

THE GATE

Where reality meets virtuality

Issue 4 February 2003
Special Gold Edition



**Project Entropia
Glows Gold**

THEGATE

Issue 4, February 2002

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Happy Belated New Year! 2003 - What a year it's going to be for all of us involved with Project Entropia. Today we begin the Gold phase of a project that has been years in the making. *The Gate* pays tribute to PE's new beginnings this month with a special Golden Issue. Yes, we will focus on this new chapter in PE's history, but we will also include all our regular favorites as well. Our Message from MindArk this month will include its usual version update information, but also personal messages and comments from key MindArk personnel. We decided to focus on Project Entropia's economy in this issue. Frank Campbell gets the inside scoop on creating cash on Calypso. How do participants make a go of it? In his article, look for info on the newly opened PE Exchange that allows you to buy and sell shares within PE. One of our competitions this month asks you to tell us how you made the most of your first 10 PED. Look for that in our Features section at the back of the magazine. Also on the menu this month, check out several upcoming events on Calypso, read about a French-Canadian website that has served up PE à la français, see the latest festive fashion dressing Calypso and witness the creative writing talent of your fellow PE participants in our Features section.

Thank you to all of our readers for your support and participation. Keep it coming! It's great to see all the involvement – from contest entries to Bertha Bot questions to just plain suggestions and comments. We appreciate every word. We know many of you have been

around since we began to pave PE's road to gold and we look forward to having you here for the rest of the journey.



Cheers,
Stephanie Haines
Editor

It's official – Project Entropia is Golden! What does that really mean though? In another context, going gold translates into a final, released version of the game hitting the home site or store shelves. However PE isn't a game, it isn't like any other product out there. That's why we've taken a different path to gold as well. To us, this golden phase is just another chapter in an endless sci-fi saga that constantly evolves, getting more intriguing and entertaining along the way.

Important Information on Changes

The Project Entropia Universe Servers were taken down for several days at the end of January. The server park is now hosted in a secure facility in Stockholm. The servers will be connected to the International Internet Backbone, hosted by Telia, one of Europe's largest Internet infrastructure providers. This will greatly enhance participation performance.

The Gold Version of PE is available by simply downloading the latest version update v4.2. You will not have to download the entire new client.

Version updates will be implemented regularly for bug fix purposes and content additions. Here are some of the highlights of v4.2. (See the forums for the full listing):

- All your calls for an Avatar reset have been answered. It is LOOKS ONLY - no items or skills will be lost.
- PVP makes its debut!
- More features in PE Exchange and Societies

From Us to You

The road to gold has been a long one. Along with all the hard work accomplished by MindArk employees, it is the participants who keep the universe turning. Some key figures at MindArk would like to take this opportunity to send out some messages to all of you:

This is such an exciting time for PE. Thinking back to when we first came up with the concept for PE - it's unbelievable how far we've come. That is in large part due to all of you participants who have helped us test our product and offer suggestions along the way on how to better it. We appreciate your efforts and look forward to your continued cooperation in the future.

Jan Welter Timkrans
Managing Director



It's amazing to see what's happening in Project Entropia today. You are helping to create a self-sustained market economy with so much buying, selling and trading taking place. That is what we envisioned when we first set out to build this parallel virtual universe – a place where people could ultimately make a living and prosper. You are making this vision a reality. We thank you for your dedication and belief in our unique product.

Benny Iggländ
Chairman, Supervisory Board

This has been a very exciting year for me. When I first entered the old CTP3 forum, I immediately felt the enormous amount of energy and inspiration and all the ideas and knowledge circulating there. As the Project Entropia Concept Development Manager, I have worked very hard to implement these ideas and suggestions into PE. I strongly believe that a thriving community is the basic for a thriving online experience - especially when the scope is as vast as PE's. Thank you all for a wonderful year. Now let's have a wonderful decade!

Marco Behrmann
Concept Development Manager

I have been onboard MindArk AB for almost three years now and I must say that it has been a very amazing time - to be one of those who has made it possible for mankind to take us beyond the moon and to explore the planet Calypso and all its possibilities. I am really looking forward to seeing you all on the planet's surface and to see where mankind goes next in the Project Entropia evolution.

Thommie Astorson
Web & Public Relations Manager

See you all on Calypso!

It's been a long and winding road on the way to gold. Here's a look at the journey.

1995 – Original concept for Project Entropia conceived by Jan Welter Timkrans and Benny Iggland

1997 – The development of Project Entropia slowly begins with a few brilliant minds

1999 – Company known today as MindArk AB forms with roughly 10 employees

2000 – Domain name Project Entropia bought and first Infobooth brought online

May 2001 – Original Beta phase of PE (approx. 50 testers)

May 2001 – PE upgrades its virtual universe by implementing the NetImmerse engine 4.0

July 2001 – MindArk announces staffing of its Operation Center

September 2001 – MindArk begins Beta II phase of PE (approx. 500 testers)

October 2001 – Beta Test expanded to 1000 participants

November 2001 – MindArk seeks out 5000 participants to test its unique economy system

January 2002 – Commercial Trial of PE begins with 5000 participants

May 2002 – Commercial Open Trial of PE begins. Overwhelming response worldwide.

