

# The Golden Ingots

*Issue #2 September 2003*



## Carpet bombing

An effective industrial mining technique

## Mining tools

We explain the different mining tools

## Special Guest Interview

ASR | Trixie – master crafter

## Blazing Sun

Why is it not night on Calypso?



*The Golden Ingots Issue #2 September 2003*

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



## Editor's Corner

Welcome to the second issue of The Golden Ingots.

First of all I would like to thank all the readers for the response. We couldn't dream that the newsletter would draw that much attention as there are some other good magazines out there.

This issue includes:

- information about carpet bombing
- mining tools
- a special guest interview
- a fuzzy look at the Calypso sun

Ideas and contributions are welcome and can be sent to the following address  
**[upc\\_seamaster@yahoo.se](mailto:upc_seamaster@yahoo.se)**.

At the detectorator;

Seamaster



## In this issue

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## Advertisement

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Send advertisement picture to  
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## Carpet bombing by Seamaster

Moving up the ranks as a miner gives you the opportunity to use more bombs compared to when you started out as a newbie miner.

The reason for this is that you most likely now make a profit out of your mining and each trip out into the wilderness takes time so you do not want to run to a shopcontainer every ten minutes.

I currently carry around 100-150 bombs with me when I go out mining. The amount of bombs is mainly for finding new areas and when I find a promising area I want to be sure I got enough bombs.

Also that amount of bombs usually brings so much ore that I start to get penalty for the weight even after making the stone to ingots. And that's when I decide to head home.

In this article I would like to talk about a technique that is rather simple but effective to practise – carpet bombing.

Carpet bombing can be done by more miners at the same time but be sure to keep a good distance – at least 100 meters between you and your friends. That's because you otherwise will find the same deposits and run for the same claim ending up in lost bombs.

I, as most of us, do not exactly know the difference between a MD-10 and a MD-50. Most of us in the community anyway think that high-end MD's have longer range and depth. How far is hard to tell but I would say that the radius from the bombcenter is approx. 30 meters using a MD-10 or MD-20 and approx. 50 meters using a MD40 or MD50. This is important to know when you search for new areas or when you do carpet bombing. You can read more about the mining tools in the article *Mining Tools*.

As a sidenote Mindark told me some months ago that the description will be extended when reading about the tool – the question is still how much more information that will give us in order to figure out the real advantages.

First of all, carpet bombing is only used in areas where you know there are minerals to find.

As most of you miners already know minerals run in veins i.e. straight or curved lines. When the veins are straight its easy to figure out where to place the next bomb. Curved ones are harder because as the name says they are curved and can bend off quite long compared to a straight line.

To be able to handle areas with curved veins I use carpet bombing because I will find them anyway – with the loss of some extra bombs.

You start with your first bomb. Assume that that bomb gave you a claim. Leave the claim for now. Place the next bomb some 50 meters in a N,E,W or S direction depending upon your own knowledge of the area. Even if the bombradius is 50 meters I place the next bomb 50 meters away in order to get an overlap – in theory the next bomb should be 100 meters away. But as I am not sure about the MD-radius I just keep the distance lower. I guess it works both ways. Do whatever suites you best.

Lets say you place it North of the first bombcrater. If you find a new claim there continue in a northern direction 50 meters from the second bombcrater. When you do not find a new claim its time to move in the opposite direction that's East or West.

Working like this will eventually give you a covered area like the figure on next page (*figure 1*).



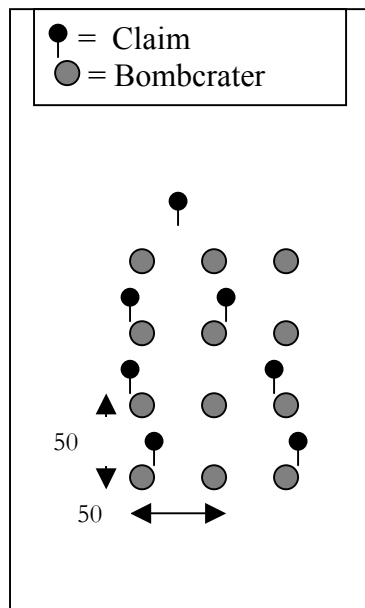


Figure 1

Due to the latest release, V5.1.2, there are much more trees and bushes on the ground. What you have to do in order to see the area and your bombcraters is to change your avatar view with the Z.-key and zoom out with your “-“ key.

The above screenshot explains what I mean. There you can see the bombcraters and me standing by one of the claims.

## Mining tools

We will try to shed some light on the different mining tools and what makes them differ.

