

the Calypso Post

THE CALYPSO POST 3 // JANUARY FEBRUARY 2007

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Travel and explore Page



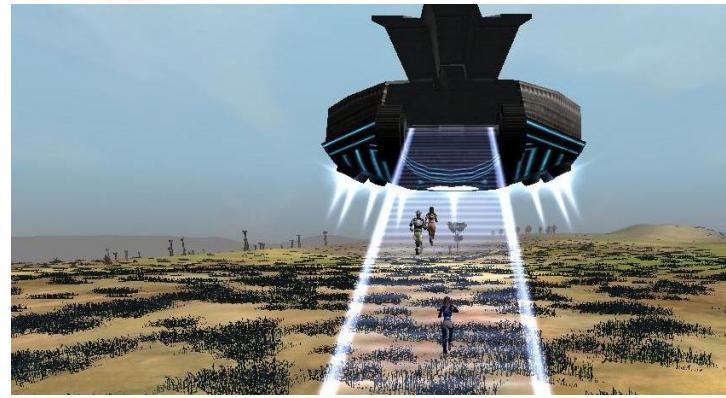
To hate or not to hate?

Zychion Citadel is a pretty wrecked place. Not the most attractive spot to go. What to do here? Collect the TP and move on or is it worth a trip? Read more under the Travel & Explore Pages.



MMOWC!

Skalman is the MMOW Champion 2006. After a tough semi-RL final in Miami he prevailed against his soc mate Neomaven in the end. But what is the MMOWC actually? Read more under Entropians and Events.



The Nate Valley Mothership!

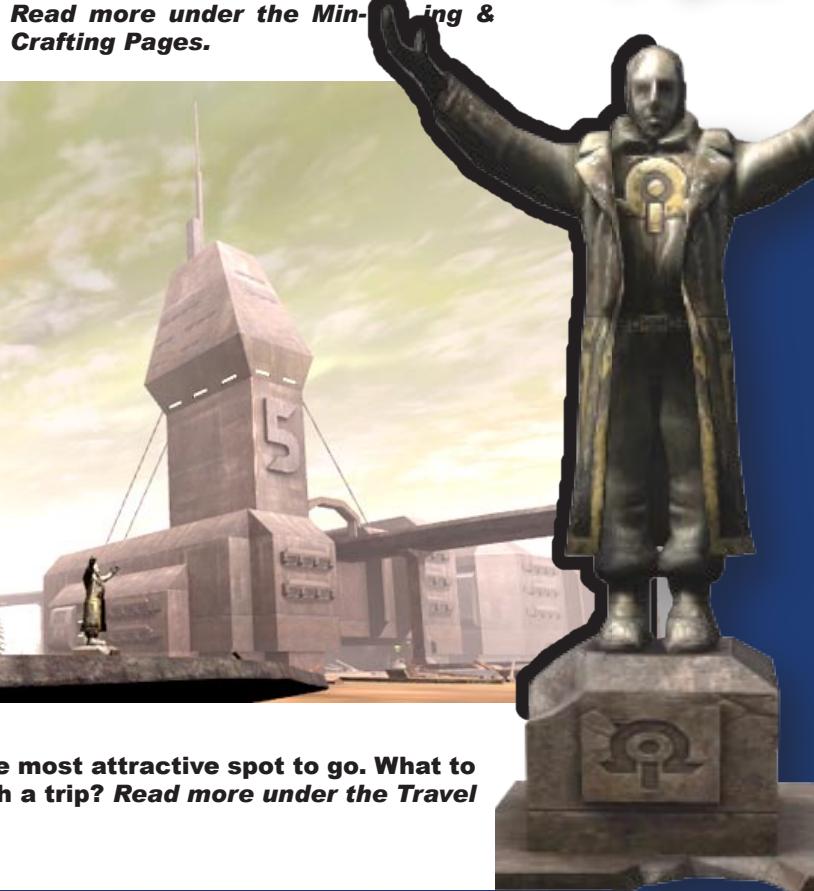
"What's that noise?" I asked with discomfort. A black dot was steadily growing larger in the sky... Read the full beacon mission story under EU Fiction.

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EU Fiction

New Items!

With VU 8.9 quite a few new things have been implemented. The most intriguing things to get now are the Angel Scales. What will they be good for? Maybe to craft nail polish for the ladies' new fingernails? Read more under the Mining & Crafting Pages.



the Calypso Post

NEWS & VERSION UPDATES

BY NEVA

EU WEBSITE UPDATE

MindArk PE AB were proud to be able to present the Entropia Universe website in three additional languages: French, Spanish and German. More languages are planned. The modified layout with the new features has been launched in late January 2007. Source: entropiauniverse.com



BY NEVA

CASHCARD PROVISION SUSPENDED

Due to under-graded server and backup systems of the Canadian company CardOne Plus, MindArk PE AB will stop issuing new Entropia Universe Cash Cards until CardOne Plus has resolved the situation by appointing a new payment provider. According to CardOne Plus this process may take up to 60 days. Entropia Participants who have already bought Entropia Universe Cash Cards will probably receive their cards free of charge. It is no longer possible to transfer funds from the Entropia Universe to the Entropia Universe Cash Card. MindArk PE AB further recommend Entropia Participants that have funds already available on their Entropia Universe Cash Cards, that they withdraw these sums at an ATM. Withdrawals through the use of the normal bank withdrawal system inside the Entropia system will of course continue to operate as normal during this period. As soon as MindArk receives any additional information, it will be presented immediately at the Support News section. Source: entropiauniverse.com

// BY NEVA



TWIN PEAKS MALL

BY NEVA

MALL WAR @ AUCTION IS OVER!

After two final hours of exciting bidding, all three Shopping Malls were sold at the public auction on Calypso. Located in some of Calypso's busiest trading regions, the Shopping Malls auction drew large crowds who followed the bidding minute by minute. Even though the bidders, who had been shaken off during the auction race, were close to a nervous breakdown spontaneous inauguration parties assembled decent numbers of Entropians who welcomed the new owners. Source: entropiauniverse.com

It happened over night or, in other terms, it happened during an update. Entropians running around Twin Peaks or other famous hunting spots that were well known for decent density of Argonauts were confused: where have all the Argos gone? Instead of the funny looking humanoid carnivores new massive creatures had taken over the places of appearance. Only when the first rifles and pistols had been pointed at the fast attacking aggressors it was all clear: the Argonauts had mutated! Hunters were in shock as the Argos had lost their former irradiated-doggy-with-pants look and turned into frightening werewolves. More muscles, more hair, stooped and with a facial expression that's more inexpressive than ever! Argonauts: you are officially pimped!

BY NEVA

STACKABLE AVAS

What's that? With the new damage stack share option in team hunt for all stackable items, Entropians became stackable as well. Walking around Calypso you are able to perceive more and more avatars creating human towers since the last VU. Maybe this is a first hint for more interaction options between colonists? We are waiting with bated breath.



STACKED AVAS // BY NEVA

BY NEVA

EARLY X-MAS PRESENTS: VERSION UPDATE 8.8

Together with some fancy x-mas decoration in most cities and holiday gifts for all Entropians, MA's VU 8.8 gave us some interesting modifications. With the three new Shopping Malls new crafted Signs and Screens have also been introduced. The Professional Standings section has been removed from the Avatar Information Panel. Remarkable success in your skill-gain and professional standings comes with a GHoF now i.e. green whirls, a message and a sound (that has been modified by now and doesn't sound like a HoF anymore). New settings in the team hunt as well: The old Damage Determines rule has been renamed as 'Damage: Item Share'. A new Team Setting has been included allowing Stackable Items to be split between team members based on the damage inflicted by each

member. The new rule is called 'Damage: Stack Share'. News for the Beacon Missions: It is now only necessary to kill 75% of the robots in a ship chamber in order for the teleporter to be activated. Revolutionary changes in the graphic department: continuing to utilize the new PhysX engine, the death animation has been improved to reflect a more life-like tumble and fall. Dead bodies are more dynamic now, roll down hills and can be moved by third parties when lying on the ground. See the full content list of VU 8.8 under Version Update News on the official Entropia Universe website Source: entropiauniverse.com

BY VIK

THE RESPECTED SPIDER

The Araneatrox, or Spider, is one of the creatures I respect the most. Ever since I started playing this game the Spider has been the one beast I would be able to kill in my fantasy and my fantasy only. I remember my first encounter with this frightening mob: I didn't realize what was going on until I was lying on the ground, lifeless. I say frightening because it's far away from being a pretty creature, but impressive and scary. The RL insect must have served as a role model when creating this creature as its similarity to a spider is more than convincing; therefore the nickname, but: since "arachne" is the Greek expression for spider the name



// BY VIK

THE ARANEATROX

makes even more sense. So from an etymological point of view this giant is some kind of hybrid between an Atrox and a daddy-longlegs. In practical terms respecting the Spider includes for me seeing one of them in the far distance means to avoid contact. The Araneatrox is so fast and its hits are so devastating, you hardly know what actually hit you before you drop dead.

