

Entropy Exposed

Sifting through the Garbage

Did you know....

- The average lifespan of a Mindark server hamster is around 18 hours. Coincidentally, they seem to die 0800 MA time.
- Neomaven was fathered by the legendary Ron Jeremy.
- The infamous avatar Knuckles has been banned from over 400 forums in 20 different languages.

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Entropy Exposed Uncovers the Truth: Getting Down and Dirty...

Welcome to the first edition of Entropy Exposed.

Our mission is to provide you, the reader, with the most enjoyable reading experience about everyone's favorite virtual world, Entropy Universe. We promise to jump into the hot topics and reveal what is truly going on. We will bring you the truth, the whole truth and nothing but the truth (as far as we know it to be). Of course, in the process, we'll step on a few toes, burn a couple bridges and most likely hurt someone's feelings but it's all to fur-

Space Pirates: What You See and What You Get

As we all know, Mindark is way ahead of schedule on implementing all of its stated upgrades to Entropy Universe. We already have a night and day cycle, MA purchased more servers, all of Amertha has been unveiled, the Land Grabs

ther our cause of bringing our readers what they want: Truthiness (as our idol has coined it).

In an effort to make this a collaborative magazine, we'd also like to extend an offer to our loyal readers in helping us to expose the truth. Visit our website at: www.entropyiaexposed.com. Readers will be able to submit stories to us and we will try our best to incorporate them into our monthly magazine. A section is also available to submit support and advice questions. Our wonderful support staff (Ms. Su Port, a Chinese immigrant who used to work for MindArk support) will be glad to answer these submissions

have been conducted successfully, the egg hatched, pets have a useful purpose and CND has its own stadium. So, of course it would be logical to move onto the next step: opening up space for discovery.

As with almost all new

to the best of her ability.

So, tilt your chair back, print out a copy of Entropy Exposed, grab a beer and be prepared to pee your pants when you find out what facts we have unveiled.

Regards,

The Dude
Editor-In-Chief

Disclaimer: If you don't have a sense of humor or fail to realize what sarcasm is, then quit reading now and cry to

Entropy Universe developments, the famous NeverDie, Jon Jacobs (owner of Club NeverDie, the "unofficial" official and avid Mindark supporter), was there to make this astonishing announcement to the public.

Space Pirates: What You See and What You Get

(continued from pg. 1)

“Surprise!” he says to Jan Timkrans, CEO of Mindark, who then completely lost his hat. After picking his jaw off the floor, Jan quickly pointed his finger at Jon and announces to the audience, “Yeah, what he

“Surprise!” says Jon Jacobs to a shocked Jan Timkrans

and then suddenly disappeared. One witness stated that he saw Jan frantically dialing his cell phone backstage and yelling to someone on the other end “He did it again! The bastard threw us under the bus! Get Hans and the rest of the development team to throw something together so we can show it to the public before we look likes asses!”



Jon Jacobs, a.k.a. NeverDie, creates his own advertisement for an event that he created calls Space Pirates!

We were able to get a sneak peek at what Mindark’s development team has thus far come up with.

It seems to us that it may be a cross between a few different games already out there but with a unique twist. Using the full potential of the Crytek engine, they were able to come up a new space frontier that allows the user base to discover new planets, defend and attack planets, discover new items and ward off the fearless alien space pirates.

With the permission of the crew at Mindark, we are able to reveal the following to our readers:

- Upon lift off into space, the crew will be able to decide if they want to explore or defend. If they decide to explore and look for new planets, the user interface, with its superior graphics engine, will look like this:



Mindark’s vision of Interstellar Space Travel!

- If a crew decides they want to defend against the hideous space pirates, they can either board a pirate ship and attack the space pirates one on one:

- Or they can elect to defend against several in a space battle:



Either way, it looks like the loyal EU fan base will be in for loads of fun.

And, of course, this release will be coming out very soon.



The Fearsome Space Pirates.

Hamster Strike! If the Actor’s Can Do It, Why Can’t They?!

