Entropia Universe Guide

Edited by The Knights of Entropia

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Foreword

This guide is a collaborative project by a group of long term EU players who are interested in helping new participants in the Entropia Universe. Most of the authors are current or past Mentors and play Entropia more as a hobby than simply another game. The drafting of this guide came about because the Guide that many people used was not being updated as the Entropia Universe evolved, after contacting the author, I was told that due to other commitments he was not planning any updates.

I am very grateful for the work that has gone before, by the Authors of other guides of which there are a number, as it has enabled me to refine the structure of this document. However this is a complete rewrite, where previously published material has been used, the Author's permission has been granted and the source attributed.

This guide is published into the Entropia community, with the intention that this is not the work of just one person, it can be maintained even if some of the original contributors decide to cease their EU activity and to this end it is published under the CC BY-SA license to allow material re-use.

As this is a community resource, it is syndicated on a number of diffrent web sites, however the most recent version will always be available from http://www.theknightsofentropia.com

Finally I'd like to thank all those people who have helped by contributing and proof reading this document and commenting on its structure and content.

Please address any comments regarding the content or additions to me directly, via the email address below.

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Introduction about this Guide

This guide has been produced to help new players to the Entropia Universe. It has been written by a number of different people from all over the World and it is Edited by an in-game Society called “The Knights of Entropia” (fka The Knights of Calypso). This work is entirely voluntary, as is so much that is done within the Entropia Universe community. Any variations in grammar and syntax are the product of having native and non-native English speakers contribute to the document. The Authors make no apology for this; it is part of its charm.

If you are reading this guide, it is assumed that you have already down loaded the game and created an account, if not then you can do so here http://www.entropiauniverse.com

The primary aim of this guide is to help new players to become acquainted with the game systems and controls and to spend as little money as possible doing so; unless of course the player chooses otherwise. It is not intended to replace an effective Mentor or be a definitive set of instructions on “How to play Entropia Universe”; part of the game’s appeal is the infinite possibilities that this virtual world offers participants.

The guide has been split into two sections. Section One is about getting started and not overloading you with too much detail. Section Two contains more information and can be read and digested once you have some more experience. There is no need to read any of the guide in order, although it will benefit you to read to the end of Section One as soon as you start so that you don't waste any money.

Entropia is a Real Cash Economy (RCE) game and the in game currency is the Project Entropia Dollar (PED), which is linked to the USD at a ratio of 10 PED = 1 USD. Players are able to deposit into and withdraw out of the game, subject to a 50+ working day cooling off period for withdrawal. The minimum deposit is 2 USD, minimum withdrawal is 100 USD.

The Entropia Universe is comprised of the game systems with are operated by MindArk PE AB and various partners (Planet Partners) who customise each of the planets to a different theme.

When first creating an account, you choose which planet to start on, moving from planet to planet is only possible from within the game and is achieved by using a Space Ship.

It is interesting to note that Entropia attracts people from all walks of life, different age groups and many different countries around the World. The Authors of this guide range in age from 20 to 50+.

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Mentoring

MindArk have designed a Mentoring system that “offers veteran participants a great way to share their Entropia knowledge and experience with new participants.” The reason for this is that the game is very complex and it’s easy to waste the PED that you may have earned or deposited if you don't have any guidance. A mentor will be most useful during the first 10-20 hours of gameplay to help you understand the various systems and activities that make up the virtual world. After this they will be able to advise you on the many questions that will arise as you work your way towards Graduation, and also hopefully as a hunting partner and a guide when exploring.

Here are three ways to find a Mentor:

- *Use the “Mentor Register”* - Right click the desktop anywhere and then select System / Mentor Register. Mentors can be ranked using the column headers, Online (status), Name, Rating, Graduated Disciples. Please take some time to read each Mentors Profile.
- Join a Society - Societies are the Entropia Universe equivalent of clans, guilds, companies, etc Some Societies are happy to train new players and operate as Academy Socs, they will very likely have Mentors within the Society. Use the Society Terminal to look at each Society’s details for information on joining requirements. Joining an active friendly Society really enhances your gaming experience in Entropia, look for a Society that has active players online during your game time.
- *Find a friendly face* - As you explore the Entropia Universe you will interact with other players, if you find one that is particularly helpful, ask them if they know any good Mentors, and take it from there.

A good Mentor will help you and be online when you are, you may see advice about taking a Mentor in your own time zone, however more important is that they are online when you are, that they actually spend time with you in the game and that you can communicate effectively. Some Mentors use Skype or TeamSpeak etc for this.

If your Mentor is never logged in when youre online, is too busy or on another planet, you may be better off finding someone who is able to spend time with you and actually help you.

If you kick a Mentor, you lose all your progress upto that point.

To graduate, you will need to complete three simple tasks and gain about 18k skill points aggregate across the areas of Geology/Anatomy/Engineering. As a reward for successfully completing the Disciple program you will receive a full set of Armour and a Vehicle; your Mentor also receives a small gift.

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Game Play - What's your style?

As with Real Life, we all have a slightly different approach to how we do something and Entropia is no different. Some people like to play as economically as possible and some people have the attitude that if it's fun, they are willing to pay for it. Obviously no one likes to waste money but there are a number of different options on game play style, from playing for free to buying skills and adding them to you avatar to instantly increase the Skill and Professional level, this process is known as "Chipping in".You can "Chip in" skills whilst a Disciple however they will not count towards your graduation, refer to Section Two, "Getting a head start by chipping in Skills" for more detail.

You should discuss your prefered game style with your Mentor.

Section One - The Basics

Keyboard Map

The Keyboard map has a default set of actions that are mapped to the keys, once you leave the Training area on Genesis, this Keyboard Map can be altered and customised to your preference. An explanation of how to do this is given below. This guide will refer to the "default" Key for actions that we mention.

Aim/Cursor Mode

This can be a little confusing when you first start to play Entropia, the space bar toggles Aim and Cursor mode. In Aim mode you can use your cursor to look around, aim a weapon or sweat collection tool and steer a vehicle. In Cursor mode you are able to interact with items in the virtual world such as at Service Centres, when mining or picking up items from the floor. If you are unable to switch between the two, you will need to enable aim mode, detailed instructions below under the "Options" heading.

First Person View (1PV) or Third Person View (3PV)

You can toggle between views by pressing "5" on the number pad or using the Scroll wheel on your mouse to zoom in (1PV) or out (3PV).

Window or Full Screen View

Toggle between a window and full screen using ALT + Enter. The size of the window is set under options (press Escape) and is set whilst in Window mode.

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Dieing and Teleport to Revival

The game map is divided into revival areas, if you are killed within an area you will be automatically transported to the appointed revival terminal. Another way of moving your Avatar to the Revive Terminal is by pressing “T”, this starts a sixty second timer which when finished will transport your Avatar to the revival terminal for the area you're in. This can be very useful if you know where the area boundaries are, more of this in Annex A.

Inventory and Storage

There are two basic storage areas that each player has access to when starting the game. One is Carried Inventory and is accessed using the default key of “i”, the other is Planet Storage which is accessed using a Storage Terminal located at Service Centers, Teleports (TP) and some OutPosts (OP). Carried Inventory has a limit of 200 items and initially your Avatar can carry 150kg of weight. This carried weight increases as your Avatar gains strength. Planet storage is specific to that planet and has an item limit of 500, it has no weight limit. *Items sometimes are placed at the bottom of the storage container and you will need to scroll down to see them*.

You can move multiple items at a time by dragging the cursor in Cursor mode around the items and then left click and hold one of the items whilst moving it between Carried and Planet Storage. The screenshot below shows two items ready to be moved from Carried Inventory to Planet Storage.



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Weapons and Ammunition

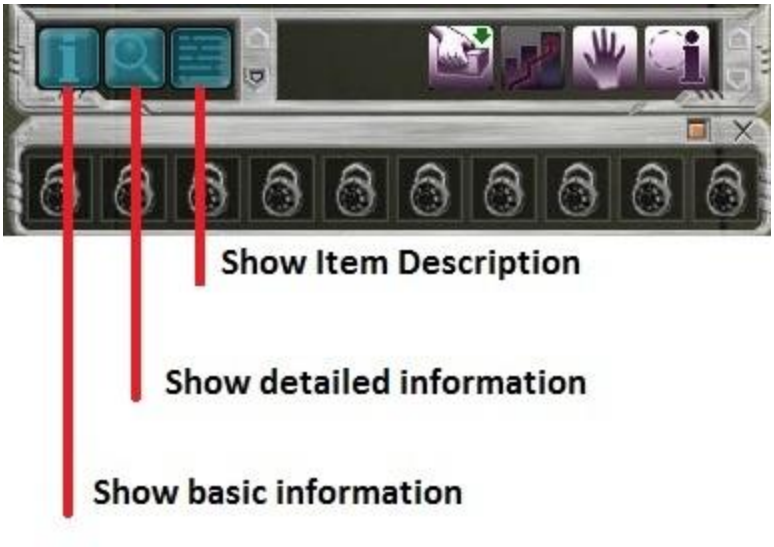
If you look at your carried inventory by pressing “i”, in the fourth container from the top marked “Weapons” you will find the weapons that your Avatar is carrying. In order to use your weapon you need to have sufficient ammo in your carried inventory and the ammo should be stacked in one pile, according to type. Just drag and drop it together if it’s not or right click and “merge”.

There are four types of ammo, Weapon Cells, BLP, Explosive projectiles and Universal ammo (There is also some special MindForce ammo, but we will cover that later in Section Two). You do not need to select the ammo, this is done automatically if it’s in your carried inventory.

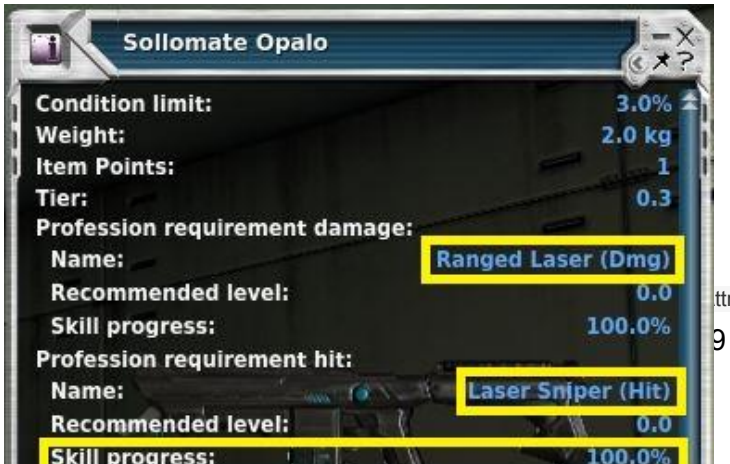


To find out which type of ammo to use, right click on your weapon and select “Item Info”, this opens a window like the one below.

The weapon name is at the top and this first window is found by clicking the “Show Basic Information Icon” at the bottom left hand side. Also on this window is the Condition of the weapon, in this case 3.8 of 3.8 PED, as this is a repairable or unlimited “UL” weapon it can be repaired at the repair terminal.



The “Show detailed Information” button opens the following window.



On this window you are shown the professional level requirements of HIT and DMG, in this case Zero, and this avatars skill progress which is 100%.

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Also we can see that this weapon uses “Weapon Cells” or “Universal Ammo” as ammunition; 200 cells each shot. It only needs one type, not both.

The final button “Show item description” sometimes this window gives information about the item that may help you use it.

No discussion about Weapons would be complete without mentioning Damage inflicted or Damage per Second (DPS) to give it the correct term. *DPS is the Damage that a weapon used by an Avatar with skills of X Hit & Y Dmg will inflict averaged out over 60 seconds*. Annex C explains how to calculate it.

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Service Centre

All the terminals below are activated by standing fairly close to the terminal and right click to operate it or double left click.

Trade Terminal

The Trade Terminal or “TT” is where you can buy some basic items and ammunition for weapons. You can also sell unwanted items to the TT using the tabs at the top left of the TT screen.

Revival Terminal

The revival terminal is where your Avatar re-spawns after being killed. You very likely already know this. There may be several in an area but they will be very close to each other.

Repair Terminal

Some items in Entropia Universe are repairable and this is done using this terminal.

Society Terminal

Societies are the Entropia Universe equivalent of clans, guilds, companies, etc Some Societies are happy to train new players and operate as Academy Socs, they will very likely have Mentors within the Society. Use the Society Terminal to look at each Society’s details for information on joining requirements.

Technician

The Technician sells a few Blueprints used in Crafting. Other Blueprints are available from the Auction or other players. Crafting is best left until you have gained experience of the game.

Auctioneer

The Auctioneer hosts the auction. Each Planet has its own auction and whilst it is possible to change to another planet and see what is on that Auction, if you wish to bid on that auction you will have to visit that planet to do so and retrieve the item if you win. More information on the Auction is given latter.

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Health

Each Avatar starts with 88 health points. As the Avatar's skills increase, so their maximum health points will increase. For a new player health regenerates at four points every 20 seconds. This formula has changed in the past and may changed again. The Editors will keep this under review.

Regenerating health points can be sped-up using a healing device or First Aid Pack. Some FAPs are repairable. It is important to understand that some FAPs are more economical to use than others.

Options Menu

The options Menu is accessed by pressing the Escape key or default key "O".



Most of the available choices are fairly self explanatory, a matter of preference and how powerful your Video Card is, however the two windows to note are Control and HUD. Below is the Control Menu, it is the top tab on the left hand side and the first one to open. Ensure that Enable aim mode and Queue Use Tool Action... are ticked.



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The screen shot below shows the HUD menu and I will explain the significance of some options.

- Show shots left - This displays the remaining shots for the weapon equipped and the ammunition that you currently have in your Carried Inventory.
- Align SatNav - When ticked, the radar compass is aligned to the camera direction. When not ticked, the radar compass is aligned to the direction the avatar is facing.
- Use System Cursor - If you are in Window mode it is best that this in un-ticked as the in-game cursor will look like the Windows OS cursor and it's harder to see if the game window is active.
- Keep Main Chat focus when entering text - You press Enter to place the cursor in the chat window to start typing, ticking this option will keep the cursor in the chat window, after you press return, rather than having to press Enter each time, after you send a message to get the cursor back into the chat window.
- Enable Private/Main Chat Logging - This provides a record of all the logs, including loot, which are saved for later reference in the local My Documents folder/Entropia Universe.
- Disable Loot Windows - Loot is either displayed in a separate window for later review or it's listed briefly on the top left of the screen. This latter options allows you to see exactly what you have received and its value, but you only have a few seconds to absorb it.
- Hide tutorials - This hides the Tutorial tips that are displayed in the Message Center, top left of the game window.
- Always show ticker - Un-ticking this allows the HOF and Global Ticker to fade if there is nothing to display which de-clutters the screen.



- HOF Ticker Filtering - Applies to HOFs and Globals[#], sets a minimum threshold for alerts. At the time of writing the "None" Option does not function.

[#]A "Global" is an amount of Loot in excess of a certain level for that creature or "MOB". A "HOF" (Hall of Fame) is recorded in the Hall of Fame section of the Game.

Getting Out and Enjoying the Scenery

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Keyboard Shortcuts (Default)

Movement

W	Move forwards by holding key down.
A	Move sideways to the left by holding key down.
D	Move sideways to the right by holding key down.
S	Walk backwards by holding key down.
R	Auto move. Start and stop automatic movement forward by pressing key once.
E	Jump.
C	Turn to the right.
Z	Turn to the left.
Q	Toggle between walk and run mode (affects keys W, A, D and R).

View Information

I	Open and close Inventory to view all objects you currently carry.
M	Open and close planet map.

Actions

Return	Activate Main Chat window for writing messages.
T	In 60 seconds you are transported to nearby revival terminal.
Esc	a) Open Options Menu to adjust options, keymappings or to log out b) If chatting, press this key to leave the Main Chat and close the typing field.
Space	Toggle aim and cursor mode. In aim mode, use mouse to select direction to move, aim, etc, while in cursor mode, use mouse to interact with environment.

Help

H	Open information window for handling the mouse buttons and mouse scroll

Before embarking on any exploring it is worth spending a few moments setting up your keyboard. There are several options available to achieve this, however we will concentrate on key binding or mapping items to hot keys.

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When you're out hunting you will need quick access to your Weapons and First Aid Pack (FAP), to be able to heal your Avatar and then continue killing the creature or Mob. This is done by binding items to spare keys on your Keyboard.

Press the Escape Key and select Keymapping / Desktop Icons. This opens the Keyboard map shown below.

Mapping items to hot keys





1. Ensure that “Active Set:1” is shown at the top.

2. Then click the “Edit Panel” Icon in the top right corner. This opens the Edit Panel as shown to the left and from this window you can open Inventory and Action Library.

3. Now you can add Items from your Carried Inventory or add actions from the Action Library by dragging the icon to a spare key.

Above you can see that I have added my Opalo, FAP and the Unequip Tool action to my KB Map.

Help, I’m Stuck at an Out Post!

What can you do if you get stuck at an outpost with a crowd of hungry mobs staring you down? – Do not attempt to drive your car through that spawn. Instead, try to create a path through the

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spawn by dragging mobs to the turret. If this is not successful, check your friends list for someone online who can fly you out of this place or ask in Soc chat.

In case everything else fails, you will need to ask for outside help to leave the outpost. There are two options available, you can use the chat interface and ask on the Rookie channel for help, a lot of experienced players monitor that chat channel and are often willing to lend a helping hand. The other option is to join the Calypso Rescue Team channel using the following command, typed into the Main chat window.

/Join #crt

In both cases these channels operate game wide so its important to say which planet you are on and use the “/pos” without quotes to send a link to your location.

Once you have joined the #crt channel, switching to it requires you to type in the channel join command on the Main chat window.

/custom #crt

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Hunting - Basics

Using a Weapon

Press “i” key for inventory, Right click your weapon> "Equip Item", or use the hotkey that you mapped previously. In "Cursor Mode", You can repeatedly Click on a creature to use the tool, or setup a hot-key (described above) to "Toggle Auto-Use Tool". Once the creature is Dead, press your Auto-Tool Hot key again to stop shooting.

In "Aim Mode", where your mouse movements turn your Avatar; you can Hold down the left click while your Weapon or item is equipped to "Use Tool". You can also Auto use tool in Aim Mode; simply equip weapon then aim your Crosshair at the creature and hit your Auto-Tool Hot key.

Remember to hit Spacebar to Toggle between the two modes.

Finding a creature

Run. The R key Toggles Auto-Run/Stop. Look at your Radar, it has a compass on it. M key will Open the Map - this will help you find the location you are heading to faster. You can also Right click anywhere on the Map to create a waypoint, once you are close - the waypoint will appear on Radar. If you can't find the creature or location you are looking for, you can ask in local chat or try Entropedia for Player updated Mob Locations/Teleporters.

Killing a creature

Once you start, don't stop unless you need to heal. Weigh up if you have enough ammo for the creature too - if you get half way through and run out - then it will regenerate HP and you'll have wasted what you shot into it.

Looting a creature

Double click the creatures Corpse. It will have a few shiny Gold bubbles floating around it if it is your loot. You can find the "Loot" Hot key in the action library; Very handy to assign to a key so you're not spamming the Double Click. My loot key is V.

In some cases, Higher level players will have better returns. The ultimate goal of Entropia is to spend as little as you can. This can be referred to as Economy or Eco.

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Damage Per PEC is something you must be acquainted with. I like to think of it as "More Bang for your Buck". Higher end hunting Weapon setups can get very close to 3.0 Damage per PEC, anything near this "Cost per Shot" is considered to be Economic.

Don't be scared away from this idea of "Only the Super Uber Skilled players get all the Good stuff", yes they are spending more than you so will probably loot bigger and more frequently. This doesn't mean it will take you Ten years to do the same. See section Two if you're interested in adding skills to your avatar which is called “Chipping in”.

Using Armor

Different Creatures do different attack types, and different percentages of these damage types. Having "The right fit" is another Mathematical problem you'll encounter. An Exarosaur for example, does 100% Impact damage. There are various Entropia Information sites just like Entropia Planets which will help give you these numbers and variables, see Annex B for some useful URLs.

Using a Healing tool

Start with your Free tool in the Starter area and Heal EVERYONE! After it's dead, you'll probably be looking for another one. Just remember the SIB rule, Tools are SIB too.

Don't hunt but "swunt"

A Patient Hunter probably started by Sweating to get his/her first Gun/Ammo. Sweat can be sold at it's various Market Value. If you have patience, you can sweat the lower level creatures with no Armour then kill it once it is dry. From time to time, you will see sweaters all blasting at a Dry mob together, Quite an efficient technique!

Utilise SIB weapons

You will notice on an item's "Item Info" window, it will show a level requirement.
Do not use an item if it says "Not Yet" to Skill Increase Bonus. If it says "Yes", you will gain Skill Increase Bonus (Faster Skill gain). Although this may not be economic, it will boost you up in Profession level very quickly. Someone asked me the other day exactly how much more in % you gain than using Maxed Weapons, this is a MASSIVELY expensive test, but 10 years has proven SIB works.

The Most Economic way to use a weapon is to ensure you have maxed it. Using items and Weapons which have "Not Anymore" to Skill increase bonus, ensures you are using the item to it's maximum efficiency. The ultimate Goal is to get as much "Damage inflicted, Per PEC spent", "Damage per PEC" or "DPP".

Certain Setups with amplifiers can increase your DPP, thus creating a more Economic Setup.

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Some Unlimited Weapons and items may say "Never" to SIB. Ultimately, this means you will not Max the item until level 100, therefore making it quite un-economic to use. Individual tests and setups with high end gear can possibly counter this, but maxed SIB is the way to go for economic game play.

Decay

As we use items in Entropia Universe they “decay” or lose a portion of the TT value. In this way the company that operates this virtual world generates income from the players using the game. The rate at which an item decays is specific to that item. Some items are repairable at a repair terminal and others are not.

Tier Rates



Most items have tier rates as shown in the screenshot to the left. The higher the number, the faster the item will increase its Tier level. This Pistol is currently at Tier 6 and it has Damage Enhancers added.

