

EntropiaPlanets presents

ENTROPIATIMES

MARCH 2011

CEO of Arkadia Studios David Dobson

David 'Deathifier' Storey
Investing In More Than A Game

Cyrus Chen - Planet Arkadia
In Touch With The Community

SEE Digital Studios Q & A

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EP Media Center



Lykke (TheNun)

Co-Owner, EntropiaPlanets.com
EntropiaTimes Chief Editor
Layout & Design/News Reporter
lykke@entropiaplanets.com



MindStar9

Advisor/Consultant
Writer/Storyteller
News Reporter
mindstar9@entropiaplanets.com



GeorgeSkywalker

Writer/News Reporter
georgeskywalker@entropiaplanets.com



Narfi

Writer/News Reporter
narfi@entropiaplanets.com



Safara

Graphics Artist
safara@entropiaplanets.com



Marie Woodell

Writer/News Reporter
marie@entropiaplanets.com



Fawkes

Writer/News Reporter
fawkes@entropiaplanets.com

EP Tech Crew



Peter (NewShoes)

Co-Owner, EntropiaPlanets.com
SchmitzIT
Technician/Coder/Writer
peter@entropiaplanets.com



TheMZ

Technician
Coder
themz@entropiaplanets.com

EP Wiki Gurus



Tass

Wiki-Guru
Wiki - Info & Tech
tass@entropiaplanets.com



RAZER

Wiki-Guru
Wiki - Info & Tech
razer@entropiaplanets.com

Adopt a Newbie (ANF)



Dalas

Master, Adopt a Newbie Foundation
dalas@entropiaplanets.com

Welcome to EntropiaTimes

Dear reader,

Welcome to already the third issue of the EntropiaTimes!

Again, thank you so much for the overwhelming positive feedback on the EntropiaTimes. We received an even larger number of reservations this time, and several backorders for older printed copies of the magazine. At this moment, we are not planning on any reprints of older magazines anymore, and there are only a handful of them left.

We do apologize about having to drop the ability to buy magazines with in-game PED, but this move was necessary because we are unable to pay the printer with PEDs, and the delay with the withdrawals would be too long. We might check out the new Netteller option, though reading some initial articles on the company makes us have reservations about that. Another option we can explore is somehow offering direct credit card payments through the website, but that will not happen in time for you to buy the March issue.

In the last three months, again, a lot happened in the Entropia Universe that might be of note to all Entropia enthusiasts.

- Planet Arkadia announced a competition for participants to guess their launch date, which surely must mean that the official launch will not be very far away! As this issue of the EntropiaTimes is focused around Arkadia, we hope it will give you some more insight into the team behind Arkadia, as well as answer some of the questions you might have.
- SEE Virtual Worlds now officially acquired First Planet Company. EntropiaPlanets was first to uncover the FPC purchase (of course), but this time it was official. This edition of the EntropiaTimes features a Q&A session with both Marco Behrmann and Corey Redmond, the two head honchos of SEE Digital Studios.
- ROCKtropia introduced missions and blueprints, and announced their upcoming release of ROCKtropia 2.0 scheduled for April 12, 2011. Be sure to check the countdown timer on EntropiaPlanets!
- VU 2011.1.1 saw weird phenomena not entirely unlike the earthly rain of frogs. High-level and high-markup scanners and Fast Aid Packs (FAP) 90s dropped from the sky on Next Island. At the same time, a glitch in a few of the ROCKtropia missions apparently allowed for avatars to obtain numerous achievement points. This has since been fixed by MindArk.
- Achievements were introduced to the Entropia Universe. Finally, a way to secure official bragging rights to those around you as newly unlocked achievements are clearly visible to those close by. Our new staff writer, Fawkes, contributed a piece on achievements in this issue of the EntropiaTimes.
- Planet Partner Beladcom, responsible for the upcoming Arabian planet, released a teaser trailer. The trailer was exclusively available to EntropiaPlanets, and can be seen on the EntropiaPlanets YouTube channel.
- SDS's Frank again did not win any trophies during the last three months.
- SDS announced a new way of holding Land Grab, this time employing a more temporary system, where taxation is obtained by continuous fighting.
- On Next Island, time travel has become a reality. The first location to be unlocked was Ancient Greece, filled with mythological creatures and MOBs, featuring an environment where only ancient weapons will be usable. Your Calypso items can be carried to the old times, but you will be unable to use them.
- News from Planet Cyrene has been a bit slow the last few months, with the majority of news being conceptual artwork that was released. We are excited to report though, that Cyrene and EntropiaPlanets will be working on having Planet Cyrene featured extensively in the June edition of the EntropiaTimes. More details will be made available about that soon.
- Speaking of Planet Cyrene, Ed Robles 3rd recently became a proud father. From this spot, all of us would like to congratulate Ed and his wife with the lovely addition to their family.

As usual, thanks for taking the time to read our magazine. Like the last time, it is possible to order printed copies as well - but only for a few days after the actual release. So hurry up and see the forums for more information on how to get your hands on a copy of the current EntropiaTimes that you can actually take with you when you commute to work, or show to your friends who are wondering what this Entropia thing is you keep talking about.

We hope you enjoy the magazine!

Lykke, MindStar9, GeorgeSkywalker, Narfi, Safara, Marie, Fawkes, TheMZ, Tass, RAZER, Dalas and Peter



Kamaldon

WIN

A Full Page Ad in EntropiaTimes June 2011



You can use the full page ad in the EntropiaTimes magazine June 2011 for anything Entropia Universe related: A service, shop, land area, planet, society etc.

And if you need help with the graphic part, you get that too.

To join the contest you only have to answer 5 questions, and all answers can be found in this and former magazines.

Send the answers to the five questions to lykke@entropiaplanets.com not later than 15th of May 2011.

After this date, the winner will be notified and further details for a free full page ad in the next magazine will be arranged.

Thank you :)

1.

NEVERDIE got a surprising call from an actor who was impressed with all the commotion Jon had stirred up about his movie *Lucinda's Spell*. What is the name of that actor?

(Find the answer in EntropiaTimes December 2010)

4.

At what very famous and large theme park did Ed Robles' (Creative Director at Digital Scryers LLC) grandfather qualify for a position?

(Find the answer in EntropiaTimes December 2010)

2.

David Post, Next Island, had a childhood fantasy island, from which Next Island was created. What was the name of that island?

(Find the answer in EntropiaTimes September 2010)

5.

What date and year did First Planet Calypso announce that vehicles would arrive after MindArk's 11.2 update release?

(Find the answer in EntropiaTimes September 2010)

3.

Where in the world is Arkadia Studios located?

(Find the answer in EntropiaTimes March 2011)

Don't miss out on the Next Magazine Issue



- Hot off the press News Articles
- Exclusive VIP Interviews
- Community Closeup Profiles
- Gags and Humor
- Useful Info & Links

Let's discover Planet Cyrene
June 12th 2011

CYRUS CHEN

In touch with the community

By Lykke

Cyrus Chen is the Community Relations Manager for Planet Arkadia, and always in the center of activity, both from the Arkadia crew and from the ever demanding community in our Universe.

“I just turned 26 in January,” Cyrus tells me, “and this June would mark my fourth year in the work force.” No doubt the new experiences are a huge opportunity for this young man, as well as taking part in work he never imagined he would be involved with.

“Although I’ve been playing games since I was young, I’ve never imagined myself to be in the games industry,” he explains and continues: “When the opportunity arose to be part of Planet Arkadia, I jumped at it.”

While Cyrus was pursuing Mass Communications for his tertiary education, one of his majors was Videography.

“Prior to joining Arkadia Studios, I was working with a media company as a Project Coordinator creating advertisements,” and it is obvious that his skills are now quite valuable in his new position at Arkadia Studios.

Cyrus doesn’t remember the exact date he started playing Entropia Universe, but it was sometime late in 2006, which makes it about 4 ½ years now.

“I was always an avid miner. I did hunt and craft as well, but mining was still my favorite activity in Entropia,” Cyrus says excitedly. “Being a player for a number of years is very helpful, especially for my role in the company.”

“I understand the Entropian slang and acronyms like Lootius, soc, HOFs, Globals, RCE, TT, SOOTO, etc., just to name a few.” I smile when I hear him mention Lootius of course, good to see he knows the important parts...

Cyrus Chen



“I’m also familiar with the skills and profession standings. An advantage in knowing much of the history in the game helps me understand the perspective people are coming from when they write to me or on the forum.”

I ask Cyrus how he met Dave and got involved with Arkadia. Cyrus laughs heartily: “This is an interesting question. Dave was my society leader back in the days when he was the General of Global Alliance. I used to ask him questions about my marketing assignments during standstills and I always thought it was great to have a soc general who helped me with my studies. We got to know each other better with time, started chatting on Skype and connected on Facebook.”

Cyrus continues: “In February 2010, I met Dave and Melissa in Singapore for dinner and drinks when they were here for ‘holidays’ (well, I thought it was holidays, I learned later it was business-related).” Cyrus smiles: “It was then that Dave mentioned that he was now an official Planet Partner and he wanted the company to be based in Singapore. I was flabbergasted by the news. We chatted a lot that night and he told me he might have a job opening for me after launch. Although I was excited about the prospect, it didn’t dawn on me it could be realized in the next few months.”

But the story continued and in April 2010, Dave and Melissa moved to Singapore.

“I met up with Dave for a coffee session during my lunch hour one day to share with him some of the ideas I have for Planet Arkadia. I guess he must have been impressed with my initiatives for doing a write-up to offer me a job on the spot. I said yes without bothering to ask much about the company benefits or my salary details and that was how I became the first employee of Arkadia Studios,” Cyrus looks serious for a moment and looks at me intensely: “I’d like to take the opportunity to thank Dave for putting his faith and trust in me with this role.”

Even though I know very little about Cyrus, his community work has already impressed me a lot. A very engaged Community Manager is important for the Planet Partners, because it is a direct personal connection to the community – the customers.

“Cyrus, please tell us what your main profession on the Arkadia Team as a Community Manager is,” I ask him.

“Let’s take this scenario,” Cyrus begins. “We have two groups of people on two different areas separated by a river. They have different cultures, way of life and schools of thought, but they yearn to learn more about each other. One day, Side A decides to take action. With a white flag raised to signify peace to Side B, they start on a project to build a bridge. Once the bridge is built, the leaders from each side cross first, acknowledge each other and shake hands. Many months later, the people from both sides find out that they are not so much different after all and they live in harmony for centuries.”

Cyrus continues, “I’d like to think that I’m the bridge that was built to facilitate communication between the players and the development team. My role as a Community Manager requires me to represent the players’ needs whilst at the same time, balance it with the needs of the company and then diplomatically communicate this to both players and the company.”

“To do my job well, I also need to stay up to date with new social media tools so that Planet Arkadia can continue to be an early adopter of these technologies. This will put us in good stead with regards to getting our news and updates out to the players and the public.”

I agree with Cyrus, and knowing Planet Arkadia is not only represented on Facebook, but also by its very own community forum – not to forget the Arkadia Studios webpage. I have a feeling they are heading in the right direction. Already before launch, Planet Arkadia was able to provide the hungry Entropians with videos, artwork and a great storyline to satisfy all our needs and fill us with hope and excitement.

I wonder if Cyrus’ role will change in the future, and further inquired.

“Currently, my job scope already covers much of the time I stay awake. With the expansion plan we’ve discussed, I’d take a back seat in video production and focus fully on the communication aspect of my role. So it’s not so much of expansion but specialization.”

“My role as a Community Manager requires me to represent the players’ needs whilst at the same time, balance it with the needs of the company and then diplomatically communicate this to both players and the company.”

Community Managers are very different, and work in different ways too – not only the ones within our own Universe, but also outside, and this is also something Cyrus has a very thoughtful opinion about.

“I value communication with the players and influencers of the game (community forums) very highly. The players are our customers. It is important to listen to the players, gather their feedback and route it to the appropriate department. Fortunately, the team here does such great work that mostly I’m passing on positive comments to the person who made an asset. I think it’s good for the community to know that when many people comment on the forum that an item is really well designed and made, I pass that feedback on to the people involved (could often be concept artist, 3D artist and animator) and the positive feedback is appreciated and drives them to make great quality stuff.”

Cyrus furthermore explains, “It is also important to ensure that the efforts of our most active advocates are recognized. There will certainly be some interesting stuff for you guys after launch,” he smiles and continues: “I always do my best to be as open and direct as I can. With the RCE it’s not always possible to answer people’s questions directly, so in those cases I try to explain the reasons why I can’t give the direct answer that is being sought.”

Continued page 10

When I ask Cyrus if there will be any future opportunities for the community to interact with the A-Team, he says: “Definitely. There are plans to take it up a step and have events/gatherings in real life.”

As mentioned in the beginning, Cyrus has great experience with video production. We have already been blessed with many awesome teaser movies from Arkadia made by Cyrus. “Usually, there will be discussions with Dave and Paul (Art Director) with regards to what they would like to see in the next video. I then talk to the artist in charge of producing the model (which has been finalized and tested in the game engine) to have the model rendered out for me. After which, I’ll do up a draft video for the team’s approval before moving on to do the final video.”

Sometimes Cyrus works together with the rest of the teams. “Most things happen in collaboration but only the people necessary get involved. So when making a video, we don’t have a huge team meeting. If the team is working on the design of plants, I wouldn’t get involved - that might be the Art Director, Lead Environment Artist and Concept Artist.”

Arkadia Studios will be marketing Planet Arkadia actively. Cyrus will let people know via the forum what marketing initiative they are doing.

Knowing Cyrus and Dave are working closely together, I was curious if they are like a married couple already. Cyrus laughs at my question: “Dave and I do work together a lot and my role as Community Relations Manager is quite broad. I do plan and attend meetings with Dave but I’d like to think of it as part of my job scope as a Community Relations Manager rather than that of a Personal Assistant!”

Cyrus is involved in the missions on Planet Arkadia, he tells me. “Together with the writing team, we’re working closely with the development team to have the missions and characters (NPCs) follow the back-story of Planet Arkadia.”

“Another big part of my role is to ensure there are many events on Arkadia. Some big events, especially those relating to the story will be created and managed by me. I’m also tasked with working with players who wish to run events. So I’ll be encouraging event planners to contact me and see where we can work together.”

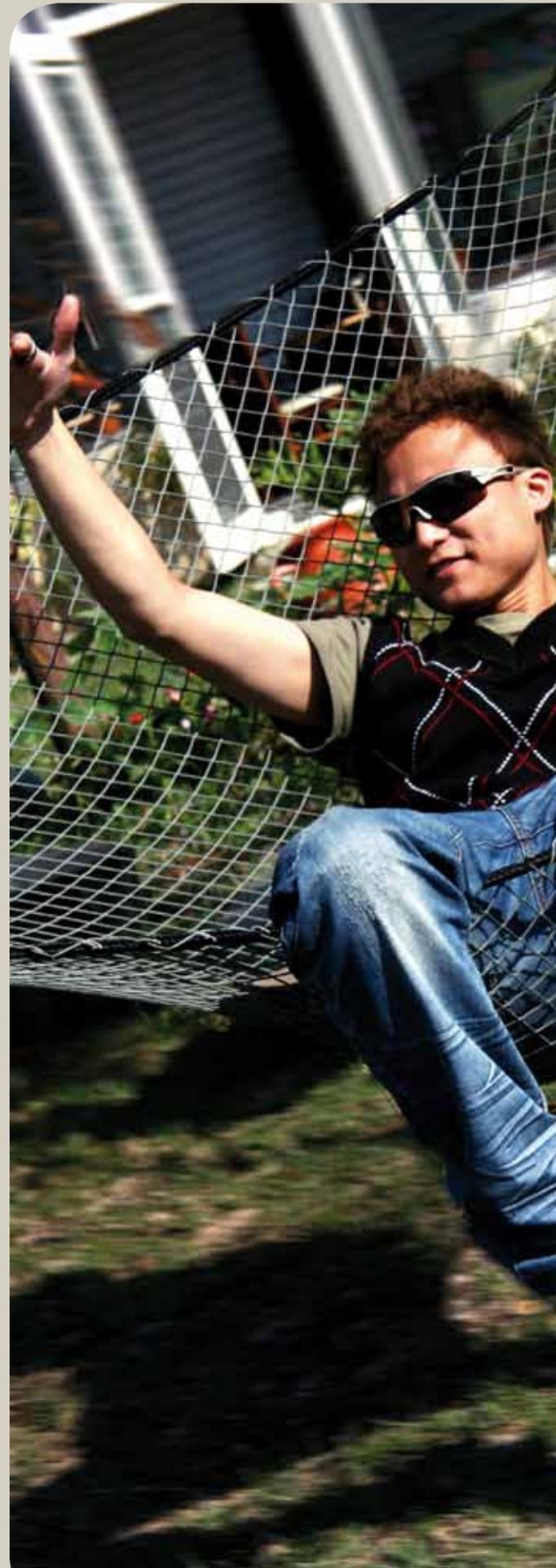
This sounds very interesting, and I would like to know, if some events are already planned.

“Yes,” Cyrus smiles: “My desk is full of documents with the ‘Events’ heading now. At this moment, I can’t reveal information on them other than to say the events I run will generally all be related to the story development, so I work closely with Alex (lead writer) on the events.”

We are all waiting with anticipation for the new planets to go live, but what about the people behind the planets themselves? What do they expect?

“I think Planet Arkadia will grow and grow and grow, not just in development and content, but also the number of players, in a matter of months. “

A TYPICAL



WORKDAY



9 am - 12 pm

- Morning updates with Dave and the team
- Monitor forum activity at Arkadia Forum
- Updating threads in various community forums
- In-game interaction with players

12 pm - 2 pm

- Lunch meetings with marketing partners or management team or development team or writing team or web developers

2 pm - 5 pm

- Prepare marketing materials (Events, etc)
- Disseminate marketing materials to marketing partners

5 pm - 8 pm

- Video conceptualization with development team
- Editing of video

9 pm - 11 pm

- Monitor forum activity at Arkadia Forum
- In-game interaction with players

11 pm - till tired

- Continue with video editing
- Zzzzzzzzzzz

Continued page 12

“Participants will be part of the storyline, creating their legacy in the history books of Planet Arkadia.”

“The planet has been designed to handle large numbers coming into the game quickly,” Cyrus continues, “and the team is geared up to expand the game quickly if the need arises. A lot of work is going into the new player experience to ensure all new players get the best start possible.”

