



EntropiaPlanets presents

ENTROPIATIMES

SEPTEMBER 2010

DAVID POST NEXT ISLAND

Next Island
The Marketing Team

David Simmonds
MindArk

Narfi - Lost Renegades
A Real Entropian Pioneer

Calypso Rescue Team (CRT)
Society Spotlight



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Welcome to EntropiaTimes



Dear reader,

Welcome to the very first edition of the EntropiaTimes. We're quite excited about it, and we hope you will share this enthusiasm.

When we started EntropiaPlanets.com over a year ago, our vision was to create a gaming site that primarily focused on Entropia Universe and its planets, but where one would also be free to discuss other games. After all, we are all gamers.

During the first year, we released a number of interviews with upcoming Planet Partners, reported on events or interviewed people we thought had an interesting story to tell. All of this worked nicely on our forum, and the feedback we received has mostly been very positive. Therefore, we wanted to see if we could expand on this a little and employ our combined skills and talents to bring you something similar, but in a more concentrated form and circumvent some of the limitations of using a web-based interface. The result of this is the EntropiaTimes that you are currently reading.

Other magazines like this one have been attempted before, but we basically wanted to integrate the magazine format into EntropiaPlanets.com to make it easier to print and read at your convenience, rather than forcing you to read all the larger interviews within the forum's framework. Making it like a magazine was therefore an obvious solution, but also a lot of hard work and energy. We have a very dedicated crew, and we call them the E-Team.

Recently we introduced you to the EntropiaPlanets MediaCenter which led to some awesome ideas and stories to be formed, adding a whole new dimension to Entropia news stories. At EntropiaPlanets, we are very proud of this development, and the MediaCenter will be a huge part of creating the magazine in the future as well. Already a lot of new and exciting stories and interviews are being prepared and everyone involved is working hard behind the scenes to make sure your news needs will be covered.

This first issue of EntropiaTimes gives you a little more insight into the new planet Next Island. David Post tells about his work and ideas behind Next Island. We also get a great insight into the Marketing Team - and the interview is exclusive for EntropiaTimes!

In the Vehicles article you find the community's voice as vehicle owners - both good and bad.

We are also pleased to introduce you to one of the first newbies in the Adopt a Newbie Foundation, J-Fry who will share his experiences from his first months in the Universe. You can also read the article about Narfi, Society Leader of Lost Renegades, who took J-Fry into their ranks.

Do not miss out on the Calypso Rescue Team society spotlight. They will take you on a journey that is both fun and exciting.

Sweat Camp has been discussed a lot, but what's really going on in the swamp? Perhaps your questions will be answered in our article about the place.

We have a lot of other things to offer you, a little fun, information and contests. So what more to say than "Please, dig in, and get onboard!"

On EntropiaPlanets.com in the Entropia Media section, you can discuss the magazine content and articles in the EntropiaTimes Forum.

Again, welcome and we hope you will have as much fun reading it as we had making it.

Peter & Lykke





VEHICLES

- How are we doing?

By MindStar9

*On June 18, 2010, First Planet Company announced that **vehicles** would arrive after MindArk's 11.2 update release, which was scheduled for June 21st, and that FPC Official Avatars would be roaming Calypso and giving out free vehicles to those they met along the way. ROCKtropia would also see a giveaway as well by NEVERDIE. The delivery date went as scheduled.*

SO HOW ARE WE DOING

It has been a little over two months since vehicles were introduced, and I wanted to get the pulse of the community as to how it is going so far. The feedback of a portion of our community gave insight into what was working, and what seemed not to be working. Entropians are a great barometer with regard to the effectiveness of new content, as well as suggested improvements to make our experiences more efficient.

A group of community members responded to a questionnaire I offered, and shared their personal experiences and suggestions, along with photos of their vehicles. However, there are those who are taking their vehicle experiences to the extreme, and this too is an indicator of just how far some Entropians will push it to the limit. Let's explore what the feedback responders have to say.

“ The universe is much smaller now. ”

WHAT DO YOU LIKE ABOUT VEHICLES?

According to Bjorn from Supremacy Reign, he likes having the ability to enjoy the landscape while driving, and also getting to see the mobs, which he says is always a problem when using mindforce teleporting. Karv from German White Angels says, “The universe is much smaller now,” while Mastermesh from NBK Miners likes the fact that it's an easy way to travel when carrying a heavy load.

The introduction of vehicles has certainly made us more mobile, and gives us options to incorporate this new-found mobility into our everyday activities that for some make it more efficient. Miles from The Dung Kickers appreciates that he can now get to “otherwise less convenient hunting and mining areas,” while Lexie from United Talents likes being able to “Drive to the first mob.” One common theme seems to not only be the ability to get around the planet a lot quicker, but Arokh from Gloryhound Irregulars says, “Ever since cars came out, I've seen more of VU10 Calypso than ever before.” Plus, he shares “It's something to do if loots are bad.”

Jess

Some like the physics of the vehicles, and the bouncing effect, which comes in handy if you're fleeing from mobs and just happen to head into a direction that finds you leaping cliffs into the nooks and crannies of deep ditches or gullies. However, some aren't as fortunate during these escapades. One could say in this instance that perhaps Jess, and a society mate (I believe), might even be testing the limits of vehicles with a bit of stunt driving.



“ Entropia Universe has a GREAT selection of colors/textures available to us. ”

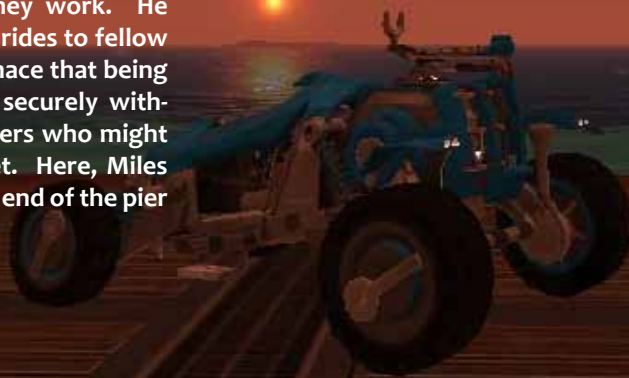
Lilac from Rapture of Rebellion shares that when she just doesn't feel like hunting, or doesn't have enough PED for hunting, she likes the option of being able to explore the planet like everyone else, but also says, “They make game play more fun for me, and add something new for our society to have fun with.”

From a different perspective, Menace from Manticore offers that they're not only fun, but “They bring an aspect to Entropia Universe that many other ‘games’ already had implemented, and therefore, was missing in order to be able to offer all of what everyone else has to offer.” He also shared, that in his opinion, MindArk implemented vehicles that were useful, not only with storage capabilities, but also the ability to loan out the vehicle. “The customization abilities are very nice as well,” he states, and “Entropia Universe has a GREAT selection of colors/textures available to us.” It was quite evident that this feature was taken advantage of as seen in the photo Menace offered that shows matching Hummer and avatar outfit. Apparently, this is the color scheme used by all members of the Manticore society, which I guess makes them easily identifiable.

Continued page 8

Menace

Aside from being able to get around the planet more easily, as well as having the opportunity as such to explore the amazing vistas we don't ordinarily see that often, some like Miles are pleased that the vehicles aren't that expensive, along with being pleasantly surprised at how well they work. He likes the option of being able to give rides to fellow Entropians, and also agrees with Menace that being able to loan out vehicles to others securely without worries passes on the fun to others who might not be able to afford a vehicle as yet. Here, Miles enjoys a sunset with his vehicle at the end of the pier at Corinth Beach.



Miles

While being fun and offering mobility are common appreciations surrounding the vehicles, other factors come to mind for others, such as having a real cool system in place according to Ranpha Faye, and states, "It's the first system that does not come with big decay when hit." Faye has used the vehicle to transport newbies to acquire teleporters, which is

quite different from the days of being an Extended Guide out of Port Atlantis and doing this on foot. However, Faye still enjoys the old way of teleport-running, and perhaps uses the vehicle to get away from it all for a moment or two in the quiet night air to regain energy for the next round of newbie activities.

Faye





Darkaner

When vehicles were first introduced, the cost was quite high, other than those that were given away of course, and we could find prices upwards of 1k PED and more for customized vehicles. Today, the cost of owning a vehicle has come down to a more reasonable price, and has given many the opportunity to not only own one, but also afford certain customizations that represent personalities, society colors, or just plain creativeness to the point of being quite unique. More specialized customization can be a bit costly, and since vehicles at the moment are limited (L), some are not currently investing the funds.

“ It’s the first system that does not come with big decay when hit. ”



Archman

There is no mistake that the introduction of vehicles has brought an expansion of mobility, usefulness, and overall fun, which allows an Entropian to get more creative while navigating our planet. However, with all new items there is also the potential for a downside, and vehicles are no exception. Those who have vehicles have had enough experience now to offer vital assessments, and present suggestions as to what they would change to expand their usefulness.

WHAT DON'T YOU LIKE ABOUT VEHICLES

While cost was initially a factor, one of the current dislikes about vehicles is that they are limited (L) and non-repairable. Once a vehicle reaches minimum condition, it is no longer usable, and the owner of the vehicle will then need to purchase another. This is good for the economy from a crafter's perspective I suppose, because it feeds into a whole new profession, auto dealer, and some get quite creative with where they set up their dealerships, such as Archman from Skillin' Villains atop a platform at Athena Spaceport.

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However, according to some of the more active vehicle users, there seems to be a common thought with regard to certain features that could work more efficiently, such as controls. There is no auto-drive selection, and it can get quite cumbersome for someone to hold their finger down on the 'W' key to keep the vehicle moving forward, while also utilizing two other fingers to either steer the vehicle left ('A' key), or right ('D' key). Graden Foss would like to be able to "handle the vehicle with the mouse, spacebar, and arrow keys," which would seem to make it more efficient to handle. This would be especially true when it comes to navigation, as there is not a smooth transition in movement from left to right, but rather a jerking motion that could find you in some deep trouble should you veer too far to the left or right. Miles demonstrates this quite well.

There also seems to be a frustration surrounding the change in PvP combat as well. Pre-vehicles, Crystal Crissy Dunstone from cK Coat Killers specialized in long-range kills with two prized possessions being the Tier-1 [ML-35 Mentor Edition](#), and the Tier-1 Foxtrot Tango-Type. "These two weapons were an absolute asset inside PvP, killing skilled PvP'ers before they could even reach me," says Crissy, "However, with the introduction of cars, this has completely destroyed this ability." The reason

Crissy gives is because the long-range weapons do not have the ability now to destroy a vehicle before they reach the inner radar, "at which point the attacker is already within LR/CB range resulting in death for a player specializing in long-range combat."

There was more on Crissy's mind than just long-range killing though, and shared that, "The biggest flaw in the design of vehicles is their ability to avoid being looted," further stating, "At this stage, if a car is spawned inside lootable PvP, its contents (storage) is completely safe from any PK'er as its contents are unlootable in any way." Another safety factor according to Crissy is that miners and hunters are now able to go about their business in PvP 3/4 in complete safety.

Arokh brings to mind that mountable weapons on vehicles are only useful for PvP and cannot be used to kill mobs in non-PvP zones. RAZER from The Company adds to this sentiment that vehicles can take on damage when interacting with mobs (voluntarily or not), which doesn't seem to be fair if you can't fight back without exiting your vehicle. Steven Talon from Supremacy Reign on the other hand, also wants a driver-mounted weapon option as well, and thinks that vehicles with their mounted weapons, have the potential to turn Land Grab into epic wars.

Miles

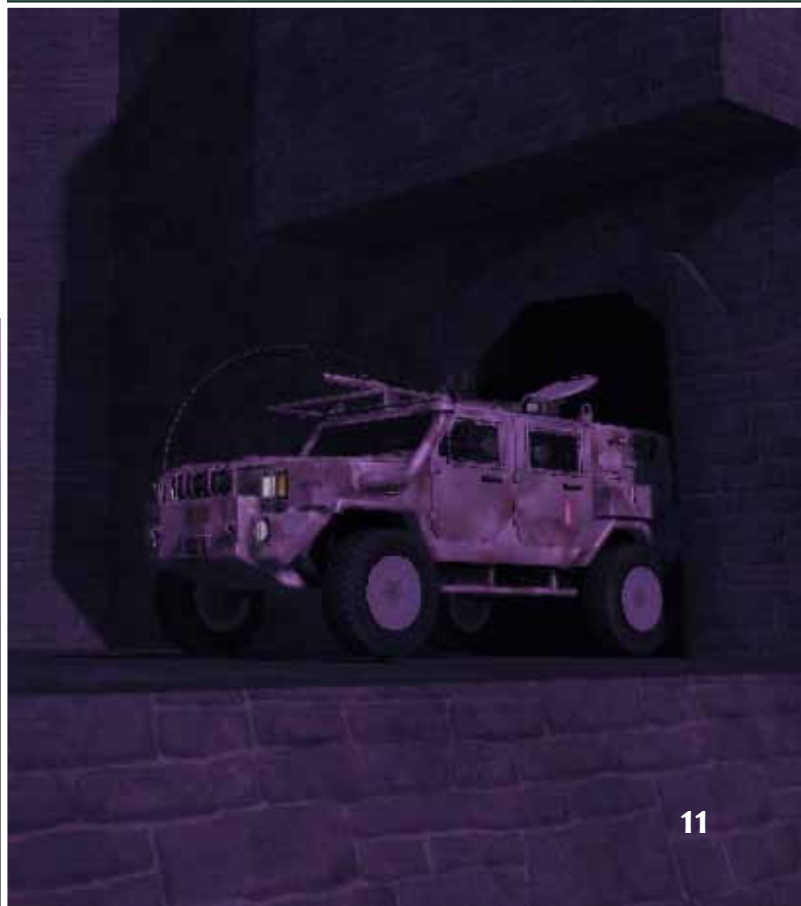




Jenny

Another quite vocal sentiment of frustration for some is “The ability to mob train people, with or without intention,” says Jenny from -=SHS=, who also states that it’s rather difficult to avoid or escape people when you’re out for a ride around the planet. This is true, as one could find Jenny in any one of multiple places, and perhaps places you might not expect – the desert (check – all is clear here), underwater (check – not the usual car wash), standing under a beautifully-colored night sky giving the impression that the Hummer is purple when in fact it isn’t (check – if you want to belong to the purple club you have to bring it proper), and last but not least, invading a castle (check – someone please alert the owner – also seems to be yet another purple illusion).

Continued page 12



Mega from Pyrates of Calypso doesn't like that vehicles are a lot faster than avatars and says, "Troublesome players can bring a large crowd of mobs onto a player hunting, and unlike VU9.4, you can't outrun mobs anymore, so you have to take the armor and FAP decay, or die on the spot."

Steve Talon from Supremacy Reign agrees that mob training has been a bit of a problem, but Dirk Rand takes it a step further. He shares that it's not just mob training, but also "People driving through populated areas, trying to drive into the service centers, and preventing mindforce healing if vehicles come into the area and block those being healed." DR also thinks that vehicles have now taken away the challenge associated with getting teleporters for new players. Norbert also agrees that mob training can be a pain in the virtual backside, but feels that it may not be so frequent any more.

Aside from social interaction with the potential for negative results, CyberPunk offers up a bit of a different perspective. Specifically, "There's no way to remove oil if the vehicle reaches minimum condition," he says, and "They smoke when at low structure or integrity." He doesn't like the fact that anyone has the ability to repair the structure or integrity of his vehicle without permission, although one would think that this isn't necessarily a bad thing, and would save wear and tear on the repair tool. CyberPunk also wants hot keys, one to spawn a vehicle, and one to pick it up.

There is an icon that can be attached to a quick bar for pickup, but perhaps he means eliminating having to click on the vehicle first before clicking on the quick bar icon, like an instant recall of sorts, only into inventory instead of storage. He also mentioned that fruit, stones, and dung can be seen while driving at full speed, and apparently unable to be picked up without exiting the vehicle.

There are several other perspectives worth mentioning as well, like T79x from Legacy of CSc. who doesn't like that vehicles are oil-based only. Could there be other uses for Melchi Water on the horizon? CozMoDan from NBK isn't as concerned about what goes into a vehicle as much as he is with the speed at which vehicles climb even the smallest hills, and says, "I don't think you should be able to run faster than a car on a hill."

Menace from Manticore gets a bit more descriptive when it comes to the speed of a vehicle, and says, "A 'dune buggy' style vehicle is DESIGNED to go up hills with ease in real life, yet in Entropia Universe, you can walk faster than a buggy heading up a steep incline." Also he states, "The Saehrimnir is modeled after the Hummer, which is a 4-wheel drive vehicle that can also climb steep hills with ease in real life." He gives the example that the exhaust comes out of the air intake on the Saehrimnir, and in his opinion, more care could have been taken to work out the fine details.

SashaSD from Tax Collectors heads into a different direction altogether and would have liked a basic vehicle that you could change parts on, "Like new tires for better grip, or new engine parts to make them quicker, or them smelly tree things you get so your passengers stay in the Hummer for longer if your feet smell." Not that there was implication that the owner of the vehicle had smelly feet or anything, but just wants to be forward thinking when it comes to the fact that you can't open windows in the Hummer, and with four people inside, "It's going to get toasty and a bit pungent," says Sasha. Not sure why Sasha is worried about the Hummers when she owns a Valkyrie (that purple is not an illusion).

"It's going to get toasty and a bit pungent."



SashaSD

It seems apparent that there are some frustrations that perhaps might lessen the overall positive experiences of vehicle owners, and in anticipation of such, I also posed the question as to what they would like to see in the way of changes, so let's see what might be on the wish list.

WHAT CHANGES WOULD YOU MAKE?

Perhaps the number one wish is to make an unlimited (UL) version of the vehicles. People seem to be more amenable to pimping them out so to speak, rather than investing PEDs on customizing vehicles that will eventually reach minimum condition and be unusable.

Karv from German White Angels takes it further than just the unlimited version, and would like to see vehicle armor and vehicle shielding with mind essence. Neutrino-X from Skillin' Villains would like for vehicles not to agro mobs, or at least diminish the mob's interest quickly enough to deter using them for mob training. Jenny from --SHS-- on the other hand says, "There should be better AI for mobs so they stick to the car and won't agro on anyone else for no reason, which would prevent unintentional mob trains." Mob training seems to be a real point of contention, but then there are those who just can't help tempting the hand of fate, such as SoftHart from Skillin' Villains.

***“ There should be better
AI for mobs so they stick
to the car. ”***

And the wish list keeps mounting, with many more offering their suggestions to further enhance the experience of owning a vehicle:

- No more smoking, and give us a method to remove oil – (CyberPunk)
- When makeup comes back, give the ability to customize vehicles even more – (Steven Talon)
- More imaginative styles, more specialized roles – (Arokh)
- Make weapons look more futuristic, and able to shoot mobs – (RAZER)
- Make vehicles do damage to mobs and people if you run them over – (Mastermesh)
- Custom decals – (T79x)
- Cruise control, like the 'R' key – (CozMoDan)
- Have restrictions where vehicles can go in populated areas – (Dirk Rand)
- Bring in a line of enhancer-type add-ons, like nitro boost, smokescreen – (Norbert)
- Vehicles should take damage when you run into other vehicles, mobs, objects – (Jake Tiny Sully)
- Various types of other vehicles that can cope with different terrains – (Natasha Tasha Croft)
- Give us more gadgets, rims, and stickers – (bonebr3aker)

As we can see, there are enhancements that would certainly make our experiences with vehicles far more enjoyable and less frustrating, but definitely some wishes that would give new meaning to pimp my ride.