I had a dream. I was walking around Minopolis, looking for tiny butterflies to indicate some fruit on the ground. Felix, my tamed Falx was hungry. All of a sudden an Araneatrox Alpha entered my radar, his massive corpse speeding towards me. My knees felt weak, my body started shaking. I pulled my gun, ready to marber the beast into hell. The shots didn't slow it down, but made it even more furious. And then, with my last bits of ammo, it fell to the ground, lying dead in front of MY feet this time.

FACTS BY PE WikiCharts // BY VIK

WEAPON OF THE MONTH

THE DEATHBRINGER POWERFIST

Name:	Manticore Deathbringer Mentor Edition (ME)
Class:	Melee
Type:	PowerFist
Weight:	0,5 kg
Damage:	18 HP
Range:	4 m
Attacks:	66/min
Reload:	0,9 sec
Dmg/sec:	19,8 HP
Power:	79,2
TT value:	28 PED
Decay:	4,770 PEC



The Deathbringer can be acquired from a successful mentorship period. It skills your Brawler (Hit/Dmg) profession as well as for example Barvado, Martial Arts, Strength and Coolness.

The Hunting Pages

BY VIK

ARMOUR OF THE MONTH

THE VIGILANTE ARMOUR

Name:	Vigilante
Weight:	18,7 kg
Protection:	14 HP
Stab:	14 HP
Cut:	7 HP
Impact:	14 HP
Penetration:	0 HP
Shrapnel:	14 HP
Burn:	0 HP
Cold:	0 HP
Acid:	0 HP
Electric:	0 HP
Close:	35 HP
Firearms:	63 HP
Value:	192,5 PED
Durability:	2550



Source: Looted

The M&J Vigilante is a heavy set of strong armor made to be resilient against all forms of attack.

The rigid construction, with a simple, yet innovative design has made the armor renowned in the more fashionable spheres of armor construction. Due to the basic construction, it had also been subject to massive copying by local Calypsonian armour manufacturers. Also known as one of the best armours to hunt bots with.

FACTS BY PE WikiCharts // BY VIK

CREATURE OF THE MONTH

THE DRONE

Nickname: Bots (meaning any Robot)

The Drone is the weakest of all robots in the game so far (not counting the Jamraider). It has the look of a humanoid with two laser guns/rifles built into its arms. The Drone is known to be a "gatherer" as it, in most cases, carries minerals of different kinds. Most often spotted in teams or larger groups. It is not a coincidence seeing them in areas with Warriors and Second Entities nearby as Drones are gatherers, Second Entities are miners and Warriors are basically their guards. The Drones are aggressive so if you get to close they will attack. According to PE WikiCharts the Drone is a Firearms Combat Creature and gives 30 % Penetration and 70 % Burn damage. Rascal or Vigilante should give decent protection against these. The Drones are not tameable or sweatable. Maturity level ranges from Gen.01 (300 HP) to Gen.10 (820 HP).



Unhidden skills gained from hunting the Drones are

DEFENSES

Agility, Combat Reflexes, Dodge, Alertness, Athletics, Courage

SCANNING

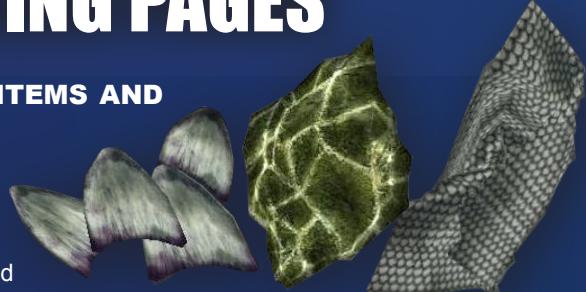
Intelligence, Perception, Probing, Computer, Scan Robot, Analysis, Electronics, Mechanics

MINING & CRAFTING PAGES

BY NEVA

I FOUND SOMETHING OUT OF THE ORDINARY... NEW ITEMS AND RUMOURS WITH VU 8.9

A new TP, brand new OPs and a good handful of new items – this is what the latest VU 8.9 brought to us. Especially when it comes to new items these are good news for crafters as a new series of BPs i.e. weapons can now be manufactured: the GeoTreks, high and low level BLP weapons that can be purchased as (L) as well. Additionally we now have Metal Plating for construction processes, Ion Conductors that form the basis for battery technology and a lot more e.g. new screens and signs. But the most intriguing thing is primarily related to the world of mining. Antimagnetic Oil, Soft Fragrance, Adomasite Stone and Hansidian stone are some new Ores and Enmatters implemented with the recent VU, indicating some new items to be crafted, fortunately even a new armour type or at least a modification of a current armour type. Debates about that won't stop. But what calls people's attention the most is the out of the ordinary find of so called "Angel Scales", refined to Light Mail that is supposed to be a very protective mail. Not only the fact that it's an unusual find put the Angel Scales into the centre of vivid debates and rumours. Taking into account the refining process to Light Mail and its characteristic of being very protective one theory states that this might be a hint for a new armour launched soon. Others speak up, recalling the evolution of the Hogglos by finding a Hogglo pelvis and then creating Hogglo DNA: this is a sign for a new creature going to populate Calypso soon. And it's true: a scale somehow speaks for itself. But also the Angel Scale's description is a strong argument for a new creature, saying that a "legend claims the existence of mysterious angel-like life forms on Calypso" and that "these tough angel scales are the only evidence of their existence". Nothing is confirmed yet and whatever it will be, we'll have to wait to satisfy our curiosity. But the chances for the scales being an indicator for a new creature aren't too bad: MA describes the angel-like life form as a legend and not as a myth or a fairytale. And why not get both: new creature and new armour?



STORY AND PICTURES

FINDERS – TT OR CRAFTED?

When starting a new profession or activity many people ask themselves if the TT items are good enough for that. Today we are going to have a look at mining finders. To make it as fair as possible I have chosen to compare the Omegaton EnMatte Detector ED-10 and the Omegaton Detectonator MD-10 that can be purchased at TT, with the MatterFinder MF-101 and Ore-Finder OF-101 that are crafted and can be found in shops or auction.

ENMATTER FINDERS

OMEGATON ENMATTER DETECTOR ED-10

Weight: 3,0 kg
Range: 53,0 m
Depth: 100,5 m
Decay: 1,0 Pec
Value: 3,0 Ped



MATTERFINDER MF-101

Weight: 1,0 kg
Range: 54,0 m
Depth: 130,5 m
Decay: 1,0 Pec
Value: 4,75 Ped



ORE FINDERS

OMEGATON DETECTORATOR MD-10

Weight: 3,0 kg
Range: 53,0 m
Depth: 100,5 m
Decay: 1,0 Pec
Value: 2,4 Ped



OREFINDER OF-101

Weight: 2,7 kg
Range: 54,0 m
Depth: 130,6 m
Decay: 1,0 Pec
Value: 5,50 Ped

As you can see from the comparison the difference between both, the crafted and the TT Enmatter Finders and Ore Finders, aren't too big from what you see by the plain numbers. Who cares for 53 or 54 m range? But taking a closer look and putting all the different stats together, we can conclude that those slight variations can make a difference in the end. Crafted finders are more convincing as they have a higher range and depth so you can cover a larger area while mining. They are light and with the identical decay as TT Finders, the crafted finders have a higher value that makes it possible to go on longer mining trips. So instead of using the TT items for mining you can also start right away with the crafted ones. Nevertheless these low level crafted Finders aren't rare so don't buy them at a too high markup.

