

Issue 11 November 2002

# THE GATE

Where reality meets virtuality

**NEWS & VIEWS**  
Development news from  
MindArk

**CALYPSO CHRONICLES**  
The story of Spacestation Exodus

**FEATURES**  
Contests and prizes to be won

## THEGATE

Issue II, November 2002

## Editor

Stephanie Haines

## Writers

Frank Campbell  
Helen Praetorius  
Marco Behrmann

## Illustrations

Fredrik Andersson

## Portraits

Peter Alfredsson

## Picture Research

Helen Praetorius

## Layout

Stephanie Haines

## Design

Stephanie Haines  
Helen Praetorius  
Frank Campbell

## Managing Director MindArk AB

Jan Welter Timkrans

All rights reserved. All trademarks and copyrights recognized.

MindArk AB  
Järntorget 8  
413 04 Gothenburg  
Sweden  
Phone: +46 31-607260  
Fax: +46 31-136016  
Email: [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com)  
Internet: [www.project-entropia.com](http://www.project-entropia.com)

Welcome back to *The Gate*. You like us, you really like us! I would like to thank my writers, my illustrators, and you the readers for your support and encouragement. Okay, that's enough of the Oscar speech references. Seriously, we did survive the reviews of our inaugural issue. Many of you loved it and wrote some very positive remarks. Others had constructive criticism and suggestions, which we also appreciate. We want to make this the best product possible. Keep the suggestions coming...

Well, it's November – possibly the most dismal month in Sweden. It's dark, damp and cold. November likely produces many of the same depressing feelings in many of our users around the world. That's where we come in. We are providing the wonderful, uplifting and highly entertaining pieces inside *The Gate* to keep you fulfilled and happy through all the dreariness.

This month we have included all the sections from Issue I, but we have a few new additions. This time around we have more development news, which is what many of you voted for in our Infobooth 4.0 poll. Some of you also expressed interest in a strategy guide, so our ever-popular community representative Marco Behrmann has provided some tips to Calypso. We also want to get you, the reader, more involved so we have two contests with a chance to win prizes.

We want to hear from you. If you have comments, criticism or contributions, send them to us at [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com).

Step inside *The Gate* and enjoy!



Cheers,

Stephanie Haines  
Editor

The development of the Project Entropia virtual universe is moving along at an incredible speed as we prepare for yet another patch. This next one will be a major content patch as our community representative and content designer Marco Behrmann has mentioned in the past. We don't like to give ETA's, but 4.0 is scheduled to be sometime in mid-November. It will be full of new content additions such as:

- Societies will again make their appearance in the PE universe. In the beginning you will be able to register your society and accept or deny members. The functions will increase over time.
- Many new skills will be implemented. For example, when you shoot a pistol now, it won't only be your aim that will increase. We have added skills like Handgun, Combat Reflexes, Weapons Handling, and Aim.
- Statistics (attributes) like Strength and Agility will now function properly.
- There will be hundreds more of Calypso's existing lifeforms added. In our last patch, 500 creatures were dropped onto the landscape.
- Enhanced Pathfinding will also be implemented.
- More clothing items will be implemented.

We released a patch in late October, version 3.9. This was a stability and bug fix patch mostly. For those new users out there who aren't familiar with its contents, the most significant changes are listed below:

- A new avatar creation screen (new look required, but you get to keep your skills/inventory).
- Infamous "deadshell" bug is fixed.
- Quickkey update – if you choose a function key that is not assigned, your currently equipped tool/weapon is unequipped.
- All newly arrived colonists will have the same brand of clothes.
- The item positions in the inventory are saved and not rearranged every time an item is moved/merged/split.
- New special effects involving death and revival.
- More sounds all over the board.
- Balancing done in the hunting, mining and crafting sections.
- Enhanced blueprint books.
- New Request Interface added.
- Updated Trade Terminal and Shops stock.



- More items added to the world.
- Improved support for some older video cards.
- Many creatures now carry more items and less actual money.
- The creatures of Calypso have moved around.
- Enhanced PvP Chat added.
- The Crafting process has been tweaked.

As for other developments, the team working on our communication system just completed work on the account queue. Thousands of old accounts have been recycled and made available, so Calypso will again be swimming with new colonists.

The Project Entropia sound crew is also swamped in its attempt to fill every inch of Calypso with sound. This is not an easy task because this is no small planet. After all the nature areas, like forests and lakes, are filled with sound, the city of Hadesheim will be the next project. The massive layering of sounds in there, mixed with the animations, is causing some lag. The emote system is still being refined as well. More sounds are being added, but many of the existing ones on your avatars will be altered slightly to make it all as life-like as possible.

As mentioned earlier, there will be more additions to the Calypso clothing selection after the next patch. There will now be coats/jackets for both men and women, skirts, and even high heels. Some of the textures have also changed. The entire system is being re-designed and re-written so that eventually you will be able to change the colors and textures of your clothing yourself, if you have the right tool and skill. Keep reading PE Fashion in *The Gate* for all the latest information on Calypso clothing.

# the editorial page

**N**ewbie, MMORPG, Avatar, PVP, Lag, NPC, Mob, Cookie (not the one you eat)....

When I first heard these terms, I had the same reaction as I did when I heard Swedish for the first time. Huh? Well, I am seven months into my job here at MindArk and I must say I've got most of the computer and gaming lingo licked. My Swedish still leaves a little to be desired though. Getting comfortable with the terminology was one small step for Steph, but it'll be a giant leap for mankind if I reach gaming guru status. It's not an easy task. Let me explain...

I am a newbie (Wow, I'm using my newfound vocabulary). I have never played a computer game in my life, unless you can count Pong on my Commodore 64. Isn't that sad? I dabbled in video games a little. You know, Frogger and Pacman. Those were the days. But I was always happier playing house and Barbie. That's as far as I have ever delved into the world of role-playing. Games have just never been my thing, not until March of this year when MindArk hired me to work in the PR Dept. Then gaming became my thing.