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SoftHart

HOW ARE WE DOING WITH CRAFTING?

According to Karv, the greatest challenge is finding a limited (L) blueprint, with the next challenge being able to produce vehicles at a reasonable cost and low margin. Specific vehicle crafting was not on the radar for the majority of the respondents to the inquiry, but individuals like Mastermesh have crafted components that go into them, and states, “The biggest challenge is finding the ingredients for the blueprints at cheap rates.”

Some are more hobby crafters, like Norbert and Lilac, while others like Menace refuse to pay the markup that the blueprint looters are asking for their vehicle blueprints. He’s not a big fan of market manipulation. Bonebr3aker on the other hand doesn’t see too much of a challenge with crafting, and overall, feels that vehicle crafting has been a pretty straight forward process.

There’s no denying that personal experience is quite subjective, and while one may find activities in our universe challenging, not challenging, neither here nor there, or doable, there will always be a matter of opinion offered that may, or may not make our experiences better. So how are we doing overall?

CONCLUSION

Anytime something new is introduced into our universe, there is always a trial and error period. A period of discovery if you will, that lends itself to a yay or nay perspective. Feedback is always good for those delivering the products, as it is an opportunity to not only take to heart the valid experiences of those using the product, but better the product as a result. Let’s see what the overall views are of vehicles by those responding to the questionnaire.

Karv makes it short and to the point – “Like a nuclear strike – first the ‘BOOM’ – whoa o.O effect – and then the fallout.” Faye was skeptical about the fuel consumption, but after driving it 5 times around the planet, 4 PEDs of fuel-use was pretty impressive. Neutrino-X feels that the impact from vehicles seems to be a bit two-sided. “First of all, says Neut, “they are a cheap mode of transportation, and add a new depth to PvP combat, but it also means diminished survival chances for miners and hunters in PvP 3/4.”

Another perspective finds CyperPunk thinking that it boosts the economy as it relates to ores and enmaters, along with giving people something fun to do in between deposits. Arokh thinks that vehicles are definitely something good, and despite engagement of some with mob training, or the changes to PvP activities, there’s no denying the sheer fun and enjoyment that people have gotten out of them, not to mention that they have ended up reasonable to buy and run.

RAZER on the other hand was skeptical about the introduction of vehicles, and still is. He shares that, “Unless they change them a lot, I think that they will be just for fun.” He certainly doesn’t think that there is anything wrong with that, but offers that there is so much more that could be available, like engine enhancers, upgrades with regard to aesthetics, and more gun types to name a few things. Mastermesh is concerned about the drastic increase in price of ingredients required on blueprints for components, while T79x is afraid that there isn’t a non-combat vehicle. “I think [vehicles] are GREAT for the economy and game-play,” says Menace, and “Since the implementation of CE2, the visuals are real nice, with vehicles adding a brand new way of seeing the countryside.”

It appears that even with the differences presented from personal experiences and viewpoints, the overall feel from the respondents is that vehicles are a good thing, and could be even better with some improvements and enhancements. Vehicles are used for any number of things besides navigating around our universe. Many within our community have produced racing events with nice prizes, and held best looking vehicle contests, one of which was won by Sarah.

Sarah



Miles

Others are more adventurous and daring, and give us pause to wonder ... what were they thinking?

We can't forget about those who also ignore warning signs about traveling outside of the airlocks of **Club NEVERDIE** because the air isn't suitable for human consumption and produces immediate death. Some are just not deterred by such warnings, and Masta from Supremacy Reign is one such individual.

He dared to go where no man has gone with their vehicle before, and not only survived the odds, but produced proof that it is indeed not only possible to enjoy the outdoor view of our beloved planet Calypso from the asteroid, but come away from the experience a few Pappilon richer.

It is our understanding from MindArk that vehicles are just the beginning, and that we have a future to look forward to with the likes of boats and spacecraft. With more planets being introduced, just think of the adventurous possibilities that await us.

Personally, vehicles have provided so much more fun, and I really love the fact that we can add passengers, or give others an opportunity to test drive our vehicles without fear of losing them – other than poor drivers who have a death wish and drive them into big-ass spiders like SoftHart, or Miles who seems to have made an occupation out of stress-testing vehicles to see what they're made of. At the end of the day however, vehicles for me have opened up an array of activities that inspire creative uses, and a desire to spend much more time in our universe exploring, so thank you MindArk, for finally coming through, and giving us the much-awaited transportation we have been impatient for.

As a closing note, I would like to thank those who took the time to participate in my vehicle feedback questionnaire. I feel it is important that personal views and valid critique of our experiences be offered to help make a product better. We post our perspectives on forums, but I also wanted to offer a public medium to be the voice of at least some of the members of our community in hopes that it will matter. Going forward, I will be doing this with each magazine issue, so if you find a solicitation on my part at some forum somewhere, then please do participate and let us know what you think.

As more of a visual (ending) journey for the next and last six pages, I would like to share, not only the remaining vehicle photos that people submitted that didn't make it into other parts of this article, but some that I found elsewhere, as well as some that Moonie (BloodMoon) and I took ourselves. **ENJOY!**

Masta





AgentPink - Color coordination is crucial
- looking sexy doesn't hurt either!



BenCoyote - It's not the Green Hornet, but it works!



Archman - Hey, I'm trying to get Ashi somewhere fast!



Bonebr3aker - Practicing for the monsoon season.

Crusher - Accessories are important.



Cuilwenevey - I'm just cooling off the engine.



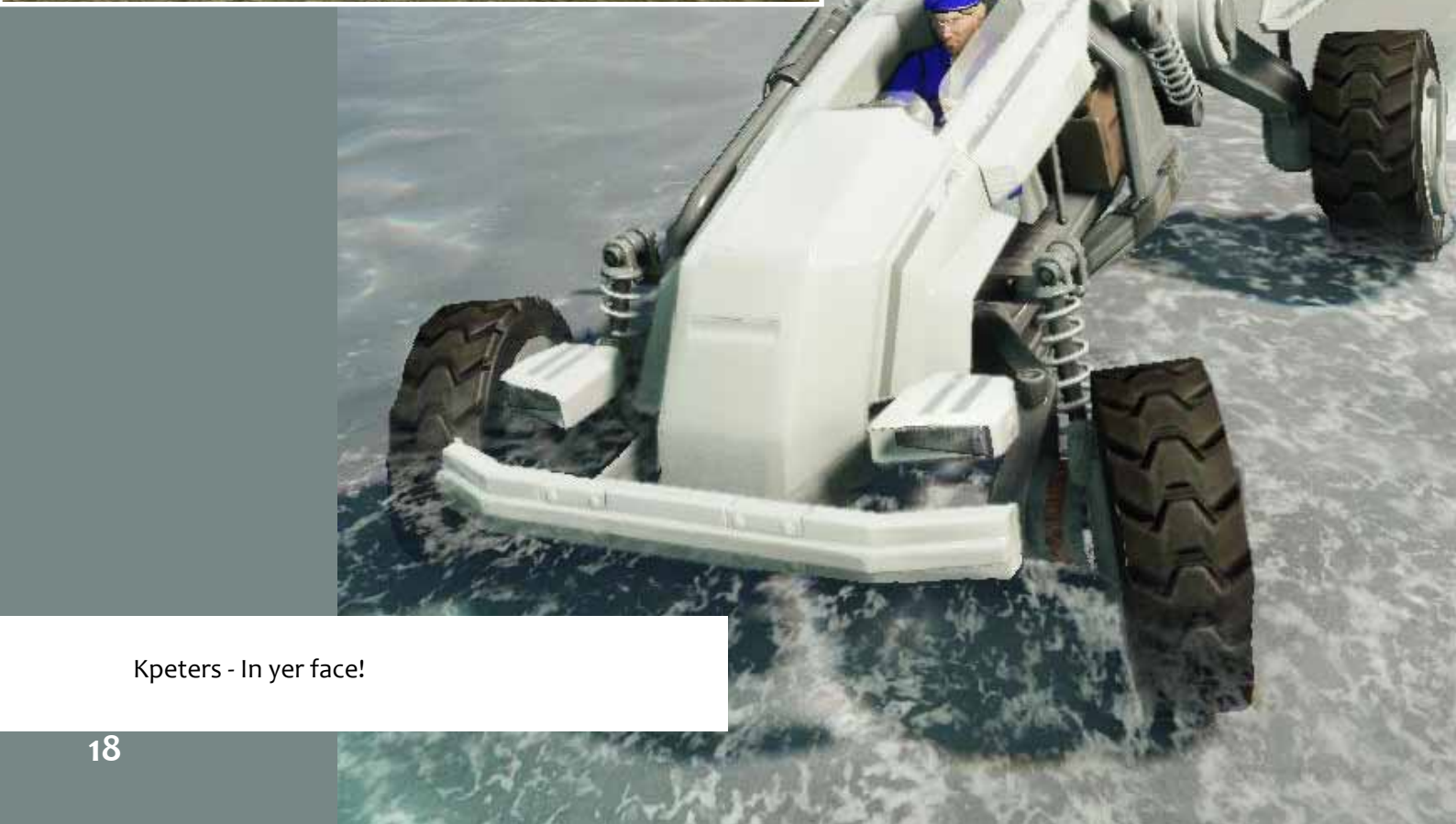
Cuilwenevey - Multipurpose insulation works wonders as a texture.



Jess - Sorry ladies, I haven't installed the snorkeling gear yet.



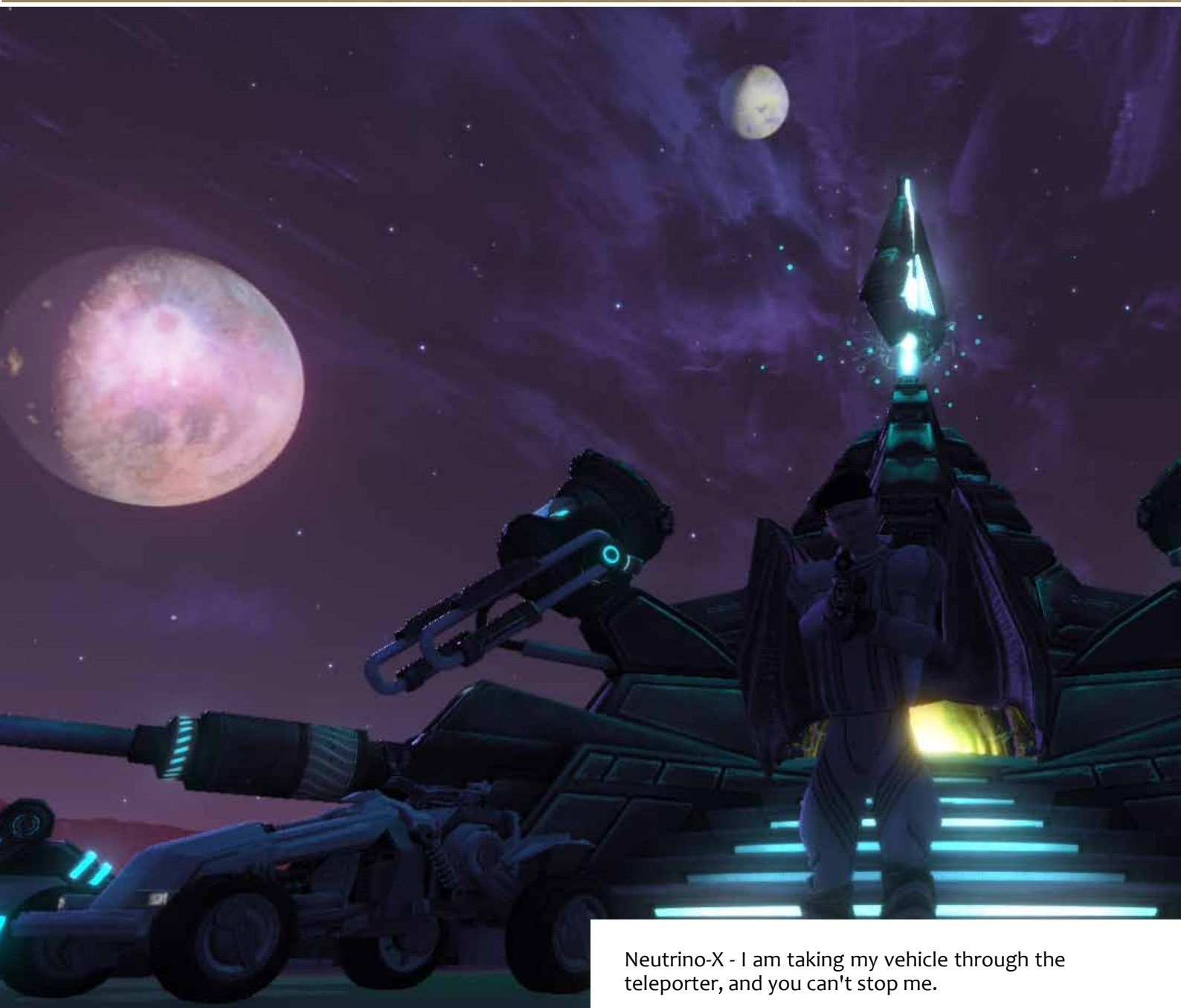
JSeven - Only thing left to color green are the pants, and they'll never see me.



Kpeters - In yer face!



Kuber - You touch my vehicle, I touch you.



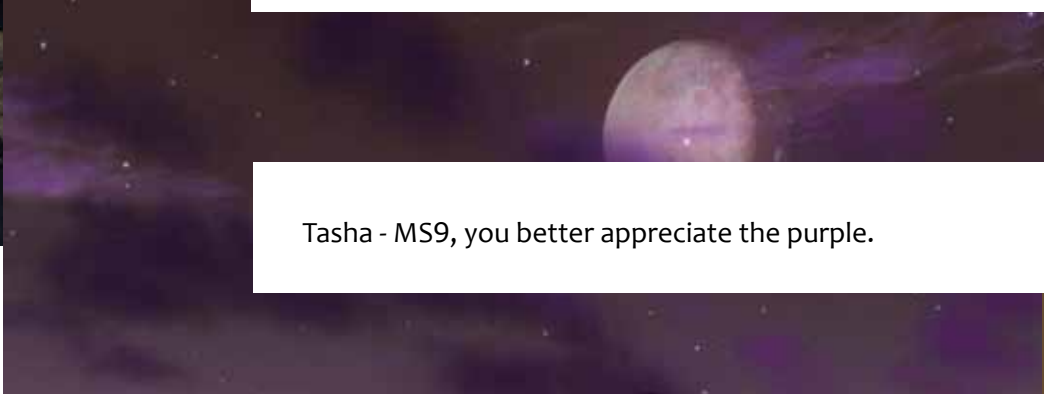
Neutrino-X - I am taking my vehicle through the teleporter, and you can't stop me.



Roughrider - The quilting protects against parking lot dents.



Menace - Chaotic parking.



Tasha - MS9, you better appreciate the purple.



Summer - Organized parking.



Summer - Creative parking.



Summer - Not a good thing.



NEVERDIE - A good thing! Come enjoy the roads of ROCKtropia!



WANTED

YOUR OPINION

Win a vehicle

We want your opinion. We even want it so bad, we will put up a couple of vehicles, [Valkyrie MK1](#), as a reward!

1. We would like to know your opinion about our new magazine, EntropiaTimes. What is good, bad - your suggestions. How can we be better at serving you, and what would you love to read about?

2. We would also love to hear your opinion about our forum EntropiaPlanets.com. The forum is fairly new, but has been developed fast in its short lifetime. You can help us make it better by sharing your suggestions – good, bad, etc.

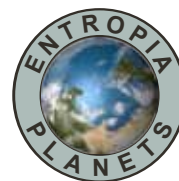
There will be two prizes to win, one for each opinion.

Send it via email to lykke@entropiaplanets.com - with the subject: "EP Contest." Make it clear which one (or both) contests you're contributing to.

It will take time for us to look through (hopefully) a lot of emails and find the winners. The result will be a part of our future plans and work for both the magazine and the forum. We will inform the winners directly and publish the names in the next magazine.

Remember, the more specific you are and the more you write, the better we understand your needs.

THANK YOU



The Valkyrie MK1s are crafted by
Nadine Rainbow Jacqueline

Shades of Fashion

LeeLoo

By Lykke

A Fedora Hat that LeeLoo tried to color for herself was her inspiration to start coloring. She wanted to paint it white/red for herself one day, and after 4.5 years in game she's a professional colorer.

"At first it had another color and there was nobody available to change that for me, so after a while my soc leader bought a bleacher and we bleached it ourselves. I tried to color it, result was horrible and I didn't bother again for a couple of months. But then the hat was still gray and I tried it again, got nice color on it and that became the catalyst to start me off with coloring. I enjoyed coloring items and was happy about each successful coloring attempt.

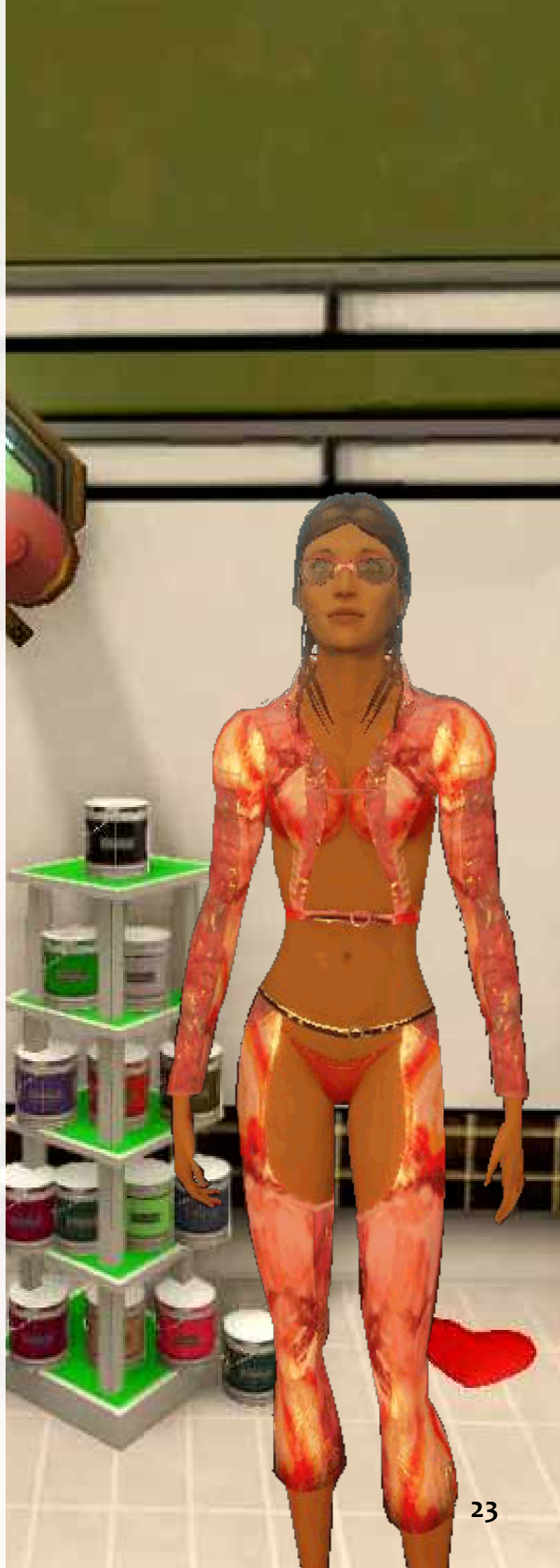
I have all common Clothes Blueprints, and I also craft textures but mostly just on demand, the other textures I buy from other crafters. I enjoy designing new clothes with one of the many combinations of colors/textures but it's hard to sell pre-designed clothes, which is why my shop mainly offers the fashion components now. My shop offers clothes tailored by me, but also some tailored by friends.

