

VIRTUALSENSE QUARTERLY

DECEMBER 2022



PLUSHIE

EXPLOSION

*Happy
Holidays*

The VS Team looks
forward to sharing more
exciting content with
you in 2023.

INDEX





Welcome

Development VU 22.4 - Did Anyone Say Plushies?

Player Profile - Tedros 420 Daemonos

Player Profile - Noyce theNoiseMarine Lycan

**The Arabian Night Before Christmas -
*by ... Heidi Stassinopolis***

**The History of the Plushie -
*by ... Pinthas Schmenke Dorian***

Ant's Christmas Message

Kendra's Christmas Message

ShadowDragonV's Fireside Chat

DME's Christmas Message



Dark Moon Enigma

ShadowDragonV

A virtual landscape featuring a bright blue sky with a few white stars. In the foreground, there are several palm trees with green fronds and brown trunks. A large, dark blue, textured rock formation is in the middle ground. The ground is a light blue, sandy surface.

Welcome ...

Shadow and I are pleased to welcome you to the Dec 2022 Virtualsense Quarterly. It was a very busy year for us, but anymore it's always busy. We work on a lot of projects to make sure the community is kept well informed, and we're gearing up for what is to come in 2023. As members of the VS Media Team we have a lot more we're exploring in the way of improving the content and quality of our work.

We want to give a big thank you to the community for the incredible help you give in assisting us to gather the information we need now and then, we appreciate it.

We hope you had a wonderful Christmas, and wish you the best in the New Year.



It was Eleni Von Estlla who started a thread at the forum about wanting [Toulans Plushies](#). It didn't fall on deaf ears, as she said, because Ant not only picked up on it, he *ran* with it. There was an explosion of Plushies with this VU, but you might notice that there's one missing ... the Jeef Plushie, but that's because Ant has other plans for this creature ... stay tuned.

NEW MISSIONS

PLUSHIE MISSIONS

The Plushie Missions are taken from NPC Xaida at the Nahar City Teleporter just down the steps in front of the big bird. There is a single entry for each Plushie. However, since there are 7 Mokhats in the Jelly Baby Collection, once you get the first, you will advance to the next until all are collected. You can also take this mission from NPC Najran - /wp [Planet Toulan, 131355, 95263, 127, Najran] who is located at the Jelly Zone.

MOKHAT DAILIES

3 more Mokhat Dailies added with Evade rewards
Level 3 (10 pec Evade), Level 4 (20 pec Evade) and Level 5 (50 pec Evade)
Access any Mission Terminal across Toulan for more information
Please be mindful of the following Alert

ALERT

You can only do one Mokhat Daily at a time, there's no doubling or tripling up. If you have a Mokhat Daily active, finish it and then take the new Mokhat Dailies one at a time. The new Mokhat Dailies are Daily and not Hourly.

CHRISTMAS GIFT 2022

To receive a small Gift as a Token of our appreciation:

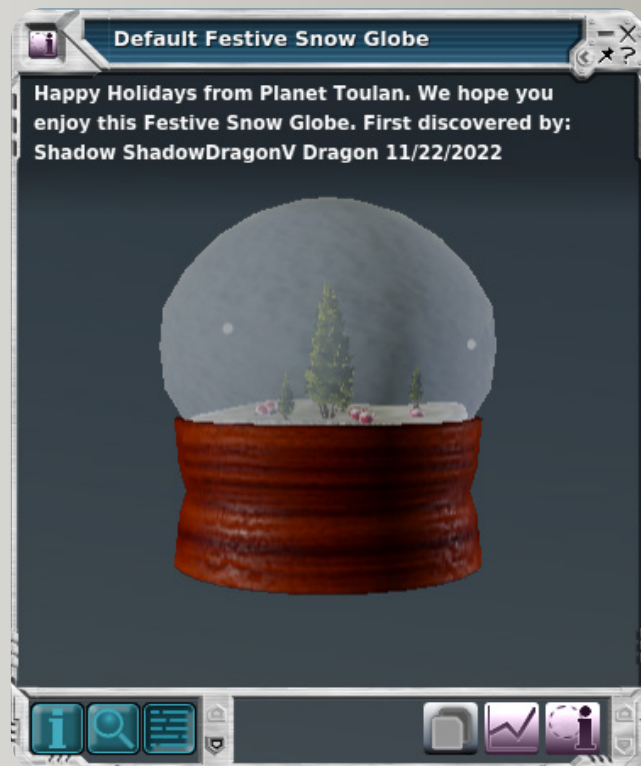
Speak to NPC Thana next to the Information Desk on Toulán at the Citadel.

This is a gift and not part of the Festive Quest.

Speak to NPC Valeria at the main teleporter at DSEC-9. She is standing in front of the building just past the TP.

For those who have not been to DSEC-9 yet and gotten the teleporters for all 3 map sections, here is a link that will be helpful ...

[Navigating DSEC-9](#) to reach all map sections.



FESTIVE QUEST 2022

Collect Christmas Crackers while hunting non-instance mobs during the month of December and hand in for a festive reward.

Speak to NPC Thana next to the Information Desk on Toulán at the Citadel.

Speak to NPC Valeria at the main teleporter at DSEC-9. She is standing in front of the building just past the TP.

On Toulán, any Toulán mob, any level can drop the Christmas Crackers. Unlike last year, this is a quest with only one phase. Once you have collected 500 crackers, the mission will update and you won't be able to collect any more crackers.

At DSEC-9 you can do the lower level C-Bots, or the low level mobs at the Mountain of Madness. Here is a link to where the [low level MoM mobs](#) are located to make it easier to collect the crackers.





PLAYER PROFILE

TEDROS 420 DAEMONOS

The Virtualsense community is brimming with incredible players who in one way or another stand out. Sometimes they even surprise you in an unexpected way. That is what happened with Tedros during a very casual conversation at Larches Green in the Mountain of Madness at DSEC-9 when we ended up revealing to each other who our original avatars were after guiding a group through *Defend the Shrine*.

It was discovered that we knew of each other many years before, and I guess you could say *back in the day*. His path at the time was quite different than mine, and with all his achievements, whether they were liked or not, I don't know why I didn't do a player profile sooner.

His original avatar's name is *Tiny Dancer Cheryl*, a well-known avatar to many veterans of Entropia Universe, and perhaps even a victim during his Player vs Player (PvP) escapades.

Let's dig a little deeper to unravel the details with the usual player profile questions:

**What are the full in-game names and creation dates of both of your avatars?
Give a brief starting history of each.**

Tedros 420 Daemonos

Account Created 2009-05-14

Tiny Dancer Cheryl

Account Created 2009-05-15

Before I knew it was wrong to have more than one avatar in PE/EU, I had created a male and female avatar. They were born into Project Entropia within hours of each other. Both had their start on the only planet available at the time: Calypso. After learning of the one account policy of PE, I had to make a choice and decided to continue my path with Tiny Dancer. Tedros logged out, for what I thought was to be the last time, and Tiny Dancer's adventure began.

