

# The Calypso Post

Issue No. 1

[www.euforces.com](http://www.euforces.com)

Fort Fury, Sunday, November 12, 2006.

[www.euforces.com](http://www.euforces.com)

Free



## Showdown at Echidna!

The annual Eomon migration reached its climax in and around the crater north of Camp Echidna early October. During their weeklong migration from Twin Peaks, Calypso's finest were gathering to hunt these six-legged titans.

Calypso's toughest hunters lined up against the massive Eomon.

Read more under the Hunting pages

Source EBN News of 6<sup>th</sup> Oct. 2006

*Viking*

## The DrillTower Quest

### Mining is boring!

I often hear that statement when I'm running around Eudoria and Amethera, and it makes me wonder almost every time, why do I carry on mining and even finding it amusing and exhilarating?

It's often a costly operation to equip your self with 100 Seismic bombs and the same amount of probes, full load of ammo to keep the nosy mobs to a distance and fully repaired equipment, to return with a petty amount of Lyst and Oil. Correct!

But when you strike a high level Ore or Matter and trumpets have faded, you immediately feel the pulsation in your temples.

"Is it a part of a larger vein or.....?".

Read more under the Mining page

*Slinger*

25<sup>th</sup> Oct. 2006



*Photo by Shuriken*

## Postcard from Fort Pandora

### Fort Pandora – Calypsos' desert and deserted rose

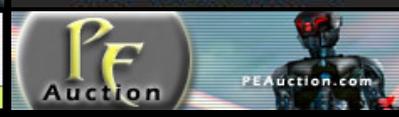
It had been just another ordinary day on Eudoria when I arrived at Fort Pandora.

Few decent loots competed with the amount of ammo I had wasted now, as the hot Calypso sun already had reached its climax and drew near the horizon. Eventhough our climate is tropical and summer therefore everlasting the sky here created a rather autumnal impression. Why is this place called „Fort“? A chain of hillrocks in my back, protecting me from what was hiding behind, PVP3, as if those hills could block up the toxic waves. In front of me less hills and a more inviting view to a prairie-like landscape. Yet, appearances are deceptive. An uneasy silence diffused in this cove-like crater, highlighted by the fact that I was alone as anyone could be. I was screened in a rocky way, but didn't feel safe. All of a sudden I remembered the „all gifted“ Pandora, the first woman on Earth according to the Greek Mythology. She was fashioned by Zeus as part of the punishment of mankind for Prometheus' theft of the secret of fire.....

*Photo by Iza*

*Nevasca*

Read more under the Travel and Exploring pages





## News & Version Update's



### 500,000 Accounts!

MindArk are delighted to announce that we've just passed 500,000 registered accounts for the Entropia Universe. Passing this milestone feels like a great achievement for both us and the community, and rumour has it that the number of rare items that certain mobs carry seems to have increased.

A big thanks to everybody around the world who makes the Entropia community as great as it is. See you all at 1 million.

*Viking*

Source EBN News of 13<sup>th</sup> Oct.2006

### Last Update contained...

The Entropia Universe has been updated with VU 8.6.3.

Enhancements include:

- Work has continued in 8.6.3 to reduce lag and rubber-banding issues.
- The range of the gun turrets on the Asteroid, Crystal Palace and on Land Areas have been reduced to pre VU 8.6 ranges.
- A problem in the event system has been resolved.

*Viking*

Source VU News of 26<sup>th</sup> Sep.2006

### Bug of the month:

Octobers' bug is...

**Finally: EU becomes sexy**

We couldn't decide actually: is it a bug or a special feature the latest VU brought to us? Could it be that what you can see below is just a little sneak preview for what's coming next?



*Photo by Iza*

Let us know about your funniest bugs in game. Send photo & description via email; subject: "Bug".

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Nevasca*

*Regards The Calypso Post*

### Looted "Rare" Items?

If anyone loots any "rare" items, let us know. Send photo & description via email; subject: "Rare Item".

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*

### The VU 8.7 is here....

And here the list of the changes they told us about.