October 2002 – PE's official website upgraded to latest edition Infobooth 4.0

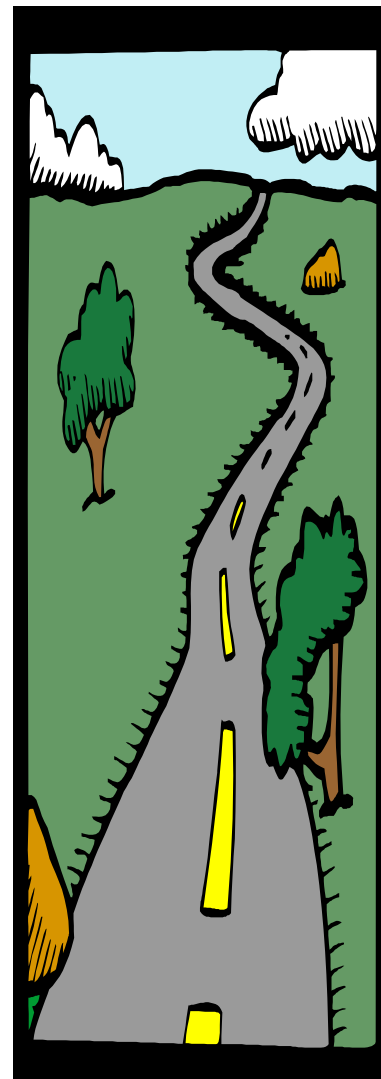
October 2002 - First issue of PE fanzine *The Gate* released

January 2003 – MindArk has nearly 60 employees

January 2003 – Project Entropia, Sweden's largest software project in history, goes gold

2003 – The road continues.....

The Road to Gold



CREATING

Frank Campbell



CALYPSO

I expected this to be a tough assignment, but not this tough. I decided to revisit Atlas Haven after a few months absence and hear how some of the colonists were faring with the economy on Calypso. First, I was almost run out of town under a hail of imposter accusations. Then, after a little tweaking here at the offices, I fixed an official MindArk title for my avatar. When I logged in again I found myself buck naked about a click south of Atlas Haven. Things weren't looking good. Fortunately, I managed to hail a passing Samaritan who gave me a pair of trousers and a sweater so I was able to continue to Atlas Haven. Thanks h743d9!

These days Atlas Haven is quite the stew of activity, with its own bizarre blend of cross-dressing, armed opportunists milling about trying to trade all manner of things with each other. One of those I met, the Lord Fanel no less, said he was coming out on top. A hunter himself, he recommended hunting Allophyls, and also confirmed the rumor I had heard about so called bait runners - courageous colonists who offer themselves as live bait for hunters - attracting the attention of wild game while the hunters pick their quarry off undisturbed. For this perilous service they then usually receive a PED or two.

Another group trying to make a living around hunting are the ammo-sellers - colonists

that sell ammunition at slightly marked up prices close to the prime hunting zones. Instead of having to run back to the nearest trade terminals, hunters are happy to pay a PED more to get their ammunition quickly and resume their hunt. A knock on effect takes place then, as clothing gained from animal carcasses can fetch high prices from Calypsos female colonists. Coats in particular are highly sought after.

Of course in an environment like this, the weapons trade is booming, and Gemini told me how the Starkhov AS-117 could fetch up to 225 PED in mint condition on the open market. Crafters with good blueprints also seem to be doing nicely by manufacturing non-terminal goods, like the FreanD Alpha pistol, which can be manufactured for a small fraction of the 40 PED retail price. Of course these crafters need raw materials and one of the most sought after materials on Calypso at the moment is Lysterium, and a bundle of this precious material could cost you 40 PED. A female trader called Angel even mentioned hiring people at one point to go out and search for individuals that might have stores of certain materials. If you think you've got something of value, try visiting Twin Peaks as well, where a lot of crafters gather.

Bare chested Burnsey wasn't quite so enthusiastic about everything but did mention that hosting guided

tours for noobs (new colonists) was a source of income. He also wanted to sound a note of caution to all noobs to be careful when entering. Rumors of scammers are abound, and I want to stress to everybody that if you come across a scammer to report it to us at: abuse@project-entropia.com and we'll take action. We have zero tolerance for this behavior.

As with all economies there are always those who have nothing, and Atlas Haven attracts its fair share of beggars. These people seem willing to do anything for a PED and infuriate most of the established traders. A tip to anybody considering begging is not to bother. Try offering a service. Be useful, but don't beg.

The PE Exchange has recently opened in Hadesheim, and while it's in its early days yet, stocks are already available in the ammunition company Sphere Ordnance and the share savings society Friends of MindArk. Sound like interesting investments?

Then of course there's the bizarre. I've heard of a couple of females at Fort Fury dancing in their underwear for PED. I guess it all goes to show that Calypso is beginning to take on a life of its own.

So if you've got any interesting, innovative or just plain funny stories about the development of Calypso's economy, let me know at fanzine@project-entropia.com

PE à la français



Alchemic Dream likes turning dreams into reality. The French-Canadian company has done just that for Project Entropia, introducing the unique virtual universe to the French community in Canada and abroad. *Merci beaucoup.*

Based in Montreal, Alchemic Dream dedicates itself to the localization and community management of MMORPG's. "In a nutshell, AD is a link between developers and players and a breath of life for the game," boasts CEO Aurélien Merville. "We decided to start AD because developers create online worlds and players need a kind of travel agency to reach these worlds."

Merville himself has worked in the MMORPG industry for years. He says playing different computer games, especially RPG's, is his passion. Like many other PE fans, he thought the concept was unique and wanted to be involved somehow, "I checked the website about three years ago. When I saw the idea of Project Entropia I said 'I must work with Mindark'. Later, when Alchemic Dream was created, I received a CD for the closed beta phase 2. I tried it, I liked the game and I called MindArk to make a partnership."

The partnership began in July of 2002. It was a deal that saw Alchemic Dream become the official website of the French PE community. "All the information is translated, even if we don't have an Infobooth, we're a French mirror," says Merville. "Moreover, we'll start events and activities dedicated to the French community and they will be announced on the Alchemic Dream website."

AD has worked hard translating the official PE site, our fanzine *The Gate* and most recently, the entire client. That took the Alchemic Dream team about three weeks to complete. It was then distributed by popular French gaming

magazine Gen4. Merville says the distribution created a lot of interest in both PE and AD, bringing in many new, interested people.

PE is one of the main titles featured on the Alchemic Dream website, so its community is constantly growing. "It is mostly French, but we have French Canadians, Belgians and Swiss," says Merville of the community makeup. Two AD employees are solely dedicated to Project Entropia's portion of the site, but Merville says the team will grow with PE's gold launch. They plan to add to their support and community management departments.