“Since we know the community can be cruel, what are your own hopes, dreams or even fears regarding the community and how they will welcome the planet when it’s live,” I ask Cyrus.

“The Entropia Community has been very nice to us and I’m sure Planet Arkadia will be well received when we launch. However, if anyone has problems, I encourage them to pm me directly via our forum so we can show how intent we are on providing a great experience on Arkadia. We understand we won’t be perfect, but it doesn’t stop us from trying.”

As a part of the community work, Cyrus will be involved in content of video production and tutorials, and he will also be working from inside the game.

“The way we have structured the starting area allows newcomers to join the main population quite seamlessly. I will be in-game most days to communicate with the players so I’ll definitely be popping by the starting areas frequently to check on things. The starting area is open to all players so I’m hopeful members of the community will get involved in helping new players settle in.”

According to Cyrus, “The Arkadia storyline will not be released in its weekly schedule after launch. Instead participants will be part of the storyline, creating their legacy in the history books of Planet Arkadia. There will be regular updates to the storyline that focus on the achievements of the community. That is why it was designed at the start as Frontline News.

Through their actions, players who get involved in the story-driven events will become part of the storyline. I can’t tell you all about it yet - you’ll have to wait and see how it unfolds,” Cyrus winks and looks very mysterious.

I for one am excited to discover the new Planet Arkadia, and thrilled to be able to witness the eagerness, honesty, integrity, and involvement this planet’s Community Manager Cyrus Chen is ready to bring to our community with this very important and most appreciated position.



www.arkadiaforum.com

www.facebook.com/planetarkadia

www.youtube.com/user/planetarkadia

P L A N E T
ARKADIA
F O R U M

www.arkadiaforum.com

Arkadia Forum is the place to be to stay informed about all things Arkadian.



A great way to share your Arkadian experiences, keep in touch with friends, and create new relationships.



The Beauty and ...

I came to Calypso almost three years ago and I have spent much of my time exploring and trading. Occasionally I help out fending off aggressive animals and the robot attacks, mostly in a healing capacity. I left Earth to seek out new opportunities and meet new people, and there are plenty of both in the new colonies.

Coming to Calypso I didn't bring anything with me, not even any money, so I've really had to learn fast and often had to do things the hard way. I've found the best way to slog through and stay positive is to have good friends to work with and help other people out along the way. My friendship with The Beast began from this philosophy.

You can imagine my surprise when one day my personal messaging device malfunctioned and I was suddenly talking to someone I didn't know. It soon became apparent, however, that The Beast and I could help each other.

Hopefully through this advice column and the things we have learned over the years we can help others as well.

The Beauty

Next Island

Dear 2 X TB

I want to make a planet. Not a big one. Just a small planet with one little island. Just for me. There should be only one single creature there, but its loot should be awesome.

What should my approach be? And is it fair to tax myself for killing my own mob on my own island on my own planet?

**Thank you in advance,
I got a Tiny**

PS: you should visit it one day. It's going to be awesome.

Dear Mr. Tiny,

I would suggest that, if you are indeed serious about creating your own planet, then you will need to put together some kind of business plan to approach MindArk with. Unfortunately they control loots on all the planets though, so unless you could come up with a viable alternative to make money from your planet, it is possible they will reject your planet idea.

If you wish to play a game with good loots where you are playing by yourself, I would suggest perhaps some kind of sandbox pc game without the multiplayer element. You will probably find this is significantly cheaper than making your own planet, with your own island, where only you play.

I'm sure either way many people would like to come visit a planet where the loots are guaranteed to be good.

/The Beauty

Dear Beauty and The Beast,

I don't get it. I keep my weapons and road clean, and yet my loot STINKS?

Why is that?

**Regards,
Poop Puppie Poopie**

Dear Poop Puppie Poopie,

It is common knowledge that loot does not stink. I would advise you to dig deeper into this matter, and leave room for alternative conclusions. I happened to sit next to you in the bus the other day, and could not help but notice the flies orbiting what I assume were your hands.

I would advise you to either buy (and use) stronger soap, or to wear gloves when picking up dung.

/The Beauty

Dear Beauty and The Beast,

SELLING ORES AND ENMATTERS AT BOXES. BEST PRICES FOR YOU. PM ME OR SEND ME A MESSAGE ON FORUMS. IM THE BIG OILY GIRL WEARING RED THONG AND SANTA HAT.

**Kisses,
Big Brunella Buttwise**

Brunella,

Thank you for your kind offer, if I ever go mining and have ores and enmatters to sell, I will be sure to consider your prices along with many others in determining the best deal I could acquire. I also think you would find your trading even more successful if you tried to advertise to sell in the formal trading channel provided by Mindark (Just type /tr in front) and also refrained from having your entire sentence in capital letters. Lower case letters are a little easier on the eyes.

On a more personal note at this time of year I strongly suggest putting more clothes on, Calypso winds can be very chilling. Also it's a bit late for the Christmas hat, probably best to put it away till next December.

/The Beauty

Dear Beauty and The Beast,
I have met this cool girl in game. She is really nice and is interested in cars and games. She's amazing!

Yours,
De Spe Rat

Mr. Rat,
While I agree that there are many nice girls to be found in the Universe, some of whom might even like cars and games, I would encourage you to demand pictures of the woman in question that show beyond proof that Marco is not trying to pull off his "hotty act" again.

Do not let his attempt to brush off the beard as "a freak occurrence" deter you from figuring out the truth. Yes, it might cause some personal embarrassment in the short run, but that's better than at some point realizing you really have the hots for Mr Behrmann!

/TB

Dear Beauty and The Beast,
I met this awesome girl in a Club NEVERDIE down in old Soho, where you drink champagne and it tastes just like cherry cola. She is from Thailand, totally awesome, and unlike any girl I ever met before. She loves cars, beer, can accurately read maps, and even knows what off-side in football really means. The one thing that I think is a bit odd about her is that she insists we will meet up in real life, and when we do, that the lights will always be off when we make love. But that's just a minor thing. I just wanted to let you know that I found love in-game, and so can you!

Yours,
Gonnagit Luckymbbbe

Gonnagit,

Similar Interests? Check
Mood Lighting? Check
Too Good To Be True? Check

I don't know if you will get lucky or not. But I am pretty sure you will get screwed.

/TB

DEAR SIR AND MADAM,
MY NAME IS MR. HOFNI BARRAKMUZ AND I AM REPRESENTING THE PEOPLE OF EGYPT WHO HAVE APPOINTED YOU AS THEIR SOLE BENEFICIARY. THIS MEANS YOU ARE ELIGIBLE TO INHERIT 15 GAZILLION MOD FAPS. PLEASE SEND A NOTARIZED COPY OF YOUR PASSPORT ALONG WITH YOUR CREDIT CARD TO THE ADDRESS BELOW! THANK YOU!

Mr. Hofni Barrakmuz,
I am flattered that your people have chosen me as their heir. I was unaware anyone even knew of my existence, so this news is quite unexpected indeed.

If you do not mind though, I would like to get some assurance that I am dealing with a genuine person. Would you please be so kind as to send me a picture of yourself wearing a pink tutu and some giant cardboard wings on your back while you stand on one leg on the edge of the tallest building of Port Atlantis on a very windy day, and while you also balance an Armax on your head?

I am unfortunately able to tell you my exact location, as the robots holding me have not made me privy to that kind of information. However, I think the closest I heard them describe this place as was KREEZOOK BLEEEEEAAARP BEEDEE BEEDEE BOOP. If you know of such a place, please send help, and ask them to bring some big can openers.

Anxiously awaiting your picture!
/TB

...The Beast

My mother was a Thorafoid farmer, my father was a Motorhead security guard and I never knew either of them, which is true to their spirit as they did not really know each other either. The note left on the Former-Vixen-Turned-Into-Lootius cloister doorstep next to the basket I was in explained that I was conceived in the aftermath of a death metal concert, and the final result of a dangerous cocktail of the most potent chemical substances known to man, copious amounts of hard liquor, and a dark-haired security guard with an untrimmed beard and cheap booze on his breath.

Kidnapped by robots as an infant for study and kept in isolation my entire life, my only comforts have been friendships on the anonymous communication networks and the hope that someday I will escape and be able to meet my parents. And then slap them silly.

Loathed by most, and hated by everybody else, I only seek friendship by sharing information and knowledge with those I meet during my quest.

During my time on the networks I have found that human colonists have the greatest capacity for the feelings I seek, but I have also found that they also have the greatest capacity for hatred and hurt.

It is through them though that I will find the knowledge and form the alliances I need to escape my prison. So I study them, I follow their progress, and I do what I can to help them in their quests as well. It was during one of my adventures that I was befriended by The Beauty who is on a different quest with a story of her own.

Together we have been asked to answer questions for the EntropiaTimes magazine. For the first issue containing our column we will use questions we have run across in our travels and then in July we will answer any questions received by then.

TB - The Beast



Thanks to Safara for the awesome graphics.

ARKADIA

Anticipation Rises

by MindStar9

INTRODUCTION

When David Dobson (Ozi) announced on [November 3, 2010](#) at EntropiaPlanets.com that he was developing a new planet, an almost instant love affair began with the Planet Arkadia A-Team staff. The community seems quite excited about Planet Arkadia, and waiting with anticipation for its launch.

Of course, people wanted to know what the development team was going to bring to the Universe, so interaction with the community began immediately. Questions have been answered, and updates have been shared in a timely manner. We were initially directed to their official [Arkadia website](#), and not long after, the official [Arkadia Forum](#). This is where we met [Cyrus Chen](#), Arkadia's Community Relations Manager, and a highly energetic individual that keeps the community connected practically 24/7.

With the information that has been shared thus far, it's easy to get a feel for how much critical thinking and planning has gone into developing this new planet. As a long-term inhabitant of our Entropia Universe, Dave possesses a great familiarity with wants, needs, and wishes, and why he felt it important to engage the community in the development process. He clearly states, that feedback and input from the community is very important toward building the best possible experience.

This is where the anticipation begins to build. Consistent storyline has led us down the path of colorful characters, and intense moments that draw us in deeper. Attention to detail gives us a clue as to what to expect, and photos from the environment have given us a glimpse of the yet to be revealed.

What will you do when the opportunity is presented to explore Arkadia?



A PERSONAL (in-character) JOURNEY

When I left Earth 6 years ago to join others pioneering the new Calypso frontier, my mission was specific as a selected journalist to cover the expansion of space. My colleagues back on Earth required detailed reports as to the evolving colony and inhabitants of Calypso, but little did we know at the time that the phrase *expansion of space* meant more than we had anticipated, nor that my mission would now become a non-specific period of time.

There is a recently-discovered planet, steadily moving closer to our Entropia Universe, and the Federal Imperial Navy is heavily involved. The news is that Commodore Toan Harvir, once court-martialed for insubordination, commanded the Liberation Fleet that made its way to what is now known as Arkadia. The mission was the result of a plea for help decrypted from a strange signal transmitted to the Celeste Space Probe. It is told that the journey was not without its challenges, including precision maneuvers through a large field of debris orbiting the planet, indicative of a major battle.

The road has been paved by those who have gone before us in an effort to prepare this newly-discovered inhabitable planet for our arrival. Seemingly born as Earth's sister with its atmospheric levels and promise of basic minerals, it invites development of an industrial economy, and to the degree that it could stand independently without any substantial Federal Imperial Aid. There's also talk of unique minerals that may entice and excite mining corporations throughout human controlled space.

Given the history of Arkadia thus far, there is potentially an unlimited reservoir of unreported news and events that may give us yet a deeper understanding of not only the involvement of the Federal Imperial Navy, but may also give us insight into the mystery about the Arkadians. My first task after traveling to Arkadia will be to set up a Media HQ as an extension of the EntropiaPlanets Media Center. It will most likely be located at Celeste Harbour, and close to home base, but I will certainly explore all options in order to deliver the news most efficiently.

There is much to learn about this newly-discovered planet, and I for one have many questions. My goal is to make contact with key personnel in order to keep the community updated. I realize there is high-level security in place, and that the military gets a little antsy if you casually wander in the wrong direction, but investigative reporting requires taking a risk, and I'm willing to do that.

Perhaps I take after Professor Milton Lee in that respect – throw all caution to the wind for the sake of technology and knowledge, and forget that there are dangers beyond protected safe zones. I kind of like the old Professor – he's sort of a rogue and a loose cannon at times, but he means well, I think.

His diary rant about the signal transmitted to the Celeste Space Probe chastised the “meat-heads” at the Military Science Division for sitting on such critical news for days prior to release, knowing full well that they would not be able to decrypt this new type of signal by themselves.

Professor Lee is quite the colorful character with a sense of unintended humor, but also with a clear sense of urgency.

And, he is definitely not short on broadcasting his many achievements either, but if he's the quirky scientist who gets the job done, then perhaps we can overlook the fact that he was deemed psychologically unsuited for the military – I think he's holding a grudge or two.

Despite his flair for annoying the crap out of people, and his nose poking into places that gets him into trouble at times, he was invited to join the Liberation Fleet responding to a call for help being transmitted from somewhere on Arkadia. One of his interests is advanced technology, and I doubt he'll stop at anything to get his hands on it – even if it means pissing off a few people in the process.

ARCHAEOLOGICAL DIGS

I have always been a fan of archaeological digs, especially those from the ancient Egyptian ruins on Earth, but there has been word that this new planet may possess treasures. Finding treasures may be the motive for some digs, but uncovering the history of a civilization is also key in understanding past cultures – or, could we be looking at a more current culture?

Dr. Sundari Zhen's report to the Archaeological Society speculated that Arkadia may be inhabited by a species not unlike human in nature. She couldn't prove this conclusively at the time, but her review of photos from space gave credible clues that related to placement, size and shape of settlements across the planet. Specifications of Arkadia also supported potential for a biological evolution not dissimilar to Earth's.

This report caused interest, which in turn inspired a visit from the Federal Imperial Navy. After a probing discussion, it was concluded that Dr. Zhen would accompany the Liberation Fleet to Arkadia with the intent of uncovering the information needed to support her speculations. She wouldn't be able to give conclusive proof without this mission anyway, so she basically (without intending to) invited herself, but no one had any objections, and were actually quite pleased.

Dr. Zhen is considered to be an archaeologist with an expertise that may find hidden treasures, but key in her archaeological digs is uncovering the history of civilizations and cultures. She is also well educated in the fields of psychology and anthropology, with a passion that drives her, not only to understand history, but the people as well, and what drove them. She is on a mission, and once firebases were established across the continent by the military troops, Dr. Zhen was able to gain access to ruins.

I have learned that the possibility exists that even we as future inhabitants of Arkadia have an opportunity to make our own discoveries. The mind boggles at what this newly-discovered planet may reveal in treasures, and what value they may bring. This planet is quickly becoming known as a treasure hunting planet, and I will definitely make an effort to hook up with Dr. Zhen to get an inside scoop on what we might be able to expect.

Continued page 20

IN PREPARATION

Commodore Toan Harvir and the entire Liberation Fleet have made great headway toward preparing Arkadia for an increased population. The government on Earth announced that they were assembling yet another fleet to bring more colonists to Arkadia, so security is of utmost importance.



This seems to have been established at a home base in Celeste Harbour, a fortified command post higher up on the peninsula, and firebases that are critical for maintaining control while colonists build their camps.

Time is drawing near, and travel to Arkadia is creating a buzz within the colonies on other planets. Many are preparing for this journey, and making decisions as to what to carry that might be helpful to them. We have learned that our belongings will be usable, but also that local items will be of benefit as well. We will have an ability to acquire any number of blueprints in order to craft needed items and equipment, not only for self, but for others to help boost the economy.

Much of the groundwork has been laid, and those who currently inhabit Arkadia seem to now have a familiarity with their surroundings, but with another group of colonists soon on their way, plans are in place to provide the new arrivals with a means to acclimate themselves more readily to their new environment. For seasoned travelers from other planets, I have a feeling that they will definitely keep the military troops on alert. Danger is their middle name, and they will go in search of the strange and vicious native animals that Dr. Zhen speaks of, while miners may not be as cautious either with their own archaeological digs for materials. Then of course, there's the Oratan.

THE NATIVES ARE RESTLESS

Anticipation is rising, along with mounting questions as to what we will encounter. We've heard of humanoids referred to as the Oratan, who apparently had been at battle with the Arkadians, but we have learned that they have also been hostile toward the new inhabitants of the planet as well.

I don't know about you, but I am anxious to make this trip. I want to see Celeste Harbour in all her glory, and the lush vegetation that thrives from the surrounding waters. I want to test my survival skills in the mountainous wilds, and explore the environment beyond the firebases to see what discoveries I might come up with – now I'm beginning to sound like Professor Lee.

And speaking of Professor Lee, I sent him a request and asked for a meeting after my arrival on Arkadia. I want an inside scoop about his explorations thus far, and why he says there is a feast on Arkadia compared to what he had to contend with on Earth. Good old Professor Lee feels his place in history is guaranteed, and I intend to do a little exploring of my own in an effort to make sense of it all.

Dr. Zhen, and junior members of the Archaeological Society, made discoveries that have her quite excited. However, to determine if there are hidden treasures in other ruins, many more archaeologists would be needed, not only to hunt for them, but to study each of the new discoveries to determine their value and use. I for one will be signing up with Dr. Zhen to further the explorations, but I am anticipating that others about to embark on this journey will be doing the same.

On the current continent of Sentosa, twelve ruins have been identified. Some already have active and established archaeological digs, while others are currently under construction. Dedicated work is under way in hopes of finding clues that will help give understanding of what happened to the race that once inhabited the planet.

What I'm also interested in, is the possibility of being a part of rebuilding the ruins, and establishing even more functional cities in preparation for others to come behind this next wave of colonists who will soon be converging upon Arkadia. The opportunity to be a part of building and expanding a new environment is helping to create a place in history. It will be a collective effort to continue telling the story, and who knows what the future may hold.

I want to explore 8 Coins, a mining facility which seems to be rapidly developing into a small township, and said to contain the largest concentration of people outside of Celeste Harbour. What are the materials mined from this area that have such value that they are being used in the construction of cities, forts and other infrastructure? Are the miners who traveled to Arkadia in the first wave aboard the mining vessels reaping rewards for their efforts? How rich are the finds? No matter the benefits, this location seems to be surrounded by high mountains and harsh landscape that leaves the miners relegated to air transport to get their materials out and delivered to those who require them.

