



GUIDE TO



PROJECT
ENTROPIA

PROJECT ENTROPIA The Pioneers guide to Project Entropia

Version: 2.0

Date: 2004-08-09

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Prelude

Welcome to Project Entropia, the first virtual universe with a real cash economy. This Guide has been prepared by Entropia-Pioneers a society formed by a group of the first colonists of PE.

This Guide book has been prepared independently of MindArk the developers of Project Entropia and therefore nothing herein should be taken as fact, just the sum of the experiences of the contributors.

As you prepare to embark upon your journey into Project Entropia, there is perhaps one question that should be raised... What is virtual reality? This is a loaded question of course, but nevertheless it's worth taking a stab at an answer.

Reality is defined as: ***That which exists objectively and in fact, the quality of being actual or true.***

Reality is also a place where belief can make things real... Which is why if you are about to undertake a quest of any kind, the most important ingredient for success is believing in yourself, believing that you can make your dreams come true, believing that you can shape reality.

So virtual reality could simply be defined as a computer generated environment that exists objectively, wherein one can function and have the same impact as in reality.

Perhaps the most important step ever taken in the quest to create virtual reality has been the addition of the real cash economy to the MMORPG model, this allows users to apply the same appreciations for time, labor and creativity to both the real universe and virtual universe. It enables the impact we have in the virtual environment to Resonate in Real Life

And with that a world of opportunity beckons.

– NEVERDIE 03/24/04

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System Requirements

Recommended Configuration

- Windows 98SE/ME/2000/XP
- DirectX 9.0b Runtime installed. Get it at www.microsoft.com
- 1 GHz Intel / AMD CPU
- 512 Mb RAM
- Direct3D compatible video card with 32 Mb RAM*
- DirectX compatible sound device
- 1,5 GB free hard drive space
- Broadband Internet connection (ADSL or better)**
- Screen resolution 1024x768 true color (16 bit)

* Please see list below for a run down on supported video cards.

** Participants having an Internet connection inferior to this should expect latency and "lag", especially at peak times.

Requirements Detailed – Video Cards

Supported Video Cards

- ATI Radeon
- ATI Radeon 7500
- ATI Radeon 8x00
- ATI Radeon 9x00
- Matrox Parhelia
- NVIDIA GeForce 256
- NVIDIA GeForce2
- NVIDIA GeForce3
- NVIDIA GeForce4
- PowerVR Kryo
- PowerVR Kryo II

Other Requirements

- Please note that you need the Latest video card drivers installed (very important!)
- Project Entropia may run on other video cards, but MindArk PE AB cannot supply support to participants who have such video cards.

Firewall configuration:

These ports need to be opened in your firewall if you wish to participate in Project Entropia

- 20, 21 (TCP Outbound) – Additional TCP port outbound for passive mode FTP
- 30584 (UDP inbound/outbound)
- 30592 (TCP outbound)
- 31111 (UDP inbound/outbound)

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Known issues

If you are having some problems connecting to the virtual universe you can read through the following to get a few useful hints.

Check options:

The options dialogue can be reached from the “options” button down at the left on the frame of your Project Entropia Login Screen.

- Check your connection speed.
- Try deselecting sound.
- Try to select low/reduced graphics (Older video cards frame)

Check device drivers:

- It is very important that you have the latest drivers for your video- and sound-cards installed.

Other applications:

- Make sure that you have no other applications running in parallel with Project Entropia. (Like msn, ICQ etc.)

Local network:

- If your PC is on a local (home) network and you have other machines sharing your internet connection, try switching the other(s) off while logging on to Project Entropia.

Another known issue is that if you don't have the most recent drivers for your video and/or sound cards, then you may encounter “ctd” (crash to desktop) when for example switching the camera view.

Another issue is due to communication speed settings, please read info about this issue on the support page at www.project-entropia.com, and check your settings on the options dialogue window.

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Installation

Glad to see you decided to take a peek at this great virtual universe, to get things started visit the homepage for Project Entropia, www.project-entropia.com. Start downloading by clicking on the download button.



Things to consider when installing:

Make sure you have at least 1Gb of free space on your drive C:\. This is necessary even if you are installing it to another drive, lets say D:\ with 80Gb of free space. The Project Entropia installation checks if there is enough free space on the C:\ drive before "trying" to extract all the files from the downloaded executable.

When the download is finished just double-click on the icon PE_X.X.X.exe and just follow the instructions on the screen and then just sit back and relax. The "XXX" in the filename is a version number for the Project Entropia installation.

If you have a CD with the game just put it in your CD-player and it will auto run, if it does not then open 'My Computer' double-click on the icon for your CD-player and start the installation by double clicking the file PE_X.X.X.exe. Then just follow the instructions on the screen.

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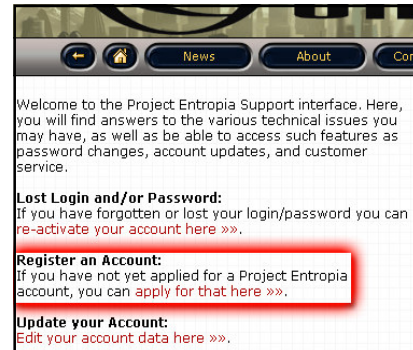
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Setup An Account

Start the game application by double-clicking on the icon on your desktop, accept the eula and you get to a screen showing the Project Entropia official webpage. Click on the button named support and follow the link called 'Register an account'.

EULA: The eula is called "Conditions of Use" in Project Entropia and is basically a set of rules and regulations about everything concerning the virtual universe. It is required reading! You can find a copy of the latest eula at the end of this guide.

After you accepted the eula you will have to fill in this form, do it carefully, the better you fill it in the less time you need to wait for your account. After you filled it in and pushed the submit button, you just have to wait until you get the activating mail from Project Entropia this might take all from 5 min to 2 days depending if it is automatically verified or if it's flagged for manual verification by the system. And of course if you submit your account on Friday and it is flagged for manual verification due some typo perhaps, it might take until Monday to get it verified.



Chose your Password and confirm it, and you are ready to take the next step deeper the adventure called Project Entropia.

Don't forget your password!

Scam Awareness

Some rotten eggs will always try to get ahead by scamming. Thins means they will try to fool you into giving them stuff that will be valuable to them. For instance there has been some scam emails sent out to Project Entropia participants claiming to be from the MindArk support. The email requests you to reply with your login and password for Project Entropia so that they can 'retrieve' some stuck items in your inventory.

MindArk will NEVER ask you for your password! Remember that!

Hint:

Sometimes there's trouble when you are using Hotmail or a Yahoo mail account, the mail from Project Entropia can end up in the trashcan as garbage mail.

Activating an account

At last...the mail have arrived :

'Your Project Entropia account has been approved'

All you have to do is to follow the link pasted in to the mail (this link will only work one time after that its 'used-up')

It will take you to this screen :

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Character Creation



Picture 1

Now you have come to the funniest part in the start of your new virtual life, the creation off your avatar. When you for the first time log in to the game you will get this screen to the left.

As you can see there's a lot of things you can control about the appearances of your avatar. What sex, hair color, eye color, hairstyle and the body form. The face has 3 different screens #1 as you see in the picture to the left and #2 and #3 below.

To see the impact of your changes, keep the right mouse button pressed down and make the avatar rotate, both the body and



Picture 2

the face/head. One thing to keep in mind is that you can't change your looks once you have entered the virtual universe, so go wild but remember that this is an avatar you will have a long and happy life with.



Picture 3



Avatar Naming

When you are pleased with your look, push the 'Accept look' button and you come to the place where you chose your name. This one is real important, you can **not** change the name later on, and there are chat interfaces that use your nickname no matter what name you chose to display. As you see you decide a first name, a nickname and a last name, in game you can chose to use any of them or a combo to be displayed to the other players.

Now when you created your avatar and chosen the names just push 'Accept name' button and you will enter the virtual universe for the first time. The only things you will have is the clothes on your body.

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Game Controls

MOUSE KEYS

Steer, Turn & Aim – Move mouse.

Right mouse button – Used for activating terminals / NPCs (Non Playing Characters), looting and Interacting with other participants.

Left mouse button – Used for using tools and weapons.

Mouse Wheel – Zoom in and out (weapons with scopes only and mouse with a wheel only).

BASIC KEY FUNCTIONS (Default settings)

W – Walk forward.

S – Walk backwards.

A – Walk left sideways.

D – Walk right sideways.

Q – Run.

E – Jump.

Z – Switch camera modes (third person, circle, first person and first person equipment view).

Spacebar – Toggle mouse cursor (used for clicking buttons on the HUD or Interface).

Enter – Enter chat window / Send chat message and exit chat window.

HUD KEYS

N – Aim on/off.

V – HUD on/off.

SHORTCUT KEYS

B – Shortkey Manager show/hide.

C – Clock showing in game time (UTC).

F – Hall of Fame show/hide.

G – Emotes window show/hide.

H – Help window show/hide.

I – Inventory window show/hide.

K – Skill window show/hide.

M – Map show/hide.

O – Options Show.

J – Friends List Show/Hide

CIRCLE VIEW CAMERA (Circle view mode)

– (NUMPAD) – Zoom in.

+ (NUMPAD) – Zoom out.

4 (NUMPAD) – Circle left.

6 (NUMPAD) – Circle right.

2 (NUMPAD) – Lower cam.

8 (NUMPAD) – Rise cam.

EXTRA KEYS

3 – Autorun on/off.

9 – Resets moving state to standstill if your avatar gets locked in a movement.

P – Prints your position in the chat window.

T – Will teleport you to the nearest revival terminal if you press 'yes' on the dialogue box that appears.

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Getting started

The best way to get your questions answered is to ask people inside the virtual universe. Look at the map ('m'-button) and then go to one of the red dots (outpost) or grey squares (city). There you will, most certainly, meet other people, who will help you.

Your first priority should be to get some starting capital onto your avatar. This is done by transferring money into the virtual universe, through the virtual universe bank, which can be accessed in the HUD (Heads Up Display). Press the button with a 'D' and then fill out the form. When you transfer money you will get Project Entropian Dollars (PEDs). PED is the currency used on Calypso. 10 PEDs = 1 USD.



Do you feel uncertain about transferring "real money" into a virtual universe like this? Then start out with inserting an amount smaller than or equal to the cost of a regular online game. If you then play smart that money will take you a long way. With some luck you might even find something valuable.

What can you do if you don't have any money?



There are teleports (TPs) in virtually every town, fort, outpost, etc shown on your map. To use them you must first visit them the hard way. I.e. on foot. (You "take" a TP by walking in to it. You then use them by doing the same.) It is a good idea to collect a lot of TPs! This way you get to see big parts of the beautiful world, meet other players and see some of all the mobs out there. Currently there are 32 verified TPs in Project Entropia. They can be found on the map at the end of this guide. If you want to run longer distances, on Calypso, you could aim yourself in the right direction and press '3' (the auto run button) and then the avatar will run that way until you press '3' again.

You can also try to work for some more experienced player. For example some hunters can hire you as a runner. Runners are simply mob bait. You will just let the mob hunt you while the hunter shoots it. Sounds fun? Well, at least the hunter should reward you. Maybe you can earn your first gun this way.

A fun (free) thing to try out as a newbie is the Mind Force power 'Sweat Gathering'. This requires no starting equipment. Just click on a mob (which must be within the second ring of your radar), while having nothing in your hands, to start concentrate. (During the concentration time you must not move or get hit!) When this is done a message that the concentration period is over will be displayed. Then you click the mob again to start the gathering. While doing the gathering you can (and probably should) move away from the mob. If you succeed the gathering, you will get one or more bottles of Vibrant Sweat.



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Getting started (Continued)

If you are a beginner you should probably just try to sell the Sweat. The going prices for it varies, but with some luck you'll get some PECs (Project Entropia Cents, see page 49 for more information) for it. It totally depends on the market. Note that the TT-value of the Sweat is 0 so selling it to the Trade Terminal will not gain you anything!