Alchemic Dream has a wish list for the future, which along with "Conquest of the world", includes being a leader in the European market. It also includes Project Entropia and MindArk. The company hopes to translate PE into other languages and to host the French societies website.

Log onto www.alchemicdream.com/portal/ if you're interested in knowing more. Your French better be *superbe!* (I usually use *Babel Fish* to translate. Being Canadian, I know un petit peu, but not more!)



The French community within PE is very strong. More than 20 French societies have applied for official status now and that number grows daily. If you are looking to meet some fellow French friends in PE, *The Gate* has been told that Nymhtown in the north-east corner of the south-east map sector is a particularly popular hangout. See you there!

Stephanie Haines

meet anita @ mindark

Q: What is your name? (A female newbie)

A: Anita Maletic

Q: Where are you from?

A: I suppose I should explain that since my surname doesn't sound very Swedish. I was born in Sweden and I have lived here all my life (except for half a year in Australia) but my parents are from Croatia. I can tell you though, that I feel as equally Swedish as I do Croatian.

Q: How old are you?

A: I'm 23 years old.

Q: What attracted you to apply for a job here at MindArk?

A: My intention after university studies has always been to work for an exciting software company that has a young atmosphere, and that develops a product I can be proud to be part of and wholeheartedly believe in. I feel that MindArk has given me the opportunity to experience all that.

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

A: Approximately 3 months.

Q: What do you do here at MindArk?

A: I'm a database operator, which means that I manage the information in the parameter database.

Q: Can you explain exactly what that is?

A: PE consists of a lot of parameters, which have information about clothes, species, skills and blueprints. My job is to manage and balance these parameters in order to obtain correct values in the virtual world. This can be everything from adding information about new clothes, designing blueprints or changing species, speed and aggression values.

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

A: The best part is to keep a lot of things in order and the worst part must be the lack of physical activity.

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

A: To develop a virtual world where users are familiar with the environment and at the same



time able to experience a fantasy our reality can't offer them. The world and the features in it must therefore constantly attract the participants. A participant should also have the opportunity to undertake a completely different

character/role that many distinguish from his/her real life.

Q: What do you think makes Project Entropia unique?

A: It has to be the entire concept, the opportunities to do things similar to real life and even more...New ideas are flourishing which makes it even more exciting waiting for them to be implemented. The graphic art, music and sound are outstanding, but I think the economic system has to be the most unique thing of all features.

Q: What is your favourite feature in Project Entropia?

A: I like to dress my character in different clothes, chat and the feeling of an adventure. Since I like to dance, I'll have to say that the dance moves are quite cool and I practice them a lot.

Q: What is your most favourite thing to do other than come to MindArk everyday?

A: I like to spend time with my friends out partying or just hanging out.

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

A: I think women will like PE as much as men do, but I think women will be more interested in appearance, clothes, graphical art and chatting with other participants, instead of combat.

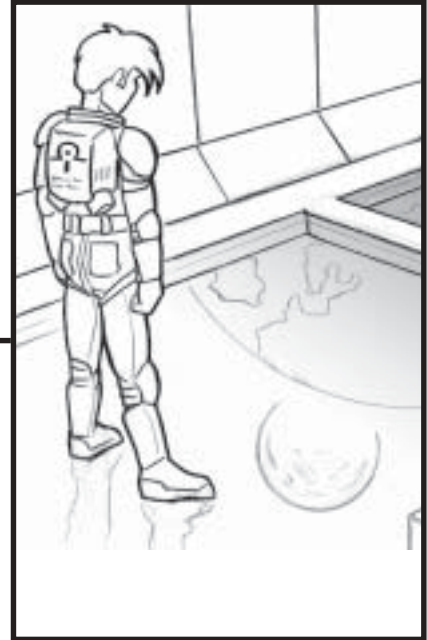
Q: Anything else that you would like to share with us?

A: See ya' on Calypso!

Helen Praetorius

The Diary of Ero Hartstenner IV

Frank Campbell



Entenak never came. Nobody ever came, and as the days released weeks, in the euphoric bubbles of Calypsos discovery, I sat wasting away in the Antarctic Holding Facility - I became DL-4273R.

For the next two years I watched the progress of the Great Exodus, as it became known. I watched Omegaton Industries construct their huge dome in space, inside which they would then construct the famous Exodus craft. One thing about being locked up is that it gives you plenty of time to develop an outsider's perspective. For example, the fact that Omegaton was the only company not represented at that lunar conference. How it was Omegaton that ended up with the contract to develop Calypso. How life became a lot easier for the Federal Empire after the destruction of the Corporate Alliance.

So as I watched the slow construction of the Exodus, I was putting pieces of my own together, and when they fell into place, they spelled a set-up. In one fowl swoop, opposition from the Corporate Alliance was crushed, Omegaton received

undoubtedly the greatest contract in living history, and the Chancellor looked like the savior of Earth - all at a very reasonable cost - me. I decided that if anybody had a right to travel aboard the Exodus, to start a new life, to escape the past, it was me. I decided I was leaving with the Exodus.

Months of preparation saw me escape the frozen plains of the Antarctic. A duped identity onboard a prisoner transfer shuttle, three months hiding on the west coast of Europe, followed by a hide and seek game aboard an Omegaton construct ship, finally allowed me to set foot in the Exodus.

There was no turning back, there was nothing to turn back to. A warrant had been issued across the planet for my arrest. I sat one evening in one of the enormous construction pylons watching the planet Earth slowly gyrate under my feet, thinking how it was a little ironic that I would never actually place my feet on Earth again, nor the moon for that matter.

Fate, it seemed, had its own plan for me. I thought I might have played a different role in

the Empire. I thought I might have played on the central stage - the hero's right hand. Instead I was an expendable pawn - a disposable conductor of somebody else's designs.

Earth continued to grind its cosmic cog below me. Its huge spinning mass swirling millions of billions of atoms out into space, to drift, to collide, and join other particles in currents that wind around constellations. To places yet unseen, to homes yet to be built. To places like where I was heading - to the future, to new beginnings, to Calypso.