Word on the street has it that the Hamsters that Mindark employs to keep its one server up and running have gotten together and decided to go on



Hamster’s take up arms against their evil employers!

strike to force Mindark to fix their harsh working conditions. Due to this unforeseen event, Entropia Universe users have been experiencing horrible lag,

frequent crash to desktop (CTD) and countless log in issues.

Negotiations have begun to get the hamsters back to their workplace with the conditions they desire. Insiders report that Mindark will most likely

give in to all of their demands.

In the meantime, Mindark employees now have to pick up the slack.



Mindark employee begins his shift to keep the servers running.

MindArk: The Men Behind the Masks

The question has arisen on several occasions and no one has ever been able to provide concrete evidence. Well, finally the truth has been uncovered. Entropia Exposed was able to do some investigative work to find out the true identities of some of Mindark's employees.

Jan Welter Timkrans (CEO): The hardest to uncover but, in the end, the least surprising, "Jan" has been an outspoken advocate of Entropia Universe. Of course he would, you think, he's the CEO. But, in fact, there is another reason. Why else would

someone promote EU so heavily? Because they have invested a mortgage in it, that's why. You guessed it, Jan Timkrans is actually Jon Jacobs!

Marco Behrmann (CIO): What an elusive character. This man is nearly impossible to track down (in real life and on the forums). During our interrogation, we actually thought we had the wrong guy. We almost mistook him for a Swedish politician. Our first session of questioning seemed to lead in circles as the answers

we very vague and misleading. But, after threatening to PM him with support case after support case, we were able to determine his real identity. The man who holds the job of being Mindark's voice is none other than Neomaven! And to think we were all led to believe Entropia Forum was just another fan forum.

Stay tuned for next editions revelations!

Forum Wars: The Battle to Represent

There are plenty of player made forums out there that discuss our beloved game, Entropia Universe. Some are made for societies, some for business and some for the community in whole.

Three of the most prevalent ones seem to be: Entropia Forum - (www.entropiaforum.com), RCE Universe - (www.rceuniverse.com) and Entropia Reality - (www.entropiareality.com). We're going to provide our readers with an analysis and comparison of each one.

EntropiaForum: EF was founded by "Mindbuster" in January 2005, EF has grown to have the largest user base and has changed ownership to Neomaven (a.k.a. 711).

We'd like to make a quick comparison. Think of EF as the infamous Crips. They rule their members with an iron fist. If one member speaks out, the rest beat him down. Everyone wants to be on EF or get a piece of its territory. Think of its members as users of steroids, pumped up and easily agitated.

RCE Universe: Due to a conflict in opinions, the founder, "King Buzzo", decided to start up his own place to counter EF. The initial forum, e-pec.info, took off and eventually expanded its presence into other real cash economy virtual worlds. Due to this expansion, it changed its name to RCE Universe to reflect its new territory. Let's compare them to the Bloods. They were founded

to counter the Crips. They have expanded their territory nationwide and are looking to go international. Think of its members as potheads, laid back and always hungry for more.

And finally, Entropia Reality: These members are considered the young, restless ones. Being banned so many times from the other forums, they eventually had to find a new home and decided upon making their own. As a result, the founded ER, a lawless, ruthless group of members looking to cut throats. Compare them to the Latin Kings. Their entry into the forum turf is recent. They're extremely violent and don't care who they offend. Constantly looking for trouble, they're a force to be reckoned with. Think of its members as users of crack.

Hyper, psychotic and insane. Beware!

Of course, there are a few out there that we passed over. Entropia Pioneers, for instance, is one of the originals and seem like a wonderful group of peace loving beatniks, almost like the 70s hippies. Dealing most in shrooms and ecstasy, they are constantly loving and touchy-feely.

Of course, we all have our favorite. It's up to you to decide who you fit in with most.

Entropia Exposed Presents.....

Who The Hell Are You?!

Entropia Exposed presents this month's edition of "Who The Hell Are You?!" Each month, we look for a community member to sit down with and interview and see what they're all about. This month, we had the pleasure of interviewing an avatar, whom everyone adores, by the name of MindStar9. The conversation was, for lack of better words, a complete disaster. It went as follows:

E2: Hey.

MS9: Hello.

E2: So, we've got a few questions that we'd like to ask you. Shall we get started?