PICTURES FROM PE-WIKI

STORY BY VIK

the Calypso Post

Business, Market & Financial News

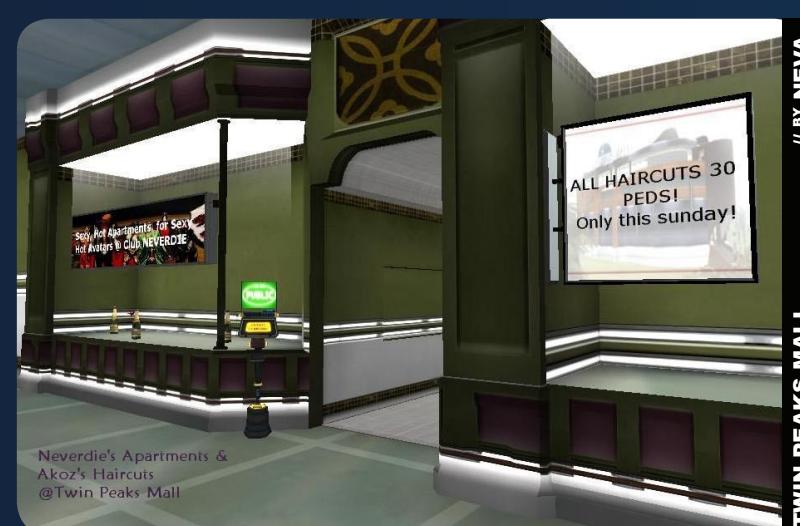
EMERALD LAKES MALL // BY NEVA



facilities as well as common terminals, the three new malls are on their way to become the most important spots for business and market. With their identical look all malls are easy to find as well as to reach since each has its own TP. According to their identical structure and look it's easier than ever to find your way while shopping. And even the shops inside are similar among all three malls as the most famous colonists of Calypso took advantage of this revolutionary option to expand their business: Akoz, Buzz Lightyear, Neverdie, Skalman, Spod and Vixen are only a few names to mention in this context. As Port Atlantis is one of the places with the most lag on Eudoria, the Port Atlantis Mall owned by Spod is as laggy as expected. Nevertheless its location is attractive and shops are still available, especially on the second and third floor. The first floor can satisfy all basic needs: see Moonfish's two fashion shops for clothes and hats, Trin's Crafting Supplies for resources and stuff or Hoos's shops for hunting and mining. A must for all visitors: the Entropia Directory Donation Shop! An excellent idea to support their website @ entropiadirectory.com: go and donate! Even though the difference between the malls is little, RobRoy's Emerald Lakes Mall is probably the most beautiful located one. A new spot on the Ametheranian map, placed in a pretty landscape with some Atrox around. The fact that the ELM is rather secluded might be the reason for the high number of shops still available. Weapons and armours are provided by Slither as well as Vixen who offers hunting and mining supplies. For furniture see Buzz Lightyear's shop; all located on the first floor. The Twin Peaks Mall is at top of the list among all malls. As Twin Peaks has been well known for trading before, Neomaven made probably the best deal when winning the mall in this most popular business district on Calypso. Many shops are already sold and walking around the different floors looking at the ownerships is like reading the Who-Is-Who of Calypso's famous traders. Whether it's the first floor with Spod's Discount, Lady Wolf's Fashion and shops owned by Neomaven, Skalman and Vixen, whether it's the second floor with Slither's Blueprint & Crafting Supplies, the Beginner Shop, Photonic Edge's Limited Edition shop and Neverdie's Apartment store next to Akoz's shop for beauty and fancy haircuts, or the third floor with another Buzz-Shop full of Ghost Armour, the Entropia Resource Exchange, Smilga's Shop Network for Hunters & Miners or the Etopia Fashion Boutique: it's all in here. Very unique so far: Miggo's Pet Shop on the first floor – an excellent place to get all you need for taming, training and feeding. And in case you don't have a pet yet: get it here @ Miggo's!

EASY SHOPPING ON CALYPSO BY NEVA

Hitherto shopping on Calypso had been connected with long runs through tiny shops in different buildings, random encounters with shopkeepers somewhere in the wilderness and standing on your virtual feet in front of an auctioneer for a couple of hours. Those times are over now! By launching the new shopping malls MA succeeded in offering those, who are willing to deposit a little more than others, a hot new option to make even more money, and implementing an easy-to-shop system for all Entropians within this virtual universe. As central institutions for items of any kind, including an auction, service and trade fa-



TWIN PEAKS MALL // BY NEVA



ing before, Neomaven made probably the best deal when winning the mall in this most popular business district on Calypso. Many shops are already sold and walking around the different floors looking at the ownerships is like reading the Who-Is-Who of Calypso's famous traders. Whether it's the first floor with Spod's Discount, Lady Wolf's Fashion and shops owned by Neomaven, Skalman and Vixen, whether it's the second floor with Slither's Blueprint & Crafting Supplies, the Beginner Shop, Photonic Edge's Limited Edition shop and Neverdie's Apartment store next to Akoz's shop for beauty and fancy haircuts, or the third floor with another Buzz-Shop full of Ghost Armour, the Entropia Resource Exchange, Smilga's Shop Network for Hunters & Miners or the Etopia Fashion Boutique: it's all in here. Very unique so far: Miggo's Pet Shop on the first floor – an excellent place to get all you need for taming, training and feeding. And in case you don't have a pet yet: get it here @ Miggo's!

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MOST SOLD AUCTION ITEMS FROM ENTROPIAUNIVERSE.COM

Lysterium ingot	3.31 PEC	+11%
Gazzurdite ingot	99.99 PEC	+33%
Iron ingot	47.11 PEC	+21%
Oil	2.32 PEC	+16%
Caldorite ingot	64.24 PEC	+26%
Belkar ingot	8.05 PEC	+34%
Metal residue	1.21 PEC	+22%
Mind Essence	1.88 PEC	+88%
Blausarium ingot	16.31 PEC	+36%
Melchi crystal	4.79 PEC	+20%
OreAmp OA-103 (L)	140.40 PED	+30%
Narcanism ingot	39.34 PEC	+64%
Zinc ingot	36.49 PEC	+22%
Cumbriz ingot	51.89 PEC	+15%
Alicenies gel	11.51 PEC	+15%
Garcen lubricant	22.53 PEC	+13%
Durulium ingot	3.48 PED	+45%
Energy Matter residue	1.03 PEC	+4%
OreAmp OA-101 (L)	73.70 PED	+2%



Supplying You With Resources!
High and low amounts of hides, wools, oils, woods and more @ fair prices

Stella WildCat Hertz

Interested? Contact under:
Stella@euforces.com

CYBERBANKERS: THE WORLD'S FIRST VIRTUAL BANKING LICENSES AVAILABLE IN EU BY NEVA

Good news for all virtual entrepreneurs: MA launches a new opportunity for all 24/7-business-gamers to become a real banker in cyberspace. Five virtual banking licenses are to be auctioned off in the Entropia Universe. These two-year exclusive licenses will integrate real world banking systems into the virtual Entropia Universe. Open for bids hopefully in January 2007, with a virtual banking license in the Entropia Universe it will be possible to conduct business world-wide through the internet, securing clients not only on the virtual planet Calypso, but from all over the world. Each virtual Banking License will allow its owner to:

- lend money to Entropia Universe Participants and collect interest for the service,
- partake in the design and naming of their virtual

bank building,

- utilize the extensive advertising opportunities available within the Entropia Universe and
- make their own personnel available through avatars that can interact with and provide service to others.



UPDATE: BANKING LICENSES AVAILABLE WITH VU 8.9 FROM ENTROPIAUNIVERSE.COM

With VU 8.9 the first virtual banking license are finally available. After a little delay the licenses had been put on auction February 6th 2007. Each of the five Banking Licenses will remain on the auction for 3 months, with an opening bid of 1 PED and no buyout price. With the banking licenses you will be able to lend money to Entropia Universe Participants and collect interest for the service. All loans will be secured against virtual items from the Entropia Universe. The license holder may determine the loan amount, the loan term, and the interest rate. The license holder will have access to a detailed Management Panel allowing the complete administration of all loans. An NPC (a non-participant character able to carry out automated tasks) will automatically issue loans through a secure interface at any time, according to the Value List. The borrower may repay a loan at anytime during the loan term by presenting the loan voucher to the NPC and paying the loan amount and interest.

License holders may submit building names and designs to MindArk PE AB within 30 business days of the auction close; otherwise the buildings will be designed by MindArk PE AB. The virtual banking licenses will be numbered 1 to 5. The auction winner of license 1 will have the first choice of location for bank number 1 and so on. There can only be one bank in any city or town.

The license holder must have 1,000,000 PED available on their account inside the Entropia Universe to insure that the banks will have cash readily available, so that Entropia participants may start utilizing their banking services. In the case a buyer of a Bank License does not fulfill this condition within 20 working days after the end of the auction, the license is forfeited and returned to the auction.

A monthly rent for the building, plus a 5% percentage of all interests charged is paid to MindArk PE AB. If the bank is placed on a land area owned by another participant, 2% of all interests charged go to the land owner, and 3 % to MindArk PE AB. All transactions and loans are final. MindArk will not accept responsibility for any mistakenly made transactions. All transactions will be monitored and suspicious transactions will be reported to the appropriate authorities.



Robot Spacecrafts

Jose Bary Carlos examined Robot Spacecraft and found something with a value of 50 PED!



YOU HAVE PROBABLY SEEN THIS MESSAGE IN ALL CHAT BEFORE AND WONDERED: "HELL! WHERE DO THEY FIND THESE ROBOT SPACECRAFTS?" I TELL YOU ONE THING: THE FLYING SPACESHIPS YOU CAN SEE ON PHOTOS ARE NOT WHAT YOU ARE LOOKING FOR.

The Robot Spaceship is the home of the bots that hang around west of Fort Troy; you will be more likely busy with taking down Drones and Warrior than looking for those Spacecrafts. The Beacon Spaceship is the transportation ship that picks you up when going on a Beacon Mission. That's why there is a terminological difference between the "spaceship" and the "spacecraft". To find a Robot Spacecraft you will have to go mining. Receiving a strong signal in the far distance is your indicator to find the Spacecraft that is additionally protected by 3-4 Drones. Looting the boxes after you successfully completed a Beacon Mission, i.e. sweeping out the Beacon Mission Spaceship, is the second option to receive the "Robot Spacecraft Message" and make a 50pedder global. To go on a Beacon Mission you can either buy or loot one. The sizes of those beacons vary. Beacons are missions on which you have

to accomplish different levels i.e. rooms full of bots. To activate the teleporter that takes you into the next room you have to kill at least 75% of all bots in one room. Entering the last room and meeting your final high level bot opponent activates an alarm indicating that you have a time limit to get out of the beacon ship, back through all rooms you've passed before, looting all or at least most boxes that are placed in the rooms. Those missions need to be well prepared: once you die during a mission you are out and won't get back aboard. Straight arrangements of who is going to loot the boxes in which room are of a high priority as time is ticking. To get an impression read Auron's story on the EU Fiction page.