There's an island off the north coast of Sentosa called Sanctuary Cove, and owned by a private group developing a settlement, complete with their own security force. It hasn't been thoroughly explored yet, nor are the full intentions known of the inhabitants of the island, so Fleet Intelligence is monitoring this operation. Seems the island has created quite the interest of the locals who want to be out from under the restrictions handed down by the military. It will definitely be my mission to get as much information on this as possible, so stay tuned.

Wait, who's calling the Media Center *this* time of night? Whoever it is can leave a message, I'm about to head home for some much needed sleep. As I was packing up to leave the center, the voicemail light on my phone console began flashing. With time counting down until my departure to Arkadia, this could be important.

"Hello MS9, this is Toan Harvir, from Celeste Harbour on Arkadia. I know that you will be joining us soon, and look forward to your news reporting, but this is not why I am calling. Your request to Professor Lee for an audience crossed my desk today. It seems that he was going to respond with a tentative date to meet with you after your arrival, but unfortunately, this will no longer be possible. I am sad to report that Professor Lee was killed during an Oratan invasion."

I could hardly believe what I was hearing; what an incredible loss, but after a short pause, there was more.

"His death was not in vain, however. I received a video recording from him revealing that the Oratan genetic structure was in his files, and that the teleporters needed to be reprogrammed. He may have been annoying at times, but his last act was a selfless one that saved many lives."

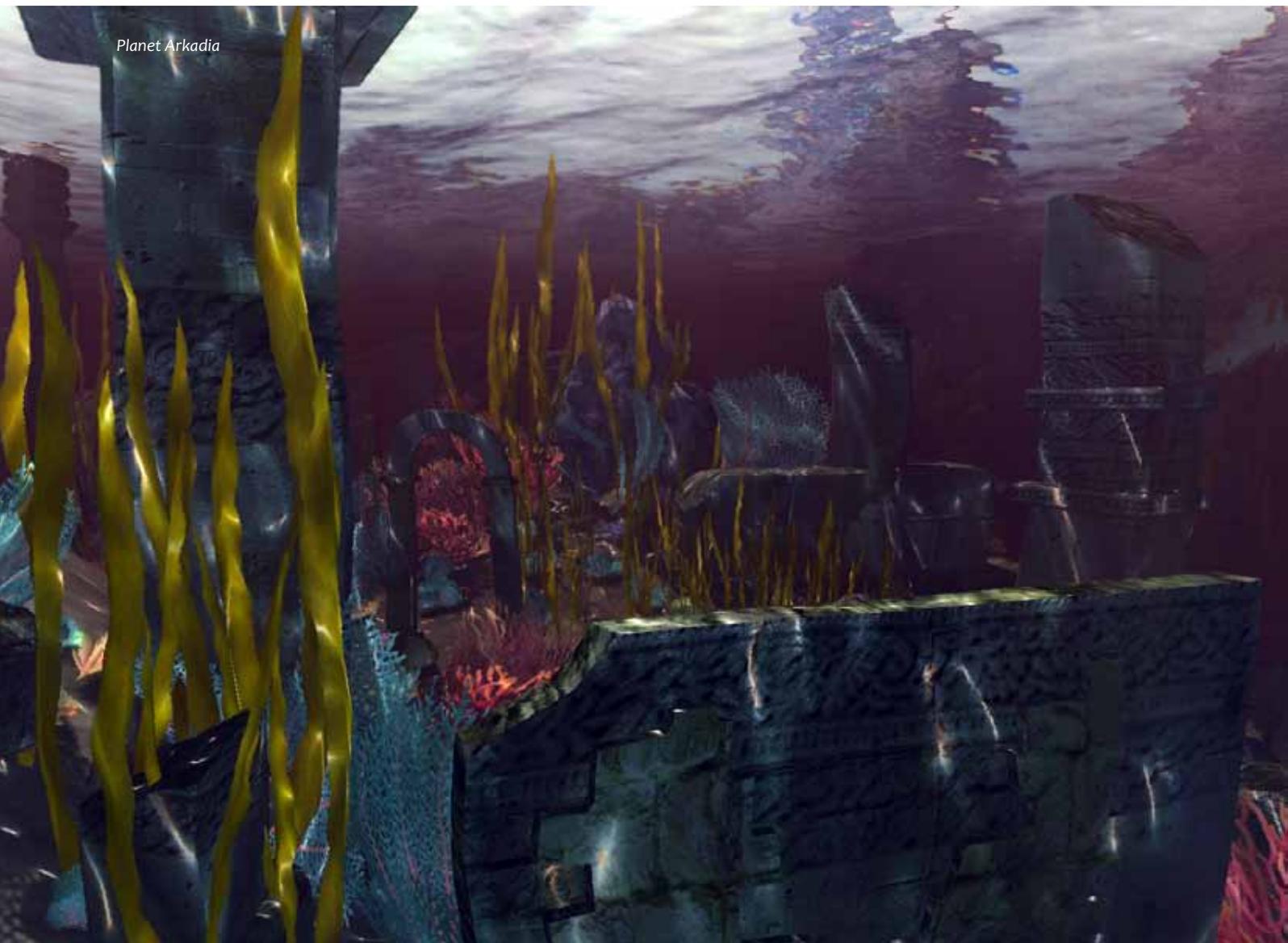
My head was spinning, and I had so many questions, but my thoughts were interrupted with perhaps a more pleasant thought as the message continued.

"I'm going to suggest that you contact Dr. Sundari Zhen who has indicated to me that she would be more than happy to meet with you in light of Professor Lee's untimely demise, to see if she could be of some assistance upon your arrival. In spite of the recent uprising, there should be no delay in the scheduled departure of Fleet Arkadia. See you when you get here."

Was I hearing that right? I get to meet with Dr. Zhen?

“ The anticipation can only be exceeded by the actual event... ”

Planet Arkadia





Entropia Star

A news-oriented e-Zine on Entropia Universe

I have with me today Andrew Jenery; aka EntStar, from the online newspaper Entropia Star. EntStar, it is exciting you agreed to meet up for this interview - thank you!

By Lykke

Question

You are running an online newspaper called the Entropia Star, how did you come up with the idea to make this paper?

Response

I first heard about Entropia Universe as such, through a conversation that I was having in a popular MMORPG (name declined...) in June 2008. I then did extensive research into EU via search-engines and other online sources, and decided that I would like to start a news-oriented e-Zine on Entropia.

The idea was mainly to provide a 'platform' for participants of EU; somewhere that they could submit articles to on almost anything to do with their adventures, etc, in Entropia, hence the section called Participant Articles. I registered Entropia Star in September 2008, and then set about designing the overall look and feel of the site with a well-known WYSIWYG editor. I do not have extensive 'coding' knowledge, so I was generally reliant on this editor.

Question

Do you have any real life experience as a journalist or editor for a paper?

Response

I have no formal experience as a journalist or editor, but I have had various articles and short stories published; for instance, in a fairly well-known street paper called The Big Issue.

Question

Did you handle the technical aspects of the website yourself or did you get help?

Response

In terms of the site's 'scaffolding' - the CSS, JS, etc. - this is a marriage between various 'widgets' provided by the hosting company, and some CSS and other 'scripts' that

I have added myself (the hosting company allows this). If this seems like a contradiction; because I said I don't have extensive coding knowledge, well, I do have some know-how; or at least I've learned a few things as I've gone along.

In terms of the editorial and layout; look and feel of the pages - this is mainly my own effort.

Question

What's the main purpose for the site?

Response

The main purpose is to relay news and articles about events and occurrences; or anything interesting that happens in Entropia Universe. But we also wish to provide a forum for participants (ES FORUMS), although we don't have that many members yet, just a few.

Question

Who's your target group for the news?

Response

I have not 'formerly' defined a specific target group, although I am hoping that Entropia Star will appeal to primarily the participants of Entropia.

Question

How do you get the news articles?

Response

Through a few participants that have submitted material on a fairly regular basis based on their actual in-game experiences/adventures, and from me via outreach work with other community sites (mainly EntropiaPlanets) and with one of the Planet Partners, Planet Arkadia.

Question

Are the articles finished when you receive them, or do you edit or re-write them afterwards?

Response

Articles are usually published as submitted; or as-is - either via an online form or via email. Alterations are only made if there are major grammatical or spelling, etc., mistakes. So, as a 'rule' then, we strive to publish participants' work as submitted.

What we are trying to do, is to allow players of EU to convey their own 'take' on whatever it is that they want to submit something on. This could be about an in-game adventure, an event, something to do with their society or other Entropia-related enterprise or endeavour.

Question

Are you working together with forums or other groups in EU?

Response

Entropia Star has had a great deal of help and inspiration from EntropiaPlanets itself and also from a few other EU community-sites, but mainly EP so far. One of our main contributors; or 'roving reporters' has been a member of EU Chronicle for some time which is another great community site.

Question

We know that you only recently joined the actual game - wasn't it weird to create news for a game you never tried playing?

Response

Slightly weird, perhaps. However, there was certain logic to why I chose this 'path' initially. There are only so many hours in a day, and my main aim was to get the ball rolling, so to speak. I wasn't too sure if I could both play EU and manage the site at the same time, so knowing someone who played the game (the same person that also played in the 'other' MMORPG back in 2008) was certainly a great help.

In time, he pointed a few others in my direction, and so the articles, etc., started to come in. However, as the months in 2010 went on, I realized that I would have to sign-up to Entropia myself sooner or later, as I knew that I wouldn't be able to rely on contributions indefinitely. They might have some real-life issues, problems, etc., etc. - and then all of a sudden I would be left stranded; so I knew that I would have to get an account myself.

Question

How do you like Entropia, now that you created an avatar and play the game?

Response

I am amazed at the scope of Entropia Universe, and I am not just saying this to be politically correct. The graphics and general interaction is almost like 'would-be real-life' on another planet in some distant future, and when I am in it, I almost feel like I am in a home from home. It is very addictive, to say the least - and I have to be very mindful of how much I spend as I have a tendency to throw caution to the wind sometimes.

Having said that, I've already bought a Sleipnir and a great deal of fuel from the auction so as to get my TPs. Is that cheating? Better that than tackling all those Atroux.

Question

Do you suddenly figure out things that you were unfamiliar with before?

Response

I found the various GUI's easy to follow, as I did already have MMORPG experience as such before joining Entropia.

Question

Did it give you an advantage that you have been writing so much about the game before joining?

Response

Having previously written about EU; plus the info that I got through contributions, meant that I had very few 'surprises' when I first arrived in Entropia itself (the Genesis starting zone). So, yes - there was a definite advantage here.

Question

What are the future plans for Entropia Star?

Response

We wish to continue exchanging banner links; text-links, etc., with as many community sites as possible. Of course a goal is to get more participants to sign-up to our forums.

Question

What's your dream concerning Entropia Universe and the way the game is heading with all the new planets?

Continued page 24



Response

I would like to experience 'real space travel' in spacecraft when going from one planet to another (although I suppose using TP's is the most efficient way), and 'interaction in space' just like you have on Planet Calypso, ROCKtropia and Next Island, etc. I know that even more planets are on the way in 2011 - Planet Arkadia; Planet Cyrene and Planet Michael. This will be a great thing and will 'open up' Entropia Universe even more.

Question

Do you find it's a challenge to get the news today, and how do you expect the future will look like when there's much more to capture?

Response

Finding something new to report on or add to the pages of ES has always been a challenge, and I know that it will get even harder in the future; and not just because of the inevitable 'writers block' that all writers get now and then - but this is part of the fun for me.

Question

Is there anything else you wish to add, to promote Entropia Star, or something else interesting to mention about you/ your background/as a person/in game etc., which I forgot?

Response

No! I've had enough because 'all this typing is killing me' fingers ;-)

Name: EntStar

Location: Brighton & Hove, England

Years of playing EU: 1 month

Occupation: Web publishing & writing

www.entropiastar.com



PLANET CYRENE



2011 PLANET CYRENE CALENDAR

Available with purchase of print edition of the June issue *Entropia Times Magazine*

This 2011 desk calendar brings you exciting concept art from the world of Planet Cyrene. Starting on the Thai New Year month of April, this calendar will take you through March 2012. *Supplies are limited, shipping cost not included.*



David Dobson

CEO at Arkadia Studios

By Lykke

David 'Ozi' Dobson, originally from Australia, decided to move with his wife, Melissa, to Singapore to fulfill a dream; becoming a Planet Partner in Entropia Universe.

David holds a Degree in Business (Marketing and Management) and a Masters Degree in Entrepreneurship and Innovation.

"I've had a rather diverse work history," David begins, "I've worked in finance, events, software development, web development, mobile application development, business consulting and intellectual property consulting. I've always enjoyed the challenge of working on different things and in different industries."

But David also has gaming experience: "I've been gaming since I was a kid. First console was a Tempest that had tennis on it, but really got stuck in it with a Commodore 64 and progressed from there."

Later on David started playing other games like Entropia Universe. "I have been playing Entropia Universe for around 4 years now. I believe I tried everything in the game I could. I just loved the global servers of Entropia Universe and the people I met there."

There is of course a big difference between playing a game and actually deciding to create one, and this is where David decided to dig deeper and explore options.

"When I was doing my Masters Degree I actually wrote a paper about the future of the internet with a focus on 3D immersive environments," David explains. "When I analyzed Entropia Universe I wrote that the best thing for the growth of the Universe was to allow others to develop the planets." David adds, that he never shared it with Mindark, so can't say he had any influence on what he believed was indeed the best strategic decision for the Universe

"A few years later, MindArk announced they were opening up for Planet Partners," David continues: "I wasn't in a position to move straight away, but the idea had been in my mind for a long time."

A huge move like this doesn't go by without a small amount of concerns as to whether everything would work out as intended, and David certainly had his own concerns.

“Of course I was concerned. I guess the main thing is what I can influence and change as a Planet Partner. I wasn’t unrealistic, MindArk is very good to work with and I recognize that not everything I want can be done straight away. There are many ways we can create a planet that is unique, some we have at launch, other things will come in time.”

After making the decision, David contacted MindArk: “I asked for some further info and went from there. I guess my interview from the previous edition of the magazine describes that story in full detail.”

David explains that it isn’t the creativity they lack, because there’s enough awesome ideas: “The biggest challenge in building a planet is not coming up with all the amazing things that ‘could’ be done, but working out what ‘can’ be done with budget and time available.”

“After deciding what the planet would be all about, I then created a rough version of the map and worked on how it would be explored and how it could grow in the future,” David continues.

“Needless to say, that the original plan has been reworked many times since that first rough outline. I was very fortunate to have a wife who really understood the game, so we spent many days at the local coffee shop filling notebooks and working everything out,” David smiles. “She was awesome for working through the budgeting (handy she is a financial controller). That was all prior to raising the capital or hiring any staff, and I’m sure if I told friends and family I was designing a virtual planet they would have laughed.”

David’s background is business and not game development: “Recognizing that, it was crucial to bring together a talented team. Our Art Director Paul has been instrumental in building the team around him. I decided early on we’d look for people anywhere in the world which has resulted in a very diverse team.”

Having many people in your team made me curious to know if it was easy to agree on the planet theme. “That took a lot of time,” David said, “there were a number of ideas under consideration but Treasure Hunting was a clear winner for me.”

Continued page 28

David Dobson





The basic background story was David's idea, but later on developed by the writing team. "They have done an outstanding job with the story and have set the scene for many years to come," says David.

The actual development of Planet Arkadia started around nine months after David contacted MindArk the first time. "In that time I had moved countries, found a place to live, formed the company, raised the capital, found an office, had a baby, hired Cyrus (yes, that's how important community is, he was the first hire), engaged Feng Zhu to concept the theme of the planet and then had to fit the office out before the development team could start working."

David stresses that it's important to have the huge amount of groundwork done before starting recruiting the team.

But making a game is not only about the actual working crew, it's also a lot about getting the right investors in house. "One of our greatest strengths is having great investors. All are committed to the company for the long term which allows me to develop for the long term. I think it benefits the players when we are stable, financially strong and not under pressure to make quick cash or to sell."

The idea of having different planets in our Universe is to offer the players/community/customers as many platforms to play on as possible. A place to fit everyone and the different needs we have. So far the new planets each appear very unique – not only by their look but also the way they are being managed.

"I think in the most part I'd rather people form their own opinions to whether we're offering something special compared to other planets," says David. "We are unique in the team we have, the investors we have, and we have our own vision of what we are doing. I think it is in everyone's interest to see many great planets within Entropia Universe offering plenty of variety." David coughs and silently adds: "OK cheekily I'll admit we have built the best planet... as I think some internal rivalry can only serve to make all planets get better and better."

Planet Arkadia developed a number of things their own way. "For example you can see in the designs of the guns that no two are the same model," David explains. "We want people to carry their gun and for others to know which gun they have. We also work to build what we can in a modular form, so we can add greater variety. Examples of that can be seen in the Firebases and the shop houses."

The economy in game is what keeps it running, and I wanted to know what Arkadia Studios is doing to ensure a healthy economy on the planet. “Yes, the economy is crucial to the success of the planet as an independent entity. The key to the economy is crafting, so having a large variety of blueprints is very important. Player engagement is the other critical factor and that comes down to a long list of things such as story, environment, missions, equipment, community relations and more (i.e., the game as a whole).”

To my question if we will be able to find unlimited items on Planet Arkadia, David tells me yes. “No new professions will arrive at this stage though, but you never know what we’ll do in the future.”

As we know, the Universe got a new entry platform for newcomers, and from there they have to choose a planet to start their lives on. The A-Team invested a lot of effort to ensure new players have a great start: “We’ve developed a fantastic entry for new players; it’s designed to teach them quickly and to make the process fun.

The aim is not to try and teach them the entire game upon arrival, but rather to focus on the basics and then allow people to experience and learn at their own pace. There are mission brokers to teach just about every aspect of the planet and its economy. Of course the whole experience will be under close scrutiny, with us looking for ways to make it better and better.”



Kiana

The Entropian community got asked on [Arkadia Forum](#) for ideas and suggestion for the newcomer’s area. As a matter of fact, the A-Team has involved the community many times when it comes to sharing opinions, brainstorming, etc. I ask David if they plan on implementing some of the good ideas from the community.

“Yes, it was great to get feedback from the community. As a long time player of Entropia Universe myself, many of the thoughts expressed on the forum echoed my own, which served to reinforce we were on the right track. Probably the biggest thing players will notice is that the gateway is accessible to everyone. There is a real desire among many to get involved and assist new players, so we decided to make that possible.”