MS9: Sounds good. Would you like to make yourself more comfortable? Perhaps lay your head back on my sofa?

E2: Ummmm.....No thanks. This chair is fine.

MS9: You sure?

E2: Yes, I'm good right here.

MS9: Suit yourself then.

E2: Anyway, let's begin. You've worn many hats since coming to Entropia Universe: Party-goer, Event Manager, Story Teller and, most notably, as a Forum Moderator. This one intrigues us most. Let's discuss.

MS9: Yes, let's do. What would you like to discuss? Maybe your family history? Was your father an alcoholic?

E2: I'm the one asking questions here.

MS9: So it seems you are.

E2: I am, thank you. Moving on. In your posts in the forums, you seem to use color quite often for your text. Why is that?

MS9: I believe it sets the tone for the post. Purple denotes normal posts, Orange stands for happy ones, Red is for posts where I am angered, Blue is for when I am moody and Pink is for when I feel sexy!

E2 (Discreetly gags then clears throat): Do you ever think of your readers when using colors? It's been rumored that the variety of colors you use has actually made some members go cross-eyed. One man was said to have had an epileptic seizure from the amount of color you use and was sent to the hospital.

MS9: Who?

E2: We're not at liberty to reveal identities.

MS9: Tell me now or else....

E2: Or else what?

MS9: You've been warned once. Next time it will result in a permanent ban.

E2: You can't ban me from my own interview!

MS9: Try me!

E2: Forget it, who cares. Anyway, did you memorize all the rules of the forum?

MS9: Of course I did, it was my job.

E2: Did you ever visit the forum called (*This piece has been removed due to a violation of Rule #123).

E2: Could you stop that?

MS9: Stop what?

E2: Stop editing my question.

MS9 (blushes): Sorry, bad habit.

E2: That's fine, just don't do it again.

MS9: Don't tell me what to do!

E2: I'm not, I was just requesting you stop MS9'ing me.

MS9: Excuse me, what was that?!

E2: What was what?

MS9: You used my name as a verb.

E2: Oh, that. Well, you became so "popular" as a moderator that your name became a widely used verb.

MS9: And what does it mean?

E2: It means you have been moderated.

MS9: Are you mocking me?

E2: No, I was informing you.

MS9: Do you know who I am?! I know everything. Do not try to tell me anything. I need no informing! I'm right, you're wrong. END OF STORY!

E2: Whatever, you're crazy.

(*You have been banned due to Rule #746).

Amazingly, we were banned from our own interview and our recordings were taken. So, this conversation is not an actual copy of the chat log, rather we are posting what we seem to recall.



EBN: Entropia Universe Anniversary - Beta Testing Complete!

The official launch of the Imperial Calypso colony ('Operation Gold') commenced five years ago. This, The First Wave, began arriving at 23:53, in the year 2003, local time.

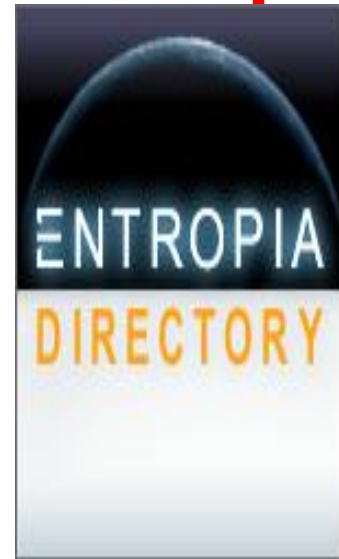
We liked to thank you all for helping us go through the beta phase of Entropia Universe. Unfortunately, as testers, you have had the hard part. You've experienced all the CTDs, you've lost tons of money, items have been misplaced, cheats have been discovered, support has been lacking and promises have been made and broken. It was

a time of trying patience and morale was low. But, alas, fear not for you have all successfully completed the beta phase of our universe.

As a sign of our technical progression, we have decided to move on to Charlie testing. We are unsure of how long this phase will take but we must continue to weed out some of the problems. Some side effects of this phase may include, but is not limited to, lack of sleep, uncontrolled rage, drop in item value and lack of common sense.

