

# Calypso's Weekly Planner

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### Pilot Project

- This is sort of a new idea, so I will let this run for a week or two. If responses are good, I will continue. If not, I can use the time on other resources.

## Odyssey Times' First Issue!

Hello. This is Sir Odd speaking.

Welcome to the very first issue of the Odyssey times, a hopefully weekly short read on the happenings of Calypso, short market trends, events and anything that will make an impact on the virtual world as we know it. This way instead of taking time to search the forums to see if anything is happening, you can get all the news in one source.

I realize I'm massively late on this project (I made a thread on [Entropia Forum](#) seven months ago to see if people would have interest in such an idea; however class work consumed my free time...and it was a sub-form where none could post, so my bad on that part.) Well, classes are wrapping up for the spring semester, so I will again attempt to



get this off the ground and running.

I'm not looking to make an in-depth report of every crack and speck of dust in the game; I'm aiming for more of a weekly newsletter where players can glance over to see if their ores and ematter have gone up in value. Where hunters can find a good spawn to keep them occupied

from sun up...to sun up (considering Calypso has 24hr daylight), and where partygoers can go find their fix.

On the back can be a place for Ads.

Thanks for reading, hope you enjoy the first issue.

~Sir Odd,

Head Editor and Publisher

### Newcomer Tips!

Don't run from a mob you are sweating if it attacks. While contrary to belief, let it kill you!

Death has no penalty, and you will gain valuable defense skills for use later on when

you begin to hunt the mobs.

If your Ped Card allows, get a Vivo-5 or Fap-5 to skill while you sweat. This will not only give you first aid skills, but you stay alive longer!

Also grab some pixie or goblin armor. The durability is great and provides good protection from small mobs.

## Rx Paradise

Rx Units are making a repeat showing, thankfully this time outside the Lootable zones and now just in the not-so-friendly confined areas of PvP1 and PvP2. This time, with a bit of a twist; The weaker colonist get dibs in



the PvP1 zone (below 150 health), while the more powerful masses get to duke it out in PvP2 (150+ health). Those who get a chance to whack a Rx unit can go claim a prize from a MindArk Avatar.

Don't forget, in these zones you can NOT be looted, so take anything that is needed.

Also remember when in close quarters with Rx

units, use melee!

For more information on this Event:

<http://www.entropiaforum.com/forums/mindark-news/110765-ebn-rx-blight-continues.html>

## Opinion

### (Where I'll spill my thoughts..No cleanup necessary)

Maybe it's just me, however one thing that has not only bugged me, but truly annoying, is hand scanners!

Why, oh why must such items exist? They are worthless skill-wise, and I'm sure one can simply examine a target with their own two eyes.

While I understand the function of checking a person's Attributes, I see no reason in indulging every single detail into the information window. Yes, you can also choose to hide your skill levels, however it's still annoying to have a person sit there and endlessly

clicking on your avatar.

I would propose as a solution to simply have a info window when you right click an avatar. It would provide the same information, at lower cost and make intentional "snooping" less noticeable.

## EFC (Entropia Forum Corner)

With the newly released EF 'VU', users can now customize their user profile page, using different colors or pictures uploaded to new player gallery section of the forum. This is defiantly an exciting change, as users can show off their web talent and have their friends comment on the look of their pages.

To see the official post:

<http://www.entropiaforum.com/forums/about-entropiaforum/110057-entropiaforum-vu-3-7-1-a.html>

To participate in a contest to win 20k EFD:

<http://www.entropiaforum.com/>

[forums/about-entropiaforum/110096-profile-design-contest-20k-efd-award.html](http://www.entropiaforum.com/forums/about-entropiaforum/110096-profile-design-contest-20k-efd-award.html)

# The Mining & Crafting Corner

To amp or not to amp...that is the question indeed.

For miners: Start small. The OA- and MA-101's are fairly inexpensive (101-light's for the cheap budget). These provide a small boost in mining sizes while not running the risk of losing a large amount of Ped like the larger amps. While the hit ratio lessens (imo) when amp'd, the average finds are usually Modest and up (VI-IX), and it is easier to get a global off an amp'd run.

Only proceed with the bigger amps if you can take the risk.

For crafters: Do not start with amps!

These are a) very expensive per click and b) you can lose a lot on a run, as well as c) if you have a good run it gets addictive (really bad lol). If you want cheap skills, just do a 10-20 click on quantity. However, if you want to run into the deep end, crank it to full Condition. You will fail 5-10+ times, how-



ever every success will result in a global (and even the near success pulls will allow 5-30 Ped)

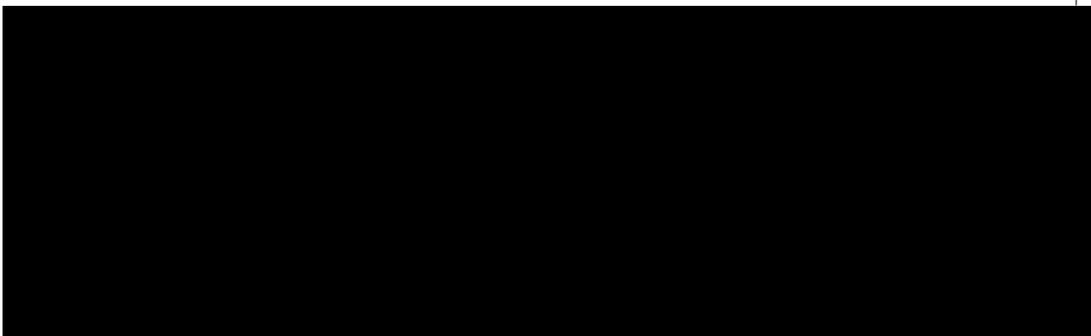
## Ematter %'s for the week of 23-Apr-08

(All prices according to refined Ematter but Nexus)

Ematter	Market Value	Last Week's %	Difference			
Oil	106%					
Nexus	136%					
Alice	106%					
Growth	102%					
Solis Paste	154%					

## Ore %'s for the week of 23-Apr-08

(All prices according to refined Ore)



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**Odyssey Times**

Contact me on EF via PM.  
It's the best way.

Sakura City, Yuujou 3C

**Check it out online**

**[http://  
oddbunny.sir.googlepages.com/](http://oddbunny.sir.googlepages.com/)**

**Available ad space!**

Landowner or shop owner that wants to advertize here? Send a PM with a small pic and/or Description of your LA or wares. For the first few Issues Ads would be free, however if things take off I would charge a small price (Mostly EFD).

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**About Odyssey Times**

Odyssey Times is written, edited and published by Sir Odd. Anything written in the Odyssey times is from my perspective only, and do not reflect the opinion of MA, EU, or any affiliated branches.

Thank you.

This newsletter is made by Omegatron Publisher(L), and was made with 15 different types of recycled minerals. The virtual paper you have just enjoyed is from 100% non-recycled Bigwig Boards.

No Chirpys were harmed in the making of this letter. However a few fugubas were slightly inconvenienced.