

THE CALYPSO INDEPENDENCE

THE FREE VOICE OF EUDORIA AND AMETHERA

MAY 2006

FIRST ALL-TIME-HIGH ABOVE 100K Mining HoF with 158k PED Copper Stone



Leeloo's All Time High entry

On Saturday the 6th May Leeloo Leeloo Mountain from Belgium Dutch Society broke the All-Time-High record with the unbelievable amount of 158000 PED. This mining HoF occurred very well-timed during a media event with a French film crew on CND. So rumours about a predetermined HoF to commit a publicity stunt were spreading within minutes. But whether publicity stunt or coincidence, we can hope to welcome a bunch of new players after the broadcast of the event.



The ATH drilling tower (picture provided by Entropia Forum)

RELEASED BY HUNTERS UNLIMITED AND FRIENDS

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Point of View

This issue TCI interviews the Hunters Unlimited member Scatha

What is your full ingame name?

My name is Merhea Scatha Alweid from Hunters Unlimited.

What brought you to PE?

My sweetheart Orion got addicted to PE during pre-gold phase. The result was an everlasting ranting from me about his permanent computer gaming. It took me no more than three years while I was put off about how much time he spent online until I got aware it would be a possibility to train my limited English skills. With an international conference ahead and noticing how Orion not only used the chat options in PE but although the VoiP program Skype to talk directly with players all over the world I decided to give it a try just to get more used to the English language.

When did this happen?

I gave it a try in March 2005 and within few days the 'I need to learn English' idea became absolutely secondary.

What is your profession and why did you choose it?

I am mainly a hunter. It is the profession I tested first and it is still the one I am enjoying most. I tried mining a few times but I have to admit that I am a horrible miner. This caused some amusement for the people who knew that I am a geologist in real life.

You are a member of Hunters Unlimited, why did you joined them?

It was mainly on Orion's advice. He is a former HU member and told me be it would be a good and well fitting soc for me. And what do I have to say? He

was absolutely right. I never thought I would meet so much people with a similar sometimes off-key humour as I have myself, but there they are!

Describe either your earliest or happiest memory of PE.

Well, my earliest memory is running around in PA and trying to figure out how to interact with all that new stuff I see around me while Orion stands behind my chair and smiles in circles because he finally managed to get me into PE. As he knew me long enough he could be sure as soon as he would have had me there I would be infected with the PE virus...

But my happiest memory is not even long ago, when Orion and I had our 10 years anniversary and his 'I love you' advert was displayed all over Calypso.

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

That question is easy to answer: I am just trying to have a good time in this virtual universe as possible with my soc mates, friends and anyone else that likes to join in the fun. 🎮

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

The implementation of usable vehicles is something I am awaiting eagerly and I hope we will see something that would be comparable to a motorbike soon.

How would you change PE, or what would you add, if you could decide?

I am not sure if it is already on MindArk's roadmap, but I would like to see more and bigger mobs tameable and some real use for them. I am dreaming of a Cersumon-pet at the rig. 😊

What's your most memorable loot?

That is the 14.7k I got from a Longu Alpha. We had been to the restaurant before and some beer. I was thinking about going to bed already but decided to get one last drink and logging in meanwhile. So I got me a nice Whisky and went after the Longus. Halfway the Whisky I heard suddenly the trumpets while looting a Longu and I started to think "Oh, nice a global". As it was late and I am not really sober anymore this took me some time and I couldn't even finish that thought when Orion next to me started to scream "Oh my god, I can't believe it! That can't be true!" That was the point when I realised I should take a look at the global message...

It was the next day when I realised that I got this big loot one day after the first year's birthday of my avatar. So maybe some of the rumours about big loots on birthdays are not so baseless even if it is not always based on the player's birthday, but how know maybe it was just coincidence.

Any humorous moments you'd like to share?

You can experience a lot of humorous moments when you are connected to HU's soc chat but there is one I remember very well because I was the one how dropped a brick due to a translation mistake of mine...

It was a few weeks before Christmas and we were wondering about MA's present and what people would like to see as present. I was telling in soc I would enjoy getting a rubber cock as a new toy. One that would deal only one or two damage points to hit others with for the funny look of it. I realised some irritation in chat. So I searched for a picture of what I meant and posted it in our soc forum. And got the answer: "Oh now I get it, you meant a rubber rooster. Guess I don't

need to tell what I thought." I didn't know what he thought but after consulting an online dictionary I knew....



