

the Calypso Post

XMAS EDITION



Version Updates, Notes And More Mysterious Orbs!

Horoscope 2008!

Security On Calypso!

Sexy Christmas on Page Nine

Free Outpost Rescue Services

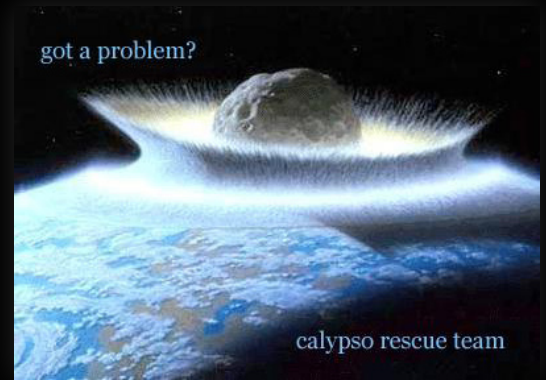
... offers the Calypso Rescue Team (CRT), free of charge!

If you ever get stuck at an OP on Eudoria or Amethera or have problems reaching a TP, call CRT – they will pick you up and take you to the next TP.

Post your message or rescue call in the Rescue Channel under:

www.euforces.com/index.php?name=PNphpBB2&file=viewforum&f=7

State your full avatar name, your location/co-ordinates and time you'll be ingame to get rescued (MA Time). To find out your location/co-ordinates, press "P" in game. MAT is the same as GMT; press "C" to receive this info ingame.



Surviving the Adventure! - Eudorian Survival Map

... helps you to move around on this continent!

CONTAINS

- Teleporter Collector Route
- Outpost Escape Routes
- Travel Route to The Oil Rig

GET YOUR OWN COPY OF THE SURVIVAL MAP UNDER



EUFORCES – Home of The Calypso Post

www.euforces.com WAS DESIGNED TO BRING THE COMMUNITY CLOSER TOGETHER. WE BELIEVE THAT BY SHARING KNOWLEDGE AND UNITING WE CAN ALL MAKE A DIFFERENCE TO WHAT HAPPENS IN EU.

Open to the public and free of charge Euforces was created as an infotainment pool for all interested Entropians as well as for all those who want to share their EU experience. The more of us that get together the better our community will become!

Community, Guides and the Rescue Channel are the cornerstones of the Euforces concept.

COMMUNITY: Euforces addresses individual freelancing Entropians as well as societies. Become a part of the bigger general forum with all registered members, an existing resident group hosted by Euforces or create a private forum for your soc. If you are interested in having a private forum please view the FAQ regarding the issue.

GUIDES: In order to share knowledge and offer information three guides are available on Euforces so far: the Noob Guide for all new arrivals on Planet Calypso, a Shop List open for all to advertise their business or find specific items, and the Scam List explaining most common scams, providing a Scammer List including an official Scammer Announcement Channel in our forum.

RESCUE SERVICE: Most of us had the experience of being stuck at an OP. The Calypso Rescue Team (CRT), founded in December 2005 on the basis of this problem, patrols remote OPs and is the first soc on Calypso offering a free Rescue Service on demand. To act more target-oriented the Rescue Channel was established to get into contact with CRT immediately by posting a Rescue Call so that a rescue assistant can be sent out asap.

THE CALYPSO POST: The Calypso Post is an online magazine hosted by Euforces as well as created by the Euforces community. Published six times per annum the TCP can be downloaded for free and is open to all who are interested in contributing.



the Calypso Post

XMAS EDITION

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MERRY CHRISTMAS WITH PAGE NINE THE DANISH WILL KNOW, THE REST WILL HAVE TO FLIP THE PAGE AND LEARN ALL ABOUT DENMARK'S SPECIAL NEWSPAPER TRADITION. FIND OUT UNDER PAGE NINE.

VU 9.0 & 9.1 TWO MAJOR UPDATES CAME OUR WAY DURING FALL 2007. BOTH CONTAINED GROUNDBREAKING FEATURES, FOR BETTER AND FOR WORSE, AND CONFRONTED US WITH HAPPENINGS THAT GO BEYOND WHAT WE'VE EXPERIENCED SO FAR ON CALYPSO. READ MORE UNDER CALYPSO NEWS.

CHRISTMAS PAGES SANTA CLAUSE IS COMING TO TOWN! TIME FOR TCP TO GO A BIT CHRISTMASSY. SEE OUR CHRISTMAS GIMMICKS UNDER THE CHRISTMAS PAGES.

HOROSCOPE 2008 ALL TIME HIGH OR ALL TIME WORST? WHAT DOES 2008 HOLD FOR YOU? DEPOSIT MORE OR WILL YOU BE ABLE TO LIVE ON YOUR LOOT? SHOULD YOU IMPLANT SOME SKILLS OR RATHER CHIP A FEW OUT? THE STARS WILL TELL YOU UNDER HOROSCOPE.

THE GOLD CARD SECURITY ON CALYPSO IS A TRICKY TOPIC. INGAME SCAMMING IS COMMON, RL HACKING ATTACKS HAD BEEN REPORTED. VU 9.1 JUST TOOK AWAY THE OPTION TO CHOOSE YOUR PREFERRED NICKNAME DISPLAYED INGAME, MOST LIKELY IN ORDER TO KEEP TRACK OF SCAMMERS. THE GOLD CARD IS ANOTHER USEFUL SECURITY MEASUREMENT. BUT HOW DOES IT WORK? READ THE GDSS INTRODUCTION UNDER COLUMNS.





VU 9.0 & 9.1

UPDATES, NOTES AND MYSTERIOUS ORBS

STORY / PHOTOS: Neva

VU 9.0 AND 9.1 – THOSE VERSION UPDATES ARE NOT ONLY THE ONES THAT BROUGHT US FREE ITEMS AS GIFTS FROM MINDARK BOTH! THEY ARE ALSO THE UPDATES TAKING THE FIRST CRUCIAL STEPS FOR THE ENTROPIA UNIVERSE ON ITS WAY TOWARDS CRYENGINE 2008. FOCUSED ON GRAPHICAL ENHANCEMENTS AND LOOKS, VU 9.1 CONSEQUENTLY PROCEEDED THE DEVELOPMENT THAT STARTED IN OCTOBER'S UPDATE 9.0 BRINGING US REVAMPED FEFFOIDS AND MAFFOIDS AS WELL AS MAKE-UP. BUT MA ALSO REALIZED THE BALEFUL IMMINENCE OF THE FULL FUNCTIONAL FOOT-GUARDS.

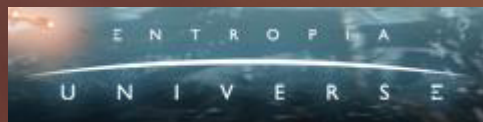
It is kind of hard to say whether the good and bad aspects of the final two version updates for 2007 are in balance or not. But there is no doubt in stating that all that glitters is not gold and among all the very visual changes and improvements the negative implementations and side-effects are obvious as well. No matter how complete and good a full armour set including foot-guards may look – it means an additional purchase to complete what you have, an additional plating and of course since early December additional hits hence additional repair costs. The fact that changing cloths and armour now means additional decay on the pieces concerned is just another icing on the top of this unenjoyable economical cake. Economical because MindArk is taking its Real Cash Economy very serious, perfectly displayed in the banks of which the fifth has been implemented at Atlas Haven with VU 9.1, and cleverly attached in the EU promotion stating this unique MMORPG was a online game free of charge. And MA's public relation is right: EU is in fact a free game! At least as long as you decide to let it be one.

However the very system related recent version updates brought some Entropians to their RL technical limits – one keyword here is graphic card, but especially VU 9.1 seemed to be extremely buggy for some participants and the problems occurring while and after downloading appeared to be more immense than ever. Some even weren't able to log in anymore. Which one of the technical improvements can be seen as responsible for this is unclear since it might be related to several things that had been done like moving the Login Window to the Entropia Universe Client in order to increase security, the "internal technical tasks for the migration of EU to CryEngine 2" or whatever measurements that had been taken to fix client crashes and the annoying loot-lag. The changes and system revamps must be massive though if we take the duration of download and the amount of mini-patches (plus their duration!) since launching VU 9.1 into account. Next to this the irritation about the new skill display was notable as well and not necessarily appreciated, just as the change of not being able to influence the avatar name being publicly displayed for the time being – supposedly to take a first small measurement towards scamming and scammers. The modifications regarding tailoring also created some confusion since the newly implemented material texture profession and the function of those textures weren't obvious at first for what they are and mean: new items in your loot window and another option to modify your avatar's look by adding texture to your cloths, of which new pieces had been implemented with both VU's as well.

And to top all the Second Life-ish changes and add-ons we did get the beauty branch has been extended with a new feature: Make-up! By using a make-up mask each Entropian can now customize his or her avatar more individually. An interesting new gimmick. Just like the additional trade chat that has been established with VU 9.1 in order to keep the different chat windows more adjustable and prevent sale and buy offer spamming in all chat. Nonetheless: this tool needs to be learned by some still. Another question mark remains the Chinese building at New Oxford, right across from Anshe Bank. So far it is not accessible hence a perfect target for speculation.

Finally, the extension of the famous Hall Of Fame- List is something ambiguous too since many will be happy to receive a HoF where they would have had a global only before. On the other hand the HoF loses a bit of its magic and quest character if it is easier to achieve and becomes more common, just like it happens with all goods that sink down from their exclusive status into a broader public. But then again it's common too that as soon as something loses its exclusive status there

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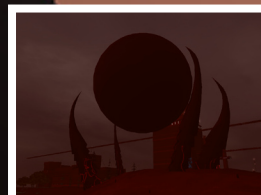
will soon be something else to take its place, re-establishing the balance between popular and scarce goods hence consolidating the human desire of moving upwards.

Nonetheless, no matter how quiet MA's been acting regarding technical improvements it is nothing compared to the storyline measurement being taken on the hush-hush, implemented and they are denying any knowledge of. It all started with VU 9.0, the new creature Kerberos spawning on Calypso, strange notes being looted as well as discovered on ad-screens in game and a baffling floating, black ball meanwhile known as "The Orb". Only by now it seems to be clear that there is one main story behind the different events and dramatic storylines occurred and discovered so far. At first those different events and the information gathered didn't seem to be connected, especially with the events start happening very fast, but with more incidents, information, research and discussion the node seems to become more and more tight. Where those events and this storyline are going to take us to – no one knows for the time being.

