



The Golden Ingots

Issue #1 August 2003

East Scylla Mountains
The ruined city

When Mobs go hard on you
Rods, arms and armor

Minopolis – digger town
Deadly but rewarding

Interview with Mindark | Marco
Three questions about mining

How to operate a drill tower
A dream come true

...and much more



Editor's Corner

Hi and welcome to this first issue of The Golden Ingots.

The Golden Ingots is a monthly newsletter for all hardcore miners playing Project Entropia.

The Members of UPC will try to write about interesting information for miners operating on the planet of Calypso.

We will mix the information to suite everyones needs.

This issue includes much more mining areas then will be the case in upcoming issues. This is due to the fact that many of those articles have been published earlier on the forum of ours at <http://upc.zapto.org>.

Current writer this issue is Silver and myself. Also I would like to thank Seaman and Silver for all the great pictures.

Ideas and contributions are welcome and can be sent to the following address upc_seamaster@yahoo.se.

At the detectonator;

Seamaster



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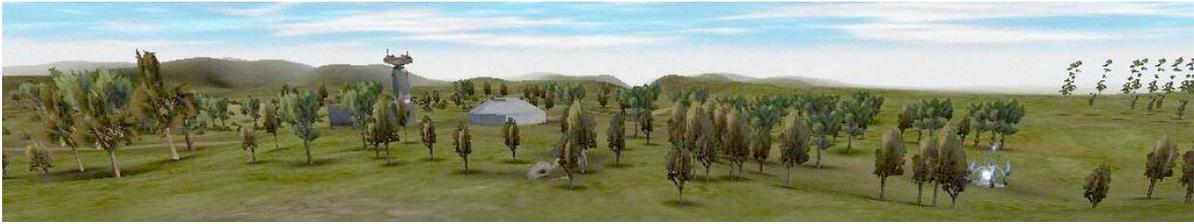
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Payment will be done ingame to Silver or Seamaster. Talk to us at [#upc](http://irc.stratics.com) channel or meet up ingame.





East Scylla Mountains

by Silver di Avlo

What about Scylla? Well its a teleporter/shop container not on the map - thats one thing for sure. Surroundings is mostly mountainous, mobs not specially dangerous.

This place is mostly know for its good spots of weapon and attachment ores. Lots of narc, gazz, zinc and blaus all around the area. To the south you could strike a platinum deposit, to the north maybe some terrudit.

Actually this is the key place for a lots of spots heading out to all directions. No wonder its "hidden" from the map. Well this is that kinda place; in a good day, where you can hang around all day... bring some Black Eduoria Coffee; some pancakes - and lets bomb the hell-outta-this-place.

East meets west

What else is here. Not much actually - well of course to the NW over the river you have lots of "signs" of earlier large scale mining - this is actually "West Scylla Mountains". Buildings, transporters, plattforms - leftovers from the first colonists trying to start heavy industrial mining. Maybe they abandoned the site when a herd of Atroxes came around; and as usual with Atrox - they prey on humans, humanoids... crunch...

Some explorers state that this area should be good for building a mountain city. But then some historian actually pointed out that in fact one of the oldest centers was nearby. Thats the ruins of the Citadell. The first capital of Eudoria. Its obvious they chose a

place with good resources nearby, and good lands.

But - everyone with some mining knowledge - knows that the Citadell wasnt destroyed by robots for nothing. The surroundings was one of the richest on Eudoria; Scylla was one of the near outposts; the NE plattforms (now destroyed) and Camp Phoenix also - all starting points for expeditions.



Well thats some notes on one of the spots which i often visit.



When mobs go hard on you...

by Silver di Avlo

Theres lots of mobs out there. We miners have to live with it... or die. Well miners sure aint any good hunters. At least not those who takes the mining seriously... of course there are some miners running around with fancy, expensive Angel/Shadow stuff. Thats like doing the RAC Rally with a Rolls Royce.

Most of the miners just dont even bother having any armor. Really what good it is? Just getting lots of decay anyway... Ive actually met miners who dont have a GUN. But thats going to soft I think.

UPC miners - armed and free!!

Once I met some miner, it was a long time ago and he said: "I dont want to be hit". His solution to the atrax and merp problem was kind of radical. He did mining only in water. Well what do you say...!? MA please add some more fish?