Finally Scatha snared that rubber ...

What one piece of advice would you give a total newb?

First of all I would suggest searching the forums for as much knowledge about PE as possible. And then I would advice depositing some Dollar after reaching the sweatcap. The start of PE will be much easier and therefore more enjoyable with some PEDs on your card and if you are spending those wise (see suggestion No.1) they will last a long time.

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

The only thing I am regretting is not starting earlier. It would have saved me a lot of energy I used to scold Orion and we could have all that online fun much earlier.

We thank you for taking the time to answer our questions.

Who are you, HU?

HU - Hunters Unlimited

Who are we? Have you been living under a rock or something? Seriously, we are not that well-known. We are the Hunters Unlimited and here I will give a bit of info about us as well as a few comments from current members.

A bit of history before I get to the point. Let me take you back in time a little, back to June 1st, 2003, the creation date of Hunters Unlimited. (at least as far as MindArk is concerned).

Hunters Unlimited was not the original name of the society. The first name of the society was "Hunters n Tailors". It was begun as an ambitious project started by the founder, Badboyz3584, to bring Hunters and Tailors together to better both sides of the equation. People joined and it seemed to be off to a good start, but the problem shone clear soon enough. What was it you ask? We had 1 single tailor, the founder; and many hunters. Obviously, tailoring was not a big business.

"...HU is one of the best active socs in PE" - Vinedi, HU member

So, eventually, the Tailors part was cut, and a new name was caught out of the air "Hunters Unlimited"

The new focus was solely on Hunters. The advantage to being a part of the group was information sharing. You give me some info, I give you some info, and we're all happy. Stuff like tactics, creature locations, and anything else that was on your mind. At this point, team hunting was not implemented into PE, so that was not part of it. This went on for some time. There were no rules, anyone was accepted, and that's just the way it

was. The peak of membership reached 153 members as I recall, lol. We were the fourth largest society ingame. This was not intentional, though. There was a bug with the member kick function, so it couldn't be done safely.

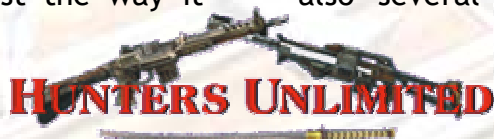


HU lining up for a beacon trip

After awhile, it was discovered that many active members had established a bond. People didn't use the society chat for tactics and info, but to just have a nice chat while blasting away at whatever. This became like a family to many people. Shortly thereafter, a light rule set was introduced. The main reason being that beggars ruined people's days, and no one wants to chat with a beggar spamming about needing ammo or equipment. Plus, beggars in towns were giving us a bad name. So, order was finally established to keep the family happy.

"Just want to say thay I enjoy the SOC hunts and keep them coming." - Go Blue, HU member

There were a few leadership changes made over the years. Members would leave for other societies, then would realize how great HU was and ask to return. And they were welcomed back. Changes to the rules were also made over the years, and they have become more and more strict to keep the quality of the members of HU high. As with any gathering of people, there have been instances of personalities grinding over the years, and the situations have been dealt with as best as we could. There were also several "trims" done when MA



finally fixed the kick function, keeping the member count down.

This is present day. Badboyz3584 is still leader and HU is still going strong and we have many happy members (somewhere around 50). Quite a few well-known people got their start in HU. Some left all too early, and if they were to return to us now, I can safely say they would not want to leave again. HU has gone through changes, changes for the better and the things that made people leave in the past have been cleaned up and the good parts refined. You know who you are. HU would welcome you back if you are curious. Bring your new friends, too. :)



Members of Hunters Unlimited

What does HU do?

Well, this webzine you're reading, for one. It was created by us. But ingame, we are very active.

*"I love how HU travels in packs...people take notice"
- Heap, HU leader advisor*

The biggest draw over the years for HU has been the society chat. Many will vouch for that. It is a lot of fun. Lots of people making jokes, trading equipment, although not much of that, talking about loots, long drawn-out discussions about how aim seems to improve with alcohol, and congratulating each other about globals and HoFs. Another thing you see is people hooking up to team

hunt.