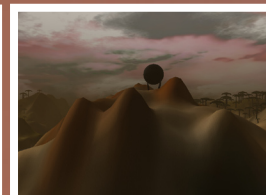
One of the biggest miracles appearing with VU 9.0 and VU 9.1 are the Orbs. The First one west of Minopolis had been discovered after VU 9.0 and attracted numerous players trying to interact with the black floating and pulsating globe in order to solve its secret. Its existence didn't seem to be connected to all other happenings with the Notes and the story about the missing girl in RL whose friend Adrijanna was desperately trying to find out more about her whereabouts launching conspiracy theories at the same time, as well as the mysterious three avatars Adam, Bravo and Cassandra who seemed to be more connected to the Notes as they were handing out some of them. The original Orb near Minopolis (231000,173300) naturally has been taken into account when dealing with the Notes and ABC – decoding the Notes and with Halloween on schedule it was almost expected and seemed to be obvious there would be something happening at this location on the night of October 31st. But nothing happened except the second ABC meeting at the Feffoid Camp, a totally different location. Red herring? Or just a decoding mistake? Party time at the Orb was one day later, November 1st with a massive Argonaut spawning, also revealing leader species of the Argos, enormous creatures like the Ludark and Mesis. The second spawning took place about three weeks later on November 24th and almost three weeks before VU 9.1 that revealed the existence of five additional Orbs at Hadesheim C (7245,16930), south-east of Chimera Canyons (16150,15565), south-west of Fort Troy (12440,2310), north-west of Orthos West Mound (5765,13490) and on Amethera, north of Oshiri Hearts (7440,40875). The rumour of a seventh Orb south of Cape Corinth can not be confirmed for the time being. So far nothing happened yet at those Orb locations. But maybe we only need to wait three weeks from VU 9.1 on until something happens as this seems to a valid time period compared to the chronicle events happened so far. And this would indicate that New Year's Eve/Day might reveal more.



■ HALLOWEEN PARTY PPL @ ORB



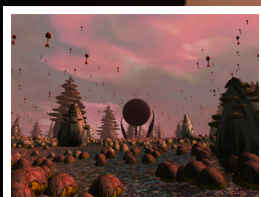
■ HADESHEIM C ORB



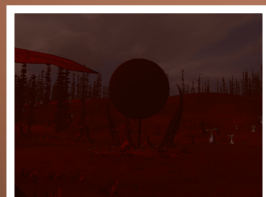
■ ORTHOS ORB



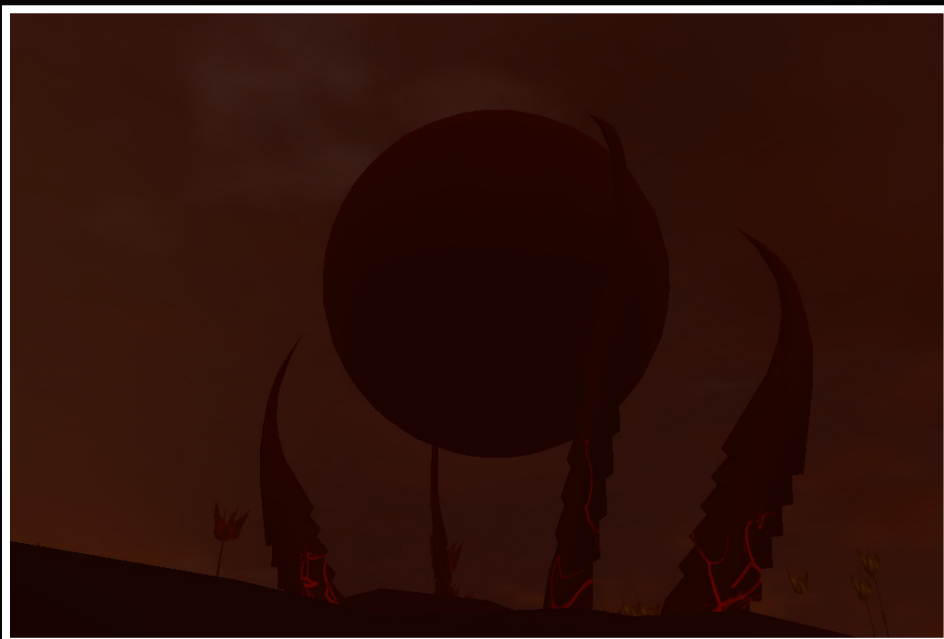
■ DA REAL ORB



■ OSHIRI ORB



■ CHIMERA ORB



■ TROY ORB



■ NOV 1ST ORB EVENT WITH NEW MOB

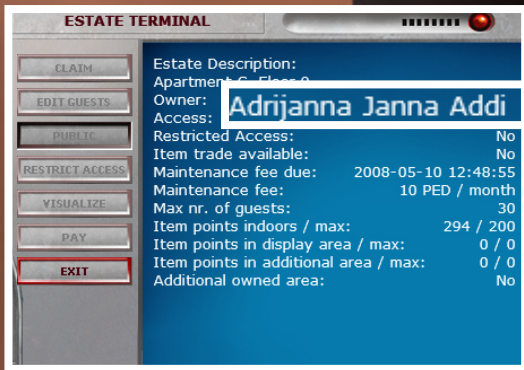
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■ THE STATUE



■ NOTE ON SCREEN



■ ESTATE DEED ADRIJANNA



■ ADRIJANNA'S SCREEN

The Statue in the shape of a bird with a human face is another formation discovered after VU 9.0, new and mysterious. Located on a quadratic pedestral each side of its base displays a sign that had been decoded as the letters A N Z and I meanwhile. It's meaning – unknown and just another matter of speculation. However the last appearance of the mysterious revolt group known as “ABC” – Adam, Bravo and Cassandra – revealed a bit of the statue's enigmatic significance with Cassandra stating that it was her mother, trapped in stone and waiting for her liberation. The birdlike outward appearance of the statue could also be interpreted into the direction of an angel-like figure and hence related to the Angel Scales that had been discovered in a VU before 9.0 hinting, that there were once such creatures existing on Planet Calypso.

While the Notes were aggregating most of the public attention, the first appearance of Adam, Bravo and Cassandra – as well as Adrijanna – took everyone by surprise. The best word to describe most of it is probably “conspiracy” – and conspiracy is probably also the best word that works for a good storyline and to get a community's attention. While ABC are mainly ingame focused, Adrijanna and her story about Maria crosses the border of the virtual universe of EU. Adrijanna first appeared the day ABC entered the stage of Calypso as well, October 25th. Her story about the missing friend Maria, who used to play EU too and who vanished in RL some time ago is something that's being broadcasted in Swedish TV, “entertaining” a wider public with conspiracy and kidnapping theories. And now Adrijanna is missing too: here apartment at Omegaton West Habitat, Epsilon Tower, 9G doesn't hold any specific secrets. But it is equipped with a nice number of screens that, except for one wide screen, don't show anything at all but might reveal information now and then or in the future. The exceptional screen broadcasts repeatedly the scene of Adrijanna's kidnapping – we don't know where or why, but how she got lost.

ABC however with their primarily ingame related focus seem to be a rebel group, revolting against the EU reign, so basically MindArk. Their several meetings, where they would hand out Notes as well as PEDs, and what the said was encoded in Polyglott hence had to be decoded by the community as well. Many things that had been stated didn't make much sense and only bits and pieces were understood properly. The big question “Why?” remains though. While their first meeting served more as an introduction about who they are and what they warn us about or want us, the Entropians, to be aware of, the following meetings were more detailed and riddled with hints. On their second meeting/appearance the EU community was told to revolt against MA by basically boycotting the game for a full week from November 5th on. It was said not to spend any money to show MA their limits. As if this wasn't strange and mysterious enough, shall we guess what happened? There might have been some people joining the boycott, but since it is not the community as a whole following this storyline events, naturally a total boycott never happened. Not that this would have been possible to achieve in the first place. As a punishment Adam and Bravo told us that they would soon be gone, not without adding more riddles to this big enigma it already is. This also was the first time six stars and black suns were mentioned, in advance of VU 9.1 giving us the five additional Orbs. Taking this into account the seventh Orb at Corinth might in fact be a fake. Mentioning yellow portals and doors as well as new worlds and familiar worlds most people tend to believe that one day soon those Orbs will be reveal as doors or even teleports to other continents or planets – planets that have already been announced by MindArk with expansion on the Chinese market. Interestingly plant-like columns started to grow out of the soil under all Orbs with VU 9.1, apparently holding them in position, but also with a certain similarity to the structure of the TP construction on Eudoria.

The mystery of the Note probably can be solved rather fast and easy for the time being as those paper sheets with the specific and individual black/white square pattern apparently contained the code for dates, time and coordinates of events and meetings. If those who were trying to decode them were always right – this cannot be guaranteed, by no means.

All in all those features and gimmicks launched with both VU's are valuable, because they keep the community in action, discussing, researching and puzzling about what's behind and what might be ahead. MindArk presented us a fair number of new projects and outlooks as to what we can expect from EU in 2008. The first measurements being taken with the last two version updates serve well as appetizer. And all the changes and new implementations that had been proceeded seem to be connected

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either way. The talk about expansion on the Chinese market going hand in hand with a huge number of new planets perfectly add up with the Orbs being doors to unknown worlds as well as the new Chinese building at New Oxford. How deep the Thorifoid Temple on Amethera is involved into this cannot be determined. There are no hints linked directly too it, but probably is more wishful thinking as people desperately wait for something happening with it finally.

ABC meeting locations both at the Umbra Camp and the Feffoid Camp intriguingly add up to the mysterious disappearance of the Umbranoids for the time being and the good loots Feffoids had been dropping recently as well as their pimped and scary look since VU 9.1 – just like the Argonauts have been good loot-droppers since they use to spawn at Orbs.

Whatever there will come, for now it is still exciting as those who are following the events get more and more deeper into a story, well and cleverly created (possibly even planned for a very long time, since there are hints going back to the year 2005!). With every single happening new pieces are added to a puzzle constructed around mixed mythological extracts, RL projects and technical ideas about and within the Entropia Universe. Thumbs up for storylining! Hopefully MindArk won't put our patience to a longer test here, since the intervals of single events and the challenge of solving those riddles already were too big to catch the attention of a wider range of Entropians and for a longer time as some already gave up on following what's going on. The need to fully understand what's behind it all and to get all pieces together to one big picture of a story that tells us more about this virtual universe is high tho.