But seriously what kind of weapons do miners use? Whats the best choice? One person I know didnt wear armor, just a nice purple coat and a rifle. So i asked "Hey why dont you use armor?" The miner/hunter answered "I dont like to be hit, dont need any armor - I bought a m71a1 "

Prefered weapon of choice?

Well if you can afford an improved AntiRobotRifle 8000 (impARR8K) then you dont have to worry to much. This guy did have something that reminded of that - the legendary series of m71a1 - really a nice long range sniper rifle. And then to keep away anything that came closer a modified Mercenary EP 40 pistol.

The total price of having those weapons is about 6-8000 peds depending on seller. Thats a lot but of course there are other alternatives. Cheaper ones.

At the beginning I was using a Justifier mk2 - standard carbine on Calypso. Thats a perfect miners weapon. It gets small ones, even mid-sized like atrax youngs, and with an amp a106 or a105 - you can even do some larger mobs. Its economical, its range is pretty good, and the fire rate is really good compared to any rifles. Best of all you can buy one to low price - 50-80 ped.

Well the prefered weapon of choice in the 200 ped range, is of course ARR 8000, ARR 8000M or even mk3. Those are nice ones. Mk3 has a bit high decay tho - but then you dont need any amps for it. Thats for the ranged mobs - those irritating mobs standing on your mining spots.

Close ones. Well get an ep40 Mercenary. Even not modified its very good for keeping away those exosaurs, snables, caudas and cornus...

Mobs and rods

When mobs are close to your mining and you have a rod up take this advice. Always have some distance to the rod when you dig it. Turn so you can see the mob straight thro the rods position. IF the mob decides to attack you then have 3-4 shots free; IT gets STUCK in the ROD; or if its a heavy mob you get the necessary distance to run from it. The "stuckness" is a relative thing. Ive noticed armax and atrax tend to get stuck for about 3-4 shots; or 40 feet running.

Well the best weapon for many is the water...

There was a time when you drowned the mobs and they were bugged and you could loot them ;-)



Minopolis digger town

by Silver di Avlo

Some love it - some hate it. Minopolis is a new town - it was built some months ago, decided after plenty petitions from local miners. Eudorian authorities wasn't to happy with the architectural solutions; but after stormy protest meetings they accepted the design for the town. That's why modern defense systems can be seen together with old-fashioned windmills, and the Omegaton Factories EnWater runs in the open as pipelines everywhere - by the way they "warm" the greenhouses... getting the "juice" from those volcanic mountains to the NW...

Whats in Minopolis

Well if you havent guessed it yet. This is one nice miningspot. Thus the name: Mino-polis (Mining City) All the area contains huge amounts of lyst, blau, durulium and gold. The nice thing here is that whichever direction you choose... you have nice hits. DONT try the NE penininsula tho... theres nothing there except... and that I always do when near.. nice BASE-jumping from the cliffs. GOD how i miss those hang-gliders, MA do something about that.

Minopolis is very hard on your health; and you will often have to revive. There is not much ppl around here cause of the speed limits; and reduced "energy-boosters" allowed here - what comes out of that is of course that ppl tend to avoid the town. Some hunters cant stand miners gnagging about their ingots. AND there is no trading around here. Though ive seen some crafters doing some grinding here..

To the NW is a shopcontainer... and also to the SE. Use them if you dont like the lag. And want to get near those nice spots of Minopolis.

Small irritating mobs...

TO the north you have lots of those irritating merps, tantillions and also

sometimes berycleds. They are soooo irritating some say... well the end of your problems is definitely a cannon, or adjusted V1, even a normal V1 gets them out of play. I dont know of any mob; except the tripudion, thats more irritating than the tantillion... its so jumpy.

BIG irritating mob...

One problem tho. The area also contains miners most hatred friend: the atrax families of alpha and guardian. You can outrun guardians, but not alphas. Also theres a new species proly mutated; GokiBusagi; making it hard for the miners around here.

Well if you like beaches... theres lots of them. Use them to go on small inland explorations. Not to far tho; since you proly end up as Atrax-cookies. Well here you could use a good piece of armor and a nice adjusted V1. If you can afford that. Atrax gives away some nice armor and arr8k, ml-35 sometimes.

To the south you have armax. Hard on guys. They are very irritable. And spot you from long range. They come togheter with Cuadeatargus Guardians and Providers - very well known for dropping good stuff like nemesis armors, lasers, amps and stuff.