VERSION UPDATE FEATURES:

- Auction: change in charges
- Participant owned shops: tax reduced to 2,5 %
- New HUD design, radar and chat functions
- Options interface, radar and cam as one
- Weapon amplifiers
- New mining amplifiers
- Skill implants now sold at TT
- Graphics better
- Updated system requirements
- Terminals: can be used by everyone
- New items
- New music
- Treasure Island: new buildings
- Beauty: 10 new hairstyles
- Other enhancements, such as oil instead of PEDs and changing team rules so equal is not possible anymore

As this is a BiG VU get further information at: [www.entropiauniverse.com/en/rich/6120.html](http://www.entropiauniverse.com/en/rich/6120.html)

**Weapon Amplifiers:**

A range of new limited crafted and ready-made amplifiers have been introduced. New resources and items necessary for their construction are also in place. With this new range arriving on Calypso, compatibility requirements now require that the correct weapon is matched with the correct amplifier in order to achieve the maximum 50% power boost available from an amplifier.

Regardless of compatibility, amplifiers can still be attached to weapons and will continue to deteriorate and consume ammunition. For more information about this change, read the [Preview VU 8.7](#).

**Skill Implants:**

Skill Implants have been revised.

In order to facilitate the transfer of considerably larger amounts of skills, new Empty Skill Implants can now be found with TT values up to 1,250 PED, the TT value being a measure of how much skill the implant can contain. Should you only partially fill an Empty Skill Implant, you will receive the remainder in a new Empty Skill Implant with the remaining value. If the remainder has a value below 10 PED you will receive PED directly.

In accordance with these changes, existing Empty Skill Implants now have a TT value of 12.5 PED and the TT value of existing Filled Skill Implants has been multiplied by 10. Empty skill specific implants are no longer available and existing implants have been replaced with Empty Skill Implants that can be used for any skill.

As I said have a look at this VU...

[www.entropiauniverse.com/en/rich/6120.html](http://www.entropiauniverse.com/en/rich/6120.html)

*Viking*

Updated Daily!!  
**Zap's Loot Table**  
Entropia Universe  
www.entropia-loot.com

## The Hunting Pages

**PE WikiCharts**  
http://www.pe-wiki.info/

### Showdown at Echidna!

October was the month of the Eomons.

It conjured up the image of the legendary Woodstock Festival when the herd of Eomons finally arrived the crater at Echidna. To the sounds of woofs, fapping and laser fire those colonists who attended this rare event were waiting for decent loots, free dung and sweat. Even a challenge for Calypso's best hunters, Echidna was THE place to be for highly skilled Entropians and their admirers. "That...is... amazing!" one youngster shouted out, watching teams vs. Eomon Stalkers.

After an exciting week following the herds' journey many colonists have now shared a rare experience.



Facts: Damage: **50%** Stab & **50%** Cut # Movement: Running # Combat: Close # Tameable: No # **Sweatable: Yes**  
Maturity levels: Young (**5020 HP**) till Stalker (**18720 HP**) from PE WikiCharts.

*Viking*

Source EBN News of 9<sup>th</sup> Oct.2006

### Do you want to advertise here?

Add Size: 3,2 x 10,1 cm

Cost: 25 Ped/1 prints

Send your add via email; subject: "Add"

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*

### Weapon of the Month:

#### The Opalo

Name : Sollmate Opalo  
Class : Carbine  
Type : Laser  
Weight : 2,0 kg



Damage : 8 HP  
Range : 55 m  
Attacks : 44 /min  
Reload : 1,4 sec  
Dmg/sec : 5,9 HP  
Power : 322,7

The Opalo is a first level laser carbine designed for low skilled players and beginners. Its function is flawless with a smooth and easily-operated design. Against normal foes this carbine is an excellent choice.

This item can be found at the Trade Terminal (TT) price 3.8 ped. The combination of the Opalo with a Laser Amplifier (such as the Omegaton A102 or A104) made one of the most economic weapons in game before VU 8.7.

The Skill Increase Bonus gives this weapon an added value. Using the Sollmate Opalo is recommended up to level 3000-5000 in Rifle skill.

However, after about level 2000 in Rifle, the skill gains from using the Opalo are very few and players may choose to switch to another weapon, so that they can skill much faster and hunt bigger creatures.

Common choices are the A-3 Justifier Mk.II or the Beer M2a(L). Please note that the first one is a standard weapon, while the latter has the Skill Increase Bonus, making it easier to max out.

*Viking*

Info from PE WikiCharts

### Creature of the Month:

#### The Berycled...

Nickname: Bery/Berry

The Bery is a fast moving skipping chicken-like creature. It attacks within former second radar circle.

According to PE WikiCharts the Bery is a close combat creature and gives **100 %** Impact damage.

Goblin or Rascal should give decent protection against these.

The Berys are not tameable but sweatable.

Maturity level ranges from Young (**100 HP**) to Stalker (**560 HP**).