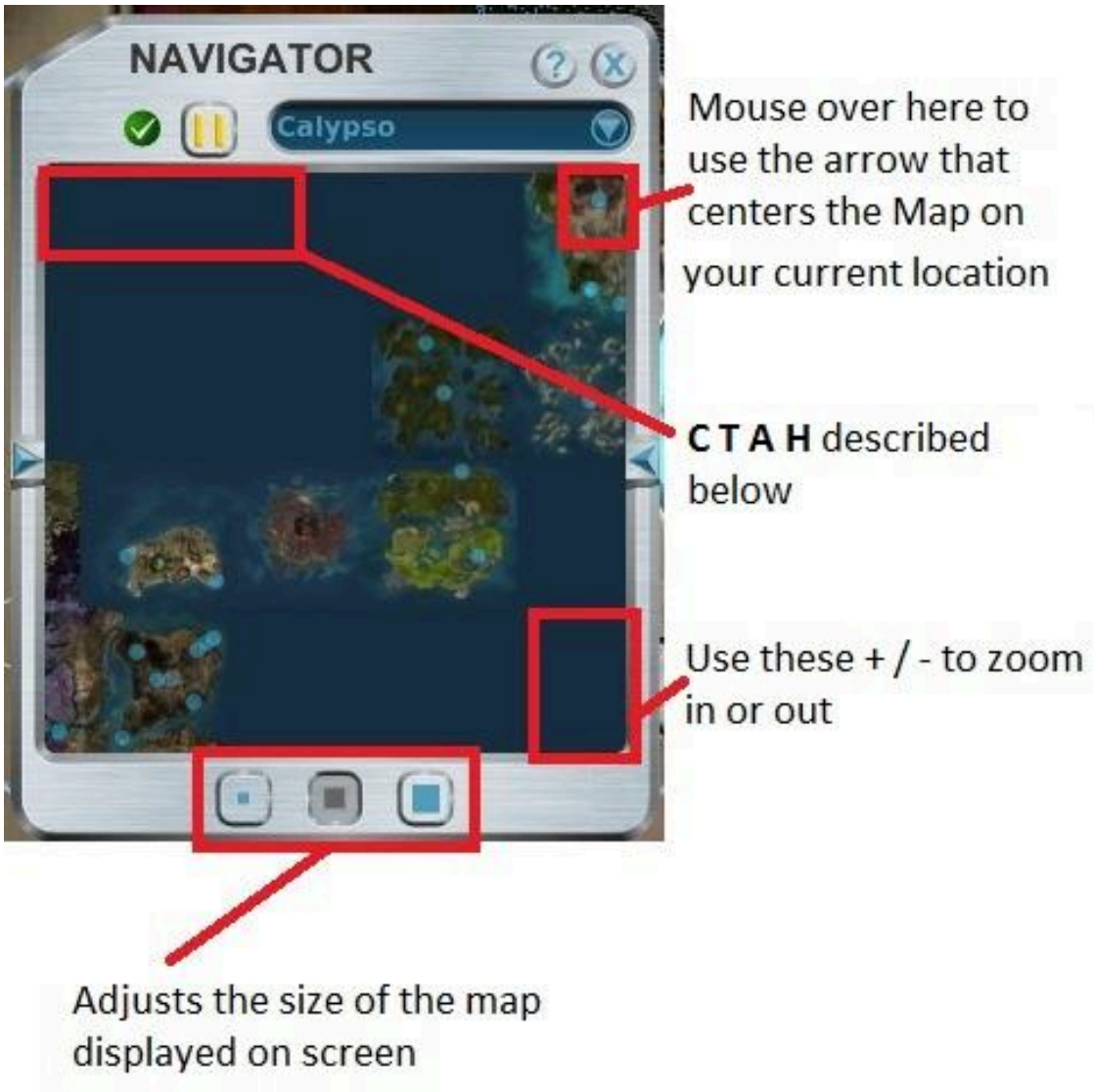
Unlocking a new tier level on (L) items happen automatically, however for UL items materials are required and you have to make a conscious action to tier the item which has a cost. Many items do not increase tier levels as they decay before the tier is reached.

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Map

The location details below all reference Calypso, however the mechanics of Radar, Map and Mobs apply to any location within the Entropia Universe.

Pressing the default key of “M” will open/close your Map, screen shot below.



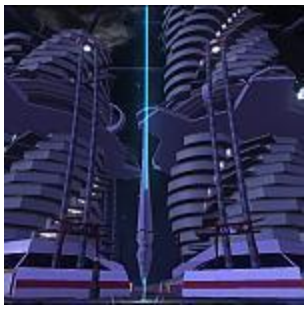
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Operating Teleporters

Teleporters (TP) come in different shapes and sizes. Here are some examples, left to right: Angelica's Paradise, Chug's Hideout, Isslye, Sakura and Oshiri Hearts.








There are no differences in the way they work: Right click on the TP and select ***Operate***.

Your avatar will step on the platform and you will be shown the map of your current location along with a list of the TPs you have activated so far (except for the one you are currently at). Select the TP you want to jump to and click the blue button at the bottom of the map window.

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You can check your TP list anytime by opening your map (press 'M' to open/close map) and clicking on the small blue arrow on the left side of the map window to open the Location list.

Note the four icons at the top of the Location list, **C T A H**. uncheck **C A H**, so only **T**eleports are showing. These 4 icons above the list allow you to display / not display **C**ities, **T**eleporters, **A**reas, **H**omes. The list in the screenie is displaying only teleporters identified by **T**.

As you approach a TP, a blue dot appears on your radar, this is visible at 499 meters even if you have not activated the TP. Your map, however, displays only the TPs you have activated so far (light blue dot). When you have reached a TP that you do not have on your list, run through it once, across the TP “Deck” to activate it. You will get a message on your screen (upper left corner) which tells you that the TP has been added.

Radar, Map and Mobs

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One of the prerequisites for exploring or doing a successful TP run is that you understand the information that your map and your radar are providing.



In this screenie you can see me cooling my feet in the river at New Switzerland after a long run. When you look at the map and the radar, you get a lot of information about my surroundings:

The Radar has a range of 199 meters and each ring is 50m apart when fully zoomed out.

The orientation of the **map** is: N at the top, E to the right and S at the bottom, W to the left. The blue arrow with the orange circle at the center of the map is pointing south/southwest, which is the direction where I am looking. You can also see the city area of New Switzerland (blue) and the land area (green).

The radar window gives you even more information: At the top you can see the name of the land area: OLA #41 West. The coordinates are displayed below the name: Lon: 26282, Lat:

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60784. These are the numbers you have to look at when coordinates are given in TP run descriptions (Annex A). They change constantly as you move around.

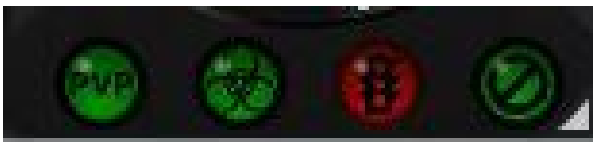
The direction where I am looking corresponds to the top of your radar (12 o'clock position): Between S and SW, which is the same as you can see on the map.

There is a SatNav mode which you can toggle by clicking the tiny radio button which is next to the Radar Zoom +/- in this screenie. If your radar seems to be pointing north all the time, click that button to switch to normal mode.

Your own position is always at the center of the radar screen, and the other dots are displayed in relation to your central position. There is a green dot indicating another player northwest of my current position. The right blue dot to the northeast shows the position of the TP. The left blue/purple dot is a dead mob close to the TP.

The red dot to the east indicates a mob, the red dot at the very center shows that there is a mob which is currently attacking me, even if you cannot see it in the screenie.

Finally, there are four icons at the bottom of your radar, which flash green, amber or red depending on the characteristics of the area.



The left icon indicates if you are outside a PVP zone (green), close to a PVP zone (amber) or inside a PVP zone (red). The next icon shows if you are outside/close to/inside a toxic zone, **its important to remember that all Toxic zones are lootable except Mount Hephastos on Calypso**[1]. The third from left icon shows if you are outside/close to/inside a zone where vehicles are not allowed. The right icon shows if you are outside/close to/inside a zone where you are not allowed.

On Calypso Eudoria you will see green icons most of the time, except for example, if you are close to or inside the PVP areas. On Calypso Amethera your PVP icon will show amber when you are inside a land area and red while you are in between land areas.

If you enter a designated PVP area, lootable or non-lootable your radar is scrambled and you cannot see any dots or your coordinates (this does not apply to the 'normal' areas between land areas on Amethera). You still have the option to press 'P' to display your current coordinates in the main chat.

Watching your radar is extremely important if you have to run through a spawn. During a TP run the aim is not to aggro any mobs before you have reached a certain point, and the only way to do that is to keep the appropriate distance between the mobs and yourself.

[1] To visit Mount Hephastos you must complete a mission chain called “Mount Hephaistos Vaccine”

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More dangerous mobs will appear farther away on your radar than less dangerous mobs, but there are some exceptions. Allophyl and also small Molisk show up fairly early, but they are not very aggressive.

The majority of the mobs you are going to encounter will not attack if you make sure that the red dots on your radar stay outside the inner circle. A number of them will even allow you to come closer than that.



In this screenie I am standing in a spawn of small Tripudions and small Molisks. I am looking at a Tripudion Young. You can see that the corresponding red dot is right on the inner circle, which is just the distance that might cause this mob to attack. The red dot to the north indicates a Molisk Young. This dot is inside the inner circle, but as the Molisk is less aggressive than the Tripudion, it is unlikely that this mob is going to attack.

Take into consideration that mobs are moving around and might move into aggro range to attack

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you.

From time to time you might find yourself in a position when you deliberately aggro mobs to get rid of them. You can do that if you have either a turret or a body of water to dispose of the mobs. If you are at an outpost, TP or fertilizing station, you will find a turret there. All you have to do is get inside a mob's aggro range, wait for it to react and run to the turret. Repeat that procedure if the running distance is too long and you get killed before you reach the turret's range.

If you want to dispose of a mob by drowning it you have to keep a few things in mind. First of all, it takes some time to drown a mob. A mob does not drown instantly and can hit you while it is under water. Moreover, you are slowing down when you start swimming, while the mob runs at its normal speed under water and will catch up quickly. You also have to make sure that the water is deep enough to drown the mob. It is useless to attempt to drown a long-legged Estophyl in a shallow puddle.

When you first arrive at Camp Icarus, you have only one TP on your list:

***** Camp Icarus (63216, 74370)**

If you go to Port Atlantis **(61418, 75218)** there is an Immigration Official NPC located at **LON: 61378 LAT: 75094** (NPCs are displayed as orange dots on your radar). After that very easy procedure you find a few more TPs on your list:

***** New Oxford (33729, 47701)**
***** Port Atlantis Mall (61623, 75192)**
***** Treasure Island City (35139, 49845)**

The Port Atlantis and Camp Icarus are on Eudoria, New Oxford and Treasure Island City are Amethera TPs.

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Chat User Interface - Basics

Next we will explore the Chat interface, as the social interaction forms a large part of Entropia's appeal for many people and you never know when you may need to ask for help.

To Chat:

Here you can see the Chat window:



You hit Enter or use your mouse in Cursor Mode to position the cursor next to the channel name and you can type into that channel, in this screenshot above, [Rookie]. To change channel input, mouse over the channel [Name] in lower left corner and click once.

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If the channel that you wish to use is not shown, there are some commands that can be used to change the input channel:

Channel Input Commands:

- /local - Change the current input channel to the Local default channel.
- /rookie - Change the current input to the Rookie default channel.
- /team - Change the current input to the current Team channel.
- /trade - Change the current input to the Trade default channel.
- /society - Change the current input to the Society default channel. You need to be a member of a Society to use this.

Miscellaneous Commands:

- /emote (or /em) - Perform the specified emote. use /emote ? for the available emotes.
- /help (or /?) - View help on a specific command. If a command name is not specified, a list of available commands is displayed.
- /pos (or /p) - Create a position link with your current coordinates in the text input field.

A full list of commands is given later in Section Two.

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Private Messaging:

Below you can see where I've Right Clicked my Soc mate “Lozer” and The Menu that Opens when you Right Click someones name in Chat. It's pretty much the same as if you were standing near them and right clicked their Avatar.

You can Select - Private Message and this will open a new Window for sending a Private Message or “PM”.



In the Main Menu:

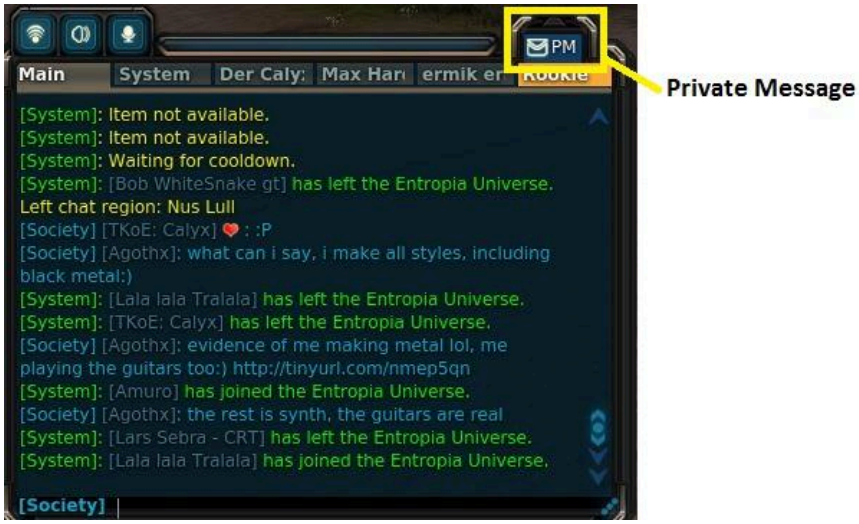
Show Status Bar - (Will show Healthpoint Bar over them if you're within Radar range of them)
Ignore Avatar - This will add them to your Ignore List
Copy Avatar Link - This will Copy their Avatar Profile Link to your Clipboard where you can CTRL+V to Paste in your Messages
Player Register - This opens The Player Register
Avatar - This opens a Menu with a Submenu
Friends - This opens another Menu with a Submenu
Beauty - This is for like masks or something, if doing makeup.

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Here I've opened up a Private Message with my Soc mate Lozer:



Below you can see that I have received a new Private Message, highlighted in yellow.



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Copying and Pasting Waypoints:



Right Click on Map to Set Waypoint or simply copy the WP.

Then select the chat channel you want to post it in, right click to paste the WP link or press CTRL+V to Paste.

Typing /pos (or /p) in chat will also create a position link with your current coordinates in the text input field, then press Enter.

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Auctioneer - Basics

The Auction is where items are offered for sale in the Entropia Universe, some items are offered by players and others by MindArk, the Auction page that opens is specific to the planet you're on, and all Auctioneers on a Planet are showing the same Auction. This Auction functions in a similar way to online auctions in the real world, there is a set duration, Starting bid (SB) and Buyout (BO) price. The difference between an items TT value and the amount that its sold for is called the “Mark Up” or “MU”. Below is a screenshot of the Auction.



The Auction opens on the Offers and Browse Tab, marked in yellow above. Also along the top are the buttons for Browsing, Won (Items) My Offers and My Bids. There is also an Orders Tab.

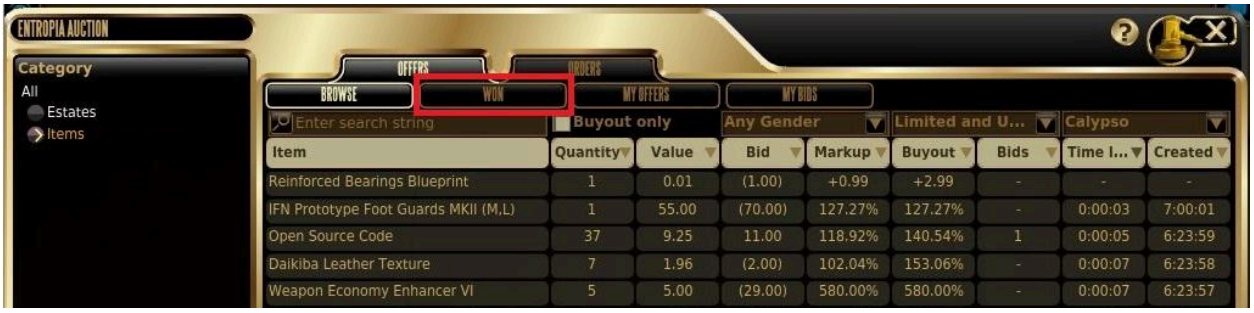
You can search for items using either the free text search box or the Items Tree on the left that can be expanded, both highlighted in red.

Filters can be applied to the Buyout (BO) Only, Gender and (L) / UL columns, highlighted in Blue.

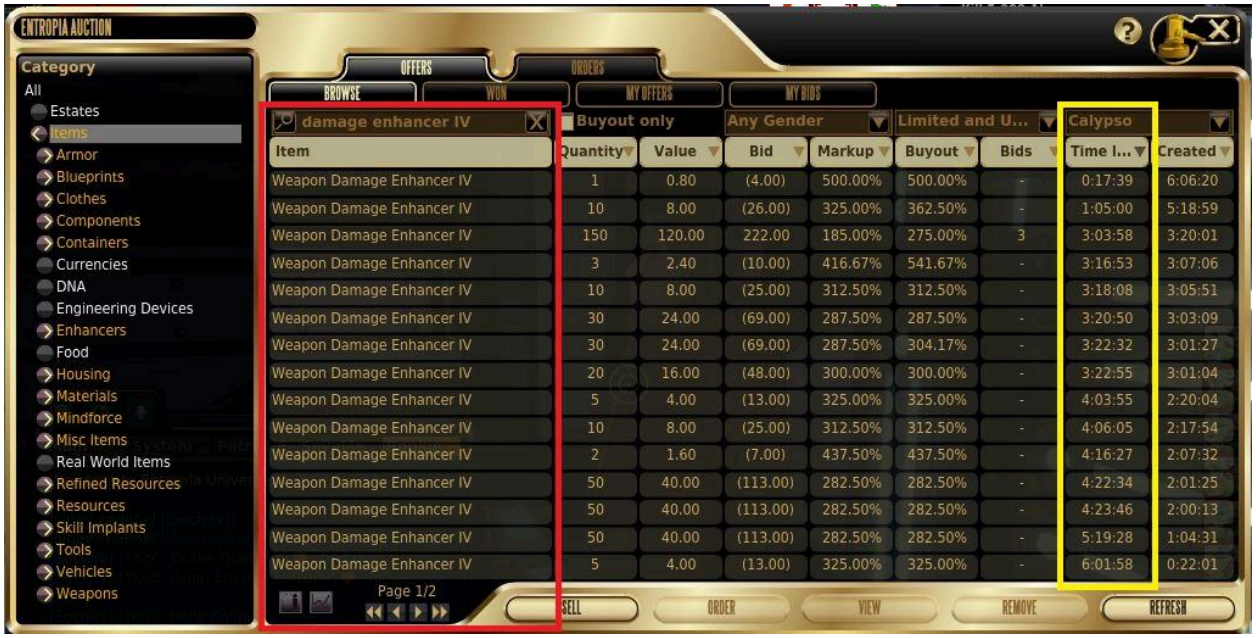
The Auction page that opens is specific to the planet you're on, highlighted in green, it is possible to change to another planet and see what is on that Auction, however if you wish to bid on that auction you will have to visit that planet to do so and retrieve the item if you win.
If you make a Buyout bid, the item is transferred to your Carried Inventory immediately; for items that you win as the highest bidder once the Auction time set by the seller has expired, you need

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to visit any Auctioneer on that planet and click on the Won button, highlighted in red below. This is also how you retrieve items that you have put up for auction but have not sold.



When searching for an Item it is possible to filter the results as you would with any other online auction. In the screenshot below I have searched for Weapon Damage enhancer IV highlighted in red; there are two pages of results. This search is indexed by time remaining with the least time at the top.

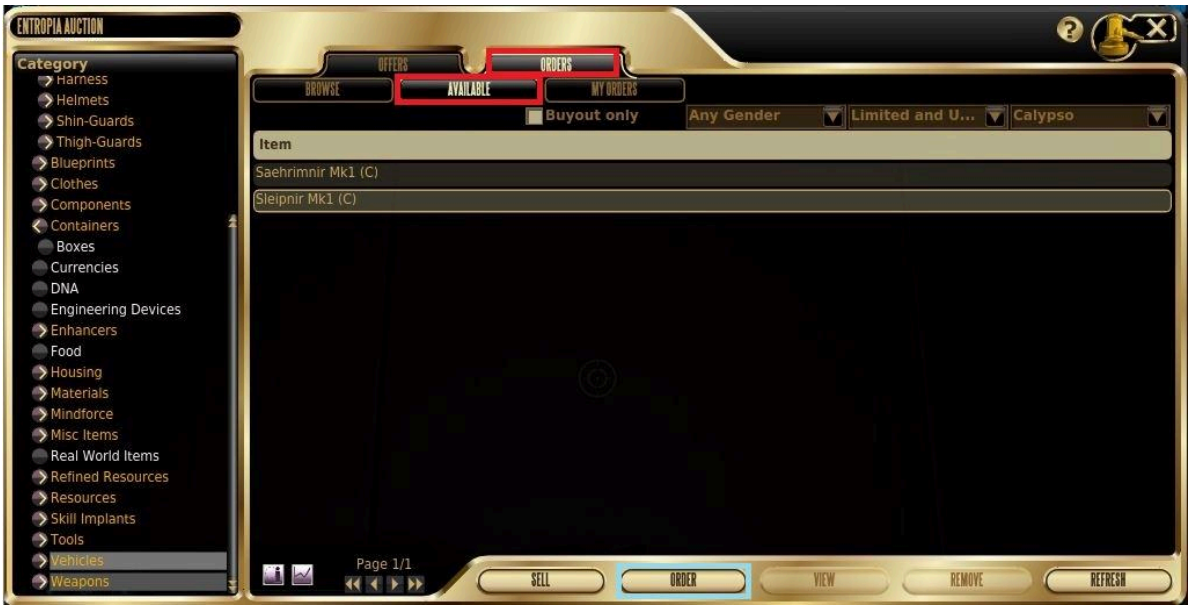


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However it is sometimes desirable to index the search by the price or % mark up (MU). In the screen shot below I have used the arrow marked in red to sort the offers on MU, lowest first.



Players are also able to create Orders within the Auction system, this is often used by crafters to buy materials. To do this click on the “Orders” Tab and then “Available”, highlighted in red on the screenshot below. As you can see I have selected a Sleipnir Mk.I(C) using the Tree on the left hand side, next click the “Order” button highlighted in blue, at the bottom of the Auction window.



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This then opens the Window below, where you can enter the Price you are willing to pay and the amount and duration of the order.



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Generating PED

Sweating

Sweat gathering using the VSE MK.I is the way many people start their Entropia Universe life. To operate the VSE Mk 1, equip the tool from your inventory and stand within 30m of the target creature keeping the crosshair trained on the target in 1PV until the sample is collected; only creatures can be Sweated.

