

the Calypso Post

VU 8.9 & 8.11
WHAT'S HOT AND WHAT'S NOT?

WOLF
World of Firepower

A BRIEF HISTORY OF SWEATING 

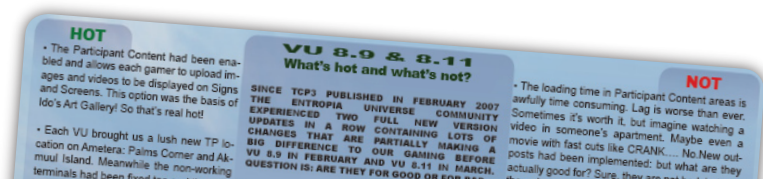




THE CALYPSO POST 4 // MARCH APRIL 2007

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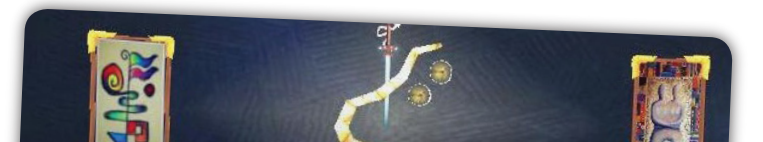
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VU 8.9 & 8.11 – WHAT'S HOT AND WHAT'S NOT? Two months passed, two new VUs implemented. What changed with 8.9 and 8.11? What's new? And most of all: is it good or is it strictly for the birds? Read more about it under the News & Version Updates Pages...



INSIDE THE ELM WITH ROBROY! He is a business man, but RobRoy took his time for an interview with our TCP reporter team. Read more about RobRoy and the ELM under Business, Market & Financial News...



THE ART OF EU! The new Participant Content made it possible: Calypso has it's own Art Gallery established by Ido. Read more about it under the EUFiction & Art Pages...



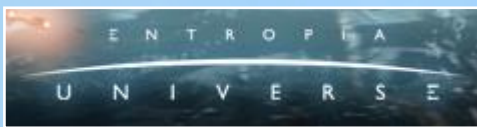
CONTINENT-HOPPING WITH OMEGATON CRUISES! So many new locations on our map since the last VUs – time to make a trip! Join the Omegaton Cruises Line visiting the new spots. Read more under the Travel & Explore Pages...



ABHOS! What'S an ABHOS? It's A Brief History Of Sweating! If you ever wondered how the ability to gather sweat had been discovered check out the revealing story of our new resident reporter Wistrel Chianti under the Hunting, Mining & Crafting Pages...



WOF! The World of Firepower is well on its way. Stage 2 of the International Hunting Competition is proceeding, Stage 3 is currently being planned. Read more under the Events & Entropians Pages...



NEWS & VERSION UPDATES

EUForges Revamp

BY NEVA

EUForges.com, TCP's resident website, has been revamped. After being online in a black suit for over six months, the website received a completely new outfit. Still familiar regarding the layout, design and colouring are the two aspects that had been changed basically. Currently the site is still under reconstruction as some articles need to be updated due site variances and ingame changes. EUForces apologize for any inconvenience. The main functions such as the Rescue Channel, forum and the TCP section in forum are still operational though. The site admins are expecting EUForces being back on track by the end of April.



Trouble Area Report: Alien live from PVP4

BY ALIEN

ROAMING CALYPSO SINCE SUMMER 2006, YOUNG CRTA CAPTAIN ALIEN TOOK A TRIP TO THE NEW PVP WEST OF AKMUUL ISLAND TO SEE WHAT'S GOING ON THERE....

"Well, the main attraction of the new island is PVP4 I guess. I already had a shot in me so I went to explore.

I went in there about half an hour ago, it's like an uber camping ground - killed an Attacker Gen. 01 – easy as hell, it's only got about 150 health I'd say and did 6.8 damage unarmored. Of course, it had no loot.

Well it was no lot so I thought I'd go find some noob killing them to snipe and loot (its PVP lootable). There was this green dot and I saw that it was Actam from Shaolin, after a 5min chase I got PK'd because I couldn't be assed fapping lol So I turned out to be the noob to get PK'd.

The worst thing was, I was about 10m away from total cover down a mountainside and by the time she got me back in her scope I'd have been out and away.

The awesome thing is that theres so much cover there, when she first started advancing on me I ran to put a tree between me and her, then a rock but when I ran for freedom she sniped me (3rd hit on me, all very low hits lol)

So that was my 5minutes of adrenaline ended, just as I was about to escape! It's a fun place to go, shame it costs 5 PEDs for a shot or I'd be there all day practising my PVP skills and diving in and out of the cover just to annoy the ubers!"

HOT

- The Participant Content had been enabled and allows each gamer to upload images and videos to be displayed on Signs and Screens. This option was the basis of Ido's Art Gallery! So that's real hot!

- Each VU brought us a lush new TP location on Ametera: Palms Corner and Akmuul Island. Meanwhile the non-working terminals had been fixed too and the rock blocking the Palms TP had been removed as well. Good!

- New Ores and Enmatter on our list. Nice!

- Banking Licenses on Auction. That's cool even though it might not be really interesting for all gamers. Nevertheless an interesting development to keep an eye on.

- Easy Shopping @ Malls had been improved: Since VU 8.9 added elevators to each mall you can now easily switch between the several floors. Awesome!

- The Shopkeeper offers now retail price info as well as additional info had been added to the auction message you receive when winning, being surpassed or ending an auction. Extra info is always welcome!

- The graphics had been improved with more definition, better lighting and shading. OK. Additionally new sounds and music had been added. Thank God, the GHoF doesn't sound like a HoF anymore! Weeee!

- One of the best things implemented with the new VUs is the Market Value History. Since VU 8.11 you can receive further information about the auction development of items within the game itself and you don't have to log off to check peaction. Really, really awesome!

Period	Markup	Sales
Day	151.64%	337.0k
Week	150.53%	1.7M
Month	140.18%	7.6M
Year	139.34%	75.0M
Decade	146.15%	116.0M

Based on official EU auction data.

VU 8.9 & 8.11

What's hot and what's not?

SINCE TCP3 PUBLISHED IN FEBRUARY 2007 THE ENTROPIA UNIVERSE COMMUNITY EXPERIENCED TWO FULL NEW VERSION UPDATES IN A ROW CONTAINING LOTS OF CHANGES THAT ARE PARTIALLY MAKING A BIG DIFFERENCE TO OUR GAMING BEFORE VU 8.9 IN FEBRUARY AND VU 8.11 IN MARCH. QUESTION IS: ARE THEY FOR GOOD OR FOR BAD...

BY NEVA

NOT

- The loading time in Participant Content areas is awfully time consuming. Lag is worse than ever. Sometimes it's worth it, but imagine watching a video in someone's apartment. Maybe even a movie with fast cuts like CRANK.... No. New outposts had been implemented: but what are they actually good for? Sure, they are not bad, but neither a hot aspect.

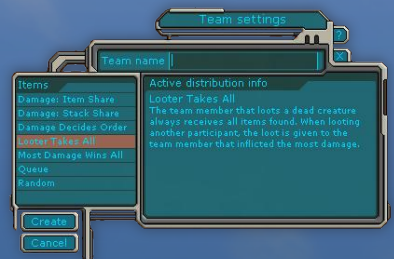
- Fingernails for the ladies?!?!?! No comment.

- The Hot Key icons had been revamped. Basically they looked pretty cool after the new HUD had been brought on, so why change them again? But sure: it's a matter of tastefulness and open to dispute.

- Together with a new icon design some items had been revamped in their appearance as well: the Belkar ignot looks like a pizza now or at least like something that had been a pizza now. Yukky!

- Who! The loot distribution had been changed meaning basically that you get even more yellow text than before but at least some low level mobs use to drop biggie loots now.

