

Issue 5 March 2003

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THE GATE

Where reality meets virtuality



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THEGATE

Issue 5, March 2003

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I want to say that spring has sprung here in Sweden, but sadly winter is still wreaking its cold, harsh havoc upon us. Even though it's still very chilly, I am happy to report that the days are getting longer. That is always a sign here in Gothenburg that spring is around the corner. What a difference more daylight makes!

The bright light has given us some bright ideas and a fresh perspective on which direction to guide *The Gate* in as we release Issue 5. We've made a decision to focus more of the magazine on what's happening in world. Two main areas will be the economy and events. First, we want to be THE source for economic information for all you Calypso colonists who are buying and selling. What are the trends? What are top items going for? Where will you find the best deal? We want to be the only place you come to for tips and advice. We've got inside sources on Calypso reporting the very latest information to our Economy Specialist Frank Campbell. Secondly, *The Gate* will now provide a monthly event listing (which we started in The Gold issue and it proved successful). So make sure to keep an eye on 'What's on Calypso' for dates/times/locations of the biggest happenings in the coming month, plus reports of already held events. Read about who came, who won, and what they went home with. Helen Praetorius' Calypso Fashion feature has a report this month about the fabulous fashion party that was held in late February. Don't miss that.



That's enough from me. Hope you enjoy this issue. If you have any thoughts or suggestions for us, email them to fanzine@project-entropia.com

Cheers,
Stephanie Haines
Editor

(Thank you to Alf Svensson, who once again has outdone himself with our PVP cover.)

Lots to report from behind the doors of MindArk these days. The first question many of you likely want addressed is regarding the VISA situation. All we can say at this point is that it is a temporary situation. We are in the process of implementing alternative payment methods, so in the very near future there will be several options available to those of you who don't have access to credit cards. In the meantime, remember there is one alternative payment available. You can read more about it on the official website under Webshop and Alt. Payment.

Support is overwhelmed with mails at present, so again try and be patient with the response time. They are dealing with moody mail servers. It is important to remember that when using the Contact Wizard on the website to be specific when identifying your concern. Many participants are simply clicking on Other/Not Listed without checking the full category listing and those mails are being forwarded to the marketing department. Many of the issues you are experiencing, eg. Stuck Avatar or Lost Login/Password, are on the list and will get to the support department much quicker if you click that as the category rather than as a miscellaneous. Just a helpful hint :)

Another issue that has been brought up recently is that some participants have been impersonating MA personnel. As Community Representative Marco Behrmann has stated, we do not have AGENTS on PE. Marco is the official rep and is identified as himself when on Calypso. The PR department also has an avatar identified as MindArk PR Rep. Don't just take someone's word that they are from MindArk without getting proof.

MindArk has blocked a list of IP addresses and participants who were abusing the Rules Of Conduct, amongst other rules. An investigation is underway and action will be taken against the persons who, in a criminal manner, have been abusing Project Entropia's Rules of Conduct. These actions will not affect any other participants than the ones blocked. Below is a listing of the affected IP addresses that are included in the investigation:

IP Addresses:

212.91.200.0 – 212.91.200.255 (ISP: primorye.ru)

12.225.66.220 (ISP: attbi.com)

4.46.0.0 – 4.46.255.255 (ISP: verizon.net)

Always make sure to check the front page of the official website for daily updates from the support department.



Finally, it's VU time again and we've compiled a list of the top features that are included in VU4.3:

- Several optimisations to reduce lag and slowness in the systems have been conducted.
- The Avatar now gains health when becoming more experienced.
- A new emote has been implemented to show when a participant is away from the keyboard.
- There are more trader NPCs, including the Technician who sells blueprints.
- Carrying large inventories will gradually slow an Avatar down now. Use the storage terminals.
- Several new armors that are craftable only, have been introduced.
- A new tool decoy is available, which can throw off a chasing monster.
- When you die, you now get the option to insta-teleport yourself to the last used Revival Terminal.
- Creature corpses will no longer strike back from the dead.

These are just the highlights. Please refer to the Developer's Board on the forum at the official website.

Please refer that question to our support department. Please contact support. Email the support department through our new contact wizard. Have you received one of these mails? If you are participating in Project Entropia, it is highly likely you have had some contact with the support department. Do you want to know more about what they do? Let's meet the team...all girls by the way!

What is the average length of time you have all worked here?

Two members of the team have been here since the beginning of the Support department and the newest member has only been here two months.

And what is the average age of you girls?

27

Now, why do you think it's all women working in support? Is it because we can handle multi-tasking better than men?

Of course it's great being a part of a team of ambitious, intelligent, attractive young women but we definitely welcome some gender diversity. Any man who could put up with us is certainly fit to tackle the job, but would have to be willing to accept the seniority of those of us who have been around longest. There's no room for chauvinism or egos! Regardless of gender, what is most important is the ability to work as a team, self-motivation, and the flexibility to work during all hours of the day.



What are the shifts you work?

We work weekdays 06-14, 14-22, 22-06 and weekends 06-18, 18-06. The weekday shifts tend to go by like a breeze, but the weekends can be a bit arduous. Plenty of Jolt cola and coffee and a positive attitude make the time go by a bit quicker.