Throughout the addition of other planets and areas, Calypso remained Tiny Dancer's home. That's not to say there weren't days, weeks and sometimes months filled with being engulfed by the feel and atmosphere of what each new area/planet was trying to create. There were many hours spent exploring, taking on new missions and making discoveries.

In 2013 I decided to retire Tiny Dancer. A short time later I continued my Entropia adventure with Tedros. From the abyss that Tedros disappeared into, just prior to the Second Golden Age of Entropia, Tiny was caste into that void and *Tedros 420 Daemonos* re-emerged!

I took a slightly different approach to the game with Tedros 420. I slowly progressed, taking time to smell the Dire Weeds, so to speak, while improving my game knowledge and continuing to help others whenever able, also attempting to further embody the friendly, helpful spirit of old Project Entropia. Calypso had remained Tedros' home, but that was soon to change.

I wanted to see for myself and experience what had enchanted some of my other society members, like Noyce, Kane and RedBull. So I took a trip on St. Patrick's Day in 2022 and found far more than I expected. I had an issue with a mission chain in DSEC-9 and no sooner than I had asked in Monria game chat for help, there was a private message from DarkMoonEnigma (DME) with that much needed help! In the process of the assistance from DME, I needed to teleport back to DSEC-9 to help resolve the situation and inadvertently got the Discovery HoF for the Tartan Kilt (M) gift an hour earlier than it was expected to be available for St. Paddy's Day!

Between DME of Virtualsense and many other helpful members of the Monria/DSEC-9/Toulán community, I had found my new home. No other place in EU made me feel so welcomed, or epitomized what reminded me of the sense of community/family in old PE. Just a few short weeks later I packed up from Calypso and started settling in on Monria.



Share what your Society experiences have been if any for both avatars.

For me, societies have been a way to deepen the sense of community/family. Liken to an “immediate family” within the game, complete with in laws, outlaws and possibly a few crazy ones that no one likes to talk about. Regardless of any differences, we were still essentially family.

Tiny Dancer’s first society was MoonLight Shadow. Even though I was only there for a short while, friendships were made that have lasted to this day. Some skill-related requirements were added that left a few of us without a home. Most of the displaced “outcasts” from MoonLight Shadow found a new home in an appropriately named society run by Jason Money Turner called EU Outcasts. Ultimately, Jason left the game and dissolved the EU Outcasts society, but our small group of displaced friends were not to be left as wandering vagabonds for long. On January 3rd, 2011, Trixy theRabbitt reformed EU Outcasts, and after leaving the game sometime later, Noyce was elected the society leader. After much discussion, the society name was changed, reflecting our earlier beginnings to MoonLight Shadow Guild.

Also around 2011, while on a business trip that happened to be in Noyce and Trixy’s area, we were actually able to meet up in real life! We spent hours enjoying each others’ company and reminiscing over the game. I think I even wore a fun shirt that said “I was young and needed the PED...”.



Due to Tiny Dancer’s interest in Non-Lootable PvP, to learn more about the ins and outs of PvP, Tiny left the MoonLight Shadow Guild nest. Starting out in Toxic Templar of Fallen Knights, run by AgentOrange, then moving on to BlackAngels.

A sub-group of BA was formed for PvP purposes, led by Belza, called Death- BlackAngels Edition. I went back and forth between BAHQ and Death- BA Edition depending on the needs of each society. Many epic battles were had, mainly for Land Grabs at various forts for control of the Land Areas where they were located and at the Ashi Oil Rig.

For Tedros, MoonLight Shadows Guild was his society. Too many good friends and memories from Tiny's time in the society to be anywhere else. Long time friends like Noyce theNoiseMarine Lycan, dplmc9 dpm dplmc, Zaymin Kane Rautha, accwin RedBull chong, Rakkety Tamn Tamn, Heero Shunkiro Death and Thomas ForceBlade Todd. As well as some of our newer and returning members like Crystalis Crystalis Nevie, cd danger milligan, Eugene Poochies Kaz, Kade Skylin3Ranger Gage, Dan Mazorwrath Windsor and Richard Rick Eldridge. While nowhere close to the largest society in game, our core members are very active and we do activities like monthly soc hunts, or TP runs for new members. Noyce has also set up a society Discord channel so we can communicate in and out of game, post our globals and keep the soc informed of necessary information.

How did you hear about PE/EU and what motivated you to give it a try?

A friend from work talked me into trying out a game he had stumbled upon. A game where one could pull money from the game directly into your bank account. Although, I quickly learned the game was far more than that!

At the time of my starting Project Entropia, at age 33, I had never owned a proper gaming console (unless, as a kid, Pong on an old, used Atari counts) or played online games. I had a desktop capable of running the game, and one that had mainly been used for music recording and editing, so I then downloaded the game and gave it a try.

Project Entropia was my introduction into a whole new pixelated world. A portion of what drew me to the game was how intricate and involved it is. The largest draw for me was the community. Trying out other games later, it was obvious to me just how unique the players of PE were. No other game I have encountered were the players as friendly and helpful as Project Entropia.

One of my first group experiences, not even one month into the game, was with Atlas Haven Radio and Desire's "Orange Sunday" show. Where teleport runs, accompanied by good music, were done for new players wearing their orange jumpsuits. For the initial part of the teleport run, John Constantine provided wormhole chip travel for the group from New Oxford to Nea's; wormhole travel is quite the experience for a brand new player! We were then led on a journey from Nea's to Omegaton West Habitat with help from David Westmoreland and a security team to clear mobs in front of the "Orange Jumpsuit" newbie group.

It would have taken me ages and multiple trips to revive terminals to make that trek without their help! After the teleport run the fun was not over yet. We were off to David's Lounge apartment for music, more fun and games. The TP run after-party was quite the scene. There was a dance contest with prizes for Best Male/Female Dancers, a game called "What did David remove from the apartment" (which Tiny won!) and something called "Tickle the Spider"- best not ask (just kidding, was harmless, except for that poor Araneatrox...again, just kidding!).

This event helped to shape my outlook of the game and prompted me to try and carry forward all the help offered to me.

Give some insight into what professions both of your avatars gravitated toward.

Tiny Dancer- After I learned of the fun PvP can be, it was Laser Sniper all the way. Their longer range and super high damage potential per shot for an appropriately amped laser rifle/carbine made that an easy choice. Especially after the introduction of the tiering system, being able to add enhancers increased that potential even more. Another profession I found useful in short range for PvP was Cryogenic. Most PvP armors have little to no protection from cold damage. Take armor protection out of the equation and the situation can get painful really fast! Also making good use of a teleport chip. Jumping behind whoever is trying to shoot at you and before they realize what has happened, they found their way to the nearest revive terminal.