That's the end of Ero Hartstenner's diary, but keep a watch out for him on Calypso - he might be a part of all of your futures!

As we all know, things are really starting to happen on Calypso these days with more and more colonists arriving every day. With over 250 societies wanting access, Project Entropia's online community is starting to swell and has expressed a wish for participant events. One of our fans, Clark 'Akadian' Kent, decided to take matters into his own hands, and we were more than delighted here at *The Gate* to offer a helping hand.

Akadian has been a fan of PE for quite a while now, and is as committed to making PE a fun loving and user-friendly environment as we are. That's why he's put together a program of events on Calypso to cover the next four weeks.

The first of the events will take place on **Saturday, Feb. 8** and all those interested are asked to make their way to Chimera for **13:30 UTC**, where Akadian will be waiting to give instructions to everyone wishing to participate. The first event will be a treasure hunt and *The Gate* is glad to sponsor the first, second and third prizes of a basic hunting kit, a basic mining kit and some other single tool respectively. Once the event begins, participants will be given three clues (**through the PE forum**) that lead to the treasure. The first three contestants to find the right spot will be the winners. Prizes will be given out the following Tuesday, Feb.11 at Atlas Haven.

The second event will be on **Saturday, Feb. 15**, and will be an old fashioned race. Again, those interested are to make their way to Chimera for **13:30 UTC**, and register with Akadian. He'll also brief everyone on any necessary instructions and rules at the same time. First, second and third prizes will be dealt out at Atlas Haven on Tuesday, Feb.18.

The third event is on **Friday, Feb. 21** once again at Chimera at **13:30 UTC**, but this time we'll be

what's on calypso

An event calendar for Project Entropia

picking the best-dressed colonist. As well as Akadian himself, there will be someone from *The Gate* there to help with the judging. First second and third place prizes will be given out at Atlas Haven on Tuesday, Feb.25.

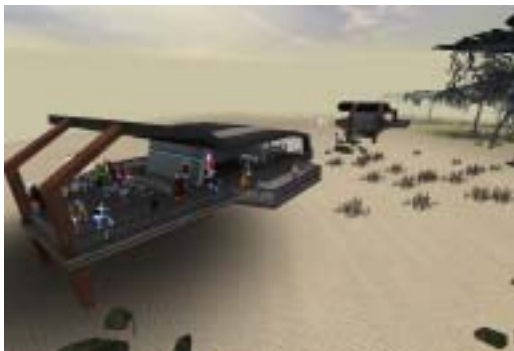
The fourth and last event will be on **Saturday, Mar. 1**, and will be a trivia quiz about PE. It will be held again at Chimera and also involve a first, second and third place winning program. Akadian will explain the rules at **13:30 UTC** and the quiz will begin shortly after that. Prizes will be issued at Atlas Haven the following Tuesday, March 4.

We would like to extend our appreciation to Akadian for the effort he's making so that all of us can have a little more fun in PE. *The Gate* will be there and between searching, running and dressing up, we should have some great screenshots for next months issue.

Good Luck Everyone!

what's on cont'd

Sand, sun, a beach house....who could ask for a better party locale? Dozens of Calypso colonists showed up and showed off their dance moves at a late afternoon shindig in Cape Corinth Friday January 17th. Host Spoon can be thanked for organizing it all. Along with this report, he hinted to *The Gate* that a Cape Corinth Gold party is in the works for February....



It had been a hard day hunting and sweat was beading down his forehead. He had almost been torn in two when an Atrax Young snuck up on him while he was hunting his normal prey. Thank god for Skoshi crafted armour. He hadn't been on Calypso long and was finding life tough...

He saw his friend Spoon walking down the hazy streets of Hadesheim towards him. A big grin on his face like usual, he yelled from the next corner "Hey Leigh, how's it going?" Before Leigh had the chance to respond, Spoon continued, "You've just gotta come to the big party being organized at Cape Corinth."

Feeling his spirits rise, he grabbed Spoon around the shoulder, "Lets talk party..."

The sun was at a 30-degree angle above the horizon; it was late afternoon. Leigh decided to walk from Hadesheim so he would be fashionably late. The party had started 15 minutes ago and he could see the fort on Cape Corinth glistening under the hot sun.

He was now only a few hundred meters away and he could hear the music blaring. He picked up some signs of his other friends standing on the bar balcony - Silo, Typhoid, War Torment, even Kashka and Getafix were there. Suddenly,



there was an explosion in the sky and then a few seconds later the deafening boom hit him. He looked at the seismic bombs being hurled into the air as mighty make-do fireworks. The beach party had started...

Leigh had never had a better time in his life. There were free Atrax Margaritas and Merp Beer. It was a hot and sweaty party with dancing and light hearted conversation, under the gold-pink sky of a Calypso afternoon. Then to everyone's surprise, some of the MindArk Society showed



up. Marco was dancing on the table in just his underwear and burgundy coat (obviously too much Merp beer). And SysChkOP was getting his groove on too. There was only one possible way for such a great party to get better, but Spoon was nowhere to be found.

"Nah, we've heard Spoon's home teleporter is having lag issues..." Leigh understood because the same had happened to him before, so he went back to having some fun.

The party had grown to massive proportions now and the small fort bar hosted the weight of about 45 people. The first few beats of Leigh's favorite song resonated from the jukebox. Quickly he forgets about all his problems and happily dances the night away on the bar railings drinking Atrax Margaritas.

THE TRAVEL GUIDE

Helen Praetorius

THEGATE 11



Atlas Haven is located in the middle of Eudoria, which is in the northwest section of the continent. It is well known for being one of the first meeting places for many early colonists who traveled to Calypso. Today it has become a natural center for public trade and commerce.