“ We’ve developed a fantastic entry for new players; it’s designed to teach them quickly and to make the process fun.

I ask David what his goal is for the first year of Planet Arkadia, and he tells me that he likes we’re now into the meat of the interview. “Player growth is number one. We’ll continue with our marketing efforts and seek to grow the planet based on demand. So players can expect plenty of changes within the first year. The Archaeology Society, working with the players to investigate the ancient ruins on Arkadia, is also a goal. If enough information is discovered about how the cities were constructed, there seems a desire to rebuild the cities to better understand the culture of the Arkadians.”

Continued page 30

Some Entropian's concerns have been the availability of for example estates and blueprints. I ask David if we will see any of this in the first era of Planet Arkadia: "Yes, apartments and shops will be there from launch. At the time of this interview I can't say how soon they will be available for purchase, but it won't be long. And blueprints will definitely also be there. We promised on our forum a long time ago that we would not launch without plenty of blueprints."

David also informs me, that the skills on Arkadia will be the same as everywhere else. And all weapons and items will work on Arkadia. "Arkadia is set at roughly the same time period so it makes sense to use what you have," David explains.

Asking David if they plan to add some of the worthless items into the loot pool (like Argonaut skulls), he replies: "No plans at this stage. It is something that would need to be worked out with the other Planet Partners. I think it would be a good thing though to encourage exploration of the universe and for interplanetary trade."

We already know from the forums, that the community can be very honest and sometimes difficult to satisfy. Planet Arkadia was way ahead with the hiring of Community Manager Cyrus Chen and also by having a forum on their own where they have been sharing a lot of things with the Entropians before launch.

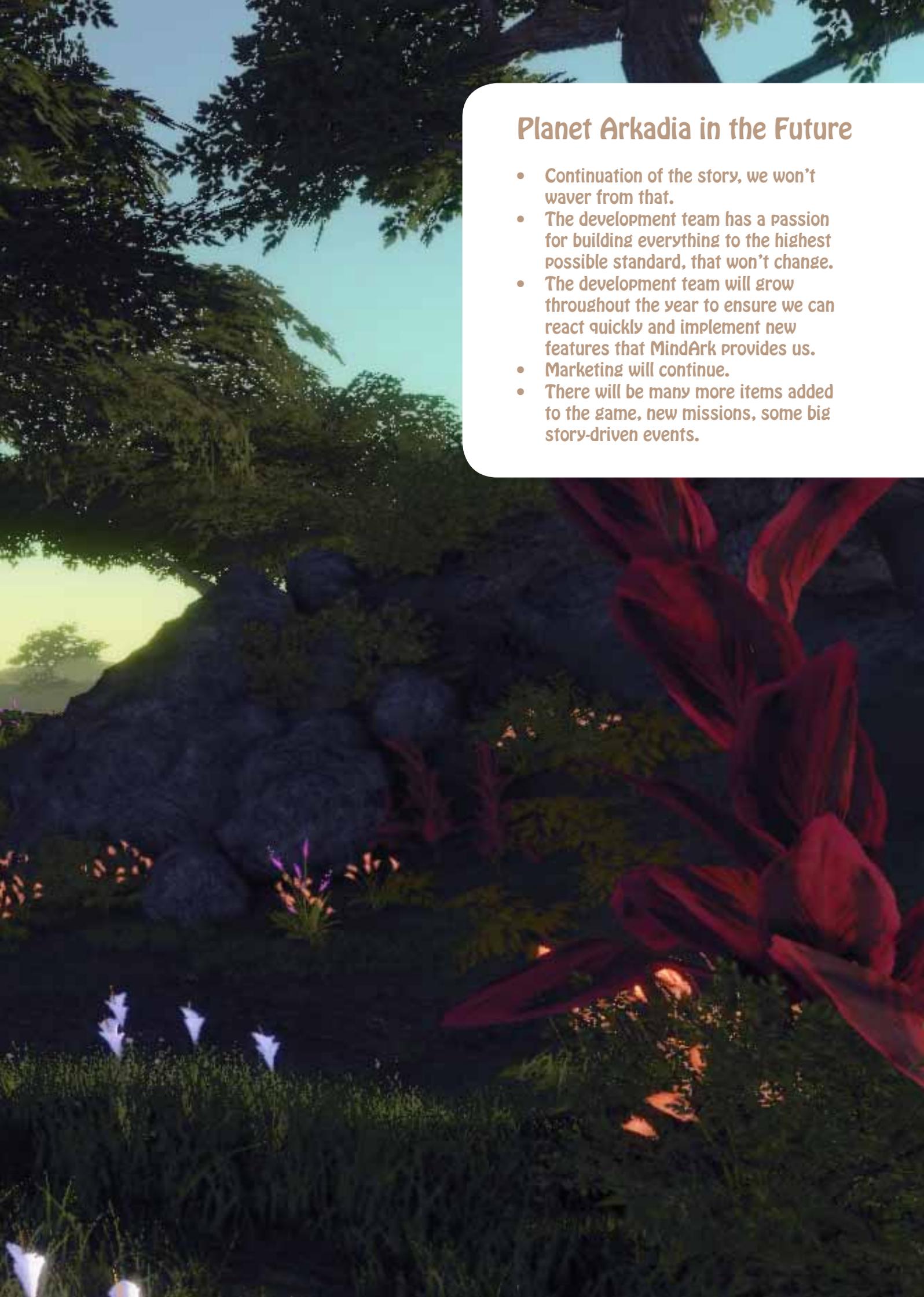
"I think in general the community is extremely supportive and loyal to Entropia, especially if we communicate well," David tells me: "I recognize we can't please everybody all the time, but I genuinely believe that the most important thing for a player is to know you are being heard. Cyrus works extremely hard in his role as Community Manager to ensure that is what happens." David continues with a smile: "A few people have started calculating the time and date in Singapore when he makes some of his forum posts – he's definitely not a 9-5 type person and is passionate about the community."

David believes that the only concern may be that many players have a dream of what Entropia Universe could or should be like: "We may not meet that desire fully. However, I think most are pretty realistic and will be very pleased with what they find."

“ I think in general the community is extremely supportive and loyal to Entropia, especially if we communicate well...”



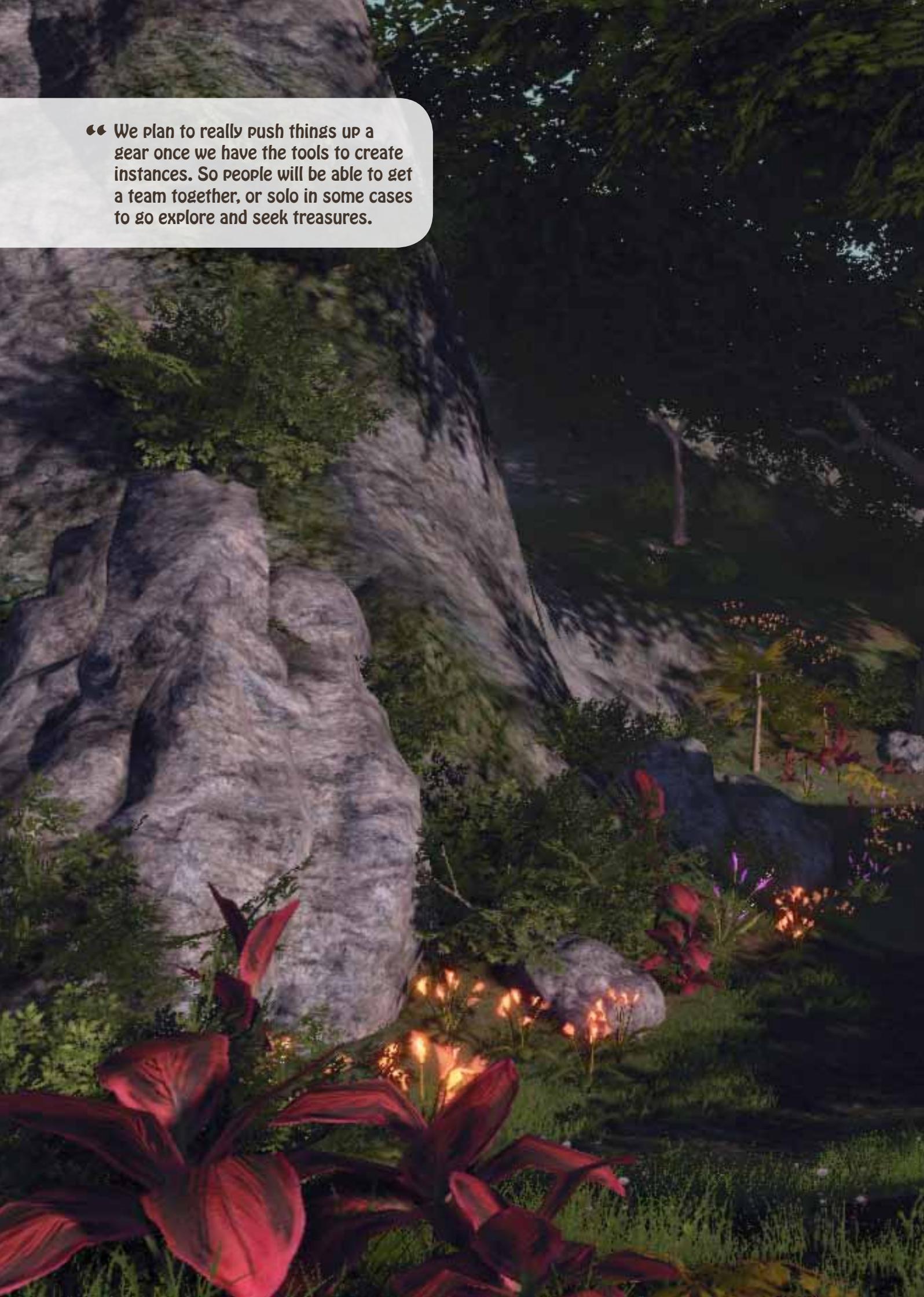
Oweko



Planet Arkadia in the Future

- Continuation of the story, we won't waver from that.
- The development team has a passion for building everything to the highest possible standard, that won't change.
- The development team will grow throughout the year to ensure we can react quickly and implement new features that MindArk provides us.
- Marketing will continue.
- There will be many more items added to the game, new missions, some big story-driven events.

“ We plan to really push things up a gear once we have the tools to create instances. So people will be able to get a team together, or solo in some cases to go explore and seek treasures.



People have been asking into the name 'Planet Arkadia,' and of course I have to ask why they chose a Greek word as a name.

"Yes it is an ancient Greek word," David confirms. "The planet is being developed in Singapore and much of our marketing is reaching Asia as we launch. However, the planet is not built just for Asia. It is built for everyone in the world. You'll see on the planet that there are Asian design influences, but it is not meant to recreate Asia in any way. It's a far away planet set 1,000 years in the future so anything goes. The choice to explore Asian design was purely because it is largely unexplored in Sci-fi games and it is really cool."

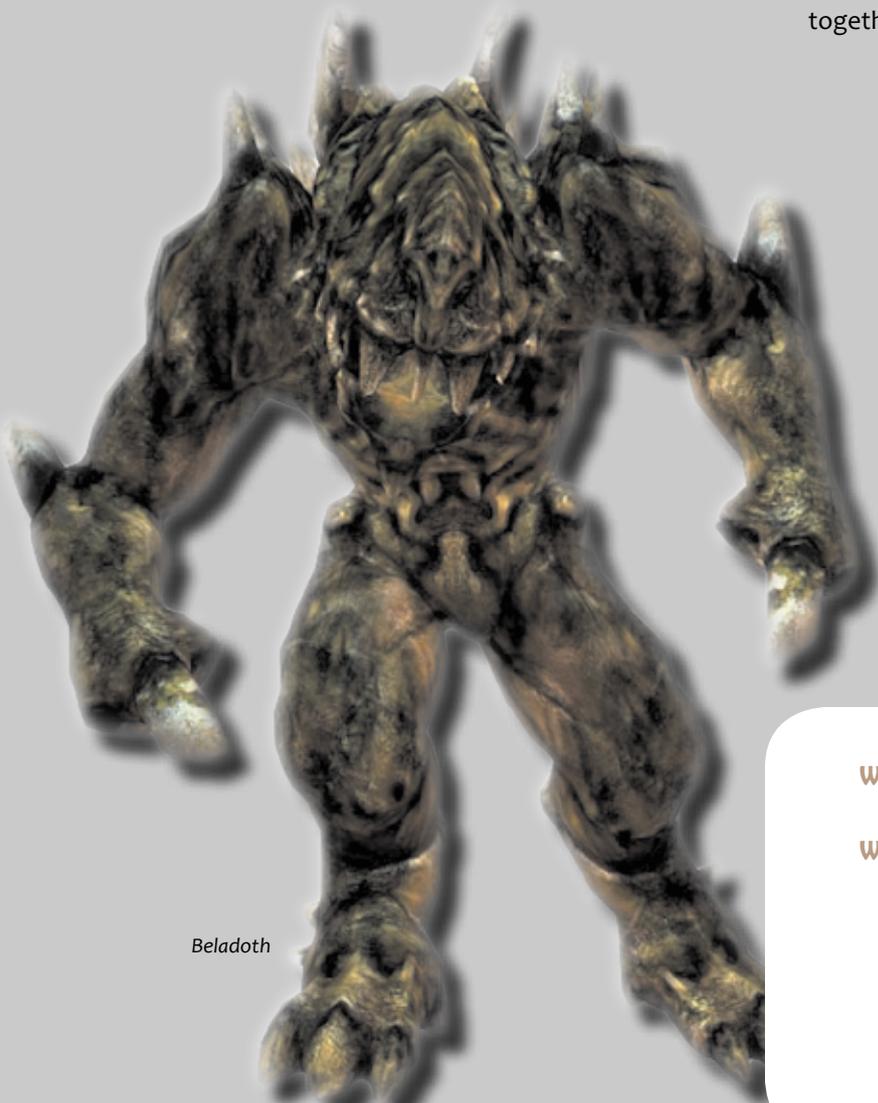
The archaeological theme is unique in our Universe, and I wonder if there will be some kind of connection to the real world's techniques and methods. David responds: "We plan to really push things up a gear once we have the tools to create instances. So people will be able to get a team together, or solo in some cases to go explore and seek treasures. It is in those cases that influences like Tomb Raider, Indiana Jones or even The Goonies (if anyone remembers that) will come into it.

There will also be some events and missions that require some thinking. Hints are in the story already that will impact on events and missions that we release later. Planet Arkadia is designed in a way, that people in 5 years from now will be saying 'wow, did they really plan for this way back then?'"

David decided a while ago to retire his avatar "Ozi" and create a new official avatar for Arkadia. "It was a huge decision to let go of the avatar," David says. "He has been part of who I am. But, it came down to what I felt was best going forward. I think people would rather see me in game with a CEO avatar. It has also been taken into account that we plan on having large numbers of new players in the world (i.e., much greater than players who travel from other planets) and those players would not understand my history with Ozi. The avatar still has all the skills (about 230,000 skills I think and about 208hp) so I might get MindArk to freeze the avatar (could mount him frozen... .Han Solo Style and on display on Arkadia)," David laughs.

What if someone wanted to become a Planet Partner – what would be your advice?

David clearly ponders: "Depending on your personality, building can be just as much fun as playing. However, it is hard work and it is not easy to bring it all together on time and budget."



Beladoth

www.planetarkadia.com

www.arkadiastudios.com



Questions presented by EntropiaPlanets.com

Responses given by Corey Redmond at SEE Virtual Worlds and Marco Behrmann at SEE Digital Studios

Question

A part of the player base seems to fear that the acquisition of FPC by SEE means that development of Planet Calypso will become second or third priority as experienced staff will be allocated to Planet Michael and the Universal Monsters Planet. What can you say to these people to reassure them that Calypso will not end up on the back burner?

Response

SEE and SDS are working very closely together to deliver new, cutting edge content for Planet Calypso. The development will continue to be run by its established and highly experienced team.

I see 2011 as a great year for Calypso. There was a time when we had to focus on some of the basic areas in the game (mainly the starter experience and introduction). This time around, that area is now mostly complete and we will be putting the spotlight on the fundamental essence of what Planet Calypso is, starting with a back-story and the colonists' perspective. The immediate goals are to tie up loose ends story-wise, add more depth and current events, and refine the real cash economy to allow for more levels of play and participation.

Question

Will SDS initially focus on further developing new content for Planet Calypso, or will there be a brief period during which there will be more focus on tying up the many loose ends? As a brief explanation, there are countless unfinished storylines in the Planet Calypso storyline. The famous Atrax Egg that appeared in 2006 (?) and sold last year for almost 70,000 USD being the most prominent example. Gamers have been waiting for years to hear what the "exciting content" of the egg is.

Response

That's the beauty of this acquisition – we are doing both. SDS is committed to improving, maintaining and creating new content for Planet Calypso. You will begin to see new content roll out in 2011. Stay tuned for more.

Question

When did SEE learn that FPC was for sale, and was it immediately decided that this would be an interesting opportunity for SEE?

Response

SEE knew that MindArk intended to sell Calypso early in 2010. After discussing the potential purchase internally and then with MindArk, SEE made the decision to move forward with the acquisition of Calypso around July of last year.

Question

What was the main reason for the acquisition (i.e., mainly to gain access to experienced developers and designers already familiar with the MindArk Entropia Universe Platform, or other reasons)?

Response

One reason for the acquisition was for SEE to obtain experienced developers and designers already familiar with MindArk's Entropia Universe Platform. SEE also saw, with the proper marketing of Calypso, an opportunity to increase the user base/community as well as the revenues of the planet. With a game of this scale there is always a lot of potential and we're really looking to tap into that potential and enhance the experience overall.

Question

When SEE first came into the picture as an upcoming Planet Partner, the idea was to employ NEVERDIE Studios to do the development of the SEE planets. That is no longer the case. Is this due to the acquisition of First Planet Company?

Response

Yes.

Continued page 36



Abbreviation Legend

FPC = First Planet Company

SDS = SEE Digital Studios

SEE = SEE Virtual Worlds

www.seevirtualworlds.com

www.planetcalypsoforum.com

www.planetmichael.com

Port Atlantis

PLANET
CALYPSO

Question

If we understood correctly, the 6 million USD involved in the acquisition was the price MindArk put on their share of First Planet Company, meaning that this money went to MindArk and not the new company. Does this mean that additional staff hired for SEE Digital Studios will be covered by additional financial injections, or did we understand wrong?