My fun with Tiny in PvP was in Non-Lootable areas only, like the Oil Rig at Ashi, PvP rings, Fort Events (game or player created), Land Grabs or The Hub on Cyrene. Rarely did my PvP fun extend into the Lootable areas like PvP4 or space. I never felt right attempting to loot other players, so I shied away from those activities.

Here is a short list of some of my favorite PvP adventures, achievements and events participated in.

-Listed on the [Famous Entropians](#) (by ilike ilikemoney money) and [Famous Entropians Part II](#) (additions/reorganized by Brent Wildman Lancing) in the PvP category.

-First player in the game to [Achieve 5k Kills](#) in normal (non-lootable) PvP and unlock the Disintegrator Achievement.





On post #11 of that thread is a video Majandi did for a competition on Rocktropia featuring a song by Cheri Moon released by AUDIOFREAKS/NEVERDIE. Starting @2:08-2:25 is a shot (pew pew) of me doing my small part in helping with his project and @3:10 the races are off!

-Looted the first 2 UL vehicles in the game - an UL Sleipnir Mk. 1 (C) and Saehrimnir Mk. 1 (C), as the 1st place prize in an MA-sponsored PvP Fort Event.

-Player created PvP events.

Oleg Oleg McMullery's EU World Boxing Championships was one of my favorites. Dueling it out in the ring with powerfists from the trade terminal. Punching your way to victory, honor and glory! In a grueling fight in the 2011 Semi-Finals of the Middleweight Class against Kiri Kiri Hime, Kiri was ultimately victorious. With Gallyon Luckycharm Sundstrand taking the win at the Finals.

[EU World Boxing Championship 2011 - Draw, Results & Schedule](#)

[FortGrab 4FuN Series](#)

[Zychion Battle Series](#)

[The kill XXX many Newbies mission](#)

With regard to **Tedros**- Recently I have been taking advantage of the CDF weapons available at the Daily Token Trader. There are several bonuses of using them.

You can use them 5 levels earlier than their non-CDF counterparts, less decay per shot and if you throw an extender on them, the extender lasts an unbelievably long time due to the low TT value of the CDF weapons. It almost feels like cheating with the extender added! I am currently focusing on Laser Pistoleer, occasionally using a rifle/carbine to help keep the Laser Damage up.

What has been the most interesting aspect of PE/EU for you?

For both Tiny Dancer and Tedros, it has to be the players and community. I have talked with people who live just a few cities away to antipodal of myself. Interacting with a wide range of colorful personalities definitely kept the game interesting and added to the experience.

What has been the least interesting aspect of PE/EU for you?

Does not apply...lol

What has been the most challenging of your experiences with PE/EU?

For both avatars, figuring out all the subtle intricacies has been a constant process. There seems to be an endless amount of elements, surface level and deeper to learn or know. An ongoing process of peeling that onion back layer after layer to get a better understanding of the game and best practices.

What has been the most rewarding of your experiences with PE/EU?

Tiny Dancer - Helping Entropia Tour Agency with their teleport runs before vehicles were in game.

It was a sad day when [Stave Petty decided to call it quits](#). I cannot even begin to count how many players got their teleports by participating in Entropia Tour Agency's TP runs. Even other players engaging in their own TP runs utilized the revive maps made by them. I felt really honored to be listed among such great players that helped Stave and ETA along the way.

Share what draws you to any of our locations, and your experiences.

The Community- We are, by nature, social creatures. We tend to thrive in an environment that is structured and support driven. IMHO the Virtualsense Team is second to none in the Entropia Universe at actively providing support or assistance. From pillars like the Community and Media Manager DarkMoonEnigma, VS Staff like Anhithe and Kendra, VS Support Team members like ShadowDragonV, the VCAT team members, to other players that are just willing to help.

Having tools like an accurate and consistently updated Virtualsense forum, or the VS Discord server, allowing players to have access to useful and valuable information 24 hours a day for all the locations that Virtualsense owns or manages within the Entropia Universe is very beneficial. In-game there is also the Monria/Toulan chat channels where players can get accurate answers on the fly.

Content- The VS Team has been busy bringing new content, including group-driven activities, as with the new Mountain of Madness area (with more content to come). Great mission rewards like The Order of the Elder Gods Suit, The Shub Spine and various plushies added. I have not removed my Order of the Elder Gods Suit since first putting it on, the 20% run speed boost is amazing! Between all the VS locations there is enough former and new content to keep me busy for the foreseeable future.

What are your current main activities?

Currently I am working towards acquiring The Horns of Z'agol from The Order of the Elder Gods mission on Monria, and searching for that ever-elusive final chapter from the Shubs!

I have also been spending time on Toulan working towards my Toulan Citizenship. The Toulan Citizenship Mission can only be worked on once a month during the monthly weekend-long Toulan Event, but the rewards are worth it.

You get the Toulan Born outfit, free space travel on the Yamato MS, and additional missions.





We briefly interrupt this writing to further clarify a statement that was made previously. Tedros mentioned that he had not removed his Elder Gods Suit since putting it on, but he *did* remove it during the photo shoot for this profile, which was quite short in duration, so other than that, it has been a consistent accessory to his overall look.

Where else can you get a Cthulhu-like onesie than in an environment where HP Lovecraft's lore reigns supreme.

Now back to more interesting information about Tedros.

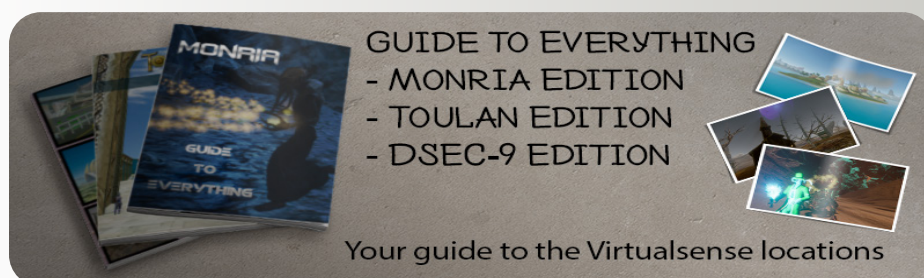
What is your relationship with the community?

I am starting to make more friends within the Monria/Toulan/DSEC-9 community, but what I really enjoy is just helping out.

When there is a shout out in chat for help, whether that be for one of the group-based wave events in Mountain of Madness, helping with the OTIS Commander (for those working on their DSEC-9/Toulan Crossover Mission), or tangling with the Dunwich Horror, you can count me in. I have lost track of how many times I have helped others valiantly fight off the Cultists from taking over the Shrine at Mountain of Madness!

What are your future plans, and specifically as it relates to any of our locations?

I plan to finish upgrading my Laptop in DSEC-9, with potential for upgrading any found DSEC armor, or might even try the DSEC-9/Toulan Crossover Mission chain. While my current home is Monria, I also intend to spend more time on Toulan exploring and learning about everything Toulan.



The VS Guides are a great help toward navigating VS locations.

[Monria Everything Guide](#)
[Toulan Everything Guide](#)
[DSEC-9 Everything Guide](#)

What advice would you give to a new player?