The Sweat can also be used in a refiner combined with the mined Enmatter Force Nexus, to make Mind Essence. This Mind Essence is then used as fuel/ammo for the more advanced Mind Force powers.

See Mind Force chapter for more information on page 33.

You can also try heading to the oilrig in PVP2 (*see PVP chapter on page 37*) where you might be able to collect some free oil. Beware of the large monsters that roam there though. Even veteran players fear them.

Note however, the virtual universe of Project Entropia is much more fun if you put in some money. Even some \$10 will get you a long way if you spend them right. And there are several alternative ways to get money into the virtual universe, even without a credit card. More information about Project Entropia's economy can be found on page 49

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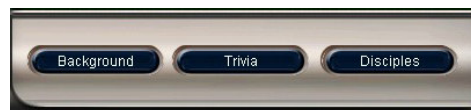
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Mentors

Mentors are not new to Project Entropia. Lots of participants have been good samaritans and greeted newcomers with information and other usefull things. The Mentor system was introduced with VU 5.6 and is a way for MindArk to reward the people who are helping newcomers and get more people to do it. This is of course good for the Mentors, Disciples and MindArk ;-) Once a disciple has accepted a mentor the Mentor / Disciple relationship cannot be broken by the disciple. The Mentor however can choose to kick a disciple at any time. Why? Well if the disciple decides to stop participating it can be a good action to kick him/her. To view your current Dicile / Mentor status press K to open up the skills interface. On the left you will see these three buttons.



Mentors



To be able to act as a mentor you need to at least have reached the level "Unskilled" in any one professional standing. Your job as a Mentor is to help and guide your disciples in the virtual universe. To add a disciple you simply right-click the newcomer and choose "add disciple" from the menu. A mentor can have up to a 100 disciples at once. When a disciple finishes his or her training the mentor gains skill in the new Mentor skill.

The mentor skill shows how many successful disciples she/he has guided. When the disciple reaches certain skill levels, the Mentor reward kicks in. The Mentor has a progress rating on each disciple in his training. The skill goal is quite high as the rewards are special items only acquired through this means.

Disciples

In order to be a disciple you will need to have the rank of Newcomer or Beginner in all your professions. To find a mentor you will only need to ask. There are lots of veteran participants hanging out in Port Atlantis where you start your journey. A disciple can only have one Mentor but a disciple can be a Mentor for others.

Here is the skill levels a disciple must reach in order to complete his / hers training (Only 1 of these skill levels need to be reached to complete the training):

Color Clothes:	160	Concentration:	800
Engineering:	800	First Aid:	1000
Handgun:	1200	Longblades:	800
Make Clothes:	160	Power Fists:	1400
Prospecting:	160	Rifle:	2000
Shortblades:	1200	Surveying:	160



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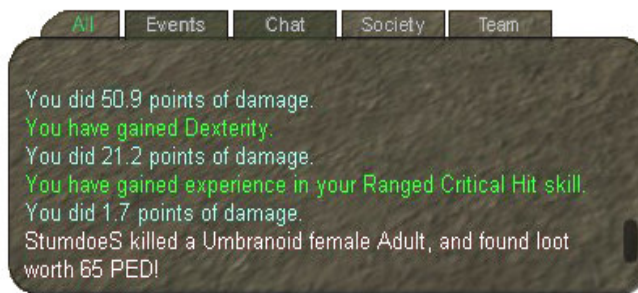
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Chat and PM's

CHAT FUNCTIONS

Chatting is one of the main systems in Project Entropia. It is a very social place and without the ability to chat you will be rendered helpless.

There are five optional functions attached to the chat window. These functions allow you to choose which messages you want to see in the chat window.



All: Will show both events and chat messages in the chat window. Chats with people within your radar radius appear in white.

Events: Will only show the events in the chat window. Events will be shown in red color. In here messages from MindArk staff will be shown. 'Server is going down in x minutes..', 'A treasure event is taking place in...'

Chat: Will only show the chat messages in the chat window. Shown in white text.

Society: Will show chats with people in the same society as you and can be used all over Calypso to communicate. These chat messages appear in blue color. See page 51 for more information about societies.

Team: Hidden chat to be used when in a Team. These chat messages appear in light blue.

There are also four small buttons to the right of the message window that offer further controls:



1st button with callout image: Will flash when incoming message is received.

2nd button with arrows: Will maximize/hide/restore chat.

3rd button with squares: Will toggle chat background.

4th button with key: Will focus on/off chat.

The message window will show other participants' conversations when they are within your radar range. It is also possible to conduct a private conversation so no other participants can view it. This is done by right-clicking another participant and choosing "Chat" from the Menu. The participant can choose to **Accept**, **Deny** or **Ignore** your request.

HINT1: It is best practice to ask permission for private chat before requesting one. Remember, be polite! It will get you a lot further a lot faster.

HINT1: By selecting your preferred chat e.g. Team and then pressing the 'V' key twice to hide the HUD and then show the HUD will make you type in the selected chat but see messages from all chats.

Personal Message or PM:

You have a button on your HUD that will open your "friends list", or you can press the 'J' button. To add people to this list you will have to meet them inside the virtual universe and then right-click on them and choose "Add Friend" on the menu. The participant you added gets a message in his/hers All chat telling him who added him to his/hers friends list. You should always ask permission before adding someone to your friends list, it is polite. You can only have 40 friends on your friends list today.

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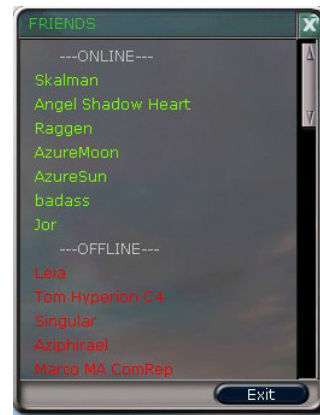
Chat and PM's (Continued)

Offline / Online:

You will see when you open your friends list if any of your friends are online. The online friends are shown in green text and offline in red.

To Send / Receive a PM:

Open your friends list and right-click the participant you want to send a PM. Choose 'new message' from the menu that appears. A new message box will appear in which you can type your message. Once you are finished press "send" and the message will be delivered. When you receive a PM you will hear a noise and one of your HUD buttons will start to flash. Press it to receive the message. You cannot receive or send PMs when you are dead. Participants that are dead still appears as online in the friends list but they cannot answer or read PMs in that state. The messages will be delivered once they revive.



Rename Friends:

You can rename the people on your friends list by right-clicking them and choosing 'rename' from the menu. This comes in handy if you for instance have a supplier / buyer of your trade e.g. skins and so forth. Rename him/her to <avatarname> - Skinbuyer for example. This will help your memory a lot :D

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The HUD

THE HUD (Head-Up Display)

The HUD is one of the most important things on your screen when you start enjoying the online virtual universe of Project Entropia. You will use it a lot so learning it quick is a plus.

All information you need to know is available on the HUD.



MOUSE CURSOR

You can free the mouse cursor by pressing spacebar. Then you can drag your cursor over the different indicators and symbols on the HUD. If you hover the cursor over a symbol for a little while a textbox will appear explaining what the symbol is.

SHORTCUT SYMBOLS



You have a row of boxes on your HUD. Instead of releasing your mouse cursor and clicking on the various symbols you can use the shortcut keys. Here are the symbols left to right and their respective shortcut key.

- 1)**Bank** (**H**) (**Has no shortcut key**): This will bring up the transaction display wherever and whenever you want. Here you can transfer money into and out of Project Entropia using different methods. See page 49.
 - 2)**Help** (**H**): This opens up the in game basic help interface.
 - 3)**Map** (**M**): This will bring up the map of Calypso. If you look at the back of the manual you will find one of the more recent maps made by Darts and Nebdaar of Entropia-Pioneers. It shows a little more about the world than the Map interface inside Project Entropia does. (2004-04-02)
 - 4)**Skills** (**K**): This will bring up your skills display. Here you can see what skills you have in certain areas. You are also able to change your name to display when using chat and when players aim at you. You will also find a couple of buttons where you can fill in information about yourself called 'Trivia' and 'Info'.
 - 5)**Inventory** (**I**): This will access the inventory screen that shows what you are currently carrying etc. Here you can also change your clothes and armor. Slip into something more comfortable before dinner for example ;-)
 - 6)**Gestures** (**G**): This opens the gestures interface. From here you can choose different stances, dances and so on.
 - 7)**Friends list** (**J**): This will open up a ICQ like interface that shows your friends status. Offline or online. You can from here send messages to them wherever they are inside Project Entropia. You are also able to rename your friends by right-clicking them.
 - 8)**Hall of Fame** (**F**): This will bring up the top list interface of participants.
 - 9)**Options** (**O**): This will allow you to change your default keyboard and mouse configurations. Also a slider for the cache size that Project Entropia can use on your PC. Leave it at it's default state if you are not experiencing any problems with latency etc. Having it to high or to low can cause worse latency.
- On the far right you have two buttons to switch to a second "page" of buttons. There is only one button there today and it is; **Fastkeys** (**B**): Here you can assign your equipment with a fastkey (F1-F12)

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The HUD (Continued)

RECHARGE & RELOADING

All tools and weapons have a delay after each use before it can be used / fired again.

This is the yellow bar on your HUD:



Whenever you use a tool or weapon the bar will reset and re-build. The bar needs to be fully rebuilt before you can use the tool or weapon again. It also has to be rebuilt before you can switch between different weapons or tools. The time a recharge takes differs from all tools and weapons. Some tools are faster than others and also some weapons are faster than others. The numbers you see is the amount of ammunition you are currently carrying and the picture to the right is a picture of the type of ammunition you are using.



STATUS BARS

These are the status bars. They help you to keep track on your health and other vital attributes.

Health : This shows how much health your avatar has left before he or she dies.

Energy: This bar shows how long you can run or climb before you can only walk due to tiredness.

(This bar is currently not in use!)

Mana: This indicates how much mental power you have left after using Mindforce.

(This bar is currently not in use!)

Shield: This shows how much shield energy your avatar has before the energy shield will fail.

(This bar is currently not in use!)

The little green man has the function of being Green (alive), Orange (vaccinated) or Red (dead)

RADAR & NAVIGATION



The circular radar screen is positioned on the bottom right corner of the screen. All sorts of creatures will appear as small red dots on the radar screen. Ghosts will appear as white dots. Other participants as green dots and dead creatures or robots as blue dots. Also the NPC characters are shown as Teal dots. When you are in a team your team members dots will also be bright yellow. The compass will keep you aware of your direction and help you orientated when you explore the world.

Radar Modes: There is a small button in the bottom right hand corner of the radar. This toggles the two radar modes. You can have a spinning compass (default setting) or a fixed compass with a cone that shows which direction you are facing. The last one seems a little more difficult to handle but maybe you will like it.

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Transportation

When you start you will find yourself inside a spaceship in a town called Port Atlantis. Outside in the surrounding city you will find a machine to the North East called a Teleporter (TP).



When you step inside this machine the Teleporter interface will appear showing your location as a lit Blue orb.

You will not be able to use the teleporting system until you step inside at least 2 different teleporters. The nearest teleporter is located North East from Atlantis in a town called Billys Spaceship Afterworld. You can view names of the cities by pressing 'M' on your keyboard and hovering your mouse over the city you want to know more about.

I have 2 teleporters now how many more are there?

There are at the moment 32 verified teleporters on the map. You can find them all on the Map page at the end of this guide. More teleporters are being added with the VU's (Version Updates) so the number 32 is probably not the final one. To get all the teleporters on the map you will need to use the number 1 transportation system on Calypso.. your feet.

Running:

Today running does not require any rest or food in Project Entropia. You can simply run your way all around Calypso without getting tired. You can get slowed down by carrying too much in your inventory though. Press 'I' on your keyboard to bring up your inventory screen. On the bottom you will see two counters. One is for weight and one is for the number of items on your character. There are 3 steps of the process:

Green = You can run at full speed

Yellow = You run at half speed

Red = You can only walk

Spaceships:

Currently some participants own Hangars. Inside these hangars are spaceships that are, by default, in need of repairs. The parts needed are looted and crafted. We have just recently managed to find all of the parts needed from the ship and journeys to the Crystal Palace space station has begun. Currently we can only travel to and forth the space station with spaceships but MindArk has told us that these journeys are near the first step into space exploration and in flight combats.