The Vibrant Sweat gathered in this process can be refined using a Refiner together with Force Nexus to form Mind Essence which is used by some Mind Force chips. Alternatively the Vibrant Sweat can be sold to another player, it is usually bought in stacks of 1,000 . Never sell sweat to the TT as its value is very low.

You have the option to sweat solo and then either drag the Mob to a turret or drown it when it is “dry” ie no more sweat is available or you can kill it. The latter is known as Swunting and although it requires Ammo, you gain a range of skills from the Sweating and killing. If you are on a budget then Sweating or Swunting will allow you to gain some evade skills which will help to reduce the damage you take from the Mobs. Gaining 200 evade skill points before you engage in any hunting other than Swunting would be my advice if you're on a low budget.

There are some places in game where people group together to Sweat bigger mobs. These change from time to time, it’s best to ask in game from your Soc mates / Mentor or in local chat or the Rookie channel for the latest location. If you ask nicely you may even be given a ride there.

Note that the VSE MK.I is not tradeable and can’t be looted, so if you go to another planet take it with you if you are intending to sweat. At the time of writing the VSE MK.I is the only sweat tool available.

Collecting Fruit and Stones

As your Avatar moves across the map it will come across random placements of fruit and Stones, you are able to pick these up by right clicking the item however the item is only available when you are very close and will disappear once you are past it, ie you cant simply turn around and run back as the game system will have removed the item. So if you plan on collecting these items to sell, your Avatar will need to walk, not run.

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Free Oil - Calypso

Many new players find the mini Oil Rig North of Camp Icarus and South of Orthos West TP. It is a good source of "Free" PEDs but it can also be very frustrating and time wasting, so I thought that I would include some details on how the Rig works and the "Protocol".

The Rig is located at LON: 64205 LAT: 75712 in the Orange Area marked on the Map. This is a Lava field.

The best approach to the Rig is from the North, travelling due south as it’s a direct and flat run in. Surrounding it is a non-lootable PVP Zone, which means that if you are killed you will not lose anything. The main revive points are Orthos West TP and Nus Lull Outpost.

You are not able to use a Teleport chip to get very close to the Rig, you will need to TP about 150 meters away.

If you are riding or flying to the rig its a good idea to get out about 150 meters away as your vehicle can be decayed if attacked. As of the December 2013 VU update the area directly surrounding the rig is now a Vehicle free zone for about 75 meters.

You will often see self appointed "Guardians" of the rig who keep order and prevent people pushing in, some are quite low skilled and others are Uber PVPers, you will only find out which by experience or looking at the Society’s they belong to.

When you first arrive at the rig its best to say hello in local chat, then line up at the back of the queue and wait your turn. As you approach the front of the queue, wait level with the big log on your right and don't move forward until its your turn or you are called (See taxing below). When the player in front of you has taken their Oil, move up close to the rig, I usually wait in third person view and zoom the camera out so I can see the oil, as it sometimes drops behind the rig or in a bush. When the oil spawns, right click and pick up. Each spawn is between 40-60 barrels of unrefined Oil. There are about 15-20 spawns an hour. So if there are 8 players in the queue it will take you half an hour to get about 1 PED of refined oil.

Some of the Guardians "Tax" the rig, and stand close to it, they will call you forward when its your turn. They will take every second or third Oil drop and justify this because they are there protecting the Rig and they need to pay for their ammo and decay.

As with real life there are sometimes idiots at the Rig and its not uncommon for there to be a sniper or the Rig to be "closed" which means that someone has decide only he and his mates are getting the oil.

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There is a Hall of Fame record (HoF) for PVP and some players will go on a "Killing Spree" and kill everyone at the Rig to increase their scores. Its considered bad form to kill the person at the front of the line but some people just don't care.

When you are shot, you have a choice to go and do something else or return to the Rig. If you end up at revival and so do a lot of other Avatars you have either been "Spreed" or the Rig is "Closed"

Never approach closer than 20 meters from the Rig unless its your turn, you will almost certainly get shot. Be polite, some people are very trigger happy and just looking for an excuse to shoot another Avatar.

Do not approach the Rig or Line carrying any kind of weapon, this can be seen as aggressive and some of the Guardians or “Rig Rats” may shoot first. If a player is annoying they may be excluded from the Rig by the Guardians for a period of time. This is called KOS (Kill on sight).

If you disconnect you may find that when you re-enter the game another player has taken your spot. The best course of action is to always write down who was in front of you and then try to negotiate your entry into the line behind them. Some Guardians may not notice the line order and if you push in or an argument develops will shoot whoever is perceived as pushing in.

Healing Service

Some people provide a healing (FAPing) service to hunters. Initially you would do this for decay only ie the repair cost to your FAP. Even though the heal points from a low level FAP are about 4.5 HP per second, two Fappers working together can be quite effective. If you are offering a FAP service, agree with the hunter at the start how long you are going to be with them as some people hunt for many hours at a time.

If the hunter gets a HOF or Global, they may even give the FAPer a tip.

Taxi Service

New players sometime use a Taxi service to move through Space; as the pilot you would charge for this service however you would need to have a good understanding of Space and navigation to do this. Remember that Space is Lootable PVP.

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Trading

Once you understand the economy then it is possible to buy items or materials and sell for a profit, either at the location where the item is found or by moving it to another place, please refer to Annex E for a light hearted description of trading.

There are many other ways to earn PED in Entropia and this list is by no means exhaustive, finding the best way that suites you is key to your long term success in the virtual world.

The following is copied directly from a forum post and is included here as it is a succinct explanation of the game economics.

With hunting, mining, and crafting, the system is not designed so you can profit. In terms of TT value, on average, you will lose 5% to 10%, likely closer to 10% long term. That assumes you do everything correctly and economically so in reality, your long term losses will likely be higher. Strictly speaking of TT value, your hunting, mining, and crafting runs will either be plus or minus each run, but long term it will average to be a loss.

Yes lucky loots happen.

With the standard three professions, the potential to profit is derived by markup over TT value, either TT+ or TT%. For example, a 1000 PED mining run, that yields 900 PED in TT value, but lets say for that run the average markup over TT is 125%... 900 PED TT times 125% is 1125 PED which gives you 125 PED profit.

Hunting on a low level has very little risk.

Mining it seems is the easiest, still hard, but the easiest of the three to get going in and have the chance to average a markup value high enough to wash out the TT value loss. Understanding where and how to mine is key.

Crafting has huge profit potential at high levels. At mid levels there is incremental profit opportunities and once in a while a short term thing will come along allowing you to make a LOT of ped over a short period with crafting.

Aside from that, there are dependable ways to make money in the Entropia Universe. There is passive income and active income sources. Owning things like AUD, CLD, Land Areas, etc are passive meaning that you dont have to continuously work for the money you earn. For the most part you can sit there and collect.

There are active income sources and they often yield a much higher ROI but require time and energy. Thinks like owning a privateer or mothership and being a pilot for example has a lot of

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profit potential but with that you are directly trading time for money. You can allow another to manage flights and do the work but then you substantially reduce your earning ability

Being a hair stylist / body sculptor can earn PED but again you are trading time for money. You can apply textures and colors to peoples clothes and vehicles but again, trading time for money. Also with these, the investment required to be skilled is substantial.

You can be a Healer and the investment for this is minimal. A few skill chips and a half way decent heal tool and then you are on your way. Throughout the year there are a number of special events that increase the need for Healers and Weapons, keep an eye on the client loader for details. Here again though, you are trading time for money.

Trading has the absolute highest profit potential and there is a lot ways to trade. With trading though, you run the very real chance of making a mistake, buying at the wrong price, and taking a loss. Market fluctuations are common so you have to know what you are doing or at least have access to people who will give you guidance on prices.

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Section Two

The three Professions

Hunting - Solo

Hunting requires some planning to be economical. In this section you can find tips for hunting more economically. Some might fit your preferred play-style, others might not, consider to adopt what you like.

Hunt at your level

So you're a level 20 now? Thinking about trying those Atrox? Go for it, just make sure you're **not overspending for your level**, the importance of this cannot be stressed enough. You max the Opalo and most other TT weapons around level 6, after this - start looking for a (L) Limited weapon which you have SIB Yes or not anymore for. This will greatly change the possibilities of which creatures you can now hunt. You'll eventually find something which is a good level for you to hunt. A lot of people come to Entropia looking for ALL the answers straight away but it will take you some time to fully understand where you are at and where you are going; which mobs are easy and which are harder. Chat to people in game to ask what they think is a good mob for your level.

Hunting "naked"

Don't wear any armor. When being hit armor decays. Just make sure to hunt creatures you can kill without armor. Alternatively, use the "Armour Advisor" on Entropedia. This will tell you which armour is the most economic to use against a specified Mob. Armour plating will increase the size of your Armour repair bill, so try hunting unplated first. Balance your Armour and Medical costs and try to determine which will be cheaper in the long run.

Don't heal

Don't heal yourself with a tool. Healing tools decay when being used. You can hunt creatures that rarely hit you before you manage to kill them or you can just wait until you health is fully recovered and do something else meanwhile, fx chat, read a page or 2 in book, etc etc etc

Use eco amps

Amplifiers can increase your weapons firepower. Some amps might be slightly more eco than your weapon, using them will make your setup more eco in total. More firepower can also result in being hit less before you kill a creature, consequently potentially saving armor decay and healing decay. A more in-depth look and an example can be found there: http://www.entropiaplanets.com/threads/weapon-amplifiers-why-do-they-matter.9397/

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Avoid overkill

When a creature's health is that low that one more shot will kill it you can try to avoid making much more damage than it would take to kill the creature. You can use another weapon doing less damage than your standard weapon, a so called "finisher" for the so-called "kill shot".

Don't hunt without a mission

Before you start shooting hundreds of creatures without realizing how many you've actually killed, Grab the Mission for that Mob; if one is available. Most Missions can easily be found on Entropia Planets or entropedia.info

Avoid taxed areas

More conspiracy theory than anything, Some players believe that every loot received on an LA is missing the % specified by the Land Area. This is another test which would require a lot of Money to test and even then would prove unconvincing results.
the Western Continent on Calypso "Amethera" is riddled with Player owned Land Areas.

Employ a healer

Factoring in your Armour costs VS a Creature, it may save you a bit of PED to use a smaller armour or No Armour, and employ a Paramedic. Just like with Weapons, Healing tools are become more Economic to use when they have a higher "Heals per PEC". A Medic will keep you alive while you hunt and the money you save on your Armour Bill can be spent on other things, like Tips or more Ammo. You will generally see a Hunter with a very small Med-kit such as a Herb box healing themselves for 20 seconds in-between mobs.

Avoid getting hit

Contrary to popular belief, Being hit by creatures gives you a chance at gaining some skills, Particularly Defensive skills. So not taking damage can be detrimental to your Avatar.
The more damage you take over time, the more your Evader and Dodger levels rise. For economy purposes, you'll want to spend as little as possible on your Armour and Medical costs. Inevitably, you will be hit. Get used to it :)

Tag creatures

Rifles generally have a lot more Range than Pistols (Duh). Using a cheap Tagger, like the Opalo with it's 55+ meters range, then a higher level DPS gun can prove effective. This will stop you from dragging over ALL the creatures you're looking at, just the one you "Tagged".

Walk backwards

Back in the day, there was an in-game exploit where some creatures were slower than your back pedaling speed; so you could hunt taking absolutely no damage. This since has been fixed and many new players back pedal thinking the mob won't hurt them. Yes, it will follow you. Back pedaling wont save you - in most cases you'll not be watching your surroundings and bump into another Mob's aggro range.

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Use gear with high tier rates

Higher level players will use a large Amplifier to increase their Economy and overall DPP. Enhancers can be put into Items when their Tier is unlocked. (L) Limited items will automatically upgrade whilst Unlimited items will require a "Recipe" of ingredients to be Manually upgraded. Weapon Accuracy Enhancers will usually make your Weapon more economic. Armour Durability Enhancers will increase the durability on your Armour. Miners may find Enhancers for their Finder which will increase their Eco also.
Higher tier rates on (L) items means you will unlock Tier Socket faster.

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Hunting - Team

Hunting in a team is great fun, but it requires some consideration and teamwork. The fairest Loot setting is #2, Damage: Share Loot, once the loot split is set it can't be changed unless you close the team and reform it.

Never shoot a mob before the team leader (TL) and shoot the same mob as TL or Tagger! The first shooter will get most dmg. Save your armour and fap. If you shoot the wrong mob you will get all the hits yourself and as we often shoot big mobs in team hunts you might take a trip back to revive which will leave the team a gun short.

Moving backwards once the Mob is in attack range does not reduce the damage inflicted on you, it just makes it harder for other team members to aim, so stand still.

The team might have a tagger. The tagger gets the mob for the team and may use a long range gun, the team should stay in one place and let the Tagger bring the Mob to them. If the Team needs to move either the Tagger or Team Leader (TL) will say so. The Tagger running away to pull an Atrox is not a telltale sign for you to move.

Make a wide circle! That is the easiest way to make sure everyone has a clean shot and can get as much dmg as possible on the mob. The exception to this is if your team has a healer, in which case you should stand in a line to allow the healer, who will be standing behind you, access to heal.

When building a circle, first aim to just create a “C”. This is most easily done by finding 3 other people already in formation and hooking together with them. Within a short time a circle will almost magically appear. When a good circular formation appears, stick to it unless the team leader clearly indicates you to move.

When the Mob approaches do everything you can to ensure that it gets into the the ring. For the sake of fairness, wait to shoot it until it gets in the ring unless it is clear that it won't go in. You can also walk around the mob so that you get on the outside of the mob. That gets you out of the way for the other teammates.

If you are taking lots of Dmg, stop shooting, the mob will go to someone else pretty fast as long as they are attacking it.

As a Tagger, you're meant to drag the Mob to the Team. Since you're likely with the one with aggro, make sure to return to the side of the ring opposite of where you just entered. Otherwise, you'll have the mob stuck on the outside for quite some time.

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Use third person or OTS mode to check your position relative to others. Seriously. It's nigh impossible to get a good formation if you only have 90 degrees field of view. (Scroll out on the Mouse wheel if you have one) try to get a nice zoom, not too far and not too close. You can also use the Radar to check that the circle is even, just zoom in to make it clearer.

If you sense you are blocking several peoples' shots with your avatar, adjust. Two steps in a direction could make all the difference.

For any variations of this the team leader will inform you. Variations could be shooting as soon as possible, constantly breaking circles, or even not having a puller. But when not having this information assume the standard.

If you have less than 100 HP or its a Mob that does a lot of Dmg, when the mob comes your way, stop shooting and heal right away. Dont wait until your health bar is half full or something. If you have your fap in your hand when you get hit you are more likely to survive. If there is a healer, stand still! Otherwise he can't heal you.

Hunting Strategy

There were many occasions where I saw people talking what will they hunt... someone suggested longu, other one wants to hunt ambus, third person has a feeling he will get ath on a mollusk etc...

People usually go and hunt things based on a feeling or just to complete iron mission... not based on facts...

Then they loose money and start bitching how loot is bad...
No, you won't get ATH... or global... probably you will get 80 % TT return loot and be unhappy.

Possible solution...

You list couple of mobs you can defeat... my example will be exarosaur and snablesnot, mobs I can hunt atm, based on my skills, peds and time.

First you check the mobs on Entropedia.info, to see what kind of loot you can expect
links for those 2 mob

exar - http://www.entropedia.info/Info.aspx?chart=Mob&name=Exarosaur

snable - http://www.entropedia.info/Info.aspx?chart=Mob&name=Snablesnot-Female

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you check what loot they give...
exarosaur gives hides, fine hides, animal oils often and very often...
snablesnot gives oils, hides, hair gels and snablesnot skins often and very often..
This loot will be at least 30 % of your total loot in the end.

you check on auction mu prices atm....
now, animal oils and skins have MU around 101 - 103 %
hair gels and snablesnot skins have MU around 110 - 120 %

So if you hunt exarosaur, you will lose... if you hunt snablenost, you could win....

I know it is hard to spend time checking prices, this should be game etc.... but when you go to restaurant for a dinner and you want to spend $300 there, you check comments on internet... and when you go hunting in entropia, you plan to spend $200 in a month, it is to hard to check prices.

Happy Hunting!

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Mining

1. Introduction

Mining is another profession that you can take and also has the good and the bad sides as other professions. The good side of course is the best return in a run, where you can get some globals or even hofs. Bad side is when you get returns very lower than the amount of peds you spent in the run, or even if you go to a pvp area by accident and someone looted you. But this can be prevented, so my point of view the bad run is more usual than other things.

2.Equipment and how to obtain them - Your style of play (DEPO /NON DEPO)

The equipment you need to mine are: a seeker, an extractor survey probes and a refiner. It is tempting to sell un-refined ores and en-matter but refining will increase the Mark Up (MU), this applies to all planets ***except Toulan***. These are basic tools you can find at a trade terminal, or doing start missions as a new player (here the refiner is not included as rewards in the missions). The equipment can have different designs/name depending the planet you start on but functions are the same. If you're on a limited budget then stick to the TT tools, however if you can afford 500 PED in Probes each mining run then progress to better finders as your skills increase.

Higher end finders will help you gather resources from deeper underground and these resources tend to have a higher Mark Up, but the finders have higher decay, however you need to have the necessary skills to use them. The main thing for a new player to know is deeper = better markup resources.

Once you get the tools the next step is to find where to mine and how to mine.

Before start a mining run, be sure you can get some mining missions at terminals. At the moment this document is been written , there are terminals for daily missions in Port Atlantis, Twin Peaks and a new player mission in Camp Corinth - Planet Calypso, for Belkar, Blausarium, Iron, Lysterium and Zinc. They give you reward points that can be changed for skills like prospecting, mining.

For better information, search at http://www.entropedia.info/Chart.aspx?chart=Mission for the brokers.

As soon as you get leveled up you will be able to change for a better mining tools according your level, that will allow you to find deeper claims and extract more quickly.

Decays: http://www.entropedia.info/Chart.aspx?chart=Finder

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3. Starting - Where and what to look for

The first thing you would ask is: Well I got the tools...what now?

Lets start mining. There are some good videos in Youtube teaching about mining. (https://www.youtube.com/results?search_query=entropia+universe+mining) . As a suggestion you also can take a look at some of them to have a better idea how this profession means.

The main thing to start mining is: don't drop probes near each other. You need be 100-110m distance each drop, to not interlace the areas and of course to not lose probes unnecessarily.

One good tip , if you don't have a program installed in your computer , like LBML (Little Big Mining Log – download here http://www.mininglog.com/) is running counting until 30 - than you can drop a probe and repeat this process.

To be able to install and use the program you can have more information here, besides the LBML site: https://docs.google.com/document/d/1FpQwIboWN3ZrKT8Wbmp8WWoUs7wX7kp0vwXAfab-eJw/edit

A video about setting up the program can be found here: https://www.youtube.com/watch?v=ie-gtMLr82M

Dropping probes can´t be done randomly. If you are using LBML, don't let your drop circles overlap, if you're in a rich area, cover that area, if you're in a poor area, drop a few probes and keep on running till you find claims. The overlapping gives you bad returns, so avoid it.

The dropping can be seen here, https://www.youtube.com/watch?v=ztQj3MzWXMo a video from Neil Greenleaf, one of the better known miners in Entropia Universe who runs his own EU mining company, http://greenleafmining.com

Now a new question comes up, where to mine and what to look for? - Actually you can mine almost everywhere in all planets. Some places where you are not allowed to mine are near the buildings and some parts of mountains. Equip your finder and select which types of resources you want to search for. At the moment you can search for Ores, Enmatters. Treasure can only be searched for on Arkadia at present. To search for each type of mineral you will need to add more probes to be dropped per "click" or "Bomb".

To make your run more efficient you need to locate a good field to mine. This can be done searching at some forums and observing where most people are mining at moment. Some places are already overmined and to profit you need to find your own spot and observe how quickly the claims respawn in that area. Miners will generally not tell you their best mining spots, you will have to find your own. However there is at least one good field waiting for you!

This site helps you to choose what you want to mine and where to find some good things: http://minersmafia.net/touristic/ore

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Treasure Hunting

On Arkadia you have the option of hunting for treasure, this means that you can find special items, SOOTO (something out of the ordinary). On ark, jars, paintings, armor, melee blades. On Calypso and FOMA, SOOTO means a Robot Beacon.

The next data table shows you some claim sizes:

Mining Deposit Sizes

Level	Name	Extrapolated TT Range (PED)	Observed TT Range (PED)
I	Minimal	0.00 – 0.50	none noted
II	Tiny	0.50 – 0.99	0.58 – 0.94
III	Very Poor	1.00 – 1.99	1.06 – 1.96
IV	Poor	2.00 – 2.99	2.00 – 2.95
V	Small	3.00 – 3.99	3.03 – 3.40
VI	Modest	4.00 – 5.99	4.84 – 5.80
VII	Average	6.00 – 7.99	6.01 – 7.80
VIII	Medium	8.00 – 11.99	8.42 – 8.47
IX	Ample	12 – 17	17.64
X	Considerable	18 – 24	22.01 – 23.70
XI	Sizable	25 – 34	30.74
XII	Large	35 – 49	35.20
XIII	Abundant	50 – 74	50 – 74
XIV	Great	75 – 124	75 – 124
XV	Substantial	125 – 199	125 – 183
XVI	Significant	200 – 299	205 – 283
XVII	Plentiful	300 – 449	319 – 440
XVIII	Huge	450 – 599	461 – 555
XIX	Extremely Large	600 – 799	767

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XX	Massive	800 – 1,199	801 – 1,149
XXI	Vast	1,300 – 2,499	1,382 – 2,479
XXII	Enormous	2,500 – 4,900	3,062 – 4,574
XXIII	Rich	5,100 – 20,999	5,504 – 17,893
XXIV	Gigantic	26,000 – 93,999	27,420 – 76,092

The bigger the claim the bigger number of time you need to extract it all.

4. Selling

After you get your loot, what to do with it? – if you have a good stack you can sell it in auction houses. If not, you can sell your stacks to a trader or find a regular client that need what you are offering or still offer your things advertising in the trade channel. Just observe the prices offered and get the best price possible for all your effort in the run to not be scammed. Scammers are part of this universe aswell the pirates. Talking about pirates…don't carry your loots in quad through the space…if you die there shooted by pirates…good bye to all your loot. Use a Mothership, this is the safest way to travel carrying loot in space.

During your runs you also may find some fruits, stones, dung - that you can collect and sell it too. Many crafters need these things. To make your run faster, you can use a vehicle.