Eventually, we may come through on some of the things we originally stated, but for now, in a sign of appreciation for your dedication, we will bestow upon you all these glorious berets that will ultimately drop in value and leave you with yet another worthless rag to waste space in your inventory.

Thank you and here's to another five years in testing.



New Mining Theory Discovered: Move Over Rattexx and Nightbird!

We're sure you've all heard of the famous mining theories put forth by the respectable Entropia members, Rattexx and Nightbird. If not, crawl out of your shell and go read the forums.

The theories are very complex and have a lot of variables which can make the results of the theories unpredictable. Some swear by them and others brush them off. Here's a quick look at what the combination of the two look like on a mining run:



Since we are mere journalists and don't have the superior skill that it takes to mine the world of Calypso using these theories, we took it upon ourselves to see if maybe we could find a pattern. The end results are amazing.

We initially tried modifying the theories so we would drop a bomb every 20 seconds in an elliptical pattern, looking in a 45 degree angle to the South-Southwest while wearing

an OJ top and our underwear and holding the finder in our left hand. That didn't work and we nearly gave up.

On our final 50 bomb run, we wanted to test our luck on Eudoria and give it one last shot. With no ammo, no armor and very little clothing, we had to dodge, dip, dive, duck and dodge all the crazy mobs out there. We kept on hitting claims but had to leave them behind in order to avoid being killed by the mobs. After running them into the towers, we decided to go back and map out all the claims we got. It was probably one of the best runs of the trial. We were able to hit about 75% of our bombs. We were

able to map out the coordinates of each claim and here is what we came up with:



We can't seem to decipher it nor come up with a logical equation. Maybe someone out there can send us their thoughts?

The SpinMaster's Spotlight Presents:

Trapped in a Chatroom with Hundreds of Yowling Cats - An XFire Xclusive

Written by SpinMaster

I was very excited to get an invite to XFires' Question and Answer session with the Developers of MindArk earlier this week and really looked forward to at least seeing what news MA would tantalize us all with.

Reading the email I received, I understood that there was to be three different rooms with varying levels of participation and that there were rules that applied to each.

I followed the instructions about adding one "Chatteox" to my friends list and made absolutely sure that I would remember that I needed to be online no later than 2:00 PM EST on the appointed day.

I actually found the instructions to be quite succinct and well planned. What actually transpired was a totally different story altogether.

As the appointed time approached, I double checked that my request for friendship had gone through and, yes, he/she/it was on my Friends List, but off-line. This was at 1:30 PM EST. At 1:50 PM EST I started getting a little anxious as "Chatteox" was still offline. Still no sign of this "Chatteox" person at 2:00 PM. At this point my trepidation kicked in.

Finally, at 2:15 I get the invite to the chatroom. At this point I'm totally dubious as to what will or will not happen.

I log into the "Central Command"

server and my PC goes totally zonkers and freezes. All I hear is bonking noises. I reboot and relog with the same results. After a third try I manage to see in chat that I need to disable all sounds and to minimize the Members List. This actually works!

Finally, after a frustrating 10 minutes, I'm in! However, I quickly discover that what I'm in is tantamount to being in a holding cell!

No one in "Central Command" has a clue as to what's going on, though, after 10 minutes passed, some people say they can see "into" three to five different rooms. They pass what ever information they have (sporadically at best) via cutting and pasting, back to CC (Central Command) for other participants to see.

Soon, the room fills to almost 200 people, and reports are coming in that there are just as many in the "Question" rooms. Others state that invites to the "?" rooms are forthcoming and to be patient. I know for a fact that this will lead to absolute chaos, and why you may ask?

To put it quite simply, and for all my many, many years of being an observer of the Entropian culture, the one thing that is lacking in Entropians is that patience is NOT a virtue. But then, what would one expect where an entire cultural system is based on instant gratification?

Time passes and there are a lot of disgruntled people wondering why

they have been delegated to a useless, unmoderated chat room with others that feel exactly the same way. One participant likened it as being "Sent to the Limbo Chat room, where we all have to wait for the MA gods to decide what our fates will be." I couldn't agree more with that sentiment, but I also know that it's not MAs fault. Well, at least this time.