Yes, I was hired to do public relations work, but I had to do some research first on the world of gaming. My first task was to read up on Project Entropia and figure out what exactly it was. I was not familiar with the idea of a virtual universe, let alone a Massive Multi-Player Online Role-Playing Game. The only role-playing game I had ever heard of was Dungeons and Dragons, so I dove into the Project Entropia website to educate myself. It all sounded so interesting. I was shocked that this type of parallel virtual universe was in development. I had a pretty good grasp of the whole concept before I started working, but when I stepped into the MindArk offices, I knew I had so much more to learn. Everyone I met seemed to be some sort of technological wiz. Over time I came to realize it wasn't that they seemed to be, they WERE technological wiz's in graphics, programming and web design. They're gamers too. Many of them have told me they enjoy participating in PE along with other online games.

## 'the newbie'



I knew I had to play catch up to get to the gaming level they were all at, so I ventured into the PE virtual universe pretty much every day. In the beginning it was for research and testing purposes, now it is for pure pleasure. I love it. I am hooked. I had a blast just creating my avatar. It took me two hours to choose the exact look I wanted. I have been hunting quite a bit and now I am trying mining. I can hardly wait until apartments are implemented so I can decorate. Cool! I am learning new things every day. I know I have a long way to go to get into the PE Hall of Fame though.

I always had this vision of gamers as pimply teenage boys playing on their PC's day and night in a dark basement room. After my time here I have realized that gamers are pimply teenage boys...kidding! Gamers are men, women, boys and girls of all ages with different backgrounds and interests. It is a wide-reaching market that MindArk and Project Entropia are tapping into. And I am proud to be a part of it.

Stephanie Haines

Have you got an opinion you want to share? Send us your Letters to the Editor at [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com).

PE ROXI  
SMS  
1 2 3  
4 5 6  
7 8 9  
\* 0 #

## the micronet

Frank Campbell

mET U @ 7?

I love it! The Short Message Service has really taken off in the last couple of years. In an even more compact and readily available form than the Internet, it has evolved global communication and expression to a new level. Phone calls are expensive and take time, e-mails are a hassle unless you've got a laptop on your back all day, but SMS – that's easy!

From almost any mobile telephone you can quickly key in a message and have it delivered to another mobile phone anywhere in the world in a matter of seconds. Allowing for a 1KB message to be sent anywhere, this micro communication is both quick and inexpensive.

Everybody's doing it, even the older generations, although they do admit that they usually receive more than they send as they humbly confess to a little techscurity. Mothers and sons have re-established contact through the gauze of busy lives and teenagers make friends and meet dates across this invisible network.

The first SMS is believed to have been sent in December 1992 from a PC to a mobile phone on the Vodafone GSM network in the UK. Since then, SMS has become a success that nobody in the mobile industry had expected. While

originally marketed for the executive world, today's advertisements are energetic and colorful and aimed at those who adopted SMS as their own – youth. Thankfully youth is as youth does, and it wasn't long before they tossed out the normal rules of writing for their own abbreviated code, the ultimate symbol of which must be the world famous smiley :-)

Credit for this creation seems to rest on the shoulders of one Scott E. Fahlman, a computer scientist from Pittsburgh, USA, who on September 19, 1982, came upon this clever method of expressing an emotion through the beloved ASCII character system. If you're interested in a little digital archaeology, head over to <http://www-2.cs.cmu.edu/~sef/Orig-Smiley.htm> where you can read the original message and how it was dug up only recently.

The future promises us further development with EMS (Enhanced Message Service) allowing icons, pictures and melodies and even MMS (Multi-Media Message Service)

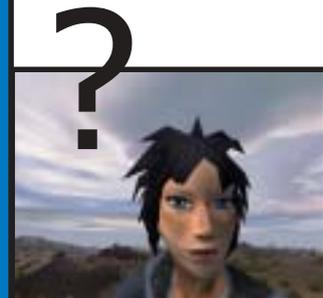
giving us extended cross media capabilities. With predictions for mobile phone users reaching 500 million by the year 2003, its place on our communication palette seems secure.

I love that 'Joe Public' knows what's best for himself, I love that young people throw out the rules and that old barrels of stagnant English get nervous.

C U L8r :-)



**Ever wonder who's really behind the avatar? Well, if you surf into the community section of the Project Entropia website you can join the ever expanding population of PE enthusiasts from around the world and get to know some of your favorite colonists better. Just get to: [www.project-entropia.com](http://www.project-entropia.com) and hit the 'community' button.**



## meet mindark

Helen Praetorius

Meet the lovely Ling Liu.

Q: Where are you from?

A: I'm from a place called Shija Zhuang in China.

(I have actually been there myself – beautiful place)

Q: What brought you to Sweden?

A: My husband came here to study and when he started working, I joined him.

Q: How long have you lived here?

A: Five years.

Q: You look very young. Let me guess, 30?

A: I'm 42 years old.

Q: What do you do here at MindArk?

A: I'm a database programmer and I work in the server group.

Q: Can you explain exactly what that means in simple terms?

A: I take part in the development of the operator tool, economy server, game server and account queue system. I write many DAL functions that the applications need. In the operator tool I add many functions that, for example make this operator tool run faster and easy to use. I also replaced the factory technic with the DAL technic.

Q: How long have you been working here at MindArk?

A: I have worked here six and a half months.

Q: What is the best/worst part about your job?

A: The best part is that I'm very interested in it; the worst part is the lack of physical exercise.

Q: What do you think is the most important thing when you build a virtual world?

A: The most important part when you build a



virtual world is to attract the users. It must not be too difficult to learn for new players, but must also be kept interesting for the veteran players.

