

THE CALYPSO INDEPENDENCE

THE FREE VOICE OF EUDORIA AND AMETHERA

JANUARY 2006

OPENING CELEBRATIONS AT CLUB NEVERDIE



Opening party at Club Neverdie

The community celebrated a great party at Club Neverdie when it was opened on 19th of December 2005. Many citizen of Calypso booked a flight up to the Club to explore the new premises and to join the grand opening party of Neverdie's new toy.

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Point of View

This time TCI interviews McCormick from the winning team of MindArk's movie competition.

What is your full ingame name and profession?

Mark McCormick McCormick. Calypso Explorer 😊. I mostly hunt but like to mine and craft as well.

What brought you to PE?

Now that's a long and fun story. I was playing the car game Trackmania online. There I met MepH. We played like 24h a day and had a lot of fun. Then MepH disappeared. We still had email contact and he said hes playing Project Entropia now and that it is simply amazing and I had to try it. I believed in MepH here because I knew his sense for good games. 😊

So, I never played any MMORPGS before and wanted to have a look at screenshots first. For some reason I didn't start at project-entropia.com but with a google search...

It begun with some screenshots of Hadesheim and those huge buildings got my attention at once by thinking of having a virtual-online-walk there could be cool. Then the thought of "Come on just download and try, MepH said its great" became reality.

How long have you been playing?

I started to play in june 2004.

The winning movie isn't your first. You are well known as an enthusiastic movie-maker in PE. How did you become a moviemaker in PE?

I think it started by having a look at the movie section in Entropia Pioneers Forum. I liked "Cant loot this" and "Robo Wars" done by bodybag. Also all the possibilities in PE, the terrain and all the emotes and actions an avatar can do made me think of recording something different. And it

worked. My 1st project "McCormicks World No.1" is what I started with and I still think its one of my best titles. (if not the beta movie=) 😊

Also I want to thank Etopia here for providing the hilarious videos of "Patrique" which inspired me even more, for example working with Macromedia Flash.



Scene from McCormick's and Dub's wining movie

Did you have any previous experience?

Yes if you mean for MMORPG I knew about Ultima a little bit (never played), that's it. Or you meant movie creation, then no. PE was the reason I started to make videos. But I was producing music way back and often thought about how it would fit into video clips...

Where do you get your ideas for all this movies from and how did you develop the idea for this special one?

Most ideas are coming directly from the game. 😊 Other ideas just popped up in my head.

For the movie contest I was talking a lot to dub. Ideas here thoughts there. And we both had the same Idea at once, for the Trox at the end that is. Surprisingly all videos had such an idea at the end. 😊 As dub wrote the script for the voiceactors I had to record clips that would fit the voices.



Your movie has been a team-work together with Paris Dub Hilton. What initiated this cooperation?

Well it started in Twin Peaks. Half a year ago, was it? I wanted to show PE emotes to my sister. I stand in front of dub. I started to clap. He did the "Allllriiiiiight" thingy and was clapping his hands too. My sister got stunned by the idea that this guy was from the USA, just standing in front of me clapping his hands 😊 Also she was mentioning something like "This doesn't seem to be just a boring computer game" 😊 Well so I met dub, he liked my movies as well and when the contest was starting he presented a nice video demo from his company. He's working with professionals no question. When he asked for a co-op entry I simply said yes. 😊

Paris Dub Hilton is from America, while you are German. How did you arrange and part the work together over the distance?

I had to travel by ship to provide him my videos while dub was using his plane from time to time to present me the voices. We usually met on a small island in the north atlantic. 😊

How do you share the reward and which plans do you have in mind with your received prize?

If someone of us wants armor + terminator he simply asks the other one. Right now we agreed on keeping it.

I am sure you already have future film projects in mind. What can you already reveal about them?

The next video is already in progress. The minopolis snow-cloth we got as christmas present inspired me this time. The video will be filled with special FX to show nighttime, rain, snow, thunderstorm + lightning etc. Another idea by dub is a state of the art dance movie 😊 and McCormick's Clone Army...

What is your favoured activity in PE when you are not creating movies?

Well I have to admit I chat a lot, besides I love exploring the planet by just running around a whole day, as there are still places no one has ever seen before...

Hunting, Mining and Crafting is also fun 😊

Describe either your earliest or happiest memory of PE.

Earliest & Happiest: Meeting the french female avatar Liu! I know her since day 1 of playing PE. 😊

Obviously, everyone's long term goal is to develop his character and try to profit, but do you have any short term goals?