Response

We are not at liberty to discuss the details of our agreement; however, we are making sure that we're staffed accordingly so that Calypso can continue to thrive.

Question

Will all current staff be kept, or will the acquisition include possible reorganization of the old FPC staff?

Response

All current staff have been kept to continue focusing on Planet Calypso.

Question

FPC never undertook any serious marketing efforts. There was a brief period in which banners were advertised on third party sites, and some tradeshows were visited, but generally speaking, other than the occasional press release, nothing much was heard. Are there plans to change this, with SEE calling the shots now?

Response

Yes, we're currently developing marketing plans that support our efforts to continue driving acquisition and retention, as well as introduce Calypso to new audiences.

Question

At the time of the acquisition, FPC was still a daughter company of MindArk, effectively meaning that the CEO had very limited "real" power when it came to dealing with MindArk, whereas now, SDS is a corporate entity without any ties to MindArk, other than as a customer. Will the total separation of Planet Calypso from MindArk make it easier for Mr. Behrmann to get things done through MindArk now?

Response

Ties with MindArk certainly are not "severed." Mr. Behrmann and SDS are still working closely with MindArk as the company behind the Entropia Universe. We will continue to collaborate with them on Planet Calypso and future titles launching in the Entropia Universe.

Question

With the corporate ties with MindArk now severed, will SDS move into a different building, or will you retain the current location, sharing the same address as MindArk?

Response

Again, ties with MindArk are not "severed" and we will continue to collaborate with them on all of our current and future titles in the Entropia Universe. That said, SDS is not moving into a new office.

Question

All press releases about Planet Michael so far indicate that the planet is due to launch within 2011. Is this still a realistic estimate, and if so, could you perhaps give us a more accurate estimate of when we can expect to do some serious virtual moonwalking?

Response

Planet Michael is on track to launch in 2012.

Question

Many players seem to be dissatisfied with the way FPC used to communicate with them. Will SEE try and mend the gap between the company and the player base?

Response

With every big acquisition, change is inevitable. Right now we're looking into new ways to meet the needs of the massive Planet Calypso community. We're closely watching and listening to comments from various communities to make sure we reach out and communicate with them in the best way possible moving forward. So yes, the goal will definitely be more communication.

Question

By coming up with the concept of Planet Michael, SEE has shown to be able to think outside of the box when it comes to the potential of Entropia Universe. Will the same out-of-the-box thinking be applied to Planet Calypso so the players will see some truly innovative new events and/or missions and vehicles?

Response

One of the key benefits of our recent acquisition is the addition of new minds and ideas to the pool. Planet Calypso has a strong history that we will honor and build upon with the collaboration of a team of experts from SDS that know Planet Calypso in-and-out, and the addition of new ideas with the team from SEE. We have big plans for Planet Calypso; however, we are not prepared to talk about it at this time. SEE and SDS are working together very closely to deliver new, cutting edge content for 2011 and beyond.

Question

As we all know, FPC bought up the database of EntropiaForum.com. Will the forum change with the new acquisition and incorporate the other SEE Planets as well, or will it remain as it is, and the other games get their own forums?

Response

PlanetCalypsoForum.com will continue to serve the Calypso community.

Marco Behrmann

Managing Director

Marco Behrmann is responsible for managing and overseeing all development projects for SEE Digital Studios. With over 15 years of industry experience, Behrmann joined MindArk in 2002 as the Lead Game Designer responsible for Planet Calypso's game system and rules. In 2008, he was appointed CEO of MindArk's former subsidiary, First Planet Company AB, with a clear focus of making Planet Calypso one of the top online interactive games.

Behrmann began his career as founding partner for one of Sweden's most prominent fantasy role-play and printing firms, Neogames AB. He later took a step into the computer games industry as a lead designer and marketing director for Computer-House GBG AB. Before joining the MindArk family, Behrmann became the marketing director for Portal Publishing, known for the highly successful lifestyle magazine, CODEX.

Marco's main expertise is in game system design, leadership, online psychology and Internet community management. He studied systems science and economics at the University of Gothenburg between 1993-1997. In his spare time Marco enjoys playing different games, watching films and keeping up-to-date about what's happening in the world of technology and IT.

Corey Redmond

Chief Strategy Officer

As Chief Strategy Officer to the President, Corey Redmond directs the multifaceted domestic and international business intelligence and macro planning needed to support the vision and growth of SEE Virtual Worlds. Redmond is also responsible for overseeing and sustaining all financial and strategic partner initiatives within the company.

With over 15 years of entertainment business experience, Redmond has acted as business advisor to notable entertainers, personalities and professional athletes by offering business solutions and strategies for their service providers, corporate, civic or political endeavors. A veteran film producer, Redmond also has several feature film credits and has partnered with Redwood Palms Pictures, as well as with actor/director/producer Bill Duke.

An international business specialist, Redmond has provided business consulting and management solutions to companies in Japan, France, the United Kingdom and the United States. His experience includes positions at music and production companies, acting as chief operating officer, board member, executive committee member and vice president, as well as Co-Chairman of Treston & Redmond, LLC. Redmond was also Chairman of Beverly Hills Global, the international business development division of the Beverly Hills Chamber of Commerce & Civic Association.

In the philanthropic world, Redmond spearheaded the "Spread the Antivirus Campaign," focused on heightening awareness to the issue of HIV/AIDS, through "edutainment." He has also served as a board member for several non-profit organizations dedicated to enhancing the lives of students and children through education.

Redmond has worked with various state and local government officials, lobbying for tax rebates and credits for studio and independent filmmakers to support U.S. filmmaking and provide growth to state and local economies.

Born and raised in London, England, Redmond received his Bachelor of Arts degree with honors from the Honors Program at UCLA, and went on to Cornell Law School earning a Juris Doctor degree concentrating in business law and regulation, and a Masters degree in International & Comparative Law.

Athena Spaceport

PLANET
CALYPSO

David 'Deathifier' Storey

Investing in more than a game

By Lykke

David Storey, a young guy from Australia, became famous worldwide back in December 2004 when he bought the virtual property 'Treasure Island' in Entropia Universe for 26,500 USD and set a Guinness Book World Record for the most expensive virtual item ever purchased. Back then it was unheard of to spend that kind of money on a virtual item, and the news echoed around the world. David has since invested even more money into Entropia Universe with land areas, and most recently, he became an official investor with Arkadia Studios who is developing Planet Arkadia.

David agreed to take some time to share his hopes and dreams with us as they relate to his new investments, as well as his thought process behind previous and current involvements. David's constant energy to evolve and expand is a testament to the unique and immersive dynamics of Entropia Universe that continually presents opportunities.

Question

Please give us a brief biography about yourself.

Response

Over the years my real and virtual life have merged somewhat, and a couple of years ago my virtual world activities officially became my full time job. I have a degree in Computer Science and Technology (with First Class Honours) from the University of Sydney and I still work on my own software development projects from time to time, including web development.

I have a passion for gaming, which is actually what landed me in Entropia to begin with, and I avidly play a wide variety of games of all genres. I do tend to avoid getting heavily involved in other online games though – Entropia keeps me busy enough in that department.

Question

How did you get to know Entropia Universe, and were you always interested in games – or was it an eye for investments and earning that attracted you?

Response

It was mainly the gaming element that drew my attention, with the Real Cash Economy (RCE) concept differentiating Entropia from the other online game offerings available at the time. It wasn't until Treasure Island came up for sale and I purchased it that I took more interest in the business side of things.

Question

After acquiring Treasure Island in 2004, with the news traveling around the world on front pages depicting you as this crazy young student who spent a lot of money on virtual property, did you ever imagine how far it would go with your island, and that you would be investing in something even bigger?

Response

The attention the sale garnered was way beyond my expectations and for it to become what is essentially my full-time job and take me to various places around the world was also completely unexpected at the time of purchase.

It has been an exciting experience from which I have learned a great deal and I look forward to seeing where the journey takes me and Entropia next.

Question

How did you become involved with the team at Arkadia Studios? Did they contact you, or did you hear about something going on?

Response

They gave me a call in the months after the sale of Crystal Palace. Whilst I waged an exciting bidding war for the property I was eventually beaten by Buzz, which left me with a pile of PED earmarked for investment.

Name: David Storey
Location: Australia
In game name: Deathflier
Years of playing: 8 and a bit

www.twarriors.com



I purchased some Outback Land Areas, a set of Estate Enhancements for Treasure Island, and of course that lovable Egg, however there was still plenty left to invest. It was around this time that David Dobson approached me seeking investment for Planet Arkadia, discussions ensued, and the investment went ahead.

What is quite interesting is that all the money I have invested into Arkadia is new money (not drawings from Calypso) – what I earn from my properties on Calypso has so far been entirely reinvested into Calypso, and I aim to continue this reinvestment philosophy on Arkadia.

Question

What does it require to be an investor in a planet in the universe? Do you have a ‘say’ in different matters, or do you ‘only’ interact as purely an investor without decision-making capabilities?

Response

Investment requirements will depend on the individual Planet Partner, with large amounts of cash likely to be one of them. I don’t have a say in operations, nor do I have any control over what they do. I can provide feedback and advice to them though, just like other players.

Question

Why was your investment consideration for Arkadia and not for example ROCKtropia or Next Island or even Cyrene?

Response

A lot of new planets are on their way to the Universe. At the time, the planets mentioned were already in production, and thus I believe they already had sufficient funding to launch, promote and grow their planets.

Arkadia, on the other hand, was just starting up and seeking the funding it needed to bring their planet to life. This worked well with one of my main goals – to help grow Entropia Universe – and helping give another planet the opportunity to be built lines up with that goal perfectly.

In addition, I had known David Dobson for quite some time both through the Dark Knights society and from his assistance at the various Australian expos Calypso was present at in 2008 and 2009. Thus I had first-hand experience of his passion for Entropia and could see how his experience as a player would help produce a quality planet.

Question

What are you expecting or hoping the new planets will add to the Universe and how?

Response

I expect that each planet will bring in new players and provide a quality experience for them so that those players stay, enjoy themselves, and thus become part of Entropia’s economy. I also hope that they make good use of the technology available – CryEngine2 is very powerful, the Entropia platform is very secure, and the features available should steadily grow as MindArk extends and enhances the platform.

I hope that they use these features in ways which augment their respective planets and enhance the Universe in general.

Question

Based on existing planets, is there anything you would advise about doing or not doing before release of a planet?

Response

A planet needs a certain minimum level of functionality to work and it needs to have a unique feel that reflects the theme of the planet and the vision of the planet.

Question

Stepping out of your business shoes for a moment, and into your player shoes, what is it about Planet Arkadia that appeals to you most, and what do you believe makes this planet different from the already existing planets?

Continued page 40



Response

The Treasure Hunting theme of Arkadia is what I find the most intriguing and it will be interesting to see how they integrate that concept into the world.

Question

There is always a lot of talk around about the professionalism, or lack of same, in the way MindArk is handling their business. You must have faith that this is good enough to dare investing in a big project like a planet in the Universe. Can you describe to us what your thoughts were – even concerns maybe – before making this big decision?

Response

It is good to see the players taking an interest in the health of their virtual universe. I personally believe that now MindArk has sold Calypso it will let them focus on improving the platform.

Whilst VU10 fell far short of many people's expectations, MindArk has kept up a steady stream of fixes, minor improvements, re-implementing old systems and bringing in new systems since then.

Once they finish the remaining old systems and fix the remaining major bugs in the active systems I believe MindArk will be well positioned to continue improving the platform. At the same time, it is up to the Planet Partners to use those systems and improvements to create fantastic virtual destinations.

Question

You mentioned in one post you knew about the launch date hence you wouldn't be entering the launch date competition but what other information did you receive?

Response

In general, I am only given information I need as an investor – this includes financial updates, progress updates (i.e. if things are generally on track or not), and from time to time a sneak peak at pretty pictures or parts of the story, which are things the community tends to see pretty soon after I do.

The targeted launch date is part of this information, so naturally it would have been unfair for me to participate in the competition.

Question

Can you share some of the investment details (e.g. have you invested in the whole planet, and if so, what percentage of profits do you get)?

Response

I am an investor in Arkadia Studios, which wholly owns Planet Arkadia, so technically yes I am invested in the whole planet. Regarding finances, the company may choose to pay dividends to its investors if the company is successful, and as an investor I would receive a share of those dividends.

My investment in the planet is not just in shares, I have also purchased the 8 Coins property. This property will function like existing land areas, so it will generate income from activity on it. I chose this particular approach as it provides a vehicle for me to reinvest in the planet just as I have done on Calypso, plus I really enjoy the property management side of Entropia.

Question

How much did you invest?

Response

Lots!

Question

As an investor do you get to sit at board meetings, or other such management meetings for Arkadia?

Response

I don't sit in on board or management meetings. I would be able to attend Annual General Meetings and any other meetings called that require shareholder presence.

Question

What are your thoughts on the recent COI issues arising on the forums and the heated debate related to it?

Response

A number of legitimate concerns were aired and there was a resolution of sorts, however it is one that I believe is less than ideal. In general, I personally don't think that a Planet Partner has an advantage over a moderately experienced Entropian if the Planet Partner is on planets they are not involved in.

I'd like to highlight that these potential issues aren't new to me, I went through quite a lot of discussion with MindArk and Arkadia Studios regarding my investment to work out what, if any, complications my investment would create. As a result of these discussions, Arkadia Studios developed its own internal code of conduct to ensure separation between its investors and any sensitive information they may encounter as part of planet development and operations.

This code of conduct has been in place since I agreed to invest.



Question

What are your future plans for investment?

Response

My overall objective is to support the growth of Entropia Universe and the planets I am involved in, and I will continue to spend money in support of that objective.

I am quite excited to see how Entropia Universe and its Planet Partners grow going forward. There is incredible potential in the platform and in the Planet Partners.

Question

We'll eventually have space travel between planets, do you think there will be investment opportunities then?

Response

Certainly, there will be numerous opportunities in Space and Space Travel even if it does not evolve past the hangar-based ships used previously. There have been opportunities there in the past and there will be opportunities there in the future.

I am particularly looking forward to see how inter-planet trade and transport takes off, and how MindArk and the Planet Partners make use of this new dimension of the universe.

Question

Do you think space travel between planets will come before the older Calypso systems like taming?

Response

It really depends on what MindArk intends to do with the older systems. To create a really awesome leading-edge space experience, well that will take a lot of resources.

On the other hand, so would taking taming and creature use to the next level, or upgrading the instance system that powered the beacon missions.

Question

What are your thoughts on Calypso? Do you think its development is still being hindered due to other commitments by SDS?

Response

They have quite a lot to do when it comes to upgrading their existing content. From what I have seen of their redeveloped areas, I believe they have the ability to get the job done properly, however I do not know how the sale of their company and planet will affect the speed at which they can develop Calypso.

I hope that the change doesn't slow them down too much, and I look forward to SEE reinvigorating the planet.

Question

Ahhhhh the egg? (meaning, any idea what's going to happen, will you take it to Arkadia?)

Response

Ahhhhh... The Egg... will hatch eventually... Exactly what will happen and when is still a big mystery. It will be staying on Calypso once it finishes its very slow tour around Amethera.

Question

I know this interview is about Arkadia, but would love to know if you have any further plans for Treasure Island?

Response

There are always plans. For now the island is quite heavily developed so I wouldn't expect anything other than minor changes going forward. I am mostly working on repairing a number of minor issues and making small enhancements to the general experience on the island.

"I'd like to express how strongly I believe in Entropia Universe – the platform, the RCE, the different themes of the planets – they all combine to create something special and with a phenomenal amount of potential! At the same time, I thoroughly enjoy being part of the evolving universe, managing and developing my properties and avatar. Taking that to a whole new level and investing in a planet is really quite exciting and not just from the business side of things – it is really cool to be able to contribute financially toward bringing a world to life and further enriching our virtual universe.

*Bye,
David Storey (Deathifier)"*

Meg Stivison

Director of Social Media

By Peter

Before joining Next Island as Director of Social Media, Meg Stivison worked as a games journalist, columnist and blogger. Her focus is on independent games from small studios, and commentary on games and relationships.

“I really enjoy discovering new games, and connecting creative underground projects with players looking for the next big thing,” Stivison says.

She has written about games and relationships for both industry and mainstream publications.

“I love the intersection of who we are in games and who we are in life. How we solve problems together, or compete, or just coexist in the game space, even how we speak to one another when we can’t make eye contact, is just fascinating.”

“ New technology means we don’t have to be physically close to the people who are important to us.

She has also contributed to casual games from Merscom, HER Interactive, Passionfruit Games and Playdom.

Stivison, an American, has spent several years living abroad in Cambridge, England, and Yantai and Beijing, China. Expat life focused her awareness of online communities.

“New technology means we don’t have to be physically close to the people who are important to us to stay connected.” She adds that virtual worlds are an extension of that. “A free2play virtual world destroys so many of our social limits,” she says. She’s currently based at Next Island’s Manhattan office.

She spends her day’s blogging, Tweeting, Facebooking, playing Next Island and reviewing games.



Next Island

Diary of a planet owner

From David Post

In reality, we opened our virtual doors on February 28th, although some players have been in Next Island for a few months. While we have not responded to all the feedback, we at Next Island are paying lots of attention to the comments and suggestions. We have one hand on the players' feedback, one hand on the development needed right away, and one hand on the future. Yes, that is three hands but we need them all and a few more for other tasks.



Many of the players come from Calypso and of course their expectations are high. But we are a planet in progress and we have to move slowly in some cases to make sure we don't do something that creates an issue for the long term. So Calypsians are our pioneers and we appreciate their comments –and would love any suggestions to enhance the experience. We have already doubled the size of our team and have many more hires to go.

Back Story

Next Island is more like a paradise with time travel, than a sci-fi planet as Calypso is. The back story is of an island nation called "Elysium" that was created in 1965 on islands purchased by a group of idealistic successful people desiring a nation without all the strife from the rest of the world. Elysium flourished over the next 40 years with technology and better ways to do most everything. Threats on its existence came from Super Powers and a mercenary country called Demra.

Spies and mercenaries came to Elysium primarily to capture the advanced technologies that would give an edge to any country that controlled them. The government of Elysium had been experimenting with only partial success with a technology that would allow travel onto parallel universes. As the potential invasion became more possible the efforts were ramped up and finally the ability to time travel became workable.