Q: What do think makes Project Entropia unique?

A: The various techniques such as sound, music, colour picture figures and the exciting plot make Project Entropia unique.

Q: What is your favourite feature in Project Entropia?

A: That it is possible to make a figure (avatar) the way you want, buy different clothes, weapons and actually choose the monsters that you want to shoot. The most interesting thing for me is that it is possible to make an appointment with friends to play online and meet at a certain time and place in the virtual world and play together.

Q: From a female point of view how do you think women will perceive Project Entropia?

A: They will be impressed by the design, but I think the possibilities to use their imagination by creating a unique look, expressing themselves through different clothing, and socializing with friends in world will make them come back all the time.

Q: What is your favourite thing to do in your spare time? It must be something active because you have to sit all day!

A: I like playing table tennis.

Q: Anything else that you would like to share with us?

A: I want to work hard with the others here to make Project Entropia better and better by implementing new technologies and more functions.



# My Role As An OP

Samuel 'Melchior' Karlsson

**H**ello everyone. I am usually known as Melchior when it comes to PE. Well, when it comes to real life too. Anyway, I visited the MindArk offices on a Friday, to meet with Thommie (the Web & PR Manager). Since I've been acting as a chat-OP on the PE irc-channel from time to time, and they wanted to make it permanent, they thought it would be nice to actually meet me in person. That, and that I suck up... No wait, not that. ;)

After arriving and announcing my presence, Thommie came walking down the hallway after a minute or so. He looked much younger than I thought. That might be because he has a suit and tie on his community picture, which made me fear he was one of those 'proper' businessmen. But he, and most of the MA people, were actually young and enthusiastic. It will be nice to co-operate with them, even if it's only as an OP. Some sort of order is needed in our chat-rooms.

The whole thing actually started as a joke between Julien (the web developer) and I.

Back in May when we went into the open trial, and

everyone was screaming for accounts, I asked him how he managed to survive looking important with his @ (administrator status). He responded with something along the lines of, "Why don't you see for yourself?" I nearly typed my fingers off that day, answering questions about how the game play was, which things were in, and how they worked. I don't think I've seen that many newbies in my whole life. ;) But it was loads of fun.

I seem to have impressed Marco and the gang, because they have now appointed me a 'sort of figurehead' of the channel, in a ceremony involving devouring a can of Jolt and beholding of the holy altar, the servers. Note that I don't work at MA or anything. I am still a tester, in all respects.

In my role as an OP, I'll change the topics to include important things (mostly about server downtime, patches and statements), make sure people behave somewhat properly, and generally keep track of where things are located. Even if I don't know everything, and I don't have a lot of secret info from MA, I will try to help you. Don't be afraid of looking stupid with your questions either. I look rather stupid too from time to time, so I don't mind. ;)

I usually live in front of my computer, but my online times differ a lot from day to day. I go to school a bit too, and I have to sleep sometimes. I do live in Sweden, so you can generally go by the MA time counter on the front page of the [www.project-entropia.com](http://www.project-entropia.com) website to see if I might be awake. Or just send me a personal message or a mail, and see if I respond.

I will also, in the coming future, supply MA with a stream of questions and suggestions, in an attempt to make PE a bit more community-friendly, and clear up the question marks most people have about things.

(PS, they've got a X-wing box in the hallway! \*swoons in FFIV style\*)



Don't forget that support is always available 24/7 for Project Entropia. E-mail your questions or problems to: ***support@project-entropia.com*** or ring direct to: +46 31 137567 to get all the help you need.

## *The Diary of Ero Hartstenner* *Part II*

Frank Campbell



The first thing that struck me about Lt. Entenak was her looks. Her shoulder length blond hair fell perfectly around her face, framing her flawless skin and hazel brown eyes. She had an athletic build and a strong handshake the evening we met on top of the Kordex building.

“The Chancellor has been very impressed with your negotiating talents,” she began. “He would greatly appreciate your help with a very sensitive issue.” We strolled over to the edge of the building and looked out over Old Rome glittering in the orange light of early evening. She continued, “He would like you to travel as his official representative to the Corporate Alliances headquarters at Abulfeda on the moon.” I looked over at her; this was a great

opportunity – the Chancellor’s representative – I couldn’t have wished for more. She kept her gaze on the city, “The Chancellor wishes to settle the tension between the Federal Empire and the Corporate Alliance and has outlined a plan for mutual benefit through cooperation.” She turned and began walking back towards the stairwell to the roof, “These documents detail that plan and you should familiarize yourself with them before you go.” “When is the meeting?” I asked. “In five days.”

We returned to street level and exchanged farewells. I felt elated. “By the way,” she said, “I will send someone to meet you at the shuttle port with some extra information about the board members and a little gift from the Chancellor to Ibhan Asthejt. They were friends at university you know.” “I didn’t know that,” I said. “Will I have a chance to meet the Chancellor sometime?” “Certainly, we’ll organize something for when you get back” she said as she buttoned up her coat. “I know you won’t disappoint us Mr. Hartstenner.”

I sat on the balcony that night reading the plan; revenue sharing for the Alliance in return for the

Empire’s security and logistic support. I felt optimistic about the proposal and enthusiastic about my part in it. I also thought about how I didn’t want to be on my own anymore. I wanted to relax. I thought about Lt. Entenak.

Shuttle rides make me nervous – something about all that raw power. I distracted myself with the board member biographies on the way. Interesting people, smart people. If this proposal goes through, I thought, Earth could begin to recover itself. In my fervour I even imagined we might hear something from one of the Odysseus Probes.

It’s always amazing to see Earth from the moon – so majestic, so colourful against the dark felt of space. After eating and freshening up I was led to the main complex and to the boardroom where I met the assembled executives. Things were suddenly not so simple. The proposal was met with suspicion.