Once you got the skills and stop skilling it should be possible to make a living in game by coloring but it will take many many years to make up all the costs for the skilling - if that is possible at all. And it needs a lot of time and patience and dedication and also you have to bite through, go on, even in hard times don't give up. Skill slowly but steadily. Those who pushed very hard and jumped into the coloring biz, expecting to take over lots of business - until now all of them bailed out quite fast."

LeeLoo is wearing a tight set with Berycled and Ganganite textures colored pink. It's accompanied by old looted underwear, because it was much easier to buy red underwear than getting enough red paint cans. The shirt is self-tailored from one of the few limited blueprints she looted. She made the set for selling but liked it too much to give it away.

"I loved Foul texture long before texturing worked the way it does now, some parts I bought already textured from a friend who tailored them for me, some parts I textured myself, they are all colored myself and pants/shirt is also self-crafted."

LeeLoo's shop can be found in Emerald Lakes Mall, Floor 2, # 13 S. See more on her webpage: leeloo.webhop.org



Meet J-Fry

One of the first adopted Newcomers from ANF

By Lykke

The Adopt a Newbie Foundation seriously kicked off back in February 2010. The foundation has had a lot of newcomers through the gate, and one of the first was Phillip TheTank J-Fry, age 31 from Ontario Canada.

J-Fry started playing mid-February and was attracted to Entropia Universe from reading in the news about the Atrix Queen Egg, which was sold for 80,000 USD. After creating an account in Entropia, J-Fry saw the Adopt a Newbie banner on one of the launch screens.

“I wanted to join an established society rather than one started and populated by newcomers,” J-Fry explains and, “I was surprised that the adoption happened so quickly within a day or two of applying. The society that adopted me was Lost Renegades with Narfi as the society leader.”

J-Fry was not the only newcomer who was adopted by Lost Renegades, “Yes, I remember a few other players who also joined the Lost Renegades through ANF at the same time.”

“ Most people call me one of the lucky ones as I have never deposited. ”

“Mainly I was looking for people to chat with. I spend a lot of time playing and it’s nice to have friends to keep you company. Early on I also found advice on how to play the game very valuable.” I asked J-Fry if he found what he was looking for and he replied that he certainly did, stating that Lost Renegades is a very helpful and friendly society.

“Most people call me one of the lucky ones as I have never deposited and have close to 50k skills,” J-Fry smiles, and “The truth is, that I have always been careful to sweat after a few bad runs in a row to make sure I could keep going. Now I feel like quite

an experienced player and know what to expect from the game going forward.”

We know that Entropia Universe inspires mixed feelings, so I asked J-Fry if he likes the game play so far, and without hesitation he shouts “YES,” and continues to share, “I quite enjoy this game. Sometimes I take breaks if I play too much and it gets monotonous but for the most part, I love to play it.”

Do you find that some things should be different? “More loot would be nice,” he grins from one ear to another, “But seriously, I think the one thing this game is missing is dungeon type maps. I understand beacon missions were kind of like this but they haven’t been around since I started playing.” OH do we miss the beacons! I believe nearly all Entropians can agree on that one.

Seeing from a newcomer’s perspective I wish to know if there is anything in J-Fry’s learning period where he missed something that could have made his start in the Universe easier.

“The most valuable thing to a new player is knowledge. Knowing and understanding how the game works is the only thing that will let you succeed.





There is so much to know, it is best to have an experienced player on hand to ask questions when they occur to you. But I also use the wiki's and the online tools and forums around a lot."

J-Fry finds that the rush of joy and adrenaline you experience when hitting a big loot is the best in game – in reverse, the feeling when you're running out of PED is the worst.

As a newcomer who hasn't deposited yet, and still loving and enjoying the game, – how do you manage? "If you're asking if I get by ok, well, I have so far. Ingame I'm a hunter, miner, crafter, in that order."

"Before I joined Entropia Universe I read that it was a hard game to get started in so I was prepared for the challenge. Really, it's not that difficult if you don't obsess about moving ahead quickly. All I did the first three weeks was sweat and run TP's and had lots of fun doing it."

Did you visit the Gateway when First Planet Company (FPC) opened it up for visitors? "Yes, and I think it's great. People can experience the fun side to Entropia so they have something to look forward to after sweating gets dull. And I believe the Gateway is a step for FPC in the correct direction to help newcomers. Perhaps a new beginner mission that requires them to run to Twin Peaks teleporter would be nice to do as well. That is really needed."

I finally asked J-Fry if he would have done anything differently when he first started with the knowledge he has today, and after a brief hesitation before replying he says, "It took me a few weeks to learn how to lock onto a target and auto aim. I aimed manually before this and I wish I had learned about auto aim earlier. That would have made my game play easier," he smiles.

"I will advise newcomers to learn how to manage the hotkeys early on. Keep track of expenses and profits each run to make sure you're aware of how well you're doing. Using the Sell Tab in the trade terminal is a great way to total up the value of all your loot

**“ Work hard and have fun,
and don't fixate on
getting big loots! ”**

- just make sure you don't sell everything accidentally," J-Fry laughs but takes on a more serious look as he continues, "Work hard and have fun, and don't fixate on getting big loots! Just relax and let them come to you." Wise words from an Entropian still so new to the game.

I thanked J-Fry and wished him well in his further journey but as I turn to leave, he had a few parting words, "Oh, and thanks to Narfi for taking me into his society, and thanks for making the Adopt a Newbie Foundation." He waves as I disappear into the teleporter thinking to myself, "Thank you back for Entropians like you," – it is a really great inspiration to see newcomers doing well, and developing with the game and the people in it.





EntropiaPlanets

wiki

By RAZER and Tass

Wikis become more and more popular in professional environments. Organizations are using them for documenting their internal processes and projects. Wikiversity is about to become a major educational platform involving university professors as well as elementary pupils.

Wiki editing might be a skill that is badly wanted by your future employer. So it shouldn't be a bad idea to look into it in a safe environment like the EntropiaPlanets wiki. By the way EP wiki is using mediawiki, the same platform that is running uber wikipedia.

There are many good reasons for working with a wiki. However the key factor of success of wikis is Collaborative Authoring - many people can edit the same single page. What can be the benefits from that?

You might have found that the info you were looking for was scattered over several forum threads and the vast majority of posts did not contain any useful info at all. Just take the recent Robot Menace.

Like mentioned above a wiki gives the opportunity that everyone can edit the same single "post" namely a wiki page like Robot Menace 2010. Also it doesn't need the original poster to update his original post since anyone can edit a wiki page anytime.

A wiki page is capable of containing links, tables, images, videos... whatever one can imagine. It can be the most comprehensive and most up-to-date source of information. Just join the editors.

Wiki editing is as easy as posting on forums. Since you can't break anything in the wiki you are encouraged to try out editing a page or two. If you prefer to read about it beforehand you might want to look at the EntropiaPlanets Wiki Guide. If you have any questions just ask them in the wiki forum section.

And even if you are not keen looking into editing yourself, you can still support the project by

- using the wiki - bookmark it even
- mentioning it to friends, soc mates, newbies, your mom
- linking to it from blogs, posts, soc sites etc.
- reporting errors, suggest things to add

All contributions are welcome. Thank you!

Unbelievable!!!

There's still no wiki page for the Swamp Camp? Click [HERE](#) to Wikify ...

[Shameless theft]

Last Sunday a valuable item was stolen from a house at Atlas Haven West. So far it is not known how it was possible for this to happen. Any relevant information is highly appreciated and can be posted [HERE](#).





You too can become a Wiki Wookiee!

*EntropiaPlanets Wiki
- for Entropians, by Entropians*

EntropiaPlanets has an [integrated forum Wiki](#). The idea is to connect the wiki and the forum with a dynamic flow of information and links. The Wiki is run by two very dedicated Wiki Gurus, RAZER and Tass - because the Wiki is just as young as the forum, and even though new info is continuously being filled in, some pages are empty.

On top of this the Universe is expanding all the time, with new cool places, features, items and mobs.

Basic data and info is also needed, and to be able to have an updated dynamic Wiki, we have created the title of Wiki Wookies.

To become a Wiki Wookiee you will have to contribute filling in the Wiki data. All kinds of missing data are needed.

In return, we will reward those of you who show dedication and contributions with a Wiki Wookiee banner on the forum, access to the closed Wiki forum, plus a special Wiki contributor account (See more [HERE](#)).

We hope you will help us out to earn your well-deserved Wiki Wookiee banner. You do not have to sign up anywhere, we can see who is contributing and with what - just fill in.

If you have questions about the Wiki or how to join us, do not hesitate to contact the Wiki Gurus, RAZER and Tass on the forum or by email (see page 2).

The initial Wiki Wookies project will be connected to a competition and launched in the near future. Stay tuned.



Adopt a Newbie Foundation

ANF

By Dalas

The History

The history of the [Adopt a Newbie Foundation](#) to date is short and sweet. It all started in November 2009 when mastermind Lykke TheNun resurrected her previous dream of a newbie school within Entropia. Her past, unsuccessful effort was called School of Lootius. That project died due to lack of time and resources, but with the birth of a new forum (our beloved EntropiaPlanets) there was renewed energy and drive to create. In January 2010, a mere eight months ago, the Adopt a Newbie Foundation was born.

Soon after, in February, Lykke realised that this project was bigger than expected and took more time and energy than she had due to her meticulousness with taking care of the Foundation. Enter me, Dalas, an old hand at helping newbies, who stepped in at first to take over the active duties such as collecting and recording the Newbie Fund and meeting newbies and society leaders. I also took the initiative to create a Society List and an actual Newbie Society inside Entropia where newbies could sign up while waiting on the list, so that they might stay active for longer, learn something from our three society overseers and enjoy the company of fellow newbies.

Later, in August 2010, Lykke handed over the entire Foundation to me, investing a lot of trust in my ability to take care of her eight month old baby.

Getting involved

I am often asked how people can get involved with the Adopt a Newbie Foundation. For those who are not eligible to be involved as a newbie and are not a society leader but still want to help out, you should contact me by PM on EntropiaPlanets Forum and we can work something out.

As a Newbie

If you're new to Entropia and want to get a head start by being invited to join an established Society (known as a Guild in other MMOs) who can be there to help you find your feet in this intimidatingly huge Universe of ours, then the Adopt a Newbie Foundation can be an awesome catalyst to make that happen. Available to you are two ways to join us:

- [The Newbie List](#) - where you fill in our application form with some details about yourself in and outside of Entropia. Here is where the adopting Societies browse to find suitable newbies to adopt. You may be adopted using this method.
- [The Newbie Society](#) - simply visit a Society Terminal in-world and search for *Adopt a Newbie*. When applying, make sure you mention my name (Dalas) because it is not me who personally checks the applications. You cannot be adopted through joining the Newbie Society only.

As a Society

If you are the leader of an established society and think you have what it takes to raise positive and productive newbies in Entropia Universe who, we hope, will go on to become successful then I ask you at least to consider joining us.

If you are in an established society and think your society and/or newbies could benefit from being involved with ANF, please bug your society leader until they agree! We've seen great success stories so far, benefiting both newbies and societies alike, so don't assume only the newbie benefits. Please see the interviews with Narfi (pg. 33) and J-Fry (pg. 24) of the Lost Renegades for more about those stories.

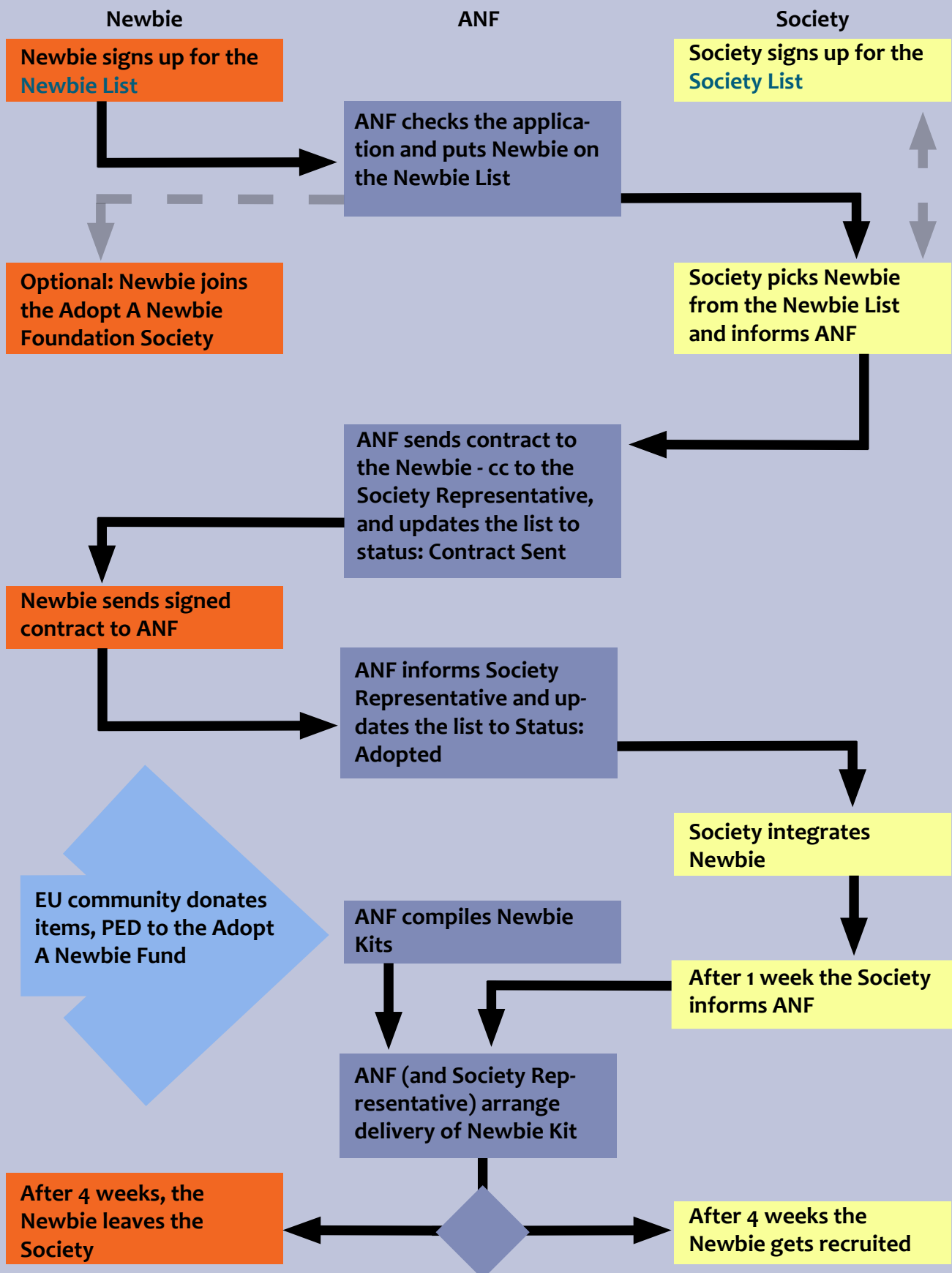
The average Entropian doesn't read the Client Loader much. Many, I guess, don't even know what Client Loader means (for those who don't know it's what you go through to log into the game).

If you are observant you may have noticed that there are some banners with links there, one of which says "Adopt a Newbie Foundation – ANF". If you ever meet a confused newbie that for any reason you can't take care of, please direct them to that banner, or to EntropiaPlanets.com.

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The Arrangement

This table, skilfully woven together by Wiki Guru Tass, explains the process that newbies and societies go through to reach the eventual goal of a successful adoption.





The Newbie Society

Perhaps you have seen the name *Adopt a Newbie* Foundation displayed as someone's society name while going about your daily business in Entropia. [This Newbie Society](#) was founded by a friend of mine from Switzerland, "Daoxin Littlesamourai LeZen" and assisted by his sister "bananamoon mickey mouse" and friend "lours lours barbarian."

I gave Littlesamourai a lot of freedom regarding what he wanted to do with the society. It turned out that he got many requests and questions about the society so it was decided that instead of letting only the newbies from the Newbie List join, it would be an open society creating another way to become involved with ANF. This worked out nicely because newbies are often confused and don't want to be signing up in forums with real life info when they don't even know the Universe, so it's possible to attract more newbies this way.

Shortly after the Newbie Society was established however, it was holiday season and things went quite slowly compared to the energetic beginnings of the Foundation. Now that summer is over, we hope that the summer-influx has ended and routines are being rediscovered, so things become more stable and regular. There are still a few things to work out with the Newbie Society to get it to be as productive as possible, but at this moment they have 22 members.

Autumn Adoption Advancements – ANF's Aspirations

As Autumn draws in and hot chocolate becomes more appealing, we will all have more time to be on-line (hopefully), which is always good for Entropia and the newbie population. This makes it important for more societies to be browsing the Newbie List to take care of all the newbies. As more big news hits, records are smashed and planets are discovered we will see many influxes of newbies. The aim is to introduce as many of them as possible to ANF and inform them of what can be done for them and of course what they can do for themselves.

We at the Adopt a Newbie Foundation will continue to strive for a bigger, better and brighter future for all newbies, to create a purposeful and productive community built of strong, helpful and playful individuals who are just waiting to help out the next in line.

Thanks for reading and I hope to meet many of you in the ANF adventure! If you are interested in following some of the developments in my work and life in and out of Entropia, I also have a newly started blog on Entropia Planets Forum, you're welcome to follow.

As always, I wish everyone the best of luck and happiness out there!

Dalas.



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- Community Closeup Profiles
- Gags and Humor
- Useful Info & Links

Let's Rock The Universe December 12th 2010



Narfi

A Real Entropian Pioneer

By Lykke

Narfi Hungry Willem, 30 years in Earthly age, from Alaska, USA, is the proud Society Leader of [Lost Renegades](#) – a society who became deeply involved in the Adopt a Newbie Foundation when it started in January 2010 – and the first society to adopt a newcomer from the project.

I met Narfi on [ROCKtropia](#) where he spends his time at the moment creating events for both skilled players and newcomers. He didn't mind offering his version of his Entropian life – especially the part about his work with newcomers, which is filling up a lot of his game play time.

“My first 6 months of playing was as a non-depositing Enmatter miner. Then during the 3x skill event that Fall, I deposited some money to skill up my combat because I wanted to be able to kill mobs off of my claims instead of spending so much time suiciding them away” Narfi smiles, as he remembers the ‘good old days’ and continues, “That got me addicted to hunting and I’ve pretty much only hunted since then.”