Vehicles:

MindArk have verified that there will come more vehicles in the future. Nothing has been said that will give us a hint on what type of vehicles. For instance one of the more popular crafts to talk about are dune buggies or Halo type crafts. More info to come.

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Terminals

There are 5 kinds of terminals in game. Trade Terminal, Revival Terminal, Society Terminal, Repair Terminal and Voting Terminals. There are also Storage, Auctioneers and Technicians.

Trade Terminal



In here you can get your first set of basic equipment. You have tools and items in here that can get you started in any trade you choose. Trade Terminals are located in every shop container on Calypso. If you run out of ammo, go and look for a shop container. You can also sell stuff to the Trade Terminal that no one wants to buy from you or that you cannot be bothered to sell.

Revival Terminal



These will let you revive if you die. After you have revived at after your first death you will be able to instantly teleport back to that Revival Terminal if you get killed again. They are also located in every shop container on Calypso.

Society Terminal



In this terminal you can browse all the societies registered in Project Entropia. You can view it's member list and there is even a scoreboard on the 10 highest skilled societies on Calypso. If you are the founder of a society you will have a lot more features in here. See page 51 for more information about societies.

Repair Terminal



This terminal will let you repair all your damaged equipment. Your equipment gets worn after a lot of use so repairing is an essential part of the virtual universe. Also something you will learn to consider when buying or testing out new equipment. These are also located in every shop container on Calypso.

Voting Terminal

These are found in the bigger cities. These are used by MindArk to get feedback from the participants on upcoming changes or ideas they might have.

Storage



you can only carry a certain amount of equipment and stuff before it slows you down. And you might not want to throw that extra stuff away so what do you do? Well you find the nearest Storage Terminal. They are located in the bigger cities. In here you can store up to 500 items. If you have more than 500 items you can buy a Storage Container from the Trade Terminal and put your items in there. Then simply put the storage container(s) in your Storage. The Storage is personal so no one but you can access your items.

Note: There are not any Storage terminals in the Crystal Palace space station and according to the developers there will most likely never be.

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Terminals (Continued)

Technicians

In a few towns you will find a NPC (Non Playing Character) called Technicians. He is the guy to see if you want to start crafting and you need the first few blueprints to let you start of. He also holds blueprint books from all different areas of crafting.

Auctioneers

There are a few auctioneers on Calypso. This is so far the biggest market if you are selling or buying. You will find the auctioneers at Fort Troy, Ithaca and Cape Corinth to name a few places.

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Professions

What can I do on Calypso?

More possibilities are being added all the time but there are several main professions that you can choose, or you can make your own such as being an events organizer or like the immortal cK society (*see page 54*) make it your mission to take over the PVP, all you need is your imagination!!!!

But I don't have an Imagination!

OK then, here are some of the professions to start with. These will be explained in detail later in the manual:

Hunting: One for all you action junkies out there. All you need is a form of weapon (can be a gun or melee weapon e.g. knives.) and in most cases some ammo. Then it's time for a bit of exploration to find the mob suitable for that weapon. By hunting you can loot all kinds of weapons, clothes or there are a variety of hides and skins which can then be sold on to a Tailor.

Mining: If you would like something a little more sedate, mining could be the one for you, get your equipment and get out there looking for resources which you can sell to the crafters.

Crafting: Create all kinds of guns, armor and equipment that can be used by the other participants of Project Entropia. A good trading mind is needed for this profession and you will need a lot of patience.

Tailoring: Very similar to crafting, however, here you are creating various clothing items such as shirts, sunglasses, hats and shoes for the other members of Calypso to look good in. Can be very rewarding to see people walking around in clothes you've made all by yourself!

Trader: Are you a great talker? Are you very persuasive? Got a good eye for a bargain? Have the patience of a saint? Then this is the profession for you! Needs a large amount of money to start, but will reward you very well for your troubles.

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Mining

The Basics of Mining

Mining can be a very difficult profession to master as unlike the other professions there are no visual indications to help guide you, it is very much a case of being blindfolded in a mine field, so to speak. First of all there are two different forms of mining. Ore and energy (Enmatter), both follow the same principles but need different pieces of equipment to attempt them.

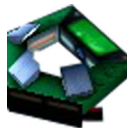
There are 3 pieces of equipment needed for both. These can be found in the trade terminal or better versions can be bought from crafters:



Detector – This is needed in conjunction with Bombs in order to attempt to find a deposit.



Extractor – This is needed to actually take the ore out of your deposit.



Refiner – Once you have ore it must be refined before it can be useable by crafters.

Along with this you will also need the previously mentioned Bombs. It's certainly recommended that to become effective at mining you should take about 100 Bombs on a mining trip and it may help if you attempt to use both ore and energy mining at the same time as there seems to be both ore and energy deposits around the same area.

An important thing to note is that Bombs for ore are 1 PED each while Enmatter Bombs are only 50 PEC although generally the deposits you find with Enmatter will be worth less than ore deposits.

How do I find Minerals?

The first step is always the hardest, trying to find that elusive mineral deposit. There is no easy way to know if the ground your looking at contains minerals or not, you simply have to guess and pray to the MA gods that you are lucky.

The first thing you need to do is to select your detector. Once this is done, you can push the left mouse button to drop a Bomb on the area ready for detonation. Once the Bomb/probe is dropped you will see the mining interface. Ore and Enmatter have different looking interfaces but the principal is the same. There are three different buttons on the interface:

Cancel Search – If you realize the horror and uncertainty of mining aren't for you and you want to go home and start a nice safe profession like trading you can cancel the search. This will deactivate the Bomb. It is also important to remember that you also need to make sure to pick up your Bomb by right-clicking on it.

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Mining (Continued)

Detonate – If you realize the horrors and uncertainty of mining are for you, pushing this will deploy the Bomb. With ore you will need to be a certain distance away from the Bomb before you can detonate it while with Enmatter you must be near the Bomb before it can be deployed.

If you are lucky the detector will light up showing the direction, the general size, distance and sometimes what mineral of your deposit. If you are not it will simply come up with the message "You found no resources". Try not to be disheartened that 700 PED vast deposit could be just around the corner!

Print claim – Once you are on the site of the deposit this button needs to be pushed so that your claim will appear. Make sure you don't accidentally push cancel search! You will be able to place another Bomb and find the same deposit but you have wasted the Bomb you used.

I got a 700 PED Vast with my first Bomb!!!!!!

Well congratulations!!!! Unfortunately in reality, or virtual reality, this is really unlikely to happen, most deposits are poor to average (1 PED to 4 PED), but by now you will have a claim rod of some kind and you'll be excitedly wondering what to do with it.

It's a simple case of selecting your extractor and pointing it at the claim rod then left clicking on it (you must be close to the rod to extract) A loot window will appear showing what you have found. You will usually need to carry on extracting a number of times before the deposit has run out, the claim rod will then disappear and you need to start the whole process again.



WHAT? I have to get lucky AGAIN?

Well not necessarily. As a general rule if you have found one deposit there will be another in the same area, a lot of the time there will be many deposits in the same area. It is usually best to run for about 10 seconds away from your previous claim rod and place a Bomb then. Generally there will be another deposit around the area.

Many miners don't extract their claim rods straight away. Instead they mine around the deposit trying to find a "vein". Most deposits will be part of a vein of varying lengths. Once you have found this second deposit it can be used to hopefully find a third by lining the previous two up. Once you have been mining for a while you will find your own way method that will work for you.

What do I do with my minerals?

Sell them. Short and simple. All crafters need minerals of some kind and all minerals are useable but some are more desirable and demanded than others. Check the market before selling so you know at what price you should be selling.

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Mining (Continued)

Do I need to refine the ores?

In order for the crafters to use the minerals they need to be refined. Some crafters will be quite happy to do this themselves but they may be more likely to buy if it is already refined for them as they won't need to step away from their beloved machines for quite so long.

In order to refine you need to select your refiner for the type of mineral you want to refine. Left-click and a window will show up.



Ore and Enmatter differ slightly here. Ore needs three stones to make an ingot, while Enmatter needs 2 to be refined. A maximum of 150 and 100 respectively can be placed into the refiner at the same time and you must place the raw minerals in multiples of 3 for ore and 2 for Enmatter.

Now all that's left is to get all those minerals sold so you can buy more Bombs to start again!

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Hunting

You want to be one of the cool guys'n'gals who run around in cool armors with huge cannons hunting the biggest meanes monsters on Calypso? Ok, you have a long way to go, but get at it, and you'll get closer for each hour you play.

Start out as a hunter – Hunting is one of the cheapest profession in the beginning. It is also a good thing to know how to defend yourself in the wilderness, even if you are to be of some other profession in the future. Therefore it is a good thing to start out as a hunter.

Start by buying the cheap rifle like the Sollomate Busho (only 4 PEDs) in the trading terminal (TT) or a Jester D1 from another participant. Or if you can find someone who sells a Sollomate Outbacko at a cheap price (close to 4 PEDs), buy it instead. You will also need some ammo, medium weapon cells for the rifles. These are cheap and pretty fast guns are great for gaining skills. Use them to become better at you hunting skills, as well as getting a feel for how hunting works and what different kinds of mobs there are.



Training – After buying your equipment you should keep close to the cities and shoot small animals. Like SnableSnots. Once you have killed a mob (creature or robot or other enemy) you can loot the corpse by right-clicking on it. You almost always get something from each mob. Everything from skins or bones (which can be used for crafting clothes or other items) to money and weapons.



Loot window



SnableSnot Female

You also gain skills for almost everything you do. When hunting you get both attack skills, like aim and weapons handling, as well as defensive skills, like dodge and evade.

Better weapons – After some time you might want to buff your weapon a little. This can be done by equipping it with a damage amplifier, a scope or a laser sight. These will help you do more damage with you gun or to aim more accurately. Note: Some guns like the Mini-Sweepers can't use scopes and lasers. It might also be a good idea to buy better guns as your skills get better.

Participant vs. Participant – If you want to hunt other players for a change, or just challenge your friends (enemies) you will have to go into one of the PvP (Participant versus Participant) areas. The PvP areas are marked by large red circles on the map. In there you can put up duels or team up against other teams. Or maybe go hunt some innocent miners. Be warned though that in one of the PvP-zones you might loose some of your items if you get killed. You will however be warned upon entering this zone.

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Hunting

Hunting Hints – If you stay close to town you can run into the town if a mob is getting the better of you. But don't be too much of a chicken, being killed doesn't hurt you much. All you have to do when you get killed is to get in the town to a revival terminal and you will be put back to life and get all your equipment and items back.

Using fast keys – It is a good idea to use the fast-keys. If you press the 'B' key you will get the possibility to set up to 12 weapons/tools to the keys F1–F12. This is very useful when you want to switch between your long range weapon and your short range weapon. Or to your medical kit, while running from a big mob.

Quarry's without loot.

There are prey in Project Entropia that contains no loot. (Msg: There is nothing to loot here)

The avatar (or team) that have caused the most damage to the mob (>50%) will have the access to loot it.

Other participators might have been causing more damage to the mob than you. You cannot always be sure that you ever took notice of the other, he/she could have had a ctd and it can take time for the mob to recover his full health.

Defense towers.

All cities and outposts have defense towers. If you are hunting in the vicinity of such a tower, remember that it has a ranged possibility to cause more damage to a mob than you. If a defense tower kills or shots a mob you will not receive any loot.

Animal versus Animal.

Animals and other mobs have the ability to cause each other damage. When you encounter an "animal" you cannot always be sure that another "animal" hasn't caused it more than 50% damage.