Why should there be any revenue sharing? Don’t we already pay taxes? What dangers exist? How will the Alliance make money? Why can’t the Chancellor just look after politics and leave commerce alone? My head

*continued on page 9*

# NOVEMBER REVIEW

began to spin. The air felt warm from the friction in their words. All I could think was, "I know you won't disappoint us Mr. Hartstenner. The Chancellor has been very impressed with your negotiating talents." I focused, refocused, concentrating on their arguments for almost two hours. I assured them I would speak with Earth that evening and relay their concerns.

I felt silly approaching Mr. Asthejt with the Chancellor's gift but I was committed to my duty, and it did ease the atmosphere a little when I presented it to him. I gathered my papers through a total silence, bid them good evening, and left the boardroom.

My heart felt heavy as I headed down the hall. How could I reconcile these parties? Was I given an impossible task? I wanted to succeed so badly.

Suddenly there was an enormous crash – the building shook. A shuttle must have hit the complex, I thought. My heart began to race. I started to run back the way I came. I saw the boardroom. Thick black smoke was pouring out into the hall. The heat was intense. I stood there in shock...

To be continued in the next issue of *The Gate*.



## The Omegaton M2201

Value: 3 PED  
Weight: 0,6  
Energy Burn: 1  
Damage Burn: 4

Well, like most new colonists arriving on Calypso I had nothing. When I boarded the star cruiser from Earth I was issued with standard Federal clothing and basically that was it. I had 6 PED when I landed on Calypso.

There wasn't a lot available to me when I checked the trade terminals and I almost panicked when I realized that I would have to create an entire existence from 6 PED. Either I was going to have to join the hordes of beggars around the cities and outposts or I was going to have to be smart. I thought smart.

I bought myself the cheapest weapon available in the trade terminals – the Omegaton M2201 – for 3 PED. I also purchased 2 PED's worth of pistol ammunition. The weight of this weapon was absolutely nominal and even its energy burn was quite low at a rating of just 1. Now I wasn't under any illusion about this weapon. I had heard stories of very large and brutal beasts out in the wilderness and I wasn't planning on approaching

those with my little peashooter. In fact, the only thing I planned on going for were animals roughly the size of a swollen pea, and thankfully for me there were a few.

My first encounter was with a fugabarba, which fell easily at my feet. I continued with my 2000 rounds of ammunition and successfully hunted chirpy, gibnib and merp, and after a couple of days of hunting, and of course a certain measure of luck, I managed to amass almost 9 PED in loot. Now I know this doesn't sound like much, but together with the 1 PED I had left from my original savings I now had 10 PED.

My skill in 1 handed ranged weapons had increased during this period to 7, which meant my shots were getting more and more effective.

I then hung out in Atlas Haven for a day or two and sold my Omegaton M2201 to a considerably richer colonist who paid 5 PED for it. Maybe it was fate but he hadn't got as far as a trade terminal yet and I guess that's the law of the open market.

Anyway, the whole story comes to a close with me now having 15 PED, which gave me the opportunity to move up a rung on the social ladder and equip myself with a complete mining pack. I was glad to get out of the hunting game and get a chance to make a better life for myself on Calypso.

Lamoghoni Sabage

**F**irst Impression - we all get it looking at somebody for the first time. It's a feeling hard to describe and it varies from individual to individual. Does the first impression affect the way we perceive a person? Most likely. At the end of the day it doesn't matter if you are in the real world or in a virtual world. However, in our virtual world Project Entropia we let everyone experience the same first impression, clothing wise that is. Let me explain...

All newly arrived colonists will have the same brand of clothing. Why one might ask? Our wish is for everyone to be equal when he or she sets foot on Calypso, so each settler receives the same newbie outfit from the Federal Empire. It is called the Colonist Standard Issue Suit. This becomes the colonist's first possession because regulations prevent any personal belongings from being brought to the planet. The rule is strictly adhered to, as it will minimize the risk of contaminating the environment. Colonists must also experience a medical examination and a disinfecting procedure before receiving the suit.



The Colonist Standard Issue Suit might not be the coolest ensemble on the market, but it sure is comfortable and practical. It is a light and agile two-piece outfit made of soft Thermal OmniFlex Fabrics and Micro-optic Fibres. This is a very sensible design and it is part of the standard line of smart CommuniClothes. These clothes carry built-in sensors and transmitters to help colonists keep track of their own vital signs. You can be certain that your new suit will keep you completely protected from the less pleasant aspects of Calypso's natural environment, such as rain, cold or heat. Although this outfit is very cheap to manufacture and is mass-produced, it still meets all the demands required to survive on Calypso. That is why it is given away to all new arrivals!

# CALYPSO FASHION

Helen Praetorius

Your newbie outfit may look like everyone else's, but there are other ways to express your individuality. Why not go wild in creating a flashy hairstyle to make your look a bit more personal? Here is your chance to be featured in next month's issue. This month, we are in search of the funkiest hairstyle on Calypso. Let your imagination run wild and send us your screenshot to [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com). Both your time and effort will be acknowledged. We will take that into consideration when we make our choice. The funkiest hairstyle will be published in the following issue of *The Gate*. Watch for it.



## Helen's Tip of the Month

If you're looking for an addition to your wardrobe, stop by Cult Clothes in Hadesheim for the biggest selection of Calypso fashion items.



# EXODUS: PAST, PRESENT & FUTURE

Stephanie Haines



The Space Station Exodus is the future home to Calypso's news network, EBN.

EBN approached the Federal Empire and \*Omegaton Industries to ask permission to build its news studio inside Exodus. It was appealing to EBN because it had the perfect location, an eye over Calypso, where one could see all. However, the space station has recently been off limits to civilians. The Federal Empire and Omegaton Industries agreed to speak with EBN about its proposal and after months of negotiations, an agreement was settled upon for an unspecified amount. There has been speculation that the financial burden of the ship was becoming too much to bear and EBN offered a significant amount of money to rent the space.