What are your tasks as a support department?

Our main priority is to make sure the servers are online so our participants can enjoy the fantastic world of PE. Support is also responsible for answering our participants' inquiries and solving technical issues via email. We work in cooperation with development and quality assurance to tackle the greatest issues and problems facing PE as quickly as possible.

We know answering mails consumes a lot of your time – how many mails do you really get?

Since the release of Gold, interest in PE has swelled and we have a lot of new and inexperienced participants, which means a greater volume of mail. With every new version update we tend to experience a period of higher tempo as the new issues are one by one dealt with and solutions found. At the time

being we have more email than we've ever had since Support started!

What is the number one request you get from the participants to help them with?

At the moment, a lot of new participants happen to lose track of their login and password. And of course we try to answer those email as fast as we can so the newbies can enjoy the PE world. At the same time we try to keep our other participants as happy as we can.

What is the hardest part of your job?

Dealing with the flood of mail in the inbox can be daunting. It's a matter of digging in and taking care of the oldest cases first, so no one gets unfair favoritism. Another important thing to remember is you cannot possibly make everyone happy, no matter how hard you work and how much you care. There will always be those who never will be satisfied. Even so, we try our best to make PE a fun experience for all participants.

What is the best part of your job?

Being able to work with something as exciting as the entertainment industry is a gift in itself. Very few are privileged enough to be able to say they are a part of something truly innovative and creative, and that is a big motivating factor in our work. We are lucky to have jobs involving other peoples' leisure time. All of us enjoy running around Calypso whenever we get the chance. Participating in PE is an important and thrilling aspect of our work.

Also, the process of discovering what lies behind the most nagging problems is both challenging and rewarding. Coming up with a solution to a particularly trying issue gives feelings of relief and pride. We like being able to deliver solid answers to our participants; it's what makes everything worthwhile.

If you get across one message to the participants, what would it be?

We are here around the clock to make your experience in PE the best it possibly can be. We may not always be able to deliver an immediate answer to all mails but we work honestly and earnestly to see to it that no one is forgotten.

Can you give us a preview at all of what's in store for the support department in the near future?

We hope in the near future to automate certain routines such as password retrieval. The ability to streamline such simple and mundane inquiries will allow us to devote our full attention to more pressing issues. Hopefully, we will also be able to expand in the coming months and add some new faces to our team.



People utilize the media in a variety of different ways around the world. The stockbroker on Wall Street is likely to start his day by clicking on the latest news on a channel on the Internet, the bus driver may turn on his favourite radio station to get the latest on the news front, while the average worker probably flips through newspaper pages while eating breakfast before heading out the door.

The ways in which we access entertainment, obtain information and interact with each other are changing rapidly around the world, challenging us as individuals and as a society. Some interesting statistics regarding media usage show that reading is still the most preferred way of getting news and information. Nine of ten people read newspapers regularly, but few watch television. Most prefer reading books or going to movies.

How effective is the media? We can all agree that media is the most powerful marketing tool around. According to research, the media industry is made up of the following components: Television, film/video, Internet, newspapers/magazines, advertising, music, radio and of

course, video games and entertainment software. Yes, even Project Entropia is part of the mass media. Media basically covers everything around us, which is pretty overwhelming.

“Media do not simply present cultural products for consumption; they provide much of the stuff of every day life through which we construct meaning and organize our existence.” (from Super Media, by Michael R. Real)

Project Entropia and MindArk have had media coverage in many large newspapers and magazines worldwide, as well as numerous gaming sites: CNN Money, USA Today and Wired Magazine are just a few on the list. It's interesting that the way these media channels highlight our project is much the same. The following are some headlines that have been made about our product over the past year. Notice a common thread?

“The gang at MindArk seem to have a different way of turning a profit, as their MMORPG Project Entropia costs absolutely nothing to attain, zip, nil. It's a great big sloppy kiss of free gaming goodness as far as getting the game and playing it is concerned.”

Dubbeleven met echte dollars

Project Entropia, ou le capitalisme virtuel

Kjøp spillvåpen med ekte penger

Online gamers pay real cash for virtual objects

Interesting MMORPG Business Model

Will Gamers Buy What Game Sells?

Bucks for bytes: Gamers buy, sell virtual characters

Money, money, money, it's so funny, in a virtual world

Virtual world will run on real cash

Imaginary worlds. Real cash

As we've stated time and again, what sets Project Entropia apart from other MMORPG's in development is the unique way it blends real life and real economics into a virtual universe AND the fact that it's free. It is a pretty natural thing for the media to cover these aspects of PE, but they rarely dig deeper and investigate what more Project Entropia has to offer. Oh well – those two features are what we want to highlight, so it appears as if we have succeeded together with the media in promoting our product.

Remember this - the media tells the public, through a selection of stories and headlines, what to think *about*, not what to think. How much of an influence did the media's stories about Project Entropia have on you? Did you decide to give it a try because it was either free or utilized real money? Highly likely. Think *about* that...

The last time we visited the subject of Participant versus Participant combat was October, concluding that our development team was busy formulating an approach that would prove entertaining and responsible to the participants in Project Entropia.

