

Entropy Insider

Issue 1

This Issue Sponsored By UPC

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Zeus

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An Project-Entropy Magazine

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Entropia Insider Staff

Editors



Skyrider
Chief Editor



Serra
Editor

Writers



Ludicrouse
Writer



Neon
Writer



Tigerman
Writer



Faustian
Writer



Da_Killer
Writer



Aziphrael
Writer

HeadWar
Writer

Magazine Design By:
Skyrider

Acknowledgements:

Our Sponsor: **UPC**

TimeChaser

MindArk Employees: Kim and Marco.



Written By:
 Skyrider
 Chief Editor

Message from the Editor

Information about "Entropia Insider"

Our "Gate Magazine" project has molded into this. Although we couldn't be "The Gate", we are still supported by MindArk and have about 12 staff as of now.

Our current plans are to release a new copy of the magazine monthly off of a public server. We are still looking for additional writers to assist us in creating our monthly magazine. Although we would like to have new members join on as staff, we would be happy to accept occasional guest articles from people. Any comments, suggestions, or ideas are more than welcome. In fact, we need them! Here is a current breakdown of what we are planning monthly:

- **Virtual Universe Library**
 - Interesting pieces of information about Project-Entropia. It will include mini-tutorials, information, and more.
- **Recent Happenings**
 - Any updates that have happened recently.
- **The Community Profile**
 - Events that have been going on in the community recently.
- **Avatar Improvement**
 - Reviews on weapons, tools, and items, information about your avatar, and more.
- **A Day in the Life of ...**
 - Follow the footsteps of a Project-Entropia participant and see how they live out a day in Project-Entropia.
- **The Rant Corner**
 - Criticism and comments about Project-Entropia.
- **Bug List**
 - An updated list of Project-Entropia bugs designed to help you avoid becoming victim to one.
- **Event Calendar**
 - An updated calendar of any events going on in Project-Entropia soon.
- **Everything else ...**
 - Any additional articles written by our staff or guest writers.

Thank you for taking the time to read about the new magazine. The staff and I hope you enjoy reading this magazine as much as we enjoyed creating it. As I stated before, we need your input! If you have a comment, suggestion, or idea, please contact us via IRC in channel #theEntropia Insider.

Each issue will be released on a monthly basis. As you may have noticed in the contents, we offer advertising space where you can reach all of Entropia Insider Magazine readers.

Enjoy the new Entropia Insider Magazine, and make sure to tell your friends about what has happened!

Need Advertising Space?

Entropia Insider magazine is now offering affordable advertising space within the magazine. We currently offer the following:

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Contact Skyrider on IRC, or e-mail him at dominion@sbcglobal.net if you would like to order an advertising package.



Written By:
Tigerman
Staff Writer

Recent Happenings

What has happened recently in Project-Entropia?

So, what has recently happened on Calypso? The favourite topic of both the participants and the staff at MindArk PE AB is the ever interesting term "VU", Version Update.

Calypso was recently struck by one more of these interesting phenomenas. This time it was lag and bug fixing that was the agenda, or as MAs internal code name stated; "The stability update". This VU was the one known to the participants as 5.0. This VU didn't affect very much of the contents of the game, however we did get circular PvP zones. The word of mouth is that this was done to reflect how the newbies circle around the oil rig. VU 5.0 was one of the more successful VUs this far. As all software it had some issues, but these where inferior of these we had prior to this VU.

The next update we got was VU 5.1. This was the content part of VU 5.0 and featured more content for the participants. We got a new big, yet small city called Miniopolis. When i walk around in Miniopolis, I almost feel like Gulliver, stranded amongst the small people. Although the city of Miniopolis covers a rather big area, and has many buildings, it's not made for "normal size" pioneers of calypso. You have to see it to experience it.

