

NEW ISSUE, FRESH LOOK AND 32 PAGES OF RICH CONTENT

THE FIRST WAVE IS OVER! | RECORD LABEL RELEASE PARTY | CALYPSO'S ARTISTS | SORG, MASTER OF BEAUTY



THE CALYPSO POST | ISSUE 8 | JANUARY | FEBRUARY 2008

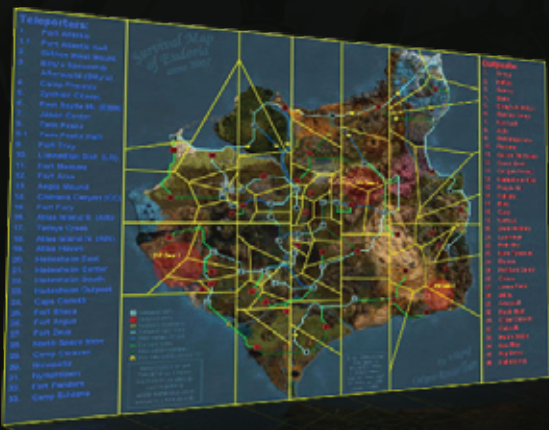
POSTER INSIDE



COVER WINNER



HADESHEIM UNDER ATTACK



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HADESHEIM UNDER ATTACK CALYPSO'S CAPITAL IS MORE LIKE DEATH VALLEY THAN A HOT SPOT OF ACTION. WHAT IS THIS CITY DISTRICT ACTUALLY GOOD FOR? SINCE IT HAS ITS VERY OWN ORB THERE MIGHT BE A LITTLE MORE EXCITEMENT DOWNTOWN. READ MORE UNDER CALYPSO NEWS AND CALYPSO & BEYOND.

BERETS FOR EVERYONE! THE FIRST WAVE IS OVER AND WE ALL RECEIVED A FREE BERET TO CELEBRATE THIS ANNIVERSARY. BUT WHY THIS FUSS ABOUT A "FIRST WAVE"? THIS SOUNDS LIKE A STORYLINE CALYPSO IS ACTUALLY MISSING, DOES IT NOT? READ MORE UNDER CALYPSO & BEYOND.

SORG HE IS THE MASTER OF BEAUTY. ESPECIALLY SINCE THE RECENT VUS GAVE US NEW LOOKS HIS SERVICE GIVING ENTROPIANS A NEW HAIRDO IS IN GREAT DEMAND. ALEXANDER WENT TO HIS PARLOR FOR A SHORT CHAT. READ MORE UNDER SPECIAL INTEREST.

ENN & ENTROPIA EXPOSED THE ENTROPIA NEWS NETWORK ALREADY BEARS A NAME ON CALYPSO. BUT HAVE YOU HEARD ABOUT THEIR NEW PROJECT YET? AND WHAT DOES ENTROPIA EXPOSED, CALYPSO'S FIRST REAL SATIRICAL MAGAZINE, OFFER? READ MORE UNDER COMMUNITY.

CONTEMPORARY CALYPSONIAN CULTURE WE ALL KNOW IDO'S GALLERY AT NEW OXFORD, THE CITY OF CULTURE. BUT WHAT OTHER GALLERIES ARE THERE ON CALYPSO? AND WHAT ARTISTS DO WE ACTUALLY HAVE? READ MORE UNDER ENTROPIAN FICTION & ART.





HADESHEIM UNDER ATTACK!

ARGONAUT AND UMBRANOID STRIKING FORCE INVADING THE CAPITAL

THE ORBS, ALSO CALLED “SPHERES” AND PERFECTLY CREATING A CONNECTION TO THE SPHERE ORDNANCE COMPANY HEADQUARTER LOCATED IN HADESHEIM, ARE STRANGE PHENOMENONS. FIRST WE HAD ONLY ONE, MEANWHILE WE HAVE SEVEN AFTER THE RECENT DISCOVERY OF THE SEGNA ORB (4255, 22880) AND ONLY MA KNOWS HOW MANY MORE THERE ARE ALREADY EXISTING OR STILL TO COME. MOST OF THE TIME NOTHING AT ALL IS HAPPENING AT THEIR LOACTIONS. THEY JUST KEEP PULSATING LIKE THEY DO, PEOPLE NOW AND THEN RUN OR JUMP THERE TO CHECK OUT WHAT’S NEW. THAT’S HOW WE FOUND OUT THAT ARGONAUTS IN FAIR NUMBERS SEEM TO SPEND THEIR FREE TIME AT THE ORBS NOW TOO, PATROLLING, PROTECTING OR JUST HANGING OUT – WE HAVE NO KNOWLEDGE ABOUT THEIR AGENDA. THE MOST EXCITING EVENTS AROUND THOSE ORBS ARE PROBABLY THE RUMOURS AND SPECULATIONS ABOUT THEIR FUNCTION AND MEANING. A BARREN SPELL. UNTIL... UNTIL SOMETHING FINALLY HAPPENS! YOU NEED GOOD TIMING, A WELL WORKING NETWORK AND COMMUNICATION LINE AS WELL AS A GOOD DOSE OF LUCK NOT TO MISS OUT ON THAT! WE WERE ALREADY USED TO OCCASIONAL ARGONAUT SPAWNS AT THE ORBS, BUT WE WERE NOT PREPARED FOR WHAT HAPPENED AT HADESHEIM.

TEXT | NEVASCA
PHOTOS | NEVASCA
SACRED
SHIMIGAMI

Friday, January 11th 2008, early afternoon. Just a normal day on Calypso, nothing out of the ordinary. Hunt a bit, drop a bomb, when someone mentioned something was happening at the Hadesheim Orb. Another Argo spawn? Most likely. Better go and have a look. Lots of green and red dots on the radar. Figures. It’s been like that with every Orb Event. Looks like the common mess from the TP distance. Approaching the Orb however gives a first vivid impression of how tricky the atmospherical influence of the Orb really is, putting a deep red damp on its surroundings as if it was enshrouded in fog or heavy smog. Hard to see the fellow Entropians, even harder to recognize the Argos. Not to mention the lag! And then suddenly things started happening real fast. Whip cracks, fireweapon hissing, people attacking people! Hades is not PvP, is it? The red fog still giving a hard time to perceive what was happening despite mayhem. Friend or foe? Who was who? Except the Argos they all looked human. And then it was plain to see: Umbranoids!

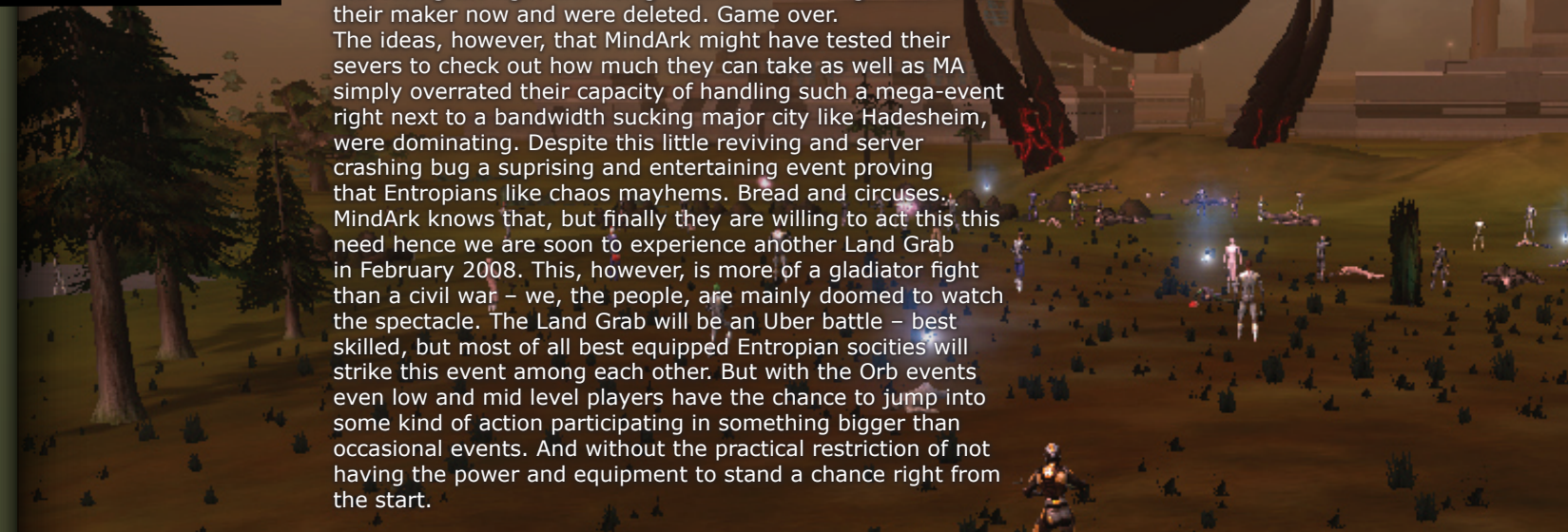
According to the scanning result the Entropians gathering at the Hadesheim Orb were suddenly confronted with meta-mutants of the humanoid mutant subspecies called Umbranoids. No question: those Umbras were meta-mutated and looked different, but not only according to their physiognomy that has slightly changed from what we’ve seen from the Umbras before. Since they had vanished with VU 9.0 we are left without options to compare the well-known subspecies’ looks with the outward appearance of their meta-mutant brothers and sisters. What really made a difference was the fact that they were equipped with a stunning diversity of gear. Before they were known as naked knife fighters attacking you violently. This next generation of Umbranoids with ranks such as Overseer and Looter seem to be the Umbranoids’ striking force. Those are the ones who protect themselves with armour, and we are not talking about Settler but Bear! Also the range of weapons used by the whole Umbranoid military tribe has remarkable extended to whips, high level rifles and more. And they were attacking our capital!

The chaos was perfect that afternoon at Hadesheim. Confused by aggressive humanoids mixing with Entropians, it was hard to know where to point your gun at. The Argonauts present seemed to be the most valid and reliable target in the red Orb fog. Things were a little different on the outskirts of the Orb, close to the city itself where you could perceive your surroundings much better. Argonauts, Umbranoids and Entropians were running in- and outside of the capital, following their targets or running back to their victims after reviving. More and more people attended this spawning event, the number of Vigilante footguards looted must have been enormous according to the reports, and the servers were stretched to the max. And naturally the lag got worse with every minute affecting the action on this battleground severely – most of all for the Entropians! Being under constant attack, it soon became impossible to fap in time. One by one Entropian was taken out and down. Restless souls lying everywhere around the capital, the radar soon overpopulated with white dots of death and still enough red dots.

The most freaking part though was yet to come: People could not revive at this point, after the Umbranoids had taken advantage of the lag, killed all Hadesheim protectors and taken over the city. People started stating that we had lost the battle and were now dead forever. And especially since most draw the conclusion that a relog might help, but couldn’t log back in again, the paranoia was complete. Rumours emerged that losing the fight and being dead accounts might have met their maker now and were deleted. Game over. The ideas, however, that MindArk might have tested their servers to check out how much they can take as well as MA simply overrated their capacity of handling such a mega-event right next to a bandwidth sucking major city like Hadesheim, were dominating. Despite this little reviving and server crashing bug a suprising and entertaining event proving that Entropians like chaos mayhems. Bread and circuses. MindArk knows that, but finally they are willing to act this this need hence we are soon to experience another Land Grab in February 2008. This, however, is more of a gladiator fight than a civil war – we, the people, are mainly doomed to watch the spectacle. The Land Grab will be an Uber battle – best skilled, but most of all best equipped Entropian societies will strike this event among each other. But with the Orb events even low and mid level players have the chance to jump into some kind of action participating in something bigger than occasional events. And without the practical restriction of not having the power and equipment to stand a chance right from the start.