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Crafting

Getting Started

So you've chosen the quiet life of crafting. Now all you have to do is decide what you actually want to craft. It is best to specialize in one area as skills help you to have less failures and, therefore, get more products in return for your efforts. There are several areas:

Components – These come in the form of electrical, mechanical and Metal however they are currently not in much use on Calypso but something for the future.

Weapons – Every hunter on Calypso needs a weapon!

Armor – Keeping the hunters protected from the evils of the world.

Tools – These tools are to be used by miners, and these are better than those that can be bought from the trade terminal.

Attachments – Such as laser, amplifiers and scopes for the hunters.

Each level of these area's creates a better quality object so a level 1 will be very weak whereas a level 10 will be more powerful and therefore highly sought after.

What do I need?

There are three things.

Blueprint Book – Without one of these you have no-where to put your blueprints and therefore cannot use them. The blueprint books can be found from Technicians who are found in most large cities. There is both a Basic book (10 PEC, containing levels 1–5) and an advanced book (5 PED, containing levels 6–10).

Blueprints – These are crucial, they detail the minerals needed to make the end product and you can only make something that you have the blueprint for. Only very basic blueprints can be bought at the Technician. The higher the level of the blueprint the rarer it will be and therefore the prices will be higher, but the rewards will also be greater. The higher level blueprints will also require many more minerals and so unless you have a lot of money (100–1000 PED's at least!), you will not be able to craft them effectively.

Minerals – You need Minerals. Lots of minerals. To be an established proper crafter you will generally need enough minerals for at least 10–100 attempts at what you are trying to craft, the more the better!

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Crafting (Continued)

But the blueprints at the Trade Terminals aren't what I want to make!

This is the problem. There are two ways to gain better blueprints:

Craft lots of items – When you craft occasionally you will gain a blueprint. Sounds good but you cannot choose the blueprint you receive and so unfortunately it will not usually be what you want and it can take a lot of attempts before you gain one of these blueprints, the better way is to:

Buy them from someone – Blueprints can be expensive but then it can actually be cheaper than crafting a lot of useless items that no-one wants that you will end up selling to the trade terminal. Take a look in the auctions or in any city. You should find a lot of blueprints around.



Ok I have the blueprint, now what?

Do you have the minerals that the blueprint tells you that you need as well? To find this out all you need to do is find the blueprint in your inventory and right click on it, then select it's stats. This will give you a list of the minerals and amounts of them needed.

Again you can buy these from the auctions or from people in cities or even try to mine them yourself if you have the time and money.

Ok I have them!

Now all you need to do is make sure you have put the blueprint in your blueprint book by dragging it onto the book. The blueprint book will turn green if you have are dragging it over the correct book and red if you aren't or if you already have the blueprint in your book. Just find the nearest crafting machine, these are found in every city, and right click on it. This will bring up your inventory where your blueprint books are stored. Double click on the book to open it up :



Select the level that your blueprint was and you should see your blueprint there. Double click on this and the crafting interface will appear. Here you will need to drag all the minerals needed from your inventory into the window
NOTE: This does not have to be a multiple of what is actually needed, as long as it is more than is needed you can make a crafting attempt.

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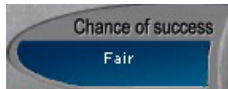
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Crafting (Continued)

You will notice that there is an indicator telling you how high the chance is that you are going to succeed. As you can see, the chance of success is showed in the picture to the left. This chance of success will rise as your blueprint quality increases and as your skills increase. The blueprint quality rating raises when you have crafted a certain number of attempts.



You can check the current blueprint quality rating by the value of the blueprint. 1 PED is the maximum quality (i.e. 100). This is also shown in the stats page although you can also see the quality as you are selecting the blueprint in your book.

So I won't necessarily get a product after each attempt then?

No, sometimes you will fail completely. This means you lose all the minerals you used in that attempt, they are not recoverable. Sometimes you will get "residue". This is simply where you have not succeeded but you at least do get something back. This residue is useless however and will need to be sold to the trade terminal, you cannot use it for any crafting attempts.

Hopefully, however, you will have succeeded at least after the first couple of attempts and you will have your nice shiny product staring at you. Looks nice doesn't it? Your very first product crafted with your own fair hands. Just click 'Take all' on the loot window and it will be transferred to your inventory. Now all that's needed is to sell it....



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Trading

I have no PED's but a inventory full of stuff!

You have been in Project Entropia for a while now and your running out of the money you put in. What do you do with all that stuff? You sell it. There are several ways to sell your items, they all have their advantages and disadvantages but they will all free up your money eventually.

Some items are more or less impossible to sell as everyone probably already has them 10 times over. It would take far too long to mention all the items that are near useless, so I wont mention them here. It would be best to check the market for yourself, but in general, underwear of value about 1 PED is useless while many guns can generally be sold very easily. Generally the higher the "TT" value the more likely you are to find someone that wants the item.

The Trade Terminal



This should be your last port of call. All items that have a "TT" value can be sold to the Trade Terminal, it's both quick and easy as all shop containers and cities have trade terminals, however, you will lose any market value over the trade terminal value. This should only be used if you really need the money.

All you need to do is to place the items you want to sell into the window and click on accept and then confirm. The money will be transferred straight to your PED card and you can go about your business again.

Trading on the street

Not everyone has the patience for this. It simply involves standing in the middle of a crowded city and shouting your mouth off about what you have to sell (or you can trade for other items) and hopefully someone will be there who wants to trade with you. Be careful though, you will need to get your trading etiquette right otherwise you will end up annoying your potential customers. Be warned that many people do not like the use of sentences full of capital letters. Another problem is if you repeat yourself several times in quick succession.

WHAT YOU MEAN LIKE THIS??!!

WHAT YOU MEAN LIKE THIS??!!

WHAT YOU MEAN LIKE THIS??!!

Yes. That's the best way to stop people from buying from you. If there are people out there that are looking for items they will be looking at the chat window to check and see if there is anyone selling what they want anyway, so you will just be loosing out by doing this. Another tip is to tell people the prices you are offering at, this way you will only get offers from people who are interested at that price, you will also generally get feedback from other people if your charging too much.

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Trading (Continued)

I've found a buyer!

Now all you need to do is to find that buyer in the city and make a meeting point. When you have him in sight, just right click and select 'Trade' from the menu. Hopefully he will accept and you will see a trading screen appear.

In the top is where the offers are made. On the left of this are all the other persons offer and on the right is your offer. In the top right corner is your inventory. All you need to do is find the item or money you are offering and drag that into your offer side. This can be as many items as you want.

When the other person has put his offer up it will show in his side of the trade window. If the items show up then click accept. You will have to wait until the other person has also accepted and then a confirmation dialog box will appear.



This will detail the items you are offering and the items the other person is offering to you in return. **Make sure you check that this is correct!**

There are some people who will attempt to pull out the items just before they click accept and therefore you will be giving away your items for nothing. Unfortunately not everyone is honest.

Well you have checked this just click 'confirm' and the items should have been exchanged. Unlike the Trade Terminal the PEDs will not go directly to your PED card. You will need to drag them onto your card yourself. Don't forget that.

I can't be doing all that!

Well there are a couple of other ways to sell your goods for the less patient. First of all there are several actual traders that will sell your goods for a percentage of the money they make above "TT" value. You will need to place trust in these people that they are honest so if you choose this you will need to ask around and see if these people are trustworthy. You will then need to set up a trade with this person to hand over your item using the same method as above.

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Trading (Continued)

Shops

There are player run shops inside Project Entropia. Shops are NPC (Non Playing Characters) traders standing around with items of your (sellers) choice and prices of your (sellers) choice in them. There are however a few things you will need before you can open up a shop.

1. A piece of property. A house, hangar or a lot like the ones north of Hadesheim Central.
2. A Shopkeeper TelePad. This can be found in auction and it is a looted item.
3. Items to sell ;-)

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Mind Force

A fun (free) thing to try out as a newbie is the Mind Force power 'Sweat Gathering'. This requires no starting equipment. Just click on a mob which must be within the second ring of your radar, while having nothing in your hands, to start concentrate. During the concentration time you must not move or get hit! When this is done a message that the concentration period is over will be displayed. Then you click the mob again to start the gathering. While doing the gathering you can, and probably should, move away from the mob. If you succeed the gathering, you will get one or more bottles of Vibrant Sweat.

If you are a newbie you should probably just try to sell the sweat you gather. It depends on the market what value it has each time you sell. Note that the "TT" value of the Sweat is 0 so selling it to the Trade Terminal will not gain you anything!

The Sweat is used in a refiner combined with the mined Enmatter Force Nexus, to make Mind Essence. This Mind Essence is then used as fuel/ammo for the more advanced Mind Force powers. When you have gained some skill gathering sweat you might want start using more powerful Mind Force powers. To do this you need an implant and a chip. The level 1 implant can be bought in the Trade Terminal and higher levels of implants are lootable. The tool you need to put it into your head is bought in the Trade Terminal as well.

The different chips have to be found elsewhere. There are five different kinds of chips with different levels,

Focus Chips:	Gives the ability to take damage during the concentration period
Heal Chips:	Gives the ability to heal on distance
Nerve blast Chips:	Gives the ability to give damage to the nerve system on both beasts and humans
FireStorm Chips:	Gives the ability to do damage throw heat and fire on both Beasts and humans
Revival Chips:	Gives the ability to revive humans on the spot

To use a Mind Force chip, you first need to install an implant which only needs to be done once to use all mind force chips. Then you put the chip into one of your fast keys and activate that fast key. After that you use it like a regular item, by clicking the thing you want to heal/ deal damage to. This will start the concentration and when the concentration is finished you can perform the action. Just like when gathering sweat. Note that in order for the chip to work you also need the fuel/ammo, Mind Essence in your inventory.

Mind Force Hints

MindArk have stated that Mind Force is the most level dependant profession in Project Entropia at the moment and that you will gain a lot from skill building with the easier ones (read Sweat gathering) before you start out with the others. So try getting your Concentration skill up before buying your implant and chip. It is also most likely that you will need shorter and shorter time to concentrate the higher your concentration skills are.



FireStorm chip in action

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Hunting Methods

Hunting requires three things – a weapon, some ammunition and prey. While this is enough to hunt, it is generally a good idea to also have a plan. In this chapter we will cover some common hunting methods.

Tanking

If you are unable to take down the mob before it reaches you, one option is to stand and shoot while it chews on you. This is a very simple technique, but works well enough as long as you kill it before it kills you. If you stop walking backwards once the mob reaches you, it will usually stand still and be easy to hit.

There are a few ways of improving upon this technique: Armor, healing and friends. With armor, the mob will take longer to kill you, so your chance of killing it first will be improved. The downside is that the armor will get worn and slowly start protecting less. Unless you spend part of your loot to repair it will eventually become unusable.

With a good First Aid Pack (FAP), you can heal yourself up if the situation starts to look grim. Unfortunately you need one of the better FAPs for this to be practical, and these are often quite expensive. While FAP-5 is wonderful for gaining skill and should be used as often as possible, it usually doesn't heal you fast enough when the mob is happily chewing away. FAP-50 combined with armor can work, but this is one place where bigger is definitely better.

With friends, you'll kill the mob faster. There really is no downside to friends, except they might want part of your loot..

A combination of all three can work very well for large mobs. The person with the best armor and FAP ("the tank") hits the mob a couple of times, then stands still and heals while the others blast away. As long as the tank can heal up faster than the mob does damage, it's a good and reasonably safe way of dealing with big creatures.

Running

A perhaps more intuitive way of dealing with a threatening mob is to run away. As long as you run faster than the mob you can run until you're at a safe distance, then turn and shoot again. Exactly when to turn depends on the mob and how many hits you can survive.

The problem with this method is that the mob is constantly regaining health. Especially on fast mobs you will spend a lot of time running which gives it more time to heal up. There are three good ways of countering this. The first two involve other people and the third will be discussed below, under decoys.