Develop my character and profit 😊

Which upcoming feature of the PE development roadmap or otherwise are you most looking forward to?

I want beer for 1 PED each can... and of course a fight with ye good old Space-Pirates. Travels between other planets to create a real Import/Export of weapons, ores and enmatters would also be very cool...



McCormick receives the movie contest prize from Marco/MindArk

If Marco/MindArk would fulfill you just one wish regarding the game concept, what would you ask him to do?

Put me ontop of the Pandorra Tower 😊...if thats not possible, PVP4 everywhere - who gets shot gets lootet and dies permanent (all items and skills gone). To add more realism!

Is there anything you did in your PE past that you regret that you would care to share?

Yes, Tting thousands of my precious paint cans to get PEDs for a hunt, because deposit was still on its way 😊

What else would you like to tell us about yourself or your experience in PE?

I think PE roxx0rs !

Thank you for the interview.

Interviewed by: Scatha

Market Trends

by Badboyz3584 and Kay (From Kay's Store)

The carpets and mats market is very stable since months, and you can be confident in buying those items at the actual prices: I doubt that there will be a price decrease. On the furniture market (not the decoration one), the prices are lowering slightly, and I would suggest waiting for more stability.

Surprisingly and like the Stink Tree Painting which has dramatically dropped in price since they was a huge arrival last months, the prices of the Jingo and Kango masks are very low actually; there is certainly a good opportunity for those small ornamentations which will highlight the living atmosphere of your home

Article by: Kay (From Kay's Store)

The new Furniture and Decoration items

An interview with Buzz Lightyear

The meeting with Buzz Lightyear was held at Genesis Star City, near the auction where he was doing some crafting with nice HOFs during the interview. Buzz is a well-known player who started PE three years ago, when it was still in the pre-gold ages. He was certainly one of the most skilled players, but unfortunately he sold his skills.

Kay: When did you start the manufacturing of furniture and decoration items?

Buzz: I have started the first day of VU 7.7 when the furniture and decoration items BluePrints (BPs) appeared in PE. In the first days, I skilled mostly on the Nallo Ceiling Lamp.

K: Why did you decide to start the manufacturing of the furniture and decoration items?

B: Two reasons punched me to manufacture the furniture and decoration items. Firstly, I am a tool crafter since I am playing and I was waiting for the storage box BP because I wanted to craft it; I thought that this BP would be introduces in the tools BPs, but MA decided otherwise. And secondly, there were no updates in the tools BPs, and it was becoming boring, I needed new opportunities.

K: Did you loot the storage box BP?

B: No, I have not.

K: The desperate search of this BP may have cost you a lot?

B: yes, I have already put about 9000 peds in the crafting of furniture and decoration items in order to loot the storage box BP and to become skilled. Now I would like to recoup my investment by selling my production.



K: How many furniture and decoration items BPs exist?

B: I would say that about 20 different BPs exists in the furniture manufacturing (the list of crafted furniture and decorations items is given in the table), and I got them mostly from manufacturing loots, but it can be really easier said than done: I can spend 1000 clicks without getting any interesting BPs, and other times 200 clicks are enough to get level 2 BPs.

K: What is the easiest and most difficult furniture to craft?

B: Nallo Lamps are definitively the easiest to craft, it is a first level BP and the raw materials are relatively easy to find. The most difficult to craft is the Comfry chair because Long Stinktree Boards are needed and they are only dropped by Neconues (as I know actually).



Nallo ceiling lamp

K: What BP would you like in the future?

B: Tables are not nice at all, and MA could introduce new BPs in this field. Also, I am dreaming of a level 6 or 7 anti-gravity storage box BP: this would be really useful for miners who could mine for longer times without being penalized by heavy ores and enmatters.

K: Can you tell me more about the colouring of the furniture?

B: It is a very good idea from MA. Now people can colour the furniture and decoration items with all the known colours in different manners; personal preferences can be made. It is Master Colorer Sarah who colours the furniture I am manufacturing.

K: About your store, what pushes you to enter into the selling of furniture?

B: A friend wanted to get rid of his apartment just at the time I was making lots of furniture. I thought there is no way I can sell items, since my auction slots are full with tools, so I have decided to borrow shopkeepers from friends and voila ;) I sell 1-2 items per day, and with the opening of the stores at the Club, I will certainly expand there in the future.

K: What are your best sales?

B: It is the sofas although it is only possible for one person to seat. Moreover, I have the monopoly on this item, which gives me a competitive advantage.

K: Have you a last word?

