

THE GATE

Where reality meets virtuality



CALYPSO CHRONICLES

Calypso gets COAT-ed with new fashion

NEWS & VIEWS

Latest version update
preview

FEATURES

Delacroix 's report on
Calypso architecture

THEGATE

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Welcome back. Just in time for Christmas, the December issue of *The Gate* is here to make your holiday season brighter. Apparently our first two issues provided you with pleasure. We have been keeping track of how many times the magazine has been downloaded. The numbers are very impressive. And it's great to hear how many of you want to keep us around. We conducted a poll on our official website to get reaction to *The Gate* and the response was very positive. The majority of you said it's great and to continue with it. Many of you also stated that Issue 2 was better than Issue 1. We hope to make every issue better from this point on.

Remember, you can help us get better. We do have some community contribution this month, but we could use more. If you have a creative side, why not send us a sample of your writing? The sky's the limit. Email us at fanzine@project-entropia.com. Community member Delacroix has a keen interest in architecture, both inside PE and out, and his work is featured in this issue. Don't miss it.

This month I decided to tackle the issue of the addiction to gaming in my editorial. Why do people get hooked? On the lighter side of things, we are also featuring the latest fashion trends to hit Calypso (as you'll see from our cover, created by our Art Director Alf Svensson). A completely new clothing system has been implemented. Read more about it in Calypso Fashion with Helen Praetorius. Frank Campbell puts his own creative twist on the history of Gothenburg (the city where MindArk is located). Plus we've got the winners to November's contests and entirely new contests and prizes to be won for December.



Step inside *The Gate* and enjoy. Happy holidays everyone!

Cheers,
Stephanie Haines
Editor

Another month has come and gone and now we're well on our way to 2003. Where does the time go? There never seems to be enough hours in a day, days in a week, or months in a year to complete everything. A developer's work is never done...

Did someone say Gold? Big news to report in this Message from MindArk, although many of you likely already know - Project Entropia will go gold January 30th, 2003. That's right. It is what you have all been waiting for. Now it is a reality. There really isn't much more to tell you now other than your avatars, skills and all accumulated PED will remain unchanged when we make this step. We want to stress that going gold will not mean Project Entropia will be a finished product. This will be an ever-evolving virtual universe that will continually be updated in the same manner you have all grown accustomed to. These future patches will now be referred to as version updates. More golden info to come in January.

Version Update

Project Entropia's most significant version update to date, v4.0, was implemented in late November. Many enhancements were made, including the new construction and skills system, the addition of new clothing and the introduction of our random spawn engine (treasure system). A few bugs, like the ones affecting skill UI and refiners, have bothered some participants since then and our dev team is planning on squashing them all before the next update. This next update is due to be released sometime this month, however we will not print an ETA because as Marco always says, Murphy is bound to rear his ugly head. We can tell you this update will be much smaller, however it will include some vital features you have been waiting for.

To begin with, the society terminals will be operational. Societies will be able to perform basic functions such as registering themselves,



their members or even delete members if they wish.

Many of you have expressed interest in having a bigger world to explore. Your wish will be granted in the patch. Calypso will now be three times its current size. This new map will also include several more outposts and teleporters to visit.

The music will be enhanced with the addition of more music to the Jukeboxes at Twin Peaks Bar and Hadesheim Bar. It is all original music composed by our very own talented Lars Falk.

The clothing system will again undergo changes as more trendy items find their way into the world.

One final thing we at MindArk would like to mention is the new treasure system. With Christmas around the corner, management has stated it wants to give like Santa this holiday season, so look for some goodies under the tree.

This is a mini-preview, but for a more in-depth version of the contents of our next patch, see the Developer's Forum on the official PE website in the coming days. Community Representative Marco Behrmann will keep you updated.



JUST CAN'T GET ENOUGH?

