serious damage.



AMBULIMAX (SEPT 23 – OCT 22)



What a laggy start – ingame as well as for your mood. All your efforts seem to be a dead end and you crawl out of that hole only little by little during June. But as soon as you perceive the first rays of light again you are back in full gear, flirting and enjoying any server. Be cautious roaming PVP3 and 4 by the end of June as there is one PKer being after you out there. Bright skies for you in July tho: reactivate your primary activities, say good-bye to old and useless equipment to go for some new toys. The Calypsonian Summer boosts you with self-confidence and variety. Only your PED balance clouds your days a bit, but nothing to worry.



NECONU (OCT 23 – NOV 21)



You need the right atmosphere to loot and react rather squeamish on interferences in that department. Even though you are very thorough and give your best, an amassment of yellow text unnerves you easily. These tendencies even magnify by the end of June. Competetors with more success throw you off the track. Play it fair and honest and you will survive the transition to July without any serious issues. Discontentment will continue until late July. Focus on your abilities and skill up in Concentration.



THORIO (NOV 22 – DEC 21)



You don't seem to be fully stretched and are downright keen on and seeking for huge challenges just to prove yourself againts high level competetors. Try to focus on the basics for your own good in June! Your VR life moves like a ship at rough sea: sometimes you see land, sometimes sky. You will experience a more steady power boost by mid of July with appropriate loot returns by end July when they are desperatly needed. You might meet the main question: all or nothing.



OSSEOCOLLUM (DEC 22 – JAN 19)



Try to avoid places with many people – your communicational ability is not at its best in June. So stay away from trades as well since the sensitivity and wit needed for transactions aren't aspects you owe this month. In case you were working on projects like an event take a break now to take them up later again in early July. The astrological constellation is much better then. The time is tight, but try to stay cool and handle the pressure of being torn between what you want to do and what you have to do.



CALAMUSOID (JAN 20 – FEB 18)



Enjoy the moment! You are better skilled than you think! Again and again you try to avoid certain regions only because you think you are not up to them. This is just wrong. Just face them once and make a stand and you will see that you can battle just like the others in June. Still a little dizzy from this new perception the first days of July, you will soon become more and more self-confident, developing strategies and plans. Your mood couldn't be better! Don't get this wrong: it won't be a walk in the park, but you will be able to handle it.



RIPPERSNAPPER (FEB 18 – MAR 20)



Free yourself from the need to solve other people's problems! There might be some troubles and discussions coming up in your soc and you will be able to defuse certain situations in June, but don't let it eat you up and take some time for yourself as well. Especially the first days of July are your days of success! You are on a roll and your future plans are closer than you would have guessed. But don't overrate your luck and skills and stop tilting at windmills, Don Quijote. Letting go of some things is the motto to get back on track after a little downer.



RE-ENACTING MOVIE SCENES

F U N P A G E S



Tarantula (1955)



Today



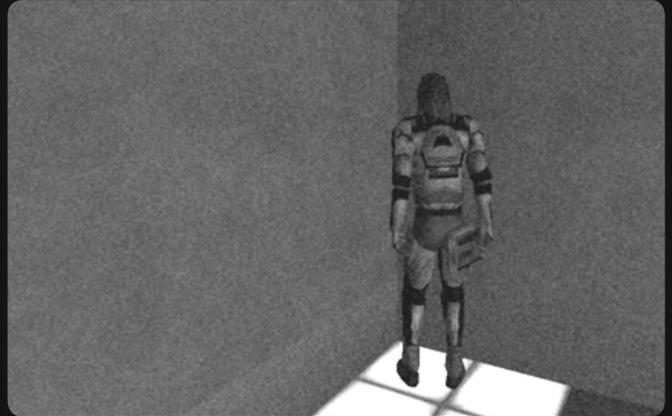
Rocky Balboa (2006)



Today



The Blair Witch Project (1999)



Today



EDITORIAL

The Calypso Post is a free newspaper that's being published six times a year on the EUForces website, (hopefully) every 10th of the publishing month. To visit the Calypso Post Team, just follow the links under www.euforces.com.

Since Euforces is back on track we were able to check the hits on all four TCP issues so far. Up to today we had 3100 hits for TCP1, 2830 for TCP2, 2930 for TCP3 and – drum roll – 19125 for the last issue, TCP4. This is truly amazing! Thanks to all those who downloaded us so far. We hope you enjoy TCP5 and hopefully, with the proper technical gear, the iTCP – our new special feature. And of course all further issues! We appreciate your interest and support, and your feedback that helps us to improve our piece of work. Starting with only a few staff members back in November 2006 the TCP team is growing with each issue. We hope to welcome new members in the future, so just contact us and become part!

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

THE CALYPSO POST TEAM AT THIS MOMENT ARE:

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Co-Editor:	Nevasca Iza Benavente
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Reporter:	Wistrel Chianti
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Artist:	Tabitha Tide Song
VIP Reporter:	Lars Mr Lars Sebra
Business Reporter:	Jonathan Jonboy Rees
Field Reporter:	Alienna Alien Xartia
Guest writer:	John Slinger Dearborn

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SPECIAL THANKS TO THESE WEBSITES FOR PICTURES, ARTICLES AND COMMENTS:

www.entropianewsnetwork.com

www.pe-wiki.info

www.entropiauniverse.com

www.entropiaforum.com

www.mytwopecs.com

www.peauction.com

www.youtube.com

Big thanks to Klod for his time and answering some questions regarding their businesses.

If you'd like to contribute a statement, an article or publish Gratz & Greetings to your ingame friends post your offer or question in the TCP forum section on EUForces.com or send an email to calypsopost@euforces.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 are still looking for guest writers for our **Hunting, Mining & Crafting Page** and our **Business, Market & Financial News pages**. Also welcome are those who want to share their knowledge about skills or anything else. Any reports about passed events or announcements of future events will be published as well.

OBITUARY

In a virtual reality where you revive permanently almost without noticing, you don't really seem to bother about death and life. It's a deep cut when reality catches up with you learning about the untimely death of a fellow EU gamer.

The EU community was dismayed at the news that Karen aka Susan 113 Smith passed away at the young age of 27, suffering from a severe disease she tried to combat until the end. Our thoughts are with her family and friends as well as with her soc, the Dark Knights Squires, and all her close friends who arranged a public memorial ceremony on June 2nd to pay one's last respect to Karen at Minopolis (25887 17582), House 4. Attended by many Entropians, including MindArk Official Guides, honouring Karen in this final act and offering words of comfort to Karen's ingame family, the ceremony began with a moment of silence, followed by several speeches highlighting Karen's friendly and open-minded character.

Hopefully Memorial Island will offer the option as a place to honour beloved Entropians who passed in the future and will be opened to all, not only Island Girl. To commemorate the deceased is a human need. Since the social bonds in the EU reality can grow strong and close, but virtuality creates a spacial distance, the demand for ingame memorial places is great and will possibly brought up again and again. Sometimes the difference between VR and RL isn't too big, not even when you look at it logically.



Coming up in August 2007: TCP6

Read all about

- **the banking buildings and the way the banks work (hopefully)**
- **the RCE Universe**
- **EBN and Beyond: A history of Calypsonian Media**
- **Security on Calypso**

... and much more!