On January 30th of this year, in conjunction with our gold release, a preliminary PvP structure was implemented into Project Entropia. As most of you will know, this involved a specific area located in the SW sector, marked red on the map.

The initial reaction was exciting with everybody and their grandmother loading up on ammo and rushing there to settle grudges and have a little fun. The rich mineral deposits in this area also sent miners flocking into the dangerous landscape, sometimes needing to bring hired protection along as well.

Initially there was a rich, steady flow of minerals from this area, so much so in fact, that it sank the price of some of the most sought after ores. According to 'VENDA LFB' however, this bounty period soon dried up, sending prices soaring again. In fact VENDAs described it as a crisis, and one that hit the crafters hardest.

It therefore became important for us here to get the reaction of participants to this preliminary PvP structure. As always, we value the feedback from our community, and their opinions are what shape our future development, so I decided to head out and hear what the average Calypsonian had to say.

PvP

Duel Drama

Frank Campbell



One of the foremost concerns seemed to regard looting. Sad as it may sound, but without the opportunity to gain from another participant's death, through looting their possessions for example, some like 'Drakxter' found it all a waste of precious ammo. Not everybody shared that sentiment though, and rumors are abound of a dangerous lone female ironically named 'Heart' who continues to take out anything that comes into her sights – for the sheer sport of it.

Other participants found it difficult to actually hit their targets while moving around. But on the brighter side of this point, I noted that the average battle was judged to last around 4 to 5 minutes, which is good news from an entertainment perspective. Others pointed to the zone location and distance from major population centers as a slight draw back.

Another feature that recieved praise, and I can add that it isn't the first time we've heard compliments about this, was the music and sound.

With a complicated feature such as this, it's important to remain focused and not to become bogged down under seemingly endless criticism. The objective is to collect information, analyze it and implement successful improvements.

With that in mind I can assure our readers that MindArk is as committed as ever to our policy of continuous development and that this is by no means the last time we will discuss PvP in *The Gate*.

Economic Tips & Trends

**Economy Specialist Frank
Campbell with files from
Aziphirael**

Hi and welcome to this month's economy report from Calypso. I thought I might begin with a simple explanation for any new arrivals on Calypso about how items are priced out on the market. We've received a few mails and have been asked a few times, so this one is for all the 'noobs' out there. Say you make your way to Atlas Haven and you want to buy a rifle that would cost you 85 PED at a Trade Terminal (TT), and some trader quotes you a price like this: TT+30. Now you can understand this formula as meaning 85+30, giving you a price of 115 PED. Another seller might quote you like this: 135%. What this means is that the rifle will cost you 135% of the Trade Terminal price - the Trade Terminal price being 100% of course. Therefore the rifle would cost you 114.75 PED.

Well, the month began with Atlas Haven still being the center of trading activity, with more and more society owned characters like the SMC and CnS Bankers making an appearance to sell their wares. These bankers can be found at Atlas Haven almost all the time selling ores, weapons, armors and other items. In fact, from my own excursions around Calypso in the last few days I can say that the SMC has attained a very respected position and on several occasions were quoted as the source for ores. While Atlas Haven remains the primary trading post, other smaller centers like Jason Centre and Orthos West Mound have also increased in popularity. There are still many individuals selling ores, weapons and armors and the best advice in these cases is to shop around, because you may literally find a better bargain around the corner. Trading websites are also

starting to make an appearance like the SoF Shop at <http://www.softld.com/shop/>

The big story this month was the PvP zone and its implications for the market. The rich mineral deposits in the newly opened PvP zone dumped a load of resources onto the market, effectively sinking their price. Minerals like Belkar, Megan and Iron came pouring out of the zone for a short period. Take Belkar for example, which sunk to 150% while it was plentiful. The high activity in the PvP zone soon dried up however and it wasn't long before Belkar was back trading at 200%. Popular ores also grew at this point to include Caldorit, Zinc and Cumbriz. As before, the most sought after mineral is still Lysterium, which can fetch up to 200%, but I have actually heard 250% at Twin Peaks. There just doesn't seem to be enough Lysterium out there to meet the demand. It can be used in so many applications it seems, that it's become the pseudo-gold on Calypso. Recently the whole mineral market seems to have slowed even further so don't be surprised if these percentages go even higher.

Obviously the PvP zone had an effect on the weapons market as well with the ARR8000M and its decent long range and damage becoming the most sought after weapon. Other weapons have been going for 125-200% depending on the type, but this has begun to ease a little in the last week as improved and adjusted weapons now command the higher price ranges.

Other news comes from the crafters who have had a bit of a tough time during the last month. Not to mention the fluctuating prices of minerals, but their need to get their skills up has forced them to bear the burden of the entire crafting process from beginning to end. High prices and the need to up skills have forced them to operate at a loss for a while. Again though, towards the end of the month we are starting to see crafters that are beginning to specialize, even if it is still on a small scale for the moment. Useful crafted weapons are beginning to appear on the open market, which give the crafters an opportunity to make a little profit on their hard work. If you're thinking of getting into the crafting business check out this great site which can help you benefit from the experience of others: <http://www.furrylogic.net/pe/construct/>

I'd like to finish this article with a big thank you to Aziphirael for all the help he has been during the month and also to encourage anyone else with stories, tips or trends to send them to fanzine@project-entropia.com and mark them 'economy'.