COMPETITION! BY VIK

WHERE IS THIS? GUESS THE NAME OF THE BRIDGE IN PHOTO



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

The correct answer of the competition in December 2006: Fort Fury.

And the winner of a free space ride is:
Ray Guess Brad
Congratz!

COMPETITION SPONSOR: FOXPILOT'S SPACEFLIGHTS



got a problem?

calypso rescue team

FREE OUTPOST RESCUE SERVICES BY VIK

... offers the Calypso Rescue Team (CRT), free of charge! If you ever get stuck at an OP on Eudoria or Amethera or have problems reaching a TP, call CRT – they will pick you up and take you to the next TP. Post your message or rescue call in the Rescue Channel under: www.euforces.com/index.php?name=PNphpBB&file=viewforum&f=7

State your full avatar name, your location/co-ordinates and time you'll be ingame to get rescued (MA Time). To find out your location/co-ordinates, press "P" in game. MAT is the same as GMT; press "C" to receive this info ingame.

SURVIVING THE ADVENTURE! BY VIK

EUDORIAN SURVIVAL MAP

... helps you to move around on this continent!

CONTAINS

- Teleporter Collector Route
- Outpost Escape Routes
- Travel Route to The Oil Rig



GET YOUR OWN COPY OF THE SURVIVAL MAP UNDER WWW.EUFORCES.COM/CRT/VIKING/SURVIVAL.HTM

TRAVEL & EXPLORE PAGES

CAPRICIOUS IN CITADEL – TRACING BACK HISTORY AROUND ZYCHION



BY NEVA

I HATED ZYCHION CITADEL. FOR A PRETTY LONG TIME I REALLY HATED IT FROM THE BOTTOM OF MY HEART. I HATED IT TO INFINITY AND BEYOND, AND EVEN BACK AGAIN. EVERY TIME I ENDED UP HERE FOR SOME FUNNY REASON MY MOOD CHANGED INSTANTLY. I DON'T KNOW IF IT WAS THE RATHER SAD IMPRESSION THIS DESTROYED HOT SPOT GIVES YOU. I DON'T KNOW IF IT WAS THE MISTY WEATHER WITH THE WHOLE CITY COVERED IN SOME SORT OF YELLOWISH, SMOG LIKE FOG. I DON'T KNOW IF IT WAS ITS HISTORY. MOST LIKELY IT WAS ALL OF THOSE MENTIONED ASPECTS PUT TOGETHER. AND EVEN MORE: ZYCHION MADE ME REMINISCENT OF THE OLD DAYS, MY FIRST DAYS ON CALYPSO, BEFORE VU 8.7. TP RUNNING TO ZYCHION, DYING SEVERAL TIMES WHILE LOOKING FOR THAT BLOODY WRECKED TP I JUST COULDN'T FIND, BUT WERE FOUND BY AN ATROX AGAIN AND AGAIN. AND AGAIN. NOOBISH DAYS THOSE WERE, WHEN THE RADAR WASN'T MUCH OF A LANDMARK. NOT THAT MY ABILITY TO FIND A WAY AND TO ORIENTATE WAS OF MUCH USE. IN FACT: IF YOU COULD SKILL THAT TALENT, I'D BE A NOOB FOREVER. SO IMAGINE MY TREMENDOUS JOY WHEN PERCEIVING THE TP IN THE NEAR DISTANCE! AND THEN ZOOM! ATROX AGAIN! YES, I KNOW: I REVIVED SOMEWHERE UPSTAIRS IN A BUILDING; THE TP SHOULD HAVE BEEN NEAR. BUT THAT DIDN'T HELP: I LOST MY WAY LOOKING FOR IT WALKING THROUGH THE RUINS OF WHAT MUST HAVE BEEN A PROSPEROUS CITY ONCE. TO ME IT LOOKED ALL THE SAME AND AGAIN AND AGAIN, AND AGAIN, I TOOK THE WRONG BEND BUMPING INTO MY NEW FRIEND, THE SERIAL KILLER. FINALLY I JUST TP'ED MYSELF OUT BY PRESSING ESCAPE – I WOULD GIVE IT A NEW TRY TOMORROW. IN OTHER WORDS: SAME SHIT, DIFFERENT DAY.

To bring all tension to an end: I made it. Last year, back at Zychion. And I also survived my little fieldtrip for this report when sneaking through this devastated metropolis. That was probably the first close look I ever took when roaming the empty houses here. Zychion is actually a very interesting place. Not that I had changed my mind about it totally, as I still don't like it. But I have to admit: Zychion Citadel has more attractions and hidden spots than I thought. And of course it has a key role in Calypso's history as Zychion isn't just a destroyed city, but also a monument. It has been built by the very first colonists on Planet Calypso and was therefore the former capital. And it was headquarter of Omegaton Technologies. You can still see the impressive main building, with the statue of the Omegaton founder in front of

bot mutations and revolts, the reason for their uprising. It is a mere logical consequence that Zychion has been destroyed by the troops of the robot invasion during the First Robot War. And my first rendezvous with an Atrox taught me one thing: the Battle of Calypso is not over. Today Zychion Citadel is mainly abandoned but still connected to Calypso's infrastructure and equipped with some basic trade and service facilities such as a technician, common terminals, a bar and even a weapon trader who can be found at Wardogs Guns & Stuff. To find your way you can just take a look at the map that's placed next to the Belkar Bar – in case you find the bar. And in the staircase you can even find a little info screen reminding all visitors of the Zychionian history and the fallen pioneers. It's a bit ironic that this memorial place has an event organizer. But then again: this spot with its spooky skyline is the perfect setting for a thrilling event! It's not astonishing that Zychion has been the former capital as its location is indeed very central. In case you have been able to avoid my friend, the Atrox, you can easily reach other TP locations around. Zychion is one important stop on your TP run starting at Port Atlantis. And despite all the ruined defenses, battle remains and crashed spaceships all over the place that are worth a trip, you can find the Spiral Shaped Mountain to the south and the famous Smartboy Cave, officially known as the Ambrosian Cave, north-north-east at the southern coast of Limnadian Lake. For those who are looking for some se-

rious challenge, powerfisting Chirpies, that are almost all over the place too, might be an option. Those who are looking for some easy targets: Zychion has plenty! Despite the ever molesting Merp to the North you will find Atrox and Maffoid nearby and a bit further on even Feffoid and Cornundacauda close to Camp Phoenix, where you can find some Berycled, Sabakuma and Cornundo as well. Straight west there are even more Cornundo waiting, plus a whole army of Molisk only a few steps away from TP around the first crashed spaceship and ruined defenses. Running east means heading for East Scylla Mountains, a good place to hunt, mine, craft and tame your pet. On your way to Scylla you will encounter Caudatergus and Fauxcervix. Straight south, way behind the Spiral Shaped Mountains and much closer to Fort Troy, you will reach the Robot Spaceship: a perfect place to take on all types of bots. This southern area is also inhabited by Cornundo and Armax, who normally assemble in the south-eastern part. So all in all the Zychionian area is really exciting and the city itself quite interesting: an ideal setting for an event and absolutely perfect as a starting point for some nice team hunt. And by now you should be doing fine when looking for the TP: thanks to one smart mind at MAs it's a blue spot now. In case you get stuck there anyway when trying to find your way out to the next city with TP: just press Escape and make a post at the EUForces Rescue Channel. They love Atrox!



STATUE

it, near TP. This is where it all began. This is the birth place of what lead us to the present times we have on Calypso, the origin for ro-

FAST FACTS ON... ZYCHION CITADEL

COORDS 10780, 9630

VICINITY EAST SCYLLA MOUNTAINS, BILLY'S SPACESHIP AFTERWORLD, CAMP PHOENIX, LIMNADIAN DISTRICT, JASON CENTER, CHIMERA CANYONS

FEATURES TP, WEAPON TRADER, TECHNICIAN, BAR/BARTENDER, EVENT ORGANIZER, COMMON TERMINALS

CREATURES MAFFOID, ATROX, MERP, CHIRPY, FEFFOID, CORNUNDACAUDA, CORNUNDO, ARMAX, FAUXCERVIX, MOLISK

SIGHTSEEING EXTENSIVE RUINS, RUINED DEFENSES AND BATTLEFIELDS, EVENT ZONE, OMEGATON STATUE, VARIOUS PLATFORMS, CRASHED SPACESHIPS, DINO SKELETON, SMARTBOY CAVE, SPIRAL SHAPED MOUNTAIN

the Calypso Post

Lag Forecast For Calypso By Vik



Amethera

North-East: fitful prospects for Treasure Island - mainly bright, cloudy lag might accrue.