The Exodus is an historic vessel, the first colonizer class spacecraft of its kind, built 150 years ago. It was used in one of the most daring projects ever designed, which expanded the Federal Empire

outside colonized borders and past known frontiers by bringing the very first human settlers to Calypso.

The idea belonged to Omegaton Industries, but was such an enormous undertaking that the Federal Empire had to lend financial assistance to get the Exodus Project off the ground. Its goal was to carry more than a thousand settlers to the hills of Calypso using the largest Jump Rail ever constructed. The giant vessel Exodus took three long years to build and when it was finally ready for launch it was hyped by the Interstellar media as 'The Great Exodus' – another milestone in human history and the dawn of a new era. It took two years before the people in the Federal Empire heard from the Exodus again, but when they did, it was to announce the first human settlers had successfully been transported to Calypso.

Exodus continues to serve humankind to this day after continuous maintenance, upgrades and reconstruction. It is an important symbol to all

citizens on Calypso. Exodus now functions as an Orbital Command Center and docking bay for the FIF fleet. The Federal Imperial Force is the space fleet that is currently deployed in the solar system to patrol and intercept any enemy space vessels. Exodus also contains several imperial institutions:

**ODESSA** (Offensive Defensive Exodus Space Ship Alpha) is name of the main section of the Exodus Space Station. In the event of an emergency, it can be detached and serve as a medium space ship with combat capabilities.

**ODIN** (Orbital Defense and Interception Network) controls the orbital planetary defense satellite network around the planet as well as the Stellar Sensor Grid that scans the star system and outer space.

**OCTAGON** (Orbital Central Tactical Administration and Global Observation Network) is the central planetary command center for the imperial administration located on board the ODESSA. The command center can be detached and flown to safety in case of an emergency.

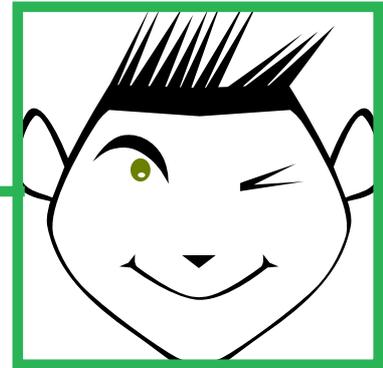
**EBN** (Entropia Broadcasting Network) will soon be added to the list of Exodus inhabitants.

Stay tuned to *The Gate* for more information on EBN. Coming soon!

\*Omegaton Industries was once known as Omegaton Interstellar. The corporation's name was changed after the financial reorganization that saw the Federal Empire come on board.

# Tips & Tricks

by  
Marco Behrmann



## A few pointers to Calypso

What are the paths to prosperity and fortune on Calypso? Which route is the best? *The Gate* grabbed ahold of a stressed Marco Behrmann, the content designer for Project Entropia, and asked him for some advice for the would-be colonists out there.

**CHAT**– See to it that you gather information. Always listen to people talking, to gather snippets of useful info. I have heard many interesting pieces of info that way. Where is the monster X or the ore Y? That info is in plain sight – it just takes a little snooping around.

**BE POLITE** – Don't you hate it when some loudmouth comes up and says "HEY! GIVE ME MONEY!" You just wish Player-Killing was in and you could drill several holes in the annoying person and then choose "Emote – Snicker". When you speak to other participants, be polite. Use civilized language, do not curse, do not SCREAM, and do not get angry because you do not get money for nothing.

**CHOOSE THE RIGHT TOOL FOR THE TRADE** – In the beginning, you will miss more often and you will also deal less damage until you gain skill. Therefore, a cheaper weapon that consumes less energy cells per pull of the trigger is recommended. Of course, you can't hunt an

Atrox or Araneatrox with a max 4 Dam pistol, but hey, who says you have to? Concentrate on the easier monsters in the beginning to gain skill.

**DON'T DIE** – Right now, death is cheap on Calypso. The only thing it costs is time. It is not fun to run to a revival terminal just because you attacked the "wrong" monster. Examine and learn what the monsters are capable of. Don't try to powerfist an Atrox to death.

**BUILD SKILLS** – Project Entropia rewards skill development. Do not try to be an expert in every field at once. Concentrate on one field and aim to be the best there is in that field. All areas of profession have pros and cons, rewards and setbacks.

**TRADE WISELY** – The trade terminal offers basic items and accepts items at a minimum value. Most items not sold by a terminal are worth more than the PED value attached to it. To a serious hunter, what is the right price for a rare rifle? Probably a lot more than the value in PED, as it is a tool that makes him better at his trade. Never sell items to the trade terminal, as you almost always can make a better deal trading it to the right live participant walking the surface of Calypso.

These are some of the hints I can give. I hope to see you all on Calypso. And if you find an Omegaton M61 A5, I am interested in buying. :-)

## A Volcanic Experience

In our first travel guide we took you to an area in the Erebus region called Billy's Spaceship Afterworld. We briefly mentioned the mighty volcano peaks, but are you curious to know more? Ever wanted to journey and explore a volcano? Wonder what it would be like to hike to the rim of one? What sights will await you at the crater's edge? Will you gaze into a deep, smoldering abyss or be dazzled by a beautiful lake? Satisfy your inquisitive mind and experience Calypso's own Mount Cerberus!

"The name Cerberus is taken from Greek mythology. Cerberus was a huge and savage dog with 3 heads, which guarded the entrance to the underworld. He was the offspring of the Echidne and Typhon".