5. Amplifiers

Amplified mining can get very expensive, very fast, so its not recommended for the new players. Instead of paying 1 PED per bomb you drop you can pay up to 10 PED per probe you drop (1 USD / click). When you do find something, it is often a bigger deposit - but, you need to find something fast for it to be profitable.

As I don't use amps for my runs, I found here some links to the ones who are interested on it:

http://arkadiaforum.com/showthread.php?2999-When-should-I-amp

http://entropiauniverseblog.com/using-finder-amplifier/

http://entropiauniverseguide.blogspot.com.br/2011/09/mining-amps-new-changes-explained.html

7. Useful sites & Videos

Some goodies:

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http://vod.com.ng/en/video/A3f57lWw1Ls/Mining-With-PigBenis-Level-5-Run-Explained-Entropia-Universe-Part-1

http://vod.com.ng/en/video/1rvhSdcsfNc/Mos-Mining-Musings-Episode-2-Entropia-Universe-Mining-Amps

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Crafting

Crafting is the act of taking refined resources and turning them into another item that may be used as a finished product or in crafting more advanced items.
You have already taken the first step in deciding that you want to be a crafter.
So here is what to do:
Decide on your crafting career path: Components Weapons Armor Tools Clothes Furniture Coloring Textures
Okay so you have researched your career choice and have decided that you want to get started as soon as possible.
Make sure that you stop by and visit your friendly local technician. You can find these helpful people scatter all about EU. They usually reside in Trade Centers, Banks, and Mobile Bases.
You will want to visit your local technician so you can see what Blueprints they have for sale related to the profession of your choice and buy a Blueprint book that contains spaces to store all your blueprints. A book print book is required to use a construction machine.
You can buy a Blueprint from your technician or you can locate one that strikes your fancy in the auction or from another player.
Now that you have your Blueprint it is time to locate the materials need to start creating objects.
You can find out what materials you need to locate by right clicking on the blueprint in question and selecting info.
You can either buy the materials from another player (Easy Way) or locate them yourself. (Hard Way).

You can buy unrefined versions of the needed materials, but you will need to refine them yourself. You will need a refiner.

You now have refined materials for the Blueprint. Time to get started. Locate a Construction Machine. These machines are usually located near friendly technicians.
Right click on the Construction Machine and then click operate. This will bring up the Construction Machine interface panel and open up your inventory.
Now right click on the Blueprint book that contains the blueprint of the item you wish to create and then click open. This opens the blueprint book. Now click on the blueprint of the item you wish to make. This will load the blueprint into the machine.
Now put your materials in the center panel. At this moment you are ready to start manufacturing. Just click manufacture and you may create your item. The possible results are failure, near success, and success.
- Failure means that you used up the materials and receive nothing in return. - near success means that you failed, but you managed to salvage residue or some of the materials used in the attempt. - Success means you created the item successfully. You will get the item in question and possibly some residue in return.

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You also may have notice that the BP has a QR or Quality Rating. This is a rating of how well developed the BP currently is. This changes over time as you craft the item over and over again up to a maximum of 100.0. A better BP helps you cut cost associated with lower skills. Congratulations! You are now a crafter.

Components: Crafting cost the smallest amount of peds to start doing, but the rewards are small and the competition is fierce.
Weapons: The Entropia Universe is fraught with dangers not just from the native wildlife, but from other players. Some say the best defense is a good offense. Do you want to help the residents of EU strike first and ask questions later?
Armor: Various protective suit designed to keep your insides on the inside.
Clothes: Help people make their individual statements in this virtual universe.
Furniture: This covers all items that are used to spruce up the various estates that exist in the universe.
Coloring: All those items that are created by tailors and carpenters don't just color themselves you know.
Textures: Spice things up a bit with some textures from the native wildlife or even make some clothes out of gold.

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Auctioneer - Advanced

New players are often unsure on what is worth keeping (to trade/sell on auction) and what is worth ”tt-ing” (sell in trade terminal).

I won’t go into detail about how you should act when trading with other players directly, use common sense and if you are worried that you might be tricked by scammers, stick to auction to be on the safe side.

Since I am a hunter I will use mob loot for my examples, but same rules apply to mining/crafting loot.

THE BASICS

The basics of all form of trading between players is “supply and demand” in other words if an item is sought after by a lot of players the items Markup (Market value/Value it has for other players) will increase. Another factor that plays a part of the items value is the rarity of the item, if there are large amounts of a certain item the markup and value of the item will drop since the seller is forced to lower their prices in order to be able to compete with other sellers and obviously if an item is very rare the price of it will increase.

Another important fact to consider is that, just because an item has a high markup doesn’t necessarily mean the item will be sold, that is why it is important to look at the amount of the item that has been sold to decide if it is worth selling it at the specific time, or perhaps tt/store it.

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Example 1: Here we have a Tier I Component that is a fairly common drop from mobs.
In the left screenshot we can see the “Value” of the stack (when you have more than one of a specific item it is referred to as stack) and the “Amount” in that specific stack. With some kindergarten math skills we can quickly see that one Tier I component has the value of 10 PEC (114.7 PED/1147 = 0.10 PED), this information can be very useful (will explain this further down the guide).

On the right screen we can see the Market Value, Period which simply tells us the statistics for a specific time, 24 hours, week, month year, decade. Markup (as mentioned earlier, the market value of the item, sometimes referred to in % and other times in tt value +amounts of PED extra) shows us the value of the item and as seen in the picture it can vary quite a bit, so sometimes it might be wise to hold on to a certain item until the price goes up again. Sales is very important part of your sell strategy, this will tell you how much (counted in tt value of the item) has been sold for the specific time frame, so it is very important to make sure that the item you try to sell is being bought so you don’t waste the auction fee cost.

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TO TT OR NOT TO TT, THAT IS THE QUESTION! (MY STRATEGIES)

So now that we know the basics I will go into detail on the issue most new players have with loot, “To TT or not to TT, that is the question!”.

This is not a strict guide that you should follow this is just my strategy on how I decide on loot to be sold/stored/TT:ed.

First of all you should never TT items that you think might have a value later on IF you have a decent money buffer (money buffer = enough cash to keep hunting/mining/crafting), so always keep those items which you think you will be able to sell at a later moment for above TT price.

My personal rule is that I hunt as long as I have peds to hunt for, when I have emptied my PED card, I go through storage to see what item stacks have a value of +100ped (the reason for this is will be explained in auction segment below) and when I have removed all those stacks from storage I either trade with players for Markup (or as close to markup I can barter to) or I put it on auction.
This strategy works best if you can afford to have a buffer of +1000 PED because many of the items you get don’t have much value and it will take a few hunting rounds before you reach stacks of +100ped value.

If you don’t have the peds to follow the above strategy another choice is to handpick the items to save in storage (for the +100ped stacks) and simply sell the rest of the items in TT. How do you decide on what to sell and what to store? Well preferably you save the items which you know you will be able to reach +100ped stacks with, but you should also consider the markup value and the sales of the specific item when deciding.

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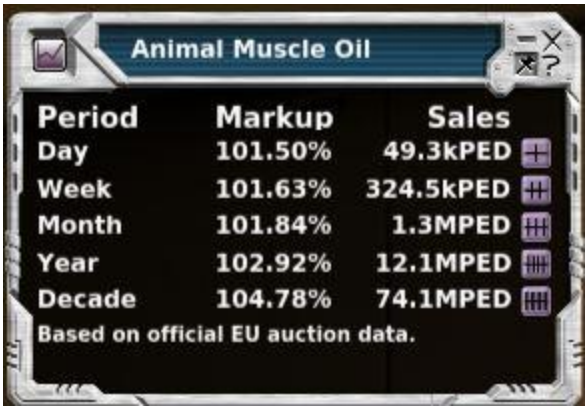




Example 2: Here we have “Enhanced Cloth Extractor” (ECE) as we can see it has a very nice markup, however its value is only 10 PEC. I estimate that you get roughly 0.05PED worth of ECE for each 200ped of ammo used. It would take us 400 000 PED in hunting ammo to get the desired 100PED stack, in other words it is best to TT these or save as many as possible and sell/trade it outside auction so you don't burn all the profit in fees.

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Example 3: Here we have “Animal Muscle Oil” (AMO), as we can see here the markup for it is quite poor, on the other had sales are very high so it is easy to sell. From a 200 PED hunting rounds I have gotten around 50 PEDs worth of AEO, so here we can see that it would take roughly 400 PED hunting to get a +100PED stack of AEO, in other words this is a very good resource to save and sell once you are out of PED.
Since AMO sells so well it is good to aim for a decent size stack i.e. 500 PED stack before selling on auction since then we can get a few more PED out of the auction fee (rather than pay 50 PEC auction fee for five 100 PED stacks)

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Selling strategy

There is an “order” function in auction which is used to place orders for items you might be looking for, please refer to Section One for details on how to use it.

When it comes to auctioning items, it is quite simple; you have three main options to think about: “Starting Bid Price” (SB), “Buyout Price” (BO) and “Time”.
Starting bid price is the price at which your auction will start, the buyout price is the price that you are asking for if the buyer wants to instantly buy the item rather than bid on it and wait for the auction time to end. Time is simply the time the auction will be up, I recommend that you always place the timer to seven days since this will give you bigger chance to find buyers (and if you are lucky start a bidding war).

Some pointers: I always start my auction bid price at 100% or as close to it (NEVER BELOW 100%!!!) as possible, since if you increase the starting bid price, the auction fee will increase.

Only add a buyout price set at the current MU if you are in dire need of money fast but don’t want to TT items, make sure however that you get at least TT value of item/stack + auction fee so you don’t lose money by putting items on auction. I would normally set BO above highest MU over Day/Week/Month.

Before you put an item on auction always search for that item on auction first to see what the lowest buyout is. Its tempting to undercut your competitors, especially if you're desperate for PED, but this tends to drive the market down and only the only winners are the purchasers in the short term. Long term it pushes Miners and Crafters away from that item as the return is too low, so purchasers suffer as the item/material becomes scarce. If you feel the buyout is to low wait with putting the item on auction until you find a buyout value you are comfortable with.

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PVP

Player vs Player (PVP) as opposed to Player vs Environment (PVE) is a fun activity in MMOGs, in Entropia Universe it requires both game knowledge and skill points.

PVP can be broken down into three different categories. PVPing at Land Grabs (LGs) and the Oil Rigs or other non-lootable areas. PVP in the lootable planetside areas and PVP in Space.

If you are interested in learning to PVP it would be best to find a Mentor that PVPs and become their Disciple as this is a complex pass-time in an already complex game.

Land Grabs

Amethera on Calypso has a number of Land Grab Areas. These are areas that can be fought over by any Society, with the winners taking control and getting a small share of the profit each time any Avatar Hunts, Mines or Shops on that Land Area. These Land Grab events occur every few weeks and at different times of the day, details can be found by looking at the Events terminal or clicking the in-game icon on your GUI.

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Space

WARNING: All of space is Lootable PVP with the exception of a small area around each space station, if you are killed by another player, you will lose everything in the Materials and Mined Resources container in your Carried Inventory, or items that belong there normally but may currently be in vehicle storage or a carried storage container) Please be aware a few other items are also lootable as MA have very inconsistent rules, currently H-DNA and loot pills can be looted.

How to get started

Introduction
Many of you will have flown in space / fought in space in other games, when you go to space in EU you may well be disappointed at least initially, others will be amazed….space truly is big. The graphics are good, but it is a part of the game that is in many ways sadly incomplete.

Flight dynamics are poor, huge rocks fly past but cause no damage and are not mineable (we live in hope), space mobs have fantastic graphics but are limited to restricted areas of space, they can however do serious damage, so check out the guide to space mobs before attempting them.

All that said, I am one of those who have come to love space, it's bugs (this is EU after all) it's quirks, and it's developing space community. So come on up, have fun, explore the rest of the Universe.

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Planets - There are currently 6 planets (Shown in clockwise order starting centre top of the map)
Rocktropia (Rock or RT)
Toulan
Next Island (NI)
Arkadia (Ark)
Cyrene
Calypso (Caly)
Two asteroids – F.O.M.A. and Crystal Palace (CP) close to Calypso spacestation
Monria which is a moon in the upper left corner of the map (You may need to zoom in to see it on the in-game map)

Space Travel
First let's look at the contents of space, the terminology and the abbreviations commonly used.

Space - The area between planets is divided into 'Safe Space' and 'PVP space'

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Safe Space - a small area surrounding each spacestation, indicated on the space map as a blue circle. This is where your ship spawns when you go to space. You cannot be shot and looted here if you have arrived from planet. There is however a short time in which you may still be shot if coming from PVP Space .

PVP Space - Looting Ships and Avatars in Space
The whole space, except in the safe zones outside the space stations, is a lootable PVP area where you can battle your opponents. (PVP means player versus player..so you can be killed here by another avatar's ship and looted if carrying items in your 'materials' or 'mined resources tabs', or items that belong there normally but may currently be in vehicle storage or a carried storage container) Please be aware a few other items are also lootable as MA have very inconsistent rules, currently H-DNA and loot pills can be looted.
To loot an avatar they have to be shot and killed after the ship has been destroyed, and before they choke and return to a revive terminal. You can see the avatars from the markers visible above them.

NOTE : To kill and loot another avatar that has not attacked you first may be deemed piracy, unless ofc your target is a known pirate.

Deep Space – Mind Arks cute name for – we haven't mapped this bit yet.
Space MA style is a cube rather than truly 3D so has no wrap round. If you hit top, bottom or side walls you will get a message 'you cannot enter deep space'. Press P and check your altitude (last 3 or 4 digits) if above or below +/-900 then climb or dive to correct this, then use align horizontal.

If near the edge of the map then back off and turn away from the edge and try again.
NOTE: the useable area of the box does not extend all the way to the edges of the map, but is an invisible line set slightly forward of the planets. You can see this by hovering the mouse pointer over the map, and when the longitude/latitude numbers disappear you have hit the boundary of Deep Space.

Spacestation (SS) – Each planet has a space station located just outside their atmosphere. You can dock or land a spaceship there and also teleport (TP) yourself to a planet at a fee of 7ped. Note this is one way and it is not therefore possible to TP into a spacestation from a planet, with the exception of Monria which has Free TP to and from spacestation.

There are also a few spacestations that are not associated with a nearby planet, these also have a TP but this can only be used to access a nearby mothership for which you have vehicle access.

TP to the Calypso spacestation from the asteroid F.O.M.A. and Crystal Palace (free) in order to use the TP to planet (7 ped) or from Monria direct to Calypso (7 ped)
Spaceships – see Space transport for full description of the various vessels available.

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Training grounds – These areas appear as a blue rectangle on the map, but will be marked on your map only once you have been close to or through them. These are locations where space mobs can be found and hunted. Bigger ships will go there to skill their crews in repair skills and pilot skills. There are a few areas of space with mobs that are not marked in blue, mobs are usually high level but mob density there is much lower.



How do I get to space?

1.Download space, and your destination planet as a minimum . This can be done by going to the client loader screen, tools, dynamic content, then tick the boxes you want (ideally download all planets to avoid silly mistakes in the future). Remember to check all download boxes are still ticked at each Version Update as Mindark have been known to reset them to un-ticked.

2.Entering space. Unless taking a flight with a warp ship you enter space by flying with a Quad-Wing Interceptor or Sleipnir, with a space thruster (L) attached to it and sufficient oil to get you to your destination. (The thruster is a small propulsive device used to facilitate speed travel. It is used when breaking through the stratosphere in both directions see note on decay below).

Leaving space you will also need the use of a space-ready Quad or Sleipnir and can either fly directly at the planet until you get the message requesting a 2 ped entry fee, which you tick to accept, or you can use the TP at the spacestation nearest the planet and TP direct to planet at a cost of 7ped.

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NOTE : Space thrusters are (L) at 10pec per usage to enter space and 10 pec to enter planet, so please check you have enough life left on it to both exit the planetary atmosphere and to descend to the planet on arrival. If your thruster runs out after arrival in space you will get a ‘you cannot enter deep space message’ when you attempt to enter planetary atmosphere. If carrying a spare you will need to land at a spacestation in order to pick up ship and change the thruster.

Neither oil, nor thrusters are available at the spacestations so if these run out, you will need to ask a friend, a soc-mate or a stranger for help. The new space chat channel can be useful for this, but please be careful if carrying lootables, you have no idea if the person you are talking to is a pirate or if others are just listening. These items are however for sale on MS Kronan for those avatars repair skilling on the ship.

3.Space is lootable PVP, so unless you are willing to risk losing your hard-earned loots to pirates then you need to make sure you are not carrying stackables in your ‘mined resources’ and ‘materials’ tabs. Also check you are not carrying them in boxes, vehicle storage etc if they would normally appear in those tabs, as they will still be lootable. The only exception being refined oil, so long as this is in a vehicles fuel tank. All other stackables such as Mind essence, deeds, welding wire etc that are not held in these tabs are non-lootable.) Please be aware a few other items are also lootable as MA have very inconsistent rules, currently H-DNA and loot pills can also be looted.

4.Pack an RK-5 repair tool and some welding wire, if you get shot down by a pirate or a space mob, you will need to repair your ship before you can continue your journey.

5.Ok so your ship is ready, you have no lootables. You are ready to go… No ..stop…

Set up some useful hotkeys first. These can be found in action library and should ideally be placed on your desktop. Remember you can select a fresh desktop and set it up for space use.

I would suggest the following keys as a minimum, you may wish to add others :
Up arrow Down Arrow Align horizontal Next seat
(if fortunate enough to be allowed to fly a warp capable ship then also add .. exit seat)

Controls
Flying in space is 3D but while there is no true up or down; the coordinate system is related to the ship and the last 3 or 4 digits of a pos gives an elevation above or below the equatorial plane.

Standard key settings will give the movements as follows :

Move Up	left Shift.	Moves the spaceship up in its own space.
Move Down	left Ctrl.	Moves the spaceship down in its own space.
Move Left	A	Rolls the spaceship to the left.

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Move Right	D	Rolls the spaceship to the right.
Rotate Left	Z	Moves the spaceship left in its own space.
Rotate Right	C	Moves the spaceship right in its own space.

When in aim mode you can control the vehicle's yaw and pitch rate with the mouse. This mode visualizes your mouse steering with a mouse cursor within a circle with its center point marked. The mouse cursor's location related to the center point shows your steering direction.

You can reset the cursor to the center point by clicking the mouse wheel.
By holding the mouse wheel down you can rotate the camera view to look around you.

Navigation in space
You enter space in the safe zone surrounding the spacestation, except the asteroids and moon, where you will need to go to the spacestation, and fly out into safe space.
Take a moment to orient yourself. Look around, are there any active ships nearby ? If so take care they may be pirates.
You can also set friends list to show nearby only. This will then give an indication of other avatars within approx 1 au of your position. Remember some pirates sit in their second seat and ship shows inactive until you fly past.
Please ignore the coloured flags for ship Karma as they are misleading – for more info on this see the section on Karma.
One way you may get a better indication is to right click a ship and list passengers, or look at names in Friend list (nearby), then look for soc info this may name a soc you know and like in which case risk is probably low, but if list is blocked or is a known pvp or pirate soc, then risk is ofc higher.
Now open your space map, select your destination and set a waypoint. This will then bring up a target marker on your screen, to indicate where you should be going.

When leaving a spacestation once you are sure no pirates nearby, it is good practice to climb or dive and turn away from destination quickly, this may help you avoid any pirates sitting on the edge of safe space waiting for the unwary traveller.
If you are not carrying lootables then getting shot down still costs you time and vehicle decay, you do however gain repair skills and you also cost the pirate ped, especially if you dodge and weave to make them miss shots.
If carrying lootables and shot down you will likely be looted and now be poorer but hopefully wiser than you were 

While climbing/diving check elevation by using P to get current pos and once you are at your desired elevation select align horizontal, this ensures you do not continue to climb/descend and hit 'deep space'.

On arrival at destination it is best to head directly to the planet rather than the spacestation, as less likelihood of running into pirates.

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Spaceship Overview

Small 2 person vessels:
Quad-Wing Interceptor (Medium Fighter)

In order to travel between planetary atmosphere and space this requires a thruster(L), (remember you will need a minimum of 0.3 ped TT value to enter space and to return to planet).



Most Quad-wings are (L) there are however a very few UL quads and these are believed to be fractionally faster.

Sleipnir (VTOL)

Also requires attached thruster(L) to travel between planets and space.

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NOTE There are a very few UL (unlimited) Thrusters available in-game but these sell at a very high mark-up. They decay in the same way as the (L) thruster but can be repaired rather than replaced.

Motherships and privateers

These are warp capable vessels. They are unable to enter planetary atmosphere and when not in use they remain parked at their present location in space. The owner does not need to be logged in for the ship to be used, if he/she has set permissions for others to have access. They will also need to separately give pilot and gunner rights as they see fit. However at the current time only the owner (deed holder) can add people to the guest list of the ship.