To be continued...



FIRST NOTE EVENT ■



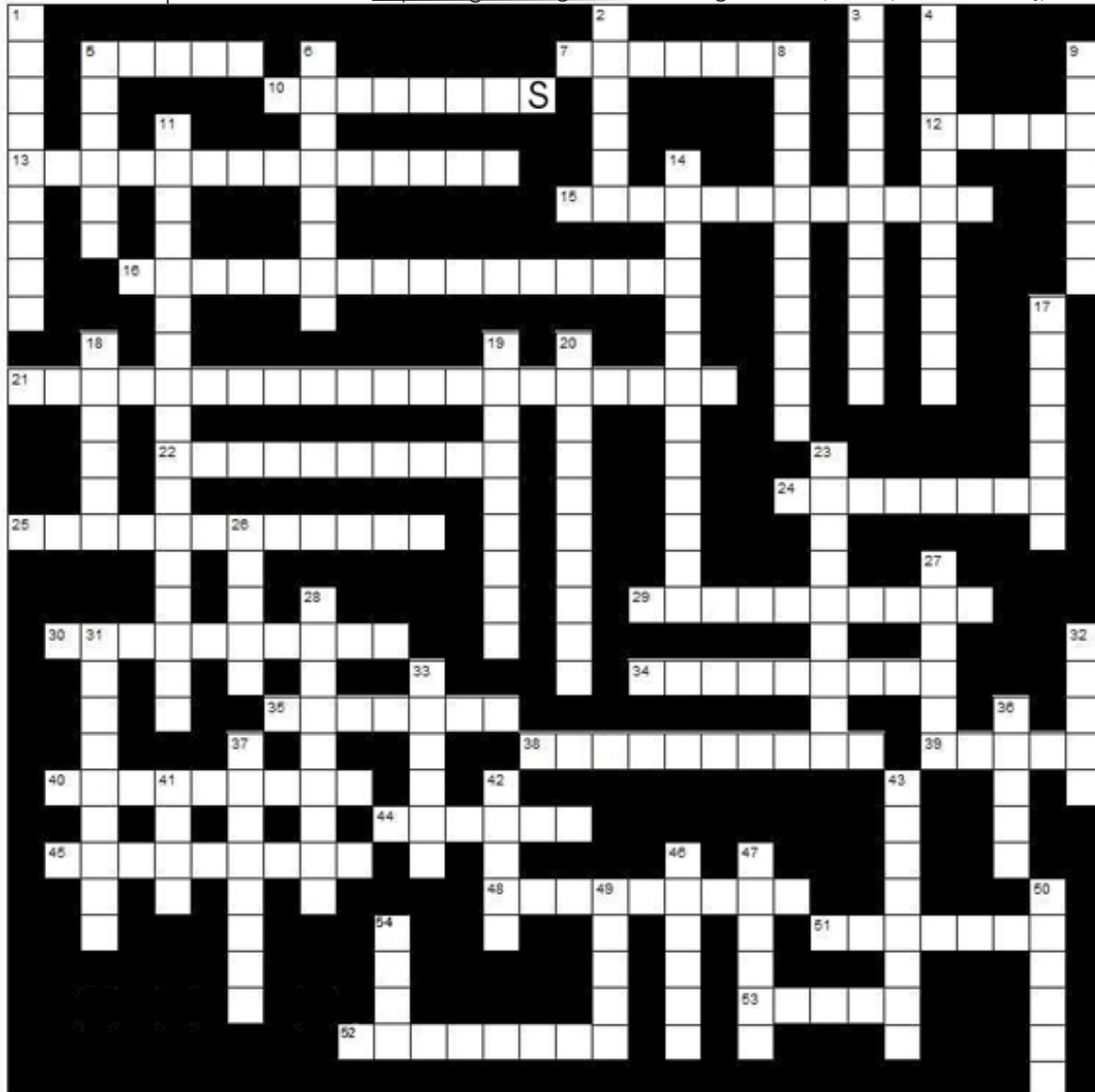
Course of Events

- 9-9-09 VU 9.0 - Notes are being discovered, the community starts decoding
- 25-25-25 First Note Event according to the decoded information from the Notes near Twin Peaks (Umbra Camp) with massive Kerberos spawns, Mutated Chirpy appearing and first appearance of ABC
- 31-31-31 First Official Gathering at the Minopolis Orb according to the decoded Notes, but nothing happened there whereas ABC appear for the second time near the Feffoid Camp telling the EU community to boycott MindArk for a whole week from November 5th 2007 on
- 1-1-01 Orb Event: massive Argonaut spawning at the Minopolis Orb with new Argonaut species discovered
- 10-10-10 Third ABC meeting at Nus Lull without Cassandra though, reproving the community for no joining in the boycott and mentioning six stars and black suns
- 15-15-15 Fourth ABC meeting at Anok Sellims, apparently at the wrong time since Cassandra is still missing; Cassandra appeared at the statue though proclaiming she was Maria and the woman trapped in the stone statue was her mother who needs to be set free
- 2007-11-24 Second Orb Event with massive spawns
- 11-11-11 VU 9.1 – Five new Orbs at different locations on Eudoria and Amethera are being discovered; the existence of a seventh Orb south of Cape Corinth is not confirmed yet

COMPETITION!

BY : Wistrel

Download printable version <http://img49.imageshack.us/img49/5756/pectcp7versionto4.jpg>



OCTOBER COMPETITION REVAMPED!

You think you know enough about EU? Then solve the crossword and **win 120 PEDs plus a free space flight!** The winner will be announced in the next issue in February 2008. To enter the competition, send your answer and full ingame name via mail to calypsopost@euforces.com; subject: "Comp October/December".

NOTE: Since the crossword to solve in TCP6 from October 2007 had some "bugs", we decided to see what can be saved: Wistrel corrected the puzzle to give it a second try! Those who already had sent in their solution are being asked to edit their answers according to the corrected version. We apologize for the inconvenience.

NOTE: ALL TCP STAFF MEMBERS, INCLUDING GUEST WRITERS, JOURNALISTS OR PEOPLE CONTRIBUTING TO THE MAGAZINE EITHER WAY AND THEREFORE BEING PART OF THE TCP PERSONNEL, ARE BARRED FROM THE COMPETITION!

ACROSS

- | | |
|---|-------------------------------------|
| 5. Ability to Avoid Laser Fire | 34. Pet Food (6,3) |
| 7. Popular Pet | 35. Christmas Present 06 |
| 10. Unlockable Skill | 38. Male Formal Wear (4,6) |
| 12. American State Table | 39. Community Representative |
| 13. Armour used only by MindArk Avatars (6,8) | 40. Popular Sweating Location (4,5) |
| 15. Type of Oil | 44. Flying Mob |
| 16. Wakes the Dead (12,4) | 45. Home of Small Buildings |
| 21. Won in Magazine Competition (7,8,5) | 48. Type of Sword |
| 22. Treasure Island Landlord | 51. Red and Black Armour |
| 24. Responsible for Exodus Project | 52. Short blade (5,3) |
| 25. Robot (6,6) | 53. Supernatural Armour |
| 29. Eight legged Freak | |
| 30. Result of Omegaton Experiments | |

DOWN

- | | |
|--|---|
| 1. Type of Board | 27. Well Endowed Cave Dwelling Creature |
| 2. Type of Lubricant | 28. Aids Concentration (5,4) |
| 3. Armour type that's "go" | 31. Type of Gel |
| 4. Famous Society (4,7) | 32. Massive Mob |
| 5. Famous Journal Writer | 33. Undead Armour |
| 6. Security Gadget (4,4) | 36. Type of Bulls and Cows |
| 8. Defies Gravity (4,4,3) | 37. Sometimes known as "The Fisherman" |
| 9. Type of Sign | 41. Allows Entry to Toxic Areas |
| 11. Looted from Mutated Chirpy (6,7,4) | 42. Calypso Nun |
| 14. Fish | 43. Ingot |
| 17. Name for Pre Gold items | 46. Small Bird |
| 18. Alcoholic Coat | 47. Ahhhh... (3,3) |
| 19. Flying Robot | 49. Type of Tree |
| 20. Scanner | 50. Forerunner to Opallo |
| 23. Mutant | 54. Flying Alien Insect |
| 26. Horse like Creature | |

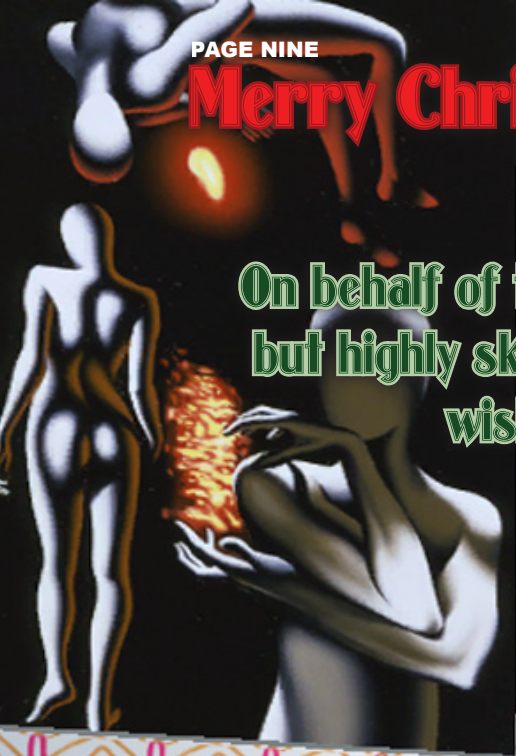
Competition Sponsor: FoxyPilot's Spaceflights



Merry Christmas and a Happy New Year!

On behalf of the whole TCP Crew this scantily dressed but highly skilled avatar sends out our Happy Holiday wishes to all our fellow Entropians!

the **Calypso Post**
TEAM



Cosy Up To The Fireplace

EXPLORING THE PAST! LOOKING BACK ON 6 YEARS OF ANNUAL CHRISTMAS FROM MINDARK

STORY/PHOTOS: Neva LYRICS: rearrange by the EUForces Community



On the first day of Christmas MA's Marco sent to me:
a Mod FAP in a stink tree.