Members of Hunters Unlimited

Yes, team hunts. They are many and they are fun. There are regular society hunts where lots of members get together and reduce the creature population of Calypso. You have probably seen us, a big crowd of people standing around acting silly while we decide on where to go and wait on other members, or a huge amount of green dots entering the radar with guns blazing ready for action. Or the ever-popular "team teleport".

What are the HUs like?

We don't put a lot of emphasis on skill levels and equipment. That doesn't mean we don't have rules. There has to be rules. But, the main thing we look for is the ability to keep up with each other, from a relative firepower standpoint, and society chat activity and interaction. If you don't like to chat or join others for hunts, why would you join a society? So, that's mainly what is important with our members. We have members ranging from barely over the limits, to all-out uber with the finest death dealing equipment. Don't let the "lower" skill limits fool ya, we have some very strong members in our ranks. We also have serious players; even a few ATH entries.



The nice people are what keep people tied up with us. We like nice people. Rudeness will not be tolerated in the society chat or elsewhere. If members are caught or reported as being out-of-line or just generally rude to others, this will be taken into consideration on their future in HU. Our eyes and ears are everywhere.

*"So, if you're slightly twisted, like most of us, you would fit right in."
- Big'n, HU member*

We have no special rules in this society. I am aware of other societies that demand that their members sell to a certain person/group for a certain percentage. Not us. Go ahead and sell that Gazzurdite to a non-member, you are allowed. To demand otherwise is ridiculous if it is to better a single person/group and not the society as a whole.

How would I join?

It's easy. Assuming you have enough skills. We have a Website at: www.hunters-unlimited.com. There you will find a link to the rules page. Give it a read and you will be informed as to the levels required to become a part of our family. No, they are not incredibly high. The next thing to do is to contact one of the leaders on EntopiaForum, Entopia Pioneers website, or on our own forum linked to from the same webpage mentioned. You can contact us through Private messages on EP and EF, or just post on our own forum. Private messages are a bit more "private", though (no pun intended), and this seems to be the preferred method.

If you are not a hunter, that's ok. Some of our members are solely mining these days and some crafting, so no problem there, but the reqs are different, contact a leader for special cases.



Members of Hunters Unlimited

So, that is a little information on the Hunters Unlimited. I hope I have cleared up any rumors you might have heard. HU is not a society full of noobs, we are serious and dedicated players (addicts) of Project Entopia always striving to be the best we can. Where will the future take us? Who knows, but I think great things are in store for HU.

Long live Project Entopia and Hunters Unlimited

Hunters Unlimited

"Unlimited Potential"



How my god, what is happening to the furniture market!

by Kay (From Kay's Store)

I am following the furniture and decoration items market since a very long time now, and it is quite difficult to see predictable evolutions on the long term! If we take the lightning for example (table), we can see that from June last year to actual February, the price of the Cayad lamp is increasing, the Gulo lamp is stable and the Rolf lamp is decreasing.

What is happening? Several assumptions can be made: a boost of certain items in the loot system (was seen for Stink Tree Painting, and more recently for Woody Logbasket) which

will bring more of those items in the market, the traders (or more specifically resellers) keep in storage a large amount of product in order to control the market or/and the introduction of all those apartments on either Calypso or RealityPort bring natural rarefaction of furniture since people finally wants them. Maybe it is the conjunction of all those factors that after all arbitrates the market of furniture at the auction. Therefore, furniture sellers and customers can find their common interest in this market, and pleasure to find the rare items is intact.

Market trends are: the prices of trophies are going up, same for bookcases and toys, and masks and pedestals are declining.

Items list	June	September	November	December	January	February
Bordo lamp	17	23	23	28	32	34
Bruner lamp	10	31	31	31	24	24
Cayad lamp	6	9	11	15	12	20
Cosy candle	8	9	8	5	3	7
Elegant candle	10	17	17	17	13	13
Enra lamp	16	28	30	30	30	34
Goth candle	30	18	17	19	29	25
Gulo lamp	10	11	12	11	10	12
Lila lamp	20	38	37	37	37	64
Mars Globe lamp	125	124	117	60	80	80
Reddo lamp	40	64	46	40	40	52
Ridge lamp	10	10	15	25	19	19
Rolf lamp	50	37	42	42	42	15
Saturn Globe Lamp			64	41	41	41
Top lamp	15	14	17	20	18	21
Turoc candle Mentor Edition	38	42	42	25	33	46
Weeler lamp	10	13	13	25	21	21

Itemlist

Market Trends

by Badboyz3584

Gazzurdite is up

The price of Gazzurdite has risen quite a bit since the arrival of mining amps. Many crafters are buying it up at high rates to cash in on this new market.