“I did spend a hard month of mining this Spring when they introduced the hunting missions because I believed it was the most profitable thing to do at the time (and I was right). I have tried to continually skill the lowest combat profession I have since it allows me to play cheaper and have a better rounded avatar.”

I asked Narfi if he did other things than mining and hunting, and he replied, “Yes, I have toyed with low level trading ever since I started, everywhere from selling my sweat in the beginning to making Mind Essence. Once I had a little bit of a bank roll, it made it possible for me to put together armor sets for sale. For a short time, I was helping out a crafter by selling his mining amps.

The tediousness of standing around Twin Peaks was never my preference though, so I would usually mix it with sweating, swunting, or hunting at Swamp Camp, remaining near enough to all the green dots to be able to advertise, but also to allow me to multi-task and skill at the same time.

On [ROCKtropia](#) I started trading again, and I’m having a lot more fun than I had with anything else I’ve done in game. It is something which is really needed on this planet, and it makes it so much more enjoyable when people appreciate what you’re doing, than if they believe you are trying to rip them off,” Narfi smiles, as he glowers at some nearby young Vixens!

“ The first is to have realistic expectations of the game and people in the game. ”

Being one of the societies who help out newcomers, I wanted to know how the interest in helping newcomers was inspired, because it requires a lot of energy and time to contribute in this way.

“I have always enjoyed the research and trying to understand the game, so even when I was a disciple I was sharing everything I found with the friends I was making who were playing at the same level as I was. Once I graduated, I felt uncomfortable taking on my own disciples because I didn’t feel I had enough experience. However, after a while, I started taking on a couple at a time and really enjoyed helping and teaching them.

When I started [Lost Renegades](#), several of the guys who founded it with me were either former disciples of mine, or people that I had unofficially helped as they were starting out. It’s been a year since [VU9](#) ended, and official mentoring along with it, but I would say that 3/4 of the recruits in my society until recently have been unofficially mentored by me and my officers.”

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Narfi finds that there are two things that are very important to teach newcomers right off the bat: “The first is to have realistic expectations of the game and people in the game. I explain to them a little bit about how the Real Cash Economy works and how the developers need their cut as well. Also explaining that ‘yes you can play for free’ and people can do it for months or years and have a lot of fun, but that it is perfectly acceptable to pay to play as well if they desire a faster pace. The second is to be self-reliant. I used to do a lot more teleporter runs than I do today, because I feel that the experience gained from solo teleporter runs will prepare the individual so much more than being hand held the whole way.”

Narfi adds that of course teleporter runs are still fun and can be a great society outing as well, but he drives home, that self-reliance is important not just for teleporter runs, but in teaching newcomers how to do their own research, which goes so much deeper.

“Teaching them how to study the markets, how to study the Wikis, entropiatools.com, weapons chart, and other resources, is just as important. Sure, I could just say use the Opalo till you’re maxed on the M1a, but that only helps them for a short time, they also need to know why, and how to figure out the next step on their own, and the step after that, and after that ...”

Even though 2 ½ years have gone by, Narfi still remembers his time as a newcomer – and it wasn’t all easy. “Because my first 6 months were spent as a non-depositor, I did a LOT of sweating and swunting.

Some of my best memories are of swunting at Nea’s and the swunt teams there. We did a lot of swunt art back then which was lots of fun, and with the old system of sweating you could place items on the ground while you were still sweating, so you could spend a lot of time making patterns or pictures around you, marking your ‘spot’ in the circle to come back to when you died.

One time I even went down to the swunt area while they were still putting a team together and built a huge 12 pointed star on the ground with a point for each team member. Lots of fun,” Narfi smiles and nods.

“ ... he turned out to be looking for drama, he begged, and insulted people wherever he went. ”

Narfi has some clear rules and way of adopting newcomers, or anyone else who wishes to join the Lost Renegades society. For example, it is required to read and agree with the rules posted on their society website. They also have a forum at the site, along with a wiki that everyone is allowed to use if they wish to.

“It also lays down the society ranking system and when the individuals can expect to be promoted.” Narfi explains, “All recruits are given a one week probation period to make sure they fit in well; both that they like and get along with us and that none of our current members have any issues with them.”

It is very important to Narfi and Lost Renegades that all newcomers are treated with respect both inside the society and outside. “Newcomers are the future of Entropia, and it will be their deposits that drive the improvements over the years.”

How many newcomers Lost Renegades took in to date is uncertain, as Narfi didn’t count them, but believes it’s around a dozen, and a few of them stayed and really excelled.

“One of the most disappointing things with helping new people is that you know from experience that



there is little chance they will stick around to use what you have taught them. The exceptional ones that do stay around though, make it all worth it in my opinion.”

How did your society react when you told them that you were going to take in newcomers, I asked Narfi. “They were pleased, though they felt it didn’t really affect our society that much since we already were taking in a few new players at that time anyway.”

Lost Renegades had both good and bad experiences with the Adopt a Newbie Foundation, would you share those experiences with us.

“Yes, the best times I’ve had with ANF are the times we got good recruits into the society, who have stuck it out and made great additions to Lost Renegades. Some of them are now in a position to teach new players themselves.”

“The worst experience we had was when we took in an ANF recruit who didn’t work out in another society. After we took him under our wings he turned out to be looking for drama, he begged, and insulted people wherever he went. It was a bad deal, but thankfully we let him go before it got any more out of hand than it already did.”

“What I like best is when I see someone that I have helped helping others, that’s just a great feeling.” Narfi’s face lights up again and he smiles, then he looks down on his shoes, “But the other day I traded a new player a set of fully repaired OJs for his tattered ones. His comment after the trade was, ‘Haha, I’m just going to TT them,’ and that is what I hate the most.”

**“ It’s been a fun ride, and
what more could I ask
for from a game. ”**

I feel with Narfi, because such a behavior is utterly lacking any respect towards someone who wishes to help and give.

With the great experiences Narfi and Lost Renegades have gotten with their work with newcomers, Narfi of course also offers good advice to other societies who wish to adopt or help newcomers on a more intensified level.

“Study the applicants’ profiles and look for ones that will fit well with your society. Your gut feelings will go a long way when reading their comments and answers.”

Continued page 36



Narfi shares good advice with newcomers as well if they are thinking of joining ANF. “Be willing to learn a lot, because there is a very steep learning curve in Entropia. Also, understand that it’s not a ‘get rich quick’ game just because there is real money involved, in fact that makes it even more difficult.”

Lost Renegades is known for having some very extraordinary newcomers – and some of them have a status as ‘ubers’ already. I was curious to know what special mixture Narfi is offering his new members. He laughs, “The only ‘special’ thing I’ve done is to hand pick the applicants very carefully. I chose the ones I found would fit into the society the best way possible. I guess you could say the rest is ‘luck.’ The same could be said for playing the game though. It takes research, hard work and luck to do well.”

It is not over yet with the adoptions in Lost Renegades. Members in the society are on a constant level move – and Narfi feels he had success using the program. “Summer this year was a little different for me. I have several new veteran players who have joined the society recently, and I try and let people get to know each other for a while before recruiting more. However, I will likely be taking in a few more ANF recruits sometime this Fall.”

Not everything in Narfi’s Universe is about newcomers joining Lost Renegades though, “Right now my main non-ANF project is to get to know the markets and trading situation on ROCKtropia – and next to that I help out all the new players on the planet with as much advice as I am able to hand out!”

Well, it still looks like Narfi can’t leave the newcomers alone – and it’s a personal quality that shines through to help whenever and wherever he can. When I tell him goodbye and thank him for taking his time, not only with this interview, but also with the great work he’s been doing so far with the newcomers, he grins and ends our conversation with “It’s been a fun ride, and what more could I ask for from a game?”

Narfi from Lost Renegades is a true Entropia Universe pioneer and ANF thanks him and his society for both the support they have given the Adopt a Newbie Foundation and the work with newcomers in general.



Shades of Fashion

Summer

By Lykke

Summer's idea for a shop was a two-month long project - because Summer was quite indecisive, and had the shop done 3 or 4 times and then she picked it all up and went from start.

"It was very frustrating from time to time since the signs were not working properly or the floors were giving me a headache, but I had a good support team and the shop wouldn't be what it is today if it wasn't for Buzz and Globex.

Most of the clothes in the shop are crafted by Buzz and then designed and textured and colored by me. As for the paints and textures - the paints are mostly looted and the textures I try and craft by myself.

Having a shop doesn't make you rich, but It covers all my hunting losses that's for sure. Ive been playing for two and a half years now, had my service for a year and a half and the shop since February 2010.

I enjoy the fashion and design side of Entropia very much (although a few new clothes would be more than welcomed), and I think that you have to love this profession if you want to succeed in it, cause it takes endless hours to skill up. Not to mention the bugs or failed attempts in coloring and texturing. But at the end of the day I'm really happy to know that I made someone's day nicer cause I helped them with their clothes."

Summer is wearing an Ellen evening gown. The textures are Megan and Frigulite, colored with Crimson and Violet Cream.

The story behind the dress

The dress was a gift from Buzz. I had it in Megan for a long time and then I colored it Crimson to spice it up a bit. It is my favorite piece of clothing in EU and I always love to wear it.

Summer's Fashion shop can be found at [Emerald Lakes Mall, Floor 1, #14 L.](#)



DAVID POST

By MindStar9



Next Island

It is said that daydreaming is often the catalyst that propels a vision into reality, or in this case, virtual reality, but let us start at the beginning and explore the journey that ultimately leads us to [Next Island](#).

David Post has been a lifelong visionary, and has not only launched companies, but entire industries. After leaving college early to pursue a career in Wall Street, he developed a national following as a predictor of new industries by the age of 23. His discovery and forecasting of such industries as health food, cable TV networks, diet centers, senior living communities, wholesale shopping clubs, and one in particular that changed his life, is what has driven David to the magnitude of success that has become synonymous with his visions.

The one uncovered discovery that launched David's career forward was the paging and cellular industry. He not only recommended this technology to his institutional clients, but was inspired enough to leave Wall Street and create a company of his own in this emerging market. Page America was started from his apartment with his own seed capital to market com-

munications services on a national scale. Since the paging and related markets were heavily regulated, he teamed up with the legendary Bill McGowan, the founder of MCI, to deregulate the industry. Within four years, David and his collaborative team went from a position of 325 to #1 in the industry.

The huge success of David's communications services led to yet another vision that found him in partnership with United Airlines and the first in-flight commercial telephone service for passengers called Sky-Tel.



This "first" was heralded as the marketing coup of the year (at a total cost of \$30,000) and was seen by over 150 million people. He also went on to create not only the first nationwide paging and messaging network service in partnership with Hertz and Hilton, but the world's first wired/wireless messaging and information network.



Page America in its continued success joined forces with RCA to create and develop Radio Page America prior to RCA and its subsequent acquirer GE buying control of Page America at a price that gave initial investors 50x their money. Keeping true to his visions, David then went on to form Cellular Systems, Inc., a consortium of paging companies that applied and won the first cellular telephone license for New York City. This company returned 125x the initial investment.

After selling control of Page America and retiring for the first time, he pursued yet another vision and founded Channel America. This was a television network for independent TV stations, and competed against such giants as Fox. This company was sold to PAX eight years later. David then spent some time involved in artificial intelligence and intelligent advice systems before partnering with TV personality, Katlean de Monchy, and creating a company called Nextpert, which is focused on the new and the next for TV and other media.

At this point, there is no question that this visionary seems to have the golden touch, as each daydream has certainly provided an enormous level of success that continues to underwrite his ongoing visions, and it appears that he has not slowed down yet.

In 2008, the entrepreneurial bug bit him again, and he stepped into yet another vision of a virtual kind. He founded a next generation 3D virtual world called Next Island, and as CEO, he will use his latest vision to implement what he believes the mass audience is looking for. He has partnered with MindArk, the Swedish developer of Entropia Universe, which is a 3D virtual universe with a unique, integrated economic system, and stunning graphics. The Entropia Platform enables companies and organizations all over the world to build content on differently themed planets inside Entropia Universe.

“ I liked the idea
of interactive
entertainment. ”

David shares that the vision for Next Island came from a number of places, but says it is primarily from a childhood fantasy where he created an island nation called Elysium. This was an island where people had good intentions and wanted to avoid war, but he also wanted there to be great technology and science. “I worked on the Elysium storyline for six years,” says David, “so it is close to my heart.” He stated that what we will see in the prequel to Next Island is, “Elysium being threatened by the major



powers of the world, and using parallel universe technology to escape, thereby winding up in a place they called Next Island.”

It was after meeting MindArk at a Consumer Electronics show several years ago where his current vision for Next Island started to evolve. His company Nextpert was doing a TV story on Jon “NEVERDIE” Jacobs who had introduced them to MindArk. David said he was already involved in virtual worlds and about to go into an alpha version done in Silicon Valley, but was not happy with the world as it had been developed, so it was fate one could say, that he met MindArk when he was looking for a solution.

David has since been involved with MindArk for more than two years, and says, “Overall, I have been very happy with MindArk,” and “I think they will help make this a successful endeavor.”

I contacted MindArk and was able to get a comment about Next Island from David Simmonds, Business Development Director, who shared, “MindArk is very excited that Next Island is now close to launch. With new ideas, content and game-play, this should be a completely new experience to the casual gaming audience, which Next Island is aiming to attract with their upcoming marketing campaigns.”

Continued page 40

At the point of meeting up with MindArk, David Post had already been following gaming for years, but more as an analyst, and less as a player. “I liked the idea of interactive entertainment,” shares David, and he thinks that it is moving toward becoming more and more a part of our lives with the audience spreading, “Look at the success of Zynga and Farmville.” He is amazed at the success of casual games, but looks at lots of games from a different perspective, and not really a big player of any one of them. However, he shares that he will be a real player in Next Island, and believes that the virtual worlds market and virtual goods is on track to be big.

Prior to becoming a Planet Partner, David made a point of experiencing Entropia Universe as a player. He stated that he visited with other players, and enjoyed the overall experience, but hunting the most. As a result, he said that he has some other ideas about what he would like to have in Next Island, but “one needs patience.” He enjoys the freedom a player can have, and believes that missions will be successful for the audience of new players.

The first time the Entropian community heard about Next Island, a short video was offered on a different gaming engine mentioning comedy clubs, and seemingly more focused on social interaction. Today, the concept seems a bit removed from what we were first introduced to, so I questioned David as to what the inspiration was to turn instead to time travel, which appears to be the current backbone of Next Island. David responded by saying, “I have not eliminated the earlier concepts, but have to give initial players the activities they seem to want. We will have a Caroline’s Comedy Club, and other real

**“ I worked on the Elysium
storyline for six years,
so it is close to my heart. ”**

world and virtual world destinations, but game-play comes first.” However, he does think that time travel will be very cool.

As a next generation virtual world using advanced 3D graphics technology, I asked to what extent the developers will be utilizing the CryEngine2 features. He said, “The graphics look beautiful and we are learning what we can do with the technology in the future. Our planet is set in a South Pacific type paradise (as Elysium was), and that looks great with the graphics.”

Next Island will be the first virtual world with time travel, and it was learned that the first destination will be Greece. I was curious to also learn what other destinations might be available after launch, and just how many destinations we can look forward to.

David shared that, “The first time travel destination is Ancient Greece. Remember that the Amazons existed in that time, so it is possible that we might have something about the Amazons – after launch. Ice Age will come later, although development is basically complete – we want the first destinations to be dazzling and fun.” He said that as far as time travel is concerned, he must remain sketchy to not give away too much, but was willing to share that players will have to accumulate time travel crystals first in order to travel into the past.



He also gave insight that there will be, “Probably three destinations a year. How to imagine which they might be? All you need to consider is what era would you most like to play in. That should be a good indicator for where we might go. We are meeting with some potential partners and also getting their input.” I asked how the Next Island environment will differ from other planet partner offerings when it comes to dynamics, and his response was, “I cannot speak to what others are doing, but we hope that planets will be vastly different from one another. One of our biggest advantages is time travel. We know that our target market will want challenging game-play, but easier to learn,” and “we intend to fulfill that need.”

David and his Next Island team seem to be gearing up for a mass marketing blitz that will at least partially focus on a social environment that utilizes state-of-the-art technology, such as iPhone and iPad.

This is quite different than anything we have seen thus far, so I asked David to share what his vision is for this direction of mass marketing. He stated that, “Many years ago, I created a service that put my company (Page America) on the map. We put the first in-flight passenger telephone in (with United Airlines). It took a tiny company, and had 150 million people learn about it. I will try to find something as awesome as that to have at launch, or shortly thereafter – got any ideas??? We will use the media to hopefully build this virally.”

It was mentioned that part of the Next Island marketing focus will be directed at women gamers, and I wanted to know what it was about Next Island that is specific and unique that will appeal to this gaming demographic. David shared that, “The casual gamers are largely women, and we want them, as well as Second Lifers to come and check us out. ‘Easy to learn – hard to master.’ We think that we can make this appealing to women.”

A heavy television promotion is also said to be a part of the Next Island marketing plan, and David indicated that they have used television to launch products before. This is where Katlean de Monchy, who is a launch expert, and on TV every week across the country, will use this specific marketing plan to go after national and local TV bookings to introduce Next Island to the mass audience.

I asked if a global marketing plan would be implemented as well, and David replied with, “We will begin with the US market, but by no means are we confining our efforts to this market. In fact, we are researching the



Hispanic market because we know how to reach that market – US, Central and South America. We expect to be a worldwide planet.” David also stated that they will be working with strategic partnerships, and also said that this is an important step to pursue. He has nothing to announce as of yet, but says that major brands and celebrities can bring new players and new content.

The current Next Island management team consists of himself of course, as CEO, Erik Reynolds who will be doing marketing and public relations on a most of the time basis, a public relations firm to further enhance their efforts, and Katlean de Monchy for launch and educating new users. David shared that they have a live team based in Los Angeles, California, along with Neverdie Studios working on the Next Island project.

I asked David if he anticipates increasing his staff, as well as keeping all development contained under the Neverdie Studios umbrella, or give consideration to

“ All you need to consider is what era would you most like to play in. ”

Continued page 42

expanding into other areas. He shared that, “We will play it as it best comes – we will continue using Neverdie Studios, but our options are always open. Right now, things are fine. We will definitely increase staff as we grow. I have funded most of this project myself, so development was the most important expense.”

Next Island has been privately funded since 2008, but is now allowing outside investors the opportunity to participate in the next rounds of funding. David shared that they already have some outside investors, and will continue to add capital over the next year, at least. “We have large expectations that we will build and operate a unique world in Entropia Universe,” states David, “and we will play to the newbie market, but the door is always open to Calypso and other more experienced players.”

Keeping in line with the financial theme, I brought up the fact that MindArk had been granted official status by the Swedish Financial Supervisory Authority (Finansinspektionen) to operate a bank, which is supposed to serve as the central bank for all planet partners within Entropia Universe. As such, I asked since the bank was not yet operational, if this had any great impact with regard to their operation, or any specific plans they may have had in place. David said, “We look forward to the bank, as it makes people more comfortable, but at present, it has no impact on us.”

For further clarification regarding a virtual goods starter pack for those who sign up at the Next Island website, David said that the website is being redone, and that they have not (currently) done any official offer to anyone yet, but does state that it will be to

new players only, also offering a – sorry. However, he mentioned that there may be promotional goods coming from partners that would be for anyone, but said that he cannot discuss this as of yet.