On the second day of Christmas MA's Marco sent to me:
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the third day of Christmas MA's Marco sent to me:
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the fourth day of Christmas MA's Marco sent to me:
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the fifth day of Christmas MA's Marco sent to me:
Five ATH,
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the sixth day of Christmas MA's Marco sent to me:
Six enigmatic notes,
Five ATH,
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the seventh day of Christmas MA's Marco sent to me:
Seven Rippers Swimming,
Six enigmatic notes,
Five ATH,
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the eighth day of Christmas MA's Marco sent to me:
Eight Sweaters Sweating,
Seven Rippers Swimming,
Six enigmatic notes,
Five ATH,
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the ninth day of Christmas MA's Marco sent to me:
Nine Noobs Pogo Dancing,
Eight Sweaters Sweating,
Seven Rippers Swimming,
Six enigmatic notes,
Five ATH,
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the tenth day of Christmas MA's Marco sent to me:
Ten PK'ers PK'ing,
Nine Noobs Pogo Dancing,
Eight Sweaters Sweating,
Seven Rippers Swimming,
Six enigmatic notes,
Five ATH,
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the eleventh day of Christmas MA's Marco sent to me:
Eleven Traders Trading,
Ten PK'ers PK'ing,
Nine Noobs Pogo Dancing,
Eight Sweaters Sweating,
Seven Rippers Swimming,
Six enigmatic notes,
Five ATH,
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

On the twelfth day of Christmas MA's Marco sent to me:
Twelve Diripi's Droppings,
Eleven Traders Trading,
Ten PK'ers PK'ing,
Nine Noobs Pogo Dancing,
Eight Sweaters Sweating,
Seven Rippers Swimming,
Six enigmatic notes,
Five ATH,
Four Mutant Chirpies,
Three OJ's named ABC,
Two Kerberos Laying
And a Mod FAP in a stink tree.

Just like all the years before, Santa Marco slid down Calypso's chimney a couple of weeks before the official Christmas Eve on Earth. Some sceptical minds didn't expect any season presents at all since the gift fairy already did strike on Halloween this year, but they were proved wrong: this year's official Christmas gifts from MindArk finally completed the special seasons outfit from 2002.

The annual gifts Entropians receive each year before Christmas can be classified as mainly decorative gimmicks: handhelds, sometimes with additional function, cloths and decoration items that, in some cases, are rated as furnitures as well had been given out since Christmas 2002, the year that brought us the Christmas pants, shirts and facemasks that now are completed with the mittens and the hat we received this year.

Most of those gifts are of an explicit seasonal nature. Decorations like the official Christmas Tree, the Julbock or the Christmas Garland are hiding in storage during the whole year, but taken out

to decorate an apartment or a shop already in late November. Even the Auction mirrors this special season since the Christmas items are booming between in November and December.

Of a more timeless nature are the Christmas handhelds: Champagne, flowers and the fireworks are used throughout the whole year at any given festive occasion.

The most valuable and naturally wanted items among those free gifts are of course rather limited, limited because not all Entropians will find them in their Christmas Loot Window as soon as they log in. There is a certain Christmas climax when it comes to those presents: at least one of those items, the smallest one, will be given to all Entropians on Calypso. If you will also receive the second or even third new item depends on how much you've deposited. The good news though: we are not talking about the annual deposit amount here, but what you've deposited throughout your virtual existence in the Entropia Universe.

Gift-Overview

2002

Jolly Christmas Pants
Jolly Christmas Shirt
Jolly Christmas Facemask
First Golden Christmas Decoration



2003

Christmas Firworks
Christmas Grand Fireworks
First Official Christmas Tree



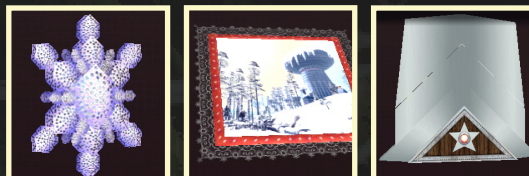
2004

Christmas Yellow Flower
Christmas Red Flower
Santa Statue



2005

Christmas Star
Christmas Cloth
Christmas Advent Candlestick



2006

Julbock - Christmas Garland
Christmas Garland
Sjoebloom Winery Chauvignon Crystal



2007

Halloween

Jack O'Lantern
Scary Pumpkin Facemask
Evil Skull Facemask

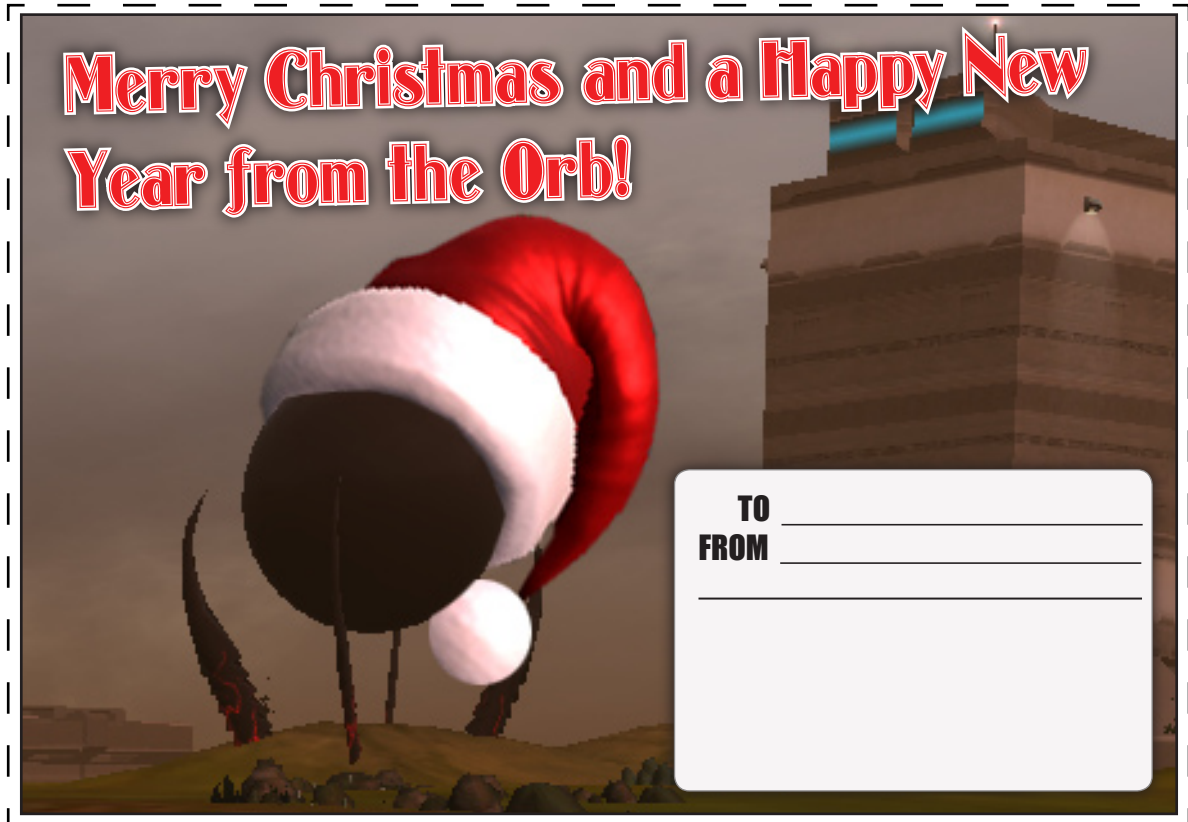


Christmas

Gift Wrapped Box
Jolly Christmas Mittens
Jolly Christmas Hat



POSTCARDS



HOROSCOPE 2008

Your Activities, Loots & Skills in year 2008!

HOROSCOPE : Neva



CORNOANTERION (MAR 21 – APR 19)

Forget about 2007 with all its negative vibes and events! Step optimistically into year 2008, because Calypso will be your lucky planet guarding benevolently all your activities throughout the whole year! Nonetheless keep it real and don't risk too much. Opportunities and perfect chances will mark your way, but you will have to work hard to accomplish tasks and gain success. By the end of 2008 the full impact of your success will be revealed and you will be able to build upon your achievements. Activities: You are totally on fire in 2008, no matter what activity on Calypso you are about to take on. Best opportunities right at the beginning in January and February as well as in May and throughout late summer and the whole fall season between August and November! In June and July you should step back a little and spend more time IRL. Loots: You will be just as ambitious as you normally are, but this year not as eager

to global as last year. The comfort of golden swirls will surround you simultaneously with the aura of a laid-back attitude. Amazing success and profit ahead! Skills: This is your year, even when it comes to skilling! You are 100% motivated since the balance between loot return and your easy-going mode perfectly match. Focus on one skilling activity only in April as well as December. In September your skilling will be extremely slow.



ARMAX (APR 20 – MAY 20)

A lucky year lies ahead of you: Exactly those aspects and components that disturbed you in 2007 and made your life chaotic and a mess will turn into the best benefactors in 2008, making your life comfy and pleasant! Protection and breakeven activity returns will be important to you this year, but you are also going to experiment with other activities you never had tried before in order to bring a certain turn into your virtual life and make a change. Personal development and renewal are the keywords for your Mantra in 2008. Activities: Your "love light" is burning red and hot in 2008. After a little dimmer in January you can feel the good vibe soon in February which will be a month of laid-back activity with big success. Bad months for activity expansion are March, July, September and October. April, May, June as well as November and December are your top months. Be careful in August: it's getting hot, but also

addictive! Loots: Your loots will be good, but you have to control your expenses to hit the breakeven point. You need a good condition and some patience to get your golden swirlies. In the end it's not a question of if you're going to HoF, but when. Chance for a real fat one are good in November and December, not in May and June – be careful then! Skills: Your HP will be rising a lot in 2008! Other skills however will increase rather slow in your eyes. Try to skill constantly and steady, maybe in one field only or strategically in different fields simultaneously. Make a plan in order to not get disappointed.