Mind Essence is down

The price of Mind Essence has fallen again, thanks to the falling price of sweat. After the crazy prices of sweat fell to a reasonable price, the price of 1K Mind Essence stabilized at around 45-48 PED. Now it has gone down to around 30-33 PED. For all you who like percentages, this is 300%.

Overheard on Calypso

Rumors and such heard around

by Badboyz3584

Pricedrop?

Rumor has it that prices are dropping on various items. This is to be attributed to the arrival and passing of the initial stages of the most recent Land Grab. If this trend will continue remains to be seen.

Economical Mindforce?

The price of Mind Essence has continued to fall beyond the predictions of some due to the falling price of sweat. The outrageous prices began to fall sometime back and settled, now they have fallen again. At this rate, Mindforce is going to become economical to use.

Mining amp madness

The recent implementation of mining amps has miners buying them up, eager to try them out. The tests seem to be going well, with larger deposits being found.

Shops

Shops are now implemented. The first batch has been sold on Club Neverdie and in the Treasure Island Platinum apartment building. There have been some grumblings from the community about the tax system that was also introduced into the system. On the bright side, it is nice to be able to see items in front of you, rather than in a boring trade window. And the outside displays are also quite nice.

HHotM

Hunting Hof of the Month



Picture taken from: Entropia Pioneers' website

Looter: Joker Poker Uber Smoker

Mob: Gokibusagi Young

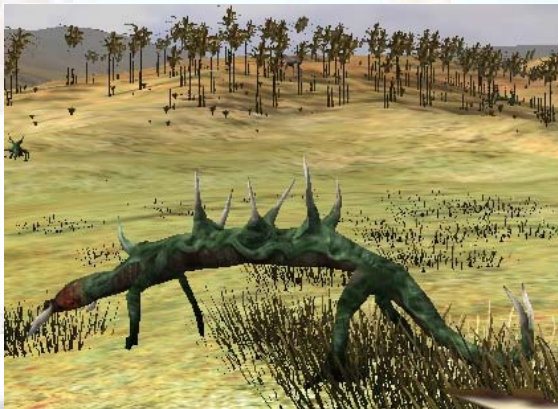
Value: 59 PED

Congratulations to Joker on getting this nice loot from a Gokibusagi. The Salamander Thighs are Female, and therefore worth a little less on the market, but congrats anyway. The total loot value was 59 PED, so the big items are not always in the big loots.

MotM**Mob of the Month - Formidon**

by Badboyz3584

Info: The Formidon is a slow-moving powerhouse. It walks about slow and casually and is generally non-aggressive, until it is shot at. It will then speed up a bit to tear apart whatever it was that hurt them. Even when it does speed up, it's still not fast. It's faintly resembles a spiny walking log. The toughness of this creature is the only reason a person of lesser firepower might want to stay away. With a team, you can easily take one down, even with lower end weapons (not talking Opalos, here), but just stay away from it. When it hits you, it can hurt quite a bit, but as mentioned, it is slow, so you'd be best to stay back. This creature is not often mentioned for hunting. The Formidon is one of the lesser known species.

*Formidon in his natural environment*

Known loots: None. As I said, not a lot of people remember this creature and, therefore, do not hunt it as much as others. So there are few entries of notable items being looted.

Area: cK Rei has the only player-owned area with Formidon. Lots of low-level maturities. The only other

known areas are in the desert East of Twin peaks and somewhere in Amethera where there are Old Alphas and such high level ones. Not sure of the exact location of this area. Overall, I would recommend cK Rei's Land Area because of the higher amount that you will find in any one area. They are also lower-level, so you will be able to kill more than you would if they were stronger, and revival is right there.

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>

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<http://entropia-pioneers.kicks-ass.org>:

The Calypso Independence discussions