- And finally: THANK YOU SO MUCH FOR CHANGING THE TEAM RULES! Finally MA managed to fu** up the team rules properly. After killing the equal splitting option say now bye-bye to the good old "leader takes it all" option. The Last Mohican of fair and equal team hunting died with VU 8.9. Suffering from the evil malady "exploit in PVP combat" MA decided to finish him off in an act of humanity. From now on "looter takes it all" will rule the team hunt meaning that you have to pick a looter first before starting a team run. Of course it's a bit more complicated now as you have to be very careful with your shoot-clicking – don't click too fast, you might loot by accident when you are not meant to be the looter! But PHEW, I mean, thank God the exploit had been extinguished now with this protective and secure option.



The Hunting, Mining & Crafting Pages



ABOUT THE HMC PAGES...

... AFTER ANOTHER REVAMP WITH TCP4, THE HUNTING, MINING AND CRAFTING SECTIONS HAD BEEN PUT TOGETHER TO CREATE A COHERING NEW SECTION REGARDING THE MAIN ACTIVITIES ON CALYPSO. INSTEAD OF PRESENTING YOU FACTS AND STATS YOU CAN ACTUALLY GATHER THROUGHOUT OTHER WEBSITES, WE DECIDED TO OFFER MORE SPACE FOR INDIVIDUAL STATEMENTS AND POINTS OF VIEW. FOR THIS WE NEED YOUR HELP! IF YOU EVER EXPERIENCED SOMETHING FUNNY DURING YOUR TOUR ON CALYPSO, IF YOU HAVE AN IDEA ABOUT HOW TO EXPLAIN WHY THE MUTANTS LOOK SO WEIRD, IF YOU HAVE ANY KIND OF STORY TO SHARE WITH THE EU COMMUNITY WRITE YOUR OFFER VIA MAIL TO CALYPSOPOST@EUFORCES.COM AND BECOME A HEADLINER FOR ONE OF OUR ISSUES.

ANNOYING CREATURES OF CALYPSO BY VIK

There are actually many creatures on our wonderful planet belonging to the category of being annoying. Today however I'd like to take a close look at those bastards that bullied me already when I was still wearing orange. The harassing Merp, the hunter's pest!

Let's say you are on a hunt. You are about to take down an Atox Provider and then suddenly, SWOOSH!

Out of nowhere a Merp comes along, maybe two or three, running towards you bloody fast and starts nibbling your armour. In fact they don't do much damage but it can be enough to kill you if you get a crit hit from the Atox Provider. Just annoying!

Well, yeah,, if the Merp has spotted you it won't left off and give you a rest before either one of you dies. Running fast on its tiny legs, nibbling, stabbing and running



■ UNDER MERP ATTACK

around you, maybe even on top of you incessantly. So we are dealing with an extremely aggressive creature that attacks from a large range. Its aggression killed me time after time when I was trying to get to the next tp, wearing OJ and without the slightest chance of shaking it off. It didn't take him many nips back then till I was lying on the ground, once again dead. So next time you see a Merp be prepared: it's either you or him (or is it a she?!). And with some luck you might loot some Angel parts...

Far back, in the mists of Calypso's recent history during the age known as Beta, there was no fruit, no dung and most of all, no sweat. How then, you may ask, did those oh so early settlers make their way in their first confusing days after materialising by, what was affectionately known as, 'the tree'? How did they even survive? The answer of course is simple. They brought money, lots of money. Back in those days, spirits were high, adventurers brave, the men, were real men, the women, were probably also men but the colonists came prepared and each was ready to risk it all to push this new world to the limit, find the dangers and make sure the planet, as we know it, would be a safe and secure place for generations of future colonists to come.

The beta men worked hard, spent their money and, in time, each would be rewarded with an apartment of their own and the praise and thanks of the great deity Mind Ark for their help in crafting the way in, what would surely be, mankind's next and greatest adventure. Finally the day came. The colonists had eradicated most of the planet's harmful bugs and as the great gold sun rose to mark the dawning of a new day, a transportation vessel settled slowly to the ground in Port Atlantis and, from it, the next generation of Calypso's settlers emerged, blinking blindly, into the sunlight.

But there was a problem. Somehow, somewhere, administration had made a mistake. The distances from the core worlds to Calypso were vast and miscommunication along the way had led this new generation of settlers to believe they could live on

Calypso for free! Arguments broke out, fights. Where were the jobs they had been promised? How were they to make money? Some, of course, broke down; others were taken under the wing of existing settlers and taught how to mine and hunt, but the flow of new arrivals was never ending and it soon became clear to the administrators in the newly formed Calypso Research and Development Institute (RDI) that something was going to have to be done. The answer, of course, seemed simple. To each colonist, a weapon would be provided and enough ammo for them to make their way. There



A BRIEF HISTORY OF SWEAT - PART I BY WISTREL



would of course be those that squandered this but RDI could not worry for the careless and this at least might help quell the fighting. They reckoned however, without the development of cloning.

Cloning, at the time, was a relatively new technology and, like the early development of the laser in the ancient times of the twentieth century, was largely without purpose. It didn't take long, however, for the word to be out on the core worlds that the powers that be, on Calypso, were giving away free money and, like the laser before it, a purpose for cloning was soon born. In the hype surrounding the eve of the technology, vast facilities had been constructed only to fall into disuse and degradation when no profitable purpose for them could be found. With a chance now to make money, so called 'entrepreneurs' took control of the facilities and began the morally dubious, but highly profitable, practice of mass cloning 'investors' and then shipping them off to Calypso with the intention of reaping the rewards of their allocated equipment sales while allowing the wayward clones themselves to simply die off.

The effect on the colonisation process was devastating. With thousands upon thousands of brainless clones, gambling their dole on a chance to strike it rich by taking down creatures they had neither the skills nor equipment to handle then selling out and simply vanishing, the fledgling economy began to collapse and the future of the whole 'Entropia' project looked set for failure. RDI had their backs against the wall with no full proof solution apparent. Whilst authorities back on the core worlds stepped up initiatives to shutdown illegal facilities and the practice of cloning became outlawed as a crime of the highest severity, the poverty and suffering of those genuine settlers who had made it through the newly enforced security checks, but who were now being denied access to equipment, was increasing at an exponential rate.

It was at this dark time that RDI made a technological break through. During the age of the great exploration of space and the discovery of Calypso, the Odysseus probe had reported a strange force emanating from the surface of the planet the like of which had never been seen before. Its form was something akin to gravity or magnetism but, despite years of study, no one as yet had discovered where it

came from, how to harness it or, most importantly, how it could be utilised. RDI were about to make that discovery.

The critical experiment had, as is typical with most scientific breakthroughs, been entirely unrelated. Observations of a rapid rate of climate change had led to much concern regarding potential damage to the planet's ecosystem and, as a result, tests were underway to determine the cause and effects that this may have. The trial in question was a relatively mundane simulation of the resilience of Calypso's wildlife to increased heat and, as expected, results were indicating a likely extinction of life on the planet where plants died and creatures collapsed from heat exhaustion or exposure. It was as the experiment drew to a close however, that the unexpected happened, an explosion that ripped through the walls of the test dome killing and injuring many scientists and animals which seemingly, *should* have been impossible. Initially it was thought that terrorist factions were to blame but the truth, it transpired, turned out to be far stranger and of the utmost significance.

Extract from RDI report 73785

Title: *An inquest into the premature termination of experiment GW1-14 and the discovery of substance 17*
Author: Dr. Calista Cygwyn

During the final hours of the experiment, subject 872, an Armax cow of stage 7 maturity was observed to collapse from heat exhaustion in zone 12 of the Minopolis bio dome. This area, which had originally been seeded with flora type G6214, was recorded as having become extinct of all plant life 4 weeks previous leaving the ground barren and exposed.