SEG (MAY 21 – JUN 21)

2007 was your year! You've been one lucky sod! Unfortunately 2007 is over and you got to wrap up yourself well for 2008. No worries: Lootius won't desert you totally, but be prepared to work a lot harder for your success this time! 2008 will be full of challenges, and you won't come out of them as a winner each time. It's not a year of crisis, no. But you have to learn to say bye-bye to unrealistic dreams and goals. Stabilize your virtual life! If you are able to deal with those challenges and to adjust your actions reasonably, you'll be doing fine. If not.... You might cash out. Activities: You definitely have a lucky hand picking the right activity at the right moment. But are you also patient enough to keep going? The year starts slow and low for you. May, November and December are also months of problematic activity results for you; nothing works properly. March and April however will give you a first taste of

how successful you could be if you only were willing to learn going with the flow and adapting to new circumstances. The summer months between June and August are ok, whereas September and October are your hot activity months. Loots: Even though your activity pattern in January and February leaves a lot to be desired, your loot return is surprisingly good. Nothing more, nothing less though because for the rest of the year it will only be ok. Consider selling some of your stuff or possibly unnecessary skills in December. Big exception: September and October! Hot activity will go hand in hand with good loot. Skills: Patience, patience, patience. Try to work out a scheme and find your main skilling field. To get an unlock you need to focus more. Skills won't be flying to you like in 2007, it's going to be a long way, but you can achieve good results if you do it strategically.

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HOROSCOPE 2008

Your Activities, Loots & Skills in year 2008!

HOROSCOPE : Neva



TANTILLION (JUN 22 – JUL 22)

This is going to be a fun year! Whatever you do, the fun aspect will be your main focus in 2008, and indeed you will be really happy with what you do and feel enormously entertained. However, keep your feet on the ground: a global won't be generated only because someone is having lots of fun on the server. Keep an eye on your Perception. And skill! 2008 is not only a year for good breakeven returns, but also a good skilling year for you! You might, finally, get the unlock you had been desperately waiting for in late 2007. It will allow you to make further plans now. Activities: You will experience six very strong phases in 2008: March, May, June, August, September and October. Especially August will bring you a hot month with different successful activities. After a slow start March will indicate for the first time in 2008 how your way up might look like, even though it seem like luck springs onto you rather than you looking for it on purpose. Be careful

and picky with what you do in November! Loots: Profit will come when you least expect it! You actually deposit some to have fun and get some virtual entertainment, and you do well not expecting anything big at all. But now and then there will be a nice popup increasing your joy. Ironically your chances for a rather big hit are best in January and February when you activity level seems to be clouded up by bad luck. Skills: Skills up! With all the fun you have roaming Calypso, skills seem to be flying to you like butterflies to a tiny pile of Papplon. You don't really skill on purpose and basically don't care, and this seems to be the formula for 2008!



ATRAX (JUL 23 – AUG 22)

It's a Melee year and the year of skilling up your Strength. You've already been skilling in this field before and the professional standing you have will help you on your way into a powerful 2008. More skilling though is recommended. Good chances lie ahead, and you will see and take them. You are highly motivated. Maybe you even start skilling in a new field or with a new weapon or tool – the inner voice will tell you what to do and most of all it tells you to make a change. It will be worthwhile listening to it! Your understanding of the game has been great before – but now you even know how to perfectly apply it! Activities: Constant harmony for 2008: You will soon find your way and will be rewarded. Throughout the whole year you will know exactly what to do when and where. Only between October and December your virtual life will be a little harder. But why complain? Between January and September all your activities pay off skillwise and results invite you to buy some new equipment. Loots: Your loot is steady. Nonetheless you should keep your PEDs together and don't waste them all at once on uber-gear or useless accessories. Skills: Since it's your skilling year, your skill curve knows only one way: up! Make the best of it and take a chance when and where you see it. Trust your gut feeling.



THORAFROID (AUG 23 – SEPT 22)

You like it neat – so you will hate 2008! This year holds lots of challenges for you and most of them will upset you to the bone as they are totally against all your personal values and virtues: they upset your structure and order. Your Mantra for 2008: Keep it cool! Try to adapt and adjust when something won't come out the way you've expected it to or you've planned it to develop. Believe in yourself and your abilities, relax, and sooner than expected you'll be once again in control of things happening around you, leading the way and manage the challenges that lie ahead. Activities: Before you can learn how to adapt to changing circumstances you will have to experience the full chaos and impact of all the things not going your way. This will happen the first three months of 2008. May and June are still marked by your learning process, but finally in July you will find your solution hence from August on the way for improvement of any kind will be

cleared. Loots: During the first half of 2008 there seems to be so much trouble and chaos around you that you actually don't realize how well your loots really are. Of course, it's nothing big and fancy, but at least a steady breakeven return. Make some plans according your activities, follow the plan and try to get more tranquillity into your activities and you will soon see and appreciate the real value of your loot window. Skills: The first chaos impact of 2008 includes chaotic skilling as well. Your balance is so upset and you are so helpless first in this situation that all the apparent bad luck on your shoulders falls down on you like a giant rock onto an ant. You feel shattered, skills won't increase, loot sucks, it just freaks you out! But remember: the solution doesn't lie on the server and the problems you see are basically just a product of your illusion. Change your point of view, follow your plan and order will be restored soon hence you will be able again to enjoy Planet Calypso.

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HOROSCOPE 2008

Your Activities, Loots & Skills in year 2008!

HOROSCOPE : Neva



AMBULIMAX (SEPT 23 – OCT 22)

2008 will be a tough year for you! It will be remarkably hard to stay rational with all the good luck around you! The planet is at your feet! Eudoria, Amethera, Crystal Palace, Club NeverDie – they are waiting for you to come and test their servers! It's not said that everything you touch will turn into gold. But you might profit if you stay rational and don't lift off realistic grounds. There is an avoidable danger to trip, stumble and fall. Your trait as a balanced and well organized person should be of great value to manage handling all the good happenings and occasion waiting for you in 2008, so follow that line. Activities: All your activities are marked by perfect results and success. Especially the period between January and August will be exciting, busy and satisfying for you. September and October are ideal to cross limits, try something new. Your good luck now can possibly be localized on CP and CND. And after an

exciting year, November and December as your calm months are well deserved. Loots: With all those good signs ahead and around, you must not forget that the demand to stay rational first of all refers to your PED balance. Safety first! Don't waste PEDs, try to keep track of a constant in- and outcome of your activities. You sure will breakeven and if you keep control you might even profit well. Skills: The same rational and reasonable demand goes for skilling. Don't lose your head thinking you can achieve whatever you wish and intend to – it's not that easy. But if you do it strategically the way for your skilling is cleared and goes up.



NECONU (OCT 23 – NOV 21)

Thank Lootius, it's 2008! The last year sucked big time! Solely the fact that 2007 is over should be enough to make you smile. 2008 will be much easier for you. You don't expect much, even though Lootius' blessings are with you. But basically you are already happy without any bad surprises. You will get what you deserve after a bumpy 2007. 2008 will be loaded with lucky chances and opportunities, but they will come to you well-dosed. You've been tolerating the negative events of 2007 without a word; don't make the mistake to let all the good luck pass you by without a word too in 2008! You have to work for it! Don't lean back – Autoclicker is not a solution! Make some good plans right at the beginning of 2008, give yourself some good goals and it all will turn your way. Activities: Dreams can in fact come true, but they won't happen over night and especially not without any effort. Take your chance between January

and March to recover from 2007, restore your personal order and balance, and set up some plans for the rest of the year. You need structure. Loots: No doubt your time to score is now! You've got the luck, you made a plan – all you need to do now is play it safe and keep your equipment repaired. Lootius can strike at anytime and you don't want to miss that chance by getting killed due to a badly repaired armour or gun. You need to be prepared, anytime! Skills: It is the year of cross-skilling. You've been interested into other skill fields and profession before, but never had the guts to get down with it. Do it now! But never forget: the one who skills hard, needs to relax hard as well!



THORIO (NOV 22 – DEC 21)

2008 won't come on easy terms. It will be a perfect year, yes, but you will have to work hard and handle lots of challenges. You will have to make a few prominent decisions. Some of them won't be a walk in the park. This all, however, is part of the game and actually Calypso with all its opportunities is right at your feet. But you got to pick those chances up yourself. Everyone has to pay their tribute to Lootius, but it might as well be that you have to pay a higher price in 2008 to claim a profit. You will need patience. Don't lose faith during the first six month being the harder half of the year. The second half will amend. Activities: Be experimental! Test as much as you can between January and March to find your personal way for 2008. Most likely you will make the wrong decision first as April will be a very critical month for you and you might have to test a bit more until the end of June. July and August however will your

perfect months. Loots: Your PED balance is the linchpin of you personal quest and challenge in 2008. You have to invest to get return, so don't be afraid to deposit, maybe even deposit more that you usually do. It will be worth it and pay off! This, however, might take a while. Biggest chances for hitting the jackpot are in September and October. So deposit as much as you can and are willing to during the first half of 2008, but go back to normal from July on. Skills: Skills are your problem areas in 2008. It's not said that you will have big difficulties in skilling, but it will neither be easy nor as fast as you'd like to. This affects your mood dramatically: you're up one minute gaining lots of skill, but down the next when it all slows down or the unlock won't come. Keep the balance, especially regarding your attitude and mood.

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HOROSCOPE 2008

Your Activities, Loots & Skills in year 2008!

HOROSCOPE : Neva



OSSEOCOLLUM (DEC 22 – JAN 19)

Ladies and Gentlemen: We have a winner! 2008 belongs to the Osseocollum! This is your year! Yes, this might be future talk about an ATH, but don't freak out now – it's not a guarantee as you got to do something for it! Read the notes, make plans. The signs are all around, you just need to decode, understand and read them well. Don't jeopardize, but risk something! Knowledge and understanding come first, strategy second and scoring third! Your opportunities are vast and you should be as active as possible to be able to cope with them. Activities: The only problematic months for you are September and October. But if you develop your personal understanding of the game properly during the first months and set up a good tactical plan, you will even overcome this bumpy interference in fall. And just when you thought it couldn't get any better, there will be new, abundant chances and opportunities for you in December! Loots: Amethera invites you to

explore and test its servers! And even though you are a penny-pincher: your luck lies beyond Planet Calypso as well. So make an effort, make an investment and buy a ticket to space! Crystal Palace and CND are waiting for you! It's not like anyone would be asking you to deposit half of your monthly income! Just buy a ticket, they don't cost much if you ignore the pilot line! Skills: In case you need a few extra PEDs: sell some skills! Check your avatar information for the skills you have. What skills do you really need? Which ones can be dumped and sold? You will certainly loot a couple of ESI – you might as well use them to chip a bit in and out.