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Privateers

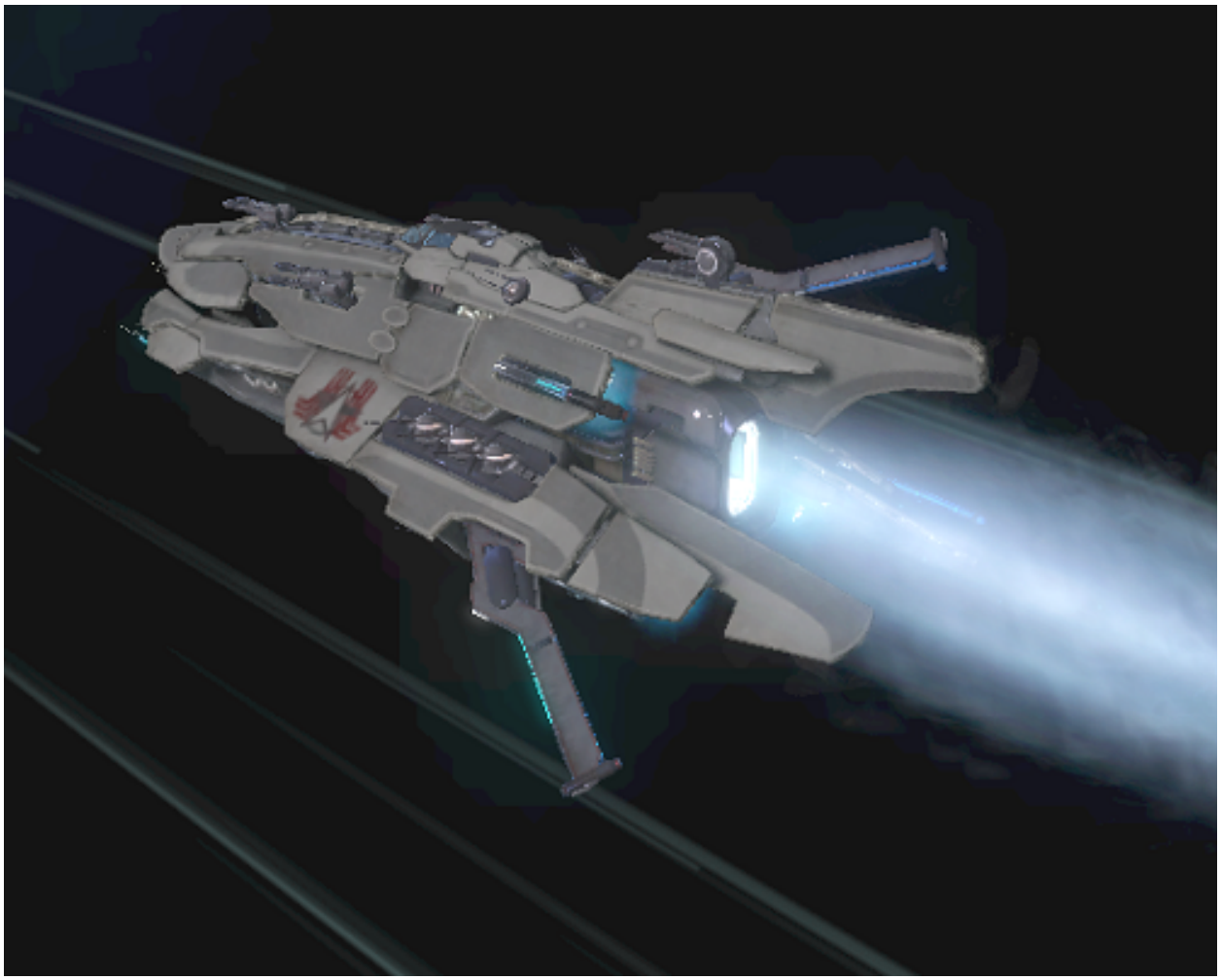
Vega Class Privateer – mid-size transport vessel, includes the Starfinder & Pathfinder

These are both warp capable vessel s that can carry up to 50 people including crew.

Starfinder



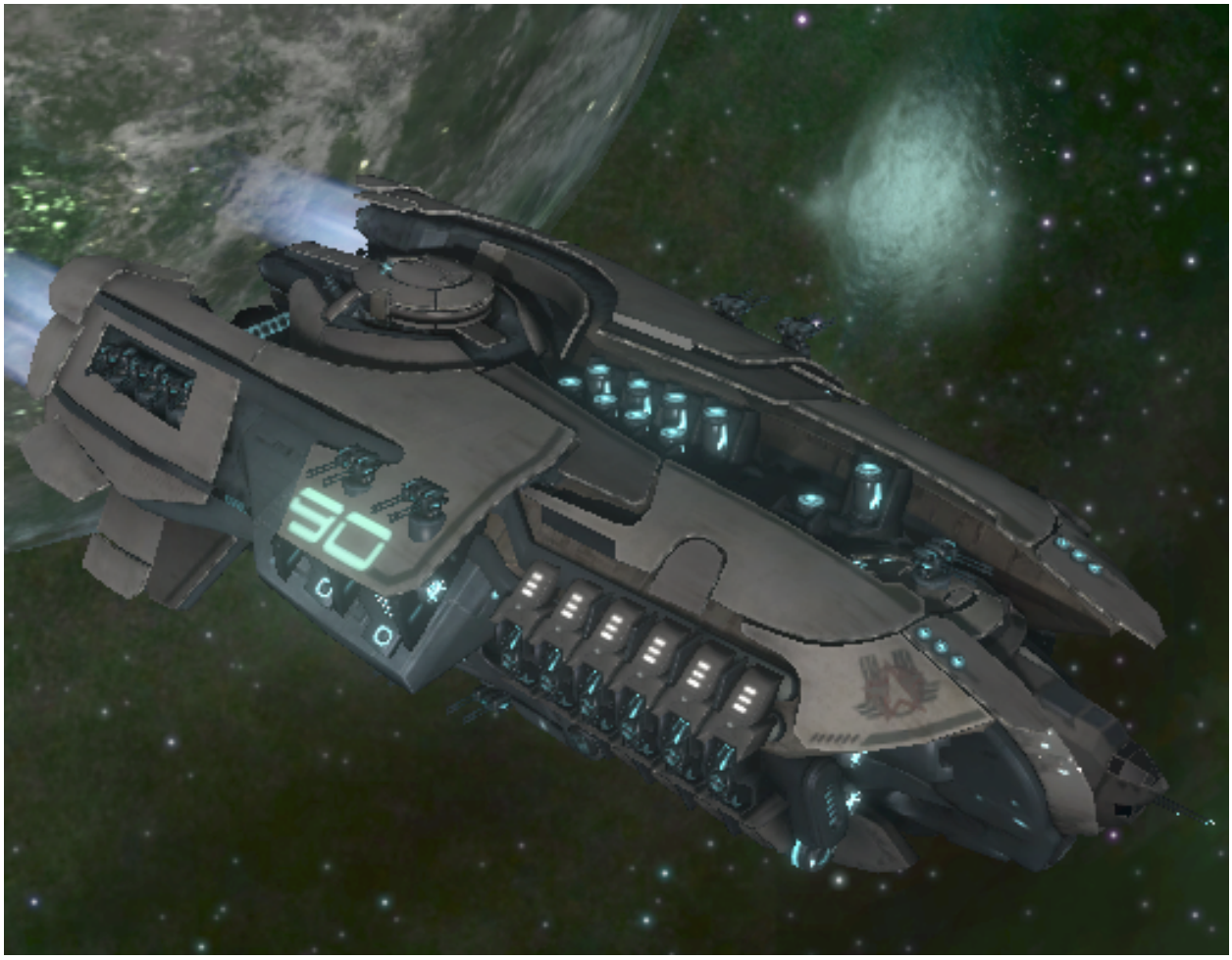
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Motherships

Aniara Class Mothership – large transport vessel



These are a warp capable vessel that can carry up to 50 people including crew. They are slower and less manoeuvrable at sub-warp speeds than the Privateers, but carry more guns, more repair stations and have a hangar deck that small space vessels can fly into (if on guest list) or fly out direct to space.

See below for a more complete description of the warp capable ships and how to use them, or see link for more info on the Small vessels.

Travelling on a warp vessel.

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Guest List
A passenger can only enter a spaceship when on the guest list. In general, adding and removing guests from a guest list of a spaceship is similar to any other vehicle guest list. There are some major differences between managing a guest list on a mothership or privateer.

On motherships, the list manager / owner can remove a passenger from the guest list, during a flight. The passenger will then enter space and die a slow space death until the moment of death the avatar is shootable and lootable. It is therefore essential you only accept a summon from a known and respected ship.

While you can right click a warp vessel and ask to be added to the guest list do not be surprised if this is ignored/refused unless you are already known to the owner, as they will have no idea who you are. They will be able to add you regardless of where they are located if they choose to do so.

A passenger may also be added to the guest list after a pm request and provided they are on the owners friends list or they may be added from a boarding team after payment to a spammer for passage on the ship. In both cases the owner is required to have the mothership Guest List UI open, this usually means they will need to be on board.. Then the manager can only add avatars already added to his or her Friend List.
NOTE A summon can only be sent if the owner is on board the warp vessel, and the ship is docked at the spacestation adjacent to the planet you are on.

Entering a Mothership/Privateer.

- When the ship is docked at a spacestation you may use that spacestation's teleporter to access the ship, arriving at the main hangar deck.
- You can be summoned to the ship from planet or spacestation. In order for this to happen the ship must be docked. The owner must be on board the ship and you must be at the nearby spacestation or on it's associated planet (but not received if you are underground).
- Flying direct to the ship

Passengers can only board a warp vessel in space from a Sleipnir or Quad-Wing Interceptor if they are on the guest list.
To board a Vega Class Privateer, right clicking on it and choose 'Operate'. Your quad/sleipnir will return to your inventory.
On Motherships only – You can enter the hangar (Quad-wing or Sleipnir) by flying in from space through the blue portal at the rear of the ship and land on main hangar deck.

If you wish to travel as a passenger for a warp flight you will probably pay a spammer on planet and be added to the boarding team. This is commonly known as buying a ticket. You will then be added to the ship's guest list and a few minutes before the time of departure, you will receive a summon (auto teleportation request) to the ship.

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NOTE: Always check which ship and make sure it is the one you are travelling with, as you may be on the guest list of more than one ship.

Leaving Mothership/privateer.

- When a ship is docked, you can use the teleporter to go to the space station.
- On a mothership only – You can leave by flying a small ship out from the hangar, direct to space.
- There is a third way…but not recommended.

You can use the guest list terminal on board:
Remove yourself from guest list – (you will no longer have any access to this vessel unless you request a re-add later and are accepted.)
Press 'Accept' to enter space and die.
You will first die a slow space death and then be revived at the nearest available space station.
NOTE: If this is done when ship is in PVP space your can be shot and looted until you die.

Defending a Mothership / Privateer
Weapons:
19 guns are fitted to the Motherships and 8 fitted to privateers. but the number useable is dependent on which armament device the owner has fitted. The guns use Laser Weapon Cells.
Note: Only an avatar with gunner rights can enter a gunner seat.

Repairs:
The ships SI value (Structural Integrity) is divided equally between the repair points (2 on a privateer and 4 on a mothership). When damage is done to a section, it can be repaired at the relevant repair point using a RK repair tool and welding wire.

From inside the ship you can see when each section's health changes, either from hits or from repairs on the health bars which relate to the repair points. Externally you can see only a single health bar for the ship

If any repair station is reduced to zero health, the ship explodes and all persons on board (logged in) are ejected into space> They may be shot and looted if pirates are nearby or will otherwise die of asphyxiation.

A destroyed mothership/privateer will be transferred to the closest available space station as will its crew and passengers. Each participant will be revived at the space station.

They can then return to the ship using the spacestation teleporter or may receive a summon from the owner.

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Repair skilling in space

Once upon a time there was a ‘bug’ known as 0.0 repair skilling, in which repairers could continue to skill Vehicle Structural Engineer (VSE) even after all repair stations were fully repaired.

I have heard many people tell me that since the ‘good old days of 0.0 repair skilling’ was removed by MindArk, that skilling in space is almost non-existent.

I do not believe this – we were repair skilling on the Kronan 24/7 before they had 0.0 repair, and the Kronan still offers extensive (usually 20+ hours per day) repair skill runs.

Other ships also offer various repair skilling services

So I decided, with the help of my friends, to write this tutorial on how to repair skill.

Note: Common shortenings of terms as used in space are in brackets after the words throughout the document. There is also a Glossary of acronyms used in space at the end.

1. The first thing you need to do is find an active ship. An ‘Active ship’ is one with plenty of pilots that take the ship out to the training grounds, gather mobs and take damage on the ship, so that the repair crew can skill VSE and engineering while repairing the damage. Once you have found a ship that offers a repair skill service that fits your game play and your time zone, then approach the owner to enquire the price (if any) for being added to/retained on the ship guest list.

The skills gained from vehicle repair are primarily Vehicle Structural Engineer (VSE), but also includes all the other engineering skills.

2. Once you are on the guest list you need to obtain one or more Vehicle RK-5 (L) and sufficient welding wire (ww) to use them. Best to check with the vessels owner if you are allowed to bring own equipment, or if they insist you buy all supplies on board from them.
On Kronan you may bring your own supplies, or purchase on board from the owner or authorised agents,

3. Now that you are on the guestlist (GL) of your chosen skills ship, it is time to head to the ship.

Warning: Skilling is done in the Training Grounds (TG) which is lootable PvP space. Be smart with your loot, leave it in planetary storage – Don’t feed the Pirates !!

Before going up be sure to empty both materials and mined resources tabs of your inventory. Also make sure any containers or vehicle inventories have nothing that would go into either of

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these tabs inside of them and check you also have no loot pills H-DNA or any other exception Mindark has made to the guidance on what is lootable.

You can then either fly up to the ship in a quad or vtol equipped with a thruster or take a summons from the owner. The summon will be received by everyone who is on the guest list (GL) if they are on the planet that the ship is docked at. If you are in a special area such as an Aakas Key Instance, Ark Underground or Hell then you will not receive the summons.

Note: Only the owner can send a summons, and only when they are on the ship and it is docked at the space station.

If you have accidentally brought lootable items to space, then you may choose to use the on-board TT machine. Alternatively if they are high value you may TP to the spacestation while ship is docked and return via TP to planet at a cost of 7ped (payable to MA).

If you decide to take the riskier option of flying back to planet (not recommended if carrying stackables) then I suggest you wait until the ship is away from the spacestation, then ask the pilot for a safe exit. Then fly to planet avoiding the area near the spacestation, and ideally either very high, or very low, to avoid the more obvious waiting places for pirates.

4. If you are a first-timer on board – switch to Force Chat and ask someone to guide you to the repair stations.

If you picked a Privateer to skill on then there are only 2 repair stations and turning around from one will let you repair the other.

If you are skilling on a Mothership (MS) you will need to ask for a tour of the ship and perhaps also spend some time exploring on your own. There are 4 repair points on a Mothership (MS) that are some distance apart from each other.

For those who would like a look at the layout of a MS, check this old video, apart from the number of guns is still basically correct.

00:00
10:13

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Once you have completed the tour or if you have been on a skill ship before, ask the pilot which repair station they would like you to be stationed at. It is best to fill stations starting at hanger (HH), then propulsion (PP), then reactor (RR), and lastly command center (CC). Stations get filled in this order so that if the pilot needs to help with repair they will have the closest stations open.

Now you will need to show some patience while the pilot begins to gather the mob ball. After damage starts you can use AutoTool to repair, but it is best to not be completely AFK while repair skilling since there is often a need to adjust repair points while the ship is in the training grounds.

While repair skilling you can either strike up a conversation in Force Chat or do something in real life while keeping an eye on your computer.

Glossary

Space Station	SS
Arkadia Space Station	ASS or Ark SS
Calypso Space Station	CSS or Caly SS
Rocktropia Space Station	RTSS or RockSS
Next Island Space Station	NI SS
Cyrene Space Station	CyreneSS
Training Ground	TG often prefixed with location similarly to the space stations.

Space/Atmosphere Server Border	Sphere or Atmo entry
Guest List	GL
Friend List	FL
Command Center	CC
Reactor	RR
Propulsion	PP
Hanger	HH

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Locusta

Specifications





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Skyflail

Specifications



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Cosmic Horror

Specifications



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Dropship

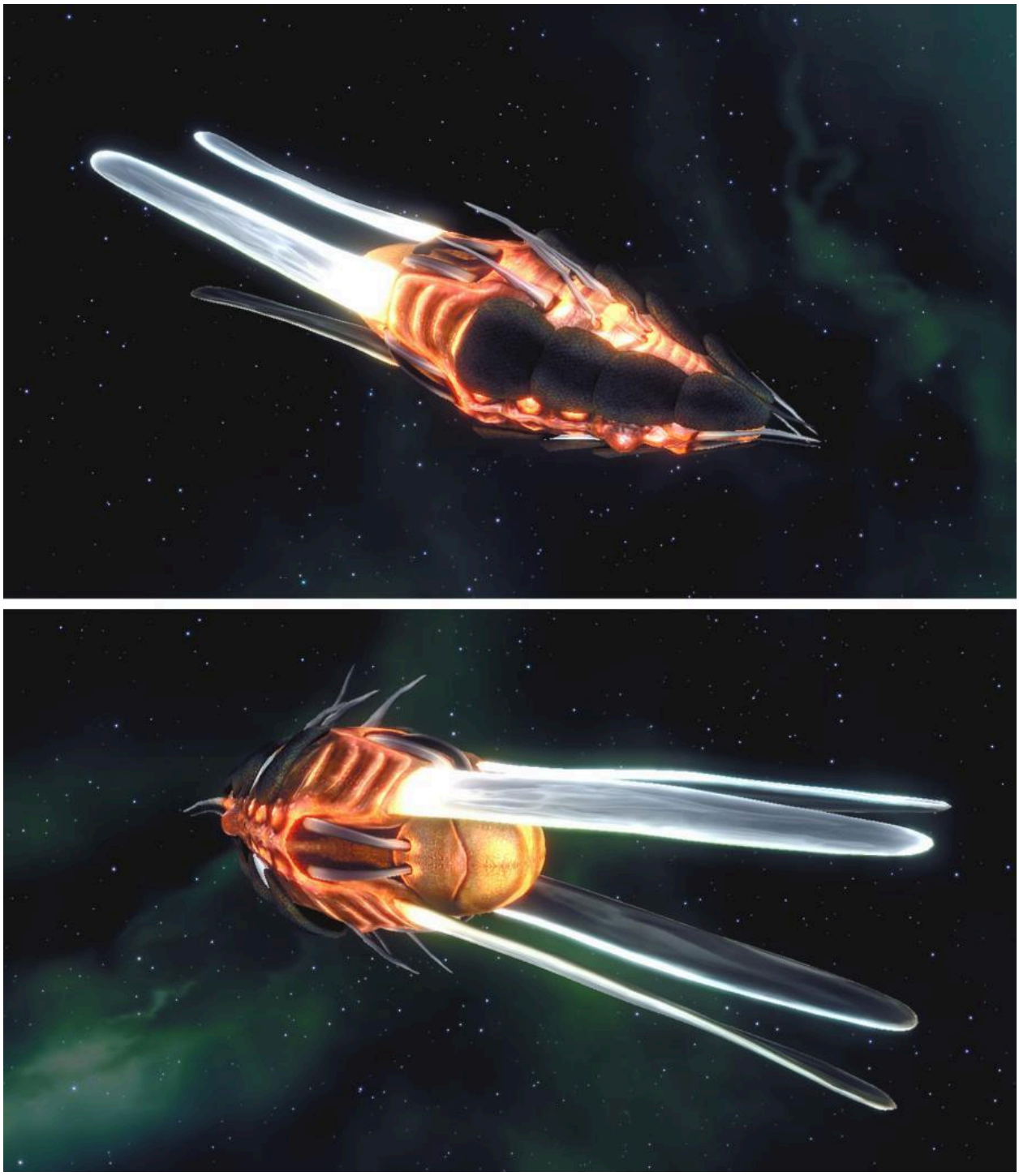
Specifications



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Dymlek

Specifications



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Hermit

Specifications



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Skills and Professions

Skills and attributes contribute to professional levels. In most cases, a profession consists of having multiple skills and/or attributes. These skills and attributes will each contribute to that profession at a different percentage. Here is an example:

Laser Sniper (Hit) profession:

Attributes: Agility 3%
Skills: Aim 4%
Combat Reflexes 3%
Rifle 39%
Weapons Handling 8%
Laser Weaponry Technology 14%
Courage 3%
Dexterity 3%
Perception 2%
Marksmanship (Unlocked at Lvl 10 Ranged Hit or Dmg) 8%
Serendipity (Unlocked at Lvl 30 Hit) 1%
Coolness (Unlocked at Lvl 40 Hit) 4%
Combat Sense (Unlocked at Lvl 50 Hit) 5%
Commando (Unlocked at Lvl 70 Hit) 3%

There are also skills that are unlocked at different professional levels. Once unlocked, there is a significant boost to related professional levels for a time. These are some of the skill unlocks that are attainable early on:

Marksmanship - Level 10 in any Ranged (Hit or Damage) Profession

Ranged Damage Assessment – Level 18 in any Ranged (Dmg) Profession

Melee Damage Assessment – Level 18 in any Melee (Dmg) Profession

Blueprint Comprehension – Level 10 in any Engineering Profession (Includes Material Manufacturer, but not Tailoring)

Material Extraction Methodology – Level 5 Material Manufacturer

Ground Assessment – Level 12 Prospector or Surveyor

Quite a few skills have Health Point increases when a certain number of skills are gained. For instance, for each 1 point of Combat Reflexes gained, 1/1600 HP is gained as well. This is the

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same with Handgun, Rifle and many other skills. Entropedia.info has a “Professions vs Skills” chart that shows how skills affect Professional levels.

Finally, there are some skills to keep in mind when chipping in skills, or deciding which skills to choose when completing missions:

Athletics - Contributes a lot to Evade & Dodge professions, but also to HP. This skill is found under “General” and includes an HP point every 533.3 skill points.

Courage – Contributes to your Melee (Hit) professions, but also gives a HP increase every 320 points. This is why melee skilling is so good at raising HP.

Dexterity – Often overlooked this skill also contributes to the Hit professions, as well as Tailoring, Coloring, Paramedic and a lot more. It also provides a 1 point bump in HP every 800 points.

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Getting a head start by chipping in Skills

How To Become A Pro On Your First Day for $250 (active for $350)

Disclaimer:This is not how to be UBER, but this will allow you to play at a level which most people in the game are comfortable with on a long term basis which will earn you the skills needed to become the UBER of your dreams, if you are willing to put in the time and money.

Cost
~1000 PED for skills + ~1500 PED for gear (only investment gear, this doesn't include guns or ammo)

Goal
Skills and gear to use a handgun (Pistol) up to Level 21 to its max efficiency, some examples would be Piron PLP-17(L), Imperium Pilot Scorpion Rank 16(L) or the venerable Breer P5a(L) see Annex C for an explanation of Weapons, Amps and economy. Adding an Amp “Omegatron A104” will increase the DPS and efficiency, but make sure you understand “Over Kill” which is covered in Section Two (Hunting) and how to reduce it. This level of handgun will let you hunt drones, atrox, feffoids, armax, etc. on Calypso. Werewolves, Motorhead Security, High level Vampires and Vixens, mid level Zombies on Rocktropia as well as a LOT of the mobs on the other planets.

Skills needed (offense only, this doesn't cover defensive skills)

Skill	**TT Value**	**MarkUp**	**Actual Cost**
Courage	(1.02 PED)	(1056%)	11 PED
Dexterity	(2.81 PED)	(918%)	26 PED
Perception	(0.71 PED)	(946%)	7 PED
Aim	(3.04 PED)	(998%)	30 PED
Combat Reflexes	(2.44 PED)	(962%)	23 PED
Handgun	(64.47 PED)	(956%)	617 PED
Weapons Handling	(11.66 PED)	(896%)	104 PED
Laser Weaponry Technology	(26.77 PED)	(875%)	234 PED

Total Cost of Skills = 1,052 PED (June 2014)

The MU is the average and you will need to be patient to purchase at this price, if you use BO then you will pay quite a lot more. Your Avatar will receive a small increase in Health Points from 88 to 95.