STEPHANIE HAINES

Then you have the hardcore gamer who just can't get enough. Do you any of you fall into that category? I must say I am not at that point yet, but I can see how easy it is to get hooked. Games are entertainment, plain and simple. We all love good entertainment. They also offer a challenge to the mind, a bit of imaginative escape, a chance to have a blast with friends and even in MMORPG's like PE, the chance to develop your hand eye coordination. On the more serious side, games can also be a productive outlet for dealing with emotional and behavioral issues. Nicolas Lee, American author of a psychological study on MMORPG's points out that these online worlds can help people if they're shy. "They can experiment with being more vocal or they can try out a leadership role, which may not be an opportunity they have in real life. Especially for teenagers, it lets them try out different roles and identities at a time when they may be really struggling with those kinds of issues."

But some people take these fun games from a casual hobby to a serious addiction. Two examples come to mind: First, the case of a young

We all have our own personal addictions. Take for instance, me. I have to admit here and now that I am addicted to chocolate. There I said it. I feel much better now. I have friends addicted to reality T.V. – you know those shows like *Temptation Island* and *Big Brother*. I have other friends addicted to, what I consider to be a very nasty habit, cigarettes. Ick! You also have the 'goody-goody' types who are addicted to healthy things like exercise.

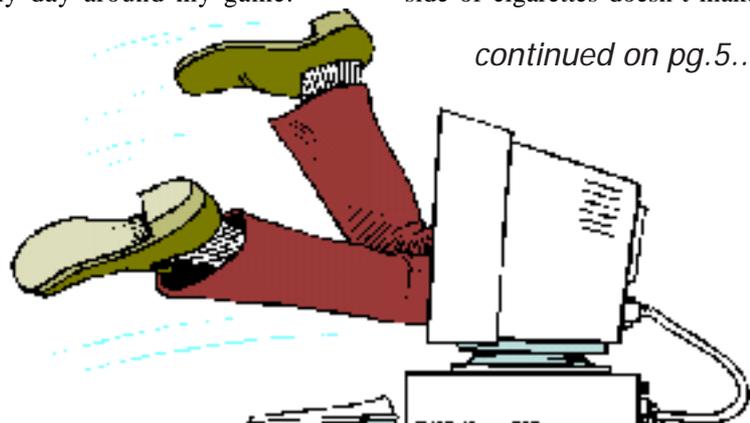
American man who committed suicide earlier this year after becoming obsessed with *EverQuest*; Second, a South Korean man who died after playing computer games at an IT café for 86 hours straight without eating. In both cases, the games themselves have been accused of being the perpetrator. Obviously these examples are extreme, but I have read many testimonials and even received an email from *Gate* reader Troy about how easy it is to 'go down the dark path of despair'.

This former "addict" as he refers to himself, started neglecting work and family by being online day and night. He writes, "On the weekends, it was hardcore time. No time to go to the zoo. There was a quest for the Sword of Lost Light at 10 am on Saturday. It was weird how I had to plan my day around my game."

Interestingly, when asked who is to blame for gaming addiction Troy writes, "I can't blame the game developers at all. They create something that is supposed to be fun...Although I think sometimes they put things in to make some of us play a bit longer...But I think it is society in general that is allowing this to happen. It is also a bit of laziness as well...I guess TV was the blame for some time, but watch out, online gaming is here."

Troy originally suggested that *Project Entropia* have a warning attached to it, 'MMORPG'S CANNOT REPLACE REAL LIFE. YOU MUST EAT, SLEEP AND MAKE A LIVING TO SURVIVE.' But later changed his mind, "Putting labels on anything won't change our buying habits. I am pretty sure that seeing the warning of the side of cigarettes doesn't make

continued on pg.5.....



BEHIND THE SCENES

Frank Campbell

In this month's edition of 'Behind the Scenes' at MindArk, I thought I'd give you all a little taste of where in the world MindArk is situated - where we stack our servers and plug in the power!

I think that by now everybody knows that we are located in Sweden. That's right - the tall, blonde women, the famous meatballs and winter. On the west coast of this Scandinavian country is a city called Göteborg (pronounced Yuh-teh-borry) or Gothenburg in English. That's where we are.

The MindArk offices are located in a vibrant part of the city, an area called Järntorget, which is The Iron Square. Overlooking the bustling square, the MindArk offices have a perfect view of all the action. Bars, restaurants, shops, streetcars and neon lights all make this area a thriving city hub.

Of course all this didn't happen overnight. In fact, it has taken the best part of 10,000 years since the first Stone Age man thought this might be a nice spot to settle.