Thousands of citizens entered the vortex to try to travel to a distant galaxy called Entropia Universe and a planet called Next Island – a clone model of Elysium. Ten thousand of the Elysiumites made it while the 300,000 others – well no one yet knew. Those early colonists plus the travelers from Calypso comprised the initial population of Next Island. There are years of history of Next Island, the first 15 years, that are still to be told and we hope that Calypso travelers and others will tell that story.

- A few weeks in



www.nextislandlife.com

www.nextisland.com



The Tax Collectors

Do you feel lucky, punk?

By Peter

The Tax Collectors have an in-game reputation of being a ruthless society of PK'ers, out to grab your hard-earned PEDs in the lootable PVP areas (PVP3 and PVP4). As such, many people approach them with caution, if at all. Yours truly, however, is not easily spooked, and thus set up a meeting with the Tax Collectors (led by Coonie Pigen Gurlly) and their Recruits society (with society leader Alaina Bonnie Scotia), to see how tough they really are.

It was a sunny morning when I teleported on over to Akmuul, the town that the Tax Collectors call home, due to its vicinity to PVP4. As a token of peace, I did not bring the flamethrower, and discretely covered my "If I see you staring at my ass, I'll call in Arti" tattoo. As Akmuul is always rather busy with both those who want to try their luck mining or hunting in PVP4, and those who would happily relieve the first category of the fruits of their labor, I suggested we should move to New Oxford instead, for some peace and quiet.

Grudgingly, the Tax Collectors abided, the thought of a moment in the spotlight winning over the wish of taking other people's loot by force. Vanity indeed is an evil trait. What they were unaware of was that I had been paid off in advance to get them all out of PVP4, and while I stalled them, my clients had a little less to worry about. Of course, my clients were unaware that I tipped off Star of the potential, and pocketed quite a nice sum for that, as well. Yes, there literally is money to be made everywhere.

While the Tax Collectors who showed up were getting ready, donning their finest outfits and arranging themselves for a group photo, my clients were given the go ahead. In any case, after some pictures were taken, they all sat around in a circle and answered my questions. The first question I posed to them was to figure out where all of them originated from. Were the Tax Collectors based on specific geographical regions, or were they basically just like-minded people who ended up together?

My question was still hanging in the air when I started hearing various locations from all over planet Earth. In the group, there were several Europeans, hailing from countries like Sweden, Latvia, the UK, Denmark, Hungary, and there even was a lone Scottish lassie. There were also a few Americans from Michigan, California, Arizona, Ohio, and a friendly Canadian. All in all, a pretty well balanced mix.

Some of them replied with a twang of homesickness in their voice, making me wonder how long it had been since they left Earth for Calypso. Again, varied responses, ranging from 8 years to just a few months, with some having spent up to 100,000 PED for their trip, and others spending far, far less.

Some of the members were grabbed up by the Tax Collectors as soon as they landed on Calypso (some even before they left Earth), while others swerved around several other societies at first, and only later on joined the TC. SirMixalot even ended up leaving TC, joining a few other societies, but eventually finding his way back to the Collectors. However, all of them agree that they thoroughly enjoy their society, and the good-humored spirit found in it.

From what I gather, most of them appreciate that there is always something going on in the society chat (according to Caesar Orion, there are Tax Collectors on 24/7), and that there's always someone around willing to offer a helping hand in times of confusion, a blazing gun in times of trouble, or at times answering questions while shooting their guns at unsuspecting miners. Multi-tasking ftw. Phami adds that he joined the Tax Collectors because he was looking for a society that wants to advance in the Entropia Universe, and that the TC offered exactly that.

I ask them if they don't think it's a bit of a pity that the sight of their society badge alone is enough to make some people on Calypso go weak-kneed (or, in the words of a famous pirate, even before they smell their breath), to which a massive cacophony of Tax Collector cackles erupts. In fact, they are all laughing. All but one, that is. Poor Garrett (MrEarth, the society's jester) visibly shrinks, as the others point at him and share an anecdote of him apparently being so lethal he ended up killing himself.

One thing that the Tax Collectors all agree on, though, is that the addition of vehicles stinks. Well, not the addition in itself, but the ability for them to enter the PVP areas. Ever since they got introduced, Hollys finds the job of taxing a lot more difficult than before, as any sane miner will instantly store their mined resources in a vehicle, safe from prying Tax Collector fingers. It kind of takes the fun out of the job, so to speak. Bleib adds that after this, he no longer sees taxing as a job, but more as a hobby.

As much as the Tax Collectors have a reputation of being pure PK'ers, and while some of them certainly seem to love "taxing" (read: shooting and looting, holding up, robbing, providing a helpful hand in case another person seems to be troubled by excessive weight (excessive being anything over carried ammunition and other non-lootables)), this is not entirely true for all of them.

A lot of them enjoy hunting non-humans as well, some of them primarily mine and/or craft, and Princess is the local hairdresser and face sculptor. I guess that can be quite a useful asset for a PK society, considering if you hang out enough in PVP areas, you're bound to take a shot in the face every so often.

The majority of them have gear that reflects their preferred activities as well. The PKers appear to take extra good care of their (usually amped) rifles and armor, others their mining amps, and Sash Lomas likes thinking of Connie as his equipment of choice, something which earns him a scowl from her. Seeing the disappointment on Sash's face, Connie quickly winks at him to reassure him.

Continued page 46



Poor Garrett (MrEarth, the society's jester) visibly shrinks, as the others point at him and share an anecdote of him apparently being so lethal he ended up killing himself...

With other planets being made inhabitable as we speak, and some of them expected to be opened for colonization within the next few years, I ask the Tax Collectors if they have any plans on leaving Calypso and setting up franchises on other planets, or whether they expect to stick around here. As it turns out, a lot of them already have visited Next Island, with some of them briefly checking out ROCKtropa.

The great majority, however, seem to be very much in love with Calypso. BlazeR goes as far as saying that Calypso has a very special place in his heart. Princess also intends to stay, but she will visit friends on other planets. Orihalcon states he would love to go planet hopping, but he is a bit put off by the steep price of space travel. Chrishelle Zangetsu, finally, goes on the record as being very keen on seeing other planets and worlds, but she has no idea whether she would want to actually stay there.



Connie

I get the feeling that everyone has been told to be on their best behavior for the interview, and that their society chat typically is filled with a lot of personal jabs and insider jokes. Hmm. I wonder what they are saying in there about me at the moment, actually. As I take a moment to study their faces, I can almost hear them begging their soc leaders to knock me unconscious, so they can drag me off to PVP4 for some quality (for them, not me) taxing. I make a mental note to spend the almost 100 PED of paint I forgot to store prior to joining them when they show me around their home area.

I probably should not be doing this, but my curiosity got raised by something. I always wondered if a PK'ing society would hunt as a big team to reduce the individual risk, or whether they enter the PVP area individually to increase the odds of finding lone miners to loot. When I ask, some of the Tax Collectors eye me suspiciously; afraid I'm trying to find out their hunting strategies, perhaps?



It's more or less made to sound like the way Merps act. One spots you, and before you know it, you're knee-deep in a group of horns, teeth, and malicious looking eyes, looking for ways to bring you down...

Carefully picking their words, the general statements seems to be they hunt alone, but will quickly gather the troops in case they come across anything (or anyone) "interesting." It's more or less made to sound like the way Merps act. One spots you, and before you know it, you're knee-deep in a group of horns, teeth, and malicious looking eyes, looking for ways to bring you down. They ask again if I would like to see them hunt in PVP4.

As my mind races to try and get me out of this self-created pickle (I cannot help but notice Anthony grin at me mischievously as he visibly struggles to keep his finger off the trigger of his gun), I figure I'd play straight on their pride again, and ask them whether they are at all worried about the Rock Stars, the society that mimics the Tax Collectors on ROCKtropa. I'm met with confusion. Most of them apparently never heard of the Rock Stars, though they are quick to add that their name sounds as if it must be a bunch of noobs. Great! That'll be a nice little diversion.

I ask if they think they would win if the Rock Stars ever would meet them in battle, to which laughter erupts from the Tax Collectors. Jake definitely puts his money on the TC society, and Connie and ART seem to think that the two of them combined would be able to stop the Rock Stars dead in their tracks, with the others providing little more than cover fire, and pretzels. Rock Stars, if you read this, consider yourselves challenged (you NOOBS! (Their words, not mine, I hasten to add)).

I finally give in, and we zip on over to PVP4. I'm wearing Shogun, typically not suited for PK'ing, but with so many of them around, chances are they'll protect me. As my eyes adjust after the jump, the first (and last) thing I see is Connie pointing a big gun at me, and grinning at me as she pulls the trigger. Luckily I did use up my paint, or I'd have made the tracker as the world's most well-done reporter...

All in all, the Tax Collectors are not nearly the evil guys (and gals) they are made out to be. During the time I spent with them, I got a positive impression of them as a society who love joking around whenever they aren't chasing any green dots around in PVP, and who are quite laid back, actually.

So should you be looking for a society, and have over 10k of total skills, you might be able to join the Tax Collectors recruits. If you're a bit better skilled (150k skills and up), they might even let you into their main society. Your best bet is to have a peek in Akmuul. You're bound to see at least a few of them there. Worst case, head into PVP4 and wait for them to find you ...





**The Planets
are buzzing with creative
events every week, and EntropiaPlanets
is gifted with a lot of this activity on the forum already...**

EVENT PARTNER PROPOSAL

EntropiaPlanets is offering a proposal to EU Event Managers to gain more organized coverage and activity, as well as more focus on all those very special events being held.

We believe all events held in the Universe are valuable for the community, and therefore we wish to support them the best we can. EntropiaPlanets is far from a rich forum, and privately owned where everyone on staff volunteers their time to provide a service to the community. We are expanding that service to now support EU's hard working Event Managers who volunteer plenty of their own time to bring our community amazing and unique events.

As an Event Partner with EntropiaPlanets, we offer the following:

- A personal event section with a name of your choice on the forum (some have that already: www.entropiaplanets.com/forums/entropia-services)
- A private forum section you can use for your event team - to use for brainstorming for example
- You will be asked if you are interested in a private All Event Managers forum to brainstorm collectively - and where you perhaps can even cooperate with each other to make sure all events will have nice spots, not be on same time etc. (I know some are working together in this manner today)
- You will be offered a running top banner on EP for free - which you can replace as you like
- You will get one free ad in the EntropiaTimes magazine per year, and a 10% discount on all other ads in the EntropiaTimes magazine
- You will get free coverage of events, which will be shown on the front page of EP (depending on EP staff availability, and the frequency and originality of your events)*
- You will receive 50 PED per month as an event donation**

* Alternatively, you can provide us with some lines/words/pictures about the event and we will write an article about it.

** The PED donation for the events will be paid a month in arrears, and only if the Event Manager's part of the agreement has been kept. The donation will be 50 PED per Event Manager Agreement, not per event.

EU Event Manager's Reciprocal Agreement:

- All events will be posted on EntropiaPlanets first, and the other forums after
- You will mention EntropiaPlanets in your event threads when advertising
- You will mention EntropiaPlanets to others, and when promoting your events in game

As a Planet Partner with a forum we offer the following:



We wish to help the different planets in our universe succeed, and as such, we offer each planet forum the opportunity to post the front page coverage articles from EntropiaPlanets on their own front pages if the event is being held on their planet. Only reference will be a small notice at the bottom of the article saying: 'Originally posted on EntropiaPlanets.'

For more information

Read more on www.entropiaplanets.com and find out how YOU can become an Event Partner. You can also see which Event services are in the agreement already. For questions and suggestions feel free to send an email to: lykke@entropiaplanets.com

Celeste Harbour

By Arkadia Studios

The city of Celeste Harbour is situated on an island off the south-east coast of Sentosa, carved away from the main continent by a narrow gorge. Those wishing to enter the city by land must cross to the island via one of the suspension bridges that sit under the watchful eyes of powerful automated turrets. While crossing to the island, it is possible to catch sight of the city itself, a vista of stunning buildings and impressive trees. Other aspects of the city remain shrouded in mystery, until one is close enough to explore each nuance in person.

The massive bridge structures can bear even the heaviest of vehicles and allow the passage of ocean vessels beneath to moor at Celeste Harbour's extensive docks. A tall lighthouse stands near the headland providing a beacon of hope, guiding vessels to the safety of the harbour. From the docks it is just a short walk along the wide boulevards to the shops, apartments and other interesting buildings around the city.

The most visible buildings even before entering the city are the spaceports. These structures were the first permanent buildings assembled after construction crews from Liberation Fleet arrived. They provide a safe landing area for airborne vehicles. While used primarily by the military and construction crews, the spaceports are designed to be a hub for all kinds of air traffic once colonists arrive.

Celeste Harbour is built adjacent to a large hill with its own natural spring and was selected by Commodore Toán Harvir for its suitability as a military base. Constructed using cutting edge prefabrication techniques, the buildings were rapidly assembled around the existing landscape to be immediately functional. The natural contours of the landscape are preserved in the layout of the city and the giant natural trees that are spread throughout it remain intact, towering above the people who inhabit it. The flowing architecture of the city is unique and fosters serenity and tranquillity, making it almost possible to forget the heavy ongoing fighting.

Apartments have been constructed on many streets and will be available for colonists on board the approaching Fleet Arkadia. A range of locations are on offer, with shops at street level and accommodation situated above. The rooftops of the apartment buildings offer excellent areas for entertaining friends, or enjoying the panoramic views. All shops and apartments are conveniently located only a short walk from the city's teleporters, the vital links connecting the city to every major human settlement on Arkadia.

During times of peace, a constant stream of traffic makes use of the teleporter: miners from 8 Coins, archaeologists returning from the Dig sites, traders with their wares as well as those seeking fame and adventure. During violent times, troops and anyone else brave enough to bear arms may be seen racing through the teleporter to reinforce Firebases against attack.

Those who cannot find what they seek in the shops can visit the large, open air markets. Here, shoppers can browse through the available items or just soak up the atmosphere, interacting with new friends and experiencing the Arkadian community. For those interested in archaeology, it is possible to find Dr Sundari Zhen working in the Archaeological Society's Headquarters. Friendly and approachable, she is always looking for people willing to run errands for the Society.

Before setting off to hunt for the lost treasures of the ancient Arkadian culture, a visit to the Arkadian History Museum is recommended. Due to the disruptions of the ongoing fighting on Arkadia, little has been unearthed as yet. The Archaeological Society is certain many relics and artifacts are still awaiting discovery by any souls willing to brave the dangers of the continent. There is space available in the Museum should one choose to donate any of their discoveries to the community.

High above the city, suspended over the cascading waterfall, sits IFN Headquarters. With its own private landing pad and a range of hangars set into the cliffs behind it, the area allows for quick set into the cliffs behind it, the area allows for quick and easy transport around the continent of Sentosa. From the offices in the HQ building, the military plans for the future security of Arkadia and provides assignments for anyone courageous enough to join the fight.



Liberation Fleet: Weapons Trial

Date: 2 October 3007
Time: 1110hrs
Place: Imperial Federal Navy Weapons Range

The range target wobbled and fell. Captain Chiharo regarded the weapon she'd just fired, a slight twitch of her lips hinting at a smile.

"Better," she told the representative from Herman Industries. "It's not a child's toy like the ASI-10 and it might be enough for an experienced trooper. But it still lacks punch. My veterans require something more effective than this."

Chiharo had already trialled the ASI-10 and ASI-20. After seeing her skill with the weapons, the representative had altered his sales pitch. He had switched to promoting those weapons as training weapons for new recruits or civilians, and offered up the ASI-30 as a better alternative.

Apparently it was still not enough.

"We have an ASI-40 model here which will increase—"

"What's that one there?" Chiharo interrupted. "The one with the extended bolt carriage."

The representative smiled.

"Captain, that is the ASI-50, our most advanced and powerful model to date. But I'm afraid we'd need a weapons expert here to be able to..."

The representative was cut off by an icy stare from the Captain, as her eyes bored through him.

"You're wasting my time. Hand it to me."

Chiharo held the ASI-50 in her hand. Good weight and well balanced. Excellent sighting. Zeroed at a range superior to most other pistols available. She took aim and squeezed the trigger five times in quick succession. Five targets exploded in a hail of fragments, completely ceasing to exist. The representative's mouth hung open in stunned surprise.

"Excellent," Chiharo said softly. "This is the best BLP pistol I've used so far. Service and supply on this line of weapons?"

"Full initial kit out of the task force to Arkadia, plus blueprints and exclusive replication rights for the IFN or its delegates."

This time, there was no doubting the smile on Chiharo's face.

"The Admiral's office will have my report by this evening."

...

PLANET
ARKADIA



ASI-10



ASI-20



ASI-30



ASI-40



ASI-50



Marco

(August 23 - September 22)

Always on the look-out for the fountain of youth. Unfortunately, the memo that explained that the said fountain is just a myth never reached you dear Marco, and thus you keep on SEEking and SEEking.



Boorum

(September 23 - October 23)

No, no, no, Boorum. You cannot possibly use that part of your anatomy as a dowsing rod. If it is treasure or loot you are seeking, go dormant for another quarter, because the planets are just not suitably aligned for you.



Pop Dragon

(October 24 - November 21)

Dragons are well-known for wanting to amass treasures to use as a rough bed, and you, young dragon, are no exception to the rule. Unfortunately, with Lootius looking the other way, your treasure grows slowly, if at all.



TskTsk

(November 22 - December 21)

You are more related to the leprechaun than you might think, TskTsk. Constantly trying to squeeze a PED here and a PEC there, hoping to fill up your pot of gold, unfortunately this time you will be forced to eat into your savings, as your loot will be horrible.



Merp

(December 22 - January 19)

Well, you caught a case of the gold rush bug, and are now frantically ravaging around in the underbrush. Unfortunately for you, you are on the wrong planet, as the Gold Rush takes place elsewhere. I guess that the no-loot phase is far from over for you yet!



Thorafoid

(January 20 - February 18)

This month is one where you and werewolves match well. That is mostly due to the fact that both of you misheard the name of that which you seek. There is no holy pail. There is also no loot for you this time!





RipperSnapper

(February 19 - March 20)

Dive all the way to the bottom, RipperSnapper, for that is where you might find sunken Spanish galleons stuffed to the brink with gold, spices, and other valuables. Well, when I say “you,” of course I do not mean you personally. You never find anything, including loot.



Werewolf

(March 21 - April 19)

You might have misheard a thing or two, Werewolf. That fabled treasure that people are chasing (which, like loot, you will not find any time soon), is NOT Noah’s Bark, so you can just go back to howling.