1. Never deposit more than you care to lose. Also, take the time to get at least a basic understanding of the game before going crazy with putting money in. Although, I would recommend getting the Gold/Platinum Starter Pack if you think you will like the game and plan to stay. Almost everything one needs to begin in the game, all for the cost of the Universal Ammo, you receive at purchase.
2. Find a Mentor. MindArk and Planet Partners have done a better job for the new player experience in Entropia Universe than in the beginning when it was Project Entropia with the added starter areas, beginning quests that explain the basics, etc. However, a quality Mentor that plays in your time zone is priceless. Societies can also be a great source of information and sense of community.
3. Focus on what is fun for you because there is no set path in this game. This game is more of a marathon than a sprint, with a very lengthy learning curve. Take your time.

DME Reflections

I would be remiss if I didn't share my experiences with Tedros since he showed up on the scene. It became a friendship right out the gate because he comes across very genuine and eager to help in any way possible. He's quick to respond to questions in our chat channels, and he has gone above and beyond when it comes to guiding people through our dynamic wave events and sharing the tips on what can make them the most successful so that all in the group achieve their goals.

The Mountain of Madness dynamic events are very group activity related and requires great team work efforts so that each participant gets the reward. Tedros in his guidance is very patient, and has the capacity to understand someone's frustrations.

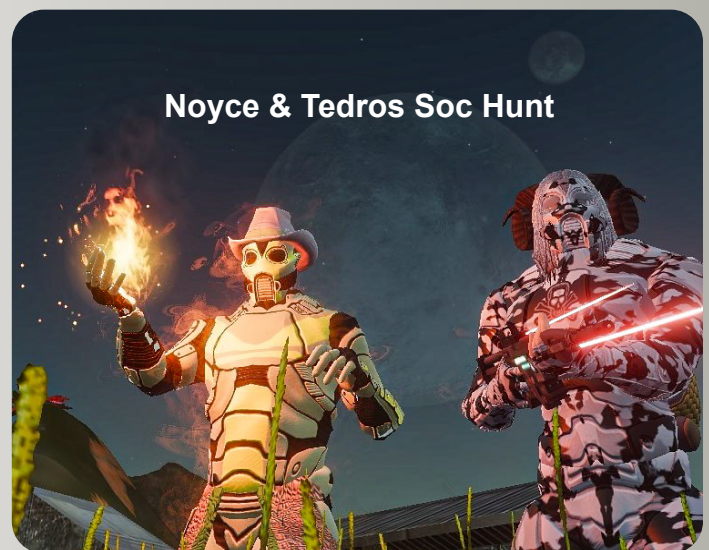
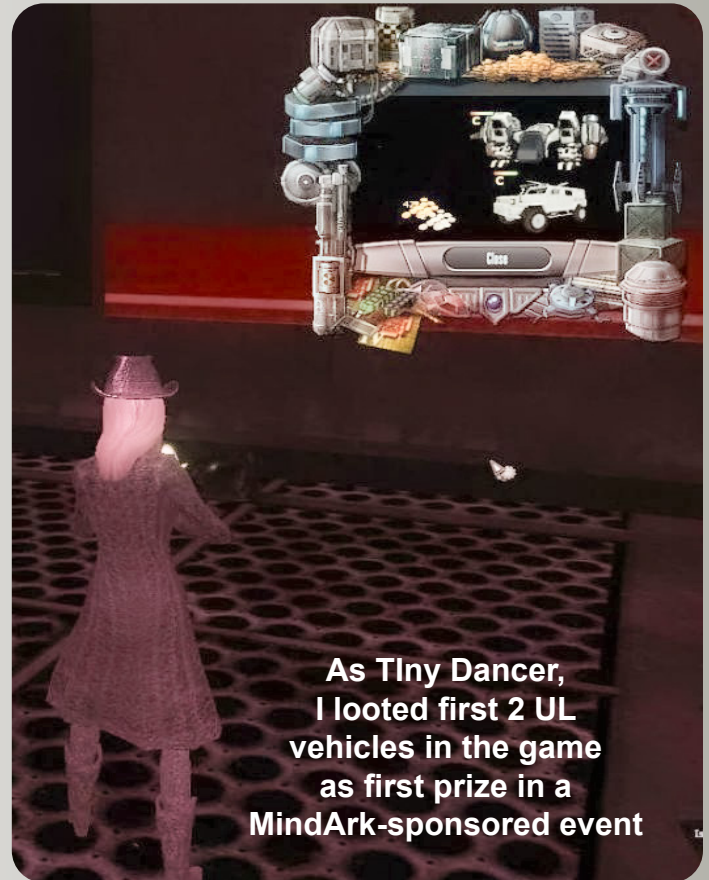
Overall, Tedros has become an incredible asset to our community and is always ready to jump in to help at a moment's notice while in the game. He has assisted in many group activities even outside of the MoM dynamic events, but he also continues to learn as much as he can about our 3 locations so that he can be an even more helpful community member.

He is a [Monria Volunteer Mentor](#), and I have no doubts that after exploring and learning more about Toulán, he may just sign up to be a [Toulán Volunteer Mentor](#) as well (insert Cheshire Cat smile here). He is also a member of our [Virtualsense Community Assistance Team \(VCAT\)](#), and can say without hesitation that he lives up to the spirit of what VCAT represents.

I thank Tedros for being generous with his time in not only responding to the profile questionnaire, but also taking the time to research his Tiny Dancer character to add more depth to who he was back in the day. It made the profile a walk down memory lane for those of us who are PE/EU veterans, and knew who he was during that time in the game as an active player. My original avatar was never one of his victims ... *just sayin'* ... but again, my only regret is that I didn't do his player profile sooner.



HERE ARE A FEW PHOTOS TEDROS SHARED





PLAYER PROFILE

NOYCE THENOISEMARINE LYCAN

Our second premiere player profile is someone who is equally as genuine and helpful as Tedros 420. Perhaps that is why they have been friends for so long, and why they make such great socmates.

Whenever Noyce pops into the Monria chat channel, he is aware of where the help is needed, especially if community members are trying to get a group together for some activity.

Treasure this moment, because while doing the photo shoot to get the avatar photo, I learned that Noyce hadn't shown his face in years. During the photo shoot, the follow local chat took place ...

DME ... Can I get you without your armor please?

Noyce ... Yup

DME ... Are you really going to wear that mask?

Tedros ... Good luck getting his mask off, I think I have only seen his game face once in 13 years.

Noyce ... I havent shown my avatar's face in years but I guess this is a special occasion.