Unhidden skills gained from hunting the Berys are:

Defences: Agility, Combat reflexes, Evade, Alertness, Athletics and Courag

Scanning: Intelligence, Perception, Botany, Probing, Scan Animal, Analysis and Anatomy



*Viking*

Info from PE WikiCharts

### Want to share?

You want to share insights about hunting?  
Send an email; subject: "Hunting".

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*

### Do you want to advertise here?

Add Size: 3,5 x 10,5 cm

Cost: 60 Ped/3 prints

Send your add via email; subject: "Add"

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*



## The Hunting Pages



### Mother from Hell!

Hey, who brought their Mom to Amethera???

Have you ever been flogged by a hysterical blueish woman in scanty clothes looking like a cleaning woman from the fifties?

Apparently agile she comes running, screaming like only women can and flog you with a blood soaked garden tool in one hand and a wooden bucket in the other hand. And of course she brought all her sisters, scattered only within hearing distance.

Her deceptive androgynous look is only revealed by an enormous set of boobs. Speak about hostility in the flesh!

Now! These nice ladies seem to be no match, but beware of their male friends roaming the vicinity.....



*Slinger* - Colonel of the Calypso Rescue Team

### Hidden Skill of the Month:

**Name:** Coolness

**Category:** General

**Affects Health:** Yes

**Requirements:** Specialist combat profession

Coolness is a measure of how well you perform while under duress. This skill gives extra HP. About 1 HP every 400~500 levels. It has effect on the professional standing. It does not affect your damage %, but it does affect your hit %.

Gives +1 HP on every 300 levels approximately.

*Viking*

Info from PE WikiCharts



### Skill of the Month:

**Name:** Health

**Category:** Attributes



Health is the amount of punishment your Avatar can sustain until he or she dies. Health is the attribute of being mentally, socially and physically able to act and react to varying situations. In EU, health is one of the most obvious physical attributes and is very important to one's ability to be effective for two reasons. The first is that higher maximum health allows one to take a bigger hit without dying. The second is that in EU hit points are regenerated every 20 sec. and 1/20th of the max health is regenerated each time. That means that for example with 200 health max. an avatar gets 10 HP back every 20 sec, while with 100 health it gets just 5.

Hit points (health) are not gained in an integral fashion (not by +1 at a time). Each time an avatar gets a skill gain that influences health, a tiny fraction of a hit point is gained as well. A notice is given when the avatar hit points reach the next integer value. This makes it difficult to know how much any specific skill affects health without chipping that skill in or out, because when an avatar skills multiple skills, many of them may be contributing to the health increase at a time.

This attribute is gained most quickly by the following skills: Athletics, Coolness, Courage, Dexterity, Perception, Serendipity, Combat Sense, Weapons Handling & Commando.

*Viking*

Info from PE WikiCharts

### Armour of the Month:

#### The Hunter Armor

<b>Name:</b>	Hunter	<b>Acid:</b>	0	HP
<b>Weight:</b>	13,4 kg	<b>Electric:</b>	0	HP
<b>Protection</b>		<b>Close:</b>	22,5	HP
<b>Stab:</b>	9 HP	<b>Firearms:</b>	18	HP
<b>Cut:</b>	9 HP	<b>Total:</b>	40,5	HP
<b>Impact:</b>	4,5 HP	<b>Economy</b>		
<b>Penetr.:</b>	9 HP	<b>Value:</b>	111,2	ped
<b>Sharp.:</b>	0 HP	<b>Durability:</b>	1400	
<b>Burn:</b>	9 HP	<b>Source</b>		
<b>Cold:</b>	0 HP	<b>Source:</b>	Looted	

**Description:**

The Hunter-series of armour is a product designed by Sollomate for the wannabe hunters on Calypso. It is also one of the most copied designs adapted by several small time local constructors. The armour is very flexible given its protection levels. Its fiber-plates are easily replaced when damaged. The colour-scheme was developed with the natural scenery of Calypso in mind, increasing the wearers' level of camouflage.

*Viking*

Info from PE WikiCharts



**Do you want to advertise here?**

**Add Size:** 3,5 x 10,5 cm

**Cost:** 60 Ped/3 prints

Send your add via email; subject: "Add"

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

Regards The Calypso Post

**Want to share?**

You want to share insights about hunting?

Send an email; subject: "Hunting".

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

Regards The Calypso Post

## The Mining Page



### The DrillTower Quest

Mining is boring!