Anger soon turns to sheer boredom as the Q&A session nears its end. People leave, fed up with XFires inability to deal with technical issues. At one point, an XFire developer states that they are having technical difficulties and the room almost groans in unison. One would think that as far reaching as XFires visions are, they'd be more suited to dealing with LARGE groups of people? We would have been better off meeting at Twin or P.A.!

It became painfully apparent to yours truly that XFire screwed the pooch, so to speak. They obviously didn't have their collective act together and the resulting forty five minutes of chaos, complaining and downright begging only goes to show that they have no clue what the Entropian mindset is all about. Or the fact that there would be so very many of us wanting to participate!

Hopefully, if MA plans another such soiree, Xfire had better be more prepared. If not, I'd suggest a Landgrab...on XFires servers!



XFire Chat with Mindark Developers: The Untouchables Chatroom

Entropia Exposed was able to get some inside information as to what went down in the XFire chat with the developers (Marco and Frank?). However, it wasn't what went on in their chat that most interested us, it was what went on in the chat that everyone else was in that was astonishing. We'll pick out a few snippets that caught our investigative eye (edited to our liking of course).

A participant by the name of Justin had this to ask:

1.Has team skill, organization, size created any major setbacks?

Marco: *We are not comfortable giving out too much info in advance as we have competitors who watch MindArk closely to see how we achieve and succeed with the unique business model we work by.*

2.Does the entire developing team work from the HQ?

Marco: *We are not comfortable giving out to much info in advance as we have competitors who watch MindArk closely to see how we achieve and succeed with the unique business model we work by.*

3.Is there plans to increase the affect the events on calypso have on the general civilization on calypso?

Marco: *We are not comfortable*

giving out to much info in advance as we have competitors who watch MindArk closely to see how we achieve and succeed with the unique business model we work by.

4.Any plans to increase the role a society has on the lifestyle on Calypso?

Marco: *We are not comfortable giving out to much info in advance as we have competitors who watch MindArk closely to see how we achieve and succeed with the unique business model we work by.*

Wow! Very insightful! Thanks Mindark, We can't speak for everyone but at least we appreciate your vision! Two thumbs up!

A while later, we found out Buzz Lightyear was given his own private room so he could spam chat with his globals. This was done to reduce people experiencing crashes (CTDs). Buzz, thanks for thinking of others. You're the man!

Meanwhile, due to the high volume of questions being asked in the main room and, of course, Mindark being customer-oriented, all the detailed answers being given, participants were given time to provide their own questions and answers. Here's just a small recap:

jamhottv: Where does EU see itself in 5-10 years time?

kaksnek: Probably in Monaco with all your money ;)

loserkid83: Will gambling ever be a

part of Entropia, or are there to many legal issues associated with it?

notvf: That has been our vision from the beginning.

Of course, some participants were able to take advantage of the high turnout and conduct business:

kygon: SELLING: ESI

kygon: BUYING infulturator parts

And, finally, when all was said and done, Mindark said their farewell, was fair and just in their distribution of prizes to all participants and was able to leave with everyone feeling as if their voice was heard.

Upon departure, the chat room was full of praise:

Mkdesign: I love Mindark!

jamhottv: Me too!

Buzz Lightyear: XFire is my new favorite chat program!

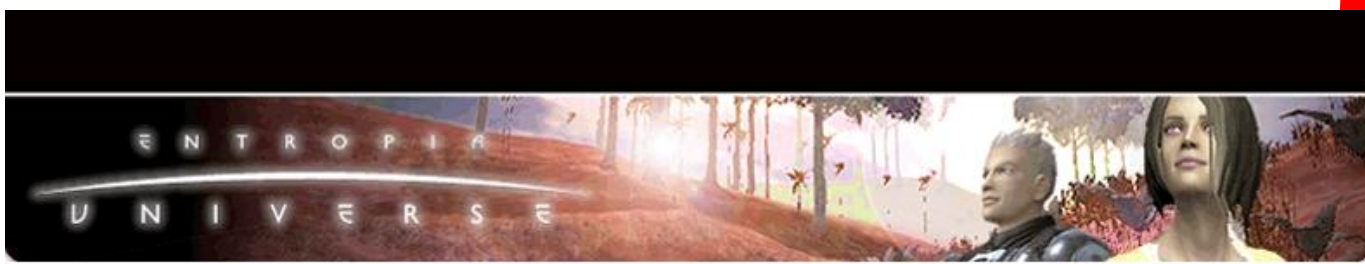
Brickwit/Odeon: I love you Marco!!!