CALAMUSOID (JAN 20 – FEB 18)

Nothing fancy for you in 2008 – but neither a drama. Just enjoy life in this virtual universe. Relax. Lean back. Don't push the pedal. In case you have any big plans take it slow. This doesn't include taking baby steps to achieve something, but take it at least step by step. The first half of 2008 by far won't be the most exciting period of your virtual existence in total. It could be worse though. Just try to enjoy the EU as a fun game. Be entertained and do not be eager about getting out something amazing and meaningful. RL distraction is the purpose. Activities: Don't make any big plans for the first half. This is your phase of just playing on Planet Calypso and letting things happen. You need this little entertaining timeout to be prepared for the second half that will offer you more thrill and challenge. After a relaxed and more RL orientated summer, you will be back in virtual business by September. The late summer and fall season will be your time of the

year. September and October are the months of hot action and December will provide you with a very pleasant finish of 2008. Jump into them! Loots: Once again it is highly recommended not to make any big plans or deposits during the first half of 2008. Just keep going on what you have and make your mind up now and then on what you can set off from September on. By then you will in fact need a plan and some steady investments. Skills: Leave the troubles behind, stop skilling on purpose. Just do it! This goes for the whole year. That doesn't include that you won't gain any skills – you will, don't worry. But don't make it your main objective. Perform your activities for fun, perform them for PEDs, but not for skills. They will come all naturally.



RIPPERSNAPPER (FEB 18 – MAR 20)

Bad start into 2008. And that one goes with an extremely bad mood as well. What to say? Just keep your head up, it will all pass. Best you can do: do your homework as usual, be a busy bee, now and then you will get a treat. Whether 2008 will be a good year or a total mess is ultimately up to you, how you manage things and how you cope with the circumstances. Adjust your attitude and in the end it won't be that bad at all really. You too have the tendency of being up one minute - down the next. Work on it and you will be able to enjoy 2008 much more! Activities: Forget about the first three months or at least try not to expect too much, otherwise this first phase will turn into a real downer for you. Also focus on one activity only or one activity at a time for a certain period. You lose interest too easily and if an activity brings nothing new, you get sceptical about it as well as moody. Don't let those interferences cloud up your usually sunny nature. Loots:

The more you deposit the better your loot. At least this rule works well for you in 2008. Your fortune, however, lies within your soc and team hunts. Trust your mates, they will lead you the way to plenty loot windows. Don't try to persuade them changing locations too fast, just because you lose your patience! Skills: Star skilling more and more focused, but don't give up when it is not fast enough. Your problem is that your mood changes like a capricious server dropping big loots one day and nothing at all the next. The point is to stick to one thing and keep going as you lose faith too fast: if it goes your way you are overexcited, if not you tend to abandon right away what you are doing without paying attention to the fact that things need their time. Rome wasn't built in one day!

If you have a keylogger, if no virus software can help and you can afford one maybe you should buy... **A GOLD CARD**



STORY: Wistrel **PHOTOS:** Wistrel, Aziphirael & McCormick

IT'S PRETTY MUCH SAFE TO SAY THAT NOT A YEAR CAN GO BY WITHOUT THE LIKES OF ENTROPIAFORUM REPORTING AT LEAST ONE HACKING RELATED INCIDENT WHERE TYPICALLY SOME POOR SOUL REPORTS TO HAVE LOST THEIR DIGITAL HEART AND SOUL TO SOME, NO DOUBT, 'ELITE HACKSAW' WHERE UPON THE REST OF THE COMMUNITY TYPICALLY WAGS THEIR COLLECTIVE FINGER AT THEM AND KNOWINGLY PROCLAIMS THAT THEY "SHOULD HAVE BOUGHT A GOLD CARD". "THANKS FOR THE SYMPATHY" IS THE COMMONLY SARCASTIC REPLY THEN, AFTER THE INEVITABLE SLAGGING MATCH BETWEEN THE "TOLD YOU SO'S" AND THE HAPLESS VICTIM PROCLAIMING, WITH UNDYING PASSION, THAT THEIR SYSTEM IS SECURE AND THAT THEY "DO NOT NEED A GOLD CARD", THEY EITHER END UP GETTING ONE, OR THE MODS HAVE TO DELETE YET ANOTHER UNAUTHORISED 'QUIT THREAD'. BUT JUST WHAT IS A GOLD CARD? HOW DO YOU GET ONE AND WHAT KIND OF EFFECT WILL ITS OWNERSHIP HAVE ON YOUR ENTROPIAN LIFE?

The Gold Card is in fact probably one of the oldest and most established systems in Entropia and is not, as some might assume, a simple device but instead, what is effectively a subscription to a security service. Not just any security service mind you, the system offered by MindArk is far in advance of even what many might find attached their own online bank accounts!

So what is it? Well the Gold Card Security System (GCSS) is based on a very old and solid technique called 'One Time Password Generation' meaning that a player never uses the same password twice to log in and instead works their way through a pre-issued list of passwords that no one else has access to. The upshot of this is that any would be hacker who just happens to obtain your password while you log in would find the information useless because, as soon as you have used it, the password expires! Sounds good yes? But what's the catch?

To be honest, there isn't one. The GCSS "does what it says on the tin" but it is important to realise that there *is* a certain degree of inconvenience that goes with using a Gold Card so it is beneficial to be fully aware of how a card is actually obtained and used before deciding if the system is definitely for you.

In order to begin using the GCSS, to start with, you need to buy a card which in itself is kind of fun because, not only are they only available in game, but they are in fact currently the only *real life item* in game that is available to buy at all! Because of this 'cybershop' nature of purchase it is important that you make sure your delivery details are up to date first on the EU website and then you can simply head over to your nearest auctioneer with 200ped in hand and nab one of the many cards available at buyout. Once done, it is a simple case of waiting as soon (shipping time allowing) you will be the proud owner of your very own Gold Card and reader (pictured) and are ready to start being secure.



■ OLD GOLD CARDS



■ NUMBER ON CARD

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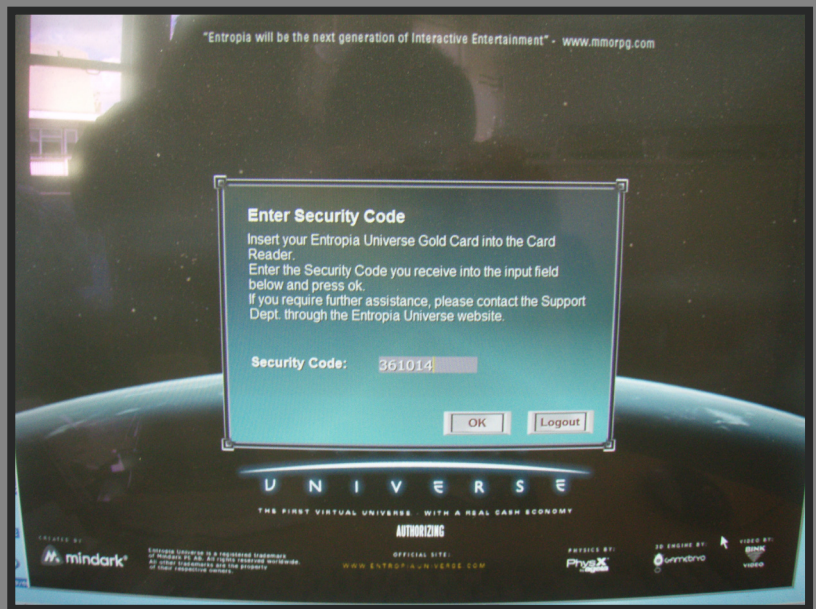
When you first receive your card in the mail it will not immediately be activated as MindArk have no way of telling how quickly you will receive the package. To do this you need to head over to the Entropia website, access the 'my account' section, follow the link and submit the number printed on the back of the card. As a word of warning though, at this point, there is no turning back. Once your card is activated MindArk will take its association with your account seriously and the only way to 'opt out' of the system from then on will be to send them a copy of your passport or equivalent which is also something you will need to do if you ever lose your card and wish to buy a new one. To use your card, you simply log on as usual because the GCSS is not a replacement for the old username and password access, more an addition to it. After doing this you will be confronted with a new screen (pictured) prompting you for a security code (the one time password) which is generated from the Gold Card you now have in your possession. To generate the code you insert the card into the reader and copy the displayed number however bear in mind that you only have **three attempts** to do this correctly or the card will become 'desynchronised' from your account.

Desynchronisation is effectively where the added security is kicking in. To fail to enter a correct 'passcode' three times is viewed by MindArk as highly suspicious so at this stage, you (or the hacker who is attempting to gain unauthorised access to your account) will need to correctly enter a further two Gold Card generated codes or else lose access to the account until support can assist you with the resynchronisation process.

So, on the whole, the GCSS is about the most secure system you could possibly imagine flawing the two most common hacking techniques of exploiting human error (easily guessed/written down/stolen passwords) and brute force guessing thanks to the fact that no one knows, or can usefully reveal their Gold Card security codes before they have been generated, or that it would ever be possible to guess one in less than four attempts. But is the Gold Card for you?

Well, as is obvious from the above provided description, owning a Gold Card places a significant restriction on your Entropia access as, unless you carry the card and reader with you everywhere (which isn't advisable) you limit the number of places from which you can log on. Speed too, is a notable restriction as by no stretch of the imagination will you ever be able to copy codes as fast as most of us can bang out a well practiced username and password. Adding too the risk of losing the card or the reader becoming damaged makes whether to buy into this system or not, a question that should be considered carefully.

At the end of the day there is a simple thought to mull over in order to know whether or not you should get a Gold Card and that is "Am I prepared to lose what I have invested in the game, for the sake of avoiding a little extra hassle every time I log in?" If the answer is "no" then it's time to find yourself a couple of hundred spare PEDs, if "yes", then you better be sure your computer is locked down tight cause, if you get hacked, the one thing you can guarantee is a total lack of sympathy from anyone and if you go to the Police, you're more likely to perform a stand up comedy routine for them than actually have anyone take you seriously.