I often hear that statement when I'm running around Eudoria and Amethera, and it makes me wonder almost every time, why do I carry on mining and even finding it amusing and exhilarating? It's often a costly operation to equip your self with 100 Seismic bombs and the same amount of probes, full load of ammo to keep the nosy mobs to a distance and fully repaired equipment, to return with a petty amount of Lyst and Oil. Correct! But when you strike a high level Ore or Matter and trumpets have faded, you immediately feel the pulsation in your temples. "Is it a part of a larger vein or.....?".

I know, it's a Loners quest. You can go on a mining run in teams, but again, it could turn out dry and empty and thus very expensive.

If you mine alone, you face the financial consequences alone. And if you strike, you harvest alone. Wouldn't it be more than nice, to hit a Drill Tower some day. It's certainly my prime mover.

Many theories on the subject as well.

- How to mine efficiently?
- Where to mine – hotspots?
- What equipment to use?
- Skill level and gaining skills etc.

#### Simple rules I go by:

1. **Go remote:**  
Logically the more remote the spot, the more rare the mineral findings. By remote, I mean far from a TP.
2. **Check spots where the mob density is high:**  
Especially when there are high level mobs. You can be assured that a Global or even a HoF is waiting for you amidst the mob heard.
3. **"Read the ground":**  
If you cut through all theories it all comes down to your ability to perceive the change in geological structure and colors.
4. **Mine in grids:**  
Check the range of your equipment and multiply it by 2. That's the most efficient distance between bomb or probe droppings. It varies from type of equip.

#### Mandatory rules for all miners:

(which actually goes without saying)

1. **Bring sufficient bombs/probes:**  
If you run out you surely miss your Drill Tower.
2. **Check equipment status and repair level:**  
It's pretty shitty to get yellow text in the middle of an excavation.
3. **Don't forget ammo:**  
Even though you are not on a hunt, you'll surely encounter a pissed off mob spawning right in front of your nose while your Orefinder is blinking like hell. Check simple rule no. 2.
4. **Take notes:**  
You can't remember all the good spots by memory. The real hardcore miners record all their findings.

At present I use Matterfinder MF-104 and Orefinder OF-211(L), excavators and extractors are of minor importance. Try to improve Geological skills and Perception skills. And of course Prospecting and Surveying skills.

Leave some minerals for me.....

Do you want to advertise here?

Add Size: 3,5 x 8,5 cm

Cost: 60 Ped/3 prints

Send you're add via email; subject: "Add"

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

### How BiG is Your Find?

All numbers are in PEDs

Level	Name	From	To
I	Minimal	0,16	1
II	Tiny	0,38	0,99
III	Very Poor	1	1,99
IV	Poor	2	2,99
V	Small	3	4,49
VI	Modest	4,5	5,99
VII	Average	6	8,49
VIII	Medium	8,5	12,23
IX	Ample	12	17,7
X	Considerable	18	24,8
XI	Sizable	24,8	34,99
XII	Large	35	49,99
XIII	Abundant	50	74
XIV	Great	75	124
XV	Substantial	125	204
XVI	Significant	201	295
XVII	Plentiful	303	449
XVIII	Huge	450	639
XIX	Extremely Large	650	786
XX	Massive	805	1033
XXI	Vast	1172	2349
XXII	Enormous	2538	4862
XXIII	Rich	5195	20858
XXIV	Gigantic	26418	93072
XXV	Colossal	N/A	N/A
XXVI	Mammoth	N/A	158000
XXVII	Immense	N/A	N/A

As you see all over level XII should be a global and all over level XX is not far away from a HoF.

Hit a XXII and you will get your own Drill Tower.

*Viking*

Info from PE WikiCharts

### Want to share?

Do you want to share your insights about mining?  
Send your text via email; subject: "Mining".

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

## Entropians

### *Free Outpost Rescue Service*

You got stuck or have problems getting along on Eudoria and Amethera? Be aware that there is a society that has dedicated itself to rescue those who are stranded and to take them back safe to the next or nearby teleporter.

This society is called:

### **Calypso Rescue Team (CRT)**

HQ ingame is Fort Fury or post your **Rescue Call** at [www.euforces.com](http://www.euforces.com) to get some assistance.-

So don't forget there are players out there willing to help you get out of the difficult outpost.

*Viking* - Colonel of the Calypso Rescue Team

### Greetings and Concerns:

On this page it's up to the community to supply your greetings to someone or talk about ingame concerns.

Currently this page is empty, but you hopefully will fill it up for the next month's issue.

### *Want to share?*

Do you want to greet someone or talk about ingame concerns?  
Send your text via email; subject: "Entropians".