As I entered this vibrant place, it struck me how much action was taking place. If you enjoy socialising with other people I suggest you travel here. There always seems to be a large gathering of colonists. This haven has without a doubt become heaven to both business minded and socially active people. It's a good place to come to when you want to get some tips and advice from fellow participants. I can assure you that if you want to sell those miniskirts you looted because you think they would look better on someone else, the chances that will you find a buyer in Atlas Haven are pretty big. If you want to sell or buy something, this is the place to do so. Colonists are also offering all kinds of services like being runners, etc. If it seems too crowded you can always take your customer on a short stroll outside the busy center and do your trade talk in a more peaceful environment.

Wherever business is done, there should also be places for pleasure. Here you can experience both. As I slowly made my way around Atlas Haven I discovered a jukebox. It took me by surprise when I entered one of the buildings.

I'm not telling you where it is, but it's not too difficult to find. I recommend dancing away your stress after a hard day of trading. There are several jukeboxes around Calypso for you to find...

As I continued walking, I came across this huge Mobile Service Centre and decided to go in and take a look around. Impressive! Here you can do everything from constructing a weapon to joining a society in the new society terminal. It's convenient to have all you need in one location right at your fingertips.

There is more...If you want to have your say on the future of Calypso, you can always drop your vote in the Atlas Haven voting booth. And if you are a person who likes living in the fast lane, what better way to get around than to use the teleporter situated here. Just select the area and off you go!

Atlas Haven is also an outpost surrounded by beautiful greenery. You will see the forest flourish as you approach this part of Calypso. For the animal lover or hunter, I must say that the outlying area offers quite a variety of distinctive wildlife. If hunted by one just step over the entrance to Atlas Haven and you'll be safe! Some creatures that you are likely to come across are Exarosaurus, Snablesnots, Gibnibs, Tantardions, Daikibas, just to mention a few. But there are plenty more, I promise you...

I do think it's definitely an area that has something for everybody. Now it's up to you to make the trek there!





Dress for Success

Introducing the tuxedo! Project Entropia has seen the importance for women to feel feminine and is now giving men the opportunity to express their masculinity as well. Most people would say that it is easier for women to dress up than men. I'm not sure if I agree with that. What beats a nice tux? In my opinion, it is what distinguishes a man from a boy. In this month's issue we are highlighting PE's Gold release and want to give you the opportunity to dress up for the special occasion. It is now time to let your guard down and join in on the fun. Polish your shoes, make a toast, and hit the dance floor with your friends. Lets go party!!!

When it comes to dressing up for that special occasion, it is both your own creativity and taste that combine to make the perfect outfit choice. At the last party held at Cape Corinth there were coats, skirts and lots of other wild combos on display, but what was missing? The tuxedo, of course. But we now give men the opportunity to strut their stuff, add that extra touch to the wardrobe. So I hope to see some tuxedos at the next Calypso soiree. Believe me, you will look exquisite and be a true gentleman...

The following is some interesting information about the tuxedo:

Like a lot of things in American culture, the tux was imported from Great Britain. It all began in 1886 when the Prince of Wales, later Edward VII, began wearing a short black jacket in place of the formal tailcoat. An American guest of the Prince, a Mr. James Brown Potter, brought the look to the states, where he made a dashing presence at the Tuxedo Club in upstate New York. Soon the new look caught on as each man had his personal tailor copy the jacket and the new style became known as "what they're wearing to dinner in Tuxedo" And so the new jackets had a name: tuxedos.

Here is a challenge for you... Grab that favourite girl of yours and enter this month's Calypso Fashion competition. Since our topic is celebration and party I would like to invite all our fashionable colonists to dress up and take a screenshot of their creation and send it to us at fanzine@project-entropia.com. But that's not all - I want a couple shot! We will feature the best

CALYPSO FASHION

Helen Praetorius

looking couple in our next issue and offer a prize for your efforts. Start scanning Calypso to find the man/woman you think has your sense of style.

We have had some requests regarding organising fashion shows on Calypso. Send me your opinions to fanzine@project-entropia.com. Stay tuned for more hot fashion tips in next month's issue!



Here is the opportunity for you to elaborate with your preferred design. This man is wearing a grey tuxedo called Spiral Street XXX jacket. The jacket is a classic four-button silhouette highlighted by matte satin, shawl lapels and besom pockets. The shirt is a classic wing tip with front buttons and French cuffs - a pleated breast plate dinner shirt. The lady looks simply marvellous standing together next to the man in this amazing looking red evening gown from Star Satin. What a fabulous couple!!

“We are aiming at being the first society to bring in \$100,000 as profit.”

If you’re going to aim, aim high they say. To the Smithing and Mining Corporation, PE is no game. It’s serious business.

This was a ‘game’ that sounded like I could make a living doing, “ says one of SMC’s founders Sabbath. “The concept for the game had been in my head for quite awhile... People would quit their day jobs and work in game as characters making and selling items or performing services.”

Sabbath decided to start up a society of his own in PE after giving up on an invite into another one (that doesn’t exist today, by the way). He was becoming an expert miner and his sole buyer for ingots, Melchior, was a talented smith. “He could smoke through a pile of ingots like a starving dog eating a bowl of canned dog food - and that’s fast, “ says Sabbath. “I quickly realized we needed more miners so I started recruiting the best miners I could find. Thus we were Smithing and Mining, the C for “Corp”.” The two officially formed a society in May of last year with PE participant Aziphrael.

SMC is a key society in PE, but it isn’t due to their size. They are a tight-knit group

SOCIETY PROFILE

Stephanie Haines

with 14 members and are planning to stay small. It is their organization and keen business sense that makes them unique. The society has created its own banker avatar within PE that does all SMC’s buying and selling. “Since the game does not have storefronts yet, we created this character to be our storefront. A portion of the profits made through the banker is being saved for future purchases like a shop and land when they become available,” says Sabbath.

SMC also runs a Co-op, which is a profit-sharing plan that anyone can join. Sabbath explains how it works, “They sell their ingots to the SMC-banker at trade terminal price and at the end of the month we pay them a proportional share of the profits we made off those ingots. We take a small percentage to compensate our members for providing the service.” These Co-op members can put items on consignment with the banker, plus they also have access to SMC’s loan system, which works somewhat like a pawnshop.