Moving over to Genesis and New Oxford, here you will most likely experience lag: mainly overcast lag with few clear spots.

The teleport area at Shinoon Jungle is mainly sunny. Moving on into all directions from here you will be affected by gusty and unfavourable lag storms.

Most regions of Snowland Islands are calm and with sunshine; only the east coast will be affected by squally lag showers.

Sunshine as well for the southern islands, but with reservations as mild lag may accrue.

At Omegaton West Habitat and Nea's Place you will experience overcast lag with temporary lag storms due to high activity, especially around Nea's with a high density of sweaters.

Nate's, Sakura City and Rei's Defense are mainly bright and only partially cloudy.

Low activity at Wolverine Hope: bright skies and sunshine.

Eudoria

As throughout the whole year Port Atlantis, Twins Peaks, Minopolis and Fort Argus will be facing heavy lag storms with permanent laggy interferences.

Overcast and moderate lag showers are expected for Fort Troy, Fort Ithaca, Jason Center, Atlas Haven, all PvP Zones as well as unsettled lag skies for the north-eastern area around Fort Zeus.

The south-east area around Nymptown will be affected by lag at times. This includes the southern region around the Oil Rig as well.

Serene lag for the south of Fort Troy with few misty regions along eastern coast.

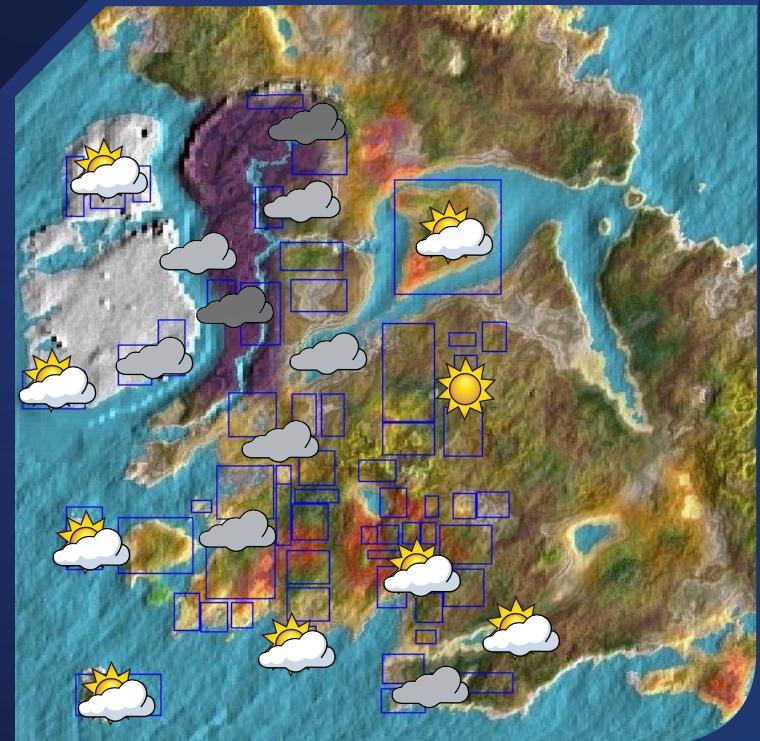
Prospects for the western and middle lands are mild with only some sulky areas around Fort Fury.

The southern part of Fort Ithaca will be affected by periodical lag storms.

The Bivo-Outpost south of Fort Argus is expected to be calm.

Hadesheim: Despite the low activity level you will experience varying and sticky lag showers in the capital.

Bright skies and no lag for Fort Pandora and Camp Caravan.



the Calypso Post

Feffoid Feast @ Fort Fury

EVENTS



BY Neva



Why, MindArk, why? Why bring the Feffoids to Fury in January and not February? The headline would have sounded much better then! And a lot more ... funny. And after that massive Feffoid invasion we all need a little amusement. The first Feff spawning occurred already in the first half of January 2007. But what happened during the last days of January in Fury city stands alone. The intruders took over Fury for a whole weekend and the numerousness of hunters, who came to protect the city and put themselves in charge of the Feffoid population control, had quite a few difficulties to manage the situation. The complete chaos was doubly visible: on your radar as well as right in front of you and your avatars eyes. Lagged to the max it took you a while to log in when Fury had been the location of your last log out. Rubberbanding to the TP was possible, but took a lot of effort or many attempts as the Feffs were laying

about one in blind rage and would lay into you properly. A total battlefield: restless souls of Feffoids standing and lying all over the place near the TP while their living mates were rocking the Junkyard Bar and the auction.



FEFF IN AUCTION

// BY NEVA

And if you think getting away from Fury was a problem, you should have tried to get back in again! The only way to get into auction was to die step by step to the Revival Terminal near the Unlimited Hardware building. To kill one Feffoid at least was a true challenge, especially for lower skilled and equipped Entropians. Luring one Feffoid into one of the open rooms was a nice strategy that failed every little now and then as the Feffs used to team up against you and easy like that you suddenly had to face one or two additional opponents than originally intended.

The storm is apparently over now, but be aware: we are not safe yet!



BY Neva

MMOWC 2006

Source: MMOWC.com

Two exciting months have passed, two exciting months with thrilling competitions and events like the HE-MAN contest or the Champions League, that's more and more set up in business in the Entropia Universe. One of the most unique events back in 2006 was the Massive Multiplayer Online World Championship (MMOWC) starting on December 1st 2006. The venue of this competition has been CND in the Entropia Universe. To participate in this event the official website (www.mmowc.com) recorded 145 registrations, and not all of them were original Entropians. All EU noobs, who just joined the Universe to enter the Championship, had been equipped with a free Sollomate Opalo and sponsored ammunition to have at least a slight chance to win the title. But of course it had been the most skilled, experienced and equipped gamers who held the contest among themselves: Skalman and Neomaven, both from the society Warants, made it to the Grand Final in Miami, Florida. As first and second place of the preliminary rounds, and therefore rewarded with 15.000 and 10.000 PED, the two finalists both won a free trip including accommodation for the final RL venue in Miami on December 15th 2006.

WHAT IS THE MMOWC?

The MMOWC is an annual event for all online gamers from around the RL world and the virtual world of online gaming – a skill based hunting event for gamers from different MMORPGs. Since online gaming is considered as a new global sport, the invention of a championship is just the logical consequence. And it is an important sign and honour that the Entropia Universe has a key role within this new development, even though some critical minds rate it as a farce since the MMOWC might appear as an event from EU gamers for EU gamers due to the skill based concept of this contest and the fact that the top four positions of the EU Champions League automatically qualify for the quarter finals of the Championship. Nevertheless a bit of luck is involved as well as a most loot system of one hour duration is decisive. Starting with two free entry qualifying heats with highest single loot the competitors have to prove their abilities and try to win Lootius' favour through eight single heats in all. The event has been sponsored by Addynamics, Icemat, Vivox, EU and ReallityPort.com, but hopefully the organizers will get even more sponsor into the boat to make the MMOWC an even bigger event. One innovation is already set so far: the MMOW Cup Champion in 2007 will win a LA deed.

OIL RIG FIELD TRIP

BY Neva

Source: Entropiaforum.com

It's been the second time that Mikah and her society Terra Verde had organized the Oil Rig Field Trip event, supported by some other well known Entropians. Starting at Camp Phoenix in the evening January 20th, numerous new and a few old residents were looking forward to their trip into the unknown. Unknown because you couldn't be sure what was waiting for you at the rig. A popular event like this, that had been promoted in public channels before, attracts probably even more PK'ers than usually since they are the reason why the Oil Rig is a rather tough location on Calypso and difficult to reach: PK'ers and high level Atrox who patrol the rig and seem to guard the oil that pops up in random intervals (well, maybe regular, but we don't know that). So the basic idea of this event is to take noobs to this popular place or: give them a chance to reach the rig at all.

The trip had been planned for weeks. Terra Verde and friends didn't want to leave the event to chance and created Special Forces units who were in charge of the problems, which would occur. Dale (aka Phil) and Freyr from SWaN, Nisse from SR HQ and Redstar from NBK Elite were responsible for the shortcut created by opening a wormhole linking Camp Phoenix and the Oil Rig together for instant travel. A team to control the resident PK'ers had been lead by Eps from BlackAngels HQ. Additionally three teams of Atrox hunters were assembled to protect the field trippers from certain death; these were lead by Arok and Loc from Terra Verde and Ion from Calypso Desert Rangers. But they had reckoned without their hosts: as expected the local

PK'ers at the rig opened fire on the incoming travelers instantly after their arrival. "The death toll was massive, each side killing the other over and over. It was only a matter of time before Akoz from Shaolin arrived; probably realizing his ATH killing spree record was under threat. He broke out his mighty Legendary War Axe and started cutting through people like they were butter. Although he fell himself several times, he killed enough to ensure his record remained safe" says Pinky who, as a resident reporter for EF, joined the event in best journalistic intent. "War broke out at the rig!" she states in her report.