Cornoantaron

(April 20 - May 20)

The Horn of Plenty clearly has not been attached to your skull, as despite all your best efforts to hunt as eco as possible, your ears are constantly filled with a “WOOSH” sound of PED being flushed down the drain.



Feffoid/Maffoid

(May 21 - June 21)

Maffoid and Feffoid are not exactly a two-headed monkey, but they might very well be connected to the fabled treasure of Monkey Island, and certainly as ugly as a monkey in a negligee. Oh, and lootless monkeys to boot.



Goki

(June 22 - July 22)

Where snakes at least could scare the bejeezus out of Indiana Jones, the best a Goki can aim for is the annoyance of its bite. All in all, no serious involvement with any treasures whatsoever. And the same applies to loot!



Kerberos

(July 23 - August 22)

Look and you will find. Digging around in the dirt may get you a treasure. You might even find some fossils, but be warned; they might possibly be your own. One thing remains certain, phat loot is not one of the things you will unearth!





Name: Blastoise Meculus Yarlboro
Location: USA
Age: 28
Society: Odysseus Unbound
Occupation: Regional Sales Rep
Years of playing: Since August 2008

BIG Industries | Event Services

About Big Industries

Initially, I started making events just for fun. I was then recruited by some land owners to assist them with their events which has ultimately led to the wide variety of events that I am now involved in.

BIG Industries is more than just events, even though that is at the very core of what we do. The other business ventures I undertake within EU are all designed to complement each other. The promotional team that keeps the trade chats active with all the events we host will also promote other Entropian-related services. We are comprised of myself as founder and CEO, Chief Operations Manager Bilko, as well as 6 others that operate as town criers, and LA reps.

The new role of LA Rep I have implemented is to further expand on the event experience available to participants. LA reps will be at each in-game event hosting trivia that is rewarded with points towards premium accounts on entropioplanets.com and entropiatracker.com.

Overall, BIG Industries is expanding, we can take on an increasingly larger number of tasks in a very efficient and professional manner. We look forward to providing a level of service to our customers that exceeds expectations, we aim to set the bar for how an efficient business entity should operate in the Entropia Universe.

Target Group

My target group is land owners and planet partners, this allows me to provide free events to the community. Some events are better suited to a certain skill level, but I do my best to keep my events available to the widest audience.

Event location(s)

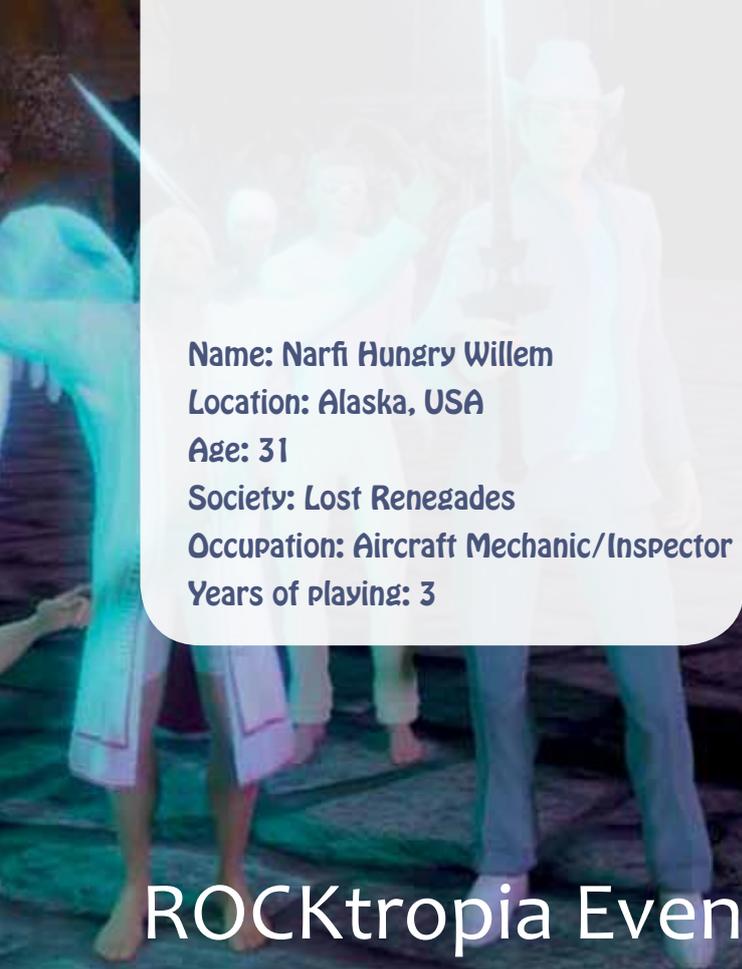
As of today I have LA events scheduled for OLA2, LA40, OLA19, and OLA11. I have a PVP racing event called "Death Race" that is on the northern shores of Oyster Isle. I am in the process of putting together events on 2-3 more LAs currently.



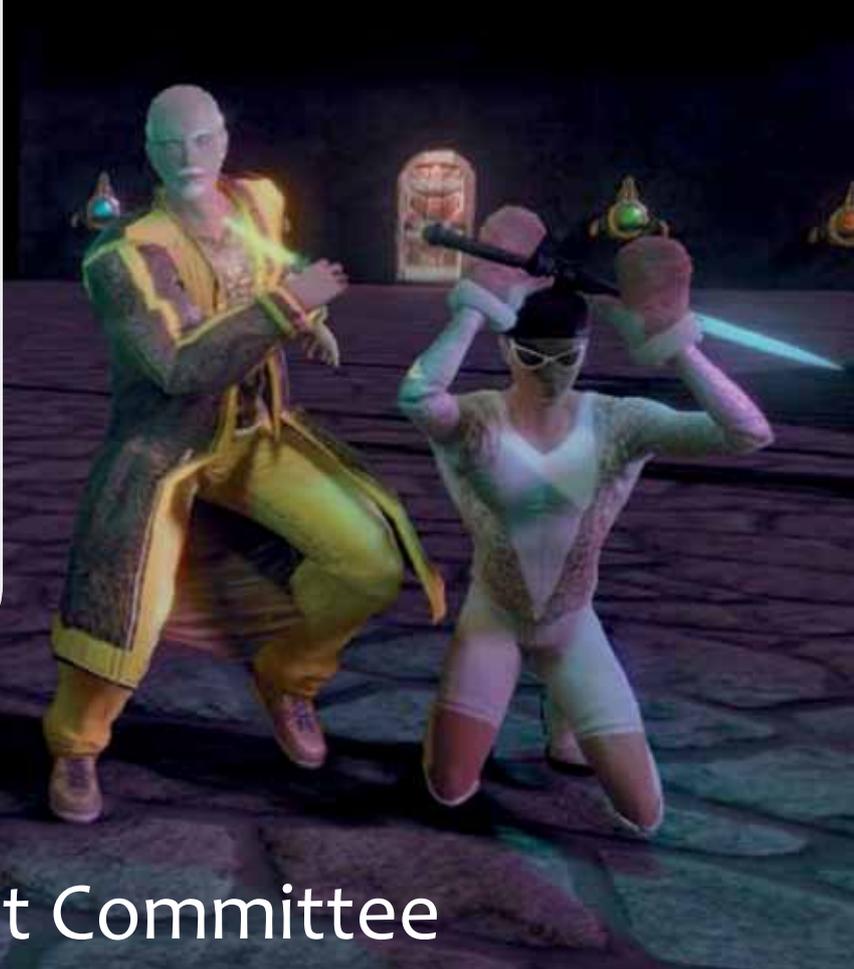
CURRENT & UPCOMING EVENTS

- | | |
|------------------------------|--------------------------------|
| DOMINATE | Exo Hunt 50 |
| Tetania's Neconu 100 | MeatGrind |
| Afrox Grinder 300 | The Tax Man Cometh |
| Tetania's Grunion Run | Danimals Tax Back Event |
| Wingman | |
| Death Race | |





Name: Narfi Hungry Willem
Location: Alaska, USA
Age: 31
Society: Lost Renegades
Occupation: Aircraft Mechanic/Inspector
Years of playing: 3



ROCKtropia Event Committee

About ROCKtropia Event Committee

The start of the 'ROCKtropia Event Committee' (the name for now) started when I moved to ROCKtropia and there was a need for activities for new players.

The thing about ROCKtropia is that it is supposed to support its own new players, but without existing players they don't have a way to get started with activities or even a basic understanding of the game's mechanics and economy. I feel that the main reason for events right now is so that these new people can learn more about the game and the social aspects of it. Mentoring is a big part of any event or activity on ROCKtropia because the people participating don't have any experience with it yet. This really gives a feeling of purpose when you are playing and doing something that can help people this way.

The Rocktropia Event Committee was formed with the intent to run events and promote fun activities for the Rocktropia community. This is only possible through help from the community and sponsorship of prizes from various businesses and individuals. If you would like to be involved with helping during the events, promoting the events, or if you would like to advertise your business as a Sponsor for one or more of our events, please contact Narfi on EntropiaPlanets.com or Neverdie.com/Rocktropia

Last summer we had a fun TT melee only pvp event at the Beer Garden, multiple Dragon, Werewolf, Vampire, Motorhead Security events on Tracker and a fun Giveaway event hunting Zombies at B.A.M.F - which was pretty fun.

Target Group

I have run events on Tracker targeting all levels of players from Vampire hunters all the way up to Dragon hunters as well as mining events.

Event location(s)

It is ROCKtropia-based events, and will only be held there.



CURRENT & UPCOMING EVENTS

The 12 Claims of Christmas

Rocktropia Treasure Hunt

Upcoming:
 B.A.M.F Zombie Killers!
 Saturday March 12th 21:30 MA time.
 Various low level forum/ingame based events and activities to be announced.





Name: Chrome
Location: Pennsylvania, USA
Society: Freelancer
Occupation: Teacher
Years of playing: Just over three years

The VCC Rally Series

About The VCC Rally Series

I decided to make events for fun. As the VCC Rally Series is sponsored by the community, it is a wonderful opportunity for individuals, societies, and Entropia business owners to give back to the community and support a fantastic event. The VCC Series would not be possible without the financial donations and volunteer efforts of the many folks who have sponsored us. Your generosity and contributions are greatly appreciated! And thank you to EntropiaPlanets.com for your support of the VCC Rally Series!

Target Group

The VCC Rally Series is a FREE community-sponsored (non-profit) race event with no registration fees, designed to be accessible to all.

Event location(s)

Port Atlantis (January), Athena Spaceport (February), future locations TBA.

Event highlights

EntropiaPlanets coverage of The Port Atlantis VCC Rally

Atlantis VCC Rally - Entropia Calypso

Chrome's VCC Rally at PA - 23rd Jan 2011. FINAL RACE



EVENTS

Athena Spaceport VCC Rally was held on Sunday February 27th @21:00MA, broadcast LIVE by Daggert on Atlas Haven Radio with complete coverage by EntropiaPlanets.com

Keep on eye on the forums for upcoming events!



Name: Sidney Sidney Bundy
Location: The Netherlands
Age: 34
Society: Irken Invaders
Occupation: Road Manager
Years of playing: 6



Omegaton Event Services

About Omegaton Event Services

Omegaton Event Services was created to place Omegaton on the map as an event city, and to show people that Omegaton is a fun city to go to.

Future events will be the Omegaton's Car Rodeo at OLA 26 every 4 weeks and TROPIA DAKAR to start with.

Omegaton Event Services has no other events on the line yet, but we are thinking of new fun ideas to do every week, so there will be more events coming soon. We are also hoping for new sponsors to fund nice prizes for both existing and new events.

Event highlights

The first Omegaton's Car Rodeo has been held in week 8 this year. This event was the first one of its kind in Entropia Universe and was a good success. 5 teams participated and they all had loads of fun - actually I have been told it gave the participants an adrenaline kick. The event took place on a Saturday evening, and the duration provided an hour full of fun. At the end only one team was left with a running car, and the prize was handed out by me directly after the race was finished.

Target Group

Our main target group is the vehicle lovers with PvP aspect, mostly mid-level players and ubers, because they are not scared to damage their vehicles.

Event location(s)

The primary event location is Omegaton and the OLA's nearby.



CURRENT & UPCOMING EVENTS

Omegaton's Car Rodeo

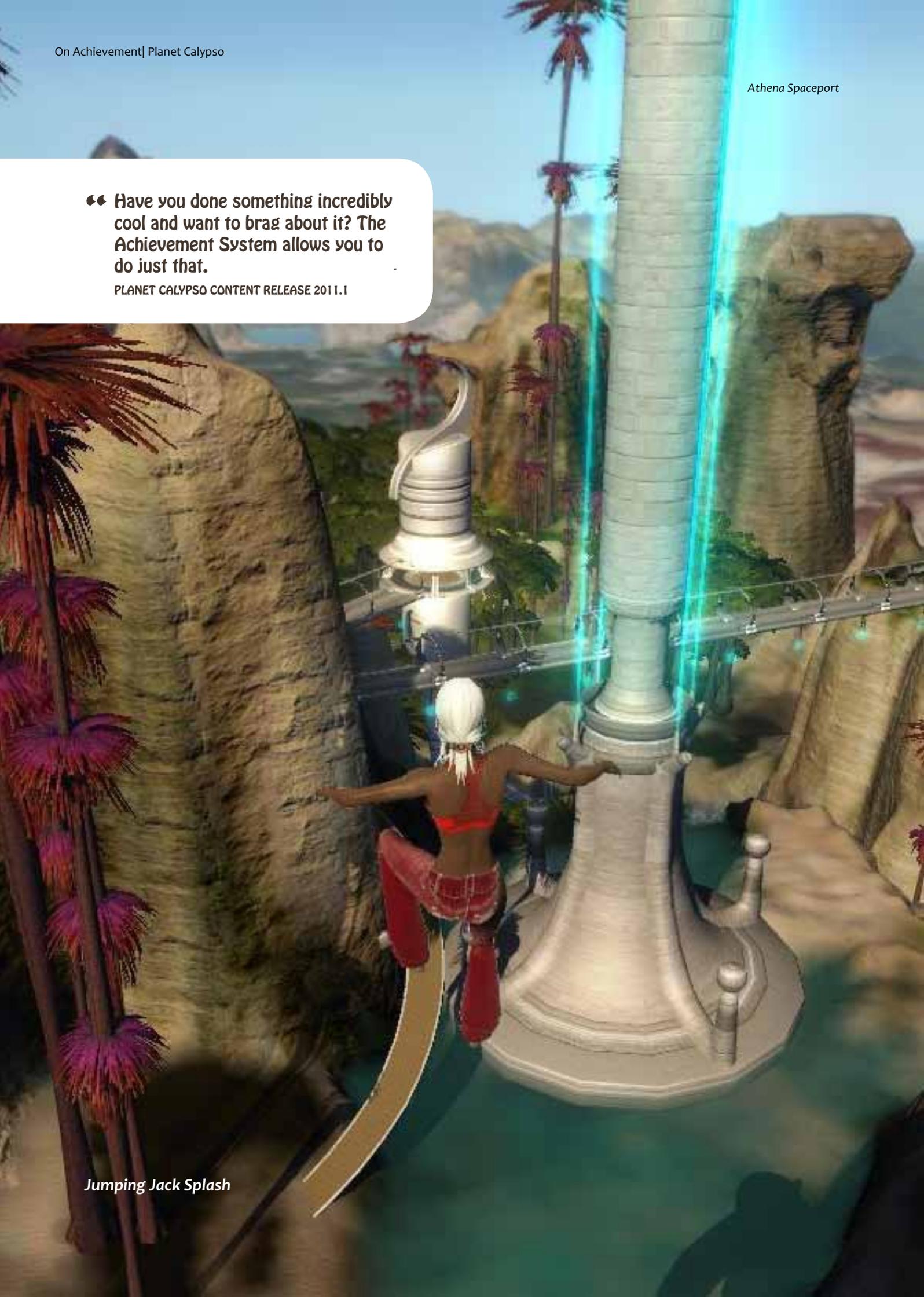
Tropia Dakar



“ Have you done something incredibly cool and want to brag about it? The Achievement System allows you to do just that.

PLANET CALYPSO CONTENT RELEASE 2011.1

Jumping Jack Splash



On Achievement

So, the achievement craze has finally reached the Entropia Universe. Let's have a look at what mindless, repetitive tasks we have to do to earn that sweet, sweet virtual bling that has become a must-have in all games. Uber player or starving noob, there is an achievement for everyone, but once you get it you might find that the achievement wasn't as incredibly cool as previously stated.

By Fawkes

Jumping Jack Splash

If the Internet is teaching our youth anything it's that suicide is fun. Join the new trend of dying 31 times by throwing yourself off a cliff. It's not only as much fun as it sounds, it's also completely free of charge. The Athena Spacesport is an excellent place for a quiet picnic or serial suicide. Just watch out so you don't hit the water and survive!

Achievements: Asphalt Pizza, Brick, Icarus

The n00b tour

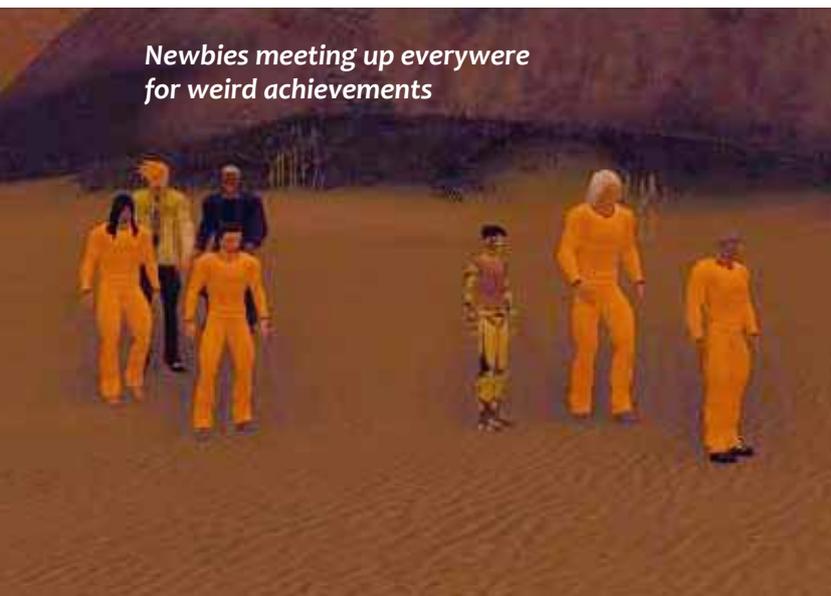
Joining Entropia Universe is obviously the greatest achievement anyone can ever do. By completing the missions at the Gateway and in Port Atlantis you will earn yourself more achievements then you can keep track of. Why not celebrate this fact by taking a long relaxing 10 km run for one extra achievement?