Due to the fact that the mining tools are shrouded in mystery, much of the information written herein are experienced interpretations of their functionality. For that reason the information are controversial and when you read this you might have a different opinion. There are though some pure facts as you soon will discover.

Even if there are two different miningfields – minerals and energy – we will interpret the information for both fields as the same unless stated.

### Detectorator

Currently there are five levels of known detectorators. MD-10, 20, 30, 40 and 50 and also ED-10, 20, 30, 40 and 50.

These are the known facts:

#### Weight

MD-10	Weight: 3
MD-20	Weight: 3
MD-30	Weight: 3
MD-40	Weight: 1
MD-50	Weight: 1



ED-10	Weight: 1
ED-20	Weight: 1
ED-30	Weight: 1
ED-40	Weight: 1
ED-50	Weight: 1



Buying a high-end MD will save you 2 kilograms of weight.

### Decay

The “better” MD or ED you buy the higher will its TT be. Even if the decay is the same it will last longer between repairs. In the end you still have to pay up to repair it.

MD	2 Pec/bomb
ED	1 Pec/bomb

### Speed

There is no indication that a MD-50 detects deposits faster then for instance a MD-10.

These are speculations about the detectonators:

### Range and Depth

There are many reports from the community that people have actually found Drill towers using a MD-10. I have myself made it into HoF using a MD-10 and most commonly it then were Great or Substantiell findings. So the depth where those findings dwell are possible to reach with a MD-10.

So what is actually better with a higher MD/ED? First let us have a look at the range. The range seems to extend the higher MD or ED you possess. Not much though. A MD-10 for instance might reach distances up to 35 meters from the detonation centre. Using a MD-40/50 that range is extended to somewhere near 50 meters.

When it comes to the depth its harder to tell. The higher MD or ED you got - the percentage to find a deeper deposit is increased meaning that you actually get larger findings and are on the HoF more frequently. Bare in mind though that the percentage collaborates with your skills. Many people are saying that when they move up the ladder and start using a MD-30 for instance after using a MD-10 they say that they suddenly find less deposits. The reason for this is most likely that their skills

do not yet match the ability to handle the more advanced detectonator.

Currently the deepest deposit is at 99 meters. Deposits further down have only been heard of pre-Gold.

In what way have we discovered what we know?

Testing the depth we used a MD-40 and eventually found a great deposit. We canceled the claim and tested the same spot with a MD-10. The MD-10 didn't find a deposit at all. Switching back to the MD-40 once again found the deposit. Once again if we were lucky we could actually find the deposit but as the percentage drop rapidly using a lower MD we most probably missed it cause of that.

The range is easier to test. Detonate the bomb and check the distance to the claim from the bombcentre using a MD-10 and a MD-40.

### **Extractors/Excavators**

Currently there are five levels of known extractors and excavators. ME-01, 02, 03, 04 and 05 and also EE-01, 02, 03, 04 and 05.

These are the known facts:

### Weight

ME-01	Weight: 2
ME-02	Weight: 2
ME-03	Weight: 2
ME-04	Weight: 1
ME-05	Weight: ?



Imp. ME	Weight: 2
Adj. ME	Weight: 2

EE-01	Weight: 3
EE-02	Weight: 2
EE-03	Weight: 2
EE-04	Weight: 2
EE-05	Weight: ?



Buying a high-end ME or EE will save you 1 kilograms of weight.

### Decay

The “better” ME or EE you buy the higher will its TT be. Even if the decay is the same it will last longer between repairs. In the end you still have to pay up to repair it.

ME	2 Pec/extraction of stones
EE	1 Pec/extraction of energy

A “missed” extraction doesn’t give any decay.

### Speed

We could have put down the actual time it takes for each to get the stones or the energy from the ground but we thought that it would never be an accurate time due to lag. What is very important though is that the higher ME or EE you have the faster it will extract those stones or that energy. Its recommended to buy atleast a level 03 as soon as you can afford it..

As of now we dont have any information regarding the Improved or Adjusted Mineral Extractors.

### Refiners

Currently there are five levels of known refiners. MR-100, 200, 300, 400 and 500 and also ER-100, 200, 300, 400 and 500.

### Weight

MR-100	Weight: 6
MR-200	Weight: ?
MR-300	Weight: ?
MR-400	Weight: 5
MR-500	Weight: ?



ER-100	Weight: 6
ER-200	Weight: ?
ER-300	Weight: ?
ER-400	Weight: ?
ER-500	Weight: ?



Buying a high-end ME or EE will save you 1 kilograms of weight

### Decay

The “better” MR or ER you buy the higher will its TT be. Even if the decay is the same it will last longer between repairs. In the end you still have to pay up to repair it.