AND theres also another BIG one here. THE areanax - a spider like mob, not that fast. BUT very deadly if it catches on to you. These ones you actually can kill. Dont try that with the other bigger ones west of SE vvp-zone.

We love Minopolis...

UPC has long time ago declared that Minopolis always will be in our hearts. We grew up here and also organized the whole mining from what came up from this ground. Much controversy ended up in a nice town giving many the chance of getting pretty good finds. If you survive - that is...



Interview with Mindark|Marco

Interview with Mindark | Marco - ComRep of Mindark
(Also representative of the commercial house on Calypso)

UPC: Hi there Mindark | Marco nice to see you...

MM: Hi there

UPC: We would like to ask you 3 questions for the Golden Ingots - newsletter on mining; feel free to answer :-)

MM: ;-) Maybe

UPC: Whats your opinion on the falling prices on ores on Calypso?

MM: Well... the market is free and self-regulating.

UPC: Could you tell if not about the changes; if you are introducing changes to mining soon?

MM: Yes it will. PE always evolve and so do mining.

UPC: Great... one more question then... one thats bugging all miners out there...

IS there any deposits larger than VAST....

MM: Yes.

UPC: Thnx a lot Marco - we really appreciate this

Current mineral prices

The following are the current minerals prices for the most important minerals as by mid-august 2003.

Mineral	Market price
Belk	175%
Blau	175%
Cald	120%
Cumb	120%
Gazz	130%
Iron	110%
Lyst	180%
Megan	120%
Narc	130%
Zinc	130%



How to operate a drill tower by Seamaster

Its one of those ordinary days. You've just detonated another bomb and you wait for the MD-40's message. Wonder if it's gonna be small or medium again.
Yes a deposit!

You look down fast as always and read vast, you look again VAST! You get warm, happy and just want to shout. Yes, yes, yes. Your hands shivers. Do not press Cancel... You press Print Claim and the tower forms.

You then right-click at the tower and you connects to the tower – just like when connecting to a trade terminal.

Hmm. There are two big buttons. One Start and one Stop.

You press Start and the tower rumbles, the

magnetics plates raises and the energy starts to build up. Its running.

You look up and can see the impressive depth. Twentyfive small cells shows you how much is left before the tower is empty.

Now its time to leave, those mobs might show up again. Before you leave you decide to bomb around the tower. You have heard from others that the surrounding area of a tower usually holds more nice deposits.

After awhile you leave the area, looking back you see your drill tower's top rotating and you fell very happy.

Some hours later you decide to come back and look how much the tower have excavated so far. Strange you think when you approach it – it is not running anymore.

You connect to the tower and you see that there are a lot of minerals. You try to start the tower but a message says that the drill tower is full. You move the minerals to your inventory by dragging them to the right side.

After emptying the tower, you press Start again and the tower starts up.

Looking at your inventory you find out that the minerals are worth 150 PED. A drill tower can only excavate 150 PED worth of minerals before it gets full and stops.

You connect again and see that four cells of the twenty-five cells are empty. A fast calculations gives you a hint about how much this deposit is worth. $25 \text{ divided by } 4 = 6.25$. You take that times 150 and the



deposit will be worth approx. 937 PED.
 O'boy it might be an All Time High.
 Before you press Exit you see Vehicle Inv.
 You wonder what that is and remind
 yourself to ask someone later.

The days go by and eventually or regretfully
 ;) the drill tower produces the last stones.

When you move the last stones to your
 inventory the drill tower disappears and your
 HOF displays along with your skill checks.

Life is suddenly much brighter. You cant
 wait to tell your friends - or they might
 already know!

Deposit value table

Following is a table over the values of
 different deposits:

Name	~TT Value
Tiny	1
Very Poor	1
Poor	1
Small	2
Modest	3
Medium	4
Average	4,5
Ample	10
Large	15
Sizeable	20
Abundant	30
Great	50
Substantiell	70
Significant	120
Plentiful	150
Extremly large	330
Drill tower	400-900

Hot News

- Talking on IRC yesterday (19-aug)
 Tempest told me that he now can make
 MD-50.

He told me that he will not manufacture any
 MD-40's more so if you find one in auction
 buy if fast!

When he made MD-40 he manufactured
 them for "free" if you supplied him with all
 the ore. Be ready to check out the auction!
 Prices starts at 200 Ped.

- Mindark will most likely not implement
 permanent decay.