UMBRANOID





TEXTURE WHAT? NEWS FROM THE CRAFTING BOOTH

It's all about CryEngine, baby! The outlook on the implementation of CryEngine in 2008 seems to put MindArk into a state of electrified tension and motivation. The number of looks and design related applications and modifications on Calypso with the recent version updates speaks exactly this graphical language. Step by step and bit by bit our planet is changing, and with Calypso everything that this universe contains. An important step on our way to CryEngine has been the modification of the individual avatar appearance, including some creatures, as well as the clothing and armour department. With VU 9.2 the modification of furniture has implemented yet another detail of future realistic and palpable design components and impressions. The expansion of the customizing options are leading to a big diversity and variation of common goods, allowing the single Entropian to individualize their avatar and all products owned. Naturally MindArk wasn't MindArk if they wouldn't turn those options into a profitable profession – first of all profitable for them, but of course some time in the future also profitable for those who decide to go deeper into the new Material Texturizing profession and investing into this branch. Those design changes and new options are definitely a show-stopper made by MindArk to make this game more complex, better looking, but also more commercial on the expanse of the need for individual definition. Basically this way of customizing goods on Calypso is easy to understand and explained rather fast. You can loot extractors for all the different resource, materials, existing on Calypso – cloth, gem, mineral, stone, leather, wood. They also have different levels – basic, inferior, second-rate, advanced, strong, diluted. Using a BP you can craft texture material by combining extractors with material. By using the texturizer tool you can apply the texture material to any item it works on and extract it again by using the tool add-on for the texturizer, similar to colouring. You can give your table the realistic and more detailed wooden texture look – or your shirt, if you wish. Despite the fact that you can't craft any texture material you wish and apply it to clothes and furniture the way you like without the right skills, the real tricky part is to find out which material extractor you need for what resource to craft the material texture. Of course stone extractor for ores – but the level differs. Not complicated once you found your way through it, but another complex system for sure that will create its own heroes of the day and professionals fiddling about the key to major success in this crafting field.

TEXT | PHOTOS **NEVASCA**

Same procedure as last time – but this time new names were added to the list of well known hunting ubers ready to compete against each other to claim the prestigious title MMOW Champion as Skalman's successor. In the end Jenny Star Mercury and Linden The Chosen Avery were the finalists, who had outlooted all other participants of this skill and lucky loot based hunting competition in earlier rounds, reaching the Grand Final held live at the Entropia Universe Booth at CES Convention in Las Vegas.

Fighting for not only the title but also a Land Area prize donated by MindArk, Avery and Mercury were hunting to Neverdie's live commentary, with Avery shading the title and leaving Mercury "only" with the 10.000 PEDs runner-up prize. Congratulations!

TEXT | NEVASCA
PHOTOS | WWW.ENTROPIAUNIVERSE.COM

MMOWC 2007!

LINDEN THE CHOSEN AVERY BEATS JENNA STAR MERCURY IN THE FINAL AT CES IN LAS VEGAS





OVER 680.000 PEOPLE EXIST ON PLANET CALYPSO. ROAMING CALYPSO'S CAPITAL, HADESHEIM, IT FEELS LIKE YOU ARE THE SURVIVOR OF SOMETHING DEVESTATING AND EVIL. YOU ARE ALONE. THE ONLY DOTS WITHIN YOUR RADAR RANGE ARE ORANGE. ORANGE PUPPET NPC'S DRONING THEIR COLOURLESS MESSAGES AGAIN AND AGAIN WHILE CLICKING. LIKE IN "I AM LEGEND", THE NEW WILL SMITH HOLLYWOOD BLOCKBUSTER..... MORNING – EXCERCISE, EAT BREAKFAST, RECREATION. NOON – HUNT, GATHER, WAIT – SURVIVE...AND, YES! GOD DIDN'T DO THIS... MINDARK DID!

The Hadesheim city complex is divided into four districts with teleporting facilities: Hadesheim C, Hadesheim East City, Hadesheim South City and Hadesheim Outpost. While the Hadesheim Outpost is located a little outside the city itself and offers, as soon as you take a few steps towards the main city district, a wonderful view upon the Hadesheim skyline, all other TP locations are placed right in the capital.

Hadesheim's outskirts are interesting hunting and mining spots, especially the region south of the capital, pointing at Orthos West Mound and Billy's Spaceship Afterworld, as it's vast and empty in terms of civilization, but resourceful when it comes to changing landscape as well as flora and fauna diversity. Creatures to be found while heading towards Orthos West Mound are Foul, Kerberos, Atrox,

Araneatrox, Molisk, Fauxcervix, Feffoids, Snarg, Merp, Cornundos and – typical for swampy areas – Tripudion. The main city parts are concentrated north-west and north-north-east of Hadesheim Outpost, with Tethys and Atlas Island South to the East. Being flanked by two additional real OPs to the East and South, Hadesheim Outpost holds a fair number of Argonaut tribes hiding out well in the profound vegetation nearby. They can be found around the southern and eastern regions. Maffoids populate this region as well, but can also be found to the western outskirts of the city. On the long western distance you can also vist the abandoned Umbranoid Homestead. Argonauts and Umbranoids – not a big surprise that Hadesheim is one of the cities with an Orb of its own, that recently experienced an Argonaut spawning, including a new and scary army of high-end equipped Umbranoids.

The Orb Event at Hadesheim C, the center with its three bidges leading you downtown, was probably one of the biggest avatar gatherings Calypso's capital has experienced, ever. If it ever had a gathering of more than five people at the same time. It's stunning that a huge city complex like Hadesheim, with all those different building, existing facilities and potential options for further applications and implementations is more like Death Valley than an overpopulated hot spot for different activities on Calypso. There are shops, crafting facilities, the Auction as well as PE Exchange. Facilities you can also find all over Calypso and unfortunately much faster too as you can easily get lost in the streets of this metropolis. Most likely one valid reason why the capital is deserted like it is. The abundance of funny gimmicks to be found in the city, of buildings that can or cannot be entered, but by the end of the day don't hold any further options or sights to be explored despite the fact that they only exist, are totally in contrast to the potential Hadesheim theoretically holds. You could rent an apartment or buy a shop. There could be a news center – for



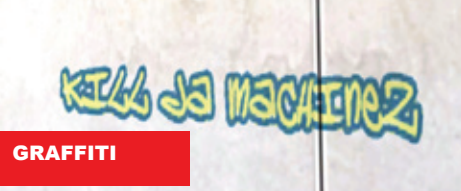
HOSPITAL

EBN. There are Medical Centers, hospitals, but what are they good for?



HADESHEIM

Mytserious companies have their headquartes here, but there is nothing to them. Hadesheim has Junkyard Bars that look much nicer than the bars at other locations, but they're empty and the bar patrons seem to have lost their sanity as well. Vandalism is taking over the capital. Rubbish, demolished street lights and graffiti dominate the city. And



GRAFFITI

no one feels responsible for it, because the city is dead.

You can spend hours roaming the city, trying to find out what doors are accessible and what's beyond. Fortunately the implementation of blinking arrows and signs will now show you the way to some of the facility spots you might be looking for. But compared to the mass of imaginable possibilities, the number of actual options is suprisingly minimized. The three cars parked somewhere downtown



CAR

Hadesheim can only make you laugh

as they somehow connote the idea of a vivid city with individual transportation other than teleporting. It is in fact a totally different gimmick characterizing Hadesheim much better than those cars: the "Will dance for PEDs" skeleton.



PED DANCER

He or she must have died from boredom! And probably desperation, taking his or her last breath crying out "C'mon MindArk! Bring something to this promising city! Hadesheim can be so much more!".The must have heard something of this testament though.

Still left in the dark about what these Orbs will finally be good for, the rumour engine is running well. The fact that they now started to affect the nearby atmposphere by turning the surroundings in a red fog is something freaky, but intriguing. However, Hadesheim seems to be more affected by this powerful influence the Orb has on its surrounding, IF... if we want to see a correlation between the Orb and some curiosities that can be discovered all over the city.

When did those black/brown/red squares arrive at our capital? And what are they good for or what do they indicate? They can be found all

over the city, it's almost impossible not to run into one of them. Their size is almost identical, so is their colour: it definately reminds you of the Orb colour, so a correlation seems to be likely. Most of them look alike, being a well shaped quadrat of black that turns more into a dark red in its center. They don't seem to contain or transport any special meaning or secret at first. If you bump into one you could call it a bug. Bumping into several of them, looking so exact, not always well placed, but like they had been placed for a good reason and on purpose, you cannot but think there is more to them. And especially those that aberrate from the common >>



OILY FOOTSTEPS

appearance of these squares, make you wonder: what do they display? Still a square with a black background, but a jagged form of green and yellow



in its center this time? Programming accident? Just a funny coincidence to confuse the Entropians? Or is it the form of a continent? An interpretation that is so consequent and obvious regarding the mysterious notes, ABC and riddles suggesting the Orbs are soon to become doors to different worlds – chinese planets – that it could be the easiest, but not necessarily correct solution. Maybe a red herring? And who left their oily footsteps on the ground, heading towards the PE Exchange Center? What has happened here? What is happening here? And most of all: what WILL happen here?

God won't do it... but MindArk will!



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Lag Forecast for Spring 2008

TEXT | PHOTOS NEVASCA

-  **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



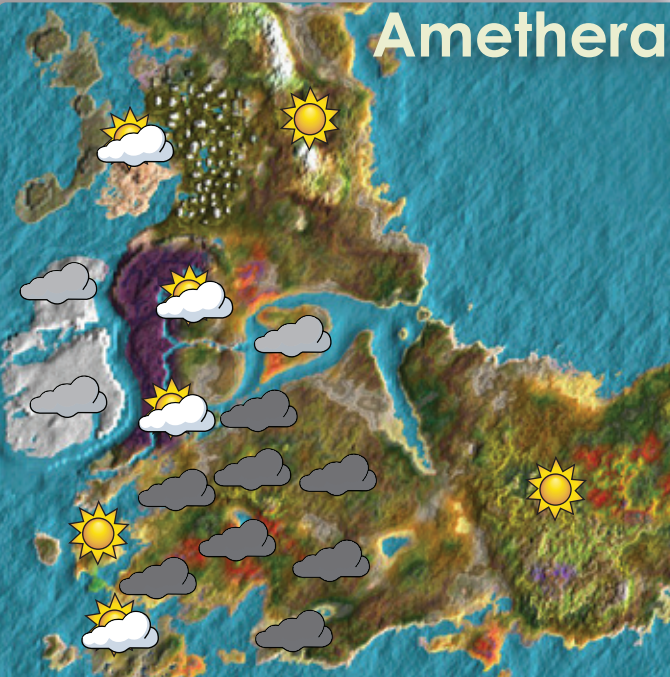
Global Warming arrives on Calypso! Springtime, normally characterized by moderate temperatures and pleasant sunshine, will be hotter than usual on Calypso. We will experience a stormy periode with steaming servers, heavy lag storms and high action. Ultimately this means less sun but with a temperature rise at the same time. Responsible for these heavy lag interferences on Eudoria and Amthera are most of all the WoF Teams, competing on both continents, lagging regions that are usually rather sunny. By trying to win the prestigious title, the national teams are challenging the servers to produce enough respawning of creatures that normally exist peacefully in their habitat during the whole year. Hence the oil rig is surprisingly calm for this time of the year.

The ice regions at the north-east coast as well as the middle-west coast will be rather calm and sunny. A sun curve starting in the middle-south around Camp Phoenix extends over the Pandora desert to the very eastern coast at Nymptown. Another swath with only little lag interferences and moderate temperatures runs through the middle of Eudoria, starting south-westish at Fort Fury up to the north-eastern region of Camp Echidna. An exception could be the outskirts of Chimera Canyons due to people pilgrimaging to the Chimera Orb. Same goes for the other Orb locations: sudden spawning storms can approach at any time. Especially Eudoria's Capital, Hadesheim, will be affected by rising temperatures and heavy lag storms due high frequentation and camping near the Orb while waiting for another Umbranoid spawn. The Limnadian District will be affected by a similiar frequentation of Entropians checking out if the Umbranoid habitat is repopulated again.