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Gear needed
(there are lots of options but this is a common and fairly cheap setup)

1. S.I. H.E.A.R.T. = (9 PED TT) +2 MU or a Herb box = (5 PED TT) + 1 MU
2. FAP 50 w/ mu = 55 PED
3. Shogun with markup = 190 PED or a cheaper option RASCAL (L) for about 92 PED
4. Mark.6A plates w/ markup = 260 PED (optional, you don't need this if your not going to hunt bots)
5. Mark.5B plates w/ markup = 485 PED (optional, you don't need this if your only going to hunt bots)
6. Omegaton A104 amp w/ markup = 175 PED
7. NeoPsion 10 Mindforce Implant = 21.99 PED and the implant inserter 15 PED. Both are sold by the TT.
8. Teleportation Chip I w/ markup = 106 PED (you can get low TT (L) ones if you want to be cheap and only spend ~10)
9. JUELZ MIC-Killa SG1(L) or SG2(L) w/ markup = 45-57 PED, seems to be the cheapest per shot long range tagger right now, you don't need high DPS as this is just to drag Mobs in.

Total Cost of Gear = 1,376.99 PED

Gear + Skills = 2,428 PED

Once you have purchased the skill implant chips from the Auction, you will need to drag each chip to the Payn-Inc Implant inserter and equip / Use Tool to insert the skills to your Avatar, one at a time. Remember to leave the Payn-Inc Implant inserter in planet storage after use as it weighs 5kg.

- It would take a normal couple of hours a day player a few months to reach this stage of skills and gear on a marginal budget.
- A hard core grinder could achieve this in a week, but they would probably lose quite a bit of PED in the process.
- It would take a conservative non-depositing player about a year to achieve this.

The biggest disadvantage (besides cost) to chipping in to this level right away is that you wont have any of the peripheral skills and defense skills you would have gained by skilling naturally.

Within a few weeks of hunting at this level you will gain those skills anyways, so I don't think it is too big of a deal.

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The other disadvantage to chipping in is pride. Its great to say you reached such and such goal naturally with no chips. But on the other hand its nice to say "I am such and such level" as well as actually being able to hunt at that level early in your career.

Skills and gear can not make up for knowledge of the game, you should still study and research what you are going to do even when you have them, otherwise you will just be a "rich idiot."

If you are playing on Calypso I would highly recommend hunting Drone gen1-3 (North of Jason Center) for a while until your dodge skills increase.

To do any real hunting you will need about 100 more dollars, 1000 PED

300 PED of ammo should last you for two or three hours of hunting.

- You can expect a bad run to bring back about 50% of your costs in loot.
- You can expect a good run to bring back about 150% of your costs in loot.
- You can expect that in time your average return will be around 80-90%

You MUST sell your loot for Markup (MU) to make up for losses vs the TT.
You MUST budget from each run for ped to replace your weapon and armour when it breaks and repair items that have decayed.

Since you wont have any defensive skills yet, you MUST use your "tagger" weapon to bring just one mob at a time to you for killing, if you get 2 or more on you at once your armor decay bill will be very high.

It takes years to learn and relearn all the intricacies of this "Real Cash Economy" but hopefully this demonstrated how even on your first day you can play with the "big boys"

Once your Pistol Professional level reaches Lvl 23, then you will have maxed a GeoTrek H21 Scrof and can use that.

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An example of how the skills help you is shown below.

Name	Amplifier name	Decay	Dmg/PEC	Attacks/min	Dmg/sec
Pistol Lvl 18					
GeoTrek H21 Scrof (L)	Omegaton A104	3.573	2.159	42.4	20.82
Pistol Lvl 22					
Piron PLP-17 (L)	Omegaton A104	2.320	2.974	74.0	36.86
GeoTrek H21 Scrof (L)	Omegaton A104	3.573	2.953	50.4	33.83
Pistol Lvl 23					
GeoTrek H21 Scrof (L)	Omegaton A104	3.573	2.953	53.0	35.61

This demonstrates the impact of skills, although the Scrof is usable by an Avatar at Prof Lvl 18, you can see that the DPS is very much reduced and its not until the Professional Lvl rises to 23 that the weapon gives the full damage, all the while the ammo burn and decay remain the same, so its not very economical. On the plus side this avatar would be receiving Skill Increase Bonus (SIB) between Lvl 18-22. SIB is discussed in Section One.

Disclaimer: This is the bare minimum for skills needed at this level and does not include evade/dodge or other defense skills. If you can afford them, defense skills are always useful in lowering your defense bills and allowing you to spend more time shooting and less time healing.

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Chat User Interface - Advanced

Here you can see the Chat window:



Here you can see I've outlined and Numbered some things:



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- 1 = HOF / Global Ticker (Where HOFs and Globals Pop Up - You can turn this off, set a filter and move the window)
- 2 = Sound / Mute / Mute Microphone Options (Clicking these Turns them On or Off)
- Highlighted = On / Unhighlighted = Off
- 3 = Main / System / And other Chat Tabs

If you Mouse Over one of the Tabs you can Right Click and will give you a Menu:



In This Menu You'll See:

New Tab = This gives option to create a new tab - You can see in one of my previous pictures that I have created 2 New Tabs (Society, and PM)

Rename Tab = This allows you to Rename the Tab. (For Main and System - You can not rename these. But in New Tabs you can rename as I have)
To Rename a Tab: Right Click on a New Tab - Click Rename - Enter in your desired name for the new tab. Click OK.
UI Settings = This is for the Chat UI Settings, At the moment there is only one Option - That is: Auto Fade.
Auto Fade = If you do not have the window selected, Not writing in the window, and you click elsewhere on ground or not moused over chat windows, It will fade the chat windows out and can see Ticker and stuff.

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And a List of Available Chats:
Local, Trade, System, Globals, Rookie, Society, Society Seniors, Private Messages, Ect.
You can Mouse Over and Click on any of these to Check or Un-Check them.
(If you Un-Check then you will not see messages from that Chat, if you Check then you Will see messages from that chat.)



In the Above Image - I created a New Tab, and I choose to show only messages from Society. (I also unchecked all other chats)

This I will make my Society Channel. So I can see only messages from your Soc. Also, If you mouse over the Available Chats - Another menu will pop up.

These Menus / Options you can Choose Color of that Chat. (As you can see where I have moused over Society Chat and Colors Popped Up)

Or, Some have other options if you mouse over them.
(Below you can see where I have moused over System and it has a few other Options that Pop Up)

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These you can Check or Un-check to Display or Not Display different things.
Damage Messages, Skill Messages, Other. (When Damaged, Gain Skills, or Other is for like - When your Gun Breaks, Unable to Loot, Random Things, ect.)

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Switching Tabs:

To Switch to Different Chat Tabs (Main, System, Society, (whatever you name yours))
Mouse Over and Left Click on the Tab you would like to use and it will Switch you to that tab.

How to Resize the Chat Window:

Below, You can see where I've Highlighted in Yellow the ... That you can Left Click and Drag to Resize the Window.



Just Click, Drag to desired Size and Height / Width and stuff.

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Chatting / Talking to Others:

If you have to keep pressing “Enter” to enable chat entry, there is an option to keep chat entry active after you press “Enter” to send a message.

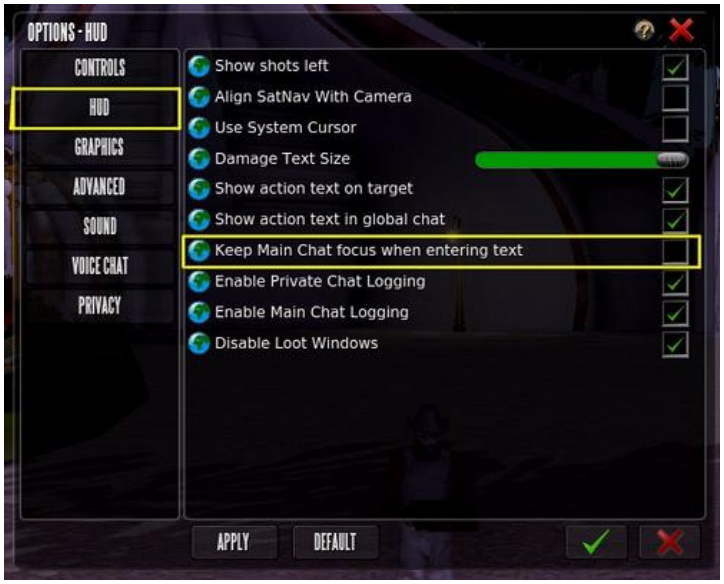
Go into Options, and check the Check Box for Keeping Main Chat Focus while Entering Text.

(Hit Escape to Bring up the Options, Key-mapping, and Exit Button - Then Click Options *Outlined Below)



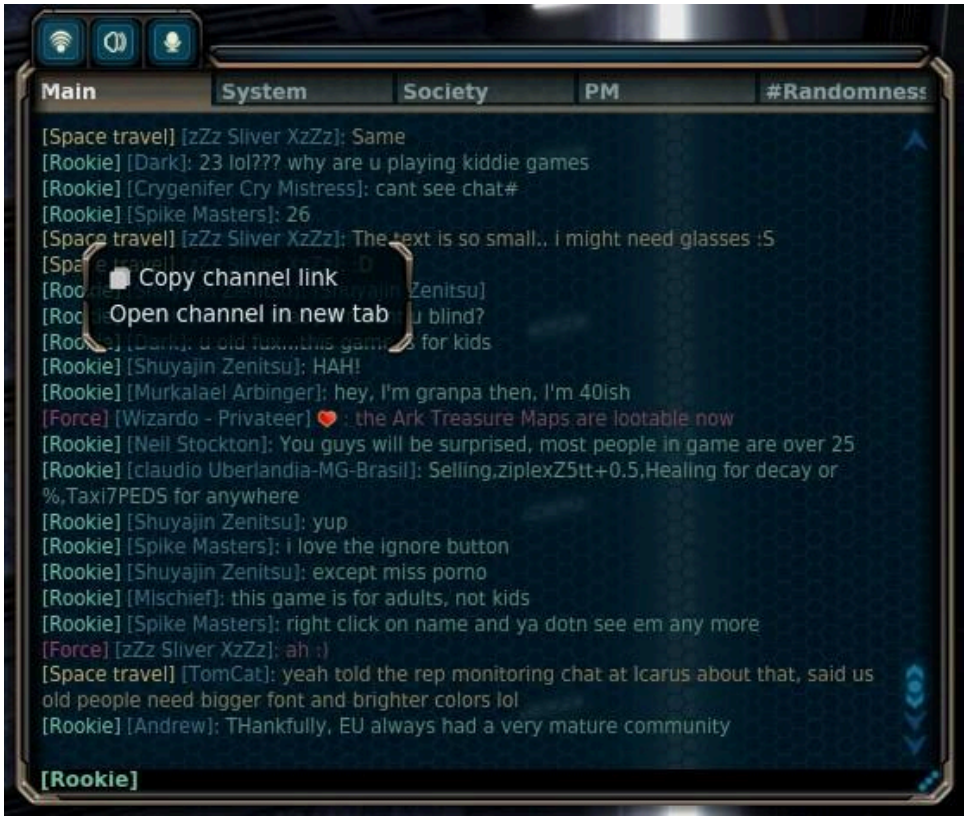
(Click on the HUD Tab *Outlined - And then check “Keep Main Chat Focus While Entering Text” *Outlined Below:

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To Open in New Tab / Window do this:

Right Click the Channel / Chat and will get option to Copy Channel Link, or Open in New Tab.



- Copy Channel Link = Copy's the Channel Link to your Clipboard where you can CTRL+V and Paste it in your messages.
- Open Channel in New Tab = Opens the Channel in a New Tab.

After you've opened it in a New Tab - You can Left Click - Hold and Drag the Window

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out of the Chat, and or do the same and Drag it back in with your other Tabs.

Here you can see I've dragged it out of the Tabs Part and made it a Separate Window:



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Now to talk in that Channel, All you have to do is Click on it and hit enter - And you should be able to talk in there.

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Copying and Pasting Items into Chat:

To copy an Item to Paste into Messages:
Right Click the Item > Click Copy Item Link > CTRL+V to Paste in your Message:



(You can Copy items from Auction, or in your Inventory, or that have been Linked in Chat)

Below I copied and Pasted my Piron PLP-27 into Society Chat, Hitting Enter would then send it into the chat channel.



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Contacts List - Friends List, Message Center:

Here you can see the Buttons for Your Message Center and Contacts List on Main UI.



Contacts / Contacts List:

Here you can see the Contact List, And where I have Right Clicked on a Name in there. (It'll open up similar menu to if you were standing near them and right clicked their Avatar)

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In there you can see your friends, others that are online. (Depending on what is checked / turned on)

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Selecting who to show in Contacts:

(you can Mouse Over and Left Check to Check or Uncheck: (click these on and off) to Display Friends / Others)



- Applicants - Shows Applicants to the Society in your Contacts List (do not need to have on friends list)
- Society - Shows Society Members
- Friends - Shows Friends
- Disciples - Shows Your Disciples
- Team - Shows Team Members
- Nearby - Shows any nearby Avatars (do not have to have in your friends list)

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You can Set your Online Status as well by Left Clicking where I've highlighted and Selecting from the Menu:



- Online - Show you as Online
- Invisible - Invisible / Will not appear in Contact lists
- DND - Do Not Disturb
- Away From Keyboard - AFK / Not There

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Avatar Profile / Picture Button:

You'll see your Avatar Picture (whichever is set) near the Online Status Button:

If you Left Click the Picture - It'll open up your Avatar Profile (Which you can Edit and do random stuff in - Seen below)



- Set Online Status - You can set online status in there as well
- Avatar Name - Can choose which name you'd like to display (First, Middle, Last - by checking the boxes)
- Biography - You can write a bio or message others will see if they click on your Profile
- Avatar Picture - You can choose a picture to use for your Avatar Picture (atm not customizable, preset images)

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(When done you can (X) / Close the window out and it will save your Profile.)

If you Right Click the Picture - It'll open up a Menu. (Seen Below)



Options in there are:

- Account Info - Your Account Information (address / name and stuff)
- Achivements - Your Achivements
- Avatar Name - Your Avatar Name - Allows you to Check / Uncheck First Middle or Last Name
- Communicator - Voice Chat / Phone Thing
- Contacts - Opens your Contacts List (?)
- Copy my Avatar Link - Copies your Avatar Profile Link to Clipboard - Can CTRL+V to Past in Messages

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- Edit my Avatar Profile - Opens your Avatar Profile
- Inventory - Opens your Inventory
- Mission Log - Opens your Mission Log
- Participant Content - Content you can use on Ads and stuff (if pay to upload it)
- Professions - Opens your Professions Tab
- Progress - Opens your Profession / Skill Progress Thing
- Skills - Opens your Skills Information Tab Thing
- View my Society Info - Opens up the Society Information Page

(Clicking these will open up random stuff, for whatever the thing is for)

Message Center:

Clicking the Message Center button will open your Message Center. (On Left Side of UI)

Here is a picture of it:



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In there you can see your Offline Messages, Other messages, Globals / HOFs you've gotten, Skill Up Messages, and many other things.
(You can see that “Patzaa Machine” has sent me a Message. This is like an Email message in world.

- If you click the button I have Highlighted in Yellow - It'll open up the Message / and Allow you to reply to it.
- If you click the button I have Highlighted in Red - It'll Delete the Message.
- If you Click the button I have Highlighted in White - It'll minimize the Message Center (back to the Button on the Left side of your UI thingy)
- There is an option to hide tutorial messages once you have finished with them, press Escape to access the Options Menu.

Here I have opened up a New Message / Mail and Composed to Luck:



- Contact Box - Who to Compose the Message To (allows for Multiple Contacts)
- Subject - Put in here the Subject of your Message
- Message Body - Just spot for Text and stuff
- Kinda like a Email or stuff. Mess around any maybe try figuring more out about it. Can't hurt anything lol..

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Commands:

Privacy Status Commands:

- /afk - Sets privacy status to AFK (Away From Keyboard).
- /dnd - Sets privacy status to DND (Do Not Disturb).
- /invisible - Sets privacy status to invisible mode.
- /online - Sets privacy status to online.

Channel Input Commands:

- /custom - Change the current input channel to an existing custom channel ie. /custom #dirktest
- /local - Change the current input channel to the Local default channel.
- /officers - Change the current input channel to the Society Seniors default channel.
- /rookie - Change the current input to the Rookie default channel.
- /society - Change the current input to the Society default channel.
- /team - Change the current input to the current Team channel.
- /trade - Change the current input to the Trade default channel.

Channel Management Commands:

- /create (or /c) - Create a new custom channel. Channel names must start with a "#" symbol and may not contain spaces.
- /deop - Remove channel operator status from a channel member.*
- /invite (or /i) - Invite a player to a custom channel.*
- /join (or /j) - Join a public custom channel
- /kick (or /k) - Kick someone out of a private custom channel.*
- /leave (or /l) - Leave a custom channel.
- /listchannels - Lists channels with names containing
- /listmembers - Lists all members of a custom channel.
- /listmuted - Lists all muted members of a private custom channel.
- /mute (or /m) - Mute a member of a private custom channel.*
- /op - Grant channel operator status to a channel member.*
- /set - Sets a custom channel privacy status to public or private ie /set #dirktest private.
- /unmute (or /um) - unmutes a muted member of a private custom channel.*
- /unmuteall - Unmutes all muted members of a private custom channel.

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Contact Management Commands:

- /ignore - Ignores an avatar. All further chat communication from an ignored avatar will be blocked.*
- /listignored - List all ignored avatars.
- /return (or /r) - Reply to the latest received private whisper.
- /unignore - Remove ignore status from an avatar.*
- /whisper (or /w) - Send a private whisper to someone.*

Miscellaneous Commands:

- /emote (or /em) - Perform the specified emote. use /emote ? for the available emotes.
- /help (or /?) - View help on a specific command. If a command name is not specified, a list of available commands is displayed.
- /pos (or /p) - Create a position link with your current coordinates in the text input field.

***NOTE: Where an Avatar name needs to be specified, the "Avatar Link" must first be copied and then pasted into the command. Ctrl V works too.**

Example: Inviting the avatar "Mike" to a channel called #dirktest. The Avatar name link is copied by right click on the actual avatar or from, chat window or Friends List

/invite #dirktest [Rub Mike Literouse]

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Mind Force

Introduction to Mindforce

Mindforce is the mental alternative to physical items. Mindforce energy is a product of the mind, but is channeled through physical items called Mindforce chips. Mindforce chips may be used to attack, regenerate health, teleport, or temporarily alter an avatar's normal abilities. While each type of Mindforce chip is used for a different purpose, the process for using them is universal.

Preparing to Use Mindforce

Before you can equip a Mindforce chip, you must supply a medium between your mind's mental abilities and the physical chip. This medium is called a Mindforce Implant. To insert a Mindforce Implant, simply click and drag it onto an Implant Inserter in your carried Inventory, and then equip and use the Implant Inserter. You can purchase a Mindforce Implant and an Implant Inserter at any Trade Terminal or Local Trader.

Once a Mindforce Implant is inserted, you will be able to equip any Mindforce chips with Profession level requirements that do not exceed the numeric label of the Mindforce Implant (i.e. a NeoPsion 10 Mindforce Implant can be used to equip any Mindforce chips with Profession level requirements of 10 or lower; to determine the Profession level requirements of a Mindforce chip, click "Show Detailed Information" in the Mindforce chip's Item Info window, and note the recommended levels for each related Profession). You may only have one Mindforce chip equipped at a time, but there is no need to remove the Mindforce Implant in order to unequip one Mindforce chip and equip another. There are a number of ways to equip an item; perhaps the simplest method is to right-click the item in your carried Inventory and select "Equip." The prefered method is to Hotkey the chip so that you will be able to equip items more quickly, which will be useful when you acquire multiple Mindforce chips with different functionality, and would like to switch between them during a battle. When you are done using a Mindforce chip, it is a good idea to unequip (right-click the item in your carried Inventory and select "Unequip") it, in order to prevent accidental use.

Different Implants

There is currently 3 different type of implants, the usual unlimited NeoPsion 10-55 implants, two types of limited implants NeoPsion A and B 10-50 (L). The difference between these implants is the amount they absorb decay from the used Mind Force chip. Unlimited NeoPsions absorb 2% decay of used chip, where as NeoPsion A implant absorbs 10% and B implants 20% of the chip decay. Usually unlimited implant is recommended as current Attack Nanochips have low decay. A and B type implants are recommended when using rare or expensive (L) chips, to make them last 10% or 20% longer, depending which implant you choose.

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Using Mindforce to Attack

As is the case with equipping, there are a number of ways to use a Mindforce chip to attack. One possible technique for attack and strike Mindforce chips is to right-click the mob and select "Use Tool," but this will make a battle quite tedious, as you would be required to right-click, move the cursor a bit, and left-click, in order to initiate each individual attack. An easier technique is to target the mob by left-clicking it, and left-click it again to attack. This method does not require the use of a popup menu as the first one did. If you use Aim Mode (toggled by pressing the Space Bar while Aim Mode is enabled in the Options menu), you can attack using left-click without targeting the mob first. Alternately, you can use a Mindforce chip with the same keyboard or on-screen shortcut used to equip it. It is possible to use your Mindforce chip in both first-person view and third-person view; the choice is left up to your preference. If you do not target the mob before attacking, you will need to aim manually. It is important to consistently hit your target when hunting with Mindforce, because Mind Essence is used up regardless of whether your shot hits or misses. Sometimes clicking a moving target is undesirable. If you do not wish to interact with a mob itself, you can interact with its stationary health bar instead. A health bar can be created by clicking an object, such as a mob, and dragging the cursor in any direction before releasing the mouse button; just click and drag. Now you can interact with the mob's health bar in the same ways you would interact with the active mob. Using this approach can help you avoid unnecessary mis-clicks. If you kill a mob, you can acquire any items it was carrying by targeting its carcass and clicking it. Alternatively, you can right-click the carcass and select "Loot," or right click while aiming at the carcass in Aim Mode.

Using Mindforce to Regenerate Health

Using a Mindforce chip to heal is procedurally similar to using a Mindforce chip to attack. When you use such a Mindforce chip, you will heal the avatar directly in front of you. If there is no avatar directly in front of you, you will heal yourself. Some very rare Mindforce chips allow you to resurrect dead colonists, there is also a special item that does the same called “Rakzum’s Pouch (L)” . You cannot resurrect yourself with these items.