Gothenburg as a modern community however, was

founded in 1604 by a chap named Charles IX. Upon hearing this, the Danes, who live just across the water from Gothenburg, decided they were having none of it and promptly thrashed the fledgling town. It wasn't until 1619 that one Gustavus II decided to give it a go again. Old G's efforts proved more successful and Gothenburg soon became a thriving commercial centre for Dutch and English merchants.

This foreign influence seems to have remained a base ingredient throughout its existence and even a glance around MindArk today reveals Irish, Canadian, Vietnamese, French, Chinese and Balkan members of staff. International is the word, so international in fact, that there's even a town called Gothenburg in Nebraska, US. If there are any PE fans there we'd certainly like to hear from you. I'm sure there's something we could do for a fellow



Gothenburgian.

The international feeling certainly hasn't diminished over the last few years with the advent of the Internet, and Gothenburg could be described as a modern technological city. Computers and net culture in general are prevalent in Gothenburg, with online gaming cafes, e-commerce and broadband available to large parts of the community. In fact, the government of Sweden has been quite supportive of the young industry with considerable investments made in education and the availability of broadband on a large scale.

All in all, I guess you could say that Gothenburg is doing well and should probably do even better during the next 10,000 years. I don't think I'll be around then, but it's good news for PE!

.....can't get enough continued

everyone stop smoking. Parents actually taking an active role in their kids' life would be a start for the next generation."

The companies behind the games shouldn't be held responsible for the addiction. Troy is right in the case of younger players in that parents need to get involved

more. Too often they are too busy with their own lives and neglect their children. In the two extreme cases mentioned earlier, there obviously existed something seriously wrong within the mind of the individual. In my opinion, the person using the product has to be responsible and employ good judgment. A comment

made by Scott McDaniel, VP of marketing for EverQuest publisher Sony Online Entertainment sums it up best, "You don't see disclaimers when you get in a car saying 'Don't run over people.'

Tell us what you think at fanzine@project-entropia.com

meet RIKARD @ mindark

This time around I would like for you to meet one of our new additions to MindArk. Meet Rikard Lagerbäck.

Q: You are one of our “newbies” here. How old are you?

A: I'm 30 (which probably puts me in the upper range of MindArk's employees.)

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

A: I had recently quit my job as a software consultant when a friend of mine told me MindArk had an opening. I have always dreamt of working as a game programmer and I liked what I had seen of PE, so it wasn't a hard choice.

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

A: Nearly two months now.

Q: What do you do here at MindArk?

A: My title is Audio Programmer, although I will probably be involved in other areas as well.

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

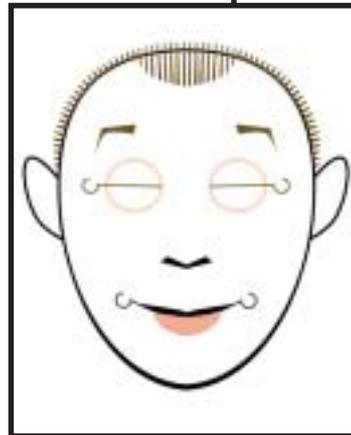
A: I work closely with our musician and sound FX creator Lars trying to implement his vision in code. For example, I have helped him add the footsteps you now hear after the latest patch. We are also working on adding a lot more music and later EAX support.

Q: What is the best part about your job?

A: It's creative, fun and you get a different kind of feedback than in other parts of the software industry.

Q: What is the worst part of your job?

A: Not having the time to actually play PE as much as I would like to!



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

A: To keep the players amazed by the beauty and complexity of the world and make them constantly want to explore more of it.

Q: What do think makes Project Entropia unique?

A: Obviously the fact that you play with real money, which I think makes it a lot more interesting than other online games.

Q: What is your favourite feature in Project Entropia?

A: I can't think of a specific feature. What I like is the feeling of adventure and pioneering - "The beginning of a new world".

Q: What is your favourite thing to do in your spare time?

A: When I'm not playing PE or other games I like to go out with my friends in Gothenburg (or occasionally Stockholm) have a few beers and enjoy the nightlife.

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

A: Just that I'm glad to be part of PE, and I hope I can help make it the coolest online experience out there...