The trading capitals Twin Peaks and Port Atlantis are lagged as usual with

Twin Peaks experiencing a high density of Argonauts as well as hunters, bringing the well-known loot lag back onto Calypso. Corinth Beach, normally a sunny place, will be confronted with waves of colonists accomplishing the mission to make sure that there is in fact no additional Orb south of the coast.

Amethera



The effects of the Global Warming are more crucial on Amethera than on Eudoria. Here we will experience more drastic climatical variations and oppositions between the different regions. Caused by the information of a LandGrab in late winter, the emission of belligrent PK'ers is once again alarmingly increasing. The PK revival as a result of the LandGrab 2008, a server oversteaming and maximum lag causing event held by the Planet's highest political forces, will extend throughout the whole springtime and is another example for the reckless handling of servers from way above.

The locked up regions north-east and south-east of Amethera most likely will be sunny and bright. But who knows – maybe the climate beyond is even worse, because MindArk is using those strips of lands as their own personal playground.

The Islands to the south-west will be rather bright with only little lag periods. The northern peninsula of New Switzerland and outskirts as well as the Purple Jungles will experiences lag at times. The Ametherian Icelands are still sunless and lagged, but less than usual.

The southern central of Amethera can be considered as the eye of the cyclone of the stormy Ametherian spring. Sweat gatherers at Nea's Place are busy with a high density of Ambulimax. The combination of both, plus the Ambu's new strenght making it harder to take them down hence as-sambling a fair number of hunters to remain in this region for a longer time, strains the servers in some degree. Landareas are highly frequented now, especially the LandGrab ones.

These factors alone consolidate a massive lag cloud densification emitting enormous lag waves, affecting even the long distant outskirts with loot and even mining lag. Waiting five minutes to receive a response from your mining tool and possibly a claim rod popping up can in some regions be a commonness.

THE FIRST WAVE IS OVER!

A BRIEF HISTORY OF CALYPSO OR EU STORYLINE BY MINDARK?

Strictly speaking there is, of course, no big difference between the History of Calypso and the Storyline behind the Entropia Universe as created by MindArk. The one is as good as the other – without a certain storylining idea there would not be such thing as a Calypsonian History and other way around. So, why ask this initial question anyway, you may ask. I ask this because a good storyline has been made for this game, but MindArk could make so much more of it. So far EU's storyline reflects in Calypso's history. And it remains there too.



TEXT | VIKING
PHOTOS | NEVASCA
NEVERDIE
PEPPER

FIRST WAVE BERET

Let me sum up the present storyline for you. Our present time in this game is placed way into the future. On our planet Earth land borders dividing all countries in the world are gone. We now stand united under one Federal Empire of Earth. And have set out exploring and breaking borders in space travel. Global mega corporations replaced the concept of national countries and they receive colonial contracts to develop newfound planets. The three biggest companies are:

- * Genesis Star Interstellar, also known as "Masters of Progress",
- * Chikara Omni World Corporation, with their slogan "The power to shape worlds",
- * Omegaton Industries, also known as "The Survivor".

In a quest to explore space the Federal Empire builds seven Odysseus Probes to be sent out into space to establish a communication and transportation network of space gates. Their mission is to erect base matrixes that will transform uninhabitable planets into suitable places for humans. The plan is to follow these space gates with jump rails, which can transport larger vessels across the enormous distances. And also construct new Odysseus Probes to keep searching and ever expanding.

After centuries of search for a habitable planet, a communicator for the OmegaTech subsidiary company of Omegaton Industries snatches up a signal. This signal contains information about a habitable planet for humans. But they would keep quiet about this information until they had been given the colonial contract for this planet from the Supreme Imperial Chancellor.

There are, however, some reefs in the sea for the OmegaTech Company; the Odysseus Probe that found this planet had remained stationery there for several years before finally moving on. This was quite a strange behaviour and nobody could give them a good explanation as to why the Odysseus Probe had acted like this. This strange delay in the probe's voyage gave the planet its name according to a very ancient human tale from Earth, where a sea nymph waylaid a homebound hero named Odysseus for seven years on her island. The name of this nymph was Calypso and it was considered as the most fitting name for a future market campaign.

OmegaTech launches the Exodus campaign. A campaign to recruit colonists for the new found planet Calypso. Exodus, an enormous spaceship filled with human settlers bound for Calypso. Well settled down in New Eden, as they call the parts where they first settle down and take over the control over cities made by the transforming robots, all goes well for OmegaTech and it seems to be a paradise indeed first. But trouble in paradise starts to arise when the OmegaTech launches another project called Operation Prometheus. This project's mission is to find out what happened to the Odysseus Probe that had found Calypso. Prometheus follows the path taken by the Odysseus Probe and arrives at two colossal planets named Akbal and Cimi. These planets are now home to several robot installations created by the Akbal/Cimi base matrix. Here they receive a storm of high density signals that are not recognized. OmegaTech decides to transmit these signals to the base matrix back on Calypso. This turns out to be a fatal action by OmegaTech. As soon as the Calypso base matrix receives this signal it turns all present robots on Calypso against all humans living there. The Robot War begins.

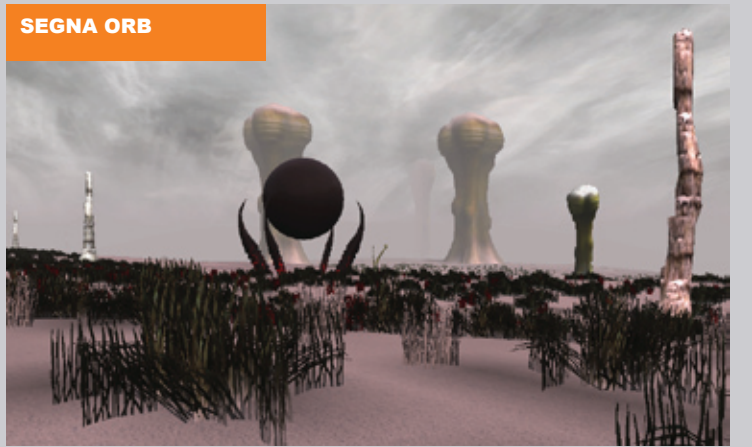
A long range of events accrues within these war times, but the outcome is that the OmegaTech colonists on Calypso, with help from the Federal Empire Forces, manage to destroy the Calypso base matrix and win one battle against the robots. The OmegaTech Company has to sign the colonial contract for Calypso back to the Federal Empire's hands and is renamed to OmegaTech Cooperation. The Federal Empire Forces have to leave the Calypso colonists to themselves because there are uprisings in other parts of the Empire, so at the present time there are no Federal Forces left in the Calypso system. The war is not yet over though and the base matrix in the Akbal/Cimi system has now discovered technologies that enable it to deploy and teleport its robot troops across time and space and drop them down directly on the surface of Calypso. Although these troopers are fewer in their numbers, these new robot invaders are far better constructed and equipped compared to their predecessors that once ran amok on Calypso. And their mission is as clear as ever: to destroy mankind and take over Calypso.

The OmegaTech Cooperation and the Federal Empire now see that the technology the robots have is way advanced compared to their own. Their main interest is that robots spawning onto the surface of Calypso will leave artifacts of unknown technology that might lead to the discovery of new weapons and to a quantum leap regarding the own human technology. And of course such a discovery could ultimately mean to be able to launch a counter attack against the robots in the Akbal/Cimi system and to destroy the base matrix to end these wars once and for all.

This is where we are now. We were sent to the distant planet called Calypso, first to colonize outer space, later to protect our newly found and populated home against robots mankind had created by itself. And also mankind had turned against itself by itself. Very philosophical, even psychological, but most of all mythological and classical. Our objective is fighting to survive. And to loot! Since the Federal Forces need us to discover the technology they – and in the end we – need to succeed in this war. (By the way: do we have to throw them into the TT so the Federal Forces can get hold of them to do their investigation and creation of super-weapons against the evil bots?)

But how many of these parts have we actually managed to salvage? Or have there been too many of them and we were and are just too blind to see? Sure we have had lots of new weapons introduced, but I mean what about stuff that has a deeper meaning towards the storyline, in the sense of the ultimate mission we all are obliged to follow: to destroy the Akbal/Cimi base matrix. Where is that robot space system anyway? And most of all: where are the goddamn robots? Sure we have them, and we know where to find them on Calypso. And if any colonist wants to mess with them on their own home ground, they just go on a Beacon. But come on! Where are the big massive troops? The last robot spawn wave was down at the rig. And regarding the loot, any special items or such - I haven't heard anything about that. I also remember that after the last robot war and the last big waves of robot attacks on cities we did get a new creature: the Globster. Nice, sure, but not too impressive. I would be hoping for something more intriguing.

Of course, there are strange things happening on Calypso – just think about the Orbs, with the Argos freaking out, Umbranoids suddenly gone, then out of nothing spawning at one Orb shooting at us. Those strange notes and the three orange jumpsuits ABC. Well, no news from that construction ground and this slight breeze of a possible storylining movement is probably already forgotten by most Entropians again. No, the Orbs are more interesting these days regarding storylining. The Orbs and the logs of Dr. Almon Ducheve that are directly linked to the Orbs and the Argonauts. It all sounds promising and hopefully it's not going to turn out as a casual red herring mini-event.



Oh, and of course when speaking about strange looted items we have to mention the Atriox Egg! Ah, The Egg! Soon its Easter, so time to remind ourselves again of its existence. A living legend or: a formerly at Club Neverdie exhibited running gag more like. And all those things are not even related to any robot upheavals or attacks. The Egg was looted after a Feffoid upheaval! The Orbs are related to Argos and Umbras. The latter phenomenon will most likely lead to yet another new creature hunt, only. So, does it take someone like Neverdie to realize the conquest of space? Naturally we conquered it already, but we never managed – or never have been given the options – to go back into space again. With his new Space Pirates project, Neverdie holds out exactly this option, the chance to get actually events and quests and missions that go back into space, beyond the limited options we technically have on Calypso and that live from the individual creativity of single Entropians and their effort.



Originally I wanted to complain about the loss of storyline focus at this point and the lack of any creative new storylining implementations in general. Let's be fair: MindArk seems to be working into that direction. With the recent changes and those to come, most of all the talks about new planets, the promises of new experiences, events, explorations are almost palpable. So is the idea of further space travel and this might bring us one step closer to the robot war again. And MindArk is promoting it big time. With the last VU we were told that the First Wave is over – five years had passed since the colonization of Calypso and the question emerges: what will be the Second Wave?

To read a detailed versions of a History of Calypso and the Entropia Universe time line check out the following links:

- Mindbuster's Entropia Forum thread <http://www.entropiaforum.com/forums/about-entropia-universe/48-history-calypso.html>
- Epic Ahad on Entropia Gateway <http://www.terpin.com/entropia/?cat=9>
- Entropia Directory http://www.entropiadirectory.com/wiki/EU_History
- Entropedia <http://www.entropedia.info/Page.aspx?page=Guides:History%20of%20Calypso>



SORG SORG SORG the Master Of Beauty

SORG IS, AS EVERYONE KNOWS, THE BEST BEAUTICIAN YOU'LL EVER FIND ON CALYPSO. THIS IS QUITE IRONIC IF YOU TAKE IN COUNT THAT HE "STARTED SMALL AND UGLY" BECAUSE OF HIS LACK OF PATIENCE WHEN HE STARTED PLAYING HIS FIRST MMORPG, ENTROPIA UNIVERSE.



THE STEREO

I ndeed, who could imagine the famous beautician starting his career almost by accident? According to him, it was a fellow society member who bought a hairstylist chair to start as a beautician. After some time, his friend got bored and lent him the chair to let him try the profession. Unfortunately, said player grew inactive and stopped playing. So, the renowned beautician was left with the piece of furniture and has been using that lent chair since January 2007.

Some time later, Sorg bought a considerable quantity of skills from Pinky and Akoz with the help of a generous investor. Shortly afterwards, he became famous with the "afro" hairstyle which gave him a higher profit than that of landowners themselves. He has ever since retained his title of "Master of Beauty" even after the turbulent V.U. 9.0.



