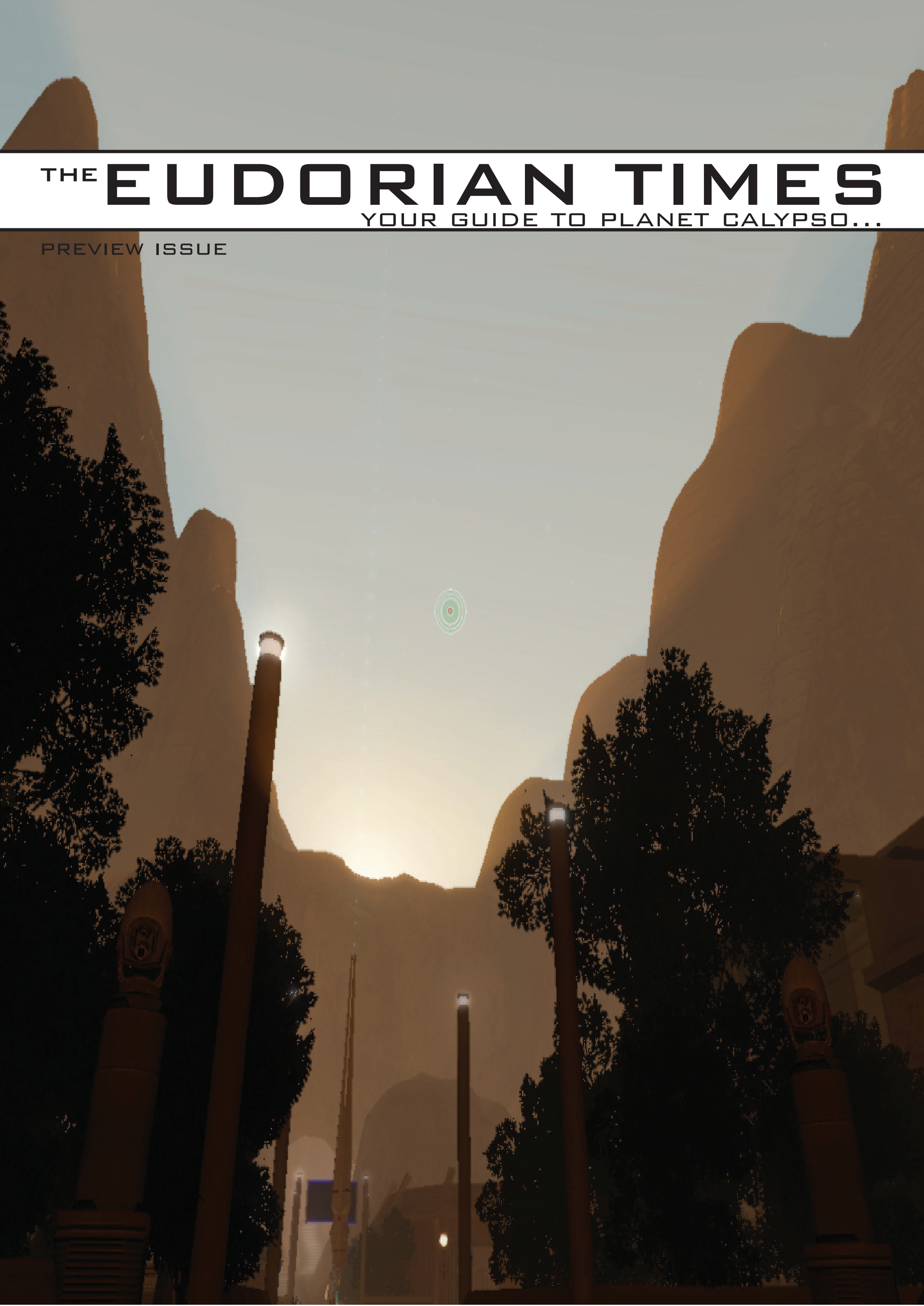


THE EUDORIAN TIMES

YOUR GUIDE TO PLANET CALYPSO...

PREVIEW ISSUE



THE

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“THE FIRST FEW WORDS”

As Im writing this column behind my desk at Omegaton Gamma complex, I can't help but wonder what I've gotten myself into. The idea of starting a newspaper for Calypso has crossed my mind a few times before and now I decided to go on with it.

I am well aware that it can be quite time consuming and hard work to work on the magazine, but I am highly motivated in doing this.



The Eudorian Times is to publish news from inside Planet Calypso aswell as articles about the everyday life on the planet. We will try and do a couple of reviews in each issue aswell (guns, land areas etc.).

In the first number we will go through some tt weapons (Sollomate Opalo and M2100) aswell as visit Twin Peaks.

A great addition to the preview issue was discovered just a day before the launch aswell; basic vehicle suspension!