By Helen Praetorius

The Diary of Ero Hartstenner III

Frank Campbell

I stood there helpless, paralysed in the space between what I saw and what had just happened. An eerie silence fell like a snow blanket on the scene. As the dust settled, moans began to bleed from the debris, aching through the smoke.

Emergency personnel began to arrive and dismantle the wreckage, homing in on the broken voices of what was left of the Corporate Alliance. I stumbled back a few steps and reached for the wall - my stomach churned and I felt weak and dizzy - the Corporate Alliance had been all but disintegrated.

Security police arrived shortly after and swarmed all over the painful scene. I was taken to a small room in another wing and asked to remain there until a full statement could be taken. So I sat there, and I sat there. I went over the scenario a thousand times, recounting the events, getting the words right, remembering as much as I could. And I waited.

Hours passed. I felt hungry but didn't want to eat. I became restless but didn't want to move. Sadness rained on me but then I was angry - I wanted answers! Frustration kicked the waste paper basket across the room, resignation lay its head down on the table. Paranoia assumed the worst. Confusion found the door locked. Reason sliced the facts, over and over again.

Finally, a young sergeant opened the door. "What's going on?" I asked. "I thought

you were going to interview me?" "My orders are to escort you to shuttle bay 16." were the only words I could get from him. How many casualties were there? Did anyone survive? Have the authorities arrested anyone? Where was I being taken? Everything fell on deaf ears. The whole situation started to buckle in nightmarish contortions as we moved towards bay 16. Everything felt wrong. Why was nobody speaking to me?

At the shuttle bay I was met by Federation officers who informed me I was under arrest for sixteen counts of murder. My hands and feet were shackled and I was shuffled on board the waiting craft. I was bound for Earth where I was to be tried for my treacherous act. Panic gushed through my veins. I seriously considered that this was all a dream - a very bad dream! Fear had me chained to a roller coaster, with terrifying scenarios exploding like fireworks all around me. My sanity scrambled to construct the track before me as I hurtled into an unknown future.

I had to get a hold of myself and think. Think. Think. Think. Lt Entenak, yes, that was it. I would somehow get in contact with her and she could explain my position and duties to my accusers. I voiced my wish to contact Lt. Entenak to the crew. They just nodded. I lent back and blew a long, uniform sigh from my lungs. I didn't feel relaxed.

Our shuttle landed at the Antarctic Holding Facility and I



was ushered through the freezing temperatures and into the complex. Reality was starting to frighten me. Everything felt ugly and distorted. I expected at any second to meet a character whose sole purpose in life was my suffering. The cold, blank concrete walls screamed indifference at me. I must contact Lt. Entenak.

I was led into the wardens' office. "I must contact Lt. Entenak, Lt. Parisa Entenak, she..." "I do the talking around here Hartstenner!", the warden barked. "I decide when and with who you will have contact. I suppose you think the world revolves around you now?" He began to move to the other side of the room as he continued, "Well I wouldn't have thought that anything could have taken the spotlight from you, but I guess wonders will never cease." He opened a panel and activated a large screen. It was the Chancellor, "On this very sad day, when evil reaches out and tries to choke our society. When sinister forces thwart peaceful efforts, mankind receives a guiding light for a brighter future. Brave people of Earth, we have received a signal from the Odysseus Probes!"

In this issue of *The Gate*, I would like to introduce you to the largest society existing in PE, Soldiers of Fortune. President Delta has given us the inside scoop.



It all started with a guy called Buzzi who founded the society in July 2001. Buzzi had been a member of the New Earth Alliance, but decided that he wanted to start a society of his own. Now Delta is running the show.

The slogan of SoF is: *It's the money that makes it real.* From that, one could say their main goal is to make a profit from participating in Project Entropia. The way they operate is to see to it that the entire community profits. "We trade with other societies, we give PED to new members without a credit card, and train them to become skilled players," says Delta. "Because of our fair goal and strategy, our society has lots of great PE players, some of the best hunters and miners in the HOF".

SoF went through some reorganization recently. With over 1000 members, it was

SOCIETY PROFILE

Helen Praetorius

inevitable that a change would have to take place. "We closed down new membership applications, and we deleted idle or semi-idle members," explains Delta. SOF now has a very active core of members along with the biggest society room on the PE IRC chat.