The graphics was upgraded in VU 5.1 and look better than before. We also got a wider variety of building designs, which was a fresh breath to the ones of us that have been around for a while. Armors, tools and weapons were also in VU 5.1 in addition to new blueprint levels. We can mention the A-3 Justifier Mk.IV and the mythical Mechel & Loch ML-45. I can't say I have confirmed information about the ML-45, but the gods of Calypso keep claiming its existence. The A-3 Justifier Mk.IV was first looted by hunters from Imperial Dreams, Ante and Xzara. After its appearance several of this fine weapons was found, and it soon entered the range of high-end weapons. A Salamander Armor and Eon Armor also emerged with VU 5.1. The Salamander armor showed to be a good complement to the robot-haters equipment, with its very high laser weapon protection. The Eon armor is the higher average protection armor. Not the highest single-area protection on the market, but the overall protection is very good.

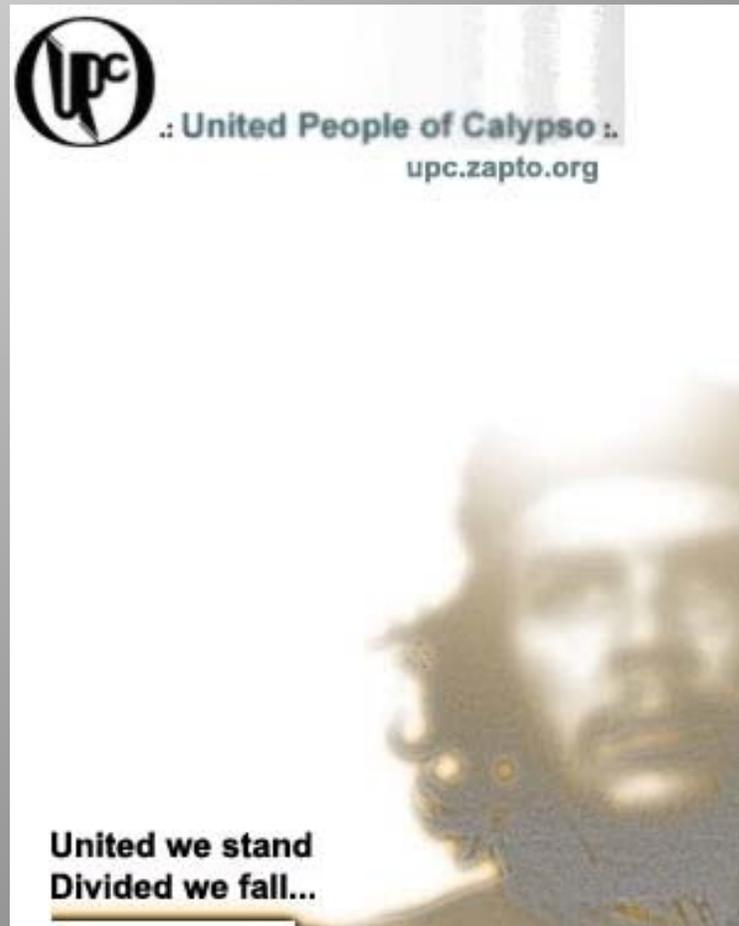
Let's go for a team hunt! Let's team up and hunt something big. The new "Team" feature has been a wish of the participants for a long time, and now its here. The Team feature allow you to invite participants

to hunt with you, and loot will be distributed automatically, showing all the participants on the team what the loot was, how it get distributed and so on.

What level should I craft today? With the new patch, we also got new blueprints to play with. Or at least they have applied to the game. Several lvl6 and higher blueprints have been found and crafted. Who will be the first one to craft a level 6 or higher attachment? And what will the stats be? This is yet to be revealed, and we all look forward to it.

All this new contents did unfortunately affect the stability of the servers a bit and we lost some of the gain from VU 5.0. This is unfortunate, but something that happen with software, unfortunately. Let's all hope the exterminators at MindArk find that nasty bug and apply some bug removal on it.

VU 5.1 also featured new species of animals on calypso, as well as reintroducing an old one, the feared Araneatrox, the spider we all fear. There have also emerged new classes of well known mobs, such as the Longu Old Guardian. Be sure to look for these new mobs!



I'm new. What should I do?

Assuming you've downloaded the game, gotten an account and created your avatar (pick a sensible name, you'll be stuck with it), you should start by just wandering around a bit. Take in the sights, watch the wildlife (careful, most of it is aggressive, find a Revival Terminal in any town and right click it if you get eaten), listen to people going about their lives on Calypso.