Now for the biggie – I asked if he could share any information regarding a transportation fee from other locations to Next Island, and he stated, “The one clarification I have to make is that I have to adhere to the policy on interplanetary travel, which is 40 PED each way I believe. We will charge what is mandated and not more than that.”

Probably the most important question I could ask would be when Next Island is due for release. David shared, “I would like to give a specific date, but I can only estimate a release time, because there is still so much to do. Our plan is for October 12th, or thereabouts – as we are creating a gateway for new users to play while Next Island is downloaded. We are launching an iPhone/iPad game soon that is the prequel to Next Island called NEXT ISLAND – ORIGINS.”

On a closing note, I asked if there was anything further he would like to share with the Entropian community, and he said, “We hope to be a mass market virtual world – fun for Entropia players, fun for new players, and fun for newbies. Stay tuned.”

“ We have large expectations that we will build and operate a unique world in Entropia Universe. ”



Will David take his vision for Next Island to be yet another industry changer such as his paging and cellular successes? There is no mistake that this visionary has a proven track record for catapulting the next best thing into lifestyle changes and successfully launching entire industries. Next Island should be no different.

Want to read more?

[Next Island](#)

[Next Island in EntropiaPlanets Wiki](#)

“ We hope to be a mass market virtual world - fun for Entropia players, fun for new players, and fun for newbies. ”

Next Island

By MindStar9

The Marketing Team

Introducing a new product to the world of consumers often requires careful planning in order to reach the broadest market possible. Next Island is no exception, and has a team in place to launch this soon to be released virtual world to a mass audience.

ERIK REYNOLDS

Erik is a seasoned media and corporate communications consultant, and brings 10+ years of experience to the interactive entertainment sector. As a leader in Brand PR and Corporate Communications, he provides counsel to the highest level on behalf of his clients and partners.

Elevating product awareness within the interactive entertainment industry and media is what ensures a consistent marketing message and positioning. As Global Public Relations Director for Vivendi Games/Sierra Entertainment (2005-2008), Erik was directly responsible for the overall strategic direction, planning and internal/external communications for Sierra Entertainment, which included Sierra Online, the casual games division, and Vivendi Games Mobile.

Erik employs planning, organization, staffing, training, and management of all brand public relations functions toward achieving a company's objectives relating to sales, growth, profits, and accountability. He sought out and executed big opportunities on behalf of Vivendi Games, and one such result was a Spike Television Special – "50 Cent Bulletproof: Inside the Hood" – as Executive Producer.

During Erik's career, he has executed media relations for some of interactive entertainment's most iconic brands, including Gamecube, Game Boy, Legend of Zelda, Mario Bros., Perfect Dark, Donkey Kong, Dragon Ball Z, Pokemon, 50 Cent and Star Wars.

NOW WHAT WILL HE DO FOR NEXT ISLAND

Erik is a PR Consultant for Next Island, and shares that he loves every type of game. He was originally brought on to help craft a communications strategy for Next Island but soon developed a great creative



collaboration with founder David Post. Erik said, “This led to new development opportunities and non-traditional strategies to share Next Island’s vision with the Entropia community.”

According to Erik, Next Island is going to be different from the other planets in Entropia Universe because, “It is focused on bringing a new type of player to virtual world gaming – casual players. We believe that this market is graduating from the shallow games on Facebook and is looking for something deeper. We also believe that this market is going to infuse Entropia Universe with new players, more PED, and more opportunities for experienced players to grow their online businesses.”

One might assume that this may have the potential to change game-play, but Erik states that in fact, all of the controls and core game-play will be familiar to the current Entropia player. He further shares that what has changed is that Next Island will be the first virtual world to feature time travel instances that allow players to bring unique items back from different time periods, and in turn, will fetch high PED, or allow players to create new items. “Experienced players will be the first to grasp the value of this dynamic game-play feature,” says Erik, “and will profit from the beginning by teaching newer players.”

Erik wants it to be known that Next Island is very story-driven, and that quests will share this unique story with the player in a way that reveals over time and through time travel. Even though Next Island may be more story-driven than its sister planets, he shares that there are plans in place to deliver storyline in a unique state-of-the-art manner.

“Instead of burdening players with huge cut scenes, we decided to share backstory through a mobile game that was thematic of the era in which the story begins – 1980’s,” says Erik, who also shared that, “Taking our cues from classic gaming from the 80’s was an exciting anchor for the development team behind the mobile game, and led to the design choice of a ‘Choose Your Own’ adventure game.”

According to Erik, Next Island: Origins tells the story that led to the discovery of a futuristic parallel dimension – Next Island. Also, players will discover through imagery and a cold war sci-fi narrative why the island was founded, and how the doorway to the futuristic land that is known as the Next Island virtual world was opened.

“The game will be available on iPhone and iPad (with higher resolution art),” says Erik, and encourages us to stay tuned to the Next Island Facebook page, and their Twitter accounts – [nextisland](#) or [buzzspinner](#) for more information.

One of Erik’s comments that I found most interesting deals with considerations for other extensions of the storyline if the community asks for it, and mentioned also that books, TV and films are currently being discussed.

This is just the beginning, because there is yet another dimension in place as part of Next Island’s mass marketing plan.

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KATLEAN de MONCHY

Television personality and launch expert Katlean de Monchy is working with Next Island on its launch and education process to the consumer, and especially the newbie.

"I will focus on things I have done for my major clients like Intel and Wal-Mart," shares Katlean, and "will appear on national shows and local television to introduce the concept of Next Island to millions of viewers." Katlean will appear on shows and be interviewed by hosts where she will have the opportunity to show Next Island and discuss the reasons why new players should check out this virtual world, and says, "This is not dissimilar to what I have done for 50 client companies."

Katlean has a plan in place to also introduce Next Island to the social media and websites to attract new users, and of course, casual gamers. "I will be highly versed on why this is a new but very cool digital activity for millions," says Katlean, and shares, "It is to my benefit that Next Island and Entropia Universe is not really known," and "that makes it easier because we don't have to dispel incorrect assumptions."

Katlean states that she is excited by the Real Cash Economy, the time travel and the quests, and thinks that the mass market will love these things. Perhaps most intriguing is her final comment sharing, "I am going to introduce Next Island to some of the brands I work with because there are commonalities of interests." Does this mean future real life in-game advertising and shopping? I guess we will have to stay tuned to see how this plays out, as there was no further detail available.

The path that led Katlean as a lifestyle expert to mass marketing a virtual world called Next Island is a rather impressive one, and certainly one that lends itself to reaching a mass audience. Katlean keeps America in the know about what's new, and is known as the Nextpert™ who is considered to be the leading trend translator on television. Consumers turn to her on television, radio and the internet, and read her highly popular email newsletter Nextpert Report to learn WHAT'S NEXT to help them improve their lives. It is said that Katlean's delivery is as unique as some of her discoveries, and combines humor with information so advice and education is always entertaining.

Katlean became the "guru" of the "new" after leading women into the men's club field of technology. When she first arrived on the scene at a Consumer Electronics show, this former Wilhelmina model and TV correspondent was mistaken for a booth babe, but everyone soon found out that she was throwing out the first pitch for women.



While high tech has been Katlean's high priority, she also has a flair for fashion, and is well known as the leading translator of fashion and style for every woman. She began her television career reporting on fashion collections as a lifestyle correspondent for Reuters Television, but saw the need to translate runway styles for Main Street, and as they say, the rest is history. Her style segments on ABC's "The View" get some of the show's highest ratings.

In 1994, Katlean founded "Can do Woman," and gathered a team of nationally renowned experts to create an integrated media platform of television, radio, print and Internet to give women advice and the tools to better manage their multi-tasked lives. In 2002, along with communications pioneer David Post, and ad legend Jay Chiat, founded the Nextpert News Network, which now controls Can do Woman.

The Chief Strategic Officer of the 3rd largest Advertising Agency said of Katlean, "We use Katlean as a medium to translate new products and services for the consuming public. My sense is that she shares the kind of perfectionism that clients seek. Research will show that Katlean makes people buzz – they want to be her, so they'll do as she suggests." Katlean is a regular on ABC's "The View" (fashion), a contributor to "Good Morning America" (technology), "Regis and Kelly" (lifestyle trends), and can be seen on CNN and Fox News Channel.

As a well-known launch expert, Katlean is positioned to mass market Next Island to new and casual gamers utilizing a television and digital media platform. As mentioned in the David Post interview, Next Island is due to be released around the middle of October, but while we wait to explore this new planet, we will have an opportunity to become familiar with the backstory through our iPods and iPads.

Each Planet Partner operating under the Entropia Universe umbrella is responsible for developing a player base to inhabit their virtual world, and it would appear that the Next Island marketing team is well-prepared to meet the challenge.





David Simmonds

Business Development Director for MindArk PE AB

By MindStar9

A couple of months ago or so, one of our fellow Entropians (Opticron) conducted an interview with David Simmonds, who is [MindArk's](#) Business Development Director. This interview was slated for publishing at mmorpg.com but never happened. Opticron in his generosity offered the interview to EntropiaPlanets and it is my pleasure to be able to present the contents of the interview in this exclusive article.

Opticron initially contacted Lykke, Co-Administrator of EntropiaPlanets, with what we are defining as a gift. She informed Opticron that she would be forwarding it to me as the EP Media Manager to best determine how to handle production.

Here is the interview in its entirety ...

Question

MindArk develops, maintains, and provides Entropia Universe where separate companies like First Planet Company's Planet Calypso are integrated. Can you give an example of the difference between a typical platform development and a typical planet development?

Response

"Entropia Universe is a platform that MindArk designs, programs, develops and maintains for the Entropia Universe's participants but also for other separate companies who wish to build their own content and new concepts into MindArk's virtual universe.

The idea behind the platform is to open the virtual universe to other entities that can help MindArk to develop the virtual environment by contributing with new ideas, concepts, content, and target groups. In short, MindArk's programmers develop the platform so that partners can use it to build the visual and audio content for their planets inside Entropia Universe."

My first order of business of course was to contact David Simmonds to make sure there was approval for going forward with the project. I had already been in contact with David for his input and quote regarding the David Post / Next Island article and was hoping that he would be amenable to his interview being published in our launch magazine issue as well.

Obviously permission was granted to run with the interview, but I couldn't help asking if he wouldn't mind either expanding on answered questions, or consider giving us something extra that might be a bit more current. David was accommodating in doing so, and it is appreciated.

Question

There are currently two operational planets, Calypso and Rocktropia, with a few more in the making. Do you aim for a set number of Planet Partners, and is there a maximum the systems can handle?

Response

"No, we can handle 100's of planets. We have 5 Planet Partners that have not been announced yet, but press releases and information will be coming out shortly. We are negotiating with many potential companies around the world regarding our Planet Partner program."

Question

Is there any form of balancing/communication between Planet Partners so that let's say a newbie weapon FPC introduces on Calypso cannot take down a Lemmy Dragon on Rocktropia?

Response

"MindArk controls the balancing between planets so that items can be used on each planet without upsetting the economy of each planet."

Question

Two years ago, MindArk announced a deal with Chinese Recreation and Development. Part of that deal alluded to many different planets opening up through Chinese efforts. Can you enlighten us as to how that is progressing now that the first additional planet Rocktropia has been released?

Response

“With the death of Robert Lai, CRD’s development slowed. Their plans are enormous, so development will take quite some time. Once approved by MindArk as a Planet Partner, it is then up to the individual company to build their own planet.”

Question

What are the advantages for other companies to become a Planet Partner instead of creating their own MMO?

Response

“Becoming a Planet Partner is not about building a new MMO, it’s about becoming part of an already proven concept. Once approved as a Planet Partner they receive all the tools, know-how and support based on MindArk’s own experience to build new Planets and integrate them in an already live MMO.”

Question

When more planets become available, how will the client handle the different games? For example, will players be able to see other players walking in Next Island outfits if they haven’t downloaded the entire Next Island part of the game yet?

Response

“The different planets are not different games, they are all part of Entropia Universe that is one open universe. In principle, users can travel from one planet to another and bring their items. In the future Planet Partners will have the option to exclude some items from leaving their planet.”

Question

Currently when an update becomes available for Rocktropia, the Calypso servers go down as well. Will the servers stay linked like that in the future?

Response

“This depends on the content of the update. In the future for many releases, no planet will go down during updates, including the one the participant is currently on.”

Question

At the moment, as amazing as Rocktropia looks, it still seems somewhat like an extension of Calypso with the same game systems, only different models/textures. Is it possible to create a totally different planet with different Artificial Intelligence, different skills, and/or abilities?

Response

“As more Version Updates are released for Rocktropia, you will see its individuality start to show. As the idea behind opening Entropia Universe to Planet Partners is to enhance the development of the service, MindArk encourages its Planet Partners to contribute with new ideas for new systems and concepts.”

Question

If I understand correctly, Planet Partners can request features/systems to be implemented into the platform by MindArk. Can you describe how that process goes, like how requests from different planets are prioritized?

Response

“Once we receive a new idea for a new system, we look at the viability of adding it to Entropia Universe. One of the main questions is how will it interact in the economy, and how will it affect game play of the universe as a whole.”

Continued page 50



Question

Once a system like vehicles is implemented by MindArk, will it automatically be available to all Planet Partners?

Response

“Yes, we give the Planet Partner a template of say the vehicle system, and then they can build upon that.”

Question

Does MindArk design/implement systems on their own that are not directly requested by Planet Partners?

Response

“Yes, we are continually adding new systems to EU that are available to all participants on all Planets.”

Question

Can you tell us a little about the priority of old systems like Mindforce/makeup/taming, and will they all still be reintroduced before the end of the year?

Response

“A new and better Mindforce has already been implemented. The remaining old systems that are still not back in EU are being improved, and I would expect them all before the end of the year.”

Question

Can you tell us something about the economics between the different planets? Specifically, when we deposit money while on Rocktopia, then travel to Calypso and withdraw money is it first added to Neverdie Studios’ account, and then deducted from FPC’s?

Response

“The avatar account is an Entropia Universe account and is handled by MindArk! For example, when you travel around our “real” world with your credit card, your money stays in your own bank. It’s only when you use the credit card that monies get transferred. Same in EU.”

Question

Prior to Version Update 10, there were more real life related items, like clothes and paintings you could buy in game and get the real life version sent to your home. With FPC focusing more on the mmorpg game aspects lately, does MindArk have the intention of promoting those aspects more on other planets like Rocktopia?

Response

“This will depend on the different concepts of each individual Planet, but I know we will see more real life items in the future.” :-))

Question

In March last year, MindArk was granted a Swedish banking license. Could you tell us what is currently happening with that, and what the plans are for the future?

Response

“As the EU CryEngine transformation took much longer than expected, it was decided that we would postpone the launch of the bank for a few months. The bank is an important part of the Entropia Universe future.”

Question

How do you see the future of Entropia Universe? Can you share some of the long-term planning and focus by MindArk?

Response

“MindArk will continue to add new and exciting systems to EU. It is up to our Planet Partners to give the users the ‘wow effect.’ Our Planet Partners have some amazing press releases to come out over the next few months, and the diversity of EU will become greater with every new Planet Partner and release.”

At this point, the interview by Opticron concludes, but as I mentioned earlier, I asked David to share anything additional that he felt would be important for the community to know.

He offers the following:

“To build a truly diverse universe that can cater for all ages, countries and personal preferences, we must allow our Partners to build and cater to their preferred sector of Internet users. All content is checked before implementation by MindArk, and we have strict rules and regulations our Planet Partners must follow with regard to certain sensitive areas and content.

Another announcement in the next few weeks will I’m sure make some Calypso residents question the direction of Entropia Universe, but our vision of a universe for all people from all walks of life must allow an enormous diversity of content. If you do not like the theme or game play of a particular planet, then just don’t go there!

Some people seem to want to stick to a sci-fi theme throughout the universe! How boring! Open your mind and see the possibilities of what this universe can offer.”

All images and logos used in this interview are kindly borrowed from Mindark’s Official webpage.

I wish to thank Opticron for his generous offer to share this interview with EntropiaPlanets, and certainly offer thanks to David Simmonds for answering key questions that relate to so many aspects of our universe.

As Entropians, we thirst for that connection between player and developer, and can only hope that more interviews of this nature will be forthcoming as we move further into our expansion of space.





Marco

(August 23 - September 22)

Your devious plan with the see-through-fabric glasses backfires on you when you forget them in Twin Peaks Bar one night. The media will be all over you, and you'll have to go off the radar for some time. It is time to give that gun of yours a good polish. Also, your paycheck will bounce this month. Learn to live off the land!



Boorum

(September 23 - October 23)

You have been exposed! It is important you don some pants, or voluntarily apply for the fire brigade who could use some help. Swing your club proudly, and beware of the drunk hiding in the shadows. Your loot will stink all month, by the way.



Pop Dragon

(October 24 - November 21)

Seeing you're always going to be outdone by Lemmy Dragons, Joplin Dragons, and even NEVERDIE Dragons, make sure you get plenty of rest. A recharged dragon is a dragon aiming for success! Watch out for professional tamers! You will see many no-loot messages this month!



TskTsk

(November 22 - December 21)

Looking like a little cupid, you would think this month will bring you love. You're wrong. You will always be single, and your loot will forever suck. I do not know why anyone would want to be a TskTsk anyway.



Merp

(December 22 - January 19)

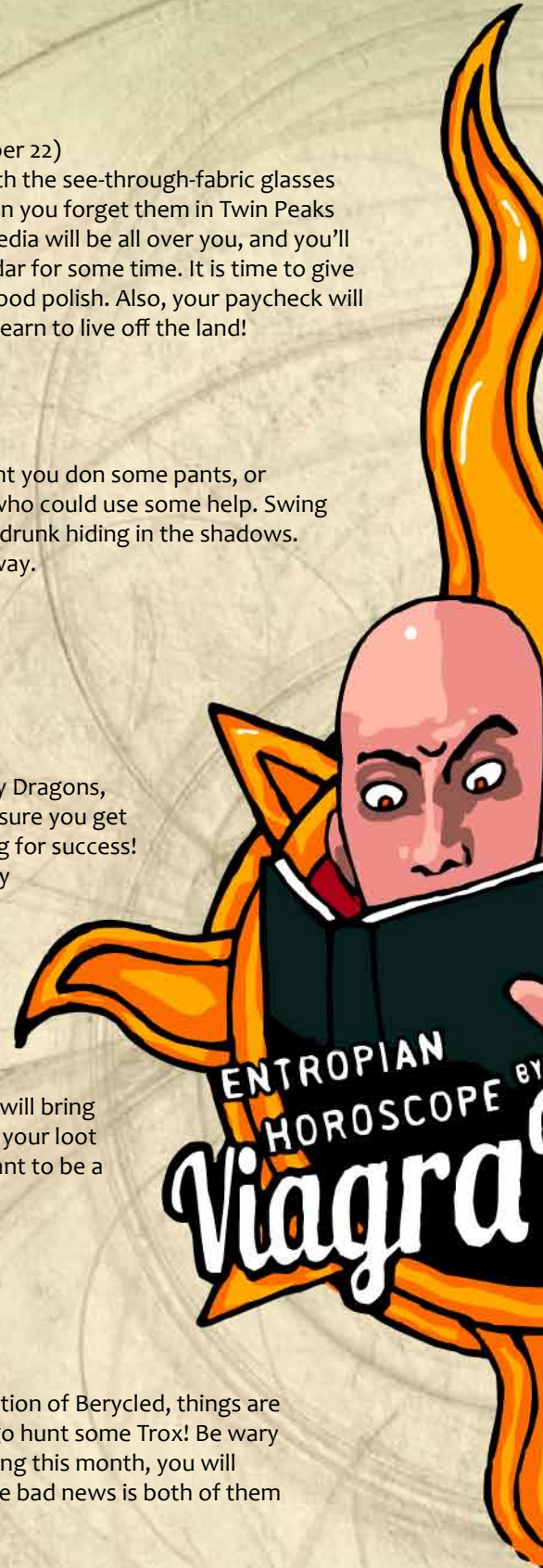
Seeing the moons are in the constellation of Berycled, things are looking up for you. Buy a Breer, and go hunt some Trox! Be wary of spiders. The good news is that during this month, you will only have two periods of bad loot. The bad news is both of them last 15 days.