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Hunting Methods (Continued)

The first is to team up with one or more others. When the mob gets close to someone, this person can turn and run while the others keep shooting. The only downside here is that the one who's running will shoot less, so one gun is "wasted". The other is to bring along a dedicated "runner". This person will get the mob's attention and take off in some direction. The mob follows the runner and you can shoot it at your leisure. Watch out though, some mobs will change their minds and suddenly start chasing you instead..

Decoys

If the mob is too fast and hits too hard for the above methods to work, decoys is a useful solution. The basic idea is that the decoy will draw the mob's attention away from you and keep it for a while so you can concentrate on shooting.

Decoys and decoy dispensers can be bought from the Trade Terminal. To drop a decoy you equip the decoy dispenser and click the left mouse button – if you have sound turned on there will be a satisfying "thunk" followed by a very annoying bleating.

Two good ways of using decoys is to combine them with the methods above. If used with running, you turn and run as normal, then drop the decoy. Keep running at least until you see the mob stop to attack the decoy, then turn and shoot when your at a safe distance. Keep an eye on the mob while you shoot – when it turns around and does a mock attack in your direction it's time to drop another decoy. This is a good technique against spiders and other mobs you don't want to get too close to.

Combined with tanking, decoys can be very efficient and save your armor some wear, but this only works if you can survive a few hits as the mob will not always notice your decoy. Walk backwards and shoot as normal. When the mob gets close, drop a decoy and immediately start shooting again. Keep walking backwards the whole time. If the mob doesn't take the decoy, drop more until it does and heal in between if you have to – healing is not diminished when walking backwards on flat ground.

Decoys last for approximately 10 seconds. With a little luck you can keep the mob going from decoy to decoy if you drop a new one a short time before the last one expires. Mobs don't always follow the rules though, sometimes they will appear to take the decoy then change their minds, or they'll attack the decoy for only a few seconds. Atrox and Ambulimax generally take decoys easily, while more intelligent mobs like Neconu can give you a merry chase before they take one. Skill noticeably increases the usefulness of decoys. Just 100 skill points in "Dispense Decoy" makes a big difference from none.

A caution for the curious: When the decoy expires the mob will often attack the nearest player (or even mob) instead of the one it was chasing before it got distracted, even if this player hasn't attacked the mob at all. Crowding in on somebody's decoyed mob can have dangerous consequences.

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Hunting Methods (Continued)

Trapping

The last method we will mention here is trapping. This consists of getting the mob stuck on some part of the landscape, usually a set of rocks or a large robot wreck. Once the mob is stuck, you can kill it in relative safety. Watch out though, it will sometimes get loose..

Trapping is somewhat controversial since many see it as abusing a limitation in the game engine to let you cheaply kill creatures you don't have the skill or equipment to handle. Regardless of this it is widely used by both low- and high-end hunters.

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PVP - Participant Vs Participant

PVP Stands for Participant Versus Participant. There are currently 3 of these so called unsafe zones where you can be killed by other players. They are referred to as PVP1, PVP2 and PVP3. This is just a numbering that shows in what order MindArk introduced them into Project Entropia. They are showed on the map as big red circles.

PVP1 came first. Located near Orthos, it was claimed as the society coatKillers own. If you ever stepped inside there when there was CK's in there you would probably not survive to long. It was rich of minerals and a lot of miners got big deposits in there. There are also boxing rings or Octagons in Billies Spaceship After-world and Fort Argus to name a few places. In here boxing events are held and most often you will see people skill building on each other.

PVP2 came along with the so called "rig". The rig is a place where newbie's can earn a little free cash. It is a lost oilrig that every now and then pops out a barrel full of oil. Oil can be sold to crafters or to the Trade Terminal for PEDs. I do however recommend that you sell it to a crafter if you can because you can most often get a little more cash from a crafter than from TT. Inside PVP2 you will find yourself surrounded by a lot of dangerous creatures such as the Atrox Old Alpha. Because of its high density of these big creatures that have been known to drop valuable stuff it also holds a high number of Project Entropias veterans. Most of them are friendly and nice and will certainly answer some of your questions if you are polite. Read the Manners Part of the manual ;-)

PVP3 is the most recent addition to the PVP's. It is also one of the more interesting ones. In here participants can loot each other! Before entering the PVP3 you will have to buy a anti-toxic shot since the PVP3 is highly toxic you will not survive in there without it. You can buy it in any Trade Terminal on Calypso, place it as the item to use and hit the left mouse button. Now you are good to go for a run in PVP3. MindArk have stated that mining should be a little bit better in there which of course brings a few miners here. And of course since you are able to loot other players, certain player killing societies hang around in PVP3 so watch your back. Player killing societies have made killing innocent miners and visitors to the PVP3 a business. They take all the miners minerals and leave nothing behind.

Future

MindArk have announced that a new continent will be discovered. This continent will be all PVP and only people with higher skills than average can travel to this place. It will hold land areas that are up for grabs to the first arrivals here. On these lands the claimers will be able to build houses in the future and even charge a percentage on loots other participants get on their land. We know very little of this at the moment.

When entering a PVP you will be notified of it. You will see signs saying "Unsafe Zone" and things like that all around and you will also get a message in the Chat window that you now are in a unsafe area. After leaving the PVP you are still vulnerable to other players in the PVP. So beware, you can still be killed for 30 seconds after leaving the PVP.

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Creatures and Robots

There are loads of creatures you can encounter on the surface of Calypso. They are divided into 3 classes. Mutants, Robots and Animals. Every animal has different toughness or family status ;-) There are Young's, Olds, Providers, Alphas and so on. The easiest to kill when confronted would be the Young versions. The hardest are Old Alphas. Some groups of creatures have versions that differ. These are mostly mutants.

Mutants

They have other ranks such as, Scout, Hunter, Warrior, Bandit and so on. Here the hardest / easiest version differs from the different type of mutants. Argonauts for instance have Scouts, Hunters, Leaders, and Guardians. The hardest one is Leader. Molisks have almost the same version but the Molisk Leader is not the hardest one to kill. That would be the Raider in the Molisk breed.



Robots



Robots have also a special hierarchy system. The hardest robots have the highest Generation number. There are Drones, Troopers, Warriors, JamRaiders and Warlocks. The Warlocks are pure fighting machines and you have no chance of surviving a run-in with one unless you are able to trap him somewhere. Robots have also been known to attack cities in Project Entropia. Every town has its own alarm system that goes off when danger is near. A robot attack starts off by the alarm sounding and JamRaiders fly in over the city and disable the cities defenses. It immobilizes the Turrets. Then all sorts of robots start walking in attacking everything in sight. And when you least expect it a Warlock appears and stirs up a little commotion ;-). It is our duty as citizens of Calypso to fight for our survival and protect the cities. So grab a gun and some ammo and fire at will!

Animals

There are so many different kinds and sizes on these creatures so it would take me one day to go through it all but most follow the same pattern. Young is the easiest and Old Alphas are generally the toughest. And I can also say that you have a higher chance of getting a good loot from a tougher type of creature. And to be able to efficiently kill a tougher creature you need equipment, tactics and skills.



Spawning

When you kill a creature a new one will instantly appear. It does not always spawn inside your radar so finding the spawn will most often require some running. At some places the number of creatures is higher than in others. These places are often crowded by hunters who know of their locations. The more creatures you slay the higher the chances are for a good loot. That is just simple mathematics :-)

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Creatures and Robots (Continued)

Scanning monsters

To aid you in determining whether you can take on a certain creature or not there are scanners. There are lots of different models to choose from but basically they follow the same pattern as most things in Project Entropia do. Namely, the higher the version number is, the better the scanner will be. What differs is speed and range. Two highly critical factors when scanning monsters. You do not want to try an Araneatrox Stalker with a 01 version scanner because the Araneatrox will start smelling your presence as soon as you see its red dot on the radar. It also has a huge attack range so this is one of the many animals I would not recommend having as a pet.

The scanner will give you information about the animals Stats and it will also give you a general idea on the Health Level it has and how dangerous it is. Great aid, couldn't live without it :-)



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Space

What's up there?

The Crystal Palace space station has just recently started being visited by humans from Eudoria. You will find the space station equipped with most of the features you will need. For instance Trade Terminals, Auctioneers, Technicians, Crafting machines, Revival Terminals and more is up there just waiting for you to take full advantage of them. What you won't find up there though is a Storage Terminal. The reason for this is that your items are in the Storage system back on Eudoria and that does not reach into space. The people responsible for the Storage system (MindArk ;-)) has said that they don't have any plans for boosting the Storage system so that it will be accessible from space.

How do I get there?

The only way to get to the space station is with, believe it or not, a spaceship. There are quite a lot of spaceship / Hangar owners that sell tickets to the space station. If you look around a little you will most likely find a shuttle leaving at a convenient time for you. The ticket price may vary from shuttle to shuttle but most often there are tickets to be found for some 25 PED.

Why do people charge for the tickets?

The spaceships use Oil as petrol and oil isn't free, unless you get lucky by the Oil rig of course (See page XX for more information about the Oil rig) The ships also decay when used and are in constant need of repairs.

Hunting and Creatures

There are four so called Biodomes at the Space station. These are most likely in place to hold plants and animals that can produce oxygen for the rest of the space station. All of the four Biodomes hold creatures or mobs of different strength. The easiest mobs are in Biodome number 1 and the toughest mobs can be found in Biodome number 4. So far only 2 types of Animal classed mobs have evolved in the Biodomes (See page XX for more information about mob classes) . They are called Kreltin and Aurli. These space monsters have been known to loot all kinds of fun new things when killed. Anything from Alien blood to new types of weapons have been looted from the tougher



Kreltin



Aurli

variants. If you consider yourself a newbie I would not recommend spending your last few PEDs on a trip to the space station with the belief that you are going to get rich by hunting these monsters. These monsters are really hard. Not only are you slowed down by the lack of gravity but also have these mobs developed a way to get around that problem. They are quick and they hit hard. Rumors say that not even a full team of top of the line elite hunters with all their super equipment have been able to bring down the hardest mobs yet.

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Space (Continued)

How do I get home?

You have two choices here. Either you take a deep breath and go outside. Then jump as hard as you can.. nah, I'm only joking. You can either find a shuttle heading back to Eudoria and buy a cheap ticket. The return tickets are sold for some 5-10 PEDs. Or if you can't find anyone going back you can always use the One-Way teleporter located in the main complex. This teleporter costs 10 PEDs to use and will put you in the city Atlantis.

What's next?

The developers at MindArk have announced that the space station is only the first step. Space battles will come in an X-wing vs. Tie Fighter fashion. Gossip about new planets have been heard and so forth. But for now there is "just" the Space Station.

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Weapons : Melee

There are three types of melee weapons.

Fist, Shortblade and Swords.



Fists and Shortblade are used by one hand, only the Sword demands a double handgrip. They are all buyable, lootable and craftable, depending on the brand and strength.

Fists are mostly used in the Octagons, small PvP rings, these can be found in Fort Argus and Billys Spaceship Afterworld to name a few places.



Boxing with fists is a fun and relaxing entertainment and gives plenty of general skills and attributes. Same goes for the Shortblade and the Sword.

Some people use the melee weapons to hunt, either alone or in teams and there are more than one who used them when the beasts are almost dead and the ammo have reach level zero.

To use the melee weapons, just equip your avatar with them and use the left mouse button to activate.

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Weapons : Ranged

There is a huge amount of ranged weapons inside Project Entropia. Rifles, pistols and cannons are the main three categories. You also have two different type of weapons, BLP and Cell. BLP stands for Binary Liquid Propellant and is a bullet based weapon system. Cell weapons are of laser type.

There are lots and lots of various rifles, guns and cannons. Cannons currently only have 2 different types but the number might grow ;-). All guns vary in the amount of damage it does, amount of ammo it uses per shot, range and decay. Each item in the game decays with every use, some decays less than others.

Most guns cost the same.. Now what do I mean by that?

To deal 100 damage with gun A you will have to shoot 100 shots. It deals 1 damage per shot and decays 1 PEC (Project Entropia Cents). It uses 1 ammo per shot. This would cost you 100 PEC (ammo) + 100 PEC (decay per shot) = 200 PEC or 2 PED's.