Now, barely a few months after the corrupted DNA epidemic, Sorg is just about to unlock all the 40 different hairstyles. However, he doesn't think of the last unlock as the end of his career as a beauty pioneer. In fact, he rather hopes that "MindArk can still have some new hairstyles for Cry Engine 2" which should be implemented very soon. He also hopes MindArk's developers will introduce customizable fingernails and forehead enhancement options.

Speaking of avatar customization, people might just wonder if he will include face masks as part of his beauty services now. Strange as it may sound, he is completely uninterested on that specific fashion area. He refuses to use a face mask or to even prepare them for others. And, the reason is quite simple: according to him, he lacks enough time and artistic skills in real life to make face masks. He just prefers to "focus on beauty than doing too much things".

In fact, he had to ask a female friend to help him redecorate his parlor because he didn't have too much time to do it himself. And, a friend of his made the board displaying the haircuts available. However, he does have a stroke of inspiration now and then. A good example is the stereo near the Body Sculpting Unit. It adds a nice mood to the parlor and it is perfect for a private evening with Seryse Rysie Destiny, his real life girlfriend.

HOW TO RECYCLE A COMPETITION

OLEG

TEXT | PHOTOS NEVASCA



YOU CREATE A COMPETITION – LET'S SAY A CROSSWORD COMPETITION. PEOPLE START PUZZLING, SOME PROBLEMS IN THE ORIGINAL CONCEPT OCCUR. THE CROSSWORD NEEDS TO BE MODIFIED. AND AFTER ABOUT FOUR MONTHS YOU CAN FINALLY ANNOUNCE THE WINNER, LIKE IT HAPPENED WITH TCP'S OCTOBER 2007 COMPETITION. WHAT HAPPENS TO A PRIZE AFTER IT HAS BEEN PASSED ON TO THE LUCKY WINNER? HERE IS OLEG'S WAY OF WHAT TO DO AND HOW TO RECYCLE A PRIZE.

I n times of storylining lack and need for missions, tasks and actual official events most Entropians are left alone to create their own meaning, objective and reason for existing in this virtual universe. The lack of long term missions on Calypso – despite the Beacon Missions of course – forces the community to become active themselves. Fair enough we have Event Organizers at certain locations, but in the end the options are limited and it depends on individual's creativity to realize an unique and exciting event for the people since there are no "authorities" putting themselves in charge of this public need. This is how the event organizing branch on Calypso developed and soon became one of the most vivid public institutions in the Entropia Universe. One of those event "companies" is Entropian Events www.entropianevents.com. Their philosophy: "When we create an event, we want as many people as possible to take part. We do not aim to please only the elite, but to attract the interest of the community as a whole."

Their latest event: subversive activities in western Eudoria. Announced as a "breakout" Oleg from Entropian Events started the prelude to this event, taking place on the night of February 23rd, pretty early the days before, handing out security bulletins that only contained tiny bits of information as to what had happened – or more likely what would happen. Starting as a blue alert, the idea behind the event became clear with the red alert status notification on Saturday night, informing the community about a dangerous prisoner having managed to escaped. All colonists were asked to start searching and literally hunting the fugitive called Colin "Archman" Hungwell – also known as Oleg's soc mate from Skillin' Villains.

A great idea and event based on a huge gleam of storylining that could actually be expanded in the future. Unfortunately this event was over too fast after days of arousing attention for this event and creating excitement as to what might come up. After about only 45 minutes of searching and hunting, the fugitive Archman had been apprehended by David Chaz Hezer and security was restored after Oleg had arrested the "scumbag", as he called Archman.

It also happens to be Oleg winning TCP's crossword competition, receiving his 120 PED prize only a couple of hours before this event started, stating that this prize would pay for his upcoming event. A nice way to recycle what you've won and throw it back into the community!



UMBRANOIDS

WILL HADESHEIM
SURVIVE ?



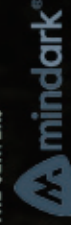
AM
I
LEGEND?!

THE CALYPSO POST PRESENTS

IN ASSOCIATION WITH ORB ROADSHOW PICTURES, A MINDARK MOCKING ENTERTAINMENT PRODUCTION HADES ORB "AM I LEGEND?!" UMBRAS ARGOS LOTS OF GREEN DOTS MUSIC BY LARS FALK COSTUMES DESIGNED BY THESE GUYS FROM MA
COSTUMES CRAFTED BY BUZZ LIGHTYEAR CD PRODUCTION THERE IS A CD??? PRODUCTION DESIGNER THOSE OTHER GUYS FROM MA DIRECTOR OF PHOTOGRAPHY PROBABLY FRAPS EXECUTIVE PRODUCERS PHYSX, GAMEMBRYO AND BINK VIDEO
BASED ON THE NOVEL BY LOL STORYLINE??? SCREENPLAY BY CRYENGINE STAGE ONE PRODUCED BY MINDARK PE AB DIRECTED BY STUDENT ASSISTANTS PUSHING THE WRONG BUTTON AND OVERHEATING THE SERVERS



01/11/08
www.amilegend.com



1001 THINGS MA COULD DO ABOUT EU

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? TCP'S NEW COLUMN COVERS EXACTLY THOSE ASPECTS. IT'S NOT MEANT TO BE A COLLECTION OF COMPLAINTS. 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.

TEXT | NEVASCA

31.

Let the Umbras attack the capital more often! With or without Orb!
32.

There are so many buildings at Hadesheim – most of them empty or not even accessable. Turn some of them into apartments.
33.

The hospital at Hadesheim – why not make it a real hospital where you can purchase healing items but most of all train healing, health and physical related skills and attributs on work out facilities? Of course people would have to pay for it: 1 hour on the treadmill = 50 PED = 1 agility skill increase (or maybe just a half or whatever).
34.

The EBN building: make it a news center where recent information can be displayed, where you can send out news you'd like to share with the Entropians. This could work similar do the advertising terminals and screens.
35.

There are so many different companies located at Hadesheim – nothing behind them though. Give them a reason, a meaning, make them companies.
36.

It's hard to disguise that EU is converging to Second Life regarding some details. The options you have in SL seem to expand on EU as well to make Calypso more attractive when competing with SL. In SL you can earn a few Linden \$\$ by dancing for hours on a defined spot. All we can do here is sweat for free. Bring more into EU as well. We all know that MA is a company that needs to survive and wants to make some money – fair enough and we are not talking about reasonable amounts of free PEDs and/or items. But EU would lose its excluding character if life would be made easier for noobs by offering a wider range of actions to get some startup capital, even if it's tiny. And they probably won't get that easily frustrated by sweating like some do now.
37.

Hadesheim being our capital needs more spectacular sights and events, just like any other metropolis. What about a museum?
38.

A drive-in cinema wouldn't be too bad at Hadesheim either. Without the cars of course, but the participant content should allow the implementation of a cinema...let's leave the aspect of lag aside this time.
39.

Just like in RL one bar is not like the other, same goes for discos. Bring some alternation to the Hadesheim bars and those all over Calypso. Irish pub, cocktail bar etc.
40.

Faciliate the Makeup process! Once again we can only point at SL for comparing reasons. There you have the option to go through an avatar creation process at any time you like. Of course we don't want the whole process in EU, because this would distroy Calypso's current economy and kill all surgeons on this planet. But when it comes to face painting this would make it much easier.
41.

Did I miss something? We have makeup now, but the fingernails came with an ealier VU – why do we still miss the nailpolish?!?!
42.

MA just changed the texture and design of furniture (did they not?). Why not take it a step further and allow us to customize our apartments too? This of course refers to the basics of different carpets and wallpapers. Moving walls and implementing the SIMs modus is probably a little too much, at least for now.
43.

I want icecream and more funny items to hold just because I can!
44.

The gestures are still messed up! Seems someone keeps forgetting what they had announced....
45.

A wellness center – not that it could be of much use, but we have so many buildings without any actual use. One more can't harm.

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>



EVER SINCE THE DISCOVERY OF THE ORBS A SPECIAL TASK UNIT ASSAMBLING INVESTIGATORS FROM DIFFERENT FIELDS AND SECTIONS OF RDI ARE DEVLVING DEEPLY FOR THE ORIGIN AS WELL AS FUNCTION OF THE BLACK FLOATING SPHERES. SO FAR WITHOUT ANY SIGNIFICANT SUCCESS BEYOND THE MERE PHENOMENOLOGY OF THESE ARTEFACTS. THE DETECTION OF DR. ALMON DUCHEV DESTROYED LOGS, THAT WERE LOOTED BY ENTROPIANS AFTER THE ORBS APPEARED, RAISED OUR HOPES AGAIN. WE KNEW RIGHT AWAY THAT THEY COULD CONTAIN VALUABLE INFORMATION REGARDING THE RECENT PEHOMENONS CALYPSO IS BEING CONFRONTED WITH. AFTER RESTORING THESE LOGS TO GATHER THEIR INFORMATION, OUR TECHNICAL STAFF INFORMED US THAT UNFORTUNATELY SOME PARTS WERE SEVERELY DESTROYED AND COULD NOT BE RECONSTRUCTED AS WELL AS THE INFORMATION CONTAINED MIGHT LEAD US TO MORE SECRECY THAN RESOLUTION. THE STRANGE PAINTING LOOTED AS WELL AND MENTIONED IN DUCHEV'S LOGS DIDN'T BRING US ANY FURTHER ON OUR RESEARCH. THE MASSIVE NUMBER OF SKELETONS FOUND NEARBY THE MINOPOLIS ORB REMAINS A MYSTERY AS WELL. WE CANNOT BUT THINK THAT THE DESTROYED SEGMENTS OF THE LOGS CONTAIN CRUCIAL INFORMATION TO FULLY UNDERSTAND WHAT HAD HAPPENED TO DR. DUCHEV AND HIS CREW. WHETHER THE MISSING PARTS WERE ACCIDENTIALLY DESTROYED OR ON BY PURPOSE WE CAN ONLY ASSUME. IF IT HAD HAPPENED ON PURPOSE – WHO DESTROYED THEM?

Log 10328:
This is a godforsaken place. We arrived at the site during the night and set up camp behind some wood covered ridges to the east. Though we cannot see the object from here, we can all sense its presence. The area is so silent with hardly any wind. It is as if even the majestic sky has bowed in silent worship. The camp was easily built, not like in the old days when all you had was an undersized tent and a few handheld data units for logging. Now it's more like a small village, complete with teams of technicians, researchers, drivers, doctors and chefs. I even have my own private tent; complete with a lab almost as good as the one i have back at the office. I can understand those who say that field work has lost that exciting sense of adventure it once had. The old knee is at it again, hurting quite a bit to be honest. I can still walk on it, but not much more. I am fully aware that this may be my last real excursion as these old legs of mine might not be able to carry me into the field for many more years. I had the usual 'pep talk' with Greg before I left and he almost said it out loud this time. Not that he had to really, I already know. Even if he's right - even if this is my field trip - I am more than willing to make it a grand finale. The subject is more than promising, harbouring all the intriguing mystery of this new and alien world. Tomorrow we will travel to the site to begin our studies. Ivan. Catherine and I will be the ones to approach the object. At least she convinced me to let Reilly take us there in the truck this time. I don't think I will get much sleep tonight. God knows what we will find.