B: I think that MA will add in the future nice things to the furniture and decoration items, and we will certainly see more trophy heads like the Armax trophy heads.

K: Thank you Buzz, and I wish you the best in your business.

B: Thank you.

I have the felling that Buzz is back with high skills and ready to conquer the crafted furniture and decoration items market. Before leaving him, I buy a Comfyr sofa in brown and green colours for my personal use in my house; the price was more than attractive.

You can find Buzz Lightyear's Furniture Warehouse at **Genesis Star city, Tower B apartment 7G**, where actually 4 shopkeepers well stocked are waiting for you.



Overheard on Calypso

Rumors and such heard around

by Badboyz3584 and Orion

Weird buildings popping up

Some rather odd buildings around Calypso. A ways south of Pandora, there is a huge tower. The legs are massive. It looks like the only way to get inside is through some type of teleporter, not yet known, or not even in existence, or by air in a flying vehicle of some sort. Purely speculating, it could be some type of air dock. In TI, there is also an odd building. It is surrounded by high level robots, like Second-Entities, and various other generations of drones and warriors. Again, no perceivable way inside. It appears to have a door, but it won't budge. So, it seems that MA has something up their sleeves for the near future. These could possibly be the factories mentioned in some posts and updates, but that is just speculation.

Robot attacks

Robot attacks have been happening quite often recently, which include a Second Entity or two and the new Big Bulk. They have been happening in many towns. Maybe something is going on. Where are those missing parts of Prof. Barton anyway?



Robot attack at Cape Corinth Robot (Picture provided by EP forum)



Big Bulk during robot attack at Cape Corinth (Picture provided by EP forum)

Blogging

Blogs have become somewhat popular on the forum sites. People like to read the daily experiences of new players, it seems. It helps that they are well-written. It gives some kind of refreshing new point of view. You can find them on the pe-related forums, Entropia Pioneers and Entropia Forum, linked to in the clientloader.

Graphical update

During the grand opening party of Club Neverdie Marco|MindArk revealed a stunning information about Project Entropia's technical future. The graphic system is currently under revise. A massive graphical update is expected to come this spring.

The community hopes, that this will come along with the implementation of the next level of the gamebryo graphics engine, using the chances given to close the graphical gap to the nowadays state of the art MMORPGs like 'World of Warcraft'.

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[Milkey] We really do need some new graphics, I would love
some DirectX 9c effects (High Definition Rendering oooo quivers)
[General Death Raiser] oh yeah it is
[Olaven] could use a new interface ;)
[Milkey] MindArk should talk to Valve about the Source engine,
highly scalable and up to date lol
[Community Director Marco Behmann] Milk - during spring a
big visual overhaul will come, including avatar looks.
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Chat extract from the opening party

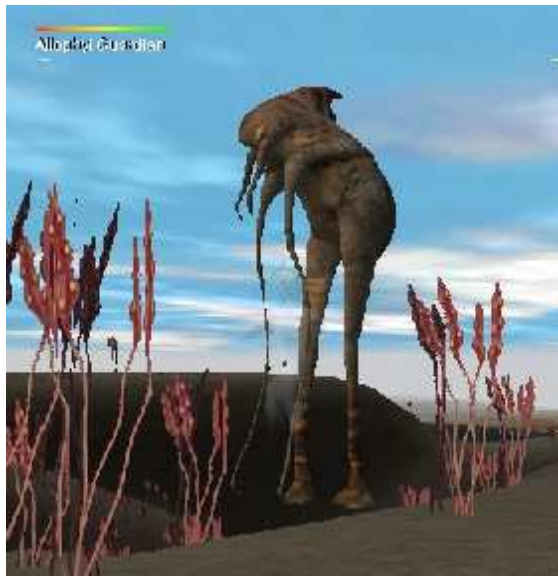


MotM

Mob of the Month - Allophyl

by Badboyz3584

Info: The Allophyl. Stated by ingame information to also be known as "The Fisherman". The Allophyl is not a difficult creature for most people to hunt. The worst part about them is the electricity they zap you with. Not a lot of armors have electricity protection, so it gets through. The highest levels of this creature can be a bit difficult for a solo hunter using mid-level equipment, but a team can easily take them out. The best way to protect yourself against them is to buy armor with electricity protection, such as Thunderbird Armor, or by getting a set of plates that can supplement your existing armor by adding electric protection.