The volcanic region lies in a part of Calypso that is quite far away from the cities and the crowds. It is situated south of the industrial city of Hadesheim. The great volcano, Mount Cerberus is located right in the middle of Erebus. It has become notorious for its three giant and very distinguished peaks surrounding the crater dome. Fortunately for all of you, the volcano is inactive at present. However, its activity in the past has made the region very rich with minerals, so there is plenty around to find. The volcano crater itself is covered in very thick jungle-type vegetation, an area many species of wildlife call home. The Teffoider and Afroxer are two creatures you may come across while exploring the region. Without giving it all away it is also a great place to become one with nature, with a few surprises awaiting you...

Another way to experience this area is to take a walk around the beautiful Hazardous lakes. They are located in the surrounding landscape of the volcano. The bay also embraces the rush of water run off from the neighboring mountains.

If you love nature, this outdoor paradise can spark your sense of adventure or it can provide simple serenity. Mount Cerberus and the entire volcanic region are well worth visiting. What are you waiting for? Grab a friend and take the journey.

That's it for now. Stay tuned for more hot travel spots in the next issue of *The Gate*...



# SOCIETY PROFILE

THE GATE 14



Without being patriotic I would like to introduce you to a Swedish society in Project Entropia – the Swedish Explorer Society.

The society was created by the remaining Swedish colonists who came to Calypso with the colonist ships from earth. They rapidly spread across the planet's surface and started to build mines and settlements where they found minerals and resources in order to be able to develop new mechanics and equipment. Slowly the colonists discovered that the planet was not as perfect as what they had thought initially. The settlers dealt with harsh living conditions and the threat of attacking animals. All the different communities worked together using their resources to construct more powerful weapons to protect themselves. Robots were also assigned to guard the settlements. But one day the robots suddenly turned their back on the colonists and left the society scattered across the planet. The colonists had to hide in fear of what the robots might do to them.

Many years later, the groups of survivors have finally rejoined, and this time with great success. They have started mining and manufacturing different items, and are slowly growing stronger to become what they once were - a society with hope and faith for the future.

The Swedish Explorer Society's motto is for everyone to fight for the same goals. The youngest council member once said, "To fight for different goals only contributes to problems. If everyone would fight for the same objective they might get further and even reach it".

The group's founder Christer says that phrase became the group's leading star into an unknown future. "We want everyone to be able to live without the fear of being frozen out. That is our main goal – to have a society where you are able to test your abilities with things you like and, at the same time contribute to the society's prosperity. S.E.S values cooperation, friendship and knowledge and once this is accomplished, any goal can be reached."

Christer came across Project Entropia when he was searching the net for a good game with an excellent story in it. He joined soon after. When he discovered there was no Swedish society in Project Entropia, he decided to start a thread about this in the forum and people noticed them almost immediately. "Looking at our society, I see it as something binding people together", says Christer.

Currently S.E.S. has 32 members and a steady stream of newcomers who want to join. There are no specific requirements to join S.E.S. If you live in Sweden and speak Swedish, you are welcome to join. They do not want to create an elite society where you need to carry out tests and prove that you are worthy of joining. They believe that every person who joins S.E.S can assist in building a better future on Calypso. Not all members are active at present for obvious reasons; some of them are waiting in the hibernating chambers to wake up and once again wander Calypso.

The S.E.S. has a council of four members who rule the society; none has absolute power to prevent abuse. The council consists of a group of members who were the first to show similar values. Below them, they have members in charge of areas such as hunting and mining. Each member is welcome to come with suggestions and questions about the future of S.E.S. It is the council's obligation to listen to every one of them. Their belief is that a united society will go further than a society ruled by one person.

"Even the smallest group of people can change the course of the future," says Christer. "So keep things going MA and thanks for a great start on a game that many of us will enjoy for years to come."

You don't need to be Swedish to appreciate the different values that S.E.S. stands for. The societies in PE should open our eyes to different ways of thinking within this virtual world and perhaps in the real world too.

If you're interested in joining, log onto the society's website at [www.ses.makes.it](http://www.ses.makes.it)

**By Helen Praetorius**



# Did you know...

...how the planet Calypso got her name?

There was a strange delay in the voyage of the Odysseus Probe to the new world. According to certain files, the mysterious planet had kept the Odysseus Probe stationed for several standard cycles in orbit before it finally made the decision to leave. This was despite available resources to construct a new Jump Rail to continue its voyage within less than one cycle. Any information that would explain this event had for unknown reasons never been transferred from the Odysseus Probe to the Alpha Matrix before the probe left the star system. This strange delay in the probe's voyage gave the planet its name.

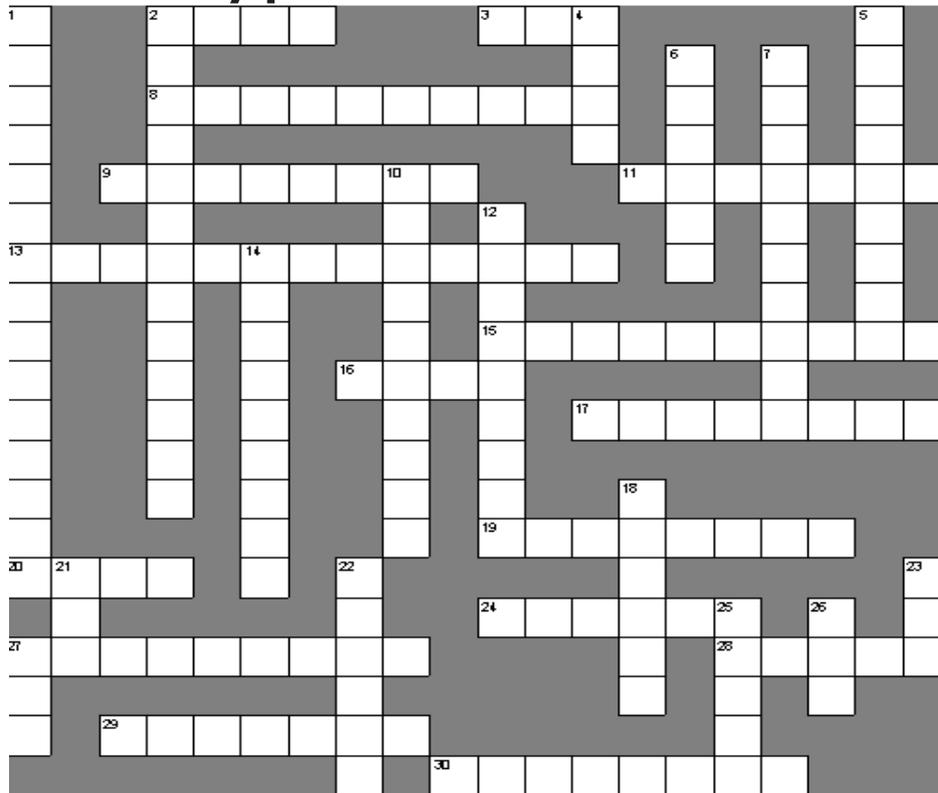
According to a very ancient human tale from Earth, a sea nymph waylaid a homeward-bound hero named Odysseus for seven years on her island. The name of this nymph was Calypso and it was considered most fitting for a future market campaign.