Log 10329:
The short journey was just as bumpy and uncomfortable as Reily promised, but in hindsight it was worth every second of it. My god, it is absolutely beautiful. I realize now that the reports from the Minopolis scouts don't come anywhere close to describing just what it is I am looking at now. The strange object is maybe 10 meters in diameter, it's hard to tell from

a distance. Shaped like a perfect orb... jet black surface with only a hint of reflection. It hovers a few meters above the ground, and just as the scouts reported it seems to be... pulsating slowly, almost as if.. breathing. We are still on hundred meters from it as we do not want to risk exposure to any unforeseen radiation. Our sensors only detect a faint distortion in the magnetic A40 to C50 range... but ... We will have to come back tomorrow with all the necessary protective equipment. Right now I just want to stand here and gaze at this wonderful object. What can have caused this? What placed it here and why here? Aliens? Nature? I can't wait to begin my studies. It was Catherine that pointed out to me what i should have noticed as soon as we arrived; there don't seem to be any birds in the area. I can only guess as to why. I honestly don't know what i could do without her. I am not a youth anymore and it becomes more and more apparent everyday that I need her alert senses and her unwavering intuition. Maybe one day I will be able to tell her just how much.
Restored by Rick-Chi

Log 10330:
Today we managed to get closer to the orb. Dressed in protective gear from head to toe like ridiculous astronauts we made our way up the hill until we stood right next to it. I'm not actually certain we need the suits, but I don't want to take any chances. I can not properly describe the feeling of standing here... I, an educated man, who has never been at a loss for words, found myself to totally speechless, unable to open my mouth for several minutes. Ivan felt the same, I know, and probably Catherine as well. It took us almost two hours just to set up the equipment, do some initial visual observations, arrange the sensors and begin data collecting. The surface seems impenetrable and if I should touch it I know it would be cold. I don't know why.. I just know. After performing some initial scans of the surface I found to my great surprise that our data base found a match almost immediately. There were no specifics, but still a match of some sort. To begin with I was almost a bit disappointed as i had expected something as utterly fantastic as this to be totally alien, but then i started thinking. Somewhere deep in the database there must be a similar record, perhaps someone, long ago, found something like this before. I must get on the uplink and check the colony data base as soon as i get back to the camp. The day just flew by. Suddenly I looked at my clock and it was already late in the afternoon. I fell just like an hopeful, impatient child on Christmas... It was a long time since i felt that way.

Log 10331:
I was right!
The sky opened up this morning and the rain was so severe that we reluctantly decided to postpone our studies until tomorrow. Instead I sat all day in my lab digging trough tons of data from the colony database. Initially it seemed like an hopeless project, I didn't even know where to start looking. I could feel myself getting that frustrated feeling again, even though Catherine always tells me I have to stop being so

impatient. The slow data link did nothing to help. But then i found it. Finally! Several years ago a professor Jensen went deeply into the western Eudoria wastelands and sent back strange, confused, disconnected reports of a huge black object. Jensen himself disappeared, but all of his reports are here, a sadly forgotten treasure chest of data and observations Most of it is hopelessly corrupted though. I can try to have the computers clean up, but it will take some time to make any real sense out of it. But still. There must be a connection... There must be.
Restored by Eddie000

Log 10332:
Today we found something else. I do not know where to begin really as I have never seen anything quite like it in my whole life. During a break in our studies Ivan ventured out into the woods on the other side of the orb. When he came back, the poor man’s face was as pale as a ghost. I have known him both personally and professionally for many years, but have never seen him so shocked. It took him several minutes to just regain enough self control to stop trembling. Since he refused, or rather was unable to tell us what he had seen I decided that we should explore for ourselves. We didn’t have to go far before a horrible, revolting stench hit us. So strong we had to wear our masks. In a small clearing in the woods we found them - argonauts. I wasn’t even sure they were actually argonauts before I dared to go closer and have a better look. There were hundreds of them - all dead. Some of the horrific mutilated carcasses were skinned like pigs. Most showed signs of being having been eaten upon, their dismembered bodies and limbs forming sickening patterns laid on the ground, hung in the trees in almost ritual manner. I didn’t tell the others, but I know. I have no idea how but I know it was them. They ate each other.

Log 10333:
I have begun making some sense of the first snippets of data from Jensen’s distorted reports. Apparently he was one of those adventurous researchers, traveling the length and breath of the continent, exploring every inhospitable, hostile corner of it. Years ago he took a team to the western regions of Eudoria. The terrain was horrible and they were getting desperately low on resources when they discovered the object on a desolate, cracked plain. Jensen immediately began collecting data from it. He describes it as a ‘perfect sphere. So dark it seems to reflect nothing but the darkest night’. He was excited. I can tell. Just like me.
Gorgeus

Log 10334:
I don’t feel very well. I couldn’t keep anything down at breakfast, not even my usual cup of coffee. Those Horrible Mental images of the argonauts and what was left of the poos beasts keep coming back. I wish i could get rid of them, but i can’t. I saw them in my dreams last night and every time i close my eyes. Catherine came over at breakfast. She knows me only too well. She only had to take a quick look at me to tell me i had to stay at the camp today. ‘You look horrible’, she said in that way only she can. Of course i refused. Staying back just isn’t an option at this stage. It just isn’t.

Log 10335:
Damn! I can’t believe it! How could he be so...so stupid! Ivan touched the orb with his bare hand! How could he? Haven’t i been clear enough about the risks we are taking? The importance of wearing protective gear at all times? However i can’t help but i feel it was my fault i was right next yo him the whole time performing tests and scanning the surface. I saw him put his gear down carefully, remove his gloves and, like it

was the most natural thing in the world, place his hand on the orb. In the end it was Catherine who pulled him away, but then it was too late f course. His han was stained with a large dark purple wound, almost like gangrene, the skin all but burned away on his entire palm. We tried to use the Faps on it but it didn’t help. Instead the wound seems to be growing darker by the minute, already almost completely black. Almost jet black. As Reilly took us back to the camp i tried to ask Ivan why he did it? But all he said was that he suddenly felt an urge. One he just could not resist... After the waiting emergency medical team could take over, Catherine took me aside to my tent. In a calm voice she looked me straight in the eye and asked me why i didn’t stop him? Why i just looked on? Why it took so long for me to act? For the first time in my life i lied to her and told her something aboutfreezing up, zoning out, whatever. I didn’t tell her the truth, because i couldn’t. I had felt the same urge.

Log 10336:
Ivan’s wound hasn’t gotten any better. Instead it’s gotten a lot worse. His Entire arm and most of the right half of his chest is now completely black as if someone dipped him in oily, black tar. The medical team hardly dares to touch him now, instead they have isolated him in one of the iso chambers of the med unit for observation. They’ve shot him as full of painkillers as they dare. They should be helping, but he just keeps screaming.
Restored by diver3797

Log 10337:
I managed to speak to him today.. Catherine tried to talk me out of it, but i just had to. Just for a few minutes while he was at least resonably calm. I could see he was in incredible pain, but at least he was quiet. I asked him questions and he looked at me, or perhaps through me, and whispered. He whispered to me in a voice that didnt sound the least bit familiar. he Said he wanted to go home, home to the sea, to drink from the dark sea. We have to send him back; there is nothing we can do for him here. Reilly has told me he can evacuate him back to Minopolis in a few days. I wish it could be sooner. I wonder what i will tell his father?

Log 10338:
Our sensors tell us it has grown. I have no idea how, and neither do the computers. instead they have told us what i have suspected for several days now. The orb somehow affects the area around it so strongly, that is affects the thin layer of space time. I have never seen anything like it. It speeds up time around itself, sending out pulses that ripple across the very fabric of subspace. I’m beginning to think that this is an artifact. It is beginning to scare me.

Log 10339:
I have managed to retrieve more scrambled information from Jensen’s reports. From the short pieces of data it seems apparent that he came to the same conclusions that we did... initially. The surface is made from an unknown alloy but beneath it, the inferior solid mass is rushing around at an immense speed. On the outside it is calmness itself, but inside it there is a contant raging storm. The friction alone should make the orb hot as the sun, but of course it is freezing cold on the surface. Damn it! I know there is something more to this. There must be some way to tackle this in a scientific way! But the orb just hovers there like a taunting riddle from the other side f the universe. i don’t know why but since I’ve gotten here i never leave my tent without the crucifix i wear around my neck.
Restored by diver3797

Log 10340:
Ivan is gone. Catherine woke me up around 4 o’clock and told me they had found him dead in the iso chamber this morning. She was pale, her voice trembling as she told me. There had been a lot of blood. Apparently he had some sort of extreme attack during the night and that he had done things to himself, bad things. She didn’t have to say it but i know she was thinking the same thing as i was. She was thinking about the argonauts. things are getting out of hand now. I can feel it all slipping through my fingers. I Should never have come here. But now it’s too late.

Log 10341:
Reluctantly we have returned to our research this morning. We have returned to the orb. It really is against my better judgement at this point, but i am compelled to continue. I just have to be more careful. I have to make sure i do not lose control for one second. I must unlock the secret. Catherine insisted that i rest this afternoon, God bless her. after the usual argument i finally agreed, but my dreams didn’t give me much rest at all. In the dream i am back at the site standing right next to the orb without my protective gear, but somehow i know it’s not a problem. Somehow i know it is a dream. Catherine is there as well. Standing there frozen like she’s waiting for something. Her suit is stained, in red, not white like it should be. Then i look at the orb and i see it; blood, floods of dark red blood dripping in thick streams from the mirrored surface. I walk forward, unable to help myself. hands outstretched towards it like it is calling out to me. I feel so thirsty, wanting to drink from it, but something else is there. Then i woke up. I must have bit myself in my sleep because i had the taste of blood in my mouth.
Restored by farid_s1

Log 10342:
Catherine is missing! I dont know what happened. We said goodnight last night after our usual game of chess, but this morning she didnt show up for breakfast. To beging with i assumed she was just feeling ill and went over to her tent, but she was nowhere to be found. By then i started getting anxious and alerted Reilly immediately. He tried locating her link but with no result. Finally we had to send out team to scan the entire area. by the time we returned to the camp it was dark and we had found nothing. How can she just dissapear? How? This can’t be happening! I Dont know what to do. I feel lost without Catherine.

Log 10343:
We have spent two days looking for Catherine. We scanned the entire area but it’s like she was never here at all. Something else happened today, something even odder. It happened during the search. I saw an argonaut in the distance, almost up by the ridge to the west. Nothing unusual about that except that it just kept looking at me. It didn’t attack. Instead it just followed me for several minutes, running along the tree line like it was studying me before running off into the woods.

Log 10344:
Something is going on in the camp. I can sense it. The crew is whispering when they think i don’t hear. Rumors are spreading like wildfire. I can see it in their eyes like frightened sheep. Eventually Reilly took me aside and told me in a low voice that they want to evacuate the camp and go back. They were not afraid, but concerned. He thinks i have lost it. that i am at the end of my rope. He didn’t tell me straight to my face, but used other more diplomatic terms, trying to make it sound like it

was for my own good. I refused of course. There is no way i can leave the site when we are so close to a breakthrough, not to mention when a member is missing. Something came over me. Maybe it was fatigue but everything that has happened these few days. Maybe it was my hurting knee, i don’t know. Anyway, i hit him. I hit him right across the face! it was stupid of course. The man is almost twice my size. I don’t know what is going on - this not about science any more.
Restored by Eddie000

Log: 10345:
I am alone now. Reilly left this afternoon together with the rest of the camp. Packed everything on the trucks and drove off. Damn him! Surely he must know that I cant possibly – not in any way – leave with a member missing? What is he thinking? Of course he isn’t thinking... He’s just afraid, and I suppose he is right about that. But I just cant leave without Catherine. I just cant. I owe her too much. How would I ever forgive myself? At least they left me my tent and an uplink. A small comfort.

Log: 10346:
I searched all day today, or at least as long as I could before my aching knee forced me back to camp. There was no sign of her . I’ve tried to put it of but I know I will have to look in the are closer to the orb soon.

Jensen’s notes are beginning to make less and less sense; the fragments of information about whispers in the wilderness, the discovery of some sort of animal, or demon, eternal darkness, people disappearing. Days of logs are missing. He is scared now. He’s probably all alone at this point... speaking of final journey, like he knows what is going to happen. I can almost see him in front of me, his eyes full of fear, staring out in to nothing. Like an animal led to slaughter.