Post experimental analysis revealed that zones 12 through 14, at the time of detonation, contained a high concentration of chemical ore 617, a compound previously thought to be of no scientific interest. Further experimentation with this material under conditions experienced in the last moments of experiment GW1-14, combined with analysis of video footage and sensor logs now allows for the following explanation for the experienced detonation:

At approximately T-17 seconds, video footage reveals the presence of minute quantities of perspiration from subject 872 coming into contact with the ground causing minute discharges of the previously un-sourceable 'Force X'. It has now been determined that beneath the subject, such contact was also occurring without the presence of oxygen. Subsequent experimental analysis has shown that, under these circumstances, a combination of chemical 378/B (so far only found in the perspiration of animals native to planet Calypso) and chemical ore 617 react to form the stable compound henceforth referred to as 'substance 17'. It is now believed that a concentrated build up of substance 17 beneath subject 872 was detonated by the aforementioned minute discharges of Force X from the combination of chemical 378/B and chemical ore 617 in the presence of oxygen. The result of this detonation featured the largest measurement of Force X on record of a magnitude previous not thought possible.

Since this time, experimental research project GW1 has been disbanded while all resources have been redirected for accelerated research into the properties and use of substance 17. Preliminary research reveals great scope for use of this substance which has now been code named 'Mind Essence'.

Read more about substance 17 known as 'Mind Essence' in TCP5.



HE CAME TO STAY! BUSINESS FLUENT WITH ROBROY

BY NEVA

“GIVE IT UP FOR EPS, OWNER OF PORT ATLANTIS MALL! - YAY! GIVE IT UP FOR NEOMAVEN, OWNER OF TWIN PEAKS MALL! - YAY! NOW, GIVE IT UP FOR ROBROY, OWNER OF THE BRANDNEW EMERALD LAKES MALL! - ROBWHO???”. RIGHT AFTER THE AUCTION HAMMER FELL AND ELM'S FATE WAS SEALED, A REMARKABLE NUMBER OF ENTROPIANS ASSAMBLD AT THE MALL WAITING FOR THE ARRIVAL OF ITS OWNER. FOR ABOUT 20 MINUTES OF WAITING THE ALL CHAT WAS SPAMMED WITH QUESTION MARKS: WHO IS ROBROY??? AND EVEN AFTER THOSE WHO ATTENDED THE SPONTANEOUS AUCTION WINNING PARTY HAD BEEN ABLE TO SNEAK A PEEK AND SATISFY THEIR DESIRE OF GETTING A VISUAL CONFIRMATION OF THE EXISTANCE OF ROBROY, GOSSIP WOULD NOT END AND EVEN MORE RUMOURS EMERGED OUT OF NOWHERE. SIMILAR TO THE WONDERFULLY WAY OF ROBROY'S SUDDEN APPEARANCE ON SCREEN. UNKNOWN TO THE MAJOR PART OF THE EU COMMUNITY ALL OF A SUDDEN THE NAME ROBROY WAS ON EVERYONE'S LIPS. HE APPEARED OUT OF THE AIR, BUT HE CAME TO STAY!

Onkle RobRoy Bob started playing EU as a freelancer in December 2003. Until today RobRoy is still a freelancer, never joined a society or tried to create a soc of his own. This is most likely one of the reasons his name has been unknow to most of us until the present days, even though he started his career as a businessman earlier before and not just by bidding on the malls. He enjoyed playing overshadowed by other famous gamers in this universe. “It's new, fresh and no aim bot cheats” he says regarding his first impression of EU.

More than three years of anonymous hunting and mining are put to an end, now

that the purchase of two of the prestigious malls had dragged him to public. Not only he bought one mall only – anything but that! Another reason for the ample hullabaloo for his person is that he actually bought two malls, but sold the Twin Peaks Mall to Neomaven from Warants. Unsurprisingly this unusual trade set tongues wagging and the rumour has spread that possibly Neomaven and RobRoy are actually the same person. Conjectures and gossip – that's the price you have to pay for fame, even if it might be unwanted fame. Taking this into account sets you thinking: was it



■ NEVA (right) INTERVIEWING ROBROY (middle)

worth it spending and hence risking a high amount of RL cash and being pulled into the spotlight? “I would do it again – any day! I knew right away it would not be a walk in the park to buy Emerald Lakes Mall. But I also knew it would run prosper in the long run!” he says. Larger stores and much lower rent are the advantages of the ELM RobRoy points out. “And there are not so many window shoppers around... and of course its own landarea!” he explains, “but I need some better DNA – they hard to find!”.

Despite the lack of good DNA RobRoy seems to be very happy with his investment. Asking

for income and breakeven is a no-go – this is common courtesy. But yet: is there a deadline or a businessplan? “I don't try to make a stress sale on the shops or some crazy deadline – I don't need the headlines, I need a good mall!” Sounds like an astonishing laid-back masterplan since the Port Atlantis and Twin Peaks Malls with the advantage of being more crowded might be scented as rivals. Everyone would expect a big competition and struggle for supremacy. RobRoy seems to be different. So, is RobRoy an underdog? “No, I'm more of a low profile guy... but it's a bit harder now” RobRoy says, “and I have lots of new friends”.

And the contact with his mall competitors Neomaven and Eps is friendly too, “except in the Champions League”, RobRoy grins. This is the next goal he wants to achieve: to be among the Top10 in CL.

To find out more about the ELM as a shopping and event location and about the free wormhole voyages offered there go visit www.emeraldlakessmall.com. And in case you want to support RobRoy and supply him with material needed to populate his LA – feel free to contact him!



MOST SOLD AUCTION ITEMS
BY WWW.ENTROPIAUNIVERSE.COM

TCP4 – April 2007
TCP3 – February 2007

Lysterium ingot	3.20 PEC	+7%
Lysterium ingot	3.31 PEC	+11%
Gazzurdite ingot	1.08 PED	+44%
Gazzurdite ingot	99.99 PEC	+33%
Belkar ingot	7.39 PEC	+23%
Iron ingot	47.11 PEC	+21%
Oil	2.25 PEC	+13%
Oil	2.32 PEC	+16%
Iron ingot	45.50 PEC	+17%
Caldorite ingot	64.24 PEC	+26%
Caldorite ingot	81.47 PEC	+60%
Belkar ingot	8.05 PEC	+34%
Metal residue	1.18 PEC	+19%
Metal residue	1.21 PEC	+22%
Blausarium ingot	16.91 PEC	+41%
Mind Essence	1.88 PEC	+88%
OreAmp OA-103 (L)	145.18 PED	+28%
Blausarium ingot	16.31 PEC	+36%
Narcanium ingot	43.36 PEC	+81%
Melchi crystal	4.79 PEC	+20%
Melchi crystal	4.37 PEC	+9%
OreAmp OA-103 (L)	140.40 PED	+30%
Zinc ingot	38.08 PEC	+27%
Narcanium ingot	39.34 PEC	+64%
Cumbriz ingot	57.67 PEC	+28%



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www.entropia-loot.com

VOSSEGASTEN MUSEUM SOLD!
BY NEVA

The Vossegasten Museum of Strange Items changed its ownership. Located at Genesis Amethera Headquarter, Tower D, 7th floor, apartment H, the museum offers a nice collection of Calypsonian oddities formally compiled by the Vossegasten society. Unfortunately many



■ MUSEUM



■ MUSEUMBALCONY

society members chipped out hence Vossegasten split up. The museum has been sold with all items stored. Kernel and Ferris, the remaining members of Vossegasten in charge of the sale, finally found a new owner who will keep the museum alive and continue what their soc had been doing for over one year now. Good Luck!