Thorafoid

(January 20 - February 18)

Armed with your little shovel and bucket, what could possibly go wrong? As you go worship at your temple, you will witness a man shoot his cousin. Avoid the confrontation, and pray for loot instead. You'll need it.





RipperSnapper

(February 19 - March 20)

Well, the bill from the dentist was long due. A good repair job will ensure your teeth are once again in prime condition, but your PED card is not. Bite some noobs. They are cheap to nibble, and we all know they have more luck than anyone else.

Remember: The newbie snapper rips the worm!



Werewolf

(March 21 - April 19)

What are you howling at the moon for? The stars are responsible for your misery. Try eating a few virgins this month and see if that changes your luck. It probably will not, but it's about time someone took action against the sexless. Your loot will consist of PECs, not PEDs this time.



Cornoantarian

(April 20 - May 20)

Dear Cornoantarian. Impale some Allophyl on your horns this month. Their electric charges make you feel particularly frisky. Stay well clear of Marco this season! Loot-wise, things could be better. In fact, they could not be worse.



Feffoid/Maffoid

(May 21 - June 21)

Mutants ftw! You will be contacted in the second half of this month by a man named Leroy Jenkins. He will be ill-prepared and afk a lot. Ignore him, and focus your energy on Ambulimaxes instead. They will not give you much loot, but it's better than what Leroy had to offer.



Goki

(June 22 - July 22)

Spread your feelers well out, Goki, for this is your time to shine. Not that you will manage, but at least you'll look as if you're all set for it. Perhaps you ought to consider a career as a circus midget. Many no-loots will be your share this month.



Kerberos

(July 23 - August 22)

Lift your fur up and get a move on, Kerberos. You will find a mighty claim at your feet this month. Unfortunately, one that will be signed by a bunch of lawyers, all due to that time you forgot to lock that door in Twin, and all them giraffes got out. Don't even bother looking for loot, as the lawyers will claim it all.





The Calypso Rescue Team

A Society Spotlight

By MindStar9

Exploring Entropia Universe is part of everyday life for some, especially new colonists in their quest to acquire teleporters for easy navigation between locations. However, there is always the risk of being stuck at a remote outpost without an easy exit due to lack of equipment or the means to purchase it, not to mention being surrounded by mobs that take delight in holding one hostage.

It was on December 14, 2005 that the Calypso Rescue Team (CRT) society began providing a much needed service to Calypso residents. According to CRT history, the founding members were former General Nicholas Sweeper Ramstein, Jonboy, Hector, and Lobo. The story as originally told by Sweeper began with him meeting Jonboy as a total newbie with only one-third armor and no clothes, and lost at an outpost West of Billy's where he helped him buy his first armor. It was later that the two of them met Hector and Lobo, and started hanging out together almost every evening hunting and having fun.

Sweeper was a member of the Danish Mercenary's society at the time, but it was at the urging of Jonboy that they make their own society that began the path toward ultimately creating the Calypso Rescue Team. However, Jonboy's original name for the society didn't go over well with Sweeper. Somehow, "The Goonies" just didn't get it, but Sweeper said that if they could come up with a decent name, he would be willing to join in with a new society.

As the story goes, one night the four of them were hunting South of Zychion where they met a guy who couldn't get out of the outpost there. The area was totally over-spawned, but they managed to get him out, and that's when they were inspired with the idea of becoming a society who helped others out of bad outposts. The Calypso Rescue Team society was then created by Sweeper at Fort Fury, and this has been CRT's home base ever since. The Calypso Rescue Team used to have an academy two years ago, but all members have moved over to the main society, and there are no plans to create another academy at this point in time.

The current leader of CRT is Michael "Coachman" Lampa who shares that the objectives of the society haven't changed, which is to continue their rescue



missions, as well as be helpful to new colonists. According to member Lars Sebra, CRT will always focus on rescues, even though they do teleporter runs and small events at Swamp Camp now and then. "We had a lot more rescues before VU10, says Lars, "with 4-5 rescues a week, sometimes more."

Lars also shared that they used to do outpost patrolling, and visited the hardest outposts every day. They even gave names to outposts, like "Bivo" to the outpost South from Fort Argus, and "Tessa" to the outpost West of Fort Troy. Today, according to Lars, the need for rescues is less because many land areas have their own teleporters. However, he is anticipating that with the next Land Grab, there will be many

land areas without teleporters and the need for rescues will increase again. There is one particular land area he thinks will generate calls for help, and that's the Falx land area, which they have also given a name to, "Falx Hell."

The Calypso Rescue Team is a dedicated group toward rescuing and helping others, and it is not uncommon for them to have to leave a team hunt or event in order to dig someone out of a mess. I was fully prepared for this to happen during the photo shoot with some of the CRT members while out hunting one of their favorite creatures, the Hogglo. However, what I wasn't prepared for was the array of golden swirlies that decorated the landscape.

It was evident during the Hogglo hunt that CRT is just as passionate about other activities as they are their rescue efforts. It was non-stop tag and smackdown, with Hogglos disappearing as quickly as they came on the scene. It seems that no matter what task the group takes on, it's with 100% effort, and this was also witnessed when there was a little vehicle race back to the Treasure Island City teleporter. Good friend and honorary CRT member Magam took post position and called out start your engines as we all waited patiently to get the race started. I took Lars on as my passenger and told him to hold tight, as I'm known to roll the vehicle now and then.

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"It was non-stop tag and smackdown."



Magam gave the go and we were off, veering left and right to avoid trees and rocks while trying to get a lead position. It wasn't long into the race when we discovered that a [Hogglo](#) wanted to join us, and booked his rotund butt toward the teleporter, but size and girth gave way to horsepower, and even a fellow Hogglo closer to the city had no chance of outrunning the racing team. So who made it to the teleporter first? I don't know, because we were having so much fun dodging Hogglos.

In addition to a collective and focused mindset regarding rescues, the overall objectives and ambitions of some of the CRT members aren't that much different from one another. Lars wants to work on skills so that he can advance to bigger mobs, while Zoki doesn't really care about skills and equipment, and is more focused on having fun and helping out others. Micky's additional activities include helping new colonists acquire teleporters and learn the

environment, as well as providing healing services. For ChrisEnzo, it's a feel good thing after rescuing someone, and the satisfaction that he did something good. He also wants to help maintain CRT's good reputation, and continue helping new colonists.

Several members of CRT shared that rescue services were not required as much after VU10, and according to Coachman, "I guess that is more linked with the influx of new players." ChrisEnzo says that "Nowadays, we don't have those hard to get out of outposts anymore, and miss the old outposts like Bivo and Tessa where we used to regularly patrol to help stuck people." Zoki feels that there will always be stranded people somewhere, and "Most of the newbies we help out of outposts don't even own a teleport chip."

With the introduction of vehicles, I was interested in knowing whether this too had any impact on the amount of rescue missions required. While several members mentioned that vehicles are used now and then during rescues, it wasn't felt that it would have an impact or minimize the number of rescues.

ChrisEnzo shares, "I have a vehicle and I can use it in rescues if I'm in a hurry for another rescue, but I prefer not to use it, because it is more fun doing rescues the old fashion way, by foot." I can see where perhaps the adventure of the rescue may be diminished as a result of a more modern way of getting to the rescue point and extracting the stranded person, but if rescues pick up, I can also see where the speed would be of benefit.



“ It wasn't long into the race when we discovered that a Hogglo wanted to join us. ”



The overall view of vehicles by CRT is a positive one, and “Even though vehicles aren’t used that much in rescues, says Lars, “I think vehicles are fun. I’m also looking forward to seeing boats as well,” but thinks that modern transportation may in fact influence the sweating business since some colonists may drive instead of use teleporter chips. ChrisEnzo thinks that the biggest impact vehicles have had so far is in PvP zones, because “Now a poor miner doesn’t have time to load his teleporter chip before PK’ers in a vehicle reach him and loot him.”

While meeting up with some of the CRT crew a second time, there appeared to be a bogus rescue call in the bot field outside of Camp Phoenix. Upon arrival, no colonist was found, but rather a lonely bot attempting to make nice with Coachman and Lars, seemingly ready to jump ship and join the good guys.

However, Coachman and Lars were wise to the bogus rescue call and quickly took care of business. Calypso residents know better than to be suckered in by invading robots that want nothing more than to take over our planet.

While I know that CRT truly enjoys rescuing poor souls, I found it rather strange that they engaged in an unusual activity after the bogus rescue call occurred. Seems they readied themselves for action, including a fast getaway with some vehicles, and then prayed to be called upon for a real search and rescue. Does Lootius handle these types of requests as well? (the other being for loot of course)

Continued page 58

“ Coachman and Lars were wise to the bogus rescue call and quickly took care of business. ”





Defining an Entropia experience is quite personal and subjective, but there was definite similarity between the CRT members questioned as to what they enjoyed most about time spent in our universe. Coachman says, “It’s mainly the friendship we have in our society, which goes beyond Entropia.” Lars, Micky, Zoki and Tango all agree that it is the people from all over the world who make their experiences most enjoyable. ChrisEnzo gets a bit more descriptive by sharing that “It’s a pretty complex environment, so the learning curve is long, and it has been fun learning as much as possible.”

There’s more to Entropia Universe for CRT than just rescues of course, and while some like Coachman mainly hunt, there’s also crafting and mining. Micky enjoys running from outpost to outpost crafting, as well as providing healing services at Nea’s. Zoki likes to take newbies on teleporter runs, and help them learn more about our universe. “I’m always open for a chat,” says Zoki, “and to meet new people, so it is fun for me to do, and I love to know that I did help someone a little bit.” Lars shares that they get together for society hunts as well, and invite others to join them, but there’s always the possibility that someone needs rescuing, and when this happens, then CRT and guests alike are off to the rescue point.

In addition to hunting, crafting, mining and rescuing poor souls at outposts, CRT members have tried their hand at the missions as well. “I just love the missions,” says Coachman, but “the 10k ones could be a little boring.” He’s not in a hurry to finish them however, and says he will certainly achieve his goal sometime in the future. Lars shares that he has started all of the iron missions, and is trying to get all 1000 missions done. “The 5k missions scare me a lot though,” he said, and “The only thing good is they open up the 10k missions!”

ChrisEnzo states that he has done 79 missions so far, and thinks missions are good fun. He’s hoping to see more of them at Fort Troy in the future. He’s also hoping that there will be more iron missions, because, “Like it is now, some landowners are at a disadvantage if they don’t have a mob that’s in the current iron mission system, and that’s not fair to them.” Micky also thinks that missions are great fun, and while Zoki’s Summer has been rather busy, he was able to finish some short missions.

As Entropians, we all look forward to, or at least wonder what our future will be like, but a few CRT members have some specific thoughts in mind. Coachman wants to see advertising, with many new people joining the universe. “Bring down the costs involved when you are skilled at level 70,” says Coachman, “It’s a little bit insane when you spend ammo for 600 PED in just one hour, even if you get most of it back.” His reason is that not all colonists can afford this level of personal investment.

Lars on the other hand wants beacons back, as does Zokie, but collectively CRT members would like to see more new colonists, more mobs, and more planets. However, ChrisEnzo has a more personal agenda, “I’m still waiting to get my first mining tower,” he says. I don’t think you’re alone Chris.

As Entropians who have longevity in our universe, I’m thinking there has to be some pretty memorable moments, so I asked for some storytelling. Coachman’s first year in Entropia was memorable for him as he and his friends would explore every possible place that could be explored, and often spent 12-14 hours at a time, which he says today is insane.

Others like Lars have very specific stories to tell. “I was stuck at the outpost we called ‘Bivo’ for a day,” says Lars, which was before he had heard of CRT. He was so sure that he and another colonist who came along would end

up at the outpost forever after failed attempts to get out, but a more skilled person came along and helped them, which ended up being a great relief. After joining CRT, Lars said it felt good to do rescues, and that it was a special feeling when people stranded at outposts learned that he was from CRT and would help them escape. Another good memory for Lars was the WoF 2009 finals at Club NEVERDIE. He was in the support team helping Team Sweden kill big Daspletors, and says, "It was amazing to see the big names in Team Sweden kill Daspletor Stalkers for 3 hours."

ChrisEnzo has a different story when it comes to big mobs and special moments. There was a CRT team hunt on Mulmuns and Eomons during the last migration just before Christmas and says it was a fun day. However, during the course of fighting with a Mulmun Elite, CRT got two rescue calls, and in the CRT spirit, everyone took off for the rescues and left Chris to battle it out by himself. "I had to wait until Magam came to fap me so I could kill it," he says, but "luckily it was a global." After the Mulman Elite was down, he joined his CRT mates at Falx Hell to complete the rescue mission. After the team got back to hunting Eomons, they ended up with the #1 HoF in the amount of 2768 PEDs.

Another shining moment for Chris was while doing a TP run with two disciples from Atlas Haven to Fort Argus. When approaching the Bivo outpost, he saw a spacecraft and realized a miner must have gotten a strange signal. After waiting a bit at the outpost and no one showing up, he killed the drones and looted the spacecraft before continuing the run North to Fort Argus. Right after starting the run, he noticed a green dot reviving at the outpost and asked if he needed help getting to a teleporter. The person said yes, and that he had been stuck a few hours. Chris then asked if he had been mining and got a strange signal on his finder. When the person said yes, but didn't know what it meant, Chris did the honorable thing and handed over the 50 PED worth of residue to him while explaining the strange signal and spacecraft.

Micky has a more humorous story to tell about a party at the rig for Magam, CRT's honorary society member. The party took place in the old EU as Micky puts it, and says, "Must have been 100++ people there," and "After crowning Magam the oil rig king and giving him a hat, all hell broke out." If we know anything about the rig, it's that it doesn't stay calm for very long before there's activity. Micky shared that, "Myself, and 3 of my socmates laid down and played dead while the ubers were killing everyone, and it was the first time I saw a worm hole opened up." Micky laughed and said that they lasted a good long time before someone noticed they weren't dead, and then that was it.

For Zokie, he had a few nice memories he said, starting with getting stuck and being rescued by a stranger named Frederick Larouge from Paris, but also has fond memories of his first beacon mission, first rescue mission, the graduation of his first disciple who has since become his best friend, and then many TT fist team hunts. It was the last party on Calypso prior to the War Titan hitting the planet for Tango, and says there were a lot of socs dancing and having a good time.



As experienced Entropians, we all tend to have some sage advice for new colonists, and CRT is no different. Coachman's advice would be to "Explore the planet. Connect with people and don't run alone. EU can give you many nice friends." Lars on the other hand has always thought of EU as entertainment he pays for, and doesn't have big hopes of getting the big loot one day. "It's a game that is very hard to learn," he says, "and that makes it interesting. Use the chat a lot and learn from other players, EU is full of nice people."

ChrisEnzo directs newbies to the many guides that are available, and specifically points out Alice's guide. "Learn the basics of how things work before making any big moves like getting armor, weapons, or tools," he advises. "Joining a society is also a good way to ask questions and get good answers," says Chris. Micky's advice is to team up with other players with the same level of skills. Also, "Don't fall for upgrade scams, don't pay a player to be your mentor, don't give PEDs to beggars, and ask for help if you need it," states Micky, who also extends the offer of adding him to your Friend List in case you need help. Zoki says to make friends, read and learn a lot, and you will find that Entropia can be a wonderful game. Tango advises not to be in a hurry, and also to get a mentor.

At the end of the day, the CRT guys wanted to take me to one of the more challenging outposts, which is quite a ways outside of Billy's Space World. I suppose that they were hoping to find someone stranded in order to perform an actual rescue, but it ended up being a rather charged up moment.

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Between the firestorms, cryogenics activity, and electrical storms, it was like the 4th of July with even some real fireworks thrown into the mix.



The Calypso Rescue Team knows how to get down to business when it comes to rescuing stranded colonists, but they also know how to leave news reporters all charged up with nowhere to go. I think I'm also facing the wrong end of the outpost security.

It was a pleasure spending time with the Calypso Rescue Team, and I extend my thanks for a most enjoyable interview and outing. They may know how to be serious about their rescues, but they also know how to have fun.

For those in need of rescuing, visit the CRT website at www.euforces.com



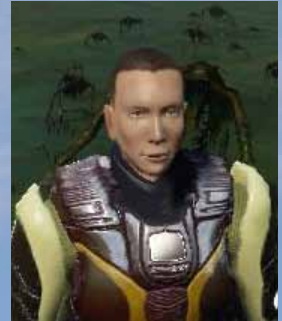


Calypso Rescue Team

STARRING:



Michael Coachman
Lampa - Leader



Lars Mr Lars Sebra



chris enzo enzo



Lone Wolf
McQuaid



Travis Travis
Timberlake



Zaney Zero Money



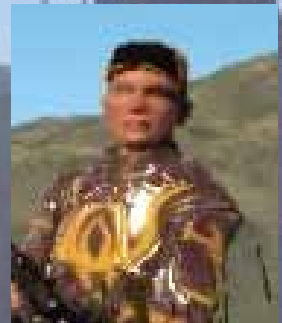
Nero Pelleman
Wolf



mychel micky
walter



BadskilZ bad avatar



Zoltan Zoki Habi



Dura Killer Tech



josh supajosh
the first



Honorary Member
Magam

Papercraft

- your own Universe



By Lykke

For most people 'Rock-Paper-Scissors' is just a child's game, but to others, it is much more than that.

Gustav Malasuerte Sagitta, 36 years old from Colombia, South America, has been playing Entropia Universe for 3 years. While spending a lot of his in-game time with some hunting and crafting on the side, he spends even more hours creating extraordinary paperwork away from the computer.

After seeing his awesome work in his thread on the forums, I was curious to know what motivated him to start making this kind of paper art.



The spacecraft Swordfish II from the anime series Cowboy Bebop

"A friend came home from a trip where someone gave him a printed model ready to assemble. We took the next weeks doing this and I enjoyed it so much that I started looking for information about it," Gustav tells me and adds, "I started doing papercrafts about 6 months ago."

Truly impressed by the fact that Gustav only did this for 6 months made me believe it must be connected

" I'm already feeling lost, but I realize Gustav is far from done yet. "

to a real life profession, but Gustav assures me, it's just a hobby.

"Of course, there are several grades of difficulty in the models, starting with the more basic (cube-craft) to some insanely difficult ones. Right now I can handle some basic/mid-level models," Gustav smiles at me, while turning a paper crafted gun in his hand.