■ NUMBER ON SCREEN



■ NUMBER ON SCREEN



■ GOLDCARD

Black out on Calypso

STORY : Tide

THE ATROXES STARTED DYING FIRST. THERE WAS AN ALMOST FESTIVE SPIRIT IN THE AIR AS THE NEWS SPREAD THROUGH ALL THE MAJOR TOWNS, TWIN PEAKS, PORT ATLANTIS, CLUB NEVERDIE. THE RIG WAS OPEN. IT WAS GETTING ERRATIC, BUT IT STILL GAVE OIL. THIS PROMPTED A WHOLE NEW FLOOD OF PEOPLE ARRIVING AT THE TOWNS NEAR THE RIG, THINKING TO TRY THEIR HAND AT GETTING SOME OIL OUT OF THE UNPROTECTED LIFE FIRING ZONE. A LARGE GROUP OF THEM WERE OUT FOR FUN, THINKING THAT THE BREAKDOWN OF THE SYSTEMS PLANET WIDE WAS A TEMPORARY THING. A FEW WERE MUCH LESS OPTIMISTIC.

Yvonne sat down and leaned against the warm wooden panels of the hut, watching the windmill not far away as it turned and turned with the gusts of wind.

"Feel like going in yet?", Johnny nudged her.

Yvonne tilted her head towards the line of armoured Calypsians in various disarray walking around the campsite.

"Still got plenty of competition."

"You said that yesterday."

"I'm not wasting ammo, you never know when you may need it for other things."

"What could be more precious than oil? If things get worse, it's the key to get off this dreadful place."

"You hallucinating? It's the plane owners that have the key."

"Alright, then tell me what you are doing here?"

"Getting oil."

Johnny rolled his eyes "Women!"

That elicited a few guffaws under some helmets not far away, as well as some uncalled advises, "Don't push it matey!" "They bite sometimes!"

A chorus of agreements.

Yvonne whispered, "And as long as there exist people like that, getting oil will give us some measure of advantage. Just don't think it's all that miraculous."

"We need a miracle to get through this. Everyday a different supply is cut."

"And I'm going to be the last one standing if it comes to that."

Yvonne looked sharply at Johnny. "And if you're with me, it could be us."

"I know, you're in the doomsday boat alright? I've accepted that."

Johnny thought back to when he first saw some of Yvonne's illegal collection. Electronic signal wiping devices, handmade non-regulated blades, fire starting flints. She rattled on about all their uses to him, she knew how to take apart almost any device to get to the "good stuff" inside. Sometimes he wondered what someone like him was doing here.

By evening the crowd had thinned out, some went ahead, others had enough of the rig and started back on their long trek to the cities.

"I am figuring that the revival terminals won't last all that long" Yvonne said.

"On Eudoria, Atroxes gone, Armax thinning out, Feffoids thinning out. Even on Amethera the stock piles of fertilizers are wearing out. Whatever is running all this is running down. I'd have to say I agree" Johnny replied.

"When they stop coming back, we will know for sure." Yvonne suddenly shuddered as though a chill got into her bones. She had

a plan for the next few days, weeks perhaps. But beyond that, there was a bleak darkness that she could not imagine living through. She turned to look at Johnny again, "I'm scared."

"I'm scared too." Johnny could not hold that gaze and turned to look at the unforgiving sky wishing he had never volunteered for Calypso in the first place. Calypso was the future, or that was how it advertised itself. Johnny was not sure what he wanted in life. He was reasonably smart, got through school and came out not knowing which way to go. Some part of him wanted an adventure and the advertisers had his type analyzed down to a tee. He signed up so willingly, he didn't even know how to hold a gun then. Johnny shook his head as he looked at his get up, armour, guns, the hidden knife. Suddenly it wasn't like an adventure when things start going wrong, more like a disaster.

"You said something?" Yvonne looked over.

"Nothing." Johnny said, realizing that he was starting to think aloud too. He was slipping, slipping.

They still came back, but the whispers started "He didn't come back, I saw G take him down at the rig before I was shot down and he wasn't at the revival."

"Might be a glitch bro, he may be back tomorrow".

The next day came without much fanfare, the cold truth sank into those that noticed. Slowly, in small groups, they retreated, deciding that this game was too much to play. Another day, and they stopped coming back whether they got killed or not.

Yvonne thought it was time to move in. Johnny was excited despite the fear, finally they were going to see some action. He had everything packed ready for the last few days, but he checked through all his equipment again and followed Yvonne who was already a short distance ahead. The stubby grassland gave way to real desert, the comfortable crunch of boot on grass changed into a sometimes treacherous step into sand. Sand which at times was hard with rocks under it, sometimes was so soft, his feet sank in unnatural ways. Alongside them, sheets of sand moved and crumbled as it whipped around their feet. Johnny's check of his radar constantly returned blank patterns, except once when it detected a lone bird far up in the sky.

"We're almost there" Yvonne said.

"I'll activate the device". Johnny brought up one of the illegal goods Yvonne obtained a long time ago: The Electronic Signal Wiping device. Johnny remember how his feelings had raced apart in two opposite directions, one was awe to Yvonne and her extreme readiness for whatever would come, the other was the absurdity of having these things. Calypso was running perfect then, how could it ever fail? A few dozen meters ahead, some voices broke Johnny's thoughts.

"We know you're there, you did something, all our devices are dead! So we know you're there now. Come on up and grab the oil, its free!" Hysterical laughter followed.

Johnny looked at Yvonne nervously, reaching for his gun.

"Show yourselves! Show yourselves!", another voice called out, fading away in different directions. That was a good thing, they really had no idea where Johnny and Yvonne were. A nerve wrecking silence fell.

Yvonne was startled by some foot steps and they both ducked in time behind a rock when a group of people came up on the other side, apparently the device fail had not deterred them from continuing to the rig. Yvonne and Johnny watched them go past

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Black out on Calypso

STORY : Tide

towards the rig. An expected exchange of gunshots ensued, a few cries and then quiet. "Just find the device!" a loud voice carried across the dry desert. More mumbles followed. "Fairly smart, they will know those aren't us." Yvonne muttered. "They can't be completely sure either, they may not even know what it looks like." "That's true." They then decided to continue moving in, finally reaching the last landmark before the rig. The two hid behind it while Yvonne brought out a little bug like machine and entered some data in it. "That should get some data for us." It scurried off. Suddenly Johnny tensed. Yvonne read him perfectly well as she reached for her gun. They turned as one, taking down two people that were probably placed as lookouts. Despite the mufflers on the weapons, Yvonne was certain those further off could hear it, and switched to her rifle. Soon enough a speck appeared in the distance. Yvonne tried to snipe it, but another whizzing sound made her duck. At the same time Johnny felt one coming up from behind and emptied his gun into the other lookout. Yvonne started letting loose a few mining bombs as she and Johnny started running in opposite directions. Soon the rig was in sight, there were three standing. Yvonne knew that one shot from one of the weapons could possibly put her out of action. There was no chance to take here. Yvonne threw a previously prepared explosive into the air and shot it. The explosive force pushed the sand into a furious whirl obscuring vision, which provided Yvonne with cover to start shooting at the three. Johnny from the other side took his cue and did the same. The three returned fire haphazardly. The dust was clearing and someone was still alive in the rig. With grim determination Yvonne tested an idea by throwing another mining bomb straight at the last person in the rig. It detonated and a sick silence followed. She walked up to the blood spattered rig and saw Johnny coming in from the other side as expected. "Even that system is down now." Johnny said.

"I think the next person you kick is going to bleed, official weapon or not!" Yvonne said. Thankfully, the dead bodies still disappeared after a short while. Johnny kept the lookout while Yvonne picked up oil that the rig kept churning up. When dawn broke, Yvonne was still picking up yet barrels which her matter compressor stuffed into her storage. "We have to move on." Johnny helped her with another barrel. "The new groups would be trying their luck now." Yvonne nodded and they started their long trek back to the towns.

The people in the towns were experiencing an increasing number of unresponsive trade terminals. Some storage facilities had already failed and for days you could see long queues snaking around the remaining storage areas. People stopped selling food out in the open, in a short while most people believed it was all gone. The countryside, normally fairly barren, was starting to be picked apart by hungry Calypsians. Even dangerous plants were tested as people were driven to their limits. Smiling faces turned hostile gradually and the bigger the cities became hazard grounds as tempers flared easily and fights broke out all around.

Yvonne was hoping to replenish some supplies at Twin Peaks, and the sight of the mountains that gave the city its name was a welcome sight after the desert broke into rolling hills. Johnny

noticed that things were amiss immediately "There's a fight there." They both stopped in their tracks, just above the top of the next hill, was a noisy bobble of heads and arms and the fierce sound of people in a large fight. Yells of "He's got Nutrio bars!" and "Fruits here" and the sound of smashing boxes continued. "I don't think we're going to be able to buy anything at that rate." Yvonne said, shaking her head. Things had really gone bad and people were realizing it at last. "I think that we might want to head straight to the space base" Johnny replied.

"Definitely."

They turned and started to make their way back they way they came.

Just then a voice called out to them, "Can I come with you?". A teenage looking girl was standing there, an Exarosaur in tow. "And my pet too?"

"Sure" Johnny said.

"But we can't protect you." Yvonne said.

"No, but I have no one else to go with, and its crazy in the city. Please? My name is Jolynn." The teen offered her hand. Johnny leaned over and shook it. "Welcome to team doomsday", he smiled. "Doomsday?" Jolynn asked.

"Yeah, haven't you heard? The world is ending." Johnny replied glibly. The mountainous country rose before them as the sounds of the city faded behind them. The sky swirled with clouds that seemed to hug the mountain peaks. The trio stopped to rest when they grew tired. This in itself was an ominous sign, previously their bodies would rarely tire. Yvonne had gone off into a tirade about oxygen levels being constantly maintained from external forces and how the planet was in such a state of ecological disequilibrium that it would offend any decent ecologist. As they sat down, Yvonne got out the maps again, "We can't be sure the mountains are safe now, who knows if they are part of the system as well and start crumbling. So, we will go this way: around. It will take longer, but no point risking our lives. Who knows what is going down next."

"Where are we going?" Jolynn asked. Yvonne gave Jolynn a strange look and went a short distance away. Johnny went after Yvonne. "What's up with you?"

"I should be the one asking that question. What made you think we could take care of a little girl and her pet!"

"Why not? She asked for help, she looks small, I don't think she needs much feeding and that Exarosaur eats everything on the ground!"

"And it could be a good thing if we're desperate too." Yvonne agreed.