To deal 100 damage with gun B you will have to shoot 1 shot. It deals 100 damage per shot and decays 100 PEC per shot. It uses 100 ammo per shot. This would cost you 100 PEC for ammo and 100 PEC for decay = 200 PEC or 2 PED's.



Maybe I confused you more than I explained but there are a lot of research that has been done in this area and you will find most of it available on Entropia-Pioneers homepage.



There are some weapons inside Project Entropia that are called PreGold. These items have the advantage that they usually don't decay as much as the regular versions of the same weapon do. They also vary in range and damage. These weapons are very rare and very expensive to get a hold of, if you were to find anyone selling. The problem with these weapons are that they do decay. So eventually you will have to repair it. But when you repair a pregold weapon it will get the same stats as the regular version of the weapon.

To the left you see three examples of different weapons. Pistol, BLP rifle and Cell rifle.



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Armor

Armor is something essential to all hunters on Calypso. It's great to have good protection in most professions. Miners love good armor because getting a larger deposit in the middle of a hoard of monsters and not having a good gun can certainly be frustrating.

How does armor work?

If you have already starting participating in Project Entropia you might have noticed this figure to the right, on your HUD. It show you that your body is divided into different parts. Head, arms, torso, thighs, shins and hands. Different creatures hit you in different places. For instance the Sabakuma which is a small and short animal tend to hit you in the lower parts of your body more often. Therefore having good shin and thigh guard armor when hunting Sabakumas is recommended. When hunting bigger animals they will hit you randomly all over your body. Robots on the other hand have a tendency of hitting you in the head more often than in the other parts of the body. There are also different damage types that animals can deal. The robots shooting laser deal burn damage for instance.. This brings me to the next chapter.



Damage types

There are several. Some armor is better than others protecting from different types of armor. Here are a few examples.

Salamander armor:

Salamander Armor harness (female)	
Condition	
Protection Stab:	3.0
Protection Cut:	4.0
Protection Impact:	5.0
Protection Penetration:	8.0
Protection Shrapnel:	5.0
Protection Burn:	50.0
Durability Cut:	3000.0
Durability Impact:	3000.0
Durability Penetration:	3000.0
Durability Shrapnel:	3000.0
Durability Burn:	3000.0
Durability Cold:	3000.0
Durability Acid:	3000.0
Durability Electric:	3000.0

Salamander armor is as we can see great for people hunting Robots specifically or people that like to hang out around the oilrig in the PvP (Player Vs Player) Zone. This armor is relatively rare on the planet of Calypso. It's design have been lost for long so the existing armors have only been found.

Shadow armor:

Shadow Armor helmet (male)	
Condition	
Protection Stab:	23.0
Protection Cut:	46.0
Protection Impact:	46.0
Protection Penetration:	23.0
Protection Burn:	46.0
Durability Cut:	5000.0
Durability Impact:	5000.0
Durability Penetration:	5000.0
Durability Shrapnel:	5000.0
Durability Burn:	5000.0
Durability Cold:	5000.0
Durability Acid:	5000.0
Durability Electric:	5000.0

Shadow armor is the Veterans choice. It offers great overall protection from animals as well as robots and Laser weapons. It is also a pretty rare armor so people in full Shadow armor are either:

- a)- Veteran players who have been around for a long time
- b)- Rich kids with a limitless credit card.
- c)- Really really lucky.
- d)- All of the above

A certain society have made themselves (in)famous in their all black alfits. They seek full control of the PVP zones and its riches in minerals. They are known as cK or coatKillers. If you see a member from this society when you are minding your own business in the PVP I suggest you do what everyone does. Run... run your shoes of.

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Armor (Continued)

Burn Damage is caused by Lasers in general. So far only robots and other players produce this damage type.

Acid Damage is today only caused by other players using specific types of weapons like the Plasma weapons.

Stab Damage is caused by the majority of creatures in game. This damage type is most often combined with another type of damage, namely the next one.

Cut Damage is also one of the more common damages dealt by creatures in game.

Electrical Damage. Very little protection from electrical damage exists today. People talk about Allophyls of being the only beast equipped with this damage type.

Cold Damage. There is some armor in game today that protects from Cold, however there is no animal that deals this damage type as of yet.

Penetration Damage is also pretty common, it's dealt by players using BLP (Binary Liquid Propellant) type of weapons.

Impact Damage is also a common damage type. Animals seem to deal a combination of damages not only a single type.

Shrapnel Damage is dealt from Cannons and Plasma weapons.

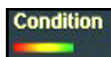
So what armor should I get when I start playing this game?

It all depends on how much you are willing to invest in the beginning. What career choice you make will also be weight in in your decision. As a beginner you will probably try a little of everything before making you final commitment so I suggest you buy no armor. If you are to be a hunter there are a few good beginner sets you can get. Vigilante and Nemesis come to mind. Those are midlevel armor and has decent overall protection. If you don't want to spend the cash required on those you can have a look at Knight armor which is the level below Vigilante. Here on the right side is the rating list that we have done on all the armor known in Project Entropia:

(Worst to Best in overall protection)

When I've been hunting for a while it seems that the creatures are dealing more damage then when I begun?

This is decay. Every time a monster hits your armor it will decay a little. Decay varies from different armor types. No study has been made in this area so no real info exists on what armor decays the least resp most. By removing your armor from the I screen you can see what parts of your armor that are in need of repairs. There will be a little "Status bar" over all your items in you inventory. It looks like this:



When the bar doesn't show any green, then the armor needs repair. The more damaged the armor have gotten the less it will protect you.

Armor Rating List

Valiant	Berserker
BodyGuard	Samurai
Settler	Dragon
Settler Adjusted	Hunter
Vampire	Shogun
Pioneer	Paladin
Trooper	Vigilante
Renegade	Knight
Guardian	Nemesis
Explorer	Eon
Viking	Angel
Salamander	Sentinel
Guardian Adjusted	Vain
Warrior	Shadow
Vindicator	Chronicle

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Armor (Continued)

Armor attachments

Since the last VU these pieces of equipment is available from Armor crafters. There are 3 types of attachments on each level. On level 1-10 you have the A,B and C Armor attachment. The A,B and C types protects from different damage types. For instance the B attachment is better protection to have in a PVP area since it protects from Penetration and Burn.

You will need 1 attachment per armor part if you want to add it. So for a full armor set you will need 6 armor attachments. You add them in the same fashion as you add attachments to weapons, simply drag and drop. To detach simply double click the armor part in your inventory.

The prices for the attachments is still quite high and the reason for that is that the main ingredients are only available as loot in space. It is safe to say that demand is high and availability is low.

Where do I get hold of armors that are not in the Trade Terminal?

If you are starting out from Atlantis I suggest you make your way East-Southeast towards Troy. Troy is an active city with lots of players and an Auction where you can find almost any item you might need. Prices might vary a lot though so I suggest you look around before buying.

If you have questions regarding Armor you are welcome to visit <http://entropia-pioneers.kicks-ass.org> and register on our forum. Ask questions!

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Clothes



Crafted Jacket

Clothes are a vital part of your appearance in Project Entropy. There are lots of combinations of clothes from underwear to overcoats. Nowadays most of the clothes are crafted by tailors. But some clothes can still be looted such as coats.

There are also hats and boots that are tailor made. Coats are also in the crafting categories but at the time I write this no one has gotten a blue-print for a coat yet.

Recently it was introduced that you could combine your materials used for crafting with skins looted from different animals. This results in a new cool looking texture on the piece of clothing.



Looted Coat

All crafted clothes can also be colored. Now some of the more rare colors require more coloring skills to be used.

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Manners

I once got really fed up with newbie's and things they do and I started to write manners tutorial for Project Entropia. I collected a lot of guidelines which I wrote down. I have to say that I feel a bit stupid telling these because most of these go by common sense and people who would need these probably don't read these forums at all. And I do know that some of these are kind of overkills but use your consideration :)

An answer for "why these?" is that I cant believe how many newbie's ruin their changes to get help by being simply rude or annoying. See also page 12 and 13.

1. Say "Hi"

I am always telling people to say: "Hi". But seriously, this is the worst thing in newbie's when they want to communicate. Many newbie's just run to you, try to private chat or trade without saying anything.

Do say "hi" in public. Always. Do ask if you want to private chat or trade before attempting to. Trying to trade complete stranger without even saying anything is plain rude as far I think about it. It doesn't always need to be that formal but it's a good idea to make contact in public first.

2. Ask or notify before adding as a friend

It won't *hurt* to ask if you may add somebody to your friendlist. At least you should tell to a player that you was the one who added him/her (well this was changed by last VU's but still...). And remember when private messaging, the receiver can't know who the sender is if you are not in his/hers list. So, sign always your private messages if unsure (sign = put your name in it).

3. Proper english beats wannabe cool stuff

Many people are talking like "any1 care 2 w8 4 me".. aargh.. worst thing is that people who talk that way tend to forget that people might use numbers as numbers too. There are lots of people who have english as their second or third language (like me). Using abbreviations isn't always just a good idea although there is certain vocabulary you'd better learn if you plan to participate.

4. Stay at polite distances

Don't just walk into others avatars. It's really annoying when half of what you can see on your screen is some stranger. Be like in real world... you usually keep at least about one meter (half of avatars height) distance when talking with somebody. Don't jump against others, its just rude.

I might add that sightseeing female avatar's chests doesn't really give good impression. There are always those who run from a distance to you, look down at your chest and then run away... without saying a word. It's amusing once, but then just very enoying.

Written by: Essi

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Manners (continued)

5. Don't flood, don't shout

Do I really need to explain this one? Just don't. Shouting is talking with CAPITAL LETTERS.

6. Don't beg

This is a thing I'm always having conversation with newbie's. Many claim that begging is the only way to get started in PE free. I usually say that "go to oil rig" or "steal your daddy's visa". Now I'm not saying that "don't ask for freebies" but constant begging is plain annoying. Think about: If nobody gives you anything when you ask once, what are your chances to get something by repeating?

And if you really plan to play Project Entropia: Try to get friends, not money. A friend is better in long run than that 1 PED you might get. Friends help you, stranger don't – usually anyway.

7. Don't spare the words "thanks" and "sorry"

Remember it gives a good impression to others if you have manners even when somebody other don't.

8. Be sensitive when asking about real life

Not all of us want to tell everything about themselves to strangers in the net. I would say that in most cases it is OK to ask country, gender and age.

9. Don't mess with other's mobs

If somebody is fighting against mob, don't interfere. If he/she asks for help it's a whole different thing but shooting other's mob even if you don't want any of the loot just isn't fun. People do shoot mobs also for skill, you know. Accidents do happen but look at point 7.

10. Don't disturb others

If two (or more) people having a conversation facing each other its rude to go between them – just like in real life.

11. Mind your appearance

We all don't want to see underwear and nude skin all time. Proper dressing up gives usually better impression than hanging out as nude as possible.

12. Don't mess with trading

Don't press accept before you have agreed a deal with a seller. Its plain annoying when someone wants to see items and then just put some money for them and press accept without even asking price. And if you press accept in trade when other is just showing his stuff you *will* look like a scammer in his eyes.

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Economy

Project Entropia is free of charge, meaning there is no monthly fee you need to pay in order to experience the wonderful virtual world.

Instead, Project Entropia uses a real economy system that allows you to exchange real money for a Project Entropia currency and vice versa. This virtual currency is then used to buy items you want inside the virtual universe.

It's also possible to earn money inside Project Entropia. You will have the opportunity to find, trade and sell all sorts of items.

The virtual currency is called Project Entropia Dollars (PED) and Project Entropia Cents (PEC). This virtual currency may at any time be transferred back to your real-world bank account at the rate of 10 PED = 1 US Dollar.