Using Mindforce to Teleport

Teleportation is unique in the sense that it may be considered a Mindforce-exclusive feature; there is no way to teleport using a physical item. In actuality of course, teleportation is merely a means to travel from one location to another, which may also be done with a vehicle, or simply by walking. When using such a chip, the map window will open and allow you to select a teleportation destination. Some very rare Mindforce chips allow you to create wormholes. A wormhole is a special object which floats in spacetime for thirty seconds before collapsing. During this time period, any number of colonists may Operate the wormhole, which will relocate them to the teleportation destination.

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Using Mindforce for Special Effects

There are a few Mindforce chips that temporarily alter an avatar's normal abilities. For instance, this type of Mindforce chip may increase your running speed or health for short period.

Mind Essence

There are three types of Mind Essence in Entropia. Mindforce chips used for Teleportation, resurrection, and special effects require standard Mind Essence. Chips used to attack or heal normally use Synthetic Mind Essence. Chips used to attack or heal over an area of effect use Light Mind Essence. To determine which type will work with your Mindforce chip, click "Show Detailed Information," which is the button with the image of a magnifying glass at the bottom of the Item Info window, and note the "Mind essence type."

Attack chips

Currently there is three main attack professions for Mind Force, which are Cryogenic, Pyro Kinetic and Electro Kinetic. Each of the professions have two different type of Attack Nanochips and Strike Chips. Strike chips are rare and some of them expensive, not recommended for hunting. Attack Nanochips have lower decay, but higher level requirement than the old Attack Chips. For Cryogenic Profession there is Cryogenic and Lacerating Attack Nanochips, Pyro Kinetics have Corrosive and Combustive Attack Nanochips and Electro Kinetics have Electric and Kinetic Attack Nanochips.

- Corrosive Attack Nanochip, fast, low range and low damage chip
- Combustive Attack Nanochip, slow, highest range of all chips, high damage
- Lacerating Attack Nanochip, fast, low range, but higher damage than Corrosive chips
- Cryogenic Attack Nanochip, slow, medium range and high damage
- Electric Attack Nanochip, slowest of the low range chips, but highest damage
- Kinetic Attack Nanochip, slow, medium range and high damage

Annex A - Calypso TP Running Guide

Calypso Teleporters and Teleporter Runs: A Beginner's Guide
By Nisha

Nisha

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Why a guide about teleporter runs?

After I had compiled my list of Calypso teleporters and counted them, I was wondering what the reaction of a new player would be who just has learned that there are 110 teleporters on the planet, most of them waiting to be unlocked.

I was also curious whether in the age of vehicles old school tp running was still an option.

So I started doing a few runs and realized that there are actually still quite a few tps that can be reached easily even without vehicles. But I also realized that you need some ingame knowledge to make it easy – and the idea for this guide was born.

The guide was written with a new player in mind, and it contains a lot of basic information because of that. If you have played the game for a while and are already familiar with the basics, you can just skip those sections.

First, some remarks about tp runs in general:

The easiest way is to fly of course. So if you have a flying vehicle or know someone who is willing to fly you to some tps, this is the fastest way.

Hang around Icarus to see if someone offers free rides to Twin Peaks, Nea's or OLA #42, for example, to unlock those tps. Beware of offers, though, that ask you to take an anti-toxic shot first. You only need an anti-toxic shot if you want to enter lootable PVP areas, and you are likely to lose all your stackable possessions in the process.

Using your car is usually faster than running, but there are also some disadvantages. The car can be damaged during your cross country ride by bumping into rocks and some types of plants. Although this type of damage can be repaired, you might end up in the middle of nowhere with a wrecked car and might have to finish the run on foot anyway. If you run into mobs, you might take additional damage to your car which cannot be repaired and which will eventually render your car useless. Another disadvantage is that your Valk is not a good climber, and driving uphill can be very slow. Therefore, running in hilly terrain might actually be the better option.

All runs described in this guide can be done without weapon, armor or vehicle. But you need a basic understanding about mob behavior in this game and about working with your map and radar. Although the runs are devised in a way that allows you to avoid dealing with mobs as much as possible, you cannot avoid all mobs all the time in this game. So if you are new to the game, please read the sections about how to use the radar and map and how to deal with mobs carefully.

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The descriptions of the runs include information about the mobs you will probably encounter. However, there is always a chance that different mobs can be found in that area: For example, another player might have dragged over mobs from another spawn; during events, new mob spawns appear in certain areas; sometimes mob spawns simply change after an update. Therefore, if red dots start to appear on your radar, stop for a moment to check what type of mob you are approaching.

Moreover, you should know how to add waypoints to your map, because you will frequently be asked to do that during a run. To add a waypoint, press 'M' to open your map and select at least medium size by clicking the corresponding blue button at the bottom of the map window. Move your mouse across the map until you point at the coordinates given in the description. Right click on the map and select Add waypoint. You can remove a waypoint by right clicking on it and selecting Remove waypoint. Your waypoints are not saved and will be deleted when you log off.

Before you start a run, it is a good idea to get some further information about the area you are going to visit. To do that, you can have a look at the Entropedia map (www.entropedia.info)

'E' (jump) is a useful key during tp runs. Pressing 'E' repeatedly while climbing uphill can speed up your progress. It will also help you to get back on dry land fast if you have to escape attacks from underwater mobs. If you seem to be stuck at a revive, try jumping up and down to get unstuck.

When you are at an outpost without tp, check the area for mission brokers (indicated by orange dots on your radar). If you activate the missions right there, you do not have to come back to do that later.

Finally, what can you do if you get stuck at an outpost with a crowd of hungry mobs staring you down? – Do not attempt to drive your car through that spawn. Instead, try to create a path through the spawn by dragging mobs to the turret. If this is not successful, check your friends list for someone online who can fly you out of this place. In case everything else fails, you will need to ask for help to leave the outpost. There are two options available, you can use the chat interface and ask on the Rookie channel for help, a lot of experienced players monitor that chat channel and are always willing to lend a helping hand. The other option is to join the Calypso Rescue Team channel using the /Join #crt command. In both cases these channels operate game wide so its important to say which planet you are on and use the “/pos” without quotes to send a link to your location.

The guide consists of the following sections:

- Beyond Port Atlantis and Icarus: Orthos West Mound, Fort Isis and Chug's Hideout
- The Other Side of the River: Zychion Citadel, Fort Fury, Limnadian District and Atlas Haven
- North of New Oxford: Treasure Island Tps and Hangar Tps
- Twin Peaks and Twin Peaks Mall
- More Amethera Tps: Bilton Towers, Emerald Lakes Mall, Shinook Jungle and Shinook River
- Using the Hangar Tps: Rogue Plains, Camp Echidna, Cape Corinth, Fort Zeus, Camp

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Caravan and Isslye
- Sweaters' Tps: Boreas, Nea's Place, OLA #42 + Z's Little Farm
- Hunting Small Mobs: Fort Troy and Fort Argus

Please note that some of the later sections use tps that are unlocked during runs described in earlier sections.

If you are a new player, you will have over 40 tps on your list after completing all runs.

Beyond Port Atlantis and Icarus: Orthos West Mound, Fort Isis and Chug's Hideout
The following tps are relatively close to Camp Icarus. If you have already visited the Orthos Oil Field, it is likely that you have Orthos West Mound tp on your list. The route described below takes you to the east of the oil field, because you will usually encounter fewer mobs and less traffic there than west of the oil field.

Orthos West Mound (64099, 77246): Run eastwards from the Camp Icarus building to the beach and keep close to the beach until you cross line Lon: 64120. Then turn north-northeast and run towards the small lake east of the Orthos Oil Field (southern tip at 64530, 75400). Run/swim to the northern tip of the lake until you reach 64730,75800. Press 'T' to revive at Orthos West Mound. Locate the tp and activate it.

Fort Isis (66280, 75338): Tp to Orthos West Mound and run to the river. Continue eastwards along the southern bank of the river. When you see red dots on the radar, jump into the water and swim to stay out of aggro range. When you cross the line Lon: 65560 press 'T' to revive at Fort Isis. Locate the tp and activate it.

Chug's Hideout (68161, 74754): Tp to Orthos West Mound and add a waypoint at 67470, 76500. Run to the river and run along the southern bank of the river. When you see red dots on the radar, jump into the water and swim to stay out of aggro range.

Do not try to run through the spawn that starts at about Lon: 66200. There are some Atrox mixed in , which attack early and hit hard.

When you have reached your waypoint, add another waypoint at 67780, 76460. Start running southwest toward the racetrack you can see on the map. When you reach the track (it looks a bit like a dirt track), follow it eastwards. When you have reached your waypoint, press 'T' to revive at Chug's Hideout. Locate the tp and activate it.

The Other Side of the River: Zychion Citadel, Fort Fury, Limnadian District and Atlas Haven
The tps in this section are north of the river, so you have to swim across at some point.

Fort Fury (68209, 79053): Tp to Orthos West Mound and add a waypoint at 66709, 77300

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(If you have Zychion Citadel on your list, you can also start from there). Run/swim to your waypoint on the north bank of the river. The spawn there consists of some Snablesnots mixed with small Berycled and small Sabakuma and an occasional Cornundos which moved over from the spawn in the west. Run north-northeast through that spawn until you cross the line Lat: 77600 (Remember to keep the appropriate distance between you and the mobs!). Press 'T' to revive at Fort Fury. Locate the tp and activate it.

Zychion Citadel (69540, 77433): Add a waypoint at 67800, 76920. Start again at Orthos West Mound and run/swim eastwards until you reach on the north bank of the river. Press 'T' to revive at Zychion Citadel. Locate the tp and activate it.

Alternative route: If you are tired of swimming along the same river all the time, you can try another route.

Tp to Chug's Hideout and add a waypoint at 67800, 76920. Take the southwest tunnel and continue until you reach the northern exit of Chug's Hideout. Make sure you do not take the southeast exit, as the mobs on that side are much stronger. You are at the wrong exit if you see the following writing on the wall: Keep out! Trespassers will be shot, survivors will be shot again!

Run northwards and find a way through the spawn which consists of a variety of mobs: Medium and big Shinkibas, small Cornundos, and small Molisks and, farther north, big Molisks. The big Molisks are slightly more aggressive than the other mobs, but if you make sure that that the red dots stay out of the inner circle of your radar, you are safe.

When you have reached your waypoint, press 'T' to revive at Zychion Citadel. Locate the tp and activate it.

Limnadian District (71250, 79094): Tp to Zychion Citadel and add a waypoint at 70470, 78410. Unlike most other tps the Zychion tp is not on the ground. Follow the broken road down to the ground level and then head east to the river. There are very few but very strong mobs in this area, so keep your distance. When you have reached the river run/swim northwards until you reach your waypoint.

Stay away from the red dots in this area, unless you want to get yourself killed. These are Faucervix, and they aggro easily. Press 'T' to revive at Limnadian District. Locate the tp and activate it.

Atlas Haven (71677, 82337): Tp to Limnadian District and run westwards to the river. If you see any red dots on your radar, check if they are Allophyl or Estophyl. Allophyls are rather passive mobs and will not attack you unless you are fairly close. Estophyls, on the other hand, will aggro easily and you might get killed a few times if you meet them on your way to the river. Just drag them to the turret until you can continue safely.

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Swim to the middle of the river and turn north. Continue to swim northwards. Follow the river as it takes a right and then a left turn until you cross the line Lat: 82000. Press 'T' to revive at Atlas Haven. Locate the tp and activate it.

North of New Oxford: Treasure Island Tps and Hangar Tps
This section contains some very easy runs which unlock a number of tps useful for later runs.

Treasure Island Riverside (39172, 51892): Tp to Treasure Island City and add a waypoint at 37600, 50320. Run southeast and cross the river. The area on the other side of the river is non-lootable PVP, but free of mobs. Run north-northeast along the bank until you reach your waypoint. Press 'T' to revive at Treasure Island Riverside. Locate the tp and activate it.

Hangar tps and **Treasure Island Northern Shores (40268, 55495)**: Tp to Treasure Island Riverside and add a waypoint at 39232, 54633. Run straight north from Treasure Island Riverside tp until you reach your waypoint. When you cross the hangar area, the following tps will become unlocked and will appear on your map:

***** Camp Echnida East Hangar (80997, 87525)**
***** Camp Echnida North Hangar (77868, 88972)**
***** Corinth East Hangars A (63673, 86527)**
***** Corinth East Hangars B (63902, 86293)**
***** Corinth West Hangars A (60811, 86626)**
***** Corinth West Hangars B (61059, 86288)**
***** North Space Base A (88119, 96672)**
***** North Space Base B (88574, 95646)**
***** North Space Base Docks A (88602, 94458)**
***** North Space Base Docks B (88545, 93898)**
***** Rogue Plains East (79528, 97421)**
***** Rogue Plains West (78225, 96955)**
***** Treasure Island North Hangar A (39349, 54833)**
***** Treasure Island North Hangar B (39809, 55233)**

Press 'T' to revive at Treasure Island Northern Shores. Locate the tp and activate it.

Treasure Island Castle (37089, 53136): Tp to Treasure Island Riverside and add a waypoint at 37730, 52640. Run west-northwest until you reach your waypoint. Make sure to keep away from the Second Entities, in case you see some. Press 'T' to revive at Treasure Island Castle. Locate the tp and activate it.

Treasure Island Volcanic Edge (35949, 54728): Tp to Treasure Island North Hangar B and add a waypoint at 37790, 55700. Run north-northwest toward the coast. The Frescoquda in the neighboring sector are not very aggressive. There are a few small Rippersnappers off the coast, so be careful if you jump into the water to avoid one of the bigger mobs on the island. There are big Furors in the next sector, but you are safe if you keep normal distance. When you reach the coast, turn west and run/swim until you reach your waypoint. Press 'T' to revive at

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Treasure Island Volcanic Edge. Locate the tp and activate it.

Twin Peaks and Twin Peaks Mall
Twin Peaks is an important trading place, no matter if you want to sell your sweat, your loot, your resources or whether you want to be a trader.

Twin Peaks (77774, 76679): Tp to Limnadian District and add a waypoint at 71450, 77700. Run westwards to the river. If you see any red dots on your radar, check if they are Allophyl or Estophyl. Allophyls are rather passive mobs and will not attack you unless you are fairly close. Estophyls, on the other hand, will aggro easily and you might get killed a few times if you meet them on your way to the river. Just drag them to the turret until you can continue safely.

Keep some distance to the bank to avoid further Estophyl attacks and swim southwards until you reach your waypoint. Press 'T' to revive at the Limnadian outpost at 72461, 78171.

Leave the outpost eastwards, swim across the river and continue eastwards. Keep clear of the Drone spawn in this area. Drones attack from a distance, and while Drone 01s are usually very slow to notice anything, Drone 02s are likely to attack quickly.

Continue eastwards and as soon as you notice the first red dot on your radar, turn southwards, because there is a rather ugly spawn of Merp, Berycled and small Atrax in that area. Turn eastwards again as soon as you can. When you have crossed the line Lon: 73750, press 'T' to revive at the outpost at 75647, 77111.

Add a waypoint at 76917, 76608. Run from the outpost towards the lake to the south. The Shinkiba in this area are rather friendly mobs, so you should be able to do that quite easily. When you have reached the road, continue eastwards along the road. When you reach your waypoint, press 'T' to revive at Twin Peaks. Locate the tp and activate it.

Twin Peaks Mall (77924, 76539): Leave Twin Peaks eastwards and take the first right turn at 77887, 76672. Follow the road uphill until you reach the mall. Enter the Mall, look for the Televator and operate it. Selecting 5th floor will send you to the roof, right next to Twin Peaks Mall tp. Activate the tp.

More Amethera Tps: Bilton Towers, Emerald Lakes Mall, Shinook Jungle and Shinook River
Bilton Towers (33472, 47347): Tp to New Oxford and run southwest towards the Deer Mall. You can see Bilton Towers tp in the distance. Locate the tp and activate it.

Emerald Lakes Mall (31578, 50206): Tp to Bilton Towers and add a waypoint at 32488, 47686. Run west-northwest. Before you cross the river, check all red dots if they are Rippersnapper or Hiryuu. If you are not sure, try to keep the red dot outside the second circle of your radar as you move on.

There is a natural mob spawn on the other side: You might see Trilomites, Bristlehogs, Hiryuus

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and Exarosaurs. All of these mobs are not very aggressive, and if you maintain your normal distance, you are safe. If you notice a red dot on the radar, but cannot see a mob on the ground, look up in the air, as Hiryuu are flying mobs.

Continue westwards until you reach your waypoint. Make sure you have entered OLA #29 before you press 'T' to revive at the fertilizing station at 31756, 48227. Run straight north. The spawn in this land area consists of a few Longu Young and Cornundos Young, which are not very aggressive. Continue north after you leave OLA #29; it is only a short run to Emerald Lakes Mall Land. As you enter the land area, you will see a number of different mobs, some of which are very aggressive. Press 'T' or get yourself killed to revive just outside Emerald Lakes Mall at 31701, 50191. Enter the Mall, look for the televator and operate it. Selecting 5th floor will send you to the roof, right next to Emerald Lakes Mall tp. Activate the tp.

Shinook Jungle (27812, 50921): Tp to Emerald Lakes Mall and add a waypoint at 28660, 49300. Operate the televator, select floor 1 and leave the mall. Run westwards and when you reach the river, turn southwest. Run/swim along the western border of the land area until you have reached the southwestern corner. Then turn west, cross the river and run toward your waypoint. As you approach you will see the first red dots of OLA #30's mobs on your radar. These are big Combibo and Mourner. You can briefly enter the land area at a safe point to have it displayed on your map, but keep the appropriate distance from the mobs.

When you reach your waypoint, press 'T' to revive at Shinook Jungle. Locate the tp and activate it.

Shinook River (27944, 45425): Tp to Bilton Towers and add a waypoint at 32623, 47149. Run west-northwest. Before you cross the river, check all red dots if they are Rippersnapper or Hiryuu. If you are not sure, try to keep the red dot outside the second circle of your radar as you move on.

There is a natural mob spawn on the other side: You might see Trilomite, Bristlehog, Hiryuu and Exarosaur. All of these mobs are not very aggressive, and if you maintain your normal distance, you are safe. If you notice a red dot on the radar, but cannot see a mob on the ground, look up in the air. Hiryuu are flying mobs.

Continue until you reach your waypoint at the northeastern tip of OLA #25. Enter the land area briefly to activate it on your map.

Add a waypoint at 30720, 46540. Leave the land area and run westwards along its northern border. From about 31563, 47236 turn southwest and keep following the land area border line. From this point onward you will encounter a natural spawn of Trilomite and Bristlehog. Keep the appropriate distance as you continue. Run until you reach your waypoint and then turn west.

Add a waypoint at 29500, 46370. Run westwards and find a way through the Molisk spawn

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which is in that area. Continue until reach your waypoint. Make sure you have entered OLA #27 before you press 'T' to revive at Shinook River. Locate the tp and activate it.

Using the Hangar Tps: Rogue Plains, Camp Echidna, Cape Corinth, Fort Zeus, Camp Caravan and Isslye

Rogue Plains (78048, 96385):Tp to Rogue Plains West and run southwest. After a short while a blue dot appears on your radar, indicating the position of Rogue Plains tp. Run to this position and activate the tp.

Camp Echidna (79521, 87853): Tp to Camp Echidna North Hangar and press 'T' to revive at Camp Echidna. Locate the tp and activate it.

Cape Corinth (61984, 88529): Tp to Corinth East Hangars A and add a waypoint at 29501, 46370. Run north-northwest towards the coast. Keep clear of the Cornundacauda spawn close to the hangar area. When you reach your waypoint, press 'T' to revive at Cape Corinth. Locate the tp and activate it.

Note: Corinth is one of the areas where you can encounter event mobs for example during Migration or Robot events.

Fort Zeus (86535, 94697): Tp to North Space Base Docks B. Add a waypoint at 88100, 93500 and run southwest. There are Feffoid and small Ambulimax in this area, but you can move through the spawn if you keep the appropriate distance. When you reach your waypoint, press 'T' to revive at Fort Zeus. Locate the tp and activate it.

Camp Caravan (87158, 89492): Tp to North Space Base Docks B and run south-southeast until you cross the line Lat: 93470. Press 'T' to revive at the outpost at 89204, 91608. Add a waypoint at 88640, 90050. Run southwest to the ocean and swim to your waypoint. Press 'T' to revive at Camp Caravan. Locate the tp and activate it.

Isslye (85383, 91402): Tp to Camp Caravan and run straight north until you cross the line Lat: 90170. There are a few small Molisks in that area. Press 'T' to revive at Isslye. Locate the tp and activate it.

Sweaters' Tps: Boreas, Nea's Place, OLA #42 + Z's Little Farm

There are 3 tps you should have on your list if you are interested in group sweating or swunting: Nea's, OLA #42 and Boreas. Unfortunately, all of them take some time to unlock on foot or by car. So if you can get a ride from someone, this is the best choice.

I have added Z's Little Farm here because it is fairly easy to pick up on your way to OLA #42.

Boreas (74368, 67332): Tp to Limnadian and add a waypoint at 71164, 77060. Zychion Citadel is closer to to that waypoint, but it is very difficult to avoid the Rippersnapper spawn to the south of Zychion.

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Swim to your waypoint and continue to run/swim southwards until you cross the line Lat: 75800. Press 'T' to revive at the outpost at 71186, 74154.

Continue southwards along the edge of the cliff until you cross the line Lat: 73600. Press 'T' to revive at the outpost at 71907, 72536. There is an Atrox/Ambulimax spawn at this outpost, but it is not very far to run the river. Drag the Atrox that block your way to the bank to the turret until you can run to the river. Swim until you can easily climb back on land and continue south-southeast along the south bank of the river.

At about 73263, 71821 there is an Exarosaur/Faucervix spawn. As Faucervix will aggro quite easily, return to the river and swim until your radar is clear of red spots before you switch back to running.

From Lat: 71511 onward check on which bank it is easier to run. For most of the way the west bank is the better choice. If you want to cross the river at any point, check for red dots. There are medium Rippersnappers in the area which are fast and nasty and have a fairly high aggro range.

Continue southwards until you cross the line Lat: 69500. Press 'T' to revive at Boreas. Locate the tp and activate it.

OLA #42 (29064, 58722) and **Z's Little Farm (29158, 56001)**: Tp to Treasure Island Volcanic Edge and add a waypoint at 34551, 55028. Run west-northwest. When you reach the line Lat: 55030 run straight west until you reach your waypoint. Cross the river and watch out for red dots on the radar. Some mobs swim too deep to attack you, but sometimes there are mobs that could cause trouble.