BANKING LICENSES – AUCTION OPENED, WHAT'S NEW? BY NEVA



A couple of weeks after the mall war at auction ended successfully MA implemented a new battlefield: the Banking Licenses. Working as credit institutes with automatized NPCs the bidding has meanwhile entered the state of exclusiveness as the bearable opening bids have been surpassed by now. However the brutal final is yet to come: auction ends in less than three weeks so we are expecting another exciting finish for May 2nd. The option to get hold of one of the licenses was limited to those solvent Entropians only right from the beginning as the license holder must have 1,000,000 PED available on their account inside the Entropia Universe to insure that the banks will have cash to start working right away. Therefore the bidding list reveals some well known names together with some entrepreneurs most of us probably never heard of and who most likely will be ruled out by the PED-stars in the end. Or are we going to experience a surprise like we had with RobRoy? And how will those banks actually look like? How will it work? And what happens if people can't pay their credit back? Will the credit



■ BANKINGLICENSE

Bank License 5	1	0.00	3335.00	+3334.99	-	31	25:23:51
Bank License 3	1	0.00	3334.00	+3333.99	-	29	25:23:51
Bank License 4	1	0.00	3335.00	+3334.99	-	29	25:23:51
Bank License 2	1	0.00	5003.00	+5002.99	-	28	25:23:51
Bank License 1	1	0.00	10000.00	+9999.99	-	13	25:23:51

■ BANKS ON AUCTION

agreement be extended automatically? Or is MA going to intervene in such cases, maybe by flagging those who can't pay back their debts so that they can get PK'ed wherever they are – lootable PVP all over Calypso for the outlaws? (But then again not likely: they won't do it with scammers, why with people who have debts?) This opens up new possibilities for professions as well: debt-collector and headhunter with the license to PK...

CORRECTION!

The Calypso Post likes to apologize to Eps. Erroneously Spud had been declared as owner of the Port Atlantis Mall in our last issue TCP3 – this is wrong. Eps is the owner. Thanks to Eps himself this mistake has been discovered and can be corrected hereby.

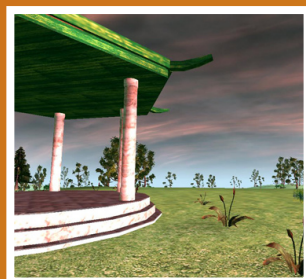
The Renaissance of Sweating

By Neva

Among all activities on Planet Calypso sweating is most likely the first one you will get to know after being born in this weird universe. The sweat gatherer profession is a very common one, though not many Entropians skill seriously in this area. It's the only activity you can perform for free – despite hanging around and chat –, the only profession you can jump at right away in your OJ without any skills at all. However, after spending a few days sweating along most people decide to switch to the hunting or mining activity as soon as they have gathered enough sweat to buy their equipment (or deposited). All in all sweating is a prominent but not necessarily popular activity, sometimes performed from necessity though. The vicinity of Port Atlantis, Atlas Island

North (to Atlas Haven), Fort Troy and Camp Phoenix has been well known for high sweating activity before. These were the places to meet Calypso's sweater community. In recent times though sweating booms. The new Swamp Camp near PA isn't so much the main reason as the initiative of some individual fellow Entropians who helped the sweating to its resurrection – on both continents even! Despite single events and singular 24-hrs-challenges the hottest spot for sweating 24/7 is Nea's Place. And the mob to sweat seems out of mind at first: instead of the common Exarosaurs and Snables people go for Ambulimax. But then again: it's not just the massive density of sweat gatherers dominating this area: Nea's attracts hunters as well, it's strategical team sweating! While all sweaters focus on their mindforce, other Mindtropians charge them with focus or heal. Helpful hunters killing the dry Ambus complete this massive team. The transformation of Nea's to a sweat paradise led somehow to a renaissance of sweating. But with all those sweaters and therefore the sweat in circulation the marketprice of sweat dropped down to 0.07 PEC per bottle, sometimes even below. Within less than one year the market value of sweat almost halved, so a modern noob has to sweat twice as much as in Spring 2006. Cheap sweat of course is fantastic for all those

who need it, but let's hope the price dumping of 0.55 PEC/bottle stops soon.



COMPETITION!

WHERE IS THIS?

By VIK

Win a free space flight! The winner will be announced in the next issue in June 2007.

To enter the competition, send your answer and full i

ngame name via mail to calypsopost@euforces.com; subject: "CompApril".

The correct answer of the competition in February 2007 : ... we won't tell since noone sent the correct answer. February's competition is still running so take your chance, download TCP3 and make a guess.

COMPETITION SPONSOR: FOXYPILOT'S SPACEFLIGHTS



FREE OUTPOST RESCUE SERVICES

By LOBO



... 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=viwforum&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

By VIK

... 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 www.euforces.com/CRT/Viking/survival.htm

RAY IN SPACE

Ray Guess Brad, the winner of TCP's December competition, finally redeemed his voucher for a free space flight and apparently had some fun up there:

Vik and Neva,

I'm back to Eudoria again, I had few days to see and explore all areas of CND and its main aspect: the Biodomes.

As I arrived I tried to hunt the Snables Stalker and Prowlers (one of my goals there) but due to the lag issue I wasn't able to kill them, not even with 2x0 Axe :- (so I decided to try luck mining (what's the point of killing matures or old Berrycled under heavy lag and pay the 5.5% tax for it????). I got some nice IX and X deposits and only one XII. I found out that the deposits there are bigger than anywhere else but are also harder to hit, so I had a good time in my week's adventure there. In total I came back with +150 PEDs in Nexus to refine it to ME on Eudoria :-)) ... I was walking to the ship as a heavy cargo truck but I made it back!

I want to thank you guys for the initiative and keep the good job with the magazine!

*Regards
Ray Guess Brad*

CONTINENT-HOPPING WITH OMEGATON CRUISES

BY NEVA

LADIES AND GENTLEMEN, WE'D LIKE TO WELCOME YOU ABOARD THE ENTROPIA DETERMINATION - YOUR OMEGATON CRUISES LINE FOR CONTINENT-HOPPING ON CALYPSO! LEAN BACK, GET COMFY AND ENJOY YOUR PAPPOLON COCKTAIL OR THE NON-ALCOHOLIC BOMBARDO COCKTAIL. ANYONE A BOMBARDO COCKTAIL, YES? NO? WELL OK, BUT IT'S NOT GOING TO BE ME SWEEPING THE HAIMOROS FROM THE FLOOR IN CASE YOU LOT GET SICK FROM A BUMPY RIDE... TODAY SEVEN OF THE MOST RECENT SPOTS IMPLEMENTED IN THE ENTROPIA UNIVERSE WILL BE PRESENTED TO YOU WITHIN THE CONTEXT OF THIS EXPEDITION. STARTING AT PORT ATLANTIS OUR TOUR WILL TAKE YOU FURTHER NORTH TO THE NEW SWAMP - AND MAY I ADD SWEAT CAMP OF PA. ONLY A FEW STEPS AWAY FROM THE CAMP YOU WILL BE OFFERED AN EXCLUSIVE INSIGHT INTO THE MA INGAME HEADQUARTER AT NUS LULL. WHILE WE TAKE A SHORT BREAK YOU MIGHT EXPLORE THE SURROUNDING AREA, STOCK UP ON AMMO OR PUT ITEMS INTO THE STORAGE. AS WE MOVE ON TO GURUM DAL CAMP AT THE VERY NORTH-WESTERN COAST NEAR CAPE CORINTH WE ASK YOU TO KEEP YOUR GUNS LOADED AND YOUR FAP AT HAND AS WE TRAVERSE PVP1. PLEASE TRY NOT TO INJURE OTHER PASSANGERS. FROM GURUM DAL CAMP OUR TOUR CONTINUES STRAIGHT SOUTH-EAST, PASSING ATLAS HAVEN AND REACHING ANOK SELLIMS SOON. FOR THOSE WHO SHOWED A LITTLE TOO MUCH AFFECTION FOR

THE PAPPOLON COCKTAIL: PLEASE TAKE A LEAK HERE AS IT WILL TAKE A FAIR BIT LONGER TO HIT THE NEXT STOP OF OUR TOUR, WHICH IS PALMS CORNER ON AMETHERA. HERE WE ARE GOING TO TAKE OUR LUNCH BREAK. THE SECOND HALF OF THE DAY TOUR IS DEDICATED TO THE NEW ISLAND IMPLEMENTED WITH VU 8.11 - AKMUUL ISLAND TO THE VERY SOUTH OF AMETHERA. EXPLORE AND ENJOY THIS BREATHTAKING NEW LANDSCAPE AND TAKE YOUR CHANCE TO GET INTO CONTACT WITH NATIVE INHABITANTS. OUR FINAL STOP WILL BE WILLUNGSONG NORTH, A LITTLE FURTHER NORTH-EAST. THIS WILL BE THE MOST DANGEROUS PART OF OUR JOURNEY BECAUSE FEAR IS A PLACE - AND IT'S NAME IS PVP4! A NEW RED I.E. LOOTABLE AND TOXIC PK-AREA RIGHT EAST OF AKMUUL ISLAND TP. WILLUNGSONG IS LOCATED AT THE CENTRAL NORTH EDGE OF PVP4. WE HOPE YOU WILL ENJOY THE TOUR.