Soldiers of Fortune has 5 levels of membership: newbie members, junior members, full members, senior members and administrators. This is how it works: The newbie and junior members do not receive PED from the society in the beginning. They have to start by performing administrative tasks such as helping with the site, and then in time they will become full members. Once a full member, they can take part in one of four teams: the hunting team, mining team, exploring team or crafting team. "These teams get PED from the society to mine, hunt and craft with. After training and skill raising, these members will make a profit," says Delta.

Soldiers of Fortune was a free for all society, meaning that everybody could apply and join, however this free for all access is closed at present. Delta says that the interest just became too big in SOF. It isn't

totally closed to interested applicants though. You can become a member if you fulfill the following requirements: if you have visited all teleporters; if you are already an elite player of PE; and if you make a very good impression on Delta or other administrators. The administrators invite people they think fulfill these requirements. Only a few who ask to become members will manage to be let inside.

"SoF has always been the biggest and the most active society in PE. We are always ready to help MA and the community with our competitions," says Delta. "If you want more information about SoF, just visit our website and check the work of our members in The Gallery, which shows a lot of SoF and PE related pictures."

In my eyes, this society stands very much for teamwork and because of this they have become one of the most popular, if not the most popular, society in PE. You might have to work hard at becoming a member, but once you're in you are sure to be looked after. Keep up the good work Soldiers of Fortune!



THE TRAVEL GUIDE

Helen Praetorius



TWIN PEAKS

Mystique – it's a word that can be associated with many different things. In this case, it describes a certain area of Calypso perfectly. Let me introduce you to the beautiful Twin Peaks. There is a rumor about the mystical secrets of Twin Peak Mountain, which is something that attracts many curious visitors to this place. Let me fill you in a little on this...

Twin Peaks is a mining outpost, but the mining operations have been dormant for some time. This was due to the depletion of the ore in the nearby characteristic mountains. A rumor arose soon after claiming that was just a cover-up and that the real reason behind the shutdown was because the minors found something else deep under the mountain. Hmm...I wonder what?

Since the mining stopped, the place has experienced a renaissance. The mysteries surrounding Twin Peaks have made it such a big tourist attraction that the locals have invested in a number of landing pads. These landing pads are intended for commercial flights and airborne sightseeing.

If you are wondering where this mystical outpost is situated, it is south of the mountain area known as the Helicon Heights in the south east region. Helicon Heights is in the main region in Eudoria called Elysium Prime. No matter which way you turn, you will be entranced by the beautiful view of the two famous peaks that have made this otherwise desolate outpost into a very popular resort.

It's a perfect place for a moment of rest during those long travels through the untamed outskirts of our brave new world. Check out Twin Peaks Bar as well, offering a jukebox for your entertainment. See you in Twin Peaks - I guarantee you won't be disappointed.



fan profile



“I see PE as being one of the first steps towards the ultimate goal of total immersion virtual reality. Its use of real-world value sets it apart from the other games.”

It’s called ingenuity folks, and Hobbes has it. Being 15 and without a credit card in Project Entropia seemed a liability at first, but now he’s cruising around Calypso as an experienced miner and hunter.

“I wound up learning much faster what to hunt, where to hunt, and how to hunt. When your total value is less than twenty PEDs, conserving ammo takes on a whole new meaning,” says Hobbes, who would prefer to keep his real life identity anonymous. “Eventually, through the generosity of others and luck, I wound up with decent rifle skills...Over the course of two weeks, my friend and I accumulated well over one hundred PEDs profit, and then I happened upon a 164 PED loot. With that money, I was able to purchase a decent rifle, and finally became a miner.”

Hobbes says his role inside PE is to hunt and mine of course, but also to help newbies who demonstrate their desire to learn more about the virtual universe. “I guess my ultimate, subconscious goal is to find out everything there is to know about PE, from what critter drops what loot, to which equipment is the most efficient, to precisely when and where deposits spawn.” He is also a long-time member of Soldiers of Fortune, the largest and most active society in Project Entropia’s community.