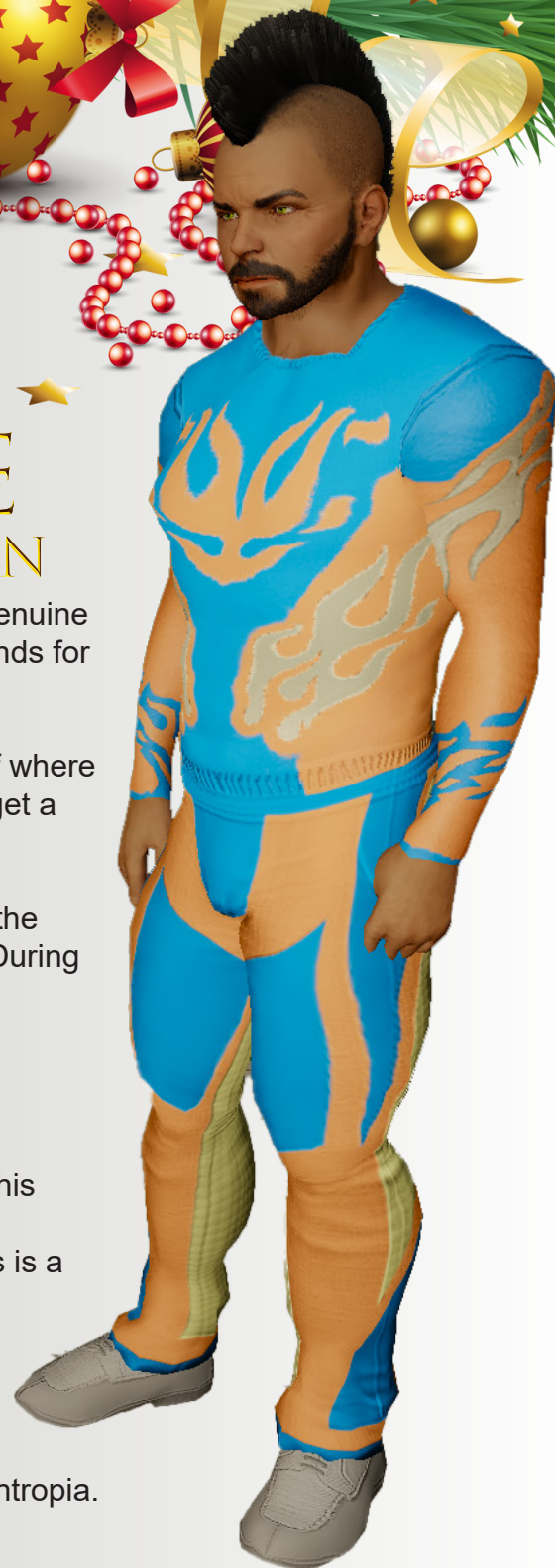
DME ... YES, this is a special occasion.

DME ... Oh, that looks cool, any shoes?

Tedros ... Can loan these [Tabtab slippers (M)].

DME ... Take your mask off dude.

Tedros ... [System]: Screenshot saved to: d:\program files (x86)\entropia.



Let's take a look at what makes this community member so special ...

What is the in-game name of your avatar and your avatar's creation date?

Gosh, I believe this was back in 2003 and my home planet was the only planet there was at the time: 'Calypso,' but I now call "Monria" my home.

Share what your society experiences have been over the years.

Let me first say I am not sure how good my memory is to go back this far, but this is what I think I remember, forgive me friends for anything I got wrong.

The first society I was ever in was 'MoonLight Shadow' and made a few good long-time friends there, like Gallyon Luckycham, Thomas ForceBlade, HARRY CANTBE SERIOUS, Jasmina BEER Kabok, Zaymon Kane, Tiny Dancer Cheryl, and a few others, but eventually, the society changed hands and I didn't make the new skill cut, so a lot of us were booted out of the soc. A new soc took us in by the name of EU Outcasts. This is the society where I would make a lot of lifetime friends, and over the years play with awesome people like Zaymon Kane, dpm, Tiny Dancer Cheryl, Trixy theRabbitt, ForceBlade, Jason Money Turner, Heero, Accwin, Tamnn, TB, Grengoshi, and many more. Soon this too was dissolved by the founder, Jason Money Turner.

Then in 2011 'theRabbitt' decided to re-make the soc EU Outcasts. At this time, 'theRabbitt' and I were friends in real life, and it was also around this time that 'Tiny Dancer' and I got to meet up with each other in real life. The three of us had some fun in real life, which made our friendship in game that much stronger. Over time, 'theRabbitt' and I had a falling out and they decided they were going to abandon the game and go their separate way. It was at this time I became the soc leader. A few years go by, and with a few discussions between the older members of our group we decided to change the name back to the good old days and try to re-kindle some of that old day's spirit: and hence 'MoonLight Shadow Guild' was born.

The current society is full of new blood and old friends. Old friends like Tedros 420, Zaymon Kane, dpm, Heero, Accwin, Tamnn, ForceBlade, cd Danger, all creating a base of solid friendships and years of experience, bringing in new blood with Disciples and new recruits. For example, Tedros 420's newest graduating Disciple 'Poochies' is Monrian Born and has quickly become a trusted friend and socmate, as well as a steady and dedicated Twitch steamer. He's also a daily stable in the soc chat!

Other new players like Kade Skylin3Ranger and Crystalis Nevie have been active members and recruited to the soc. My last graduating Disciple: Dan Mazsorwrath has thrown himself at hunting like a machine. We do monthly hunts and other activities to try to find the next ATHOF, and a new friendship as a soc.





How did you hear about PE/EU and what motivated you to give it a try?

I found the game on a Google search, was looking for a free-to-play game that was an MMO and sci-fi. At the time, the only sci-fi MMO game I knew of was 'EVE' and although I enjoyed that game, it was not what I was looking for. Up until this point, I had mostly only played NWN online, and a F-ton of Diablo 2. Man I am still addicted to D2.

Give some insight into what profession or professions you gravitated toward.

Well, at first I focused hard on sweating, Back in those days you could sell your sweat for some PEDs, get a suit of armor, and go hunting. I did a lot of hard sweating for the first six months and got myself a suit of Shogun armor from the auction. Then about a week later, a scammer got me and took my whole suit of armor with an 'upgrade' scam. I was heartbroken, but I got back on that horse and ventured forth to do more sweating. Just before I hit my cap (back in the day you had a cap on the Sweat Gain Skill and you could no longer sweat mobs once you hit that skill level). I managed to bankroll 100 PEDs, and started playing the market with the end goal of being a hunter, hunting was always the goal.

What has been the most interesting aspect of PE/EU for you?

First off: the 'Real Cash Economy' was exciting and the most invigorating part of PE/EU, but I must say the friends I have made in this game have been some of the best friends I have had in life, and I can't take much more from this game than that!

What has been the least interesting aspect of PE/EU for you?

This is a hard question. I have obviously been playing this game for basically 20 years and have been online almost every day. I must say sweating is boring, but a movie and an Alt-Tab button can make sweating bearable, or even, just a good group and convo can make sweating fun. I can't really say that there's much I don't like.

What has been the most challenging of your experiences with PE/EU?