Fort Zeus

Fort – A strong or fortified place; usually a small fortified place, occupied only by troops, surrounded with a ditch, rampart, and parapet, or with palisades, stockades, or other means of defense; a fortification.

When we hear the word 'Fort' we instantly think of war, armies, and the soldiers who polished their guns every day getting ready for battle. If we take a leap back in time to the forts built hundreds of years ago, we discover they were built to defend, to lockout the enemy.



On Calypso, Fort Zeus was built for the same purpose. It is a safe haven from all those creatures and robots looking to take over the planet. Fort Zeus is the one and only fortified outpost located in Elysium Minor and offers all the basic supplies needed by Calypso colonists. This region is located in the far northeast of the continent and is not yet fully terraformed. To get there, I suggest that you teleport yourself to Camp Caravan and then start your hike northwards. These northern parts contain the widest spread alien landscape in Eudoria, so enjoy the uncharted territory.

The soil is very strange in Elysium Minor; it has a remarkable blue colour that also seems to affect the local plants and wildlife. It makes this part of Calypso very unique looking. The colour is the result

THE TRAVEL GUIDE

Helen Praetorius



of natural chemicals in the earth. While exploring the area, keep your eye out for the animals that make their home nearby – the Ambulimax, the Prancer and the Plumatergus. For more information on these animals, read *Creatures on Calypso* in this issue of *The Gate*.

If you want to leave Fort Zeus, an oasis awaits you nearby. The beautiful Lake Ambrosia is located to the southeast. After a long day of walking, why not go for a swim in the lake or simply relax on the beach.



This is a very peaceful area and this is where to go when you've been longing for a break from a hard day hunting, mining or crafting. In my opinion, the best places to go are protected little enclaves in which one can hide from the rest of the people and creatures roaming the planet.

If relaxation, exploration and escape appeal to you, then this area of Calypso with its fort and beautiful lake nearby has more than enough to offer.

A Superman of an Event Organizer

Last month in *The Gate* we previewed four events planned by Clark Akadian Kent throughout February. Well, we are proud to say they were all a success with dozens of participants at each. Here is a listing of the events and their winners. Congrats to all! Contact Akadian for your prizes.

February 8 – Treasure Hunt

Afenasis
Mindbuster
Draxter

February 15 – Race

Dockan
Koristar
Maddox

February 22 – Dress up contest

Top 3 Females
Merrmaid
Trixie
Ms Lara

Top 3 Males

Quetzal
dekel abeles
DeusExMachinima

March 1 – Trivia Contest

Mukke and Hoard tied and are splitting the 30 PED prize. More than 55 people showed up.



And Clark Akadian Kent's events are already in the works for this month. He is busy finalizing all the details, but this is what we can tell you so far:

There will be four events held on every Saturday of the month again – the 8th, the 15th, the 22nd and the 29th. They will all start at 17:00 UTC (18:00 MA time) in Chimera (an outpost in the NorthEast sector). According to Clark Kent, all the events will be totally original and all the prizes will be more exciting. He will post the remaining details on the Events forum board of the official PE website.

what's on calypso The Event Calendar

Barn Targets Vets in Treasure Hunt

Barn's last treasure hunt was aimed at newbies, now it's the vets' turn (anyone can participate). He's planned a whopper of a hunt set for Saturday March 15th, 20:00 UTC. That's 21:00 MA time, by the way. It will begin at the Crashed Ship in the South West quadrant. The prizes are a surprise, but with all the donations of societies and individual participants, they promise to be well worth your while. Barn wants to thank those who contributed to this treasure hunt:

Societies:

- PPB
- SMC "Mining to bring you a better future"
- RnR
- TOBE

Participants:

- Willis "Ezekiel" Orto
- Dekel Abeles
- HeadWar
- Drakxter
- Nlic
- Merrmaid
- Leafren
- Hoard
- Katiepoo
- Lameth

Barn promises there will be many more hunts in the future. If you want to donate or just get in contact with him, email treasure_huntpe@hotmail.com. Make sure to check the Events forum board for all the latest information as well.

Living the Wildlife Creatures on Calypso

Stephanie Haines



The newest creatures creeping around Calypso

Ambulimax



Class: Unclassified

Info: This is one of the stranger creatures of nature and its name refers to a walking slug. It's a rather peaceful omnivore, primarily feeding on fruits and insects as well as scavenging for cadavers.

Habitat: Varies

It's very long with only one eye and long sensitive whiskers, both on the neck and on the tail. These whiskers make up for the lack of depth perception. Its two feet are positioned in the middle of the long body.

Rippersnapper

Class: Fish

Info: This vicious fish lives in rivers where it mainly seems to prey on unwary creatures that try to swim across the river to get to the other side. Its massive jaws are designed by nature to tear into any large prey and rip off large chunks of flesh.