Allophyl in his natural environment

Known loots: Once upon a time, wool was in short supply. Crafters were paying outrageous amounts for wool. Allophyls were once of the few creatures that dropped wool, thus they were heavily hunted. That time has passed now, and wool is found everywhere, but they still drop it. Notable items recently looted are: Shopkeeper teleporter pad, Black marble pedestal, DNA Fragment A.

Area: They can be found in areas with water nearby. Some locations will have annoying flying insects in the area as well. A well-known location to hunt them is on treasure island.

Thanks to Zap's Loot Table for providing loot info

You can find the table with up-to-date loot info at: <http://loot.solja.net/loot.php>

HHotM

Hunting Hof of the Month



Picture taken from: Entropia Pioneers' website

Congratulations to Ged Selio Fauster for getting this nice loot from an Estophyl Provider. A total of 3472 PED made up of 2 pairs of Jaguar Thighs, male and female, and 1 pair of female Jaguar Shins, plus a kitchen table. This is worth much more than 3472 PED with the market value of the armor.

Calypso's History

The Robot Uprising – Part II

The settlers and crew onboard the Exodus had fought hard to defend the last populated region of the colony. Only three cities inside this region had escaped robot sabotage and destruction because they had been built around a large inactive volcano, relying solely on geothermal energy absorbed from deep within the sleeping mountain. The other cities used matter/antimatter reactors, which proved to be their downfall as the robots used these to create large explosions that levelled the cities and spread a lethal radiation poisoning amongst the human survivors. The protected region was to become known as The Haven. It was the only tactical and secure area left on the planet and many survivors who had fled from the other cities came here to seek refuge. It was the last line of defense and the only chance for Mankind to recapture the planet and defeat the robots. The settlers withstood the robot attacks long enough to successfully repair the Space Gate and create a temporary opening. Personnel of officers, scientists and engineers from the Federal Empire were rushed through the gate along with as much supplies and equipment as possible before the gate closed. In a desperate attempt to keep the poorly stable gate open as long as possible it collapsed and exploded. The colony was cut off again but they now had new technology and expertise at their disposal, which finally gave the colonial forces enough military strength to fight a winning battle against the robots.

Despite the advantage of the new technology it would take several hard years before the robots could finally be defeated. The brave settlers withstood the robot terror long enough for imperial military vessels to arrive at the Calypso system with more reinforcements, and the war

came to an end. To inspire new hope among the settlers, the Federal Empire declared that a whole new infrastructure would be created in the three remaining cities. To ease the financial strain on federally owned corporation OmegaTech Inc, the Federal Empire decided to give two other interstellar corporations access to Calypso. These new corporations would aid the colony in the construction of the other two city projects in exchange for a higher market position within these assigned urban zones. Each corporation was also assigned a contract by the Federal Empire to exploit different resources on the planet in order to insure stability and to encourage trade and economical growth within the region. These three new cities were named New Haven, Neo Ithaca and Xin Shi. But the war was far from over...it had only just begun.

When the robots had been destroyed it gave the settlers on Calypso a short moment to reflect on what really had caused the robots to rebel and target humans as their enemy. The element that caused the catastrophe was soon traced back to its point of origin, in the Akbal-Cimi system. When the Imperial military spaceships were being prepared for launch towards the Akbal-Cimi system a massive vessel arrived in the Calypso system along the very same trajectory. The vessel clearly came from the Akbal-Cimi system and it was soon identified as an Odysseus Probe. The massive vessel was not responding to any commands but it was most likely to have been the very same Odysseus Probe that once discovered Calypso. The only form of messages transmitted by its AI command module were said to be incomprehensible but were taken as a warning to the settlers, later revealing its real intent, to recapture the planet. The imperial military spaceships were quickly positioned to intercept this first Titan of War and prevent it from reaching Calypso. The battle over Calypso lit up the dark skies at night for several



days before the massive Odysseus Probe was finally destroyed and its wrecked parts fell through the atmosphere like shooting stars. One military spacecraft and nearly all of its crew had been destroyed and the rest of the small fleet suffered substantial damage. The Exodus was kept safe and out of harms way on the other side of the planet during the battle - in case the settlers had to be evacuated from Calypso. This historical moment became known as the Battle of Calypso but it never became a celebrated victory. To the settlers the battle only meant the beginning of a new robot war...a war that has yet to end...

Masthead

Chief Editor

Syran 'Badboyz3584' Corith

Contributing Editors

Steph ,Kay' Kiokay

Layout

Merhea 'Scatha' Alweid

Submissions and Contact

Contact us in game or in forums:

Hunters Unlimited

or

Entropia Pioneers Forum:

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