Hobbes is what we would consider a hardcore gamer. The Florida teen has been playing various games online for years. It was PE’s unique live economy system that caught his attention in a Wired.com article. “I see PE as being one of the first steps towards the ultimate goal of total immersion virtual reality. Its use of real-world value sets it apart from the other games.” Hobbes sees these immersive virtual reality universes becoming a

major social presence in the future.

Hobbes is happy he got in on this phenomenon early. PE obviously has him hooked. When asked how much he is logged on he says, “I’m not at liberty to divulge such information ;)...perhaps 1-2 hours each night, longer on the weekends.” But will Hobbes still be this serious about PE in say, five years time? Sounds like it...”I have regularly visited some sites for several years now, and continued playing the same games until they no longer had other players. I see myself ultimately becoming a “J.O.A.T” -jack of all trades, in PE.”

This J.O.A.T. has some suggestions on how to improve PE as a virtual universe. “In the long run, PE must appeal to new players, of all gaming ability, and in order to do so its learning time must be shortened considerably, as well as the consequences of making stupid mistakes in the beginning. Many people rush into PE without realizing how careful one must be.” It obviously paid off for Hobbes to be cautious in the beginning and learn the ropes slowly.

PE does consume much of Hobbes’ spare time, but when he isn’t roaming the landscape of Calypso, what is he doing? “I’ve written several bad stories set in PE (nah, I’m sure they’re great. Send one to us!). I spend lots of time checking websites, reading, and when given the opportunity, building highly detailed model spacecraft out of Lego. Oh, and paintballing.”

Ouch...PE is much more enjoyable than getting shot with a paint pellet, don’t you think Hobbes?

There are women out there who want to express their femininity and Project Entropia has given them the opportunity to do so. On that note, it's totally cool for guys too, but we're focusing on skirts here boys.

PE now offers a new line of miniskirts, the latest in female fashion. They are sparkling with style and provide a new sense of freedom for women. In addition to comfort, these skirts provide women with the opportunity for personal expression, an essential part of overall image.

The mini gives you the chance to show off your best qualities - your hip, thigh and waist silhouette as well as your leg length. These new designs come in a wide range of different colors to suit the taste and personality of the daring women on Calypso. There are plenty of ways to combine your skirt with fitting upper body-wear of your choice, for example. This enables you to make own personal fashion statement. The clothes may have gotten smaller, but the scope of everyone's imagination just got a little bigger...



Thank you to all the replies that we got for the funkiest hairstyle on Calypso. It was difficult to pick but eventually we all agreed on the look of Marina Miklevits. Isn't she hot! Go girl!



CALYPSO FASHION

Helen Praetorius

A totally new line of coats has hit the market on Calypso as well. This latest shipment will certainly satisfy a lot of colonists who wish to dress up in overcoats that range in design from the nice and tidy to the hard and sturdy. Just choose the one that suits your personality best. They can be worn over your business attire to trudge to the office, for a night out with the boys, or even for a day of walking around town with your favourite girl. And don't be fooled into thinking that some of the coats won't provide the kind of warmth you need when your gelled hair feels more like an ice cube; with thick lining and proper manufacturing, you'll be sweating from the heat and making others sweat because you look so good!



The man above is wearing a coat from Urban Nomad, the leading metropolitan clothing company on Calypso. If it's worn on the streets, it's probably from Urban Nomad. The woman above is wearing a dynamic electric blue skirt designed by Star Satin, which is combined with a beautiful gray overcoat from the same company. "Why look good when you can look great?"





This is Delacroix reporting back. The journey from Earth to Calypso went smoothly and the planet looks wonderful and challenging, a good mix. I spent the first couple of weeks exploring the only isle that has been accessible for us newcomers. The cities are still small and deserted, but there will probably soon be a rush of civilians and military personal looking for a place to rest or to refill their ammo stocks. Most of my time has been spent studying the architectural wonders of Calypso. The robots did a good job of making us a place to live, until they started killing people, that is. I have been told that it will be possible to soon build structures, which it the reason I traveled to Calypso. Earth is filled with buildings, most of them worthless in my opinion, so I thought Calypso would be a good place to start over and maybe get famous.