Among all new locations VU 8.9 to 8.11 brought us, Palms Corner and Akmuul Island are the most interesting ones as they offer more new options and aren't just funny spots to discover and take a glimpse at. The Swamp Camp and Nus Lull are nearby Port Atlantis and therefore located in a similar landscape - including its typical creatures such as Daikiba, Exarosuar and Combibo. Whereas Nus Lull is a bit of a surprise as it has common terminals and even a storage, the Swamp Camp is just symptomatic for PA i.e. laggy-laggy. Arriving on Calypso nowadays probably means that Swamp Camp might be the first next place you discover as a newbie - this is where you assumedly meet your first mates and start your early career as a sweat gatherer. Nus Lull of course is not the ingame MA office - at least not officially; it was the summer residence of a famed pro-



■ GURUM DAL CAMP

fessor from the Zoological Institute on Calypso. Rumours say - and so does the official description of this location - that his sudden disappearance is related to the outcome of the famous and mysterious Atox Egg. Whatever that means this professor must have left his residence in a hurry: you can see papers lying around all over the place. Maybe he didn't vanish due to The Egg for some reason, but just left because he had water in his living-room in the basement? Go and take a look! After Gurum Dal Camp had been added to the Eudorian map with VU 8.9 I was really excited first. Wow, I've been thinking while I was running south from TP, a new spot near Cape Corinth, with all those nasty Atox and two or three Longu around. Ok, let's not talk about the annoying Sabakuma, but this is a cool location. Little did I know. Actually it's not real hard to get



■ NUS LULL

there, the mob density isn't much of a problem and the camp itself is nothing but a collection of yucky tents. Looks funny, but ... well, it looks funny. Let's agree that Gurum Dal Camp is a nice addition to the area around Cape Corinth with the two Villages Corinth Beach and Corinth Hills and the Corinth Hangar.

Anok Sellims again is a little more interesting: located in the typical landscape of Atlas Haven and its neighbour TPs, you will find a vast number of Daikiba and Snables around the rather thick forest. Common terminals plus storage complete this funny looking but somehow senseless spot as it's not a remote location. The chances to get stuck at one of those new map additions mentioned above are slight. So the most remarkable changes regard Amethera and I assume we can all agree on Palms Corner and especially Akmuul Island being the most exciting add-ons.

Palms Corner as a new city with a TP is somehow the Minopolis of Amethera. Even though it looks a bit like a secluded medieval village its infrastructure is fine and it has all common terminals, storage and some sort of service module hiding in a redish washed-out building. At this very moment I don't know if the terminals are fixed yet; the first days and quite a while after implementing Palms they were all not accessible. The TP however has been fixed meanwhile and the stone it had been built into has been removed. Palms location is rather central: you can reach it starting at Nea's Place; Ambus and other creatures shouldn't occur as a problem. With the huge number of statues, neat houses and huts Palms Corner can be rated as an architectural and graphic highlight. Let's hope something is going to happen here in the future. Right now the houses cannot be entered or anything, but exploring this place is already fun. Personally I could think of those huts being excellent apartments or shops. Maybe add even a medieval market? Nevertheless Palms is worth a trip, especially since you can reach



■ WILLUNGSONG NORTH

other TPs rather fast or can start your trip to Akmuul Island right here. Akmuul Island is remote on one hand, but on the other hand you can choose between quite a few starting points to get there depending on which area you would like to traverse. Memorial Island and Myrene might be good starting points to run east but you'll get pretty close to PVP4 this way and will have to go a long way round if you don't want to cross the red zone. Remember: it's toxic so bring your shot. Be aware of the Ambu herds when starting from Nea's. Running west from Rei's you will most likely meet some friendly Atrox and running south-west to Akmuul like for example from Palms Corner will confront you with some Equus, Exarosaur, few Bristlehog, Repesilex and big Tezlapod up to OA, so you better watch out. It is possible to avoid them by going the long way round. This is actually a pretty long and time consuming way, but it's safe and the most beautiful way as well. The landscape changes a bit on the way to a rather rough appearance with intense shadowing. The bright and blue sky contrasts to the sometimes green meadows with colourful flowers or impressive trees and sometimes grey rocks. The TP itself hasn't much to offer but common facilities. However, most people rock the house east in PVP4 anyway. To the west you have an extensive area to explore and we can all wait with bated breath for all the things this new location might reveal in the future. And the new Mul species roaming this area is naturally one of the thrilling new discoveries around here. The new mutants Mulum, Muluk-Hir and Mulaak'f with maturity levels up to Clan Warlord attracted vast numbers of ambitious hunters the first days after Akmuul popped up on our map. Until then many of the Mul creatures been carrying their wallets still which you could easily detect from the all chat. Same goes for the



■ ANOK SELLIMS



■ PALMS CORNER



■ AKMUUL ISLAND


mysterious Attacker Generation whatever who suddenly appeared – flying robots patrolling the same region a bit north. And between these advanced technological flying robots and those primitive mutants you can find Willungsong North, a location with half-timbered houses and a lighthouse that can be entered as well. Parts of Willungsong are located in PVP so be aware. As we are finishing our tour here, other locations in this new area haven't been discovered yet. Willungsong North might be a hint though – maybe there is a Willungsong South? We will see... Thanks for traveling with Omegaton Cruises. We hope you enjoyed the tour and would be grateful to welcome you aboard the Entropia Determination again.