I hope that the community will like the magazine and you could enjoy reading it as much as I enjoy doing it.

If you have any ideas or comments about the magazine, please contact us!

Contact info can be found in the back cover aswell as the eudorian-times.com website.

After all, The Eudorian Times is here for You.

Yours sincerely,

Mike zewrac Crosshill

visiting TWIN

In this section we will visit different cities in Calypso. We will see what's going on and check out some near my places of interest.

Our "visiting"-section starts from Twin Peaks, one of the most crowded cities in Calypso.

Watching the city from a distance, you can't see too much of it. You might even miss the town if it wasn't for the two huge mountaintops standing next to each other... the Twins...

The nearby zones are rather friendly and there's not much wildlife around. The city is very easy to access from the south, but from north you can find it rather hard because of steep hills.

As you enter Twin Peaks for the first time, you might be surprised how lively town it is. It's something you won't find in many places on Calypso.

You could say Twin Peaks never sleeps. There's always some traders around, as well as the wandering hunters and miners. If you need something and can't find it anywhere, this is one of the places you should try.



the mobile service center

MOBS NEAR TWIN PEAKS
A quick scouting run around the Twin Peaks area didn't find many mobs around. There were some low generation Warriors to the south east from the city as well as some Argonauts to the north/north east.



The Twin Peaks shopping mall

PEAKS

ARCHITECTURE

Like most places on Calypso, Twin Peaks is a small center with all the services around. The old Moneta Bank is something that differs from other places on Calypso, looking almost like it was moved there from the old Earth. The bank rules the sight everywhere on Twin Peaks and is something you can't miss.

The mall follows the same architecture as the other shopping malls around and the floor-plan is the same as well.

A nice addition to the landscape is the Octagon next to the bank, where people can fight one-on-one battles. If you plan on staying a longer time in the city, go check out a match! There's a fight quite a few times a week there. Better yet, join one. Nothing's more fun than spilling some blood every now and then!



the Octagon



AT THE SHOOTING RANGE

In “At the shooting range” section we will be going through different types of weapons, both firearms and close-range weapons.

This week we will review the firearms which you can buy from the trade terminal; the rifle Sollomate Opalo and the pistol M2100.

APPEARANCE

Both the Sollomate Opalo and the M2100 have a plain grey finish. The Opalo has some nice looking blue dots on it too.

FIREPOWER

Neither of the guns has good firepower really, but they are good enough for small mobs like low maturity snable-snots. The Opalo uses 2 times more ammo per shot, but the damage is exactly 2 times bigger aswell.

USAGE

Both guns are very easy to use and even the most newbie hunter who hasn't seen a gun in his life can use both of the weapons quite efficiently. Of course the higher your skills get, the less you miss and the more critical hits you can make.





The Sollomate Opalo and the M2100 fresh out of the pack.

TESTRUNS

We did three runs with the weapons at the Aloode area. First run was with M2100 only. Using the M2100 only turned out to be very slow and boring. We struggled to spend all the ammo we had.

The second run was with the Opalo only. After the M2100 run it was great fun blasting snable-snots and exarosaurs with the Opalo. Good firepower against these mobs and spending all the ammo was easy.

The third run we had the Opalo as a main weapon and the M2100 as a finishing weapon. This worked out rather well too and it seemed to save some ammo too, when you didn't use the higher firepower weapon when the mob was low on health.

SUMMING UP

The Opalo is a great weapon with good eco to hunt small mobs. That's why it's a great newcomer weapon for those, who want to get their hunting skills up with little cost.

The M2100 can be quite a struggle so I would suggest You use it as a finishing weapon when the mob is low on health. That way you can save a bit of ammo per mob.

For hunting purposes, the Opalo works fine on low-level mobs when you have no armor equiped aswell. That will save you some PED because you don't have to pay for the armor repairs.