Sitting on a hill next to Hades (short for Hadesheim), looking at the buildings gave me a few ideas. At first I tried to draw the current structures to see the genre of building the planet had to offer:

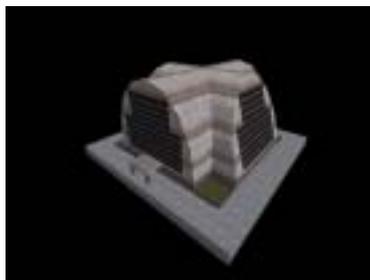


A Delacroix Report

After that, I started construction on my own ideas: The first building I made was a small, half-buried bunker. As you might have guessed, this is a standard bunker made of solid concrete. It is perfect for defending or camping.

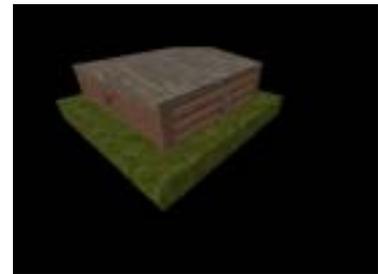


Next up was a hotel. I had not been able to find one on Calypso and if colonists wanted a place to stay, either for just the night or for a couple of weeks, we would need a hotel. I called it 'The Freedom Hotel'. The advertising slogan would be "We free you... from your money"



Later on, some colonists came and asked what I was doing. I showed them what I had been working on and they told me that a bunker built into a hill would be a good defense mechanism and also provide camouflage.

Now it was time to go old style. This resulted in a logger's shack that was small, but made out of 100% natural resources (well, if you don't count the door, that is.)



Next in line was an office building, but it had to look special. I didn't want just a big block with some windows and an entrance. It needed style. The brainstorming went on for days until I finally came up with the idea to make it like this:



After all the hard work I gave myself a few weeks off to relax, meet people and explore the planet once more. While running away from a T-Rex Junior, I "found" Lucien. We talked about how we were doing and what we were doing on Calypso. At some point in the conversation he told me that he would like a place to live because sleeping on the street in the wilderness

continued on pg. 13

could sometimes be... a killer. Lucien explained to me how he would like his house. It would have some pounds, a path, wooden fence and a small nice house in the corner of the estate. This is the result:



After I created the house for Lucien, I felt ready to resume my work. What had I not made yet? What would be good for everyone to have? Then it came to me... A WAREHOUSE. Of course, how could anyone not need a warehouse? It took me only a few hours to make the model and after I was done, I made a few nice commercial posters for the roof:



After completing a total of 7 buildings (more to come), I was proud of myself and felt I could relax a bit once more. This brings me to current time. At the moment I'm walking around on Calypso, thinking of new buildings to make and where to put them. If you meet me, feel free to tell me about any ideas you might have for buildings I could make...perhaps even for you.

Remember you might need to find your PED because I don't work for nothing ;-)

Who is Delacroix?

Delacroix is otherwise known as Martin Jørgensen, a member of the SoF Society. He is 18 years old, hails from Denmark and has been with the community for almost 1½ years now. When he is finished with school (½ year left), he plans on educating himself to be an architect.

caption contest



"I told you I'd give my legs for a PED."

This winning caption comes from Matt Szczublewski aka Kyrr Kilroth in PE. Congratulations! He is now the proud owner of an Omegaton M2201 and two ammo packs.

Now we turn the tables on Kyrr Kilroth. This is him below accepting his prize. We couldn't resist. Now his pic has become December's caption contest! Send us your witty captions to fanzine@project-entropia.com The prize is a surprise.