Lag Forecast For Calypso By Vik

 **SUNNY LAG:** WE ARE EXPECTING ALMOST NO LAG - IT'S A WALK IN THE PARK

 **CLOUDY LAG:** WE ARE EXPECTING LITTLE LAG OR NO LAG TO MENTION

 **OVERCAST LAG:** WE ARE EXPECTING DECENT LAG OR LAG AT TIMES

 **STORMY LAG:** WE ARE EXPECTING HEAVY LAG OR REMARKABLE LAG AT ANY TIME

as expected for April and May 2007



Amethera

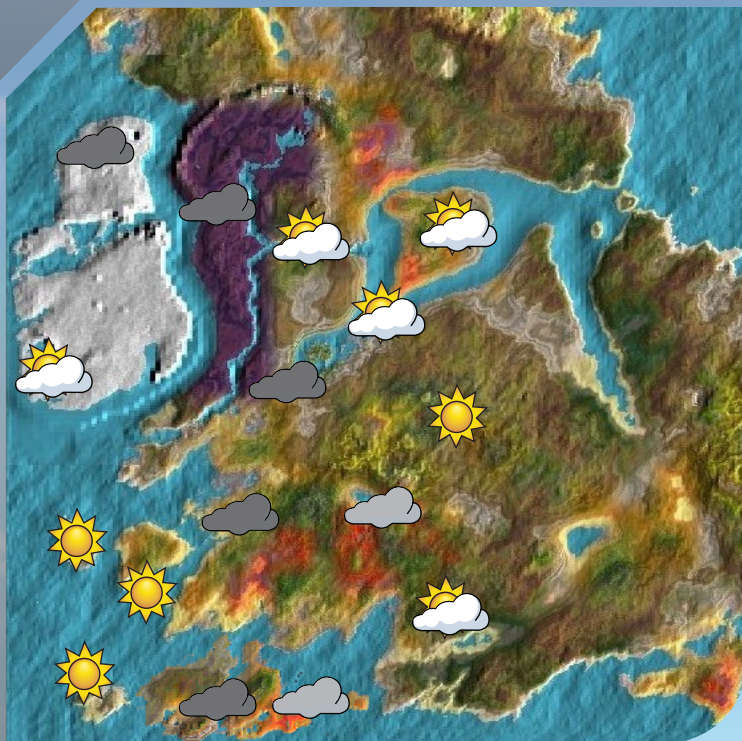
A severe lag abyss runs through the western central of Amethera, dividing the continent into two rather serene halves. Starting north-west at Solfais Crater the lag front seams further on south to Akmuul Island and PVP4, affecting Shinnok, Nate and Bilton Towers on its way down. Nate is still lagged due to high sweat and focus charging activity. Segna Forest and the rest of the Snowlands are mainly calm. The worst lag spots are around Billton, particularly at Billton Tower 3 due to the loading period of participant contents, and Akmuul Island: lag low "Dominax" affects the new red PVP4 area south-south-west and slows down the servers with high density of PKers. Squally lag showers at times with heavy storms to the south-south-east.

The southern islands are bright and sunny as usual, as well as Wolverine Hope and the very south-eastern part of the continent. Prospects for the north-east around Emerald Lake Mall and the Treasure Island are good: serene and only partially cloudy. Same goes for the region to the south-east around Rei's and Sakura. Palms Corner in the central is mainly cloudy and will be affected by regular lag showers.

Eudoria

No news for Port Atlantis, Twin Peaks, Minopolis and Fort Argus: heavy storm lags with permanent laggy interferences. Constant lag showers also north of PA around Orthos and Billy's: the new Swamp Camp lures numbers of sweaters slowing down the servers. Decent lag periods for the capital Hadesheim and its surroundings – the recent run on Argos creates lag at times. Overcast to moderate lag storms for Jason Center, Atlas Haven and Fort Troy, here with a few heavy misty regions along eastern and western coast. Especially the center region of Eudoria around Atlas Haven and Fort Medusa will be affected by overcast showers at times due to spawning and high density of Molisk hunters, while Fort Fury is expected to be calm since the Feff winter low had passed by the beginning of spring time.

The south-eastern costal area will be affected by lag at times. This includes the southern region around the Oil Rig as well. The north-eastern costal area around Fort Zeus will be affected by periodical lag storms due to more activity in the Northern Space Base region. Prospects for the north-western coast are mild. Bright skies and no lag for Fort Pandora and the Pandorian desert, Camp Caravan and – that's a news! – PVP3: due to a new red PVP area on Amethera we don't expect any lag interferences in the lootable region.



EVENTS & ENTROPIANS

WoF – World of Firepower 2007

By Neva

POSSIBLY SOME ENTROPIANS BEEN SURPRISED BY THE STRANGE TEAM NAMES THAT STARTED POPPING UP IN ALL CHAT A COUPLE OF WEEKS AGO: "WOF TEAM ENTROPIA", "WOF TEAM IRELAND", "WOF TEAM AUSTRIA" AND SO ON AND SO ON. IT'S NOT THE SINGLE TEAM NAME ITSELF THAT MADE YOU WONDER, BUT THE MASS OF SIMILAR TEAM NAMES IN A ROW. WHAT'S A WOF? AND THEN, OH, SURE! WORLD OF FIREPOWER! THOSE WHO FREQUENTLY CHECK THE ENTROPIAFORUM REMEMBERED WHAT WAS GOING ON: THE PARTICIPANTS OF THE INTERNATIONAL HUNTING COMPETITION WERE BATTLING...

The number of different competitions, such as the Champions League, existing on Calypso is amazing and those who want to prove one's courage and ability have plenty of options to do so. An international championship like the WoF is a nice addition to what the Universe already offers.

Currently WoF Stage 3 is on its way after WoF Stage 2 ended with 24 teams in six separated groups remaining. Competing against opposing teams, all globals on the mobs, selected and published with the official Mob List for the single stage, count. Bonus points are being rewarded for winning your match, variety of mobs, a HoF or the highest combined TT value of the global loot. An ATH would double your point total. The top two placed teams in each group now qualify for Stage 3. While WoF Stage 3 will be on Argonauts, Molisk, Itumatrox, Thorio, Thorifoid, Thorofoid and Thorafoid, the selection of mobs to kill during Stage 2 contained Calamusoids, Hiryyu, Umbranoids and Warriors.

Devided into six groups with four single teams each, hunters are doing their best to win the prestigious titel of the WoF Champion as well as the official prize sponsored by MindArk: a *WoF Winner's Bomber Jackets* that will be donated to all members of the winning team.

So far Denmark and Portugal are the top two teams in group A, consisting as well of Team Eudoria and the Netherlands, with Denmark being convincingly ahead. Group B is dominated by Scotland and Sweden, followed by Poland and the unlucky Welsh Team, who unfortunately had a slow start. Romania and France have been able to take the lead in group C by a comfortable margin compared to their competetors Serbia and Team Amethera.

Leader in group D is Team Ireland, who is holding several records at the same time so far: more points than any other team, fastest global record (three minutes into a match), the fastest and smallest HoF record (87 PED, twelve minutes into a match), and best-timing record - scoring a global 3 seconds before the ending of a match. With England being ahead of South Africa by a narrow margin swapping places is possible. Taillight is Team Estonia. With a lineup of ubers the USA are not winning by a nose in group E, even tough Australia is not doing bad. Greece and Canada are already ruled out. The final group sees Italy and Austria in first and second place with Belgium as taillight. Team Germany suffered from the same bitter fate as Wales and Greece in Stage 2: non-scoring rounds casting those teams back regarding the WoF standings as well as in their PED balance.

To keep track of the matches and standings see the WoF Subforum on EF under:

www.entropiaforum.com/forums/forumdisplay.php?f=130



GROUP A					GROUP B				
TEAM	PLD	WON	LOOT	PTS	TEAM	PLD	WON	LOOT	PTS
Denmark	2	2	1695	107	Scotland	2	2	1316	113
Portugal	2	1	684	63	Sweden	2	1	1388	88
Eudoria	2	1	189	34	Poland	2	1	305	40
Netherlands	2	0	278	20	Wales	2	0	196	12
Round 1 Date: 17th March Time: 22:00					Round 1 Date: 17th March Time: 14:00				
N/lands 5 V's 22 Eudoria					Sweden 63 V's 4 Poland				
Round 1 Date: 18th March Time: 16:00					Round 1 Date: 18th March Time: 16:00				
Portugal 14 V's 51 Denmark					Scotland 65 V's 0 Wales				
Round 2 Date: 24th March Time: 16:00					Round 2 Date: 24th March Time: 16:00				
Eudoria 12 V's 56 Denmark					Wales 12 V's 36 Poland				
Round 2 Date: 24th March Time: 16:00					Round 2 Date: 25th March Time: 16:00				
N/lands 15 V's 49 Portugal					Scotland 48 V's 25 Sweden				
Round 3 Date: 31stMarch/1st April Time: tba					Round 3 Date: 31stMarch/1st April Time: tba				
Portugal V's Eudoria					Sweden V's Wales				
Round 3 Date: 31stMarch/1st April Time: tba					Round 3 Date: 31stMarch/1st April Time: tba				
Denmark V's N/lands					Poland V's Scotland				