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Viking*

### *Want to share?*

Do you want to greet someone or talk about ingame concerns?  
Send your text via email; subject: "Entropians".

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*

### Do you want to advertise here?

Add Size: 3,5 x 10,5 cm

Cost: 60 Ped/3 prints

Send your add via email; subject: "Add"

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*

## The Crafting Page

### **Crafting Page Writer needed!**

The Calypso Post is currently looking for someone to take care of this section.

Provide news and use full info once a month.

For those who know how to craft.

### **Want the job?**

Send your application to us!

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

subject: "Crafting page".

*Viking*

Do you want to advertise here?

Add Size: 3,5 x 10,5 cm

Cost: 60 Ped/3 prints

Send your add via email; subject: "Add"

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*

**Want to share?**

Do you want to share your insights about crafting?

Send your text via email; subject: "Crafting"

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*



## Trading



### *Why is the Sweat price so low?*

During the last weeks Sweat prices were dropping enormously. At times people were selling sweat at 0.1 Pec per bottle. How come? Prices for Sweat are mainly influenced by the market value of Force Nexus and Mind Essence.

Let me show you:

#### Recommended Sweat Price (RSP)

Today is 0.89 pecs per bottle

#### Recommended Sweat Price (Formula)

Variable:	Value:
ME Rate (average of last 50 on auction)	240.91%
NEX Rate (average of last 50 on auction)	127.75%
ME Cost (0.01 tt x 2000 units) * ME Rate	48.18 PED
NEX Cost (0.01 tt x 2000 units) * NEX Rate	25.55 PED
Profit (10% of ME Cost)	4.82 PED
Decay Cost (40 clicks at 1 pec/click)	0.4 PED
Sweat Cost (ME Cost - Profit - Decay Cost) - NEX Cost	17.81 PED
Sweat unit (Sweat Cost/ 2000 units)	<u>0.89 pec per 100 units</u>



So as you see from the "formula" there's really no market for Sweat. The Sweat Price dropped due to the dropping ME Prices so that it's not that profitable to make ME and sell it in Auction.

When this formula has been made, it's been related to a price of ME at 470%. Since ME at times usually went for 500%.

So as a conclusion try to sell your sweat to a user, and never ever sell your sweat under 1 ped per 100 bottles. In my opinion that the sweat's TT price.

*Viking*

Info from MyTwoPecs.com

### Trading Page Writer.

The Calypso Post is currently looking for someone to take care of this section.

Provide news and use full info once every month.

For those who knows the market.

### Want the job?

Send your application to us!

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

subject: "Trading page".

**Do you want to advertise here?**

**Add Size: 3,5 x 10,5 cm**

**Cost: 60 Ped/3 prints**

Send your add via email; subject: "Add"

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*

**Want to share?**

Do you want to share your insights about trading?  
Send your text via email; subject: "Trading".

[Calypsopost@euforces.com](mailto:Calypsopost@euforces.com)

*Regards The Calypso Post*

## Buy & Sell Postings

Post Size 3 x 3 cm Cost 1 ped/3 print	Post Size 3 x 3 cm Cost 1 ped/3 print	Post Size 3 x 3 cm Cost 1 ped/3 print	Post Size 3 x 3 cm Cost 1 ped/3 print	Post Size 3,2 x 3,1 cm Cost 1 ped/3 print	Post Size 3 x 3 cm Cost 1 ped/3 print
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## Travelling and Exploring



### Postcard from Fort Pandora

#### Fort Pandora – Calypsos’ desert and deserted rose

It had been just another ordinary day on Eudoria when I arrived at Fort Pandora. Few decent loots competed with the amount of ammo I had wasted now, as the hot Calypso sun already had reached its climax and drew near the horizon. Eventhough our climate is tropical and summer therefore everlasting the sky here created a rather autumnal impression. Why is this place called „Fort“? A chain of hillrocks in my back, protecting me from what was hiding behind, PVP3, as if those hills could block up the toxic waves. In front of me less hills and a more inviting view to a prairie-like landscape. Yet, appearances are deceptive. An uneasy silence diffused in this cove-like crater, highlighted by the fact that I was alone as anyone could be. I was screened in a rocky way, but didn't feel safe. All of a sudden I remembered the „all gifted“ Pandora, the first woman on Earth according to the Greek Mythology. She was fashioned by Zeus as part of the punishment of mankind for Prometheus' theft of the secret of fire. Pandora's Box contains the worlds' evil and is today a well-known metaphor for the unanticipated consequences of technical and scientific development. Hesiod described Pandora as a beautiful evil and Zychion Citadel is actually a more impressive example for the devastating consequences the Entropia Universe had to face for its advanced technology gaming. Maybe Pandora is the cradle for the beauty and the meanness of Calypso...