Taken from the website's World Information Section – History – Chapter 5. Read more about the history of Calypso there.

If you want to have a say in the future development of Project Entropia, go to the voting booths on Calypso where you can make your opinion heard on different issues. Voting booths can be found in the main cities and some outposts, so go ahead and make your voice count!



## Calypso Crossword



### Across

2. Calypso's most sinister creature.  
 3. One of the paranormal abilities that led to the creation of Calypso.  
 8. These were first constructed across the entire Earth solar system to link the planets and colonies together.  
 9. High-tech melee weapons.  
 11. The terra-formed region of the new world where the first humans moved to when they arrived on Calypso.  
 13. Highly specialized tools that can use their limited teleporation capabilities to place implants inside a human body.  
 15. Life form \_\_\_\_  
 16. \_\_\_\_ Extractors  
 17. The apparatus used as a linear means of transport.  
 19. The creature known as the fisherman.  
 20. Genesis \_\_\_\_ Interstellar  
 24. The dominant form of plant life on Calypso.  
 27. This creature's favorite meal is insects.  
 28. This planet is a medium gas giant with one moon orbiting it.

### Down

1. These transform extracted ore into pure compressed mineral bars.  
 2. These could take space vessels to the colony on Mars in a few months during the space age.  
 4. A future business opportunity inside PE.  
 5. The tool that extracts edible plants and crops from the earth.  
 6. The colonial citadels on Calypso that were the only secure places left for humans to seek refuge during the Robot Wars.  
 7. A travel device.  
 10. The scientific name for the creature which translates into a 'wicked minded humanoid'.  
 12. The biggest city on Calypso.  
 14. The anchor for Calypso's news network.  
 18. The creature that uses

- its claws as a weapon to defend itself.  
 21. It took this many years for all Odysseus Probes to be built and launched.  
 22. Omegaton Industries (Interstellar) launched this project to draw human settlers to Calypso.  
 23. The news network on Calypso.  
 25. Hypnos has this many moons in orbit.  
 26. This fleet patrolled the sectors of the new frontier during the Interplanetary conflicts.  
 27. The fugabarba creature has this many eyes.

**Win the  
 Castorian  
 Combat  
 EnBlade-1!**



The first person to send in the correct puzzle will win the powerful close combat energy blade Castorian Combat EnBlade-1. Email your puzzle solutions to [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com) and we will publish the results in the next issue of *The Gate*.

# fan profile

Stephanie Haines



“I collect mermaid figurines”.

**M**y first question to community member Merrmaid was where she got the name. I am always curious how PE participants come up with their aliases. Apparently, the reason for the double ‘r’ is due to someone else on IRC already having the name with the correct spelling. It just stuck after that.

Merrmaid, known in the real world as Paula, hails from Colorado, USA, is married and in her 40s. “For many years I was called “the singing nurse”, singing opera in my spare time. Now I’m able to stay at home, paint watercolor paintings, work on scripts and play PE.”

Paula’s been part of Project Entropia for a long while. She heard about it through her husband, who saw an article about the virtual universe online. She applied for the beta immediately and has been here ever since.

“I have been in other MMORPG betas, but PE is the first one I considered playing continuously,” says Paula. “Its whole concept caught my initial attention. After I started playing, the realism of the scenery surrounded me, and, being a miner, you really have to love the scenery. I like the idea of a game that is constantly growing and where people are able to interact with each other.”

Paula is known for her poetry within the PE forum boards. The threads became some of the longest in our community history, as dozens of other Calypsians joined in and displayed their creative sides. Now Paula has a new initiative, this time within the virtual world. She is starting up The Calypso Players, a theatre group.

“Since I’m in the creative arts in real life, it was my desire to bring some of that art into the world of Calypso. I’m a performer at heart and love the idea, as in real life, of giving people something enjoyable that removes stress for a few moments. Whether reading a poem or watching a play, people can relax and have fun. I’ve written a script for a video that was produced and have wanted to try writing some plays. Plays on Calypso will be a fun challenge.” But can art and theatre prosper on Calypso? Paula has no question it will.

“For some people it will be an initial curiosity and for others, who already enjoy the theatre, it will be something familiar. For all, whether a performer or spectator, it will be something to do. I think anyone who enjoys the theatre in real life, will enjoy it on Calypso also. I already have actors cast for the first play.

**“Plays on Calypso will be a fun challenge.”**

Paula used to be a member of one of PE’s societies, but has just recently resigned to concentrate on her new creative arts project. “Realizing that I could not give appropriate time to both entities, I had to make a choice. It was a very hard choice.”