Log: 103547:
Something astounding happened to day. For the last day or two I am being observed by roaming Argonauts. Sometimes there are only one or two, sometimes small groups. They seem to be drawn to this area. Their numbers have clearly increased during the last two days, I am sure. They have kept their distance so far, but this evening when I came back to the camp, I saw a few of them just as they scurried off like scared animals in to the shelter of the forest. Everything was in shambles of course. They had turned absolutely everything upside down. But the pure facts that they dared to venture this close makes me a bit worried I must say. But what was even stranger was what they left behind them; an old dirty piece of paper with strange, erratic drawings on it, like the smeared, frantic scribble of a deranged child. It was hard to make out but I think I could see a twisted, nightmarish landscape with dark, stragglng shapes with anonymous faces frozen in silent, terrified screams. Looming above this bleak scene, hovering like silent gods, as if waiting was a sky filled with dark, jet black orbs...
Restored by Ledey



AT IDO



Calypso, with a narrowed offer or artwork in single exhibitions, it's exactly this additional information that surprisingly attracts and completes the contemplative tour. Hopefully Ido will bring those displays back.

However, the art section is still booming in the Entropia Universe. Many galleries had been opened ever since the participant content function allowed this new semi-official profession. According to its image New Oxford and the nearby Billton Towers are the linchpins of this creative, artistical primeval soup of Calypso. But there are other interesting locations as well. One to be mentioned here is definately Abremalin's Art Gallery, located north-east of Fort Argus, at Rogue Plains. An extraordinary location for an art gallery, you might even say exclusive and kind of sophisticated. And in fact its interior transports exactly this atmosphere and flair: An open fireplace, simple chairs and stools as well as armchairs. A place to sit down, relax and make yourself almost at home, unlike other galleries confronting you with the plain artwork only. The pieces exhibited are mainly RL photographs of landscapes, single nature snap-shots or slightly photoshopped closeups. The fact that artist information (if needed at all!) is missing here as well only highlights the not so gallery-like character of this whole installation. Definately a place not only to check out but to chill out at.



AT ABREMALIN

WHAT'S NEW IN THE CALYPSONIAN GALLERIES

Is Ido changing his concept? Preparing something big? Or do we lack artists?

The exhibition schedule has been removed. Few are the artist information given on the small Reon-Signs. You could almost think Ido is selling out his gallery or it's in a recreation process if there wasn't this fair number of pictures displayed on most walls of the gallery. Despite the already known sketches made by Ido himself and two artworks by Onciest – one known, the other one new – several photographic pieces had been uploaded to the gallery as well as three abstract coloured pieces from an unknown artist. All of those new additions to Ido's gallery are nice to look at, nonetheless I realized how interesting and informative the artist information really is – something you most likely avoid reading when visting a museum or gallery in RL. On



AT IDO



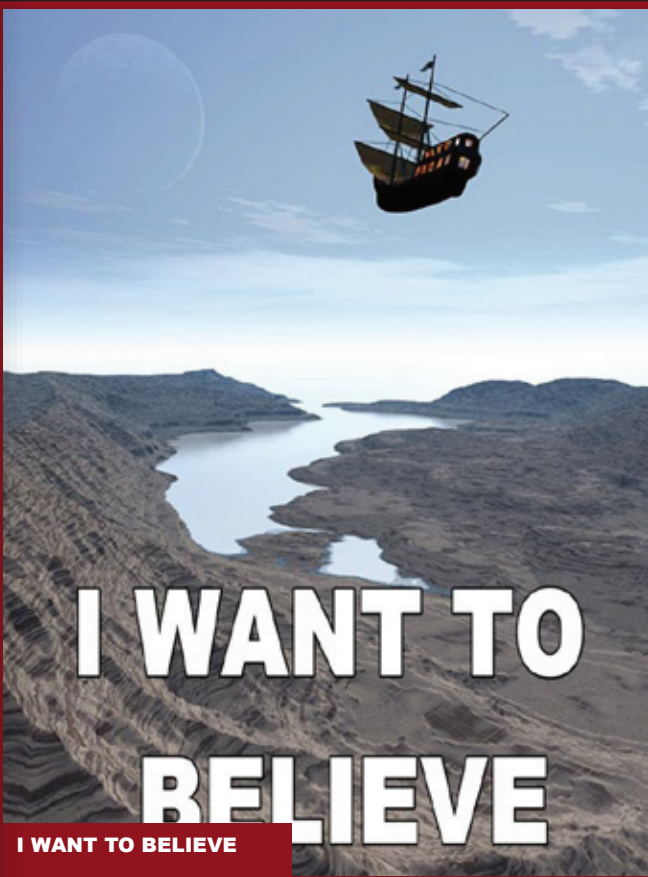
AT ABREMALIN

IDO'S GALLERY OF CONTEMPORARY ART

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

ABREMALIN'S ART GALLERY

LOCATION Rogue Plains North # 11, north-east of Fort Argus (15577, 24057)
OPENING HOURS 24/7



I WANT TO BELIEVE

CALYPSO'S ARTISTS

Presenting Pepper

CALYPSO HAS A FAIR NUMBER OF CREATIVE MINDS AND TALENTED ARTISTS. THEY CAN BE FOUND INGAME, IN THEIR APARTMENTS, WHERE THEY PRESENT THEIR WORK AND IDEAS OR ARE BEING PRESENTED BY BENEVOLENT SUPPORTERS. SOME OF THEM HOWEVER DON'T PROMOTE THEIR ACTIVITIES INGAME, BUT ARE KNOWN FOR WHAT THEY DO VIA A FORUM, MOST LIKELY THE ENTROPIAFORUM. ONE OF THEM IS PEPPER.

Whether you know Pepper or not – you probably have seen one or two of his photoshopping ideas on EF already. One of his big hits is undoubtedly his ironic and sacastic modified login window: straight to the point but subtle at the same time, with an extremely fine sense of humour. But most likely you've seen one of his recent pieces, thinking of all the Orb hype that has been going on. Inspired by the Orb, Notes, ABC and Conspirare hysteria, Pepper cut right to the chase of the matter, creating an outstanding and totally hilarious movie blockbuster poster working well as a teaser for what happened in 2006 and 2007. Hopefully he will soon come up with a forecast for 2008 – no doubt, MA will feed him with enough material to work with.

TEXT | NEVASCA
PHOTOS | PEPPER (SOURCE: ENTROPIAFORUM)

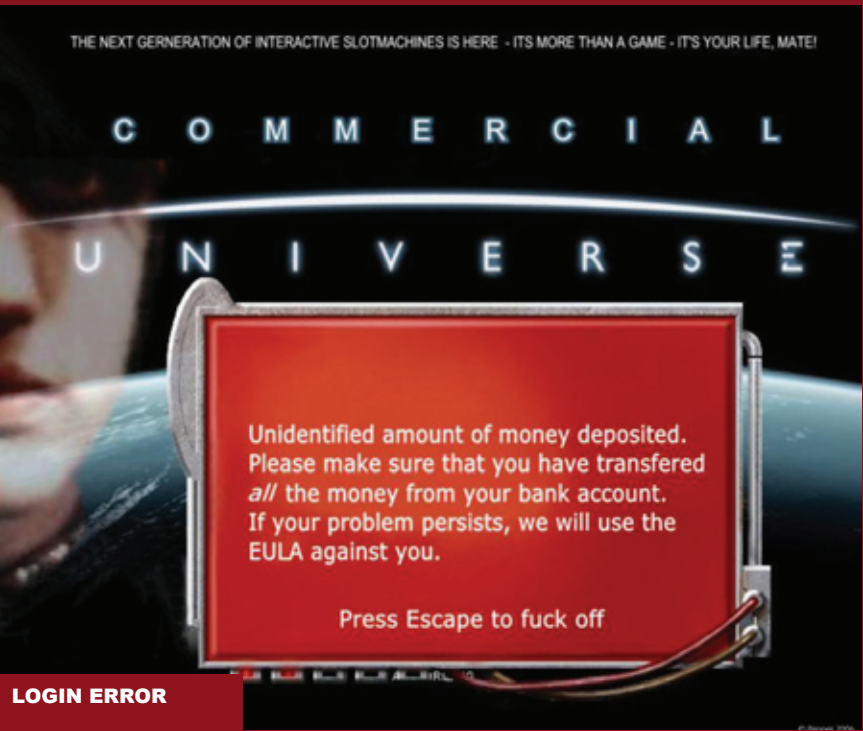
AN EPIC DRAMA OF A LOST STORYLINE

In the forum MA won't hear you scream



From the creators of
'2006 - The Year the Egg Never Hatched'

Starring: Adrijana, AgentOrange, LimStift, ABC, The Orb, The Notes, Conspirare, and a shitload of innocent bystanders who doesn't understand Swedish or what the fuck is going on in Göteborg... **THE ORB**



LOGIN ERROR



Music Label Pioneering EU

PERK UP YOUR EARS FOR JAMHOTRECORDS!

This time it's jamming hot for real! After successfully transforming his apartment into the famous club "3G" and launching JamhotTV, the first colonist run TV station on Calypso, Jamhot took his media and entertainment activities another step further by establishing JamhotRecords – the first virtual record label in EU. It seems the sky

TEXT | PHOTOS NEVASCA

Saturday, December 1st 2007, 2300 MAT, Billton Tower 1, apartment 3G. Jamhot has envited the EU community to join the eagerly-awaited release party of the year: JamhotRecords exclusively launches ten tunes composed and mixed by eight Entropian musicians, henceforth also available on ingame screens. All in all an amazing compilation with a more or less palpable tendency for crossover mixes, mainly originating from the Electro genre, putting out feelers to other subgenres as well.

With "Baby, I need you" Chrille (mix) and Silva (vocals) presented a nice uptempo Electro Trance Dancefloor track with tight beats and an obvious subtext in their lyrics. Pretty much in contrast to Black's "Noodlin with Mr. Big" – a funky Acid Jazz act dominated by the Sax. TuFFKiD and No mans land both were featured with occasion dedicated tunes: TuFFKiD with the "3G Beat", a laid-back HipHop track sampling EU sounds as an intro, and No mans land with "Back into the city – Jamhot Remix", a track somewhere between New Wave and Drum 'n' Bass including traits of Acid Jazz, TripHop and nice breakbeats. Three of the eight artists entered the JamhotRecords premiere right away with two songs. Wisemen presenting with "Nothing is dull" another funky Acid

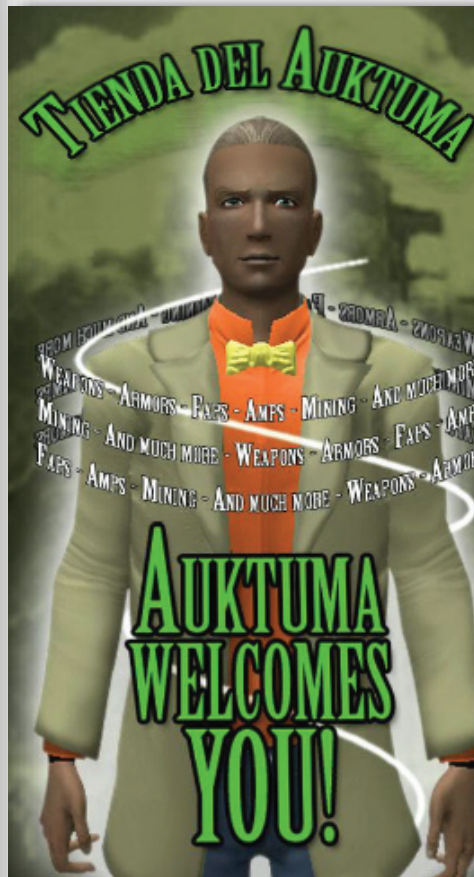
Jazz breakbeating Drum 'n' Bass uptempo track, chilled out but danceable, as well as a contrasting downtempo HipHop TripHop Electro melange with "Time goes by" – a totally chilled mix with catchy beats. Shadowcatcher follows the same line with two amazing Electro tracks, using a rather wide range of subgenre elements. The atmospheric "My precious jewel" is a chillout downtempo act with elements of TripHop, chilled beats, winning vocals and some bombastic samples. "Magic" on the other hand, rather uptempo song, is well described as "magical musical journey" as it has traits of Ragga, pretty close to a Worldmusic style. With "Feelings" and "Dodgy" The Dodger brings Trance back into the first JamhotRecords compilation: both uptempo acts, "Feelings" operates on the



JAMHOTRECORDS RELEASE PARTY

edge of Rave and shows definitely some trendy Pop Chart compability, whereas "Dodgy" is another danceable House, Trance TripHop mix, but also Chart affine. All tracks are available ingame and can be checked out under www.youtube.com/JamhotRecords. Another highlight of the evening: Machinima video of Nickleback's song "Rockstar" made by Bambuco and Snapnet filmed inside EntropiaUniverse and now showing on JamhotTV. Well filmed, timed and adjusted ingame scenes to accompany this song, but most of all it's lyrics. It can be checked out under: <http://www.youtube.com/watch?v=Gih1PYEUWEM>.