Habitat: Rivers. Thankfully the Rippersnapper doesn't occupy the whole length of the rivers it lives in. It seems to prefer the deeper parts of the rivers, probably because of its tall



finds. Finding a good shallow crossing is normally the best way to avoid falling victim to this hungry fish.

Prancer

Class:

Reptilian

Info:

The Prancer, or the 'Paradise Peacock' as it's also called, is a fairly small creature

despite its long neck and sprouting feather membranes. Its bright colors are used to attract suitable mates, to scare off rivals and confuse predators.

Habitat: Mountainous terrain, high plains and rocky plateaus.

The Prancer will most often run away if it encounters an animal larger than itself. It is cautious and often very hard to get close to but can at the same time be very persistent to show intruders that they are not welcome. During nesting it will stay close to the nest even if threatened and can at such times be dangerous to approach.



Plumatergus

Class:

Unclassified

Info:

Also more commonly known as the 'Imperial Featherback', this creature is



easily recognized when it extends its large colorful spinal membrane. When the impressive membrane is foiled back it serves as a tail to help keep the balance.

Merp



Info:

This small creature is more than able to defend itself if threatened. Despite its small size it is quite aggressive and its small horns on its forehead can be used as efficient weapons.

The sharp horns have enough force to penetrate thick hides when the critter launches its whole body forward to attack. Its horns are laced with a poison. It's related to the Turp (an omnivore with multi-range vision).

Calamusoid



Class: Meta Mutant

Info:

Meta Mutants are a category of mutants distinguished by the abnormal growths on their bodies and/or extra appendages. Calamusoids (both female and males) are a savage humanoid mutant subspecies. They are equipped with abnormally long claws shaped into sharp and deadly blades.

The Most Vicious Creature on Calypso to date
Beware! What is your guess as the most vicious creature on Calypso? It's not the Atrox, or the Atrax... It's the Araneatrox, that scary spider you all want to be sure to avoid, that is unless you're up for a real duel.

Araneatrox



Class: Unclassified

Info:

This large quadruped creature has a total of eight limbs. It has the crude appearance of a spider, having four long and thin arms, each equipped with a sharp hook claw. It's a vicious predator that will catch prey with its hooks and rip it apart.

Habitat: Varies (so you could encounter this fierce beast anywhere you roam over Calypso)

MARCH REVIEW

**To Mine or Not to Mine
- That is the Question**

by
Ayana SilverThorne

What's up with all those rods?

To find out the answer to this odd question I had to travel deep into the wilderness north east of Troy searching out two of the seemingly most addicted miners I have yet to encounter. Their names: Legion and Goshen. They had told me to meet them in this wild wilderness where the native wild life could, and did, attack for no apparent reason except

for us standing there talking. So of course I asked the question that all the crafters who sit fat and over-loaded in front of their crafting machines doing nothing but hitting the buttons had asked me to ask: Is there some mystic thing, or holy condition, that these rods hold that draw such people to them, such as the miners?

Goshen seemed to relate in saying, "They kind of look like a beacon when you come running up to them, with the globe of light on top."

However Legion was more technical about them saying, "There's nothing special, they just get in my way most of the time."

So now that the mystical question has been solved, or has it, we can move on to the obsession with mining idea. Both Goshen and Legion admit to mining an average of five hours a day, and Goshen having a record marathon run of twenty-three hours straight.

"Would you say mining is a type of obsession for you?" I asked.

"Well there's always the hope for the big one; that's what keeps you going through all the misses. I just hate that empty feeling you get when you drop a bomb and don't get anything. Goshen replied.

"Yes, I agree on that one, if I carry bombs with me when I go hunting I always end up with no bombs left." Legion added. "So you both hunt in your spare time?" I guess everyone has a hobby.

Goshen took on a serious look and said, "I like to be able to defend myself when a merp or larger creature comes across my path. My best day was on my birthday when I went hunting with four of my friends and I got this coat." He posed ever so proudly with it, and rightfully so. Wouldn't we all? As for hunting I noticed Legion holding a gun I hadn't seen before.

"It's a Mechel & Loch MI-35 BLP gun." He said, checking the sight and aiming for some tree in the distance. "It's a really good gun, does a lot of damage, and best of all it sounds really cool!" He admits to buying it 'cheap', and we can only imagine what amount that might have been.

"What about crafting?"

"I craft to build my skills, I typically use ore that doesn't sell for much." Goshen said.

"It's fun to craft. It does take time though. I don't quite get it. Sometimes on this planet there seems to be some kind of delay in most stuff you do." Legion added. I nodded knowing full well what he meant.

"Ok, so for the record how long have you been on the planet," a serious question, don't you think, "and what career would you say you make the most money from?"

Goshen admitted to only being on Calypso for four months and Legion to two years.

"Mining definitely!" Goshen answered.

"Mining is by far the easiest way to make money, if you know what you are doing." Legion explained.

<http://katt.onlyhere.net>

La Faction Beta's story begins on Christmas Day 2002, the day a company called the Main Firm, based in France on Earth started to become outdated. Board member Julien had earlier stumbled upon Project Entropia while surfing on the Earth Internet Network at his office. It seemed like an interesting and inviting opportunity, and so it was decided to create an annex on Project Entropia's Calypso with the purpose to exploit the new resources this planet had to offer.