The intricate economy doesn’t end there. SMC also provides members and some non-members who don’t have credit cards, a currency

exchange service. Along with using PayPal, “we also purchase PEDs from players that have PEDs to sell. Purchasing PEDs from players helps keep money in game, “says Sabbath.

Sabbath contributes the smooth running of SMC to its council. “ ‘In a multitude of council, there is wisdom’ - guidance by a group of people is often better than one.” Those six members make the key decisions. The rest of the society is made up of members, recruits and Co-op associates. Those who do well in the Co-op are screened to see if they are ‘up’ to being a full member, but the process is very selective.

SMC is serious. With plans to purchase a shop or land soon, transform the society into a real-life business and become a household name on Calypso, they are on their way to that \$100,000 profit.

If you’re a newbie interested in learning how to mine, SMC offers a deal. They charge \$10.00 for 1 on 1 training of how to mine both energy and ore along with a tutorial on how to mine. Interested in knowing more? Log onto their website at www.smc-central.com which will be relaunched in conjunction with PE’s gold release.



SMITH & MINING CORPORATION

BUILDING A BETTER FUTURE

fan profile

Helen Praetorius

Many people think that MMORPG users are young kids, mainly boys, but when it comes to Project Entropia I can honestly say that we have participants from all over the world, men and women of all ages. I'd like you to meet the former high-level consultant known as Sabatical in PE.

40-year-old Sabatical is a married father of a 17-month-old daughter and has a second one on the way. He hails from Utrecht in the Netherlands. He loves to downhill ski and surprise, surprise...play computer games. Sabatical can remember his very first PC his dad had at home - a Philips P2000. On this he had 'Collosal Cave' installed. He and his little brother used to spend hours trying to solve this game. When he finally got his own computer he began to try all kinds of games. "At that time revolutionary games glued me to that small VGA screen for hours", he says. That was the beginning of it all...He's still hooked.

The name Sabatical means "taking a break from work". As I suspected, Sabatical got his name from a well-earned three-month break his employer granted him. Instead of taking the journey



of his dreams, he decided to dive into some unread books and give his own writing skills a go. One book he started many years ago is now near completion. "I don't think I'm a talented writer but I like the writing process - the creation, the thinking," he says.

When Sabatical takes time out from writing to enter PE he always uses his full name, Sabatical Ingo Gate. Ingo is short for ingots (he is a miner most of the time) and Gate refers to the street he lives on. After the gold avatar reset he'll be known as Ingo Sabatical Gate. "The proud Calypsonian Ingo Gate also known by the name Sabatical," he says. "It also means that wherever I am it feels as if I am on a kind of sabbatical away from work, away from daily life and stress."

Sabatical came across PE back in 2001 when he was looking at Tucows. Since he had played his regular games over and over, it was time to find something new. With no experience of beta testing and very little knowledge about IRC he decided to go ahead and register as a beta tester in PE. Shortly after he received an invitation to participate in the PE Commercial Trial along with a CD. The rest is history! There were many things that drew Sabatical to PE; one being that it seemed different to any other online game - it involved exploring,

adventure, interaction, character building, skills, proficiency and fun. "It will become a real virtual universe...a complex, entertaining, virtual universe coupled to real life with on-line shops, email and chat facilities and with things we can't even imagine at this time. I really wanted to become a part of that," Sabatical says.

Sabatical doesn't know if he falls into the category of being a "hardcore gamer". In his eyes the hardcores are people who either play 10-14 hours a day for three months and then quit or play a little every day and still keep coming back to the same game after two years. Sabatical spends 50 per cent of his free time playing PE and other on-line games. He usually logs in after dinner and quits just before midnight. One day a week he plays from noon till midnight. He tries to make an appearance in PE every day, whether it's to visit the forums, check IRC or to enter the virtual universe.

Sabatical is also a dedicated member of one of PE's societies - the Smithing and Mining Corporation. Most members have been in the PE community a long time. His idea of an ideal society is one that helps each other and has a good business plan. Since SMC only invites their members, you could say that he felt privileged when they invited him. It could have been his mining skills that attracted them. Sabatical says he really enjoys mining even though it takes a lot of time and effort to figure it all out, "I have the feeling that there is still a lot to learn...Once in a while, when I have mined a lot, I hunt. Besides, I think it will be profitable in the end

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to have a broad range of developed skills, not only in mining but also in other aspects.”

It is always interesting to get suggestions from someone who has followed the development of PE for such a long time. Sabatical thinks participants need more tools to adequately make bug reports or file complaints. One of his ideas is for MindArk to sell logbook editions like mining logging, hunting logging and crafting logging. “This logbook could record everything, especially financial transactions made with a credit card,” he says. “If you just want to play you can do that for free, but if you want to track all your actions, buy an edition.”

It's great to have so many participants like Sabatical in PE that stand by us through thick and thin. Sabatical also invites any fellow participants to contact him with questions. Just use the PE community mail tool. See you next time when we profile another hardworking Calypsonian!



Ask Bertha 'Bot

Greetings Bertha Bot,
I have a problem. When I'm out hunting my rifle seems to jam from time to time. As all good hunters I try to have my weapon in top trim, but it still jams. What can I do to prevent this?
Mortar Xtes

Dear Mortar,
I have not heard about this problem before, but I suspect that you are trying to fire before your weapon has fully reloaded. After each shot there is a reload interval indicated at the bottom of your HUD – a yellow bar. Only when this bar has is fully replenished is it possible to fire another shot.

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

CALYPSO COMIC Fredrik Andersson



caption contest



“THE OTHER WHITE MEAT”

The winning caption for December’s witty caption contest comes courtesy of Calypsian (wow, that’s a lot of ‘Cs’) Lord_Fanel aka Daniel Madrid. He is now the proud owner of an Omegatan FAP-5 (Fast Aid Pack). Congratulations Lord_Fanel! Here he is below with our creative writing contest winner Ayana SilverThorne, who picked up a Powerfist for her journal entry. See that on the next page!