"No, not that!" Johnny said and shrugged, "I have to agree that is valid, but you don't have to be purposefully mean to her just because she was not in your original plans. And if we're on that topic, why are you having me around either anyway?"

Yvonne frowned, "I'm not, I... You're a good friend. We've been hunting together for the longest time. What are you talking about? How can anything between us be compared to that girl I have never seen before today?"

Johnny went back with a sigh. "They wanted to eat my Axey" Jolynn said.

"I'm not surprised." Johnny said.

"She wants to eat my Axey too."

"We will try not to come to that." Johnny shook his head, "You look so young, how did you get here?" "Oh, I stole my older sister's

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Black out on Calypso

STORY : Tide

passport. She looks just like me you see” Jolynn smiled. “I wanted to come, all my friends wanted to come too. I took care of all their pets. I know how to brush them just right.” Jolynn then pursed her lips and said, “But Axey is all I have now. They ate all the others.” “I’m sorry.” Johnny wished he could say something, but there was not much left to be said. Just the knowledge of the clouded road ahead.

The tall strange plants loomed over their heads as they trekked through the foothills. “I thought I was getting used to this.” Johnny said, pushing a branch away overhead, “I guess I’m not.”

“Some parts of Calypso are so earth like, you forget sometimes.” Yvonne said. The crunching sound of brush underfoot filled up the thoughtful silence. “I miss those Saturday afternoons.” Yvonne said wistfully, “Sitting around, watching television. Playing with my dog.” “Hey Yvonne, I found this flower here. See” Jolynn came running up, Exarosaur by her side. She pressed a tiny white flower into Yvonne’s hand.

“You can eat it if you want to.” Yvonne said, putting it back in Jolynn’s hand. Jolynn’s face turned as she fell back to walk alongside Johnny. “She’s still being mean.”

“Don’t fault her, she’s just in a bad mood.”

“Well. I am in a bad mood too then.” Jolynn said and sulked away. The land changed again as they walked, this time the ground was an alien blue and the plants looked like they creeped along the land. A ship rose in the distance and zipped away into the sky. “Are we going to the space base? We must be!” Jolynn said excitedly. “Are we going to Club Neverdie? Do you think they have food there?”

“Club Neverdie is an asteroid. If the main generators are on Calypso, and Calypso is failing, I don’t see how Club Neverdie would be in much better shape.” Yvonne snapped.

“I don’t see why we can’t try” Jolynn insisted.

“It takes alot of fuel to go up there. We might not be able to risk it.” Johnny said. “We need that mainly to get around. We had not seen all the towns yet before the teleports went down. If we can get a pilot, we could try and scavage better.”

Another few days passed and gradually they could hear a rumble when the ships took off. “We should be getting near” Johnny said. Yvonne was still looking upset, but she added “We are nearing it, but we haven’t seen many people around here. I wonder what is wrong.”

“Maybe they just don’t want to come out of the space base.” Johnny said.

“I don’t know, I have this feeling we’re being watched. We can’t all rest at the same time now.” Yvonne said.

They entered the North Space Base late the next day. There were a few people on the streets, thankfully no fights. But everyone quickly avoided them when they even appeared to approach them. “Which one did you have in mind?” Johnny asked, fearing that Yvonne had no one in mind at all and was going to just try her luck.

Yvonne took out a card from somewhere. “Elliot Garret Tsai. He told me I could get a flight with him anytime.”

“Yeah, but when did he say that? I bet all the teleports were functioning.” Johnny was cut off as they reached the hangar.

Yvonne knocked on the door and then stood back. Jolynn was standing just slightly further back, arms around her exarosaur. After

what seemed like a really long time Yvonne knocked again. “Hey Elliot, come on out.”

Suddenly a voice called from the roof. “I have no more oil left.” The owner and pilot yelled down to them.

“Plenty with me” Yvonne yelled back up. A little light of glee ran across the pilot’s face as he disappeared from the roof top. The hangar door opened, and having beckoned Yvonne and Johnny inside, the pilot quickly shut it. “I ran out of oil and then all these people come here.” Elliot extended his hands. “I don’t really remember you, how did we meet before?” he said, looking at the card still in Yvonne’s hands.

“We met at that healing springs that didn’t really work. Remember?” Yvonne said.

“Ahh. Yes, I remember. Not a place for a good pilot to be in.” Elliot grinned. “Yvonne, is that right?” Yvonne nodded. “And this is?” Elliot extended his hand to Johnny. Johnny shook it gravely, “I’m Johnny, and that is Jolynn behind there. We hope that you can be our personal pilot.”

“I plan to create a stockpile of basic goods we need, and I will provide the oil for our journeys.” Yvonne said. “Alright, you just follow me to fuel up the plane” Elliot said. Not long later, he and Yvonne reappeared. “Where to first?” Elliot asked.

“Never, never land.” a new voice called out. Another held a struggling Jolynn, “I’m sorry, they just took me by surprised. And they made Axey run off too!” Jolynn said, tears rising to her eyes. “Who are you?” Johnny said.

“You were following us on the way here, weren’t you!” Yvonne yelled, furious.

“We want the plane” another person stepped into sight. Yvonne moved. A few punches and attempted throws later a furious fist fight erupted as everyone started joining in. Yvonne was not even sure what she was hitting at some point, as long as it wasn’t wearing the green that Johnny was wearing. She gave and received punches, and someone threw a hard one to her stomach that broke her rhythm. She saw one coming from the top and rolled quickly. She had her arm out ready to strike again. And then something heavy and wet flopped on top of her. As she stood up, she remembered a scream. And then she saw Jolynn trembling with a large knife.

“Jolynn” Yvonne managed. She was filled with relief. But her senses were alerted again. One of them came up behind Jolynn, so Yvonne snatched the knife out of Jolynn’s hands and plunged it into the person behind. He sputtered for a few moments and then was still. Johnny was still arm locked with another guy. Yvonne went over, broke the lock and tried to stab the last guy but he turned and ran off quickly. Yvonne deliberated for a split second and then turned to the other three “We better get in that ship fast.”

The ship started off in a continuous rising sound of clicks and whirrs. The engine busied itself and maintained a background hum. “Treasure Island Castle please” Yvonne said to Elliot, speaking a little louder against the noises. Elliot nodded, “All strapped in safely?” Jolynn was still teary eyed from leaving her exarosaur behind but came in too and strapped herself. Johnny leaned over the side and back and squeezed her hand. Elliot said “I have to admit this, I have flown this many times to Crystal Palace and Club Neverdie, but never from Eudoria to Amethera. If anything happens...”

Black out on Calypso

STORY : Tide

“There is no other way” Yvonne said, knowing this moment would come in the last few days, “Just do your job.”

Elliot nodded again and started flipping switches. “Please sit back and get ready for take off.” With a loud sound the ground shook a little, then suddenly shook with acceleration. The ship took off vertically and then Elliot eased it into a forward motion when they were higher up. It all seemed uneventful and the ship continued to gain altitude even as it sped forwards. Out of a sudden a large bird thumped into the ship. Jolynn started screaming at the back. And without warning many large objects started hitting the ship so hard that it kept shaking. “What’s that?” Ahead of them there was what seemed like a tornado. “I never thought Calypso could have” Yvonne began, but then suddenly the ship stalled. Johnny looked back and saw that Jolynn had blanked out. In the eerie silence Elliot said, “I’m not sure what that is, it must have shut us down.” Indeed the tornado did not look right, it appeared to glow even as it swept things up and away, the sky above it was crackling with lightning. Things continued to hit the ship as it quickly lost altitude. Elliot tried a few switches in vain. “We’re dead, we’re dead” he muttered. The ship had reached the treeline and it started skimming the treetops. In no time they were crashing wildly through the vegetation. At some point the shell was ripped open and Yvonne felt things scraping at her skin, hitting her, hitting her. She closed her eyes. Some parts were bleeding for sure, it felt wet. Finally there was one last bump and Yvonne found herself on the ground holding Johnny’s hand very, very tight. There were some things hurting in places she wasn’t sure she wanted to know. “Look” Johnny said.

“What?”

“Look over here!” Yvonne turned and saw the familiar signs of a Calypso bar.

“Yeah, we wanted to collect some food, but not here.” Yvonne said.

“I’m hurt. Johnny, I’m sorry I couldn’t get us through this.” Johnny could not speak, but just held her hands tightly.

“I’ll be here” Johnny finally said. “I’ll be...” Yvonne looked at him and what she saw did not register at first, he had a few broken bones, one of his arms. It made her feel sick. This was the end she thought. A quick end maybe this would be better than to waste away when they had exhausted all their resources. Yvonne closed her eyes, she was just so tired. Just then the familiar sound of the revival terminal in operation started up. Yvonne opened her eyes again in astonishment. A glowing light appeared and a body formed, a hand a leg. Someone stepped out and the other familiar sound of the fast aid pack started. “I feel sick.” It was Jolynn, who then screamed. “Yvonne, you... uh...” “Jolynn then used the fast aid pack on Yvonne, she could feel things being knitted back into place. It was painful, but it felt right. After a while she tried to stand. “Don’t tell me how I looked.” Yvonne said, “I know it was horrible.” Jolynn turned and quickly used the pack on Johnny.

A short while later the trio joined the gathering crowd. Some revived after many days, some only just succumbed to the crash, but all newly aware of their fragile lives on Calypso. Grateful for yet another chance.

In the distance someone yelled, “The Teleports are working!”



MASTHEAD

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**The Calypso Post Team Members Wish all Entropians and Their Families
A Merry, Merry Christmas And A Happy New Year!**

OPPORTUNITIES @ TCP

If you have any suggestions or wishes for upcoming TCP issues or only want to Gratz & Greet your ingame friends, post your request in the TCP forum section on EUForces or send an email to calypsopost@eufroces.com. Space for Buy & Sell postings as well available as advertising space – feel free to contact us. Your suggestions and requests are most welcome.

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SPECIAL THANKS

The Calypso Post would like to thank all our readers and especially all EF users for donating the enormous amount of over 100K EFDs by now in our TCP Fund Raising thread. Your generosity proves that we are on the right way with our magazine. Thanks a lot for your acknowledgement. We hope to provide you with more entertaining and informative TCP issues in 2008!

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Coming up soon in February 2008.... TCP8!

- **with more interviews**
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... and a lot more!



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