If you like what you see, I'd suggest you make a small deposit, maybe 10 USD. That should be enough to buy a gun and ammo, so you can experience a bit more of Project Entropia. You might also want to get some clothing that isn't orange. Orange is a dead giveaway that you are a newbie, and as such, you might be taken less seriously. Whatever you do, don't strip down to your undies, and then you look like a newbie without taste instead...

Talk to people, ask questions. Most participants are quite helpful if you are polite and show respect. Don't pester people, that won't make you any friends at all. Try to get some people to team up with you and go for a hunt. Lots of fun all around on a team hunt.

What is up with the weird pricing?

In PE, there are essentially two economies, running side by side. One is the official PE economy, the part you can see if you right click on an item. This is usually called the "TT value" of an item, since this is how much you will get for it if you sell it to the Trade Terminal. (The TT will buy anything.) The other economy is the one run by the participants. Items usually have a "TT+" value. A gun might cost TT+20, for example. That means that if you want to buy this gun from another participant, you will have to pay him the TT value of the gun, plus an extra 20 PED. Raw materials for crafting, such as ores and animal skins, are usually measured in percents of the TT value instead. For example, a stack of ore might be valued at 150% of TT value.

Please note that while the TT value of an item can always be converted back to money by selling the item to a Trade Terminal, the TT+, or the part of the price above 100%, can only be regained by selling the item to another participant. Make sure you know what you are buying before you pay, since you might not be able to sell it on for the same price if you pay too much. Always shop around, or ask other participants what a fair price would be for that particular item, if you are unsure. The Auction might also give some clues to what an item should cost.

Remember, if you don't like a deal, don't go through with it. If the price you are asked to pay is too high, or the money you are offered for your precious gun is too low, find someone else to deal with.



Travel Destinations

Zeus: The Barren Ice Town

Written By: Sky rider

After traveling the endless mountains of snow and ice, you finally arrive at a popular crafter's destination. This icy town is known as Zeus, which is located in the very upper portion of the NE quadrant of the map.

Many of Calypso's crafters come here to work in their trade. As stated by one crafter, "You actually get peace and quite out here. There is nobody to bother you while you craft!" This barren area comes complete with a lake filled with Ripper Snappers, nearby scenery, and some interesting mobs. If you get time to come to Zeus, I recommend exploring the areas around it. I personally enjoy the terrain around Zeus, and often find myself wandering around looking for interesting objects and terrain.

Although the trading isn't as fierce as towns such as Nymhtown, I've noted on many occasions that some of the higher-level equipment just made by crafters is sold there. People also use this town as a hang-out spot, and you can often find people in small groups talking. Many say they come to Zeus because they are far from the stresses and crowding of the bigger towns.

The surroundings of Zeus also hold great mining spots and good hunting. Some of the stranger mobs reside in the mountains and areas by Zeus. As I said before, watch out for the lake. The Ripper Snappers enjoy nibbling on you as your try and swim away.

So whether or not you're looking for a good time or maybe some freshly crafted items, stopping by Zeus just to enjoy the scenery once and a while certainly helps after a stressful day in Calypso. Be sure to look out for some of the crafters hanging out there!





Written By:
Neon
Staff Writer

Avatar Improvement

Amplifiers

In this first issue of "Entropia Insider" I will talk about weapon attachments, more specifically about amplifiers (Amps). Amps are items that amplify the damage that your weapon does when you shoot; they are very useful when dealing with small weapons and big "mobs" and also to train your skills using a small damage weapon improving your damage with an amp.

Each amp is different from each other as you can see in the table, from A101 to A203 Amps damage increases, but as always, they also have negatives aspects such as ammo burn and Decay.

Ammo burn is the amount of ammo that each shot fired costs for example: MK2 has an ammo burn of 10 ammo cell per shot fired. With an A103 the ammo burn will increase 1 but the decrease will also improve greatly.

The decay is a value that decreases each time you use an item, for example: each shoot with an Mk2 the T value will decrease 0.005067/shot this also happens with the Amps.

Is also important to refer that the decay of the amp does not depends on the weapon that it is used and that does not increase the decay of the weapon. Ammo burn and decay on amps are a fixed value that only depends on the amp.