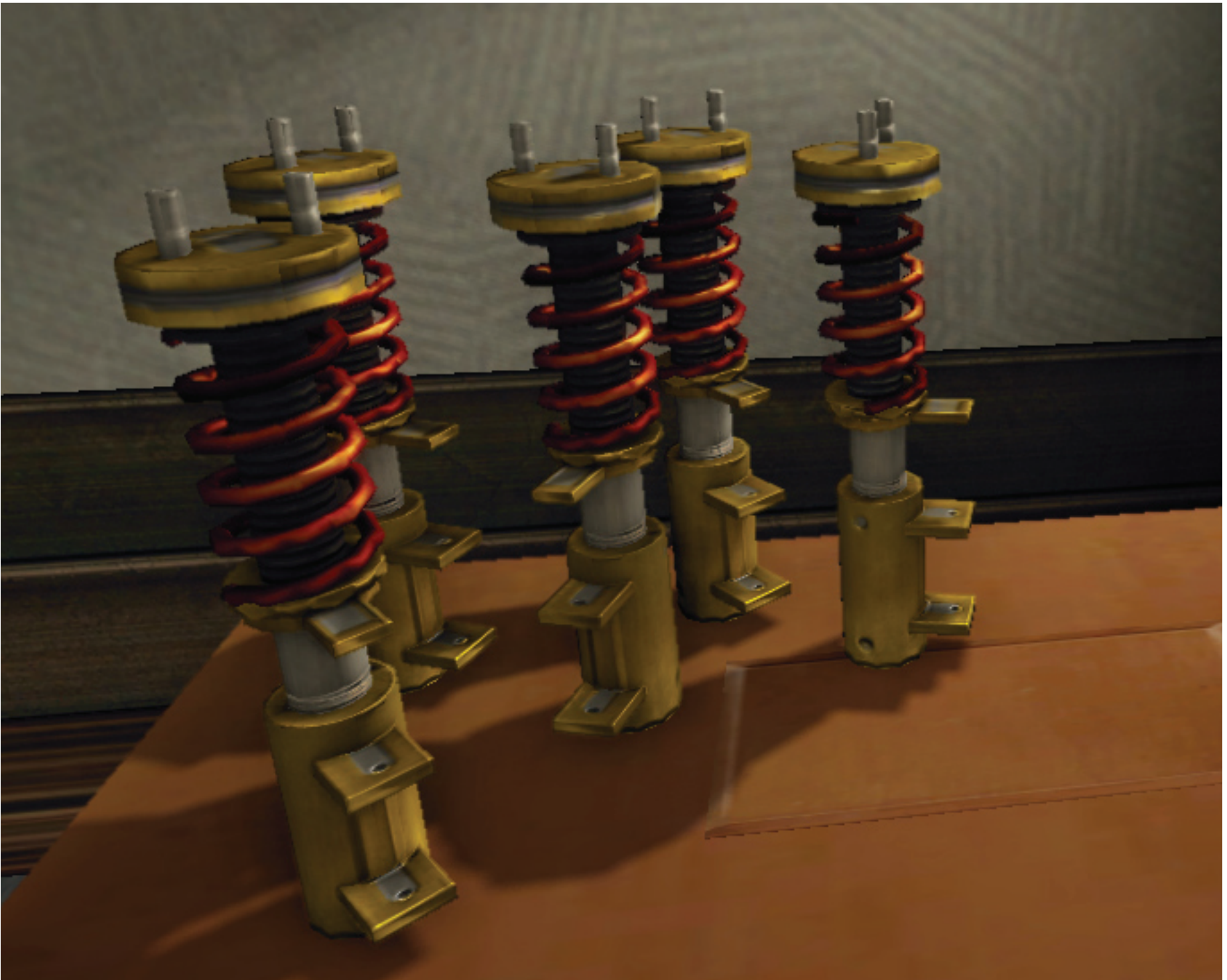
	SOLLOMATE OPALO	M2100
TT Value (PED)	3,8	2,20
Decay / shot	0,0002	0,0002
Ammo type	medium weapon cells	light weapon cells
Ammo burn	200	100
Damage interval (max)	4.0-8.0	2.0-4.0
Range (m)	55	22
Durability	exceptional	exceptional
uses per minute	44	44

Some facts about...

BASIC VEHICLE SUSPENSION

As some of you know, I discovered the bp for "Basic Vehicle Suspension" on the 26th of May. There has been a lot of talking about the blueprint aswell as other discovered / still to be discovered blueprints.

I decided to share the intel about the Basic Vehicle Suspension blueprint and the item itself.



the first basic vehicle suspension

THE BLUEPRINT

The blueprint of 'basic vehicle suspension' is a limited level 3 blueprint. It was discovered while crafting 'basic screws'.
When discovered, the blueprint had 41 clicks left. 40 of those still remain.
The facts of the blueprint are below.

Level	3
Ingredients	9x Standard springs
	2x Simple I Plastic springs
	3x Iron ingot
requirements	Mechanical Engineering level 5
SIB	Yes (start- and end-levels unknown)
Cost / click (PED)	2,60

THE SUSPENSION

To get some more info about the suspension, it was decided to click it once to see how the units look like and how much are they worth in TT value.

The very first click was a success and the first 6 units of basic vehicle suspension came out of the crafting terminal.

TT value (PED)	0,76
Weight	0,1 kg

Nothing is really certain about vehicle crafting and the skills involved with it, but one thing is for sure, the vehicles are coming.

And who would like a vehicle without a decent suspension. Especially in rocky terrain like Calypso!

The Eudorian Times

for more info, visit our website at www.eudoriantimes.com
email: contact@eudoriantimes.com