The mission was entrusted to the team of Pythales, Hexawar, Lodi Dodi and Julien. Upon arrival, they decided to base La Faction Beta in Nymptown. The society quickly grew into its present day status of 19 members. La Faction has helped turn Nymptown into a very popular and active city and THE place to meet native French-speakers.

"The main motto for our society is 'Le Savoir est le

by a director. There are also sub-directors who step in to help the director if the section is made of subdivisions. Sounds complex. It is actually...

Julien explains how it works, "For example, we have the mining sector that supplies the ore and liquids. Then there is the crafting, which of course equips the combat sector. Another interesting factor is that everything that is found by the combat sector in addition to any surplus from others, is sold by the commercial sector." All the profits are then used to provide La Faction's employees with materials they need for work, to pay wages and to increase funds for the society in general.

When it comes to hiring of people, La Faction Beta has an inspiring system. The hiring is based on contracts, which are different for each sector. Rank is an important factor here because the contracts determine the different ranks for the

SOCIETY PROFILE

Helen Praetorius

LA FACTION **B**

Pouvoir' which means 'Knowledge is Power', explains Julien. That is why they are always supplying their databank, in order to always be more efficient. Their foremost goal is to become one of the biggest societies of Calypso. They want to have an active part in the economic and cultural development of the planet. Julien cautions other societies, "Don't bury our head in the sand, we aim to make money too."

La Faction believes that relations with other societies are very important, however the group holds firm in its belief to be independent. Julien calls LFB 'a multi-sector society trying to function in a closed circuit.'

There is not just one leader who runs La Faction Beta. They have a board of directors made up of Pythales, Hexawar, Lodi Dodi, and Julien who decide on the policy and economy of the society. Below them are different sectors – with each sector being supervised

employees. A more superior rank provides one with larger supplies and wages. At present though, directors do not receive any wages.

One has to wonder if there are any specific requirements to join this society. According to Julien the first law of their Charter is, "Colonists from all horizons, without race, sex or origins distinctions are welcome in La Faction Beta." Surprisingly, there is also no requirement to be French to be a LFB member.

Julien would like to take the opportunity to thank MindArk, calling the company "our God". He invites colonists to take a look at their Social Terminal at <http://lafactionbeta.com>. It is all in French, however LFB hopes to have a fully translated site in the near future.

For decades, underwear was strictly functional; its use was simply to keep outer clothes from getting too funky too fast. It wasn't until the 1950s, when American actors Marlon Brando and James Dean made wearing T-shirts fashionable that underwear started to become outerwear (though boxers and briefs remained unseen and uncelebrated). Today, it's fashionable to make a fashion statement with your undergarments.

The freedom to wear what you want when you want is one thing that makes the experience in a virtual world unique. Where else can you go absolutely wild in your matchmaking and composition of the garments available? I don't think it would be accepted if I put on my bra and underwear and went for a stroll down to my local supermarket, but on Calypso anything goes.

Boxers or Briefs?

When I think of a boxer man, I think of someone who is laid back, relaxed and loves that sense of freedom. When I think of a brief man, I picture someone more conventional, more restricted, more body conscious. On Calypso, our designers have provided men with both choices. Today, I highlight the combo – the boxer brief – the tight-fitting, stylish boxer. They come in a variety of styles, colors and patterns giving a colonist his own distinct personality. Below we have the Zero Legend Steel design.



Style or Comfort?

We can't forget about women when we talk about undergarments. They have long dealt with the style versus comfort dilemma. One wants to be sexy, but also not have to suffer for it. Well, on Calypso the lingerie selection again provides the best of both worlds for your avatar. This Scarlet bra and panties from Star

Satin have both been designed to ensure that you have the underwear of your dreams. It's made from stretch fibers to prevent that dreaded 'creeping up'. This model comes in a variety of sizes, styles and colors. Just make your personal pick.

CALYPSO FASHION
Helen Praetorius

Fashion Statement

What does it take to make a garment fashionable? It is quite interesting to see how our daring Calypsians dress up for special occasions; just take the spectacular fashion show held in Nymptown on February 20th. All I have to say is wow! Maybe there will be a new trend created on Calypso now. We definitely got a chance to see a wide variety of undergarment styles and colors. A special thank you goes out to the French society La Faction Beta who organized the fashion show. People from all over Calypso gathered and the response was brilliant. Nice work!





fan profile

The Russian population is growing at a feverish rate in Project Entropia. There are participants interested in starting up Russian IRC channels, fan sites and even translating *The Gate*. That is why we decided to profile one of the many Russians participating in PE. Meet Mihail Ivankov.

Mihail hails from Moscow in the real world and in the virtual world, has been Calypsonian Random Destructor for the past four months. The 22-year-old keeps a day job as a webmaster at a large company in Russia's capital and he moonlights as a virtual hunter on Calypso.

"I've been in gaming projects since 1999. My first project was www.counter-strike.ru (well, I guess you know what is all about. Then - www.xaos.ru — a game industry news project. And my latest "creature" is www.cgn.ru (Console Game Network). I enjoy working at gaming projects and communicating with the audience," says Mihail.