The A103 and A104 are probably the most common amps in Calypso, because they are very often dropped by mobs, but also other ones can be dropped like A101 dropped in big loots in Allophylls. Since A201 amps are only craftable, not dropped, they are harder to come by.

What I have did was compared the damage with the decay and chose what is the best amp. A102 is my personal choice because it has less ammo burn and decay per shoot than the other amps. It is also true that the damage increased to a shoot is less than A103 (for example), but other amps also have higher decay and ammo burn.

It is up to you to choose if and what amp you will use.

Amps	Ammo Burn	Damage	Decay/Ped	Dmg/Ped	Rating
A101	0	3	0.006429	466,7	4
A102	1	7	0.005106	463,4	5
A103	1	12	0.016047	460,7	2
A104	1	14	0.020391	460,7	1
A105	1	16	0.024356	465,7	-
A106	1	18	0.028761	464,4	-
A201	1	7	0.005248	459,1	3
A202	1	10	0.011592	463,1	-
A203	1	15	0.022227	465,4	-

Values withdrawn from "HeadWar's Gun List"

<http://www.mtek.chalmers.se/~m95titan/PE/HeadWarGunList.htm>



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Written By:
Aziphrael
Staff Writer

Entropia Street Journal

Important Economic Information and Reports

A quick dive into the Business World ...

The economy of Calypso is perhaps one of its strengths. The fact that the currency is pegged to the American Dollar gives it a known and definable value.

As ever this article attempts to highlight the latest goings on in the economic and business world of Calypso. I will be looking at some of the trends and current sentiment of traders and members of the community.

The main tradable resource on Calypso is Ore, in particular basic ore types such as Lysterium, Blausarium and Belkar. These three ore types are required in many areas of the crafting industries. Unsurprisingly they have the highest prices. Lysterium currently can be purchased on the open market for around 200% of its Trade Terminal value, Belkar and Blausarium.

Trading in PE has become much richer, ever since the first colonists began to arrive on their new world. Some of the older colonists can still remember a point when trading and the profession of trading was a rare sight. In those days ore would be sold at a somewhat sedate markup of 110%. Today there are many traders plying their wares across all the settlements of Calypso. Trading only organizations have sprung up providing a wide range of services. Places like Fort Troy have become large trading havens and the advent of Auctions has helped to vastly improve the ability of people to trade their items, instead of having to find buyers or trusted resellers, the auctions can be used to deposit items.

Rare items still fetch a high premium. And in many cases value has gone up, making those worthwhile investments. An Imp MK 2 once only fetched 2000 Peds, today you would be lucky to find one that isn't being offered for less than 3000 Ped. Angel Armour, in particular Male versions are also attracting hefty prices. A worthwhile investment if you have bought several months ago. The big question amongst the economists is whether a bubble is developing and if so will it burst? Only time can tell, and whilst sentiment is strong it will be hard to gauge any potential decline.

The stock market has been a neglected area of PE. Reason is mainly because it is about as liquid as a stone. However, in the last couple of months, the last freely available stocks were bought up in large purchases of approximately 4000 to 5000 Peds. It will be interesting to see how it develops from there.

The economic world of Calypso has become much more diverse and richer. It has progressed from being an insignificant aspect to one that affects just about everybody. There is money to be made and as the old slogan goes "It's the money that makes it real."





Written By:
Tigerman
Staff Writer

The Community

A Review of the Project-Entropia Community

The driving force of Project Entropia is of course the masses of people that play the game, which is also known as the community. The huge Project Entropia community at all times consists of everything from the "old" dedicated participants from beta testing, till the unimpressed newcomer that is never to return. Project Entropia also consist of bigger and smaller, more and less active and dedicated societies. Some societies have been part of Project Entropia since the beginning, while others are barely born.

Although some people seem insignificant, useless, uninterested or just plain annoying, this is all pieces of the big and dynamic puzzle known as Project Entropia. Maybe one day, that uninterested little beggar in orange clothing grows up and become one of the most successful participants in the entire project.

Talking of which, I can still remember my early days, spawning in the middle of nowhere, being pecked to death by a Bercycled and not understanding what I should do. I have to admit, at this time, it was only "a big ugly bird" that killed me, but later I learned that this was a Bercycled. This being back in the days when

You could truly walk for days without meeting anyone, I sure was glad to be told how to once again get to life.