#### FAST FACTS ON... FORT PANDORA

- Coords:** 21600, 15418
- Vicinity:** PVP3, Camp Echidna, Minopolis, Fort Ares, Chimera Canyons.
- Features:** TP, Shopcontainer with common terminals, service module (Armour & Weapon Construction, Component Manufacturing).
- Creatures:** Berycled, Combibo, Atrax, Fugabarba, Longu, Daikiba, Chripy, sabakuma, Armax, Umranoids, Aetherex, Snarksnot, Maffoid, Itumatrox, Caudatergus.
- Sightseeing:** Pandora Towers, Morningtear Castle, Giant Mushroom, Dino Skeleton, Abandoned House, PVP3



Fort Pandora is one of the stepchild TPs on Eudoria. Located in the desert, running around nearby is like being a non-mounted Lawrence of Arabia. It's hard to operate in terms of beauty and evil in this case as the first impression might be indifference. You need a closer look and some exploring to discover the two sides of Pandora. And the first highlight is just a few steps further north from the teleport: Pandora Beach. A nice place to relax, clear your mind and watch the local Berycleds and Sabakumas splashing in the Pandorian lake. On an infrastructural basis Fort Pandora can be classified as a remote, but well defended Outpost with teleport access and some basic service modules. Despite its rather insignificant appearance, types and number of creatures to hunt nearby are convincing and mining options are good. Wherever you may go, every direction offers thrill, fun and at least one good reason to explore.

Low, mid and high level creatures inhabit this sandy and deserted place, and it's astonishing that you scarcely meet anyone in such a colourful area. It is actually more likely that you come from west to run to Pandora and maybe the other TPs at the east coast of Eudoria as the western part of this continent is more dense with cities, TPs and places of interest. So heading west from Pandora means heading for common TPs with smaller distances inbetween, eventhough it takes a while to get to Fort Ares or Chimera Canyons as the nearest western ones. Mining for oil and taking down Armax, Umbranoids, Aetherex and maybe even Chirpy are activities to pass the time on your way. South-west of Pandora you can find the Dino Skeleton as a place of interest, although this sight can be reached starting from Fort Ares the fast and easy way.



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## Travelling and Exploring Postcard from Fort Pandora Continues



While taking a rest at Pandora Beach it is hard to imagine that this desert place offers a different kind of vegetation nearby. The landscape changes with every further step you take heading east, entering the swamps soon. Right behind the hill chain you will meet Atrax and Caudatergus. Almost straight east and close to Minopolis you can see the famous Giant Mushroom, a psychedelic looking growth that's worth a trip.

The north of Pandora hosts thrill and challenge, not only because of PVP3, which is in fact a restricted area as it is a contaminated zone and you need to get a toxic shot (TT) first to be able to enter. If you don't have that protection you will die within brief minutes after entering PVP3. Thrilling is this area due to the fact that it is a PVP zone with loot option, i.e. whereas you can only be killed by other people in PVP1 and PVP2 your assassin may loot you here. So, unless you are skilled and equipped enough to deal with some big boys make sure you don't carry too many valuable items in your inventory while roaming PVP3.

To stay away from the contaminated zone doesn't include that you'd be exploring a rather safe area as you get into contact with several creatures up to rather high level stats that are not easy to take down. Next to Berycled, Combibo, Fugabarba, Sabakuma and Snarksnot you will meet the evil Itumatrox whos „-atrox“ suffix indicates some reasonable damages to consider before making this trip. Nevertheless a colourful red and green landscape with interesting plants and the Morningtear Castle as a sight seeing highlight east of PVP3 are some good reasons for travelling here.



The Morningtear Castle is a medieval castle estate located on a tiny island in a crater lake at 21700,14500 with the nearby unofficial Jenna Field Outpost. Morningtear has a rather central position. Once you've explored the castle you can reach PVP3 and Camp Echidna west/north-west as well as Minopolis and the mentioned Giant Mushroom east/south-east.