Transfers

Project Entropia Dollar Card (PED Card)



This important item is the symbol of your own personal in-world credit card. When real world money is exchanged into the Project Entropia currency, it's transferred to your personal Project Entropia credit account. The function of the PED card is to give you access to your in-world money and the economical service system in Project Entropia. The PED card is a permanent part of your character's inventory. The card cannot be removed from your character and the PE money connected to the card cannot be lost or stolen while in the virtual universe. Your PE money is always accessible using your PED card and it can be used for any form of practical transactions when you buy or trade items. You are able to use the card directly to pay for things using the Credit Card item. Cash items can also be extracted from the card or transferred into the card.

Payment Options

CreditCard

There are two types that are accepted by Project Entropia: MasterCard and Visa.

PayByCash

Here you have some options to choose between when you want to transfer money into PED's.

Please read carefully the conditions associated with the payment alternative you are about to choose. Some alternatives may require several business days to confirm, before you see your PED in your Project Entropia account. Visit: www.PayByCash.com – For more information..

If you need customer support or have questions about PayByCash.com then email to the customer service at: customerservice@paybycash.com

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Date: 2004-08-09

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Economy (Continued)

PayNova

Paynova is a digital wallet, used for online shopping. It looks and works like a regular wallet. It's easy to fill the wallet with money, simply transfer cash from your account or credit card. It's secure, fast and easy! Observe! Remember to choose USD when you transfer money with Paynova.

If you need customer support or have questions about Paynova you can visit their customer service. More information is available at: www.paynova.se

(Taken from the Project-Entropia official page)

Information about new deposit system 24 Jun 2004

Register a credit card

The first time you register a credit card via the Transfer button in the Project Entropia client or web site you may only make a one-time deposit equaling \$10. This limit is removed once the credit card is activated (see below). Please note that you cannot make any deposit via the Transaction Center within the virtual universe of Project Entropia until your credit card is activated.

Receiving the activation code

When the first deposit is successfully carried out you will receive an eight-digit activation code on your next credit card statement. If you are using an Internet bank it may take a few days until this activation code is shown. Please ask your credit card issuer for more information on these matters.

Activating the credit card

You need to make a subsequent deposit via the Transfer button in the Project Entropia client or web site. You then have the option to enter the activation code. When you supply a valid and verified activation code the deposit limit is removed and you make virtually as many deposits you desire.

Secure credit card deposits

If your credit card is a VISA and is associated with Verified by VISA, or a MasterCard associated with Secure-Code, your online deposits into Project Entropia are safe against unauthorized use. For every new credit card used in Project Entropia the registration and activation process must be performed.

Limit on the number of credit cards associated with an avatar

You may only have a single credit card associated to an avatar. Once you have used a credit card to make a deposit to an avatar, you cannot use the same credit card to make deposits to another avatar.

The Project Entropia Transaction Center

Until your credit card is activated, use of the Project Entropia Transaction Center is disabled for you. When your credit card is activated, you may use the Transaction Center to make any further deposits.

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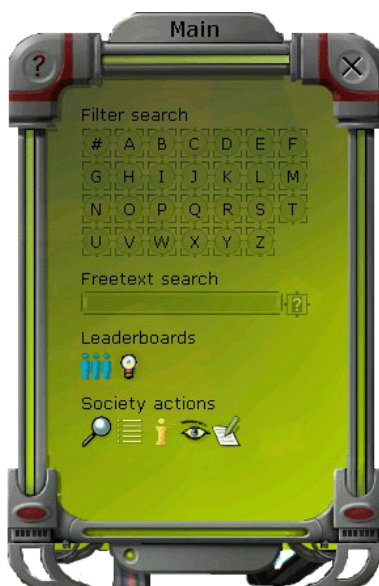
Societies

A society (or a clan as their called in other MMORGs) is a way to organize you with some of your friends.

Being a member of a society gives you a tag e.g. "**Veteran (Entropia Pioneers)**" beneath your name when others target you. It can also say "**Applicant (society name)**" if you have applied but not yet have been accepted as a member. One main advantage is that when you're a member of a society you get a special tab where you can chat with your society mates. The goals and purposes of the societies varies a lot. Some societies consist of real life friends only, others by high skilled hunters and some societies accept almost anyone who applies and have as much as 170 members (March 2004).

A society needs to have at least five members (founder counted for) to be allowed to exist.

When registering a new society it will be pending for authorization for a couple of days before it comes active.



The society terminal main window

Right-clicking the red society terminal will bring up the society main window seen to the left. Here you can browse thru all the societies available on Calypso or do a freetext search in the box.

Leaderboard icons:



Shows the most skilful societies per capita, e.g. total skills divided by the amount of members has this icon by their name.



Societies with the highest amount of members has this icon by their name.

The "?" icon next to the freetext searchbox gives help and info about various society sections.

The icons below the freetext search box is for the society you're presently are a member of and are described below.



Society info

View amount of members, who's the leader, founder, society goal, motto and other info



Applicant list

Who has applied to join the society?



Member list

Listing of society members (rooster). Can be disabled by society administrators



Society log

Log file with events, e.g. accepted members, declined applications, promotions etc.



Member info

Opens a window where you're able to enter information about yourself.

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Societies (Continued)

Ranks

There are different theme templates which you can chose to use in your society. It's currently not possible to create your own ranks or use "cross ranks" i.e. ranks from different themes at the same time.

There's currently twelve different templates: Mercenaries, Order, Scientists, Outlaws, Security, Explorers, Traders, Corporate, Military, Miners, Crafters and Hunters. Each theme consists of six different ranks where the two highest are able to administrate the society in the society terminal.

A few examples on the ranks are presented in the table below.

Rank	Mercenaries	Hunters	Military
<i>Highest</i>	Captain	Great Hunter	General
↕	Advisor	Elevated Hunter	Colonel
	Group Leader	Senior Hunter	Captain
	Veteran	Hunter	Sergeant
	Grunt	Junior Hunter	Private
<i>Lowest</i>	Rookie	Pupil	Recruit

Actions

Members belonging to the two highest ranks in the society are able to perform and administrate the society (enter/change society description, goal, rules etc.) in the society terminal and do certain "actions" such as accept and decline applications.



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Societies (Continued)

The smilies shows your society's standing towards another society and their standing towards yours. The green smiley indicates friendly, yellow one neutral and there is also a red smiley indicating hostility.



Hand is used to vote for a member to become leader. **Foot** is used when to dismiss (kick) a member. **Thumbs up** to promote to higher rank. **Thumbs down** to demote to lower rank and the **i** is information about the member. **Heart** (not showing here) which is used to add the member to your friends list.

Member List				
Captain				
Magnum Magnum Gunn				
Adviser				
Minaros Minos Thraron				
Stum StumdooS Does				
Group Leader				
Almighty Pale Avenger Clint				
Dee Dee Deranged				
radical poro rand				
Veteran				
Aldur Migic Eddings				
Dinara Dino Kapteck				

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Word Abbreviations

This is a list of expressions often used in the chat interface in game. They can be really confusing if you have no idea what people mean.. you can even get offended without knowing it =).

LOL	= Laugh out loud
LMAO	= Laughing My Arse Of
ROFL or ROTF	= Rolling on the floor (for a real laugh it can be combined with LMAO (ROTFLMAO)
CTD	= Crash To Desktop
PVP	= Player vs. Player zones
BRB	= Be Right Back
BRT	= Be Right There
OMW	= On My Way
ATM	= At the moment
CU	= See You
NN	= Night Night (when someone is going to bed)
Uber	= Very good, Great, superhuman. Often used when talking about items and HoFs.
IMHO	= In My Humble Opinion
IMO	= In My Opinion
GRMBL	= Grumble. When someone is a little grumpy over something.
VU	= Version Update
OMG	= Oh My God.
BBL	= Be Back Later
w00t	= What!?! Really?! Felling of joy.. Wohooo!!
n00b or noob	= Newbie, Newcomer, Beginner
cK	= coat Killers (well known society)
EP	= Entropia Pioneers (also a well known society and is associated with a neat webpage)

TT	= Trade Terminal
HoF	= Hall Of Fame
Adj	= Adjusted
Mod	= Modified
Imp	= Improved
Mob	= Mobil unit (Beast)
TP	= Teleporter
J/K	= Just kidding
ASAP	= As soon as possible
SUP	= What's up?
M8	= Mate
NP	= No problem
HUD	= Head-Up Display
YW	= You're Welcome

TY	= Thank You
l8r	= Later
TBH	= To Be Honest
G2G	= Good to Go
Holy Snappi'n Duckshit!	= Expression used when someone gets an UberHof
NPC	= Non Playing Character

TT+x Is used when selling/buying items. The x indicates how much PEDs extra the seller / buyer wants in addition to the Trade Terminal value.

X% is used most often when selling ores and Enmatters. This indicates at what percentage the buyer /seller is selling/buying.

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Credits and Links

This manual was put together by Entropia-Pioneers with help of NEVERDIE's guidance.



Authors: StumdoeS, Magnum,
Almighty Clint, Pol, Minos, Woolf,
NEVERDIE and Essi

Imaging: StumdoeS

Editing: StumdoeS

Online resources and links:

<http://www.project-entropia.com>

The official Project Entropia homepage. Here you will find recent news and events. This is where you download the installation files for Project-Entropia. From here you can also submit support questions to the MindArk support team.

[Http://entropia-pioneers.kicks-ass.org](http://entropia-pioneers.kicks-ass.org)

Entropia Pioneers homepage. Good information about anything you could possibly think of in Project Entropia. There is a huge member forum where you can ask questions and get help with understanding the Virtual universe, and the life of Calypso. Now 3500 members

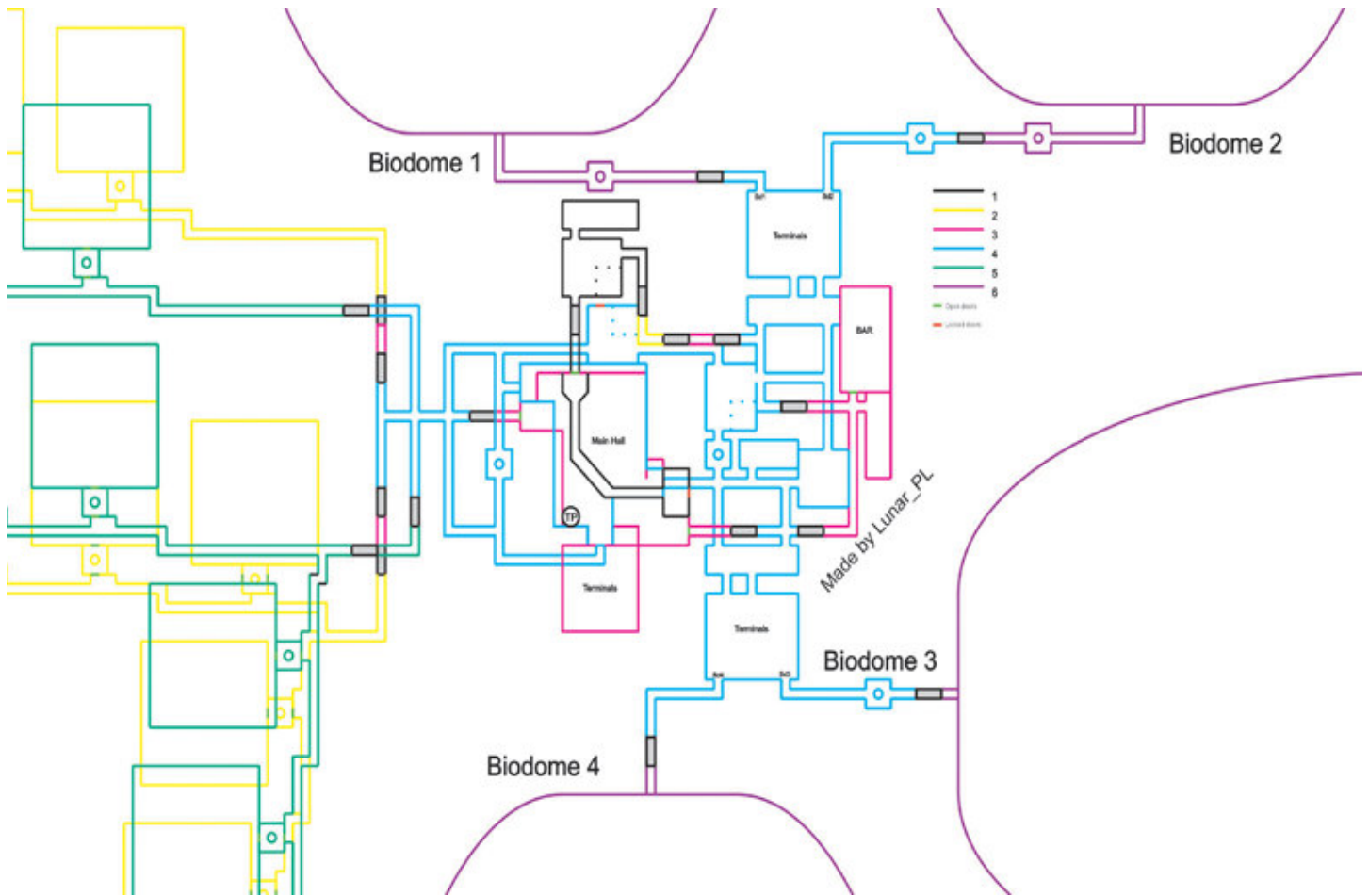
<http://entropia.stratics.com>

An official working partner with MindArk. They hold a huge storyline behind the Virtual universe if you feel you need some more background information about it. Stratics are also the hosts of the IRC HoC chats. House of Common, is held every now and then and is a moderated chat with some people from the MindArk staff. The logs from previous HoC's can be found here.