The Gate’s Gold issue witty caption contest is again turning the tables on its winners. The look on Lord Fanel’s face was too funny! Send us your clever captions to fanzine@project-entropia.com for a chance to win a Seizt Laser Sight 2000L.



NEW CONTEST

Making the Most of 10 PED

What have you turned your first 10 PED in Project Entropia into?

We want to hear your success stories, stories of ingenuity and creativity. We will pick the top three entries and publish the winners in the next issue of The Gate. The prize will be... what else? 10 PED each.



Write to us at
fanzine@project-entropia.com

December's creative writing contest winner is Ayana SilverThorne with her journal entry *Crash Landing*. Thank you to all those who sent in their stories and poems. It was a tough choice!

I guess you could say it started with a malfunction, or at least that's what the driver kept repeating as we broke the stratosphere of the planet at an alarming rate. Crappy holographic pilots. He fizzled and beeped like some sort of monitor on the fritz, but honestly the rest is a blur. I must have hit my head with all the turbulence. When I woke up, well, that's where the real story begins I guess. The wreckage was nothing but pieces of metal stuck into the side of a mountain. I had been one of the first to wake up from my sleeping pod. Always been a light sleeper. I knew something was wrong by the blue sparks shooting across the room, so I headed up to the cockpit. That's when the pilot locked the door behind me. I still remember the other passengers banging on it. Maybe they would have lived too if they had been where I was. They're all dead now. The power cells had melted in the fire the impact created. Only the protective lining of the cockpit had saved me. It was the smoke coming through the broken glass of the front window that woke me. God, my head felt like that one time my old foster father was drinking too much and smacked me one.

"Welcome to Calypso...we

hope you've enjoyed your trip." The pilot bent over to shake my hand as I coughed and pushed the stupid hologram away and half fell out of the emergency cockpit hatch. He kept smiling at me, like he had done a good job or something. Yeah, whatever buddy.

Earth had never felt like home to me. Not where I belonged. I guess that's why I signed up on Project Entropia and decided to go to Calypso as a colonist. No family, no real friends. I checked my pockets realizing my ugly orange jumpsuit was ripped and all the supplies I had brought with me were in with the rest of the dead colonists,



Ayana SilverThorne Ready for Battle

sealed away for a thousand years til the radiation went down — give or take one hundred years anyway. So now I'm creditless. Lovely. What a great way to start a life on a new planet. I reached in my back pocket remembering the map they gave each of us. Good thing I didn't put it in with my cosmetics. With some scouting around I figured out my general location and headed towards the nearest location on the map. I'd call it a city, but it wasn't really even that when I arrived. I found some terminals, and the first living human

being I'd seen on Calypso.

Hunter was his name. He was darkly skinned with dirty brown hair wearing a green jumpsuit and a rusted hunk of armor. I kind of wondered if he looked any better clean, but thought it better not to ask.

"Did you land near here?" he asked, another man walking up next to us and doing hip thrusts in my direction. I started wondering if they were low on female colonists or if this was some weird sort of communication that had evolved here. I tried to ignore him and focused on Hunter.

"If landing is what you'd call it, then yeah."

"Well, Atlantis is due west from here, its pretty safe. No monsters or anything." 'Monsters' being the key word. I'd heard about the alien animals of the planet, but I...well...I kind of slept through that part of the lecture. I looked towards the west.

"Thanks, I guess I'll start there."

"See ya around then, well, if you survive anyway." He waved and ran off leaving the hip thrusting maniac still making goo-goo eyes at me. I checked my map and headed west towards Atlantis. The maniac seemed disappointed, but luckily for me didn't follow. Then again, maybe it wasn't so lucky; I probably could have used the help.

Half way to Atlantis I heard a rustle behind a bush. I started running as fast as I could but I had one of the native animals after me. I have no idea what I did to piss it off, but it followed me over mountains and through rivers. It hit me a few times, just a few gashes to the back of my legs,

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but somehow I kept just a step in front of it and made it to the Atlantis border. I could see the walls and the giant satellite dishes pointed up into the air. I was almost safe until a shot rang into the air and I fell into the dust at the front gate. I coughed, blowing a little dust over a boot. I looked up and saw a man standing there with a rifle in his hand. A bit of smoke lifted from the muzzle into the breeze. He gave me his hand and helped me to my feet.

“You should be more careful, those little buggers can take a leg off if you let them.” He hardly gave me a glance. I looked back behind me at the dead...eh...whatever it was. He walked over to it and pulled a tooth from it, sticking it in his pocket. He looked back at me. “Its sentimental.” I nodded. “So what’s a chic like you doing out here anyway. You don’t have a gun, or armor...” he looked me over and I pulled my ripped sleeve up my arm a little.

“I’m ok. I just got here is all.”

“I see.” He remarked, “Well you better get a gun or something.” And he walked off without another word.

I wandered through Atlantis a bit. Seems a mining town mostly. People selling and buying ingots, to make things I’m not even skilled enough to figure out how to make, must less have the credits for. I looked on my map again, largest city Hadesheim. Huge according to the map. A bit farther than it was to Atlantis, I figured I could make it. A man dressed in only the pants section of his space jumper stopped me at the Atlantis gate.

“You seen any SoF around?”

“A what? I wouldn’t know what it is if I saw it

honestly.” I responded. He looked uneasy.

“It’s a big group of people all armored and holding big weapons.” I heard briefly of mobs, and thought maybe it was one of those.

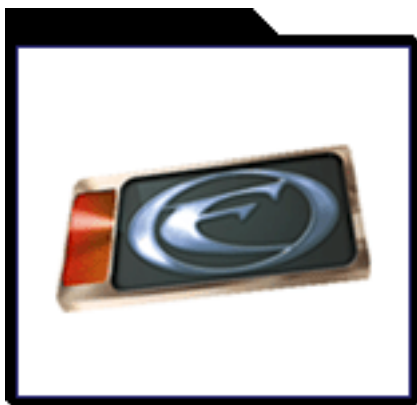
“Nope, I think I would have remembered seeing one of those.”