Overall, the balance between real life and game life is the most challenging. Sometimes the line blends between a few bad experiences or a few bad players/scammers, which can totally ruin the game, but a lot of time a little understanding and perspective can change a lot of this. You have to keep in mind that this is a game first, and most of us are here to have fun!

What has been the most rewarding of your experiences with PE/EU?

Definitely the friends and chosen family I have found. There are some truly amazing people playing this game. If I could, I would love to host a real life party to meet and greet them all. So many to name and so few brain cells to do it all here from memory. The few I have met in real life have made the friendship even more real, but not any less than the friends we all share. I must say thank you to the 'MoonLight Shadow Guild' family and friends outside the soc, and all those through the years who have helped and had fun with along the way!

Share what draws you to any of our locations, along with your experiences.

The first time I heard of Monria it popped up on my Steam Green Light Games feed. I saw the 'Lovecraft' monsters and immediately recognized it was Entropia. I got really excited that finally, a managing team was helping Entropia make the jump to the 'Steam' platform. However, that didn't happen but it gave me my first exposure to Monria. At the time, it was managed by a team that Akoz had put together when Monria first went on auction. They were the Monria Team the first two years that Monria existed, until Eugenio 'Anhithe' Wilde bought Monria on 11/26/15 and he and his team took over. From that point forward, things began to change and get more exciting.

Had a lot of fun back in the early days just exploring and testing the limits of teleporting to the surface and mining. Lots of crazy adventures with 'Kane' in those times, but as the moon evolved under the new management team and became more fleshed out, the lore and the events were huge! The daily missions and overall community is what drew me in, and I must say that number one is the Monrian community. There are some great people helping Monria thrive!

What are your current main activities?

The main goal I have is to complete the Horns of Z'agol mission on Monria, I've been chasing that one for a couple of years now, but I have taken a break and am currently doing the Vixen mission on Rocktropia. Overall, I am chasing the ever elusive ATHOF, and would like to build a 'soc' Land Area ... now that's a dream!

What is your relationship with the community?

I absolutely love the Monrian and extended community! This has been one of the most positive Entropia, and overall gaming experiences I have ever had. I try and help out in what little ways I can and I enjoy the moon and its people very much!



What are your future plans within Entropia Universe?

(1) Monria Goal: Horns of Z'agol, The Silver Crown of Sahar, a full suit of Monrian armor UL if I can;
(2) Dream goal: Dhampire pet; (3) Ultimate Goal: ATHOF; (4) Overall Goal: have fun, help the soc and the Monria community grow, and stay awesome!

What advice would you give to a new player?

Remember this game uses real money so treat it as such, and be careful of scammers. Have fun, don't try too hard to dive in, and take it slow because the game is vast and takes time to learn. So take your time to see where you fit in, make friends, and have fun. It is a wonderful game.

Add any additional comments that you would like to make.

I want to thank all of the friends and family I have made over the years that I have played this game. Forgive me if I didn't mention you but I truly respect you all and thank you for the years of friendship, and truly epic gaming. Let's make it another twenty years of epic adventures!

I also want to say thank you to ALL of the MoonLight Shadow Guild, and a big thank you to all the friends I have made along the way both In game and out. THANK YOU FROM THE BOTTOM OF MY HEART! I would also like to give a huge shout-out to the entire Virtualsense Team, as well as to all of the members of the Monria community for just pure awesomeness! And a thank you to all the people at MindArk who have kept the best game on the net running for all these years!!!!

DME Reflections

It doesn't surprise me that Noyce is a very well liked community member. As mentioned earlier, he's very genuine, and that comes across in all of his interactions in the game, especially in game chats. He has a great sense of humor that is timely, and it also doesn't surprise me that there are so many amazing players in the MoonLight Shadow Guild.

Noyce is a dedicated community member and cares about others. When he says one of his overall goals is to help his soc and the Monria community grow, you can take him at his word. With Monria now his home base, he walks the talk. In return, I thank Noyce for his friendship and his unwavering support with the Virtualsense Team's vision for where we want to take Monria and beyond.



THIS IS THE PROCESS I HAD TO GO THROUGH TO GET TO HIS AVATAR PROFILE PHOTO.



This is how I normally see Noyce, especially when he boards the Yamato, and how he showed up for the photo shoot. He made me work for the shot.



I think someone was trying for 15 yrs to get him to take his mask off, and it took a player profile to get the job done.



Less threatening and maybe contemplating his next move.

I would still worry once he comes out of that catatonic state.

Don't look into his eyes, it's a trap. That's probably why he wears a mask all the time.

All fun aside, Noyce is one of the nicest guys in the game I know, and I'm happy to be able to call him friend.



With this guy at the left, I told Noyce I might call upon him at times to scare the crap out of the troublemakers.

This look is more of a 'threat look' than the one above with the mask. It's a full-on frontal BTFU.

TWAS THE ARABIAN NIGHT BEFORE CHRISTMAS

BY ... HEIDI STASSINOPOLIS



‘Twas the night before Christmas, in the land of Nahar
Not a creature was stirring, not even Dahhar;
The Jeefs and the Bahri were down on the beach,
Hanging up stockings just out of reach;

The TabTab were nestled all snug in their beds,
While visions of sugar-plums danced in their heads;
DME in her ‘kerchief, and Ant in his cap,
Had just settled down for a long winter’s nap.

When at Guardian Village there arose such a clatter,
Defenders jumped up to see what was the matter.
Away to the gate they flew like a flash,
Was it going to be more invaders to smash?

The moon of Elara shone bright as the day,
approaching from yonder a Festive Nawa Sleigh.
Who was that driver flying over so low,
Just out of sight obscured from below.

With a little old driver, so lively and quick,
Could Toulán be seeing the flight of St. Nick.
Or was it a person of more localized fame?
The defenders they shouted, and guessed out their names;

“Is it DBug? or, Hally? or, Wang? or Eleni?
Or, Littlestar? Dea? or, Mungo? or Heidi?”
The mysterious flyer wooshed over the wall!
Streaming magic and presents pleasing them all!”

They picked up the crackers that fell from on high,
Revealing the gifts that fell from the sky,
Fine TabTab slippers for all of them there,
The mysterious flyer was happy to share.

Off in the distance the flyer did go
Heading on up to the Mountain of Snow.
The Duhol looked up and their clubs they did raise,
Not angry or threatening they waved them in praise.

On to the North and the City so cold,
The visiting flyer all bundled in gold;
A bundle of treats they had flung on their back,
And they looked like a peddler just opening their pack.

Their eyes -- how they twinkled! their smile how merry!
Their cheeks were like roses, Their nose like a cherry!
Her droll little mouth was drawn up like a bow,
And the gold of her gown shone out down below;

The Safian Queen looked on with relief,
At the once mighty city safely beneath;
Proud of her citizens that rallied to her call,
Defending each time giving their all.