There are a lot of other great resources for Project Entropia and you can find most of those on the Entropia Pioneers homepage.



You will find a map that is bigger and easier on the eyes version on Entropia Pioneers homepage.



You will find a map that is bigger and easier on the eyes version on Entropia Pioneers homepage. Thanks to LunarPL for this one!

VU 5.7 Content List

PROJECT ENTROPIA VERSION UPDATE 5.7

2004-06-01

*** PLEASE READ THIS DOCUMENT IF YOU FIND SOMETHING OUT OF THE ORDINARY IN PROJECT ENTROPIA! IT MIGHT PROVIDE THE INFO YOU NEED BEFORE CONTACTING PROJECT ENTROPIA SUPPORT! ***

General Information

The Version Update 5.7 ("VU 5.7") for Project Entropia is a major step in the development of Project Entropia. Information about the content of the version update is located in this document.

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VERSION UPDATE FEATURES

Crystal Palace Space Station available

The Crystal Palace Space Station is opened! Take the journey into space and experience a whole new area of exploration. See never-before-seen scenery and encounters and find new items not available elsewhere. Be the first one to set foot in a unique setting, untouched by human colonists.

The venture into space and the Crystal Palace Space Station is the first step of Project Entropia's upcoming exploration of space and beyond.

Project Entropia Hardware Infrastructure upgrade

The hardware platform and infrastructure handling Project Entropia is updated to new state-of-the-art equipment, capable of handling the ever-increasing number of new Project Entropia participants. Expect better performance, increased stability, and reduced latency.

New area of crafting; Armor attachments

The Project Entropia crafters has a new area to master; the creation of armor attachments. These attachments are added to existing armor pieces by dragging and dropping them onto the armor. To remove an attachment, just double-click on the armor icon while it is in your inventory.

Massive load of new clothes

A huge pile of clothes is added to Project Entropia. All these are tailorable. Some examples are:

- Headwear
- Sombreros
- Fedora hats
- Bowler hats
- Top hats
- Berets
- Underwear
- Bustiers
- Thongs
- Stockings
- New bra model
- Footwear
- Stiletto boots
- Stiletto heels
- Cowboy boots
- Other clothes
- Tuxedos
- Evening dress
- Tanktops
- Mesh tanktops
- Cut-offs
- Bomber jackets

Added colors

Several new colors have been added, including black and white paint.

New weapons

A lot of completely new weapons added, including many melee weapons.

New armor sets

Armor sets added, both craftable and lootable.

New creatures

A lot of new creatures have been spotted by explorers. Someone described a horrendous sighting on the Crystal Palace station...

House decorations

An unnamed source has stated seeing new paintings on Calypso from a renowned Earth artist.

Colorable storage boxes

Storage boxes are now colorable. It makes it easier to distinguish between boxes.

Visual item update

Several items, mainly weapons, in Project Entropia have received a visual overhaul, and are now displayed with a much higher detail. This is a part of a series of grand visual upgrades being done to Project Entropia over the coming months.

New death system

When you die you will have the option to teleport to the nearest revival point. If you decline you will be a stationary ghost, unable to move. To get the option to be moved while dead, please press the 'T' key on your keyboard. That will move your ghost to the nearest revival terminal. Note that the old way, where you moved to your last revive position no longer applies.

One could ask oneself why anyone would like to be a stationary ghost – the answer is that you can be revived on the spot, given the right equipment or Mindforce.

'T' key change

If you press the 'T' key while alive, you will be asked to confirm your decision in a YES/NO dialogue box. If you select YES you will be automatically teleported after 60 seconds to the nearest revival terminal.

Mentor system tweak

The first tweak to the mentor system makes it easier to become a disciple – you now can be Newcomer as well as Inept in your skills and still be a disciple. Expect more tweaks in future VU's.

Teaming issue fixed

An issue when disbanding a team and then having difficulties getting loot afterwards has been fixed.

Indoor movement

The indoor movement speed is increased.

Independent Guide bundled with Project Entropia

The very nice and vibrant Project Entropia society Entropia Pioneers has, together with famed Project Entropia participant NEVERDIE created a Guide to Project Entropia, an unofficial manual of sorts for Project Entropia. The guide is bundled with Project Entropia and will be available from the Project Entropia web site.

Client upgrades

New fixes have been applied to the client, to reduce disconnects and Crash-to-desktop ("CTD") issues.

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KNOWN ISSUES/MISSING FEATURES

All tailored clothes shown as "Uncolored" in the auction, even if they are colored.

Currently, the virtual companies on the Exchange do not offer any shares.

You can't repair a weapon with attachments attached to it. You have to detach them prior to repairing.

Some avatars will get an "Unidentified Login" message when trying to login to either the support section or Project Entropia. These accounts will not be able to submit support cases. We are solving the problem and your accounts will be accessible in a day or two. Sorry about any inconvenience.

PROJECT ENTROPIA CONDITIONS OF USE

This Agreement ("Agreement") is made by and between MindArk PE AB ("MindArk") and the Participant ("Participant") who wishes to use Project Entropia. By accepting this Agreement, the Participant agrees to it in its entirety, effective immediately.

MindArk is the owner of a System ("System"), identified as Project Entropia.

In consideration of the promises set forth herein, the parties hereto agree as follows:

1. Arrangement

This Agreement is a legal document that details your rights and obligations as a Project Entropia participant entitled to a participant account and to access and use certain of MindArk's services. You cannot become a Project Entropia participant until you have accepted the terms of this Agreement.

MindArk agrees to provide Project Entropia as is to the Participant, and the Participant agrees to accept Project Entropia, subject to the terms of this Agreement

This Agreement is your entire agreement with MindArk and governs your use of the System. There may be additional terms and conditions if you use affiliate systems, other MindArk systems or products, or third-party software and/or systems. To be a participant, you must be at least 18 years old. If you are not 18 years old but you are at least 13 years old, you may still partake, but only if your account was created and registered by your parent or guardian. This Agreement will be void and without effect, and you will not be entitled access to Project Entropia, if you do not satisfy the age requirement.

Participant agrees not to translate, modify, copy, printout, disassemble, de-compile or otherwise tamper with Project Entropia system, code, or any firmware, circuit board or software provided therewith. The Participant also agrees not to hack into or interfere with any data communication to or from the Project Entropia servers, clients, and systems, as well as not to use any other software than the Project Entropia client to interpret or influence data sent to or from the Project Entropia server and client systems. The participant also agrees upon not using any third party software or equipment that influences Project Entropia in any way. The participant agrees upon not tampering, removing (except complete uninstallation), adding, or changing the installed Project Entropia client software and its associated files in any way whatsoever.

2. Description

MindArk provides Project Entropia as a service, described as a virtual universe. Project Entropia is not a "game".

Upon completing the registration process, you will receive a password and account that is uniquely associated with your participation. All of your access to the system will be through that account, except as otherwise set forth in this Agreement. An account supplies access to MindArk's online virtual universe. In the virtual universe you will be able to interact with other participants and online constructs. Your interactions will be through an "Avatar", or virtual persona/alter-ego, and is regulated by the Rules of Conduct section below.

You agree to obey with the limits set on your account by your category of participation. You further agree to obey with the Rules of Conduct. Violation of the Rules of Conduct may result in termination of your account.

3. Privacy

MindArk gives access to a virtual universe to participants all over the world. A participant is able to interact with none, few or many of these participants. MindArk intends to keep the identity of each participant private to him or herself. A participant may choose to appear with his or her own name or use a nickname in the virtual universe.

MindArk registers participants for the necessity to transfer money between the real and the virtual world, between MindArk and the participant. MindArk will never divulge registered information to any outside party.

MindArk may monitor or register a participant's behaviour and collect client system data if necessary to detect and counteract fraud, rules violation, and in order to balance the load on the system.

4. License

Participant acknowledges that he or she shall have only a limited, non-exclusive, license to use Project Entropia. Participant acknowledges and agrees that he or she will not use Project Entropia for any purpose that is illegal (see "Governing Law"). Participant agrees that he or she will use Project Entropia carefully and will not use it in any way that might result in any loss of his or her or any third party's property or information. MindArk will not take any responsibility if this should occur.

5. Termination

MindArk may terminate this Agreement upon notice to Participant. Such termination may be made without reason, and may be for one or more or all Participants.

You can cancel your account by filing a request through the Project Entropia Support Section. MindArk reserves the right to collect fees, surcharges or costs incurred before you cancel your account. In addition, you are responsible for any charges incurred to third-party vendors or content providers prior to your cancellation. In the event that your account is terminated or cancelled, no refund will be granted. Any delinquent or unresolved issues relating to former participation must be resolved before MindArk will permit you to have a new account. All provisions of this Agreement that by their nature should survive termination of this Agreement do survive its termination, including, but not limited to, provisions on ownership, proprietary rights, warranty disclaimers and liability and remedy limitations.

6. Ownership

The participant deposits funds in advance and have the right to withdraw funds on the avatar that are not spent.

Virtual items will often have names similar or identical to corresponding physical categories such as "people," "real estate," "possessions," and the names of specific items in those categories such as "house," "rifle," "tools," "armor," etc. Despite the similar names, all virtual items are part of the System and MindArk retains all rights, title, and interest in all parts including, but not limited to Avatars and Virtual items; these retained rights include, without limitation, patent, copyright, trademark, trade secret and other proprietary rights throughout the world.

As part of your interactions with the System, you may acquire, create, design, or modify Virtual items, but you agree that you will not gain any ownership interest whatsoever in any Virtual item, and you hereby assign to MindArk all of your rights, title and interest in any such Virtual item.

7. MindArk's Warranties

MindArk represents and warrants that it has the requisite right and legal authority to grant the license and to provide Project Entropia. Project Entropia is not warranted by MindArk to be error or bug free. MindArk makes no other warranty, expressed or implied, with respect to Project Entropia. All warranties, whether expressed or implied, are hereby disclaimed, including, without limitation, the implied warranties of merchantability and fitness for a particular purpose.

8. Governing Law

This Agreement is to be governed by, construed and enforced according to the laws of Sweden.

9. Accounts and Fund Transfers

MindArk acknowledges the responsibility to maintain records of all transactions in accordance with corresponding Swedish Legislation. Account deficits in any situation apart from those described herein are the responsibility of the Participant. MindArk accepts no responsibility for funds misplaced or misused in any incidence, regardless of reason.