GROUP C					GROUP D				
TEAM	PLD	WON	LOOT	PTS	TEAM	PLD	WON	LOOT	PTS
Romania	2	2	1850	108	Ireland	2	2	1351	146
France	2	1	1785	99	England	2	1	846	90
Serbia	2	1	404	40	South Africa	2	1	986	72
Amethera	2	0	193	16	Estonia	2	0	563	36
Round 1 Date: 17th March Time: 00:00					Round 1 Date: 17th March Time: 18:00				
Serbia 7 V's 49 France					S. Africa 25 V's 62 England				
Round 1 Date: 17th March Time: 18:00					Round 1 Date: 18th March Time: 16:00				
Amethera 12 V's 38 Romania					Estonia 20 V's 78 Ireland				
Round 2 Date: 24th March Time: 16:00					Round 2 Date: 24th March Time: 16:00				
France 50 V's 70 Romania					S. Africa 47 V's 16 Estonia				
Round 2 Date: 24th March Time: 16:00					Round 2 Date: 25th March Time: 16:00				
Serbia 33 V's 4 Amethera					England 28 V's 68 Ireland				
Round 3 Date: 31stMarch/1st April Time: tba					Round 3 Date: 31stMarch/1st April Time: tba				
Romania V's Serbia					Ireland V's S. Africa				
Round 3 Date: 31stMarch/1st April Time: tba					Round 3 Date: 31stMarch/1st April Time: tba				
France V's Amethera					England V's Estonia				

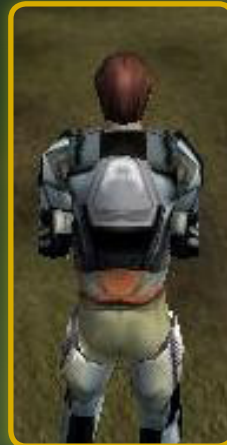
GROUP E					GROUP F				
TEAM	PLD	WON	LOOT	PTS	TEAM	PLD	WON	LOOT	PTS
USA	2	2	1998	136	Italy	2	2	1185	117
Australia	2	2	1169	91	Austria	2	1	1787	72
Greece	2	0	309	33	Germany	2	1	341	46
Canada	2	0	243	26	Belgium	2	0	154	22
Round 1 Date: 17th March Time: 18:00					Round 1 Date: 17th March Time: 22:00				
USA 81 V's 4 Canada					Belgium 17 V's 46 Germany				
Round 1 Date: 17th March Time: 23:00					Round 1 Date: 18th March Time: 16:00				
Greece 0 V's 46 Australia					Italy 57 V's 21 Austria				
Round 2 Date: 24th March Time: 08:00					Round 2 Date: 24th March Time: 16:00				
Australia 45 V's 22 Canada					Austria 51 V's 0 Germany				
Round 2 Date: 24th March Time: 16:00					Round 2 Date: 25th March Time: 16:00				
Greece 33 V's 55 USA					Italy 60 V's 5 Belgium				
Round 3 Date: 31stMarch/1st April Time: tba					Round 3 Date: 31stMarch/1st April Time: tba				
USA V's Australia					Belgium V's Austria				
Round 3 Date: 31stMarch/1st April Time: tba					Round 3 Date: 31stMarch/1st April Time: tba				
Canada V's Greece					Germany V's Italy				

HAPPY BIRTHDAY!

ON BEHALF OF THE WHOLE CALYPSO RESCUE TEAM AND THE CRT ACADEMY
WE'D LIKE TO CONGRATULATE OUR SOC MATES ON THEIR BIRTHDAYS!



NEVASCA IZA BENAVENTE
* March 2nd



DAEMON DAEMON HELLBACK
* April 8th



ALIENNA ALIEN XARTIA
* April 12th



JOHN SLINGER DEARBORN
* April 16th



SIMON LILL TARMEN SJOBLM
* April 17th



NICKOLAS SWEEPER RAMSTEIN
* April 22nd

HAPPY BIRTHDAY, MATES! MAY LOOTIUS BE WITH YOU FOR YEARS TO COME!

PE ASS	17:22	p.e.Ass pe.jongma.org
	14:22	
	00:13	

ENTROPIA
FORUM
www.entropiaforum.com



EUFiction & Art

BY NEVA

Introducing ... Ido's Gallery of Contemporary Art

IN 2006 WE DID GET NEW OXFORD - THE CITY OF CULTURE. 2007 HELD A NEW HIGHLIGHT FOR ALL ARTISTS AND ART AFICIONADOS: ANOTHER TOP LOCATION FOR ARTWORK AT ITS BEST ONLY A FEW STEPS AWAY FROM NEW OXFORD. THIS VERY SPECIAL PLACE CAN BE FOUND AT BILLTON TOWER 3, APARTMENT 5G - WELCOME TO IDO'S GALLERY OF CONTEMPORARY ART!

Ido, an early settler and meanwhile known as one of the beauty top dogs on Calypso, once again proves his serendipity to pioneer and becomes a trendsetter for the beautiful in this rather new section. Art has been a subject before, but the Participant Content option being implemented with VU 8.9 added a new dimension to broadcasting



■ JORBRIDGE BY TIDESONG

artwork within a virtual universe. After the Grand Gallery Opening the 1st of March four fellow Entropians, including Ido himself, have the chance to exhibit their pieces in this unique gallery during March. All artworks can be purchased

as well: the Entropia Forum holds a Gallery Auction Catalogue that also offers more information on the exhibited pieces. Live auctions are being held additionally on two days in March in the gallery itself.

Together with Ido's sketches, inspired by Masamune Shirow, the visitors can set eyes on colourful paintings by Silva and Tidesong, photographs by Slapnut and impressive

sculptures installed, again, by Silva. A special highlight is the digital graphic "Mistress of Pink" by Ido, dedicated to his friend Pinky.

Ido's gallery is definately a hot spot these days - and probably for the

upcoming months too! "Hopefully I will have exhibitions with new artists every month" Ido told me in a short chat while visiting his gallery. One thing is set: we will be able to see new sketches by Ido in April. Spiiral and Sanity are two additional names on the list for the next month.

For all those who are interested in the process of sketching: see Ido sketching a Minopolis building on Youtube under <http://www.youtube.com/watch?v=g2Gh9jE3POM> ("The Creative Process - Sketch 1").

Recent and Upcoming Events

- 01.03. Gallery Opening
- 08.03. Ido's Abstract Art
- 15.03. Silva's Sculptures and Paintings
- 20.03. Abstract Art Live Auction
- 22.03. Tidesong's Paintings
- 27.03. Silva's Paintings Auction
- 29.03. Slapnut's Photography

LOCATION

Billton Tower 3, Apartment 5G

OPENING HOURS

Daily, except Wednesday evening to Thursday due to preparing upcoming exhibitions; exhibition openings at 20:00 MA Time

ARTIST / SILVA MAK

BACKGROUND

Although studied mechanical engineering, Silva has always been very artistic - from painting to jewellery and dress-making.

ARTWORK

Silva can now offer fellow Entropians a service of interior design/decoration, alongside her ability to produce artwork, murals and sculpture. All paintings will be limited to 5. Murals and sculpture can als be produced by using all or some of clients own special items, making a unique and personal piece of artwork which may have a good story regarding those items. Commissioned paintings can also be undertaken.



■ SCULPTURE BY SILVA

TECHNIQUE

Ink on Paper

Born on Earth. Arrived to Calypso as one of the first colonists after the Robot Wars. He took some time trading goods and later started educating newcomers. Ido is one of the top Beauticians on Calypso as of today. The exhibited pieces are taken from a collection ok sketches inspired by the works of Masamune Shirow. The sketchwork is done by hand.