For next issue

What is Silver saying?

Winner takes 10 PED or a free
 advertisement in the next issue for the
 Society.



Round up

Well that's pretty much it.

In next issue we will have some new
 interesting stuff for you.

Best of luck to all of you.





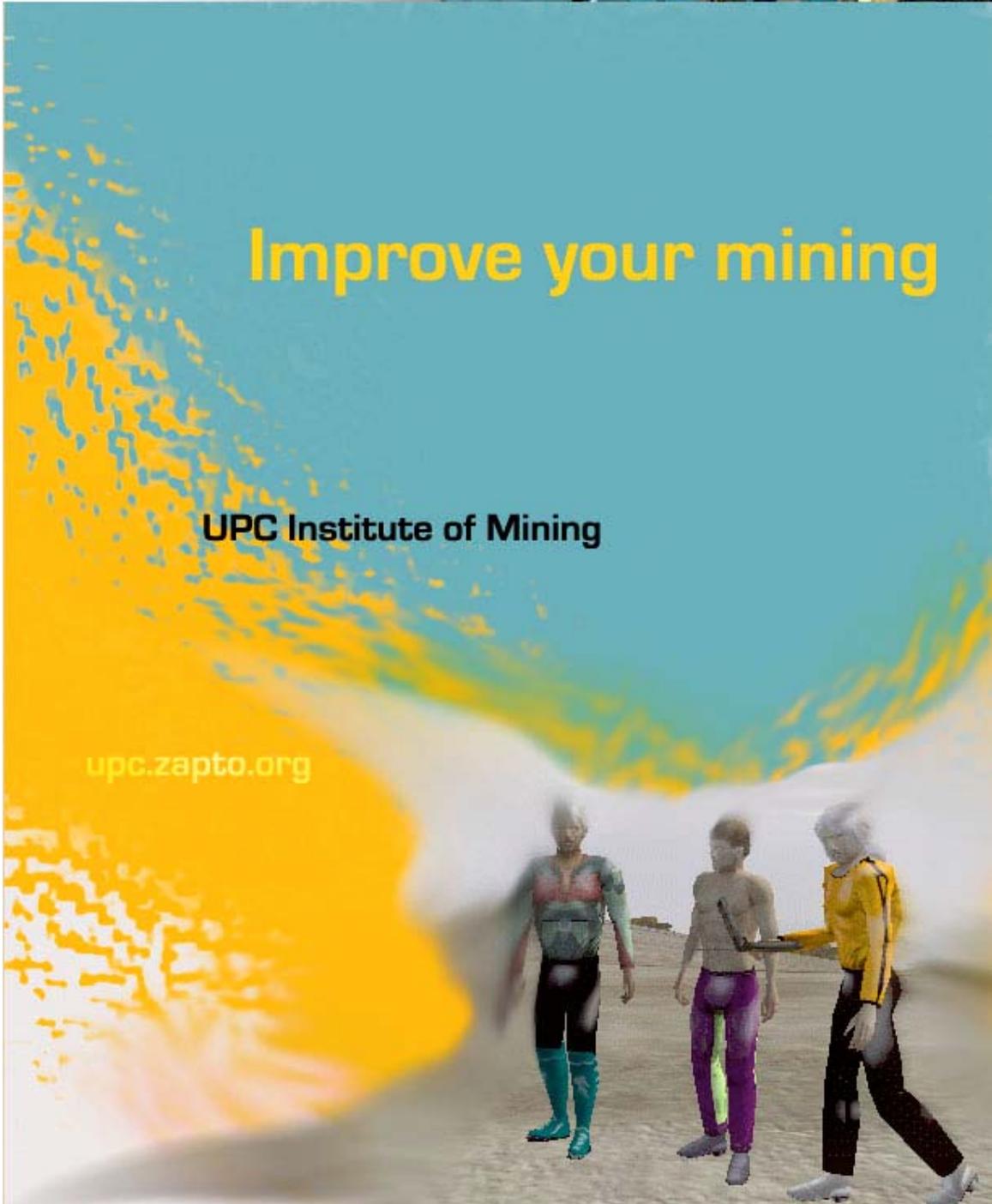
United People of Calypso :: United we stand, divided we fall ::



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Editor's note: If anyone wonders this picture is taken in the early days NE of Itacha.
From left to right: Silver di Avlo, Seamaster and Lazul.



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