The density of PK'ers, OJ's and their guards was indeed immense once everyone had arrived; not to mention the lag that forced Guide 02, one of the official EU guides, to turn up and comment on lag issues when entering the wormholes. All in all a very good event that accomplished its primary mission of taking the noobs to the rig safely and try to protect them from PK'ers and Atrox. It's a bit disappointing that the noobs didn't have the chance to stay alive long enough to get some random oil for free; the PK'ers could at least have shown some fair play for one night, but then again: that's the game, that's the rig! No one promised oil.



// BY VIK



OIL RIG TRIP WORMHOLE EXIT // BY VIK

Entropians

BY NEVA



HAPPY BIRTHDAY, HECTOR!

On behalf of the whole Calypso Rescue Team we'd like to congratulate our soc mate

Hector Hector Lavare

on his 29th Birthday, celebrated on Dec. 20th 2006.
Happy Birthday mate! May oily loots guard your way!

EXTREMELY RARE! GREMLIN HARNESS ON AN OLD DAIK!

What a good start into 2007 for CRTA's Captain Alien-a Alien Xartia: "swunting" with friends she took down a Daikiba old and was flabbergasted at once! The



loot window that had just popped up revealed a Gremlin Harness (F), next to quite a few other interesting items. Atrax, Berycled, Bris-tlehog, Daikiba, Longu and Merp are your creatures when you are looking for a Gremlin armour; Bristlehog and Daika drop harnesses rare to extremely rare. According to PEWiki the chances of looting a Gremlin Harness from a Daik are extremely rare!

All in all a global worth 407 PED! Congratz to this exceptional loot, Alien!

SKALMAN WINS MMOWC 2006!

SOURCE: MMOWC.COM

It has been an exceptional event, in the history of online gaming as well as in the history of the Entropia Universe: the first Massive Multiplayer Online World Championship! In the end the fight for the prestigious title has been settled among two Warants with Neomaven finally surpassed by his soc mate Skalman who was the 3-1 favourite.

Skalman from Sweden, well respected and known in the Counter Strike Tournament Circuit and in Entropia Universe, stayed in the lead from the outset of the event. "I've



been eating macaroni for three years while building my avatars skills and putting together top of the line Equipment." With his long history of competitive gaming and his personal privations when it comes to nourishment, the MMOWC title appears as a deserved payback for his hard work. "Skalman to me (...) he is the old War Horse" states Neverdie in an interview published on the official MMOWC website. He expected Skalman to win, even though Neomaven was a strong competitor and is an honourable vice champion. It was the American gamer's first tournament and he had been skilling his avatar for less than 8 months.

We are looking forward to see them all again this year when trying to win the MMOWC 2007. Skalman will be there – "I'm going to keep in shape. I will be there next year and you hungry guys out there: come and get me! I'm going to be there, I'm going to be there in shape and defend my title!" he said on MMOWC.com. Cheers!

IT'S A MEN'S WORLD – SOB WINS PRESTIGIOUS HE-MAN 2007 TITLE

SOURCE: ENTROPIAUNIVERSE.COM



Fashion Queen Violet Vi Neomir, our Miss Calypso 2007, found her Fashion King! On the 14th January 2007 the jury announced the HE-MAN 2007: Anders Sob Alm from the Novus Ordo Seclorum society is the sexiest and most stylish man on Calypso in 2007 and superseded last year's winner Noggin, who didn't enter the event this time. Event Manager Singular created

the HE-MAN event as a counterpart to the Miss Calypso contest and arranged this masculine carnal inspection for the fourth time. Even though there were no prizes to win all nine entrants did their best to seduce the judges. The competition was strong, but in the end it was Sob who convinced the jury in the categories style and choice of clothes, as well as presence and sex appeal on the cat-walk. Happy but a little disappointed was runner up Numptey from the Rabbids society, whose Ambulimax fetish could be easily detected from his outfit. According to Numptey his failure to capture the title is solely due to Mind-Ark and their inability to satisfy his fetish by introducing Ambu underpants. Even though his 2007 underpants weren't that bad, his chances to win the prestigious title might increase with some Ambu scanties. Not to mention the floods of girls that might be lured by that: It's a men's world, but it would be nothing without women.

Interview with an Entopian

BY NEVA

ABSOLUTE SVENSKT WITH ... SIMON & LARS

The Entropia Universe attracts more and more people. Lured by Neverdie's story of success and therefore tempted by the idea of making a quick buck, many Entopians learn soon that the \$\$\$ aspects sometimes thrust into the background. Fun and friendship are two main factors to explain the fascination of this virtual world. For the February issue TCPs reporter Nevasca had a little chat with Simon and Lars at Fort Fury about EU, friendship and successful hunting.

Simon lill tarmen Sjoblom (-=Absolute Svenskt=-)

Primary occupation: Hunter
 Fav Place: Fury, Argus, Nea's
 Fav Creature: Allo, Longu
 Arrived on Calypso: March 2006 @ PA

What called your attention to EU and what was your first impression?

Lars: Newspaper articles. I liked EU right away, so many nice and cool people helping me.

Simon: A friend told me about it and it was totally boring first, with all the sweating! But then I started hunting and it became great. And I met Lars... :D

So you guys met each other pretty early then?

Lars: Oh no, Bob was the first hero.. and Misty... and MrS... and then it was Danny/Heidi I met at an OP... a real remote OP.

Simon: I can't remember it as well as Lars can...
 Lars: Is ok, Simon J

Ingame friends seem to be important for you then...

Lars: Yes, to see friends on my FL online is the most important thing here for me. I wish I could have more than 50!

Simon: Yes, friends ingame are really important.

You guys have an ingame motto, advice or something for all others out there?

Lars: Have fun!

Simon: Yes, and hunt a lot!

Lars: Sorry Sim, I steal your sentences. Next time you go first.

Simon: hehe, np Lars.

Btw: How did you come up with your ingame name?

Lars: I just typed in SOMETHING as I thought I'd be playing for one week only...

Simon: tarmen is Swedish and means... intestine, lill is little



// BY NEVA

SIMON AND LARS

Lars MrSebra Sebra (-=Absolute Svenskt=-)

Primary occupation: Hunter
 Fav Place: Twins/Argo Hills, hunted there 5 months
 Fav Creature: Argos – I like them, they hate me!
 Arrived on Calypso: February 2006 @ PA

and.... well, I am long and thin... that's how the name happened :D

So did the avi just happen as well? Is it opposite or duplicate of your RL self?

Lars: I just wanted to have a look! I have hair in RL, but not a lot tho... lol

Simon: Me too, just a look, but I have a lot of hair in RL. Gonna have a haircut on Wednesday hehe.

Oh, so you do have time for RL issues then... hehe... or did EU change it a lot?

Lars: Yeah, kind of... I play too much!

Simon: Me too, but this game is just so much fun!

Lars: Sorry Sim, I did it again, I took your lines.

And other way around: what would you change in EU?

Lars: Remove the skill HoF sound! Plz!!!

Simon: Yes! And bring back the old loot system!

Lars: Yeah, old team hunt rules! Good one, Sim.

Simon: Ty :D

Thinking about old days with PEDs in loot windows: you remember your first global?

Simon: Think it was on an Allo with my former soc mates from Have Fun...

Lars: Yes... somehow on something... I only remember because Danny had to tell me we just got a one as I didn't notice hehe.

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

Lars: Hunt in Team!

Simon: Yeah, maybe that.

* Update: After supporting a friend to build up the Absolute Svenskt soc, Lars and Simon joined CRT

the Calypso Post

THE NATE VALLEY MOTHERSHIP BY AURON

My stomach settled back in place while my body materialised at the Nate Valley outpost. As soon as I regained my senses, I saw Berserk and Rico standing together and talking. I heard the whoosh and bang of someone using a teleport chip behind me. Chunky pieces of scratched but still glossy Vigilante armour lay around Berserk – Rico had finished putting his Rascal on. I strolled over carrying my facemask in hand.

"Hey" I said.

"Hello Auron. You ready for the 'bots?" Berserk clipped on a thigh guard and locked the clip in place. I patted the sheath at my side and smiled.

"Totally."

I sat down and talked to both of them as the others arrived slowly. Berserk told me he had done a few before, but all of the regional motherships had identical rooms but cycled the order. Obviously their logic circuits hadn't seen a reason to improve the layouts. He warned me that in orbit there wasn't as much gravity, so we'd have to get used to walking slower. He also handed out earpieces "for when we get separated"...

Finally, Slinger's stomach cleared up (the Ametheran teleporters are a bit crude – they screw around with your innards a bit) and we decided to head off to the co-ordinates. It took us about 5 minutes to get there – it would've been quicker but we had to deal with a few elderly Atrox on the way. We arrived at the co-ords and Berserk pulled the huge beacon off of his back. He activated it. A panel folded open and a beam of light shot out skyward.