MR	1/2 pec/refining
ER	1/2 pec/refining

### Speed

Time taken to make the stones into refined materials is the same on every refiner.

The max number of stones and raw energy is as follows:

For a MR its max 150 raw mineral stones.

For an ER its max 100 raw energy matter.

Well that’s it.



## Special Guest Interview

by Silver

If you seen those red hof-messages go wild listing like 10 in a row, then here is one you can blame.

**ASR|Trixie**, is our special “guest” on this issue. And she does have lots of Hall of Fames on her aching crafter shoulders.

The Golden Ingots met Trixie on cloudy day, maintenance on the crafting servers, and talked some with her about mining and crafting, about economy and history of Calypso.

### Always busy in a small world

Trixie is always busy with crafting. Its easy to see. First time I met her was at Ithica she had her blueish/yellow outfit. You can almost always see her standing next to the component machine. Sometimes she walks 10 feet to the storage to check some things, and sometimes she goes another 5 feet to the trading terminal to get rid of junk.

In other words this is Trixies small world, crafting and grinding away those ingots. Among lots of people and lots of talks you can sometime hear Trixie respond on some tricky crafting question from someone. Well as we miners know – this is not the case – miners have to have that free, lonely, run ... doing those bombs, getting those hits – in fact most miners doesnt like company at

all. This is very contrasting to Trixies 10x10 feet world in a mobile center.



### Short facts about Trixie:

**Avatar:** ASR|Trixie

**Time ingame:** 1 year

**Society:** A Stokers Realm

**Profession:** Crafter

**Income:** Lots. Bugs robbed us on 5k-10k peds.

### Like cats and dogs... hate and love...

Miners and crafters seems to have hard times to get along. I asked Trixie some questions about this. Trixie thinks it all started with SMC, a society who “hi-jacked” the ingots market, when ore got scarce once a long time ago. SMC contracted a lot of



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miners and started to command prices which went as far up as 250%. Trixie puts it like this:

*“Greed kinda took over – market prices didnt go down when mining got better again”*

Vets often talks lots about old times, pre-gold times. Trixe is no exception. She reminds of times when there was only Material Detectonators – Md – without numbers. She mention the fact when the rods where permanent – and argues that it actually was Stroker who eventually made MA to put an “expiry” time on the rods. Stroker had some 600+ rods everywhere on Calypso.... this was all pre-gold. Trixie laughs out loud.

### **Im a crafter – stop robbing us**

This also gives us a clue about something else... a little mystery... concerning Trixie. This comes into the open when she whispers:

*“I havent done much mining - not more than 2 hours”.*

But how can Trixie know so much about mining? Well easy... through her society and of course boyfriend Stroker – who also is founder of ASR. They speak a lot of different aspects on life on Calypso. But now theres a lots of reasons to be very careful with future things. Trixie continues:

*“I now wait for the good deals because MA (MindArk: Terra authorities) has taken over 10,000 peds worth of ore , items and peds from us and has caused us to be on a budget....i won't put any more money into the game until MA makes it right”*

Trixie says that maybe the worst thing is that her All Time Hall of Fame on 1399 peds disappeared from the list. But also about 6k ingots vanished from her inventory. I can notice that Trixie gets really sour on this “fraudlike” behaviour and hopes that MA can fix this very soon. I dont need to ask her about what she thinks about the “unfair” situation of crafters taking heavy losses. She

points to the fact that “miners and hunters” getting huge profits – but crafters gets nothing but zip.

### **Stock market and contracts**

Its all getting back to one thing. Miners and Crafters really should cooperate more. Its crazy to have prices on 200% or more. That makes the things crafters do rather impossible to sell – if it aint really rare things. What can be done about these things? I ask Trixie what advice she would give to newbie miners selling ores. She answers:

*“ I recommend all noob-miners to your society (UPC). I think you have a good plan going on yourself.”*

We discuss this for a while and we agree that



all players need reference and some sort of standpoints ingame. The thing seems very hard to solve – there will always be “ore-pirates”, merchants who tries to buy-cheap-sell-high. That keeps the markets very “slow” and not that transparent as it would be. Trixie comes up with some possible solutions to this problem – one of them being that miners should get together, cooperate and “register” both miners and





crafters. To the never ending fight and haggling on prices she suggests:

*"That's why a stock market like forum that crafters could check and get info...on current prices...and prices that were fixing to go up as well"*

### All we want is fun

We end the interview with a small-talk about some of the latest in crafting. Not much has happened except that md50s on the market, and about some fraud-attempts against MA. The Golden Ingots thanks Trixie for the interview, and wish her good luck on those weapons. If MA



would put in some more weapons bps, and craftable things it would be cool to be crafter and miners would have lots to do.