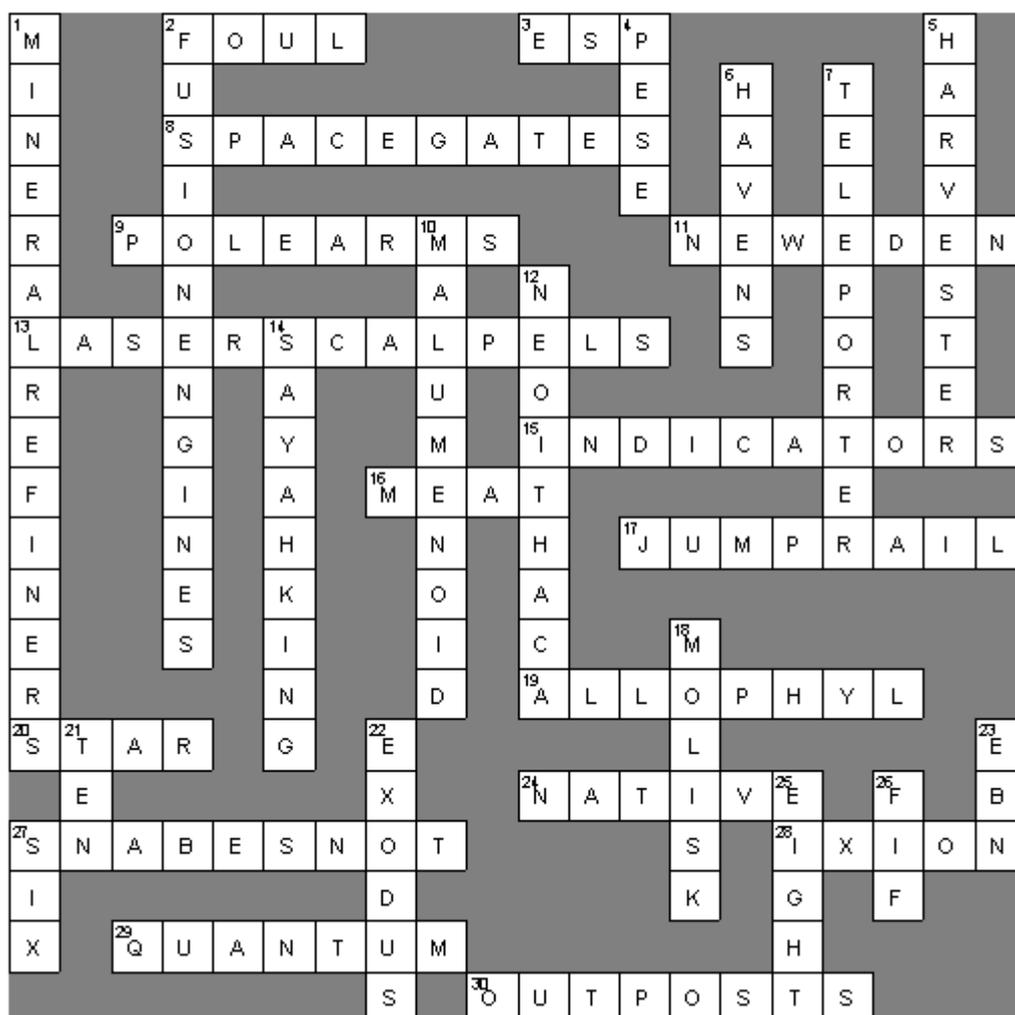


NEW CONTEST



The Gate wants to hear from you! All you creative writers out there, start punching those keys and let's see what you've got. The PE participant to send us a winning creative writing piece will get to strut their stuff with the Castorian EnKnuckles1 powerfist. Send stories, poetry - whatever you've got roaming around that creative Calypsonian brain of yours to fanzine@project-entropia.com

Calypso Crossword



Congratulations Hobbes!

The winner of November's Calypso Crossword and a Castorian Combat En-Blade 1! Read Hobbes' profile on pg. 10



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CALYPSO COMIC Fredrik Andersson



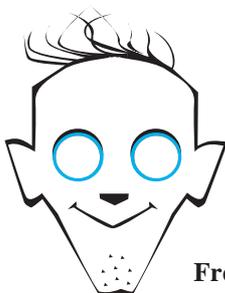
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What to watch for in the next issue of *The Gate*:

Cover Story - PE Goes Gold

Creating Cash on Calypso
Frank Campbell

PE a la Francais
Stephanie Haines

More Fashion and Travel Tips
Helen Praetorius

More Contests and Prizes to be Won!

F JOLLY

1. Full of good humor and high spirits.
2. Exhibiting or occasioning happiness or mirth; cheerful: *a jolly tune.*
3. Greatly pleasing; enjoyable: *had a jolly time.*

W O R D

Jolly is the word to describe the MindArk crew as we head for another 'version update' and into gold in 7 weeks time