Here on this night the fighting did cease,
Even Thawr and Khaffash finally at peace;
A smile on her face and a twist of her head,
Safe in the sleigh she had nothing to dread;

She spoke not a word, but went straight to her calling,
And filled all the stockings as the snow started falling,
Casting her magic like the powerful mages,
Would some lucky person find one of those pages?

She sprang to her sleigh, taking care not to fall,
And away she did fly and was heard then to call.
Looking down on her realm as it fell out of sight,
HAPPY CHRISTMAS TO ALL, AND TO ALL A GOOD-NIGHT!





THE HISTORY OF THE PLUSHIE

BY ...
PINTHAS SCHMENKE DORIAN



What is this furry thing hanging about? I didn't order anything to go. I put stuff in my backpack and I see 2 little eyes sticking out looking back at me. I don't know if I should be worried or not. Why does this little guy keep following me? I reach into my back pack and there it is... a little plushie. What the heck? Where did you come from. You are so cute, I think I will keep you.

Plushies are a wonderful thing to behold. They most always bring a smile to our faces and we just want to hug them. I wonder if they like to be hugged? They even give us strength in the darkness along the way.

So where did they all come from?

First of all, toys date back to the early Roman period with animals carved from wood somewhere around 300 B.C. Although I would venture it even goes back farther than that but who's counting. Rag dolls were part of a child's toybox but the true Plushie did not get started until 1880.

In an article written by Sara Peterson on 6/29/22 at the [ToyNK](#) website:

The three prominent people known first to create the stuffed toy are Margarete and Richard Steiff and Morris Michtom. It all started in 1879 when Margarete started sewing patterns for an elephant, which was the first animal she created. She continued with other animals later on until it reached its international fame today.

The joy that stuffed animals give to children is undeniable. From fluffy dogs and cats up to horses and teddy bears, almost every animal has their own version of fun and cute stuffed toys on the market worldwide.

The official Steiff company started in 1880 with Richard Steiff and his aunt Margarette. In 1934 another company was born by Morris Michtom and Rose Katz called Ideal Toy Company. They introduced the Shirley Temple rag dolls.

These early plushies have become quite popular and can fetch a pretty price for some of the original Steiff toys with prices exceeding \$1,000.00 and more. [Steiff](#) still produces plushies to this day.

More importantly, the creation of the official Teddy Bear started in 1902 by Morris with the introduction of fur-like fabric. The Ideal Novelty and Toy company started in 1903 and after Morris Michtom's death in 1938 the company changed its name to Ideal Toy Company. In 1971 the company grew from \$2 Million dollars in value to \$71 Million and joined the NYSE.

In 1989 Ideal was bought by Tyco Toys and then in 1997 Tyco merged with Mattel, Inc. Ideal's United Kingdom assets were sold to Hasbro. Ideal does not exist today as its own company but through multiple sales of its assets has morphed into different companies along the way.

Early versions of stuffed toys were made from a range of materials from felt, velvet, or mohair and stuffed with straw, horsehair or sawdust in the early days. After World War II, manufacturers began to adopt more synthetic materials, and in 1954 the first teddy bear made from easily washable materials was produced.

Stuffed toys are among the most popular toys, and who can forget from Ty Warner the creation of Beanie Babies and the rage from them which continues today. The list goes on with Build-A-Bear Workshop and let's not forget Disney.

Plushies were once thought to be a fad but as some fads fade through the ages, Plushies seem to have their timelessness about them. Cute, huggable, likable, comforting, for over 100 years the gift of giving a Plushie to a little one is as simple as a smile.

One Hundred years from now, I believe we will still be hugging and relying on our friendly Plushie to provide comfort when we need it most.

We might just need one during our trials on Monria, DSEC-9 or Toulán. We're never too old that we can't appreciate a Plushie now and then, and it seems there's been an explosion of them on Toulán.

Here are a few of the earlier Plushies from Entropia Universe:





ANT'S CHRISTMAS MESSAGE

I would like to thank you all for supporting us once again this year. It's been an extremely busy twelve months but I'm delighted that we finally managed to reveal the rest of the DSEC map. It was one of my original goals to create an environment where we can be a little more in control of adding content for our moonies and to also extend the lore of both Toulán and Monria.



Although I spend a lot more time in development I still notice and am extremely grateful for all the feedback. I do read everything but am finding it difficult to find the time to respond to PMs and forum posts as this stuff doesn't build itself. 🤔

I am listening though, so please keep giving us your suggestions!

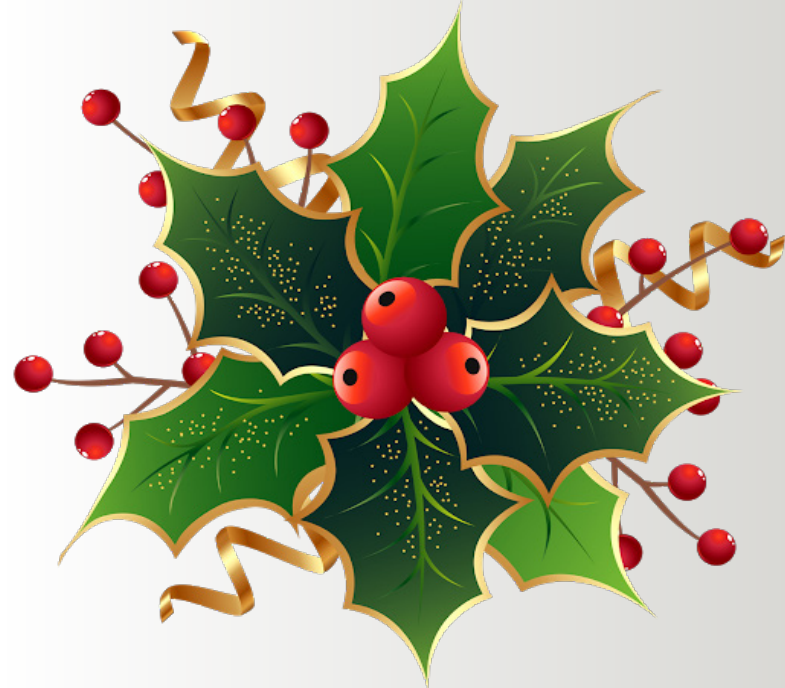
We are already working on our future development and in 2023 I intend to focus on adding some more surprises to DSEC and to focus on some Toulán development. We added some more new player content in Larches Green and we continue to get New Players starting on Toulán and Monria, so I would also like to do some more in this area. I enjoyed adding the dynamic events as a way to support group play, which is something that I think I might like to do more of next year! There are also a few buildings in the village that might need inhabiting.....

I've always taken a long term view of what we're trying to achieve and with that in mind I intend to start laying the groundwork for our future in the new Entropia Universe on the Unreal Engine. I have no idea when this will happen before anyone asks but I want to make sure we're in a strong position going into the transition, so we'll be putting a lot of focus behind the scenes in preparing for the future!

I think the next few years are going to be quite exciting, and I look forward to this journey with each and every one of you. It's now time for me to prepare the Turkey, soak the Ham and make some stuffing!