But thats stories for the future...

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## UPC Courses

UPC|IM teaches mining for anyone who likes to attend them. You apply for a course at our homepage. Following is a brief description of the courses you can attend.

### Advanced:

This is all about getting ores for selling and crafting in combination with hunting or other profession. You have not decided yet if you want to become a professional miner. This course gives "live"-lessons. We will teach about "veinology", and general field methods. this will teach you how to decide bombing, and bomb places very efficient.

The lesson is 30 minutes and you will be thought how to explore and mine spots, mining methods, locations and combinations of ores, prices and how to sell ores effectively.

The course costs 30 PED / person.

### Expert:

So You have had youre hofs and towers? Time to get the whole picture?

We go through different aspects of professional everyday mining. What is a miners problems? Its about miningmaps; locations, methods, rebalancing systems and skills system. We also teach how to maintain a good "gain" on mining. And of course we also take you out for a "exploration", to comment on youre "methods". This is very personal – and very necessary to survive as a miner. Dont take the long run, this is fast and You get results and improves better.

The lesson is atleast 1 hour long and we take you out into the wilderness of Calypso. You will have a personal guiding at a lucrative spot where we comment on you technique. You will be thought spotcontrolling and much more.

The course costs 100 PED/person.



## Blazing Sun by Seamaster

I look up into the sky. The sun is there as always. I think "What else did you expect?". Its still some distance left to run before I can get something to drink at Twin Peaks bar. I wonder if they have some of that blueberry pie left?

Gee – its warm. Do I dare to remove the harness? I could always run more south and evade the Formidons to the west.

I keep on running – looking up now and then, begging a cloud could appear. I can't stand it so I run into the shadow of a big tree. Its big enough to give me some coolness.

I sit down – checking the radar once and awhile.

How can it be that the sun keeps on shining day out and day in. Will it never be night on Calypso?

I am not a scientist but I mean if the planet rotates around itself then the continent must be turned away from the sun at some point. Hmm.

But that cant be the case – I quickly figure -

looking up again.

And if the planet do not rotate around itself then there cant be any gravitation so we would just fly off the surface. I laugh silently when I come to think of that, just that, did happen to me one time...haha...I could see a large portition of the continent...or was that a dream?

So the planet must rotate. Well maybe there are more suns. Nah – at some point we should see both of them.

I am starting to feel better again under the tree. Then a new theory strikes me. Maybe the continent is floating on some sort of lava-jetstream and that stream have the same speed as the planets rotation but in the opposit direction. That would mean that the continent is set at the same place all the time. Could it be so?

Well what do I know except that this planet is weird.

I look at my radar again. Oh no. Something is coming my way. I stand up and check my ARR8000 and the EP-32 Enforcer. I remove some sand from the rifle and look into the scope. Great – an Armax Cow. I know I can take it down but is it worth it? I look at the ammo display 820 medium cells.



Yes, it has most definitely seen me. Great and no beaches. I guess I have to take it down. I aim and fire. Its a miss. Waiting, waiting. The rifle reloads and I press the trigger gently. A hit. The Armax shrugs off the pain and raises the speed towards me.

Two more shots and I decide to either run or switch to the pistol. Next shoot is another miss and the last one hits the Armax.

I swing the rifle over my back and pick up the pistol. Ouch – I felt that one. A big buckle in the Vigilante harness. If this continues it will cost me a fortune. I manage to fire two rounds with my pistol but the Armax isnt dead yet. The Nemesis armor on left arm is torn up.

I decide to run away. Thankfully I am faster than the Armax so I outrun it. While running I take the rifle in my hands again. I stop. Turn around. Looking into the scope, aims, breathes controlled and fire. A hit. Waiting for the reload again. It feels like minutes before the rifle reloads. Two more shots and two hits. The Armax Cow stops, seems surprised and turns over on the side. It's dead – I hope – walking slowly up to it.

I find one ped in the belly and a fresh pair of pants. Hardly covering the expenses but hey what can I say – I am just a miner on my way to Twin Peaks to cool off - thinking more about the blazing sun.

## Competition results

Last issue we had a competition “ What is Silver saying?”

Winner is Whoopy | Federated Entropia Traders.



Whoopy will receive 10 PED.

## Round up

Well thats it folks!

Feel free to send in contributions, thoughts and stories about your avatar and the life he or she lives on the planet of ours – Calypso! Mail to [upc\\_seamaster@yahoo.se](mailto:upc_seamaster@yahoo.se)