“Yeah, ok, thanks for your time.” And off he ran. Everyone seems in such a hurry. I took off north towards Hadesheim. I bumped into a few more native animals on the way, but falling down a cavern into a fast moving river seems to lose them pretty quick. I tried to grab a branch off one of the trees I passed. I mean, a club is at least some sort of a weapon to fend off these beasts, but the wood was too rubbery and when I test swung it, it just curved around and hit me in my side.

I’m finishing this log now, sunset is coming, but I wanted to write down what’s happened so I don’t forget. I’m sure someday I’ll look back on this and say ‘hey what a newbie I was’, but then again, maybe these will be my last words in another few days.

Hadesheim is over the next ridge, and I try to think about what my hopes are. Why did I come to this planet? Having no skills and basically nothing else to offer. I guess all I have is my will to survive, and I guess it’s not too bad for a bad ass chic like myself to go up against something like this. As I look to Hadesheim, I can see a tower in the distance, and I really have to think about what brought me here. Maybe its my secret hopes of finding a family, and maybe, ...just maybe, finding a home.

Ayana SilverThorne



Need PED, but don't have a real life Credit Card?

MindArk now offers an Alternative Payment Method called a Pre-Payment (Open Account). To apply, log onto www.project-entropia.com under webshop - alt. payment method.

Felicia Williams, aka Black Cat, is a scientist conducting research on the planet Calypso with Genova Inc. This is her journal.

Black Cat - The Journal



So many days I wake up with cold beads of sweat on my forehead, with visions of them in my mind, with tears in my eyes. I've been here three weeks and already it feels like I have been trapped here for three years. My mind and body are weak. Humph...the planet of Calypso, my parents and co-workers thought that it was a chance of a lifetime. To explore new worlds had always been a dream of mine. The day I landed on Calypso I felt at home. I thought at the time that things would be different here, more adventure - I'm traveling a world unknown to billions of people, more fun - amazing technology, totally different landscapes from freezing cold waters to sandy islands, and the chance to sleep safely. But even this has been taken from me - it seems to have started three weeks ago according to my journal but... time has no relevance for me anymore, an hour withers away at me like a lifetime...



17 Last Seed*

Would you look at it? I look like a mouldy orange carrot. I have to say that Calypso, or what I've seen of it here in the descreet little mining village of Twin Peaks, is stunning. But I also have to say that my work uniform is not! We were put through gruelling physical training to prepare us for Calypso. Everyone was taught how to use guns, the latest laser-weapon technology of course, melee weapons such as Castorian Knuckles and even Nanotech-enhanced

Swords and they couldn't get us better clothes! I shouldn't complain really, the things we'll learn about the planet will be life-changing for all of us and the people back home. Though I don't know how much we'll uncover, this town isn't very friendly and there seems to be something odd about it.... call it female intuition. Twin Peaks may be stunning but it almost seems.....abandoned.



18 Last Seed

We explored the old abandoned mine today. I saw some strange things in that place...some things that I hope I'll never have to tell anybody about. Or at least...I thought I saw them. We set off early to get ground samples from inside to check for minerals and such. It was the usual routine conducted. But as I was looking around I noticed things. I realized that the miners had fled from that place; I almost swore I saw a body behind a misted out window, but maybe... maybe there's...I guess I won't find out. Twin Peaks is being closed for the time being, a full-fledged "investigation" is being held in the small town about the Mining Corporation. We're going to Hadesheim, the Calypsian capital, to gather our resources and to head out on an expedition to the mountains. Apparently there's similar rock up there to the samples we found down here.....but something is really wrong about this place. Calypso is getting...almost colder...I can feel it. Something's going down on this planet, and I'm going to find out.

To be continued.....

*Last Seed is a Calypsian Month

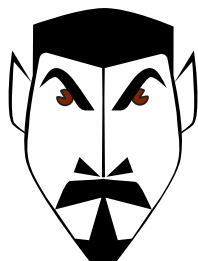


PE's Web Shop is Now Open!
 T-shirts, posters and the
 Project Entropia CD are available.
 Log onto www.project-entropia.com and click on web shop.



ACT NOW! Get the equipment that YOU need at the SoF Shop. SoF is the biggest and most active society on Calypso, and now you can buy the things you need in-world from a Source you can trust. We provide YOU with the equipment needed. We stock the latest Hi-Tech Rifles, Pistols, and Melee weapons. We also sell armor, scopes, sights and amplifiers. Increase YOUR firepower with a gun from the SoF Shop. **EASY PAYMENT!** We accept both PED collected on delivery, and PayPal!
 Find us at www.softld.com/shop

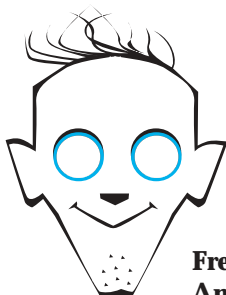
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What to watch for in the next issue of *The Gate*:

The Inside Scoop on PE Media Coverage
Helen Praetorius

PVP - A Month Later
Frank Campbell

Living the Wildlife - Creatures on Calypso
Stephanie Haines

More Contests and Prizes to be Won!

FINAL WORD

1. **Symbol Au** A soft, yellow, corrosion-resistant element. A good thermal and electrical conductor, gold is generally alloyed to increase its strength, and it is used as an international monetary standard, in jewelry, for decoration, and as a plated coating.
2. Money; riches.
3. A light olive-brown to dark yellow, or a moderate, strong to vivid yellow.
4. **Something regarded as having great value or goodness: a heart of gold.**
5. A medal made of gold awarded to one placing first in a competition, as in the Olympics: *won 9 golds in 13 events.*

Number 4 definitely applies to PE!