According to the official map the south of Pandora is the main desert part on Eudoria with a rocky landscape full of hilltops and valleys. But this region has more to offer than just sand and mountains. In fact its flora and fauna is more diverse than you would expect. At the very south edge of this desert you will find an abandoned house and PVP2; half way down there you can revive at an OP and Nymptown is located further east. But what makes this zone more exciting is the remarkable spawn of Maffoids that use to take advantage of the dense vegetation to hide and attack. These friendly Maffoids generously share their habitat with a few Berycled and Atrax friends.

Additionally you can find the common Sabakuma, Daikiba and also a few Longu patrolling the southern zones.

Also good for mining along the way the southern part of Pandora holds a special and mystical highlight: the Pandora Towers. Special because of their impressive, architectonical appearance, mystical as there is no actual function or reason for this four poled building looking like a stranded UFO in desert.

Despite the lack of use a beautiful sight to visit during your stay at Pandora.

Whether evil or good – generally speaking Fort Pandora is a beautiful place and definitely a hot spot for evil creatures and various activities, hence a wonder that only few people come here. The forts' remote position might keep travellers away, but in fact Pandoras' location is rather central. After all the low attendance of this area is one of the main arguments to attract singled or grouped hunters and miners, and what makes Pandora what it is: a desert and deserted rose.

*Nevasca* - Story and photos



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## Open Post

### *EU Fiction* *Those Dark Eyes*

I strafed right to dodge the jab of the Umbranoid's lambent blue dagger. My boot caught on a small stone embedded in the canyon's floor and I tripped. I could've sworn I saw a smile crack on what was left of the human characteristics in the mutant's face. I brought up my en-blade, in a vain attempt at a parry. The eyes of the mutant popped out as a stream of red screamed through its head. It fell to the ground, lying motionless next to me.

"You all right?" Nev offered her hand out and I took it, she held her Opalo in the other. She pulled me up.

"Am now." I replied "Thanks, he was about to send me back to the revival then."

"No problem" Alien came walking behind her, her face was obscured by the Pixie brand face-mask. I returned the deactivated en-blade to its clip on my belt as Alien bent down, searching the pockets of the Umbranoid's tattered trousers. She pulled out 2 pieces fine wool.

"Wools. Is that all they ever have?" I bent down to pick up the dagger it has jabbed at me. I depressed the trigger and the blade shot out momentarily, then shot back in. The bottom of the hilt heated up and I reflexively dropped it. The hilt popped open and steamed when it hit the ground.

"Feedbacking again? Why do they always do that?" Alien's muffled voice came from behind the mouth-grate on the mask.

"Maybe they're DNA locked." Nev said, hoisting her rifle over her shoulder.

"You always say that, and I always tell you they couldn't have got that kinda tech." As they pursue arguing about the energy daggers, I put my hand up to my brow to shield the hot midday Calypso sun and to investigate an odd looking tree near the crest of a hill not too far off. It moved. It moved some more and got bigger.

"That's no tree." I pulled my blade from my belt yet again.

"Huh?" Nev looked at me in query. I pulled the trigger on the en-blade and the blade shot out, humming slightly and sparking where a specks of dust and pollen where getting swept into it.

Alien was catching on. She propped up her rifle and cocked it. Nev followed. The Umbranoid was closing in and had drawn its dagger. I started at a run, encumbered by the blade held in both hands. I swept it back. The Umbranoid was fast, part of its mutation that made gave it one of the more formidable reputations. The familiar pew pew of the opalos fired off behind me and the creature recoiled back from the hits in the shoulder. It tried to recover as quickly as it could but it was too late.

I brought the blade swishing round and down, slicing through the opposite shoulder to the laser's mark and down through the beast's torso. It fell to the floor immediately and a few specks of blood that escaped the cauterizing heat of the blade splattered on the floor. I looked down at it on the floor, my blade poised above my head to finish it off. I saw something, in those eyes. The greyed skin and folded face had hidden it before. My hands loosened on the blade and let the trigger go. The blade disappeared. I saw fear in those eyes, and it was not animalistic fear. It was afraid. No, he was afraid. I saw his chest wriggle up and down as he struggled to breathe. I realized that the smile of the last mutant was not the grin of vengeance, nor glee in my intended death. He was happy that he had fought and won, that he could live another day. I suddenly felt guilty beyond belief, we had killed about thirteen Umbranoids before this man. Thirteen. That's thirteen of their lives lost. Before I had more time to ponder Alien ran over and pointed her gun to the mutant's chest. I clamped my eyes shut and looked away as I heard the shot.

"You ok? What happened?" Nev came with rifle pointed in front of her.

"It was..." I looked back to the dead mutant, lying there with his face contorted in pain. I looked away at Nev's more inviting face.