Evidently gaming isn't only a job for Mihail, as he has played several MMORPG's throughout the years. Project Entropia is his latest virtual experience, something he found out about through a friend who has been

around the PE community for months. And like many other Calypso colonists, it was the economy system that lured Mihail into PE. "I like the idea of the game - to purchase things for real money instead of having a monthly user's payment...I would change the PED to dollar rate a bit though."

"We've already thought about writing a word to the developers about building a Russian town in the PE universe."

Mihail is thankful his buddy helped him get his start on Calypso. "My friend lent me some PEDs while I was trying to apply for a credit card. I bought a Solomate and some ammo. I hung out here and there, familiarizing myself with the PE world, meeting people and making friends. Well, I was having fun," Mihail explains. "When I got the credit card, the problem of guns and ammo was solved and life became much more interesting."

Mihail has gotten to know many fellow countrymen inside PE, who are all eager to get a strong Russian community going. There are a number of registered Russian societies, but Mihail says he isn't a member of one yet. He is

part of a community called New Russia, but he says it is not an official society. It was formed to communicate on the forums at the PE official website. Mihail is full of ideas and apparently has some suggestions for PE's developers. "The Russian population keeps growing every day...we've already thought about writing a word to the developers about building a Russian town in the PE universe." When asked what his one wish for PE would be, that town is it. One never knows what the future of Project Entropia holds :)

Mihail tells *The Gate* he has experienced some problems during his time roaming around Calypso, but is a patient participant who doesn't plan on going anywhere. "Unfortunately it takes much time to fix bugs and solve problems, but the game is great and I enjoy playing it." He describes his experience on Calypso as pleasant. Could be that large loot he scored one day while hunting. "After I bought an MK II I ran across the world looking for new fur and feather. By chance I ran across a Molisk Guardian. I had never seen him before. My global loot amounted up to 1000 PED. That was a pleasant surprise."

Proof to all those newbies out there that the big loots exist! Just hang in there.

Stephanie Haines

Black Cat - The Journal

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



19 Last Seed - Hadesheim

Skyscrapers & shops fill a city driven by corruption, greed and deception. The smog helped the tall metallic skyscrapers block out the sun so when I arrived, even though it was early morning, precious rays of light couldn't yet be seen penetrating the black abyss above Hadesheim. The hills behind couldn't shield us from the wind either.

I stepped out of the spaceship for the second time in three days, the wind gently blowing over me, and we began our trip to the excavation site already marked out two miles away to the North. It was just me and another scientist working while the others examined the Twin Peaks soil that we had collected when we were there. We would compare the samples later. The scientist was quiet and his face seemed almost in pain. With jet black hair and arctic blue eyes, he stood half a foot taller than me. He caught me staring and smiled at me. Later, on our way back we talked.



"It's funny how you can work with a person for two months and still not even know their name."

"What?" I said, coming out of an almost trance like state. "Oh yes, funny but strange. My name's Felicia, Felicia Williams. Everyone calls me Black Cat around here. I don't usually tell much about myself to others so maybe they think I'm mysterious or something. These Genova Inc. mandatory nicknames annoy me sometimes."

"Mine's Will, Will Spade. But you can call me Lameth if you like. It used to be a nickname I had back home."

As we talked, he told me about his family, how much he missed them and how he had been recruited into Genova Inc. After a while we stumbled onto a curious fact.

"What exactly does Genova Inc. do Will? We've been working for an organization that we know so little about. All we really know is that they specialize in the extraction of minerals from different planets. What is their goal? How do they make so much money out of doing this kind of work?" I asked.

"I sure as hell don't know Felicia. But what I do know is that there is a place where we can find out. We'll have to be prepared though. I have some equipment we can use."

20 Last Seed

The night's thick air shrouded me as I crept out of my building. The black night hid many secrets and I hoped that tonight one of them would be unveiled. We met outside Genova Inc. and I looked up into the midnight sky, seeing the tall building stretch far into the black clouds.

"Well this is it," I said to him, taking in the awe of the moment. "I'm not sure I'm completely ready to do this but I know I can't back out now."



Lameth told me it was going to be okay. I couldn't help feel like Genova Inc. already knew what we were about to do and as I looked around us for one final time, I saw the night clouding all but the tall skyscrapers which were lit up by the beautiful red moon.

Genova headquarters was closed because it was so late, and the building had the best security system in Hadesheim. I wondered how we would get in but didn't say anything. It turns out that Lameth had stolen an Upper Level Key Card so we could get in. We crept through the building, and came to the teleporter that we programmed to take us to the highest floor.

"Be careful now Felicia. The top level is where they have a vault containing all the important files, so you can be sure that they'll guard it well. Here take these

things.” He gave me a black catsuit that had been designed by one of Genova’s Inc’s rivals, PPB, to increase natural dexterity and make one a lot more flexible. I had seen it before in its design stages but I knew that it was expensive. He gave me some laser sensing goggles as well.

“How do you know so much about...well this?” I said to him holding the goggles up before I put them on.