This is of course not the first time ingame options are used for a commercial purpose that goes beyond the plain virtual reality bound focus. But it is definitely one of the most unique and creative transformations of ingame facilities into something more RL related like a record label, producing and also distributing music. Who would have thought that the mechanisms of the music industry can be converted that well into VR? Jamhot sure knows how surprise and utilize the options EU holds by networking and merging forces for the benefit and entertainment of the Entropian community. "One area I personally look forward to is the next generation of the social networking/communication/societies system, given the advancement of such systems outside of Entropia" Marco from MindArk stated on EntropiaForum.com, and Jamhot is one of quite a few Entropians that can be rated as prototypes for such EU related activities outside of the virtual universe of Entropia. It was about time that MindArk acknowledges this kind of community effort and networking, hopfully implementing new features and functions to the game itself to faciliate, intensify and develop what's already happening anyways. Regarding JamhotRecords the jukeboxes might be a start.



AUKTUMA ABOARD THE SPONSOR-SHIP!

AUKTUMA'S EMPORIUM



AFTER FOXY PILOT AND SORG, AS WELL AS ENTROPIAFORUM, ENN AND JAMHOT, THE CALYPSO POST WELCOMES A NEW SUPPORTER: AUKTUMA PIONEERS BEING THE FIRST SPONSOR OF THE INGAME PRINT COOPERATION BETWEEN JAMHOTPUBLISHING AND TCP.

He is one of the most popular crafters on Calypso: Auktuma. The EU veteran is not known for being the most active poster on EF nor does he flood the EU community with heavy marketing campaigns. Some say he is quite, his friends however state it's more or less the member's of "Soldiers of Fortune" generous personality, his achievements and his community orientated dedication that put his name on Calypso's top ten list. Not only does his shop "Auktuma's Emporium" at the Port Atlantis Mall (# 14, 3rd floor, right next to the Televator) convince with a great number of crafted tools, armours, platings and other items. It's also the fair prices that invite you on a short shopping trip without much thinking but lots of purchase button clicking. We are pleased and feel most honoured to be supported by this unique character. Big thanks on behalf of the whole TCP staff goes to Auktuma who's support helps us to grow and advance our project and further plans!

ENTROPIA BROADCAST RADIO ENN ON AIR

TEXT | NEVASCA

THE ENTROPIA NEWS NETWORK IS TRYING TO ESTABLISH WHAT EBN IS MISSING OUT FOR QUITE A WHILE NOW. TO OFFER A DIVERSE SYSTEM OF NEWS BROADCASTING FORMATS, ENN IS GOING EBR!

As an addition to their news broadcasting website, the Entropia



News Network is currently establishing their subsidiary Entropia Broadcasting Radio. Still under construction the radio shows are supposed to be broadcasted every Sunday evening, hopefully at a time that will suit most Entropians. For now two radio shows are available on their radio link <http://www.blogtalkradio.com/entropianewsnetwork>.

Just like the ENN concept, EBR plans to provide the EU community with recent news on Calypso, but extended by the interactive voice component. Their shows are supposed to have guests! Contributors as well as volunteers for call-in statements and interviews via skype are well needed to get this project up and growing. To contact EBR via ENN visit www.entropianewsnetwork.com



TEXT | PHOTOS NEVASCA

CALYPSO'S PRINT MEDIA EXPANDING ENTROPIA EXPOSED DELIVERS WHAT THEY PROMISE

IS THERE ANYTHING MORE ENTERTAINING THAN READING ALL COMPLAINTS, IRONIC, SARCASTIC, CYNIC STATEMENTS AND COMMENTS ABOUT THE ENTROPIA UNIVERSE AND MINDARK ON THE EXISTING FORUMS WE HAVE? ENTROPIAFORUM IS NOT ONLY A STAGE FOR THE COMMUNITY TO GET INTO CONTACT WITH EACH OTHER, TO SOCIALIZE, TO EXCHANGE INFORMATION ABOUT EXPERIENCES AND GAINED KNOWLEDGE ON CALYPSO. IT IS ALSO A PLATFORM TO OFF-LOAD FRUSTRATION AND ANGER, TO LET OFF SOME STEAM. ALL IN ALL IT OFFERS EVEN A COLLECTION OF ALL THE DEFECTS EU HAS, BETWEEN BUGS, MISSING ACTION AND PROMISES MADE BY MINDARK BUT NEVER FULFILLED. FINALLY CALYPSO GETS WHAT IT NEEDS: A MAGAZINE FULL OF ALL THOSE UNPLEASANT DETAILS, LINED UP WELL SATIRICALLY, CALLING A SPADE A SPADE. ENTROPIA EXPOSED SHOWS MINDARK TO WALK THE TALK!

Entropia Exposed

Sifting Through the Garbage



They didn't leave nothing to chance: The Entropia Exposed Team assambled around the mysterious editor going by the name "The Dude" launched their very first issue well initialized. After preparing the EU community about its arrival, Entropia Exposed was already on everyone's lips when issue no. 1 went online on February 1st. The Dude's announcement had set the bar very high for this new magazine. Some tough words and no beating around the bush helt out some paperwork that was supposed to hit the Entropians where it hurts. The fact that the editor made his several speeches in a very secretive way by pointing out he and his team would rather stay anonymous and people should feel free to puzzle over their real identities probably did the rest to increase the expectations as well as interest in this new magazine. A risky endeavour as it could easily have backfired at them. But they made it!

What's being presented to us – hopefully regularly now! – is a magazine full of dark and not so dark but realistic humour. All the things that had been said before on forums, in chats, PMS, and maybe that had been thought but not expressed are bundled in Entropia Exposed. Lag and messed up servers? Sure! The hamsters at MindArk must be on strike! Wonderful reviews on our Happy First Wave Anniversary and the oh so exciting opportunity to join a live chat with responsables from MindArk via Xfire – we all know how well that went. An excellent report on the naked bug meant to sexualize Planet Calypso. A totally hilerious report on the CES convention and the Space Pirates project coming up soon – or not so soon or at all. And not to forget the amusing interview with a well known forum top poster, outstanding mining theories and the lovely Ms. Su Port. We cannot wait until she answers all our questions soon. Submit!
www.entropiaexposed.com

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Interview With An Entropian ON A BOTTLE OF SWEAT WITH.... UNIQU3

TEXT | GROSSMAN

EVERYONE ON CALYPSO HAS THEIR STORY. I KNOW MINE, YOU KNOW YOURS – BUT DO YOU KNOW THEIR STORY? GROSSMAN MADE AN APPROACH TO DIG A LITTLE DEEPER INTO THE LIFE OF UNIQU3 UNIQU3 HUNTER, BETWEEN VR AND RL, PVP4 AND SWEAT BOTTLES. AN ALMOST CLASSICAL INTERVIEW.

Uniqu3 crashes through the Twin Peaks bar door, blood covered and with no ammo left on him.

Grossman: Ok, to begin: can you tell us from where you are, how old you are and – if you are a woman – can we meet?
Uniqu3: Hello! Can we speed this a bit ? I need to go in PVP4. My real name is Kev from the United Kingdom and ... happed to have 26 years, not killed yet. And: Sorry for disappointing you, but I'm a guy :P

It slips my attention first that the three bottles of Sweat in front of me are suddenly gone. While he gives out commands for ammo, new armor and weapons, I manage to ask him for how long he plays the game now and how he found out about EU.

Uniqu3: Sorry for this but I'm in a big hurry, I'm playing the game for a long time and a good friend told me about this. Want to tell you that I've deposited some nice cash there to get this nice gun *shows his ML-35 with a nice Dante Amp on it* and much more.
Grossman: Oh nice! Nice gear you have there. You have a good soc supporting you. For how long are you with them now?

Uniqu3: Yes I have. I'm proud to be in Soldiers Of Fortune since Aug 2006. They help me with the gear and are next to me when I kill and get some nice blood spilled on armors :-)
Grossman: How much health do you actually have? You told me you can tank an Araneatrox since a good while now...
Uniqu3: My health is 164 since January 2008, my skills were on 161k in November 2007. Sorry about the skill number but I've forgot to count
Grossman: Damn dude! You stay ONLY in PVP4? Or do you do other things as well?

Someone kicks in the bar door, mocking Uniqu3 and provocating him into a fight. He darts an apologizing glance at me and runs off. After a few minutes he's back with a blood-stained ML-35.

Uniqu3: Sorry for this. I do all sorts of things here: from mining, mining and crafting to hunt.
Grossman: *tries to ask another question*
Uniqu3: ... and my biggest loots are....damn here we go, I've said to myself my best loot is an 3053 Pedder... at hunting 2.3k PEDs on a Tantillion and a tiny Hogglo with a Shadow harness which I've sold for 14K PEDs. At mining 1.2K Valurite and 6.2K Blausarium in just two days. Last but not least crafting... 23.9K Jash AP
Grossman: Oh, nice dude! Gratz to all of them *tries expand*
Uniqu3: ... and a PK in PVP4! I've got a nice dude, but sorry: secret stuff

A beggar enters the bar asking for a couple of PEDs or some

old items we don't need anymore. Several of the people present in the bar get their weapons out, pointing at the poor guy. He leaves.

Uniqu3: I actually like handing out some stuff to the poor and noobs.

The waitress puts another two Sweat bottles in front of us.

Grossman: You like to meet IRL with other people from EU?
Uniqu3: Yes, I was in London and Liverpool to meet with a lot of players in real life. I also prefer to spend my time with my friends, going to a bar after playing EU for like ten hours.
Grossman: Ever had trouble in RL because of playing EU? Or does anyone else from your family play the game?
Uniqu3: There is no dispute in my family. *Eats some fruit* Only when someone is blocking the microwave and I want to eat something. And yes, my brother played a bit, till he finished his mentorship and I've got my gift. I'm now solo.
Grossman: Ok dude let's be lol we are drunk....
Uniqu3: Lol I will kill you then! You got me drunk and now I can't go in PVP4
Grossman: Damn shut up here is the question.
Uniqu3: Ok. Hit it!
Grossman: Do you play other games?
Uniqu3: Now and then I buy other games, play them a bit, then end up back on EU again. So mainly just other games during VUs.

Just in time a soc mate approaches our table and hands him

over a non blood-stained armor. I happen to notice skull heads marked on the left arm-guards. Curious as to what they are good for I ask him for their signification.

Uniqu3: These are symbols for my best fights. Each competitor who troubles me gets his or her skull and name on here after I've killed them *grins*.

The waitress serves the last round Sweat bottles and I pay the bill. Having finished his bottle half way I notice Uniqu3 getting more and more impatient, with a tight grip on his weapon. Since I don't want to risk my life, I drink faster and launch my last question.

Grossman: Have you ever thought about skipping work to stay at home and play more?
He starts laughing, spilling some of his drink over me.

Uniqu3: *serious tone* I'm one of those sad guys who always says, stuff it! I'm not gonna go to work tomorrow! Then still end up going anyways.

I smile and after the last sip and a good-bye Uniqu3 runs off to the TP, heading for PVP4. I am glad about how this interview turned out. And most of all that I escaped with my life. I hope you enjoy reading this as much as I enjoyed doing this interview. See you next time. Stay alive and be good in PVP4!