"What's that noise?" I asked with discomfort. A black dot was steadily growing larger in the sky. As it grew I could make out the telltale blue glowing markings of a robot ship. It roared and ground to a hover in front of us. The hatch folded back and it shot out a bridge of fluorescent light, extended to the ground. Berserk walked up the bridge and we all followed.

"Hold on, it's a rough ride." He slotted the beacon into a hole in the nav console that fit it perfectly. The hatch whirred shut and the engines roared.

"Auron..." A voice drifted on the edge of my consciousness.

"Auron..." My eyes dragged open and Alien was standing above me.

"Need some help?" She offered her hand and I took it. I shook my head and tried to recover.

"Too many gees if you're not used to it." ToXic said. He cocked his rifle. I strapped on my mask and found that my Katsuichi had vacated itself from my sheath and slid over to the nav console. "Right, for those who weren't awake, our intrusion triggered a self-destruct mechanism. We got 10 minutes to get up to the control room, deal with the commander, loot their supplies and get out of here. Time is of the essence." Berserk said.

"Don't get too nervous though, I know someone who's done this drunk." He grinned. He cocked his rifle and hit the door switch. The door slid open revealing a room with an odd-shaped teleporter and 3 green boxes arranged around it.

"Remember where the boxes are, we'll need them after." Sweeper commanded. After what he didn't specify. We all touched the teleporter and appeared in a dark room with two corridors leading north and east.

"Split into two. Me, Alien and Slinger go north. ToXic, Auron, Rico and Sweeper go east." We did as we were told and split up. We were silent as we ran down the corridor, the only noise we



could hear was the intruder alarms (well, you wouldn't hear much over that anyway).

A group of three drones rounded the first corner. Rico, Sweeper and ToXic raised their rifles and shot. Hot BLP cartridges poured out of Sweeper's rifle. The first drone fell over halfway towards us. The second was stuttering from recoil of bullets piercing its case and the third was running for me. Rico's laser shaft screamed through its head but it still came. I brought my Determination down onto its head and cleaved the head in half. It fell on the floor a few seconds afterwards. I reached for its broken head.

"Don't bother, it'll just slow us down." Sweeper said. I pocketed one heat sink and ran with the others. We rounded the next corner and I ran straight into 3 more drones. I spun my sword round and detached one of the drone's head from its torso. Rico relished jamming his rifle right into one's face and pulling the trigger. Sweeper and ToXic simply shot the other.

We waited at the teleporter and the others came, saying the Alien was responsible for looting this level. We teleported to the next level.

The next room looked deserted at first glance. A huge cylinder that looked to be part of the power core dominated this section. We ran around it and into the next section. A lowered pit in the floor of the rectangular room was crawling with drones.

"Try not to shoot me!" I called over the alarms as I ran towards the pit. I heard the rest of the team shoulder and aim their guns. The sheer amount of 'bots hadn't struck me until I was at the edge, by which time it was much too late to go back. I launched off the ledge and brought the blade above my head. I slammed it down and it sliced a drone in half. I tumbled on top of the cloven drone and fell over. Drones behind and to the left of me fell from heavy fire. I got back up drove the point of my sword into a turned drone's body. Swung around into another's head. The drones were falling fast. Three more left now. The team's fire was concentrated on the duet behind me. I ran and buried my blade into the rubber casing of the lone drone's neck. A laser shaft shot towards me, intended for the drone. It hit my Gremlin arm-guards and pinged off, weaker than before and then terminated at the wall. My bicep stung.

"Did I hit you? Are you alright?" Alien's voice called through the air grating on her helmet. I dropped my sword and clamped my right hand around my arm.

"No, I'm fine. It bounced off." I raised myself up from a kneel and forced myself to grip my sword and swallow the pain. They mowed down a drone on a raised platform before we left.

The next teleporter left us in a square room. Storage containers were placed at each corner. We walked out and came out into a

the Calypso Post

huge circular room. The main power core. A huge tapered cylinder of some unknown composition glowed a vibrant yellow and bathed the chamber in an eerie light. We walked slowly around the power core. No robots pestered us in this room. The teleporter at the opposite end had one container near it, tucked into a corner. I was responsible for the looting of this room and I wasn't looking forward to it. We left.

The next room was large. It was split into three levels. The one we stood on, a higher one and the top floor with the teleporter glowing ominously atop. We carved our way through the 'bots to the two thin ramps, split into the same teams as before. A pyramid with its top flattened to a platform was the central feature of the intermediate level. We joined back together at the pyramid and climbed to the top and over the extended bridge. Sweeper gunned down the two drones on the high platform to the right and we assembled by the teleport.

The next room freaked me out even more than the main power core. It was huge and box-like. No nooks, crannies, alcoves or any irregularities other than a raised platform and slope leading up to it, beyond which the room was swallowed in darkness. I warily walked over with the others. Out of the blue, Berserk raised his rifle and shot at a little blue light on the ceiling.

"You're friendly! Five minutes 'til this tin can goes boom. Go loot the boxes on your levels and get to the shuttle ASAP. Sweeper, you're with me."

"Sure thing..." Sweeper and Berserk jumped off the raised ledge and ran off into the darkness. I heard laser and BLP shots and vaguely saw the outline of a Warrior, big enough to be about generation 04 or more. I teleported.

The triple-floored room was devoid of 'bots, and not mine to loot so I ran past all the boxes and onto the next level. After teleporting I turned around and activated the lone container. The lid slowly slid upwards, never nearly enough for me to glimpse what was inside until 15 seconds later. It was empty.

"These boxes supposed to be empty?" I said over the link.

"Just keep going..." static overtook for a second. "...something eventually." I ran around the power core. The gravity seemed to be getting stronger the closer the self-destruct approached. I suddenly realized that I could hear something other than the siren of the alarms. Ten drones were waiting for me at the entrance to the teleporter chamber. The sound I had heard was their magnetic soles sticking to the floor as they came out from the teleporter. They turned to face me. I stopped and drew my sword. The 'bots turned away to face the other way around the power core. I cast my mind back to what Berserk had said. We were 'friendly'. I guess that meant they wouldn't attack us either. I kept my blade out and slowly walked over to the group. They ignored me and I pushed past them to get to the boxes. The first contained a Pixie facemask and a metal box containing assorted small components. I grabbed them and ran to the next box.

"3 minutes to self-destruct" a metallic synthesized voice said from unseen speakers. I wondered for a second why the robots had said it in English, but the thought was pushed out of my mind for more pressing concerns. The second box was empty too. By the time I was opening the third, a few drones had turned to stare at me. I stood still. A succession of rapid beeps with varied spaces of silence between them poured from one of the drones. The third box hissed as it opened. I picked up the box of components and shoved it into my pouch. The drone beeped again and raised its arm-mounted gun. In one movement, I pulled my sword out of its sheath and sliced the drone's arm off. I took a stride forward and brought the blade down into another's torso. A drone towards the

back of the congregation shot back into the chamber, knocking down two others and slumped against a box. I took this opportunity to slice off the fallen drones' heads. Another drone shot across the room and powered down. I jammed my sword into the body of the drone I had de-armed and swung it round to whack another. The explosion of a BLP gun sounded off around the corner, two drones fell like dominos. I kicked one drone down and clove its body while it flailed mechanically on the floor. Slinger thwacked the last over the head with the butt of her rifle.

"Alright there?" She smiled underneath the cowboy hat. I smiled back.

"I'm good. You can go get to the shuttle now; I can handle the last box." She nodded and teleported.

The last box held another facemask and box of 'bot components.

The ship lurched and shook just after I arrived on the next level. The gravity was almost as strong as it was on-world. The metal floor was warming up.

"Who's got this level? One with the big pit in it." I said over the link.

"It's Slinger's." Sweeper said, breathing heavily.

"Oh crap." Slinger said.

"No worries, I got it." I said. I ran over and opened the box on the slightly raised ledge on the northern wall of the room.

A minute or so later, the invisible PA announced: "Two minutes to self-destruct." One box left. Two so far had been empty. The other three had the same as all the others had had. The box opened. The ship shook and two people were running from the teleport.

"Harnesses! Two, need some help!" I yanked the Gnome harness out of the box and held it out. Berserk ran past. Sweeper slowed down, threaded his arm through the harness and started running again. I took the other one and we ran to the teleporter.