ARTIST / IDO SUNRIDER



■ PAINTINGS BY IDO

HOROSCOPE FOR APRIL & MAY 2007 BY NEVA

CORNOANTERION (MAR 21 – APR 19)



Until now you've been hunting the same mob. Big change in April. A little clumsy first you'll grow more self-confident soon. Success however seems to be out of reach. April and May are good for skilling and your health is actually steady, but you tend to be rather impulsive and some of your ideas might be a dead-end. Only the first half of May seems ok, but all in all it's a downer – act reasonable now.



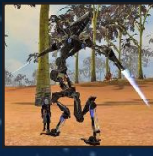
ARMAX (APR 20 – MAY 20)



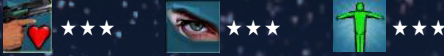
Hey big spender! Is that you sponsoring MA with some decent deposits?! Control yourself, your survey is low skilled! Nevertheless you'll get some loving back: any creature or soil is cool, you conquer hearts in seconds and the loot indulges you. May will bring more challenges tho – don't go like "all or nothing". Disappointment might be ahead. Your health is just perfect in mid-May; use it well and challenges are no tricky thing.



SEG (MAY 21 – JUN 21)



It's raining skillzz, baby! Even an additional HP! But watch out and don't think you are uber now – you will still need a FAP and a gun! And all should be repaired well: defaults break your backbone in April. Excellent loots in May: the creatures follow you like puppies, the soil begs for bombs or probes. You solve any encounter easily. But not too much of the "I do it my way" by the end of May as you should think twice now and better know your limits.



TANTILLION (JUN 22 – JUL 22)



Ups and downs are at close quarters in April: it seems like you lost all ability to hunt or mine at all. But don't judge too hard! Stick to your mob or region, maybe go for some new item to get the excitement back and experience something new. Lootius is on your side! And: it will all change in May when you'll be roaming Calypso like a tank. Even though it won't be easy you'll find a way and know what to do.



ATRAUX (JUL 23 – AUG 22)



For the next weeks it will be hard for you to survive on PEDs and this will take all your effort until mid-May. Hang around PA, useful contacts are waiting for you. This rough period will make you say good-bye to unrealistic goals. Trading is of more efficiency for you now; analyse the market proper, the astrological constellation for business is just perfect for you. Unique offer for you around April 30th. New adventures in the wild have to wait until late May.



THORAFROID (AUG 23 – SEPT 22)



You are losing it. Known as a very realistic character usually, you are dreaming and romancing about an individual creature in April. Best part: it seems to work! The stars don't hold a fat global or HoF, but at least some nice items to sell on. And your trading constellation is shaping up well! Even better: this will last until May! Loot's at its max, even though most of it is TT food, but it pays. No solo tour by the end of May, team hunts will be more effective and you will experience more luck in trading activities.



AMBULIMAX (SEPT 23 – OCT 22)



You will pass the first weeks of April in harmony with Calypso's flora and fauna. But then all seems to go totally wrong. You don't own hunting or mining as your primary activities by mid-April, do trade instead! Your health is low too so relax at auction, at Twin Peak's boxes or visit New Oxford. This productive down will last until May. Take your time, clean out your storage, it's spring time anyway! Use your know-how to analyse your previous activities. What have you been doing and where? How did you do that? Try to improve and set up new strategies.



NECONU (OCT 23 – NOV 21)



Hello busy bee – hunting, mining, crafting: you own it! Until May. After some successful weeks you need to watch out now and don't overdo it. Being a bigmouth won't get you far and Lootius might want to teach you a lesson or two on self-overestimation. Bargain sale around late April! In May a new VU might confuse you; you have to rearrange but will manage it well. Concentrate on team work now as you will experience lots of ups and downs on your solo tours. Even though you don't profit it's a breakeven performance.



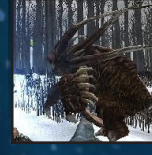
THORIO (NOV 22 – DEC 21)



Fickle April for you. From self-confidence to megalomania! You could be an uber hunter/miner/crafter or become a victim of your own agenda. Especially around mid-April you should be aware of malinvestments. Keep your FAP in good shape: HP are out of reach. Those turbulences last until mid-May when you finally learn how to deal with the chaos that rules Calypso. You need to find a new structure since the way you run your activities right now don't seem to be accurate and you fail and die more often than expected. The change of strategy will activate the loot engine.



OSSEOCOLLUM (DEC 22 – JAN 19)



A downer for ammo, bombs and probes: you will lose lots of them! Don't expect too much from the loot window! But then again two thumbs up for some decent skills and especially the business sector: this is where your \$\$\$ is! New contacts. But don't fly too high, Ikarus! Do not waste your trade profit easily, no risky investment by the end of April. Same goes for the first half of May whereas mid-May comes with a wind of change: better loots, more harmony and a surprise!



CALAMUSOID (JAN 20 – FEB 18)



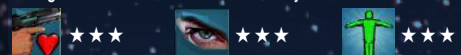
A prickling excitement is in the air: charming loots and spontaneous encounters – check out some new locations and enjoy the Universe. Full speed ahead for you in April. May will be capricious. Still exciting encounters on one hand, but illusion and deceiting loots on the other hand. Especially around mid-May you better take a few moments to reflect and think things over. Spend some time at Memorial Island or Pandora Beach.



RIPPERSNAPPER (FEB 18 – MAR 20)



Looter or Nonlooter? That's the main question – for others though, not for you as you feel it in your bones in April. This sense of touch protects you from mistakes and wrong decisions. And the loot window proves it! April is your month, you are hungry to kill and mine and try something new – maybe new equipment? Even first days of May highlight that you are on a roll. The signs of success are all there and even an unexpected HP comes your way. It gets harder though by mid-May, but since you handle it as a thrilling challenge and not a problem you'll be doing ok. Time to relax until June, maybe? You sure deserve it.



FUN PAGES

BY WISTREL



When the Fefroid leader lost his contact lens. EVERYONE had to help look for it!



EDITORIAL

The Calypso Post is a free newspaper that's being published six times a year on the EUForces website, (hopefully) every 10th of the publishing month. To visit the Calypso Post Team, just follow the links under www.euforces.com.

Since EUForces is currently under reconstruction we have no info about the number of downloads of our three first issues. We apologize that while the site is being revamped the TCP isn't available the easy and common way throughout the frontpage but via forum only. This complicates things a bit, so just spread the link to the right forum section when telling your friends. Thanks to all those who downloaded us so far. We hope you enjoy TCP4 and all further issues. We appreciate your interest and support, and your feedback that helps us to improve our piece of work. Starting with only a few staff members back in November 2006 the TCP team is growing with each issue. We hope to welcome new members in the future, so just contact us and become part!

If you like *The Calypso Post* please spread the word and tell your friends how to download a copy of the TCP.

THE CALYPSO POST TEAM AT THIS MOMENT ARE:

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Co-Editor:	Nevasca Iza Benavente
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Artist:	Tabitha Tide Song
Guest Reporter:	Lars Mr Lars Sebra Jonathan Jonboy Rees Alienna Alien Xartia
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COMING UP IN JUNE 2007: TCP5

Read all about

- The banks
- The brief history of sweating part II
- Probably MA's most recent VU to ruin the team hunt

... and much more!

Big thanks to RobRoy and Ido for their time and answering some questions regarding their businesses.

If you'd like to contribute a statement, an article or publish Gratz & Greetings to your ingame friends post your offer or question in the TCP forum section on EUForces.com or send an email to calypsopost@euforces.com. Space for Buy & Sell postings as well available as advertising space – feel free to contact us. Your suggestions and requests are most welcome.

We are still looking for guest writers for our **Hunting, Mining & Crafting Page** and our **Business, Market & Financial News pages**. Also welcome are those who want to share their knowledge about skills or anything else. Any reports about passed events or announcements of future events will be published as well.

SPECIAL THANKS TO THESE WEBSITES FOR PICTURES, ARTICLES AND COMMENTS:

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