TCP'S SPRING COMPETITION 2008! VU 9 BEFORE/AFTER!

You think you did an excellent job after VU 9.0 in October 2007 when recreating you avatar? You virtual alter ego looked great before, but now it's just perfect? Outstanding? Or did you fail all along the line – whether on purpose or not? Did your recreation process go messed up or you tried to make your avatar look real, real ugly? TCP's Spring competition 2008 will award the best post VU 9.0 avatar makeover – for good as well as for bad. Send in your before/after pictures, pointing out for what catagory you are

submitting. Win **100 PEDs** for the best looking avatar makeover and a free plastic surgery at Sorg's for the ugliest recreation (for yourself or a friend). Send your pictures to **calypsopost@euforces.com** ; subject: "Spring Competition + *Ugly* or *Best Looking*".

NOTE: All TCP staff members, including guest writers, journalists or people contributing to the magazin either way and therefore being part of the TCP personnel, are barred from the competition!



WINNER ANNOUNCEMENT TCP6 & TCP7 CROSSWORD COMPETITION

It is with great pleasure we can announce the winner of the **120 PEDs** crossword competition from the Christmas edition of Calypso Post at the end of last year. Congratulations go to **Oleg McMullery** who can also claim the accolade of being the only correct entry we received. Well done Oleg! Thanks go out to all our readers who attempted the crossword however, especially all those who posted on EF to help make sure we didn't make too many mistakes! Kudos too to Ender Migne who narrowly missed entry to the draw with just one wrong answer and Paolo who came a close third. Better luck next time guys you did great! Keep reading Calypso Post for announcements of more competitions in future issues.

The answers to the Christmas Crossword were:

- | | | |
|-----------------------------|-------------------------|--------------|
| ACROSS | DOWN | |
| 5. Dodge | 1. Midastree | 42. Lykke |
| 7. Daikiba | 2. Garcen | 43. Xeremite |
| 10. Coolness | 3. Thunderbird | 46. Gibnib |
| 12. Texas | 4. Coat Killers | 47. The Egg |
| 13. Shadow Modified | 5. Donald | 49. Stink |
| 15. Antimagnetic | 6. Gold Card | 50. Jester |
| 16. Resurrection Chip | 8. Anti Grav Box | 54. Igni |
| 21. Coover's Personal Nurse | 9. Visique | |
| 22. Deathifier | 11. Golden Wedding Band | |
| 24. Omegaton | 14. Rippersnapper | |
| 25. Second Entity | 17. Ancient | |
| 29. Araneatrox | 18. Cognac | |
| 30. Calamusoid | 19. Jamraider | |
| 34. Nutrio Bar | 20. Investafoe | |
| 35. Julbock | 23. Umbranoid | |
| 38. Bond Tuxedo | 26. Equus | |
| 39. Marco | 27. Boorum | |
| 40. Nea's Place | 28. Focus Chip | |
| 44. Hiryyu | 31. Alicenies | |
| 45. Minopolis | 32. Eomon | |
| 48. Katsuichi | 33. Zombie | |
| 51. Vampire | 36. Armamax | |
| 52. Bicap Kek | 37. Allophyl | |
| 53. Ghost | 41. Shot | |

TEXT | WISTREL

COVER COMPETITION

It is with great pleasure we can announce the winner of the cover competition from TCP6. Congratulations go to **Timbo Witters** for winning a plastic surgery at Sorg's! Unfortunately Timbo's entry was adjusted to a TCP issue set up we couldn't realize in time, hence his cover concept couldn't be used as a full size cover. We apologize for this inconvenience.

PICTURE | TIMBO WITTERS



RE-ENACTING MOVIE SCENES

The Fast And The Furious (2001)



The Silence Of The Lambs (1991)





FEBRUARY 18 – MARCH 20

RipperSnapper



Spring is your time, even though it's going to be bumpy in 2008. "Restless" is your favorite emote for this period, you're active and eager to do everything right which might as well backfire. You want to display yourself as a focussed, determined person, but creativity is your strenght in the first spring half. Try to follow your instict and make spontaneous decisions regarding your activities. Especially by mid-spring you intuitively know where to go and what to do. This will also protect you from misjudgement, and the loot return will prove you right. Late April will show you real good loots, the first week of May might hold a remarkable loot window! Whatever you'll do the skill increase will be on your side. By the end of spring, towards summer, you will encounter bigger challenges and you will be much easier thrown off balance. Too many ups and downs, but it will pass soon and you are able to subsits on the profit you made throughout springitme.

CORNOANTERION (MAR 21 – APR 19)



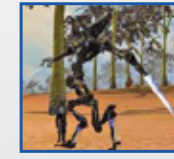
Stay real! Spring is the time of nature's resurrection, but as long as you can't use a Resurrection Chip yet, you should keep your ambitious fire under controll. You might overrate your skills or megalomantically will be shooting Ignis with a Vumpoor – waste of PEDs! The second spring half will show you good results skillwise and you will impress people with what you've ahieved so far whereas the loot windows will impress you!

ARMAX (APR 20 – MAY 20)



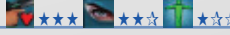
Be aware of bad loots! Highend equipment and hard opponents don't impose a global or a HoF. You're rational, but for a breakeven or profit you need to follow you intuition instead of logical patterns. You skilling will be constantly good though. Things will change by the end of spring. Especially team hunts will be remarkably successful, but keep an eye on your health! Risk something, but with your FAP at hand.

SEG (MAY 21 – JUN 21)



Your talent as a trader is astonishing. Not during the first spring weeks though. Things go too slow to your liking. This will slowly improve towards the end of spring when people on Calypso are more willing to spend some PEDs again. Same goes for your other activities: it won't be easy and the loot won't make it better either. Skillwise you will experience a very comfortable period between mid-spring and early summer.

TANTILLION (JUN 22 – JUL 22)



It's not in the number of creatures you kill or bombs and probes you drop whether you have good loots or not. At least not in spring! You are having a skill low during spring anyway, so you should be picky with what you do and how much time you want to spend on it. The less the better! Follow your spontaneous impulses, hunt, mine or trade on demand and only for the moment and you will obtain much better results.

ATRAX (JUL 23 – AUG 22)



Be a miner! Hunting is too much excitment for you for the next months. Focus on something strategical, develop your own mining pattern. By mid-spring it might pay off. You should consider mining on demand – for yourself or traders and crafters. Especially in April you understand Calypso's soil perfectly and claim rods sprout around you springlike. A skill peak in mid-spring will be followed by a low towards the end of the season.

THORAFROID (AUG 23 – SEPT 22)



You're a business person, always looking for a good bargain, trying to be ahead of the others. Especially spring is keeping you busy with the changes coming to EU in 2008. And most of all how you can take advantage of them already now. Not keen on action, you spend your time at the crafting terminal, getting few skills, while planning your business future. Best you can do, but realize some of those ideas might be utopistic!

AMBULIMAX (SEPT 23 – OCT 22)



Some people say support cases help to global. Feel free to test, but don't expect too much. You're reaching for the stars in spring 2008, but you won't get them. In early spring you overestimate your avatar and its equipment, in mid-spring your excellent skilling diguises the bad loots you're getting, and it's not before late spring when you realize how bad you are really doing. This will set you thinking and ease down, finally.

NECONU (OCT 23 – NOV 21)



Don't make neither big nor risky investments for the upcoming months. Spring will be pretty much of a disaster if you don't keep your PEDs together. Hunting, mining, crafting – dead ends! Be glad to substain on what you have. A small skill high in mid-spring gives you at least something of your effort and deposits in return, but it vanishes almost as fast as it appeared. No spring feelings for you, at least not in EU.

THORIO (NOV 22 – DEC 21)



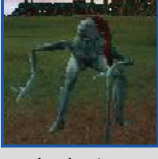
Fickle spring! One day you don't experience any problems at all with what you're doing, the loot is extraordinary and you even get skills on top. The next day you can't even kill a mid-level creature without trouble and of course it was empty. Only thing you can do is perceive whether it's a good or a bad run and react instantly. Skillwise, however, you are heading for a bloomy season.

OSSEOCOLLUM (DEC 22 – JAN 19)



If there is any activity you always wanted to start with: the time is now! You will be able to gain skills much easier anf faster in spring 2008. But bear in mind that the first steps are always the hardest and it won't always be easy. Due to your new efforts a new HP is very likely around mid-spring and finally towards summer those efforts will pay off for you lootwise.

CALAMUSOID (JAN 20 – FEB 18)



Why global? You'd prefer three almost-globals over one single global and 20 missing loot windows! And spring is your almost-global-period. The best: you don't even have to work hard for it. You skill gain constant, but you don't actually notice any skill movements, because you are too surprised by the loot you're getting, even when you're just on a small K hunt or mining trip. Be careful though: you're luck is fickle and times will change towards summer!



MASTHEAD

THE CALYPSO POST TEAM:

- Assignment & Managing Editor:
Executive Editor:
Graphics & Layout Editor:
Creative Supervisor/Reporter:
Webhost & Technical Advisor:
Ingame Publisher:
Journalists:
Community Reporter:
Lars Mr Lars Sebra
Business Reporter:
Guest writer:
- Nevasca Iza Benavente
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Nickolas Sweeper Ramstein
Jamhot Jamhot Daddyo (JamhotPublishing)
Alexander Didachos Bork (ENN)
Grossman

Jonathan Jonboy Rees
Dura Killer Tech
John Slinger Dearborn

EDITORIAL & SPECIAL THANKS

It's always like that: When starting to work on the recent issue of TCP I tell myself "Don't forget to write a smashing editorial note in time!". And as time goes by and work proceeds we all suddenly need to get cracking and the editorial note turns out to be the last piece of text to be done in time. Which is actually a tricky thing to do, because as soon as we are approaching the finish line for one issue, our heads are already stuffed with ideas for the upcoming issue. What a bummer! Next time it'll be better. Almost promised!

So, if you're reading this now we'd like to thank you for downloading TCP8 and making it this far. We hope you've enjoyed what you read and that you are looking forward to TCP9 now, to read the output of those ideas we're currently brainstorming on. To give you an appetizer: we'll introduce the new asset to our TCP team and implement a few new gimmicks...

What other changes and innovations do we have for 2008? If you are already familiar with TCP you might have noticed that we've changed the editing period using seasonal terms now. And, of course, the most important new feature has already been realized with this issue: the ingame publication! We'd like to thank Jamhot for his ambitious idea and for initializing this project. A project that help us to enter a new stage, because now we are actually earning a few PEDs with our magazine and are able to reward all those people who work for and on TCP, dedicated and visionary. We hope that the support we're receiving so far will expand in 2008 and allow us to improve the mag furthermore to entertain the EU community. Thanks a lot!

THANKS TO THESE WEBSITES FOR PICTURES, ARTICLES AND COMMENTS:

- www.entropiauniverse.com
- www.entropianewsnetwork.com
- www.entropiaexposed.com
- www.jamhotz.co.uk
- www.entropiaforum.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 www.euforces.com or send an email to calypsopost@euforces.com , subject "Feedback". Your suggestions and requests are most welcome.

If you'd like to advertise your shop, event or service of any other kind in The Calypso Post send an email to calypsopost@euforces.com , subject "Advert". Purchase half a page or a full size page in one TCP issue for a period of two months; smaller sized advert space can be negotiated. Note: To purchase advert space in the ingame publication of TCP contact Jamhot.

LOOKING FOR WRITERS!

You have a talent and want to earn a few PEDs? We at The Calypso Post are always looking for ambitious, creative writers, photographers or contributors in general. 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 calypsopost@euforces.com (subject "Application") to send in a sample of your work and receive further information on rewards and gratifications.



PREVIEW

Coming up soon in May 2008 ... TCP9 – The Summer Edition!

Read more about

- TCP's new asset to the team
- Jamhot's corner
- Calypso's Artists
- the palpable plans to realize the implementation of new planets to EU
- the Landgrab 2008

... and lots more!



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