Paula’s role inside PE won’t only be the Director of The Calypso Players. “At the present time I am a miner and part-time hunter,” she says. “In the future, as more skills are added to PE, I will see what interests me.”

In five years time Paula says she will be heavily involved in PE, which will be flourishing. “I can see myself producing plays, owning property and being part of a wonderful virtual community.”

## Ask Bertha 'Bot

Bertha,  
I believe I must be infected by some virus or sickness. Sometimes when I am walking or running I get about 10 meters before I am flung back to where I began. This repeats over and over and I become quite sick and nauseous. On several occasions I have been mauled by wild animals while suffering from one of these spells. Please Bertha, what's happening?  
Dizzy

Dear Dizzy,  
This is known as Rubber sickness. Most new colonists from Earth experience a spell of this at some point and in a few cases it can be fatal. Certain areas of Calypso leak a highly hallucinogenic invisible gas that distorts perception of time and space. The best advice when you experience Rubber sickness is to stop and rest for a period of time until its effects wear off.

Bertha,  
I must be a very bad dancer. When I dance for people, they always mimic me. I think they're poking fun! Have you any advice for me?  
No Rhythm

Dear No Rhythm,  
It seems in fact that you have started a whole new trend. People haven't danced on Calypso for quite a while, and now everybody seems to be doing the 'No Rhythm' dance. So congratulations, imitation is the sincerest form of flattery – dance on!



Dear Bertha,  
I am constantly being plagued by beggars who follow me around asking for money or goods. I have helped a couple of people out, but now everyone is hounding me. Bertha, what's the solution?  
Beggar-Bothered

Dear Beggar-Bothered,  
This is not the first letter I have received about this. Unfortunately, as with most new frontiers, shiploads of colonists are arriving on Calypso with nothing but the clothing on their backs. Tired and weak from their journey, they only possess the energy to beg others for a helping hand. I am beginning to hear stories of ingenious colonists that have found ways to start making a living and this is very encouraging. My advice to you when you encounter beggars is to encourage them to use their ingenuity and creativeness in order to find needs in the community that can help them to begin supporting themselves. This is a new frontier and only the strongest will survive.

Whether you're an established colonist or you've just arrived, and you've got something on your mind, just ask Bertha 'Bot. Write to her at: [fanzine@project-entropia.com](mailto:fanzine@project-entropia.com)



When you look at this picture, what comes to mind? A witty remark, perhaps? If so, mail it to us for a chance to win an Omegaton M2201 along with 2x100 energy cells. We'll post the winner and a few runners-up in the next issue of *The Gate*.

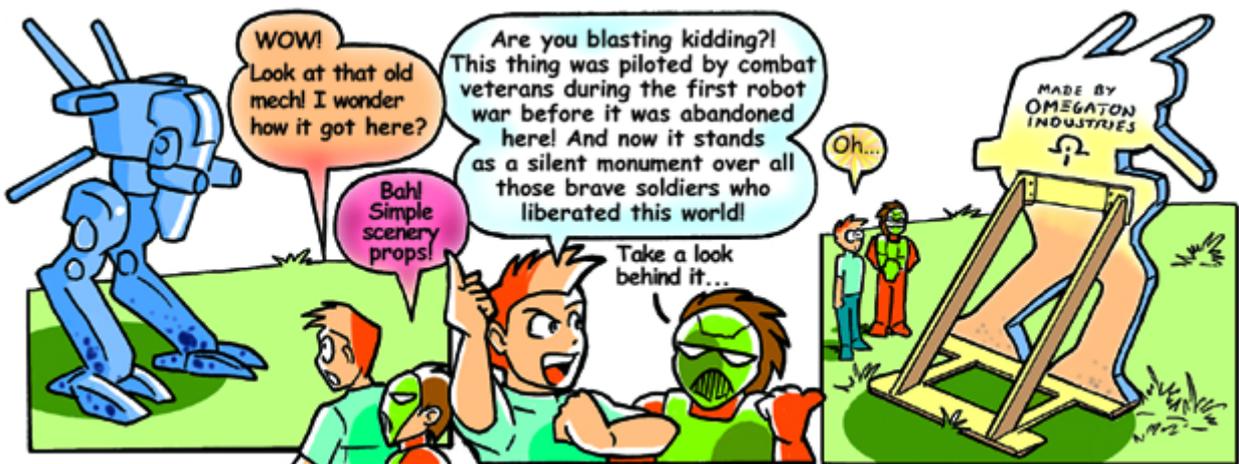


a winning,  
witty  
caption



# CALYPSO COMIC

Fredrik Andersson



# The Calypso Gallery

THEGATE 20



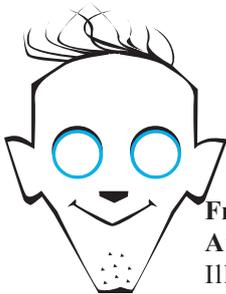
CONTRIBUTORS



**Frank Campbell**  
Writer  
Design



**Helen Praetorius**  
Writer  
Design  
Photo Research



**Fredrik Andersson**  
Illustrations



**Marco Behrmann**  
Writer

What to watch for in the next issue of *The Gate*:

Addicted to Gaming - When Have You Gone Too Far?  
Stephanie Haines

Living and Working Abroad - The Swedish MindArk Experience  
Frank Campbell

Travel Guide and Fashion Suggestions  
Helen Praetorius

Contest answers and new challenges with more prizes to be won!

**F** The final word this month describes an attribute all MindArk staffers possess. They laugh in the face of obstacles, always determined to seek and find a solution.

**I**

**N**

**A**

**L**

**W** PERSEVERANCE: Steady persistence in adhering to a course of action, a belief or a purpose; steadfastness. The continued pursuit or prosecution of any business or enterprise begun.

**O**

**R**

**D**