Jason Travellian: You guys are the best!

Wisty: I am telling everyone how much I love MA and XFire!

notvf: Thanks for listening to us. You guys rule!

And on and on the praise went. MindArk, on behalf of all those who were "X"cluded, we want to pass on a collective "Thank You!" for being such a wonderful host and providing us with the foresight and knowledge to see where your company is going. You're our heroes!



Sextropia: The Real Vision

Entropia Exposed recently read stories of MindArk being represented by "adult entertainment." We were utterly shocked. MindArk? There's no way our idols, the people we hold so dear to our heart would ever do that! Here's the picture of the ambassador to EU and his very friendly friend.



You can clearly see that she is just being a good friend and helping him out with an itch. He obviously can't get it himself because he has a beer in his hand. What a friendly lady!

However, we decided to dig a bit further into these accusations and much to our dismay, we were shocked at the amount of pornographic material that can be found in Entropia Universe.

As you can see, nothing is sacred in this universe. Not even the mobs were spared. No wonder the umbrellas attacked us so often. We stole their women's clothing! And it's not as if MindArk just wanted to see the women naked, the men are naked too! Blaspheme!!! And on top of that, it seems the men are not capable of procreating. The developers forgot to endow the men

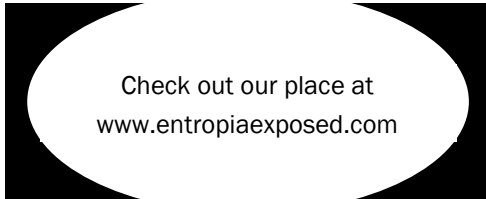
with their one true pride and joy. Is there no justice in this world?! Perhaps in VU 9.3, we can have our mojo back? We'd really appreciate it. Thanks.



Entropy Exposed

If you feel you may have a story that'll knock our socks off, please send it to the email below or submit it on our website.

E-mail:
editor@entropiaexposed.com



Want to spread the word about your business? Trying to attract more people to your event? Maybe you just want to have your 15 minutes of fame in a magazine? Well, you've come to the right place. Contact one of our staff members through our website, the various forums or through email, and we'll see what we can do for you.

(For a small amount of one million billion dollars we may even sell our souls)

Question and Answer: Ask Ms. Su Port

Well, the moment you have all been waiting for. A straight answer or a line of advice from Ms. Su Port.

You all may know her all too well. Ms. Su Port is a Chinese immigrant from Zhu Jia Jiao, China and now resides in Gothenburg, Sweden. Even before the announcement of the deal with the Chinese Government, Mr. Timkrans envisioned a diverse work environment full of employees from all nationalities. Because of this foresight, he thought it sensible to bring in someone that spoke English (passable) and Chinese. As a result, Ms. Su Port was hired and shipped over to Gothenburg to help Mr.

Timkrans follow through on his vision.

In one way or the other, Ms. Su Port has dealt with you all, whether it be a login issue, withdrawal question or possibly just for a quick chat over a cup of tea. And, fortunately, Ms. Port has been so kind as to bestow upon us her infinite wisdom and guidance.

Entropy Exposed was able to persuade Ms. Port to work with us as we offered her her own column in our magazine (and offered her more than minimum wage). If you would like to have Ms. Su Port answer one of your questions, solve a problem for you or

possibly give you some advice, either submit your inquiry to her via our website or send her an email at:

mssupport@entropiaexposed.com.

We'd like to let Ms. Su Port say a few introductory words as well:

01 February 2007 Ms. Su Port

Hi,

Thank you for your interest in my column. Unfortunately, I can not reveal any more information to you at this time about myself. However, I have forwarded your interest to my management and I will answer next issue based upon their determination of



whether your interest is in line with their concept of Entropia Exploited. However, I appreciate the attention.

Regards,

Ms. Su Port