I soon learned that some info is for free, and other info is not. The community of Project Entropia will teach you a lot, but not all and you will meet both better and worse sides, but it sure is interesting and it will give you a good laugh, but can also make you very frustrated.



Written By:
Ludicrouse
Staff Writer

The Hunter's Source

Introduction

I have been a hunter since I started playing PE when it went gold. I've seen many a good thing and I've seen many a strange thing happening on Calypso. I have seen flying Atoxes (Some Dead) and I have seen a group of people getting 4 HoFs in one hour! Yet among my travels I have never, ever seen lag like I saw recently!!!

Now I have hunted most things that can kill you (And some that cant) but I have never ever had the kind of problems I have had till recently. Now before I move on I'm not slagging of MindArk. On the contrary I believe they have a damn fine product here and I wish to stay for as long as possible. Over the last few days the hunting "Issues" have been an important part of my life, the "There is nothing to loot here" bug has caused many a fist to be swung in anger and I'm sure I'm not the only one to have had this happen. Now I maybe crazy but I'm wondering whether all that loot is coming back (I will keep that covered in later issues). This is just one question which I want to ask Marco about.

Now I am totally sympathetic to all you out there who have suffered this terrible problem and hopefully with this article I can spread good words about "Lag Cutting" and "Loot Increases". I am too myself wishing MA will increase the loot from some Mobs and make the HoFs less random. Hopefully MA will read this (And any feedback) and change aspects in the game to help us hunters out.

Right now here goes the plan. Over the next few months I'm hoping to get a few interviews with some of Calypso's finest hunters hopefully the famous Legion and a good hunting buddy of mine Perrin. Soon I'm also going to be hosting a 'Answers and Questions' so if n00bs or experienced hunters out there are having some problems then feel free to mail me at Ludicrouse@bigfoot.com and ask away.

Also hopefully soon I will get a chance to speak to Marco and get some answers we have all been waiting for. Now I know this article hasn't had much info in at the moment, but that's because it's the first and I wanted to let you all know me and what I do so you can understand I'm one of u guys and I know what it is like on "the fields."



Written By:

Faustian

Staff Writer

Rant Corner

The Player's Opinion

OK people here we go!

I started this confounded game about 6-7 months ago. It was crap at first, just around the time it went to Gold. I played with some friends who got me started then we all stopped because we could never log in. So about a month later I started again, brought another friend in he lasted a month and quit also, said it was a money trap. But I stayed and got more and more addicted and things seemed ok with the game for a while I was having fun. Then came along my first VU. Wasn't bad, I was happy got 2 HoF's back to back that same night. Time went on and more VU's appeared. Then came along 5.0! Here in my opinion things got REAL screwed! Now I'm not going to get into all the bugs, you know them most of you. But then... after all, MA came to us and said as they say every VU 5.1 will fix it. But all it seems they did was create a lot of new bugs that all of us could of done without and nothing got fixed! I mean, what in the world where you thinking MA.

We didn't need more stuff for us to spend more money on. We need reliable servers and stability. We keep asking for this but you keep feeding us New Weapons, Armor and other stuff we don't need. Then you take one of the few ways to make money for free and make it next to impossible. You should have just taken the rig out of game altogether. Then you make the Mobs faster and harder and the lag just got worse for everyone, then rubber banding came back in to play. Of course we did get one good thing out of it, the "Decoy Bug". But as soon as you found out about it you take servers down for a day and say its cause you found why the lag is so bad and this will fix it. That was not the truth in my opinion you should have just said it up front. I log back in, lag and rubber banding is the same but NO DECOY BUG! Once again MA thanks for the *great* job! Stop spending resources creating new stuff that we don't need and fix the game already!

PS: My shadow thighs still aren't in the game! Please make some next time you decide to add in more useless content!

Many thanks to this issue's sponsor, UPC

Additional Information

Did you enjoy this copy of Entropia Insider?

Tell us! Our IRC channel is #entropiainsider.

Interested in becoming staff?

Contact Sky rider or Serra on IRC, or e-mail Sky rider at dominion@sbcglobal.net