“Let’s just say I know Genova’s security. I worked with their team for training a while back,” he replied, oddly not even uncomfortable. The adrenaline pumped through me as we spoke.

“I’ll just change into this,” I said to him, referring to the catsuit. “Would you mind turning around?”

“Oh sorry,” he coughed with a slight smirk.

After I had changed, we went through the teleporter and once we had arrived to the highest floor we stayed still and surveyed the area.

“Do you see the lasers?” Lameth asked me. “I’m going to spray some liquid which will temporarily disable them. It will only last a few minutes so we have to be quick.”

He sprayed the liquid that blocked out the lasers almost instantaneously and he crept forward telling me to follow close behind. We approached the vault door - it was thick Calypsonian Laponion, two times as strong as Titanium. He told me to take a step back and sprayed the door. Within seconds it froze and he smashed it with his hand, easily. I recognized the liquid he sprayed - I had seen it being

tested out - it was Liquid Nitrogen mixed with a special blend of sulphuric acid that made it lethal to metal. I couldn’t believe that I had never thought about why Genova Inc. needed all these things because they’re only an intergalactic mining corporation, but these are the materials of a spy’s arsenal.

We looked around the vault; it was practically empty which would save us time skimming through the files. We quickly grabbed the files and ran. Lameth led and I followed. I was practically through the lasers when they suddenly reactivated. The alarm siren blasted through the Genova Inc. Headquarters and out into the coldness of Hadesheim.

“Run!” he shouted. “Take the files and meet me where we were going to go anyway. I’ll stay here and divert the attention away from you.”

“I can’t leave you here. We can make it out together!” I screamed at him.

“Go Felicia, go!” Lameth yelled back.

I looked at him and then ran as fast I could. The catsuit made me run like the wind but I couldn’t help thinking about him. I didn’t even have time to say goodbye. I got to the teleporter and when I was down at the bottom level I heard an explosion at the top. I surveyed the area, seeing nothing and ran through the doors.

Now as I write this I am sitting on a bench staring up, looking at the beautiful Calypsonian moon, Artemis. I barely knew him but he didn’t deserve this. He was just trying to help. My head tells me he is gone but my heart hopes that he remains.

21 Last Seed



9am - Nine hours have passed now and as I wait for him, I wonder if he will ever come. My thoughts are clouded with doubt. I’ve been reading the files and while most aren’t important, there is a strange transaction receipt that has been weighing on my mind. It’s a sum of 30,000 PED to a P.E.T.P. I have yet to find what the initials stand for but the money is what is unusual. Genova Inc. is one of the richest companies I know and 30,000 PED isn’t anything to them so why would they keep the receipt along with a letter in a vault guarded by lasers? It seems that P.E.T.P has some sort of control of Genova Inc. Maybe it’s blackmail!

It’s going to be a long day but I’ll wait here as long as the sun still remains in the sky.

Read what happens to Lameth next time in Black Cat - The Journal.

I’d just like to thank the following people:

The-Fool

Lameth

The-Fan

Neverdie

Phoenix

Nef

caption contest



'Just Married'

Congratulations to Pelleas, the winner of our Gold edition's caption contest. His prize: a Seizt Laser Sight 2000L. Thanks to all of you who sent in your witty captions.



Calypso colonist Goku sent us a great screenshot for our March caption contest. He tells us it took him two hours to get on top of that Tantardion. Keep those clever captions coming folks. Send them to fanzine@project-entropia.com. This month's winner will take home a beginner's hunting kit with weapon and ammo included.

MARCH CONTEST



This bag of PED could be yours! We've extended our February writing contest and made the prize more worth your while. Tell us your financial success story. The top three winners will receive 30 PED EACH to spend freely on Calypso! Write to us at fanzine@project-entropia.com



Ask Bertha 'Bot

Greetings Bertha Bot,

Will you be making an appearance in the PVP zone?
Sincerely,
MegAtomic

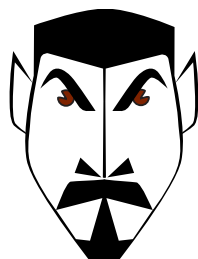
Dear MegAtomic,
My creator programmed my circuits with a self-preservation mechanism that advises me not to enter the Pvp zone for fear of being destroyed, dismantled, and sold at Atlas Haven!
Bertha

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



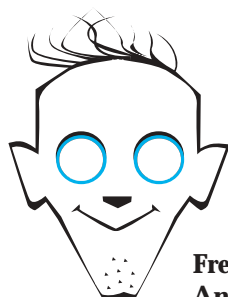
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What to watch for in the next issue of *The Gate*

PE Fan Sites Get a Makeover
Stephanie Haines

The Sound of Music on Calypso
Frank Campbell

Real Relationships in a Virtual Universe
Helen Praetorius

FINAL WORD

CONFIDENCE

1. Trust or faith in a person or thing.

a) A trusting relationship: *I took them into my confidence.*

b) That which is confided; a secret: *A friend does not betray confidences.*

2. A feeling of assurance that a confidant will keep a secret: *I am telling you this in strict confidence.*

3. The state or quality of being certain: *I have every confidence in your ability to succeed.*