Achievements: Socialite, Medic, Economist, Gadgeteer, Willing, Porter, Tax, Certified Miner, Certified Hunter, Certified Crafter, Good listener, Settler, Cleared customs, Hang about, Bajou, Running Man



What about a 10 km relaxing run?

Newbies meeting up everywhere for weird achievements





The Sky is The Limit ...

Pollution-balooza!

Apparently, global warming is an unknown term in the Entropia Universe. This gas-guzzling challenge requires you to drive, fly or boat a total of 661 km in 1/10/50/100 and 500 km increments. In a Valkyrie MKI you'll need a bit over 11 PEDs of oil to complete all the driving requirements. For the flying part, the 1 km has to be done vertically. Regardless if you take a long trip to explore the great scenery of Calypso, or just drive in circles, the important part is to consume an ungodly amount of oil. Let's show mother earth that she shouldn't have started the fight for survival unless she was ready to finish it!

Achievements: Sunday Driver, Motorman, Drive, Rally Driver, Bullitt, Sailor, Scurvy, Mariner, Sea Dog, Sea Wolf, Up, Skyhopper, Frequent Flyer, Airborne, The Sky is the Limit

Cardboard Challenge

Now it's time for you to do your part in the puny genocide. Grab a Solomate Kiwio and about 7 PED worth of ammo and kill 50 puny Berycleds, puny Tripudions and puny Caudatergus north of Port Atlantis. This will waste about 20 minutes of your life and earn you four achievements. Unless the great Lootius is on your side, which he never is, you will undoubtedly also finish the "loot 100 fragments"-achievement. Congratulations!

Achievements: Carapace Perforator, Chicken Lover, Trippy's can't jump, Puny Human, Fragmented

The Magellanite or click-o-rama

As a new player the exploration achievements offers a great opportunity to discover the beautiful continent of Eudoria and collect all the teleports. Just remember to put the Calypso Rescue Team on your speed dial if you venture unprotected into the wilds. For an experienced player this is an excitement-filled 45 click-o-rama in the teleport menu. The Pub Crawl Mission will earn you an extra achievement while you're traveling, talk to the bartender at Fort Fury. Enjoy!

Achievements: About 8 pages of nonsense

Are we done yet??



Non-Teleportation Exploration

There actually are some exploration achievements that you simply can't teleport to. The top floor of the tallest tower in Port Atlantis might not be much of a challenge, while talking to Shelley in the Hadesheim Crater might prove to be lethally hilarious. Another five achievements can be scooped up by visiting Chug's Hideout, the lagoon on the island east of Strength Keep, and the underwater cave on Jennifer's Island. If this doesn't float your boat, I don't know what will.

Achievements: On Top Of Things, Tartarus, Killed In Action, Smuggler's Run, Selkirk, Lagoon Monster, Islander, Well of Sirens

For uber and above

A few achievements are not quite as easy to come by as the others, even if they only entail mindless grinding. Completing all the prophets' missions can award you three achievements. While the following grind missions are an achievement, in both sense of the word:

- Complete the kill 10,000 Daikiba mission
- Complete an Iron Mission Chain
- Complete a 1,000 kill mission on SteelBird, Eomon or Longtooth
- Complete a Bronze Mission

Achievements: Blessed, Mammon, Atoned, Cosmic, Iron Forged, Migratory, Bronze Giant

The seven unknown

As of this writing moment, seven achievements are still unidentified. What glorious discoveries do we have to look forward too? How about a 100 hour AFK achievement or an achievement for 500 sharp left turns? Who will know what "incredibly cool" achievements the future holds? Judging by the current ones, the unidentified must be a veritable orgasm of incredible coolness. But just in case, don't hold your breath.

The missing ones

While some achievements might not be much of an effort, some efforts still go unnoticed in the new achievement system. Here are some of the achievements that should have been implemented, but were not.

- Infinite Patience – You have logged in to Entropia Universe more than once
- Bad Investment – You have owned more than 5,000 PED worth of sweat
- Degenerate Gambler – You have deposited more than 1,000 PED in 100 PED increments in one week.
- Failed Scammer – You have tried to pull the PEDs out of the trade window at last second, yet no one has fallen for your scam. Shame on you!

FAQ: I did these quests before achievements were implemented. What do I do!?

If you've already done an achievement-rewarding quest, talk to the NPC quest giver to receive your achievement. For example, talk to the following NPC's for the associated achievement:

- Certified Miner – Wallace Thorby (61318, 75095)
- Certified Hunter – Carl Tucker (61521, 75105)
- Certified Crafter, try crafting something
- Good listener – Maximilian Wolfe (61427, 75136)

Check out EntropiaPlanets Achievements Tracker:

<http://www.entropiaplanets.com/forums/achievements.php>





PLANET CYRENE

Developed by: Creative Kingdom Inc/ Digital Scryers LLC
Scheduled colonization date: Second Half 2011

Planet Cyrene has been revealed to be an environment where shamanistic magical powers are pitted against advanced human and alien technology. Combining an extraterrestrial environment with classical architecture, Planet Cyrene appears to blend the boundaries between science fiction and fantasy. A major city has been identified, and was named "Janus." Further primary inspections revealed a city inhabited by outlaws (Smuggler City), and huge forests, swamps, deserts, and jungles covering the surface of the planet. One of the forests appears to harbor a big city built in the trees. The northern part of the planet is completely covered in ice.



NEXT ISLAND

Developed by: Next Island LLC

Colonization dates: December 2010 for pioneers, February 28th 2011 for full colonization.

The groundbreaking scientists on Next Island have developed technology to enable colonists to travel through time. While modern-day Next Island is known as a gorgeous island paradise, brave explorers have been able to gather time travel crystals and travel back to visit Ancient Greece. Next Island scientists and colonists are searching for further crystals to enable visits to other points in Next Island's timeline.



PLANET ARKADIA

Developed by: Arkadia Studios

Scheduled colonization date: First Half 2011

The team at Arkadia Studios is developing Entropia Universe's first ever Treasure Hunting planet. Little is known about the planet at this stage, with more becoming known week by week as each installment of the back story is released. With 21 installments out already, we know that there has been a call for help from the Arkadians and that there is a threat from the Oratan! The planet was only recently discovered and appears to be very similar to Earth and ready for colonization.



PLANET DOTMAN

Developed by: China Recreation District

Scheduled colonization date: : To be determined

Planet Dotman was intended to primarily be a meeting hub for Han People. It was supposed to feature huge shopping areas and its main focus would be trade. Unfortunately, after the unexpected death of the CRD company's chairman, little else has been heard about the Planet, and nobody seems to know for sure if the planet exists. Rumors have it that a Vogon vessel was spotted near the planet's original coordinates. There is no reason for panic.



UNIVERSAL MONSTERS PLANET

Developed by: SEE Digital Studios

Scheduled colonization date: not before 2012

Not only did SEE manage to figure out a way to allow for people to have some form of eternal life, but they also came up with a revolutionary technique that allows to transform pictures into life. A first attempt for this using monster movies luckily was done on a separate planet. We say luckily, as the test apparently was successful, and the planet soon got overrun by monsters and mutants. SEE is currently culling the population of the planet to ensure thrill-seekers can start traveling over there in due time.



PLANET MICHAEL

Developed by: SEE Digital Studios

Scheduled colonization date: not before 2012

SEE are pioneers when it comes to cryogenic preserving of people. When the King of Pop, Michael Jackson, passed away, SEE quickly secured his body, and intends to use a rare energy field they discovered near a remote planet within the Entropia Universe to bring Michael's spirit back to life. The planet chosen was not inhabitable prior to SEE treating it with a secret process, meaning there are no hostiles on the planet. It is expected to be a planet where Michael's fans can celebrate his music and dance moves.

ARABIAN PLANET

Developed by: Beladcom

Scheduled colonization date: To be determined

One of the planets closer to one of the major suns within the Entropia Universe, this planet is yet to be named. Reports indicate the planet resembles the earthly area named Arabia, where civilization as we know it started thousands of years ago, leading to the intermediary name of "Arabian Planet." The planet is thought to have a desert feel, speckled with oases and cities.



ROCKTROPIA

Developed by: Virtual Music Worlds LLC

Colonized: 6 April 2010

ROCKtropia became the second planet that was deemed fit for human colonization. Initial scouting of the planet revealed a presence of zombies, werewolves, dragons and scantily clad women. Undoubtedly, it was the latter that formed the basis for a collective of earthly musicians to form a corporation to start exploitation of the new planet. Music is an all-around feature on the planet, which draws inspiration from the founders of the company.



PLANET CALYPSO

Developed by: SEE Digital Studios

Colonized: 30 January 2003

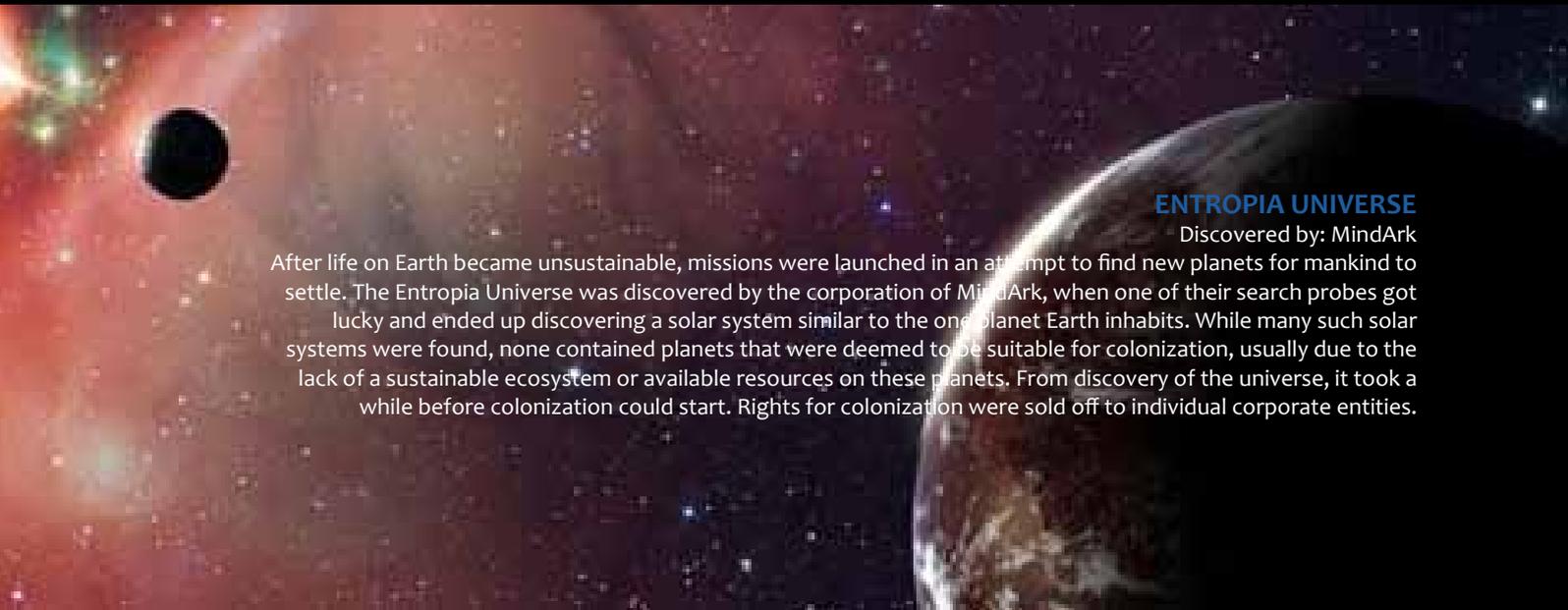
Calypso was the first planet in the Entropia Universe to be colonized. Initially by the MindArk corporation itself, but later on ownership was transferred to their sister company First Planet Company. In January 2011 SEE Virtual Worlds (SEE WV) gained the rights to Planet Calypso, and now SEE Digital Studios is in charge of maintaining and developing Planet Calypso. The cities on the planet were originally constructed by robots that ended up turning against their human masters. Further inhabitants of the planet include various beasts (land-dwelling, seaborne and flying), and a variety of mutants.



ENTROPIA UNIVERSE

Discovered by: MindArk

After life on Earth became unsustainable, missions were launched in an attempt to find new planets for mankind to settle. The Entropia Universe was discovered by the corporation of MindArk, when one of their search probes got lucky and ended up discovering a solar system similar to the one planet Earth inhabits. While many such solar systems were found, none contained planets that were deemed to be suitable for colonization, usually due to the lack of a sustainable ecosystem or available resources on these planets. From discovery of the universe, it took a while before colonization could start. Rights for colonization were sold off to individual corporate entities.





MindArk

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Tools

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BIG Industries
JOIN THE FUN

EVENT SERVICES
TRADE & CONSIGNMENT
MARKETING & PROMOTION

The advertisement features a dark green background with glowing, abstract light patterns. The text is white and yellow, providing a high-contrast look.

**EntropiaPlanets
Tutorial Competition**

1,000 PED
IN TOTAL TO BE WON

The advertisement shows a night scene in a virtual world with glowing yellow flowers and a dark sky. The text is yellow and white, standing out against the dark background.



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With Proud Humility

Marie's mother died protecting something, but what? Determined to find answers, Marie pursues the man responsible for her death. No price is too dear to Marie, who gambles everything on a marriage of convenience to a ship's captain she knows she can't trust. This is a historic story of romance and adventure, a tale of betrayal and sacrifice in pursuit of an unknown goal.

www.smashwords.com/books/view/32219



MindStarRadio.com will resume service on the day Arkadia launches!

24/7 Eclectic Jukebox
Weekly News Broadcasts
Periodic Event Coverage



EntropiaTimes

Information & Advertising

EntropiaTimes is published by EntropiaPlanets.com, and in close cooperation with EntropiaPlanets Media Center. All work done with the magazine is on a 100% voluntary basis, with all costs covered by the owners of EntropiaPlanets.com.

The online magazine contains more in-depth content, with more interesting articles than is published at the forum. By making an online magazine, we hope to reach out to a larger portion of our community, and through text and pictures, display the universe we live in.

You too have the possibility to contribute to the magazine – either by providing us with a news story idea, something you know that would be interesting to write about, awesome people you know in our universe worth mentioning, a great tool, etc.

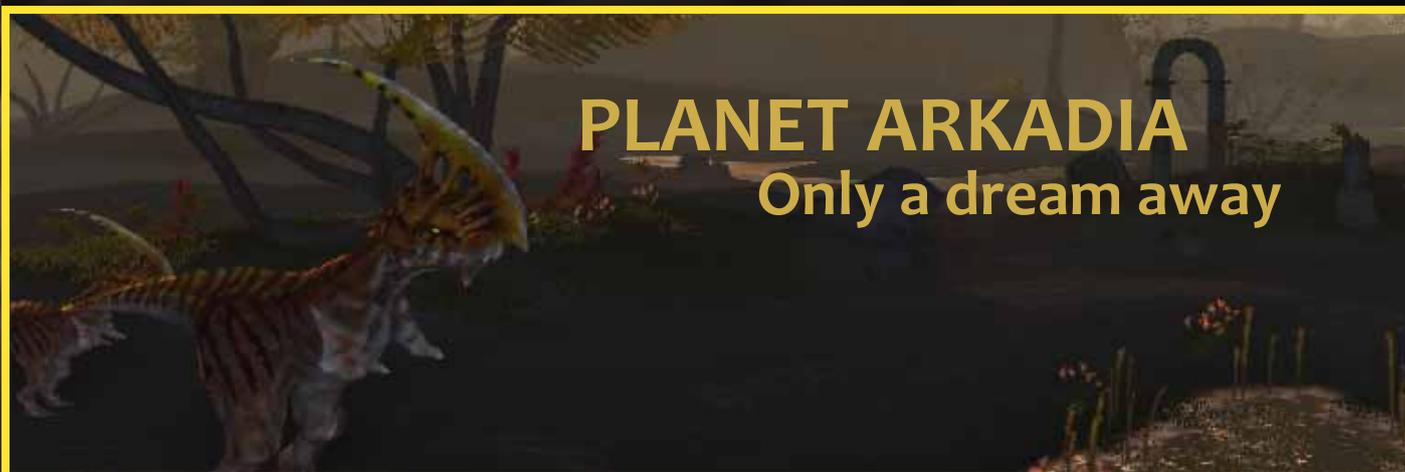
You can also choose to advertise your service and website with a real banner. It could be with one that you provide, or one that we can set up for you.

EntropiaTimes is dynamic, and it is therefore possible to link from an ad to a page. If this is something you wish to do, then please provide the URL in the email.

All materials should be made for web – RGB colors, and can be Jpeg, PNG, or Tiff. Make sure the ad has the right size (see following page for specifics), and that text and pictures are clear.

For any questions, suggestions, or orders – please send an email to: entropiatimes@entropiaplanets.com. Please use the Subject line to identify the content of your email.

Example of a 1/4 width page advertising



ADVERTISING

Type	Size	Price 2011
1/8 page advertising	(88.5mm width x 62mm height)	Finished material: 75 PED Graphic set up: +75 PED
1/4 page advertising	(62mm width x 132mm height)	Finished material: 125 PED Graphic set up: +75 PED
1/4 page advertising	(54mm width x 172mm height)	Finished material: 125 PED Graphic set up: +75 PED
1/4 page advertising	(185mm width x 62mm height)	Finished material: 125 PED Graphic set up: +75 PED
1/2 page advertising	(185mm width x 132mm height)	Finished material: 250 PED Graphic set up: +175 PED
Full page advertising	(210mm width x 297mm height - to edge)	Finished material: 500 PED Graphic set up: +175 PED

Payments for ads can be submitted in USD through PayPal, or through our donation system at the forum. Please PM us for further information.

DEADLINES

Deadline for booking + payment:
3 weeks before release date.

Deadline for material for graphic set up:
14 days before release date.

Deadline for finished material:
4 days before release date.

You can withdraw a booking up to 14 days
prior to release date.

The next issue of EntropiaTimes
will be published
the 12th of June 2011



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