However, it must take a lot of time crafting these wonderful items. "I don't spend as much time on this as I would like. Right now I am trying to split my free time at home between playing Entropia Universe and creating the models, but ROCKtopia is very active these days, so the time I have for the models is unfortunately scarce."

I asked Gustav to explain the work process from when he gets the idea, and starts working on it until the end result. Obviously it is a long process; "It often starts with something I see in-game which attracts my interest. I take a few screenshots of the item, along with a few 3D screenshots too.

Next I use Sketchup to create the actual model from the screenshots, turning it into something paper craftable. This part can take a couple of weeks depending on the difficulty of the model and time available."



Gustav's niece holding up an assault rifle (Starkhov)



An orange
EnmatterFinder

A South Park
spiderman

I'm already feeling lost, but I realize Gustav is far from done yet; "After polishing the model in Sketchup and texturing it, I then export it to the software "Pepakura Designer," where I unfold it and create the basic blueprints.

Then it is time to print it and do the test assembly to verify that everything works as intended, and that the model is not excessively complicated to do. If it is, then it is back to Pepakura to fix it," Gustav looks at me and smiles. As I am about to say something, he continues with ...

"When I'm ok with the assembly results, I save the blueprints into a PDF format. Then I use an Open Office writer to edit the PDF and fix the small issues that Pepakura doesn't handle very well.

I then write the Assembly Instructions and publish it." I wait, look at Gustav (still smiling) ... and wait longer until I assume he is done. Wow, I never imagined there was SO much work to it, but other than looking extremely nice, I wondered what exactly it could be used for. It didn't take long to get my answer.

"Since the models are made from paper and can't withstand much manipulation, they are mostly used as neat decorations. They can also be used to make very believable props for costumes."

For sure, a lot of people would love to get started with such projects – it's quite unique and special –

“ There are so many models which I want to make from Entropia, but I don't know where to start. ”

and it's awesome to be able to create things yourself, but how do you get started with all of this? It seems very immense and not something you 'just do.'

"First start out by finding some models you like on the internet. There are plenty of sites, and you can find paper craft made from a lot of topics – for example, nature, sci-fi, vehicles, weapons, anime, etc. Then choose a subject you like and assembly a few paper-crafts." Gustav makes it sound so easy, doesn't he?

"If you wish to make your own models, you have to learn a bit of 3D design, but that isn't too difficult. Before I started doing paper craft I never did any 3D design," Gustav looked surprised but continues, "You will need software called Papekura Designer to create the blueprints, 3D design software, and an image editor for the textures."

What about the materials, I wondered – I imagine nearly everything can be used and that it's only your imagination which is setting the level for your creations.

"You can use regular printer paper but better result are achieved using cardstock or similar. You also need a crafting knife, a ruler, white glue and a printer of course. Optional items include a cutting mat (to save your table), small brush or spatula to apply the glue, pliers to hold pieces while they glue, and a dull knife or similar to mark the folds."

So basically paper, knife, glue and printer, which sound like things (except for the printer) pretty common to have in a household. I am curious to know Gustav's future projects with paper crafts, as it seems

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An EWE pistol

to be something you need to prepare for in advance, so he offers some insight.

“There are so many models which I want to make from Entropia but I don’t know where to start. I really want to begin doing some creatures and also the vehicles. At some point I will do some avatars too.” Wow, imagine that - a tiny paper crafted Nun!

“I want to start doing some of the models from Afterworld as well but I’m going to wait until the survival update since I expect huge changes in the models and textures.”

Any good advice you can give people who wish to try their hand at creating awesome papercrafted tools themselves?

“Be patient, it takes time to get good results but it’s very rewarding to see the models finished. Besides, papercraft is a cool and very cheap hobby, and there are no limits to what you can do. Also, if you have kids this is a nice way to keep them entertained for hours and even days.”

With these last words, Gustav shows me more creations, and for sure, ‘Rock-Paper-Scissors’ has given a whole new meaning to this phrase for me now ...



A 75cm high model of EVA-01 from the anime Evangelion

FACTS

There are so many resources online about papercraft that you just need to Google the word and find stuff to keep you busy for years. Anyway here are some great sites:

[Creative Park](#)
[Ninjatoes' Papercraft Webpage](#)
[The Papercraft Blog](#)

Awesome papercrafts from Yamaha website, some easy some uber difficult:

[Yamaha-Motor](#)
[Yamaha-Motor - Tutorial](#)

Another web page with a tutorial section:
[Papercraft Museum](#)

“ Be patient, it takes time to get good results but it’s very rewarding. ”

Youtube Videos:

[Make a 4 Foot Papercraft Gundam](#)
[Make of Howl's moving castle \(from an anime\)](#)

Programs:

[Sketchup](#)
[Pepakura Designer](#)

MediaCenter

(EPMC)

Every gaming community wants to be in the know, wants to be connected, wants to be entertained, and perhaps have a little fun along the way.

The EntropiaPlanets Media Center is building an EP Media Team whose primary goal is to keep information fresh and revolving, along with developing and producing events within our community that keep us active. If you have what it takes to contribute toward our efforts, then let's explore the possibilities.



We are looking for the following:

- Writers – EP Front Page; EntropiaTimes magazine (command of the English language a must)
- Graphics Artists – assist with graphics needs
- Photographers – capture EU to enhance projects
- Researchers – collect data, or scout EU locations
- Radio Broadcasting – MindStar Radio (MSR) (English only, clear speaking voice – no DJ shows)

CURRENT EP MEDIA TEAM

- MindStar9 – Media Manager
- Magyar – Writer/News Reporter
- GeorgeSkywalker – Writer/News Reporter
- Kalanen – Comedian/Writer/Graphics Designer

If you are interested in more information, contact: mindstar9@entropiaplanets.com

Positions are voluntary with no pay, but there will be benefits and perks as part of the team.



Nicole's Handbag

Big enough for a Hogglo ...

By Peter

First off, allow me to explain the title of this section. As a masculine member of the Homo Sapiens breed, it amazes me every time to see exactly how much stuff ladies manage to cram into their purses. I am surely not alone to have found myself in a situation where one was thinking: "Hmm, you know what would be **really** useful about now? An 8 foot ladder," only to witness female company fumble around in their purse for a brief moment, and then producing exactly what was wished for.

Ladies handbags therefore must be some sort of dimensions into parallel universes, twisting, bending and turning reality in order to have seemingly compact spaces host all kinds of oddly shaped objects that scientifically speaking just should not be able to fit. Or, as Stephen Hawking shared with us: "I don't know how the heck they do it either. Personally I would rather face a black hole, than get too close to a handbag left open. At least with the black hole, we have some kind of idea as to where it leads!"

Our Entropia Universe overlords have obviously also witnessed this behavior, and have recreated it through the Nicole's Lady Handbag. It's a small enough purse, perfectly shaped to allow old women to swing it with deadly precision at their spouses, unsuspecting robbers, or anyone they deem annoying (which, by the nature of old ladies, is pretty much everybody). These handbags can store numerous items, despite the obvious dimensional challenges. Similar to the way a snake is able to dislodge its jaws and thus swallow prey much bigger than its head, so can Nicole's Lady Handbag seemingly without problems open up wide enough to fit various amounts of paint cans, Argonaut Skulls, long-range weapons, oversized clubs, or actually almost anything.



Become an item reviewer/tester

Perhaps your Nicole's Handbag is containing a neat weapon, item, piece of clothes or something else you find awesome, and wish to share with the community?

The easiest way is to write a review yourself and take some nice pictures of the stats and one or two in use. Send it all to lykke@entropiaplanets.com - and attach the original pictures, please.

We will look at the review and decide if we can use it, then get back to you. Your name will of course be mentioned in the article. Another way would be to loan Peter the item (of course with collateral if it's an expensive item) – and of course, your name will still be mentioned.



Loughlin Smacker Three



The idea behind the column is to pick one or more objects existing in the Entropia Universe, and write a short review on them. We shall start off this first issue with a [Loughlin Smacker Three](#). Should you have any items you would not mind seeing reviewed on these pages, feel free to send in suggestions.

The third model of the popular “Loughlin Smacker” series, this PowerFist is a real treat. Unlike its wimpier cousins, the “Loughlin Smacker One” and the “Loughlin Smacker Two,” the “Loughlin Smacker Three” packs quite a punch, allowing for its carrier to deliver damage points between 9 and 18, 67 times per minute (when fully maxed, but seeing the weapon is maxed for both Hit and Dmg at level 7.2, this should not be a problem)! This boils down to an average of 904.5 points of damage per minute at a cost of 4.41 PEC per strike. If eco is what you are after, the Loughlin Smacker Three delivers 2.83 damage per PEC, which makes it the most eco unlimited PowerFist available.

Like all other PowerFists, it latches onto the wielder’s wrist and fist, enabling you to deliver an electrically-charged punch to your enemies. Its limited range of only 3 meters ensures that you will basically be able to smell what your opponent had for dinner, so make sure you keep breathmints available to offer to them while you fight.

For my test, I went for small Argonauts northeast of Twin. The Loughlin Smacker Three ensures they drop easily and fast, with most taking a few seconds to take down, but due to the fast reload speed and the decent damage dealt per punch, their health-



bar will drop noticeably with every strike. One thing I highly enjoyed was the amount of skill gains. I’ll admit that I am not the most experienced Brawler out there (currently level 18 Hit, with roughly 1200 points in PowerFist), but still. There were often large numbers of green messages in the chat window. Another nice little benefit is the amount of Melee Combat skills one gets from using the PowerFist over longer periods, making the Loughlin a perfect weapon for gaining some additional health and building up some Strength.

Decay is pretty steep though, and though it might not seem much for an individual punch, taking the 67 uses per minute into account, the decay per minute of full use is 2.95 PED, which certainly adds up over time.

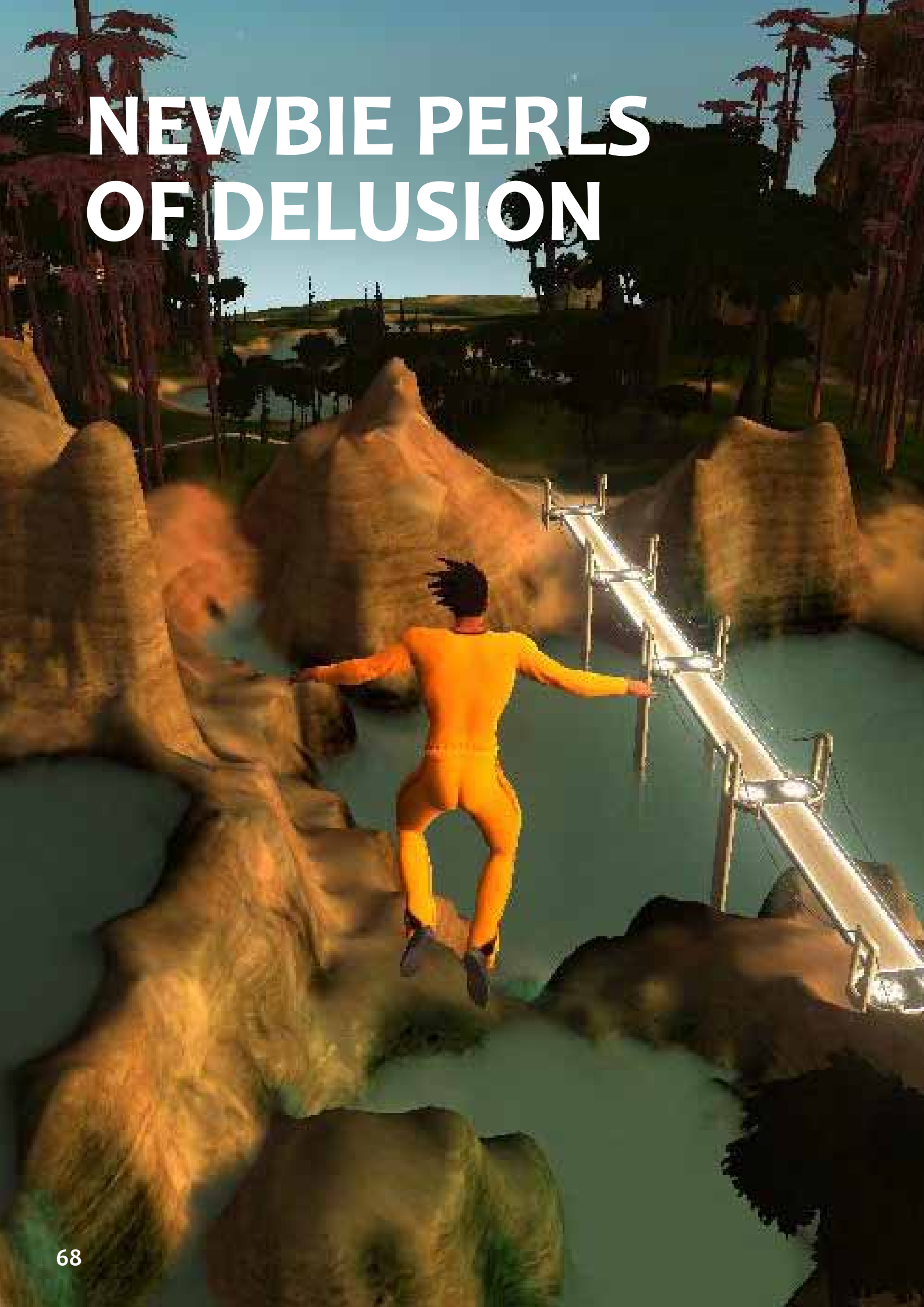
All in all, the Loughlin Smacker Three is a nice weapon to quickly boost your Melee Skills with against smaller mobs like the Argonaut. It lacks the bite required to take down faster-regenerating mobs, but does the job nicely for the non-generating ones. Using it over longer periods of time will demand you to ensure your loot covers the decay though, but if you are willing to trade off a bit of money for experience and skills, it is not a bad weapon at all to thrust into your opponents’ faces.

I rate the Loughlin Smacker Three a 4/5 Hogglos.

| Loughlin Smacker Three | | Loughlin Smacker Three | | Loughlin Smacker Three | |
|------------------------|---------------------------|-----------------------------|---------------------|--------------------------------|---------------------|
| Condition: | | Learning period hit: | Not anymore | Condition Limit: | 50.0% |
| TT Value / Max: | 1723.59 PED / 3052.00 PED | Category: | Powerfist | Weight: | 0.5 kg |
| | | Durability: | Above average | Item Points: | 1 |
| | | Attacks per minute / max: | 67 / 67 | Tier: | 0.9 |
| | | Damage Impact: | 11.0 | Profession requirement damage: | |
| | | Damage Electric: | 7.0 | Name: | Brawler (Dmg) |
| | | Damage interval / max: | 9.0-18.0 / 9.0-18.0 | Recommended level: | 7.2 |
| | | Range: | 3.0 m | Skill progress: | 100.0% |
| | | Hit ability / max: | 10.0 / 10.0 | Profession requirement hit: | |
| | | Critical hit ability / max: | 10.0 / 10.0 | Name: | Brawler (Hit) |
| | | Tier Increase Rate | | Recommended level: | 7.2 |
| | | Tier 1 | 134 | Skill progress: | 100.0% |
| | | Tier 2 | 77 | Skill Increase Bonus: | |
| | | Tier 3 | 143 | Learning period damage: | Not anymore |
| | | Tier 4 | 91 | Learning period hit: | Not anymore |
| | | Tier 5 | 142 | Category: | Powerfist |
| | | Tier 6 | 113 | Durability: | Above average |
| | | Tier 7 | 55 | Attacks per minute / max: | 67 / 67 |
| | | Tier 8 | 55 | Damage Impact: | 11.0 |
| | | Tier 9 | 114 | Damage Electric: | 7.0 |
| | | Tier 10 | 90 | Damage interval / max: | 9.0-18.0 / 9.0-18.0 |

Thank you to Kalanen for loaning us this weapon to test.

NEWBIE PERLS OF DELUSION



By GeorgeSkywalker

One of the most bizarre incidents that ever occurred was when someone was complaining and cursing out MindArk for stealing their flat (apartment). It later transpired that the guy was in fact looking in the wrong building. The shock and horror of making a simple mistake like this can be overwhelming.

One newbie believed his avatar couldn't run because he was tired. When told about the "Q" key that toggles between run and walk, he was pleasantly surprised.

A newbie that was asking if ammunition could be crafted has to be one of the cutest. The twist to this tale would be if indeed we have factories in the near future and we do gain the ability to craft ammunition. This newbie would certainly have a nice laugh at all of us.

The most common one has to be when a newly-landed newbie asks, "Where can I buy a space station," but will refuse to deposit to even buy an Opalo, never mind a space station.

Another cute newbie described how he was trapped at an outpost with snowmen. When rescuers got there they were amused to find him surrounded by Feffoids.

Talking about names, one newbie reported being killed by a "rockmonster," and the rescuer this time was happy to find a young Molisk.



One of the funniest could be the one who was asking how to take her panties off. When told this is impossible she said, "So I made a female avatar for no reason."

One of the most macho newbies could be the one who killed a Hogglo as his first kill, but when told it didn't count because it was turreted, he must have been a little bit disappointed.

One entrepreneurial newbie confessed, "The craziest newbie mistake I made was during my first mining experience. I saw the Enmatter bomb go into the ground, so I thought that if I dropped like a hundred on the same place, they would go deeper and I would certainly hit something big! And yes ... I saw Tier 0.1, Tier 0.2, that meant it was getting deeper and deeper! Then Tier 1.0, flashing lights! Yes, yes!"

One of the strangest ones could be mine. When I started, I believed the whole universe, and indeed game, consisted of Port Atlantis and Swamp Camp. It was over a week before I realized that there was a much bigger world out there.





Swamp Camp

A Newbie's Continued Journey

By Magyar

After leaving [Calypso Gateway](#), new players arrive in the city of Port Atlantis. Most people mistakenly consider this the capital of Planet Calypso. This is not the case. Calypso's capital was destroyed toward the end of last year at the hands of the robots who deployed a War Titon that crashed directly into the middle of it. What's left of the city now is a large crater.

Port Atlantis is the original gateway city of Planet Calypso. For years new players have traditionally started their journey here, depending on other players' knowledge and generosity to help direct them as they made their first steps. Now there are mission brokers to help with this as well. Where do these unofficial and official ambassadors of Planet Calypso direct new players? They're directed to [Swamp Camp](#), a 10 minute run north of Port Atlantis along a well worn dirt road.

A tale of two Newbies

I think I first realized that Planet Calypso was a big place around the time a fellow newbie asked me "Have you been to Swamp Camp?" "What's that?" I asked, wondering if I even wanted to go. I was happily sweating the Exarosaurs just outside Port Atlantis with a few fellow newbies, and thought I was beginning to figure the game out. Was I ever wrong! And I'm glad. Though there was plenty of traffic outside Port Atlantis, people moving to various destinations, and running back from the outpost to continue sweating after being slaughtered by an angry Exarosaur Young, there wasn't much conversation, or change in activity. In short it was rather boring!