"It was my hip. The last one stabbed me once in the side. It seized up when I stretched up." I lied quickly. Nev's face radiated concern.

"Want me to patch it up?" Alien shoved the few cents the Umbranoid man had been carrying into a belt pouch and pulled the first aid kit from the sling on her back. "Nah, I can do it." I pulled a mind essence charge off the set on my wrist and closed my eyes. I couldn't concentrate, the Umbranoid's look echoed around in my head and stopped me from using my grade II heal chip. I pulled a weak smile and replaced the charge.

"Maybe you'll have to, can't seem to concentrate." Alien was happy to oblige and once I had unclipped and slipped off my Paladin harness she injected some stem cell solution and bound it up.

"You up for more or you wanna hit the Corinth bar for lunch?" Nev asked us both as I replaced my armour.

"I need some grub." I said. The stem cells were working already.

"Fair enough. What about you?" she directed her question to Alien.

"I'm up for whatever." She pulled the release lever on the opalo and the empty energy cell fell to the ground with an earthy thud.

"Food it is then" Nev said, and we walked back to the Chimera Canyons outpost.

Story by Auron

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*Viking*

## Interview with an Entropian.

### On the Skeleton with... ALIEN

Calypso is a pretty huge place and, wow, we just hit the point of 500.000 registrations for the Entropia Universe. Time to talk to some Entropians and get to know them a little more. For the November issue TCPs reporter Nevasca talked to the youngster Alien at East Scylla Mountains.

### **Alienna Alien Xartia** (CRT Academy, Sergeant)

Primary occupation: Hunter  
Fav Place: Fort Pandora Lake, because it's relaxing  
Fav Creature: Atrax, because it makes a cool sound  
Arrived on Calypso: August 2006 @ PA

### What called your attention to EU?

First of all the appeal of making money from playing. Thought I could make a quick buck ;) ... guess I still could from a global. It was Auron who told me all about EU in an English lesson, slightly exaggerating the money-making point :P

### What was your first impression then?

That if I wanted to become good at anything it would take a lot of sweating, and that would be boring. But it looked fun, with loads of really nice people. That was what mainly kept me playing and still is.

### Who were the first people you met ingame?

Traders that bought my sweat, and I also joined a little team tp running and sweating along the way – was fun.

### And your avi: is she the opposite or a duplicate of your RL self?

Haha! Opposite, in pretty much every way! You've seen my RL self – put a pic comparing RL me to Alien for people to see!

### How did you come up with your ingame name then?

From what I remember I slid all the sliders to the right, lol, and thought she looked like an alien :P

### So it happened accidentally?

Yeap, pure accident. Me being experimental :P

### You remember your first global?

Yeah, the Umbra hunt I arranged for the CRT Academy. In a team that was, never solo'd a global tho. But I hope to in the near future ;)



### Did EU change your RL? And if yes in what way?

It made me realise that all people are not bad, like they are portrayed through TV adds and stuff sometimes. And it gave me something to do with my friends when they can't come out or it's raining. And it helped me find some more friends in RL.

### What's the most important thing to you about EU?

Friendship. Definately.

### And if you could change something about EU – what would it be?

The loot. Stop the no loot messages and bring PEDs back! By no loot messages I mean make everything give some loot at least.

### You have something like a secret of your personal success in here?

Luck :P If I feel like hunting something, I give it a try and 2/3 times I make a small profit. Oh and another thing, if I'm in profit, I quit while I'm ahead :P

### You have an ingame motto, advice or something?

Ah, I had a motto ... but can't remember it :O ermmm...well, my advice however: quit while you're ahead!

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"I don't know where they got it from, but I don't like it one bit."

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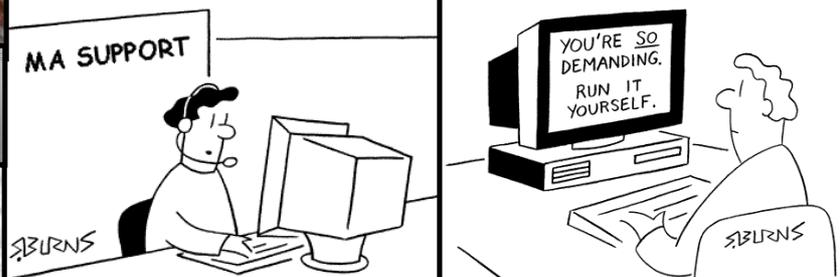
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Tech support worker:  
LAG? Who's that?"

Difficulties in running EU.

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