We came out into the last level, the hatch on the shuttle was halfway down, whirring shut slowly. Everyone else was inside. Berserk ducked under and stopped to catch his breath. Sweeper threw the harness in and did the same. I followed suit. Explosions rocked the ship until the bulkhead finally sealed, and the shuttle lurched as it detached from the Nate Valley mothership, and sped for the co-ordinates it was pre-programmed to ferry between.



the Calypso Post

HALL OF FAME BY VIK

ALL TIME HIGH (ATH) ANNO
2007-01-25

HALL OF FAME	
	Hunting
1	Divine Vixen Incarnate [Warants] Monster killed: Daspletor Young Value of loot: 90361 PED Date of entry: 2006-01-12 04:03:35
10	Ark Cybe Nor [Shaolin] Monster killed: Auri Strong Value of loot: 44014 PED Date of entry: 2007-01-06 16:09:26
16	Marcus Slayem Aurelius [Marauders] Monster killed: Hogglo Mature Value of loot: 37210 PED Date of entry: 2006-12-28 11:51:59
19	Cedric Dericc Hafgolf [cK Coat Killers] Monster killed: Kreltin Alpha Value of loot: 35773 PED Date of entry: 2006-12-28 00:52:53

HALL OF FAME	
	Mining
1	Leeloo Leeloo Mountain [Belgium Dutch Society] Resource mined: Copper stone Value of resources: 158000 PED Date of entry: 2006-05-06 20:39:19
14	Jops Toxox Snide [Freelancer] Resource mined: Gazzurdite stone Value of resources: 35527 PED Date of entry: 2007-01-19 04:28:19
16	Wookie Wookmeister Homunculus [ExistenZ] Resource mined: Crude Oil Value of resources: 33123 PED Date of entry: 2007-01-14 11:40:51
3	Jan Bon076 Boon [Dragon Blood Tribe HQ] Resource mined: Belkar stone Value of resources: 47840 PED Date of entry: 2006-10-20 15:04:58

CURRENT ATH CHAMPION IS PLACED OVER
THE BLUE LINE.
THE BEST ATH FOR THESE PAST TWO
MONTHS UNDER THE BLUE LINE.

HALL OF FAME	
	Manufacturing
1	Pereat AgnusDei Post Festum [Godingarna] Item crafted: Abre Laser Sight Value of Item: 84945 PED Date of entry: 2006-07-18 21:36:38
14	Hector Hek yougo [Hunters Unlimited] Item crafted: OreAmp OA-101 (L) Value of Item: 33026 PED Date of entry: 2006-12-10 07:25:14
19	Divine Vixen Incarnate [Warants] Item crafted: OreAmp OA-101 (L) Value of Item: 20562 PED Date of entry: 2007-01-03 06:43:37
20	Ginta Smilga Niedra [Stars] Item crafted: EnMatAmp MA-105 (L) Value of Item: 20054 PED Date of entry: 2007-01-25 08:23:55

HALL OF FAME	
	Killing Spree
1	Modified Akoz Power [Shaolin] Killed in a row: 267 Date of entry: 2006-08-21 21:16:30
6	Jenna Star Mercury [Menace to Society] Killed in a row: 111 Date of entry: 2006-06-03 21:45:17
13	Flerin neomaven Flerinson [Warants] Killed in a row: 99 Date of entry: 2006-08-22 03:14:38
16	Modified Akoz Power [Shaolin] Killed in a row: 95 Date of entry: 2006-06-17 20:43:29

FUN PAGE

STARVING TRIPUDION BY NEVA



BUG OF THE MONTH „THE INVISIBLE EXAROSAUR“ BY VIK

This snapshot has been taken west of Fort Troy during a team hunt heading for the robot spaceship. Is this a new mob strategy to escape from death? However: it failed. The Exa is dead.



the Calypso Post

HOROSCOPE FOR FEBRUARY & MARCH 2007

BY NEVA

CORNOANTERION (MAR 21 – APR 19)



Your time is about to come, you can feel it! Even though February doesn't hold any big success, March will mark a turning-point for you: Whatever mob crosses your way, you will take it down in fierce passion. And every bomb and probe dropped is like a juicy kiss to Calypso's soil. And even the loots seem to be the equivalent payback to your professional standing. Be careful with your health bar in February. An additional HP might be coming your way in March.



ARMAX (APR 20 – MAY 20)



Love is written with a capital L the next weeks. And just when you think you've reached the top it gets even better in March! The creatures love you and you feel like mining all the way. But be aware: your perception might be fooling you as the loots are bad. Have you been skilling enough in January? If not it's time to catch up in March. You will experience a hard working month that will affect your health as well, so make sure your FAP is in good condition.



SEG (MAY 21 – JUN 21)



In February and March you will set a new course for successful results in the long run. All you need is patience, but you will see that it's worthwhile already in the second half of March. Love is in the air and even Lootius shows his respect for your skills and consequent hunting and mining with decent loots. Maybe even some rare items? Your physical condition could be better, but that's the price you have to pay for hard work.



TANTILLION (JUN 22 – JUL 22)



Life isn't about the number of breaths we take, but the moments that take our breath away. Take this sentence serious when killing a creature you couldn't take down before as the loot won't reward you for your effort. Might as well be you take a little break from EU in February or make a trip to CND – most important: leave the common path you walk on and don't give up. Better times will come soon!



ATRAX (JUL 23 – AUG 22)



If anything can go wrong it will. This seems to be your motto for February and March 2007. After depositing in late February/early March you get the impression that luck is heading back your direction, but this is just a slight interruption. Your mob relationship is misbalanced as the creatures dominate and kill you; fertile soils lure you just to dump you after wasting Ks of bombs and probes. No loots and a constantly low health bar put your patience to a test.



THORAFOID (AUG 23 – SEPT 22)



You started powerful into 2007 and you will keep this pace until the middle of March. You feel ready to take on anything and your health supports you in every way. Loaded with energy you will experience two busy months that will exhaust you, but it's worth it as Calypso's flora and fauna offers you a comfy home where you feel loved and capable to cope with the efforts you make. But don't expect too much: loots are ok, but you won't global or HoF all the time!



AMBULIMAX (SEPT 23 – OCT 22)



The astrological tendency for February and March don't seem to be very convincing at first: both, your barometric columns for love and health are low, meaning that you won't find the right creature or mining spot to take on. Plus: whenever and whatever you do you being attacked permanently. Even your armour doesn't seem to offer you a good protection. But: surprisingly the loot is better than expected and compared to the problems you have to stay alive worth trying.



NECONU (OCT 23 – NOV 21)



February has never been one of your favourite months. This might change in 2007 as you are getting along real good now, as long as you keep going. It's time for a new beginning; you might as well try go for some new activities and skill in a totally different field. Follow your heart, because whatever you touch will turn to gold in the long run. At the latest in March you will be able to see the first decent results. Keep an eye on your health bar as your HP don't skill up as fast.



THORIO (NOV 22 – DEC 21)



You have to stick to the ground in February, but March will pay you for your patience! This is your month and you will find your true love somewhere on Eudoria or Amethera! These gushy emotions will deliberate you; experimental to the bone you will take on anything to ensnare your chosen landscape, caressing the soil with bombs and creatures with your weapons. Slowly but steady your beloved one will seduce you with flattering feedback loots.



OSSEOCOLLUM (DEC 22 – JAN 19)



Full marks in all fields! What more can you ask for? When you experience a little trouble in your hunting or mining relationship it's only due to your remarkable success: claim rods pop up in front of you almost before dropping anything at all, high level creatures surrender to your critical like a Gibnib to an unamped Opalo. What to choose? You are full of energy and ideas, transforming ammo into items. Time to sort out your storage; you will need a little extra capacity.



CALAMUSOID (JAN 20 – FEB 18)



You want it. And you definitely get it. Lootius must be a Calamusoid in February and March as he supports all your activities generously the next weeks. You want to try something new? Go for it! The astrological constellations are on your side. No worries about the health bar or the need to have enough cash to repair your equipment – the loot engine is with you and there is no need to deposit before the second half of March.



RIPPERSNAPPER (FEB 18 – MAR 20)



Your obligation for the upcoming weeks: stay real! You are powerful and have the best chances to take on more challenging opponents, mine in unusual areas and get some decent loot in return. But don't fly too high! Discipline and order are your magical keys. Don't overdo it and get lost in current activities. Be realistic and keep your armour, weapons and equipment in good shape if you want to return to TP as a winner.



EDITORIAL

The Calypso Post is a free newspaper that's being published six times a year on the EUForces website, every 10th of the publishing month.

To visit the Calypso Post Team, just follow the links under www.eufroces.com.

The first two issues of *The Calypso Post* had 1800 downloads for the 1st TCP in November and 1700 for the 2nd in December. Big thanks to all who downloaded us. We appreciate your interest and support, and your feedback that helps us to improve our piece of work.

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

THE CALYPSO POST TEAM AT THIS MOMENT ARE:

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If you'd like to contribute a statement, an article or publish Gratz & Greetings to your ingame friends post your offer or question in the TCP forum section on EUForces.com or send an email to calypsopost@eufroces.com. Space for Buy & Sell postings as well available as advertising space – feel free to contact us. Your suggestions and requests are most welcome.

We are still looking for guest writers for our **Mining & Crafting** Page and our **Business, Market & Financial News** pages. Also welcome are those who want to share their knowledge about skills for the **Skill Page**. Any reports about passed events or announcements of future events will be published as well.

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COMING UP IN APRIL 2007: TCP 4

Read all about

- VU 8.9 and its Participant Content adding a new dimension to communication, advertising and social entertainment
- the new banks launched with VU 8.9
- Bernz's Event 0.02 and many other events
-and a lot more!