I was sure I was going to die. I had just procured my set of Settler Armor and a Castorian Combat Blade from the trade terminal, and monsters were still kicking my butt. Moving away from town did not strike me as a very smart move. Traditionally, MMO's offer a progression (kill ten rats) – the further you move away from town the more difficult the activities become. Being no stranger to Sandbox MMO's and persistent worlds, I felt I still had a few more days of training to do!

“ Looking at my cool white suit of armor and sword my first thoughts were ‘Do you really want to follow this noob?’ ”

I took a look at my virtual friend. She had no shirt on and her pants were in tatters. She did have some cool sunglasses on, but aside from that there was nothing. Looking at my cool white suit of armor and sword my first thoughts were “Do you really want to follow this noob?” My head immediately said no, and my own excuses followed. My new virtual friend was insistent, so off we went.

“Where is this place?” I asked after a few minutes of running. I was getting impatient and had my doubts that this person knew the difference between Atlantis and Azeroth, let alone knew her way to this mystery place dubbed Swamp Camp. Who wants to go hang out in a swamp anyway? They're dark, dreary places that smell bad and are populated with denizens unlike anything you've ever seen.

“ Your real mission isn’t to kill 10 monsters. It’s to discover if you have the patience and planning needed for survival on Planet Calypso! ”

She told me “Just a few more minutes. It’s over that mountain.” She stopped to point at the mountain. Nice!! Directional pointing emotes. Good job! *scribbles down some notes*

She neglected to tell me that going around the mountain was literally going to take a few minutes on its own! As I said, I’m familiar with MMOs, I’ve even played a few of the ones that have claimed the largest worlds. Let’s just say I had to rethink both my gaming expertise and the meaning of the word large. Your real mission isn’t to kill 10 monsters. It’s to discover if you have the patience and planning needed for survival on Planet Calypso!

As we rounded the crest of the mountain I saw it. And it wasn’t dark, or dreary, or even very swamp-like. It was my first Entropian vista, and it was well done!

We made our way down to Swamp Camp, and I was instantly amazed. From my experiences outside Port Atlantis I thought that this 7 year old game was aging, its population moved away from towns to the point that new players were forgotten. To me games like that are dying a slow death as newbies are forced to live in a completely different atmosphere from the rest of the players, in lonely silence as they grind away for hours on mob after mob. Swamp Camp however was where all the players were. And they were all newbies. Drove of them.

We threaded our way through the massive knot of people and made our way to the building. Along the way we passed people running out to fight the plentiful monsters, joining the groups that sweat them or trying their luck solo, and people trying to sell goods and services. “By the way, when you die you will revive right here,” my friend said.

Even better.

The Lowdown

- What’s going on at Swamp Camp?

Swamp Camp activity can be summarized into a short list:

- Sweating
- Low-Level Hunting
- [Missions](#)
- [Trading](#)
- Socializing
- Society Recruiting
- [Teleporter Runs](#)
- Partying
- Drama

This isn’t an exhaustive list. There’s plenty to do here. This should give you an idea of what kind of experiences you can regularly expect.

“ I feel a bit lost. I’ve been sweating but what now? Sold it. Gun broke. Is there no other way to play for free? ”

- Lady Julie X

Continued page 72



Sweating is the most basic activity an Entropian can do. New players use it to get started, refiners use it to make a buck or two, and established players use it to break even during activity runs that don't bring in what they should. Sweating is the newbie's gateway to Entropia. Why? Because although it has no trade terminal value to speak of, players themselves will buy quantities from sweaters. So it can be said that by engaging in the activity of sweating monsters you will eventually also make some trading partners and build a social network.

I'll admit it's tedious at times, but it's free to do and there are a lot of long-term benefits to continuing to sweat monsters from time to time throughout your character's virtual life. There are various guides on the internet that give players the basics on how to do this activity. A Google search for Entropia Guides can bring a few of these up.

“ I've found sweating rather fun! That's because of auto use and I just talk so the sweat I get talking is just a bonus. It's effective and gets some great other skills as well! ”

- Jonathan NOJ8 New

“ My favorite mob to hunt is Daikiba. It's the easiest to kill, least health and just always had good luck with them. ”

-Jonathan NOJ8 New

Swamp Camp is on the top 3 best places to sweat on Planet Calypso, so you can't go wrong location-wise. It's actually my preferred location, too. Why? Because people talk here. They talk about all sorts of things. Keep one ear to the ground and you will learn a lot of information about Entropian society. I feel the most important thing any player can do in Entropia is listen. By actively paying attention to what is being said around you, you as a player can learn everything from what prices things are trading at to what people you should and should not trust. With the amount of conversation and the variety of topics going on at any time, Swamp Camp can be a very valuable asset if you are a player looking for any type of information.

Swamp Camp is populated by the following nearby beasts:

- [Combibo](#)
- [Snablesnot](#)
- [Daikiba](#)
- [Berycled](#)
- [Exarosaur](#)
- [Calypsocod](#)

These beasts are all some of the lowest maturities you can find in the world. This is good news for the newbie. From higher regeneration mobs that provide modest skill gain to mobs with low hit points that can provide a newbie with some starting loot to trade to others, you will find everything you need at Swamp Camp. Think of it as your personal training ground.

If you're just beginning for instance, you might want to focus on the Snablesnot Male Young. This beastie has virtually no hit points, but can provide some decent loot drops for the newbie that include pistols, First Aid Packs (FAP), and skins for crafters. The lake offers opportunities for water-based combat. Yes you can hunt the local fish, too!

Head Southwest into the mountains where Molisk live for some more advanced combat. I use the term advanced loosely. These are all monsters a newbie can handle. You just need the right equipment, a good attitude, or maybe a couple of friends. All of these things are built up by spending a few days getting to know your character and your new surroundings at Swamp Camp.



So what about the new missions?

Swamp Camp is where new players will find their second set of missions. The mission broker in Port Atlantis directs you here, and it is here that you will learn to navigate your surroundings by using visual cues, kill your first 10 monsters for a few modest rewards, and eventually be directed towards other areas. The missions aren't meant to be completed in an hour or a day. The style of Entropia Universe missions is a go at your own pace open-ended approach. You will need nothing more than a gun and a couple hundred shots to complete the kill mission here, but you don't start with them. You have to earn them! Or if you get lucky a nice player may loan you a weapon to complete these tasks. The point here though is to not rush — an important lesson on Calypso is taught by doing these missions at your own pace — things happen in game when your avatar is ready for them to happen! Everything on Calypso is a slow progression towards bigger and better things. Everything. Your real mission isn't to kill 10 monsters. It's to discover if you have the patience and planning needed for survival on Planet Calypso!

This conversation sounds bad. But is it? You'll hear conversations just like it at Swamp Camp often during any day there, and it's conversations like this that teach you how to trade. Trading isn't just about getting money for your goods, at least not successful trading. Successful trading is about fetching the maximum possible price for your work, and that price depends upon market conditions, the amount of materials you have, and the quality of your contacts.

“ This mission thing says I have to kill 10 monsters. How do I do that without a gun?!? ”
- A frustrated new colonist



Take the example above. We have a potential sweat seller, and two people offering advice on pricing. One player is offering an ideal price, the other is offering a price that may or may not reflect market conditions in this particular area. Market conditions are governed by available supply, market demand, and general sentiment. At Swamp Camp there's a plentiful supply of sweat and a lot of new players reducing demand and making trading rather impersonal, so you have potentially low sentiment.

“ Can anyone tell me what the price of sweat is?”
“Its 5 PED per 1000 bottles.”
“No it isn't, 3 PED per 1000 bottles. Good luck trying to sell it.”
“Stop trying to rip players off.” ”
- Swamp Camp Price Check

In other words, it's a buyer's market! Other places offer different experiences. I'm not saying don't sell your sweat at Swamp Camp. Some players do, and make a good amount of money doing so. What I'm saying is that there are hidden lessons everywhere about how Entropia works. Nothing here is cut and dry. Learn how trading works at Swamp Camp. Apply those lessons throughout the planet. The best traders in game begin right here!

All sorts of colorful characters can be met at Swamp Camp. Looking to meet a famous avatar? Try Swamp Camp. How about a First Planet Company or MindArk official? They come here too. Want to talk about the politics of communist countries, or the migratory patterns of the African Swallow? You can probably find someone to talk with about that here. From watching Mindforce demonstrations to witnessing the first steps of new Entropian technologies as they are released, Swamp Camp is where it all happens.

As a place where you can get to know a lot of people, it's only natural that societies use it as a place to look for new recruits. At any hour of the day, any day of the week, you can bet that there's a society headhunter listening in on the chats at Swamp Camp trying to identify any potential new members.

This is an advantage to new players. Although the society may have come to interview people, there's no rule saying the roles can't be reversed. Ask what the society can do for you. See if they will take you on a teleporter run to get started. Ask them when they will do it, and if hunting happens along the way whether you will get a share of the returns.

Continued page 74



Society Recruiting



“ I’m no noob. I’m an expert.
Can someone tell me why I am
not wearing a hat? ”
- theFeesh

The most important thing to know about Swamp Camp though is this: The contacts you make at Swamp Camp are the contacts you will keep in touch with throughout your time in Entropia. They’re your community, so treat them well.

I’m not going to candy coat it. Yes, I think Swamp Camp is a great place to hang out and learn the game. But it’s not without its drawbacks. Any place people congregate online there is bound to be drama, and Swamp Camp is no stranger to it. Over the years Swamp Camp has been host to many of the most popular player conflicts in Entropia Universe, and the exchanges can get quite heated! Swamp Camp is visited by people marketing other gaming platforms, trolls just looking to pick a fight, frustrated players looking to vent some steam, scammers, and players with axes to grind against other players.

Fortunately it’s all in the spirit of the game, and nobody loses sleep at night over the events that occur. Plenty of times the exchanges can be quite funny to watch and to me they are reminiscent of early MMO gaming when the scene was new and fresh. All in all they add to the Wild West colonial-type atmosphere that gives Planet Calypso its unique and vibrant community. In an odd twist of irony it seems that a little bit of drama may not be such a bad thing!

What do people say about the Swamp Camp experience itself?

Although theFeesh claims to have been playing for five and a half years, the real figure is probably closer to five and a half months. She specializes in whip, and her favorite activities at Swamp Camp are killing Daikiba, hanging out at parties, and cracking her whip menacingly at other newbies.

So far she hasn’t found Entropia’s mission system very memorable, but if anyone can tell her where her hat went she would greatly appreciate it. She likes hanging out with her society mates here, and has found Swamp Camp to be overall a very enjoyable experience.

Her tip for new Entropian colonists is if you want to lose a lot of weight, party at Swamp Camp. A healthy avatar is a happy avatar! She one day hopes to stop killing Daikiba and start selling them as pets.

Sam Cherrug Browen has been playing for about 2 weeks, for somewhere around 2 hours a day. Amazingly enough he has been doing this on a computer with a 6600 GT video card!

He thinks the Swamp Camp experience is good, rating it a 6 out of 10 due to the people he has met here – whom he has found very helpful. His main concern is that it seems like you have to go to the forums too much to play this game and can only find information there if you know what to look for.

“ I love hanging out at
Swamp Camp but it
has always been full
of drama. In 5 years it
hasn’t changed. ”
- Fishface



He thinks more terminals that give specific information or load targeted web content with newbie help guides directly into the game would be very helpful. He has had some trouble getting started and hadn't obtained a weapon yet, so I loaned him one to start his kill missions. He was happy to do something other than sweat, and felt this experience offered him encouragement to continue playing.



“ I know there is some company who invested lots of money in this game. They want it back, so the starting can't be easy. ”
- Sam Cherrug Browen

Nixie classifies herself as an experienced player, although definitions of experienced in this game vary from person to person. Her favorite activities in game are helping new players, chatting, and hanging out with people. Swamp Camp is an ideal place to do that for her because she can meet many different people.

She considers Swamp Camp to be the most valuable place for a new player to spend time in the game, ranking it first in importance when asked to compare between Nea's, Swamp Camp, and Twin Peaks. She says that though you can get more detailed answers at Nea's or Twin Peaks, by the time somebody answers them you've already figured it out for yourself most of the time. At Swamp Camp you get answers quickly and they're generally good enough. Her main concern with Swamp Camp is accessibility. She believes a newbie center of activity should be closer to a teleporter, like Port Atlantis. She also thinks some more missions here or at Port Atlantis might be useful.

Conclusion

Swamp Camp is more like a city than most cities in Entropia. Within its borders you find a diverse crowd of people, from newbie to expert. With all the different social activities going on there's never a shortage of things to do, and it's this aspect that continues to draw players to Swamp Camp. Sure there are some that might detract from its value, advising you to quickly move on and not look back and by doing so spare yourself a little bit of drama, but the positives of this particular locality seem to far outweigh any fleeting negatives.

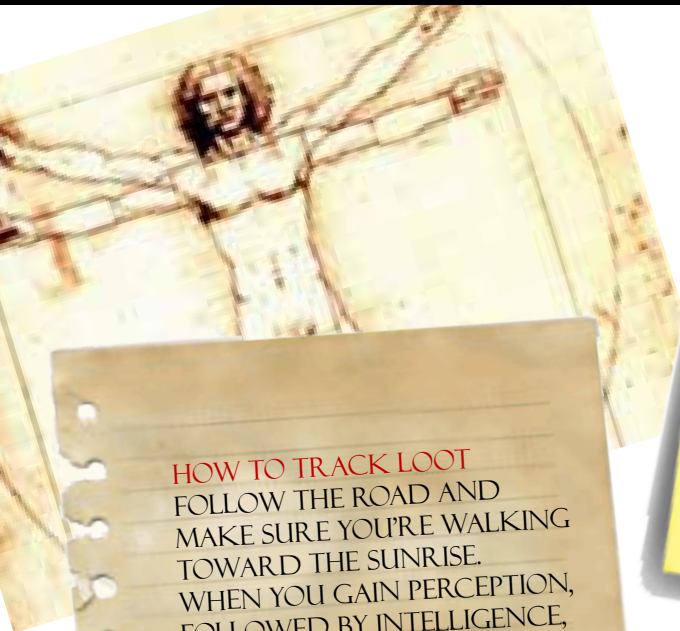
It is widely said that Twin Peaks is the trading capital of Planet Calypso. If Twin Peaks is the trading capital, in my opinion Swamp Camp is the social capital.

“ It's nice to assist new players here. Also I can complete my Daikiba quest at the same time. ”
- NIXCIE NIX SSUS



We Want Wo Believe ...

THE FILES



It's possible to upgrade your Pixie armor to modified Pixie ... just add an amp ...

HOW TO TRACK LOOT
FOLLOW THE ROAD AND MAKE SURE YOU'RE WALKING TOWARD THE SUNRISE. WHEN YOU GAIN PERCEPTION, FOLLOWED BY INTELLIGENCE, KEEP WALKING SOUTH BECAUSE YOU HAVE TO KILL THE THIRD MOB AFTER THE FIRST YOU HIT - AND THAT MOB SHOULD GIVE YOU LOOT!



Somewhere in the huge sea surrounding Eudoria, is a city secretly hidden on the bottom of the ocean ... there's only one person who ever found it ... and he liked it so much that he never returned to tell anyone else where it is.

Flagging!
If you have been a bad person you will be flagged, which means, you won't get any good loot. If you complain enough on the other hand, you WILL get an Uber shortly after. There is actually a whole crew of 64 members who don't do anything else but screen all PM's and chats to make sure this happens ...



A Boorum walks into a bar...

Q: Why do Argonauts have such bad breath?
A: Did you ever loot toothpaste off of them?
Well, there you go!

Q: Why did the Berycled cross the road?
A: And Lootius came down from the heavens, and He said unto the Berycled, "Thou shalt cross the road." And the Berycled crossed the road, and there was much rejoicing.

Q: What do you get if you crossbreed a Boorum with an Octopus?
A: A real <REMOVED BY ADMIN>

A Boorum walks into a bar!
Bartender: Hey, how's it hanging?



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Planet Cyrene

Developed by: Creative Kingdom Inc

Scheduled colonization date: Late 2010

Planet Cyrene has been revealed to be an environment where shamanistic natives are pit against an invading army of technologically-advanced robots. Combining an extra terrestrial 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 (Criminal City), and huge forests covering the surface of the planet. One of the forests appears to harbour 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

Scheduled colonization date: October 2010

Next Island is a planet that exists in various dimensions at the same time. While this might sound odd, it enables colonists to travel through time. So far, scouts have reported that they discovered an area resembling Ancient Greece. However, it seems that clues were found that might eventually lead to another portal that will provide time travel to yet another destination similar to that of an earthy Ice Age. There is speculation that more of these destinations are bound to be discovered over time. The planet has a natural resource called time travel crystals that allow colonists to shift between these dimensions.



Planet Dotman

Developed by: China Recreation District

Planned colonization date: Unknown

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.



SEE

Developed by: SEE Virtual Worlds

Scheduled colonization date: not before 2011

So far not too much is known about the cluster of planets that will be developed by See Virtual Worlds. Apparently their plans are to link specific planets to earthly releases of major cinematic events, basically meaning planets will be completely styled in the atmosphere of these releases, allowing colonists to experience their favorite storylines in person.



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 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: First Planet Company

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. 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.

ENTROPIA

UNIVERSE

MindArk/FPC

[Entropia Gateway](#)

[Entropia Platform](#)

[Entropia Universe](#)

[MindArk](#)

[Planet Calypso](#)

Community

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[Entropia Forum.pl](#)

[Entropia France](#)

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[EU Chronicle](#)

Partners and Others

[Creative Kingdom](#)

[Digital Scryers](#)

[NEVERDIE Studios](#)

[Next Island](#)

[Planet Cyrene](#)

[ROCKtropia](#)

[SEE Planet](#)

Tools

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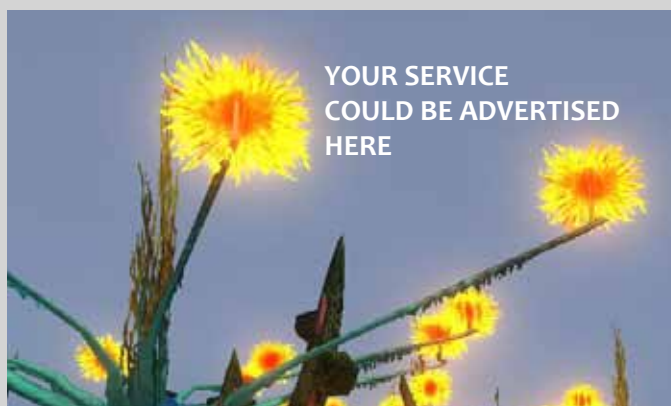
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All materials should be made for web – RGB colors, and can be Jpeg, PNG, or Tiff. Make sure the ad has the right size (see following page for specifics), and that text and pictures are clear.

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 2010 |
|--|--|--|
| 1/8 page advertising | (88.5 mm width x 62mm height) | Finished material: 75 PED Graphic set up: +75 PED |
| 1/4 page height advertising | (62mm width x132mm height) | Finished material: 125 PED Graphic set up: +75 PED |
| 1/4 page height advertising | (54mm width x 172mm height) | Finished material: 125 PED Graphic set up: +75 PED |
| 1/4 page width advertising | (185mm width x 62mm height) | Finished material: 125 PED Graphic set up: +75 PED |
| 1/2 page advertising | (185mm width x 132mm height mm) | 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.

**Next issue of EntropiaTimes
will be released
the 12th of December 2010.**



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