Add a waypoint at 32574, 55018. Run westwards until you reach your waypoint. Make sure you have entered OLA #58 before you press 'T' to revive at the fertilizing station at 31163, 56602.

Add a waypoint at 30626, 56563. Run west to the river and swim to your waypoint. Press 'T' to revive at the fertilizing station of OLA #57, then run straight south. As you leave OLA #57, you can see the blue dot of the tp at Z's Little Farm appear on your radar. Run to that position and activate the tp.

Add a waypoint at 29190,57411. Turn back north an run to your waypoint. There are a few small Armax in the land area which are easy to avoid. There is a dense Argonaut spawn at your waypoint, so you will probably get killed as you approach it to revive at the fertilizing station at 29065, 58794. Locate the tp and activate it.

Nea's Place (29354, 35517): Tp to Shinook River and run south. There are a few small Tripudion and Molisk in this land area. The Molisk are not very aggressive, but keep your proper

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distance to the Tripudions. After you have crossed the northern border of OLA #64, press 'T' to revive at the fertilizing station.

Add a waypoint at 28700, 39000 and continue to run southwards. There are a few small Merps in this land area, and they will aggro quite easily. So keep your distance or keep close enough to the river to drown them.

Run until you reach OLA #26. You will know that you are close when you see the red dots of the mobs on your radar. Check the current density of the spawn to decide if you want to run through the land area to reach your waypoint just outside the land area's southeast corner or if you prefer to run along the border. The fertilizing station is too far to the north to help you much. Usually it is not too difficult to find a way through this Allophyl/Molisk spawn of medium density, even with the big Allophyls. If you want to play safe, take the path along the border, which will take longer.

Continue south until you see the red dots of OLA #08's Formidons. If the spawn is not very dense, press 'T' to revive at the fertilizing station of OLA #08 at 29629, 37883. If you do not want to run through the LA, cross the LA border briefly to add it to your map and run along the land area border. If you decide to run through the Formidon spawn, keeping the normal distance is enough to keep you safe from attacks.

Running south along a line between Lon: 29300 and Lon: 30000 will bring you to Nea's Place. You will see the red dots of Nea's Ambulimax very early on your radar. Just continue to run and press 'T' once you have crossed the land area border. After you have revived at the fertilizing station, run southwest uphill to find the tp and activate it. – The Ambulimax spawn at Nea's is usually quite dense, so it might take a few attempts to reach the revival close to the tp.

Hunting Small Mobs: Fort Troy and Fort Argus
Fort Troy tp is useful if you want to hunt small Kerberos (spawn northeast of Fort Troy) and Foul Young (spawn at about 78920, 67670). Fort Argus has a huge Snablesnot spawn; moreover, between Rogue Plains tp and Fort Argus there is a small Combibo/small Shinkiba spawn (between Lat: 96000 and Lat: 95070) as well as a small Prancer spawn (between Lat: 95070 and Lat: 94100) where you can do your missions.

Fort Troy (80503, 68308): Tp to Boreas and add a waypoint at 75750, 66850. Run east-southeast. The Kerberos spawn at Boreas is quite dense, but there are often hunters and swunters there, which will help you to get outside the Kerberos spawning area.

When you have reached your waypoint, add another waypoint at 76350, 66100. Run south-southeast. Find a way through the Osseocollum spawn; these mobs are strong, but not very aggressive. When you have reached your waypoint, press 'T' to revive at the outpost at 78378, 66797.

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Follow the road that runs by the outpost northeast. The road leads through a Primordial Longu spawn which is not very dense. You can usually see the first red dots of the Foul young spawn at about 79100, 67470. If the Fouls are too close to the road, run south to the beach and continue toward your waypoint. Sometimes there are some bigger Daikiba and Exarosaurs in the area of your waypoint, but you should be able to reach it without problems. When you have reached your waypoint press T to revive at Fort Troy. Locate the tp and activate it.

Note: This is one of the areas where you can encounter event mobs for example during Migration or Robot events.

Fort Argus (75581, 92655): Tp to Rogue Plains and add a waypoint at 75470, 93970. Run south, swim across the river and continue west-southwest. Stay close enough to the water that you can jump in quickly. Although the mobs in that area are not very strong, there is a chance that a mob spawns close to you and attacks. Run until you reach your waypoint. Then press 'T' to revive at Fort Argus and activate the tp.

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Annex B - Useful Websites

http://www.entropiauniverse.com/

http://www.entropiaplanets.com/

http://www.planetcalypsoforum.com/

http://arkadiaforum.com/

http://rocktropia.com/

http://www.nextislandforum.com/

http://cyreneforum.com/

http://www.toulanforum.com/forum/

http://monria.com/

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Annex C - Entropedia

http://www.entropedia.info

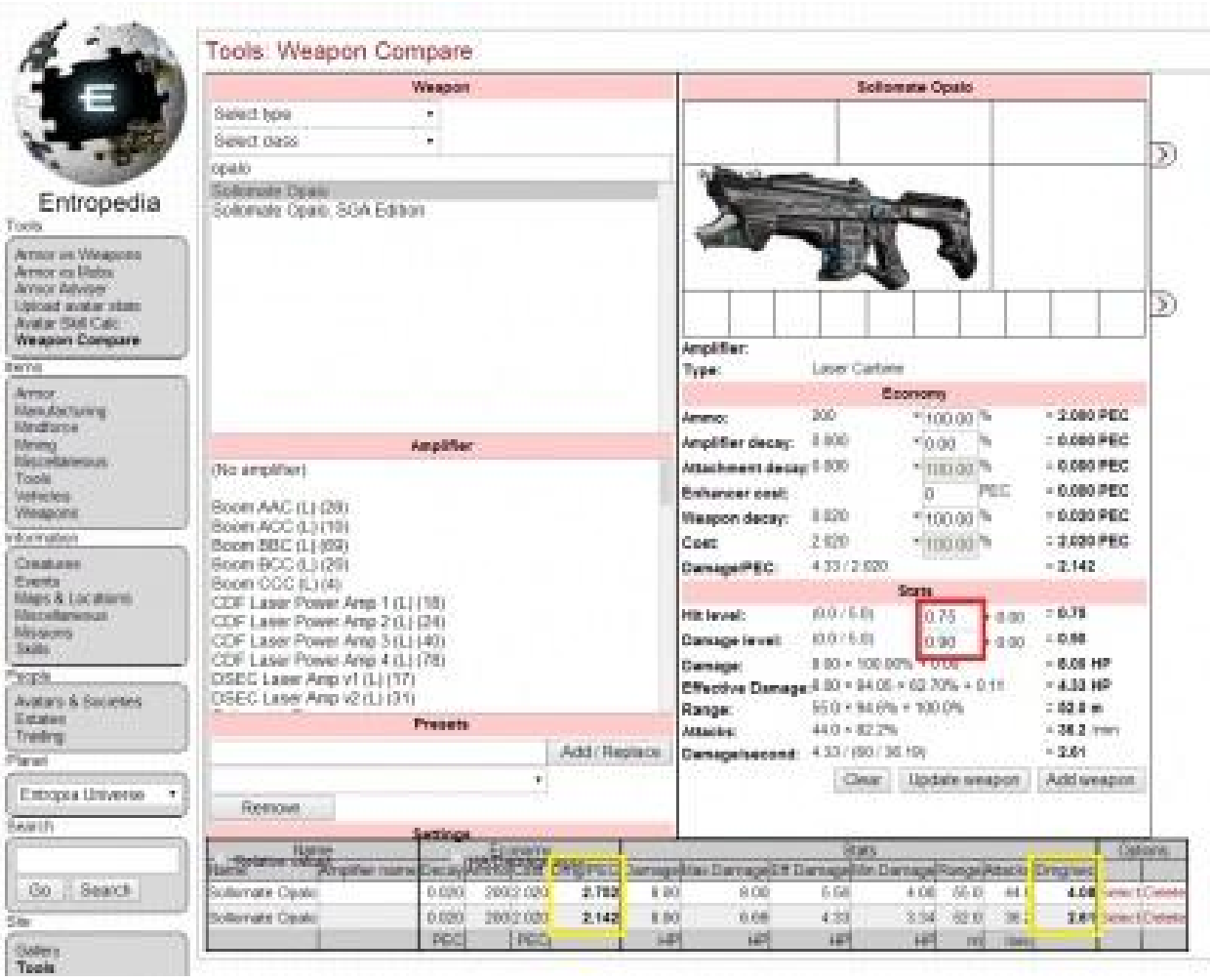
Entropedia is a community maintained resource that allows Entropia Universe participants to gain additional understanding about items and missions within the virtual world. It has a number of useful tools that enhance game play.

Tools

Tool name	Description
Armor vs Weapons	See how much damage a weapon does on any armor
Armor vs Mobs	See how much damage and decay a mob does on any armor
Armor Adviser	Find the most efficient armor and plates against any mob
Upload avatar stats	Upload your skill and profession levels
Avatar Skill Calc	Calculate the value of your skills
Weapon Compare	Compare any configuration of weapon with each other
Finder Compare	Compare any configuration of mining finder with each other or your own stats

All of these tools are self explanatory with the exception of the Weapon Compare tool. It is invaluable to work out which weapon & amp to use for the mission or task your on. However you need to input to the tool your professional level, by default the tool assumes that you have prof level 100, something most of us can only dream of! The screen shot below highlights the required entry for Hit and Damage. In this screenie below I have marked the two fields in RED that you need to update to get accurate data out of the tool.

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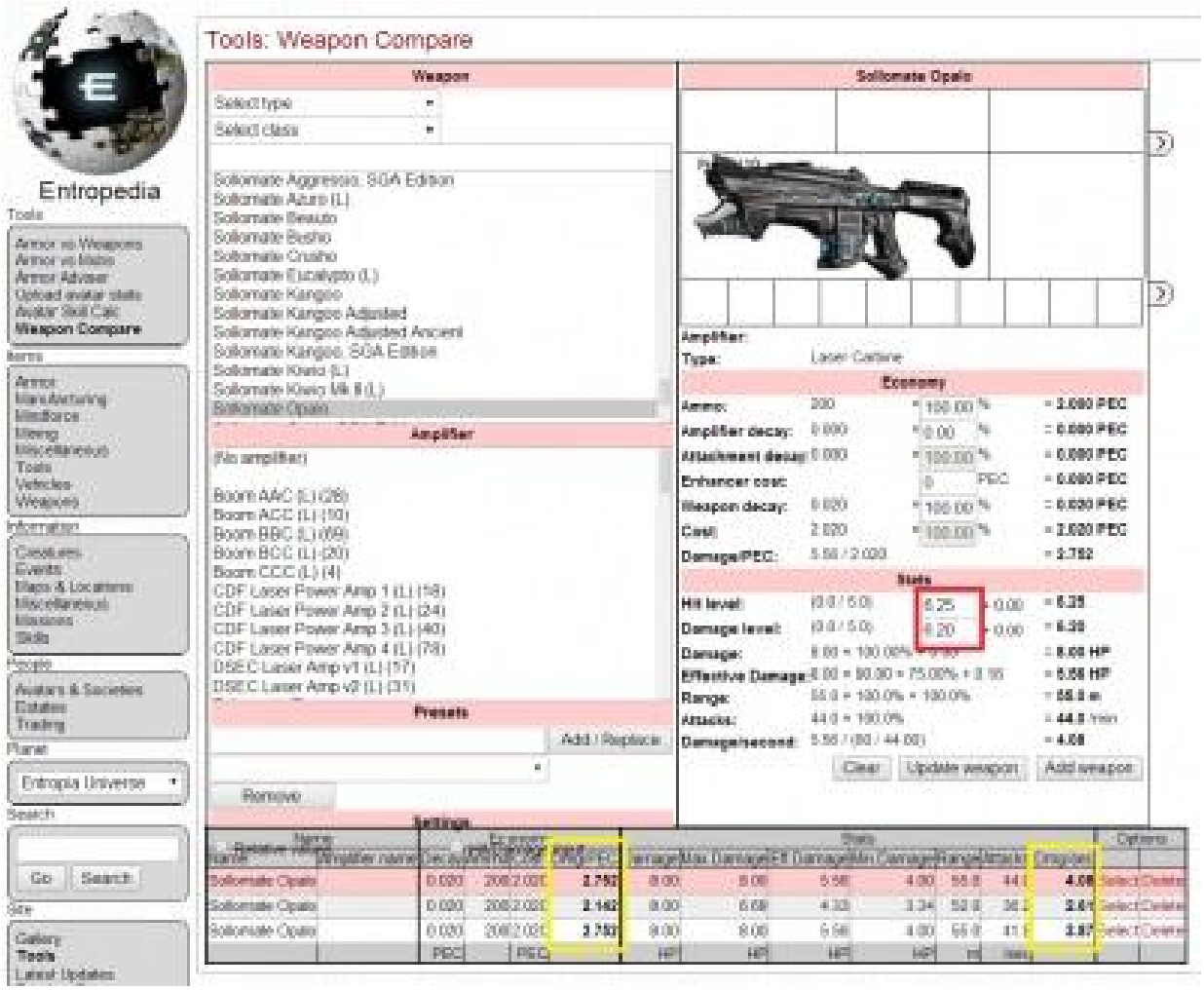
I've used an Opalo as a worked example:

I have also marked in Yellow the fields that relate to economy, Dmg/PEC (DPP) and damage, Dmg/Sec (DPS). The DPP and DPS are very much reduced if you have not reached the skill level to maximise the weapon use.

On the first row in this example I have set Hit @ 0.75 and Dmg @ 0.90 which gives a DPS of only 2.61 and eco of 2.142: Ouch!

This next row shows that you are only able to reach the maximum DPS of the weapon once you reach 6.25 Hit and 6.20 Dmg. Well above the "5" prof level indicated for a maxed Opalo, this is the case for most SIB weapons, that you need to reach one professional level above the recommended level to achieve full performance.

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At a DMG & Hit Professional Level of "5" the tool indicates that the Opalo is only achieving Eco of 2.752 and DPS of 3.87.

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Annex D - Babaroga1x traders log

Below are some amusing ramblings from “igor” babaroga1x buzov of TKoE, originally posted here but collated here for your amusement and dare I say instruction.

Babaroga1x traders log - July 10 2012

Two years ago i was hired by one of big imperial investment corporations to come to calypso solar system and do some investment research...
I had office in Hilton Resort in Port Atlantis, my own limo and driver, yacht, unlimited money on my Galactica Visa Card...

Then suddenly, three months ago my Galactica Visa card was canceled... i had to leave Hilton Resort in Port Atlantis, i could not establish any communication with HQ at Alpha Centauri...
In my pockets and bags i had some clothes, some local currency called peds, no shelter, nowhere to sleep, nothing...
I sold some junk i had in my bags, bought local clothes and some almost broken local vehicle.. at least it would give me some protection during nights...

Finally in some bar in Cape Corinth i found out that my company where i had worked was bought by their rivals.. and then they did some management improvements...My department was canceled... without any notice ... so i was stuck at this planet called Calypso, without any way to go home...

Some local pilots offered me ride back to Alpha Centauri.. for a small fee... because i was so nice to them, payed them couple of drinks, price for me would be only 60 000 peds (local currency)

My assets? I had almost broken vehicle, some junk and about 400 - 500 peds on ped card... somehow i hat to earn, steal, make 59 500 peds...
First time when i landed on Caly i tried hunting and mining... and it sucked... no way i could make 60 k peds in hunting...

So i decided i will try trade... my goal here is to make 60 k peds using 500 peds as starting investment...

Month 1

So i started with trading... i usually trade on AH.. i buy when prices are low, sell when prices are high...

i sweat a lot too, to pay for auction fee costs...

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i have some stuff in my bags and some peds on my ped card, total worth 500 peds...

Profit from trading and sweating in first month (after deducting ah fees and all other costs) = 166,25 peds (30 peds from sweating, 130 peds from trading)...

During first month i spent 80 peds on booze, achohol, beer, vodka, ammo, hunt, chips, decay, ...

Month 2

In second month of my trader career i discovered i could make some money in interplanet trading... on caly i can buy everthing and sell everthing but on other planets there is big supply and low demand... and vice versa...

Opportunities, opportunities... 

i discovered travel costs between planets are very high... i have to make profit of 20 or more peds in one tour between planets to cover my travel costs..

i am using EFA motherships.. they are chepaest... when i am going without loot i pay my travel with sweat

second month profit from trade and sweating = 185 peds

cost for travel between planets, decay, booze, vodka, wine, schnaps, rakija, coffee, cigarettes, hunt, decay etc

= 87 peds...

total profit for two months: 351 peds...

total cost 167 peds...

Data for 3th month… 20 July 2012

from now my data here will be in real time... didnt want to open topic without any data...

Profit from trade = 217 peds (included 30 peds from sweating)

costs for transport, booze, ammo, decay, food, postcards etc = 130 peds

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After 3 months i can say i am satisfied with my living here...
visited cyrenne, moved to ark from caly, i have vehicle, full set armor (combination of pixie and goblin parts), couple of low level guns, tt fap, 2 low level attack chips, tt value of all my stuff is around 700 peds (with mu 1 000 peds)...

I almost doubled my assets in 3 months...

Plan for next 3 months:
trade income should increase from 550 in 3 months to 750 in 3 months...
cost should be lovered from 312 in 3 months to 250 in 3 months

i plan to buy 1 sleipnir and truster and to finish my discipleship at last.. most probably i will sell adj pixie armor set...

now it is summer time so most probably for next 2 months income will be low... but in september my trade income will be high... now it is time for buying... prices of some stuff have dropped drastically

cya and hof well (so i can buy your stuff and make money!)

Update 23 July 2012

Today on Ark auction house i purchased 8 k of leather extractors with big discount... i bought

them with idea of reselling them with 50 % profit... (30 - 40 peds)...

when you think its summer, no trade, market always suprises you...

Update 27 July 2012

I finished my discipleship... got armor set and car...

you are right, adj pixie is very good armor si i am keeping it.... sold pixie and goblin parts plus explorer car... got nice 25 peds...

Came back to caly to sell my stuf i bought on Ark....unloladed big stacks on ah and got my first Trodal this month (trade global)... about 60 peds profit after fees.... nice first part of month...

back to shopping and back to ark with ms today…

Update 04 August 2012

I have a problem....

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ATM i am on Arkadia, finishing some jobs, and little bit skilling on carabok.... In caly prices of blazar fragments have exploded... usual price of 1,5 peds for 1 k blazar has risen to 3 - 4 peds per 1 k....

And i have over 40 k in storage....
If i go back to caly, i could sell it all... but there are transport costs...

so my problem is should i be most of time on caly, good opportunities for makin money on AH, or should i live between Caly and Ark, transporting goods etc...

And for me personally, caly is boring... Ark si much for fun for low level players, competition between traders is not o big... but you cant make so much money...

I know that some people use second ava technique... one ava on Caly and second on Ark... etc.... but i dont like it... when i was back home, before i came to Entropia Universe, my doctor said to me that i shouldnt talk so much with my imaginary friend...i even got some nice pills from my doctor, as a gift...

Any suggestions?

Baba

Update 12 August 2012

4th month of trade is over... I belived it will be boring, no trade, summer season...

Then two things happened... two month ago I bought on Ark big stack of basic targets... one guy got nice global and wanted to sell it fast and i bought it with nice discount...

Couple of weeks ago, I assume new crafters came to caly and started making weapons (basic target needed)... and prices exploded from 200 % average MU to even 450 % MU... and I sold

all of my basic targets..

I came finally to caly, to restock.. sold almost everything I bought on Ark in last two weeks.... while I was scanning AH, I saw something very interesting..
Basic sheet metal, 14 k, for 101 %.... opening bid 101 %, Buyout 150 %... and no bids.... offer was ending in two hours... 555 peds, almost tt value
I had 520 peds on my ped card.... I started TT-ing some stuff, stones, hides, residue, almost every shit i could find in my storage.... sold to TT machine over 50 armor defense enhancers (lost 15 peds because of that)...

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An 7 minutes before offer ended i put my bid... it was longest cigarete i had, waiting... again, i

was lucky, got it!!!
Sold it in 5 minutes back on AH, some other guys put basic sheet order on 144 % ... 230 peds profit in 5 minutes...

And now data for whole month:

Profit: 785 peds form trade
Expenses (transport, tips, ammo, decay, booze, cigarettes, sljivovitza) : 90 peds

I got information that some people make monthy depo of 50 $... i managed in this month to get some really nice trade globals

Data for 4 months:
Profit from trade: 1342 peds
Expenses: 402 peds

Total profit: 940 peds

Atm I have 650 peds cash and TT value of all Items I have is 783 peds (with mu 1100 peds)... Ready for shopping

Update 05 September 2012

Vacation over.... To be honest, i couldnt wait to log in when i came back

No, i am not addicted

Now, some personal oppinions, talking loud with myself...

During summer activities in EU drop significantly.... so the mu on lot of stuff goes down... i noticed some nice opportunities

for example, paint can (black)... price dropped from 600 % last year to 200 % atm... paint is used for colouring, high level...

Atm on Caly ah there is lot of paint can (black)... no one is buying, crafters are on vacation.... i believe price should go up after summer vacations...

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so my advice would be:
paint can (black) : STRONG BUY

END

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Annex E - Skill and professional rankings

Rank	Skill level	Profession level
Newbie	1	0.01
Inept	10	0.1
Poor	20	0.2
Weak	40	0.4
Mediocre	67	0.67
Unskilled	110	1.1
Green	160	1.6
Beginner	260	2.6
Novice	360	3.6
Amateur	460	4.6
Apprentice	600	6
Initiated	800	8
Qualified	1000	10
Trained	1200	12
Able	1400	14
Competent	1600	16
Adept	1800	18
Capable	2000	20

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Skilled	2200	22
Experienced	2400	24
Proficient	2600	26
Good	2800	28
Great	3000	30
Inspiring	3200	32
Impressive	3400	34
Veteran	3600	36
Professional	3800	38
Specialist	4000	40
Advanced	4200	42
Remarkable	4500	45
Expert	4800	48
Exceptional	5100	51
Amazing	5400	54
Incredible	5700	57
Marvelous	6000	60
Astonishing	6300	63
Outstanding	6600	66
Champion	6900	69
Elite	7200	72
Superior	7500	75

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Supreme	7800	78
Master	8100	81
Grand Master	8400	84
Arch Master	8700	87
Supreme Master	9100	91
Ultimate Master	9500	95
Great Master	10000	100
Great Grand Master	12000	120
Great Arch Master	14000	140
Great Supreme Master	16000	160
Great Ultimate Master	18000	180
Entropia Master	20000	200

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