Merry Christmas, I hope you all have a Happy and Healthy New Year.

Love
Ant



KENDRA'S CHRISTMAS MESSAGE

Merry Christmas to you all on this the 7th Christmas of our journey with Monria and Toulán.

It has been a fun and slightly scary ride so far, but with your support and patience, we have managed to do some pretty great things together.

Over the last year, we have managed to return to our roots in the murky world of HP Lovecraft. And I have to say the creation of Larches Green was so much fun to be a part of.

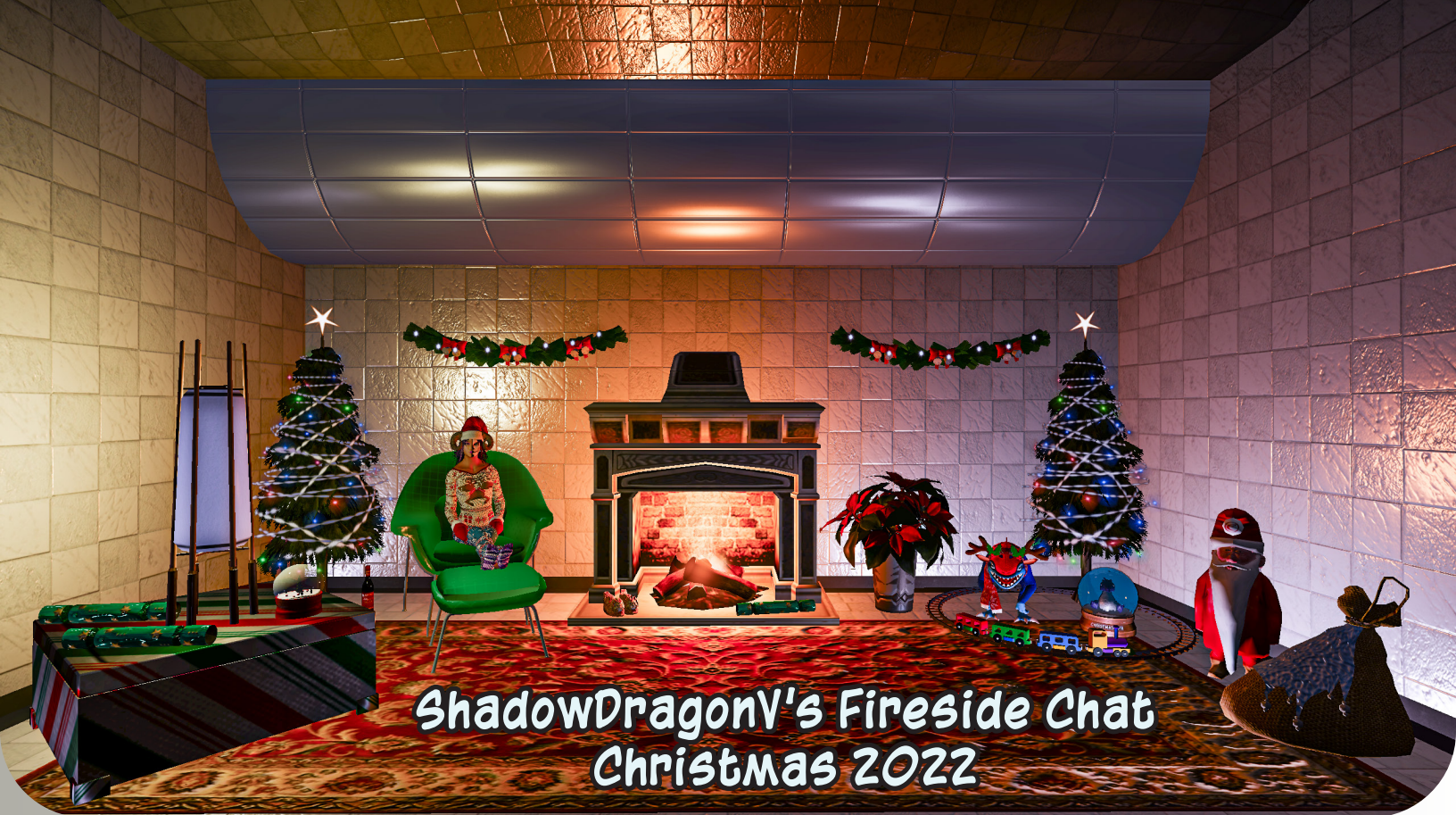
Personally, I love the new player storyline that Dark Moon Enigma and ShadowDragonV inspired me to do. I was wise enough to keep away from the Mountain of Madness and those nasty Cultists at the Shrine.

I was in my element with the Plushie missions. **I LOVE PLUSHIES** 🥰
And I'm making it my mission to get the Event Island more love.

Going forward I can't wait to see what's coming down the line. We always refer to your suggestions for inspiration as I'm sure you can see by now, so keep them coming and let's see what we can do in 2023.

Lots of Love, Hugs and Kisses,
Kendra





As the end of 2022 is drawing near, I decided to run through the cave for the last time. In Cave 1 I could see the Shoggoths hiding their presents all in a rush. When I got to Cave 2 the Yogs were digging holes and covering their presents. In Cave 3 the Cultists were dancing around and singing Christmas Chants, and running through to the Shub Cavern, I saw all the Shubs were gathered in one spot trying to hide one present at a time.

I got back to my apartment, changed into my new PJs, and snuggled up next to the fireplace in my comfy chair so that I can put my feet up and just relax! YES that's wine on the floor next to the chair.

This year has been a busy one with new places to explore, new things to find, and new things to document.

For me, some of the things that stood out were... the start of the year being pretty quiet, so I began early getting ready for the Saint Patrick's Day Event festivities on Monria. I had to get my outfit and face mask created since that is always my favourite event in-game. I have so much fun that I tend to forget my photography duties at times, but I always manage to get some good pictures.

The biggest surprise of all was getting my [Shub Spines](#) in-game. I had submitted a suggestion thread at the VS forum with graphic examples on July 25, 2020. My wish came true with the release of the third map section at DSEC-9 (Mountain of Madness), but not only that, there was also a me as an NPC to give out the dynamic wave missions. That had me in tears on VU day... I was lost for words!

I worked backwards that day, had to go see me first! LOL... after exploring the new map area, it was time to start documenting everything to make sure that we had as much info on missions and mobs as possible before settling down to start work with DME on the September issue of the magazine. With the new Mountain of Madness area, it pushed me to update the Monria and Toulán Everything Guides, and created a new Everything Guide for DSEC-9.



Halloween was fun too since we had some new creature pills from the Mountain of Madness dynamic events to play with. It was also time to dress up and have some fun in the boxing ring. However, Ant “forgot” his boxing gloves and had to run off to get them. He came back with his ULTIMATE boxing gloves on...

...as a Dunwich Horror!! None of us stood a chance at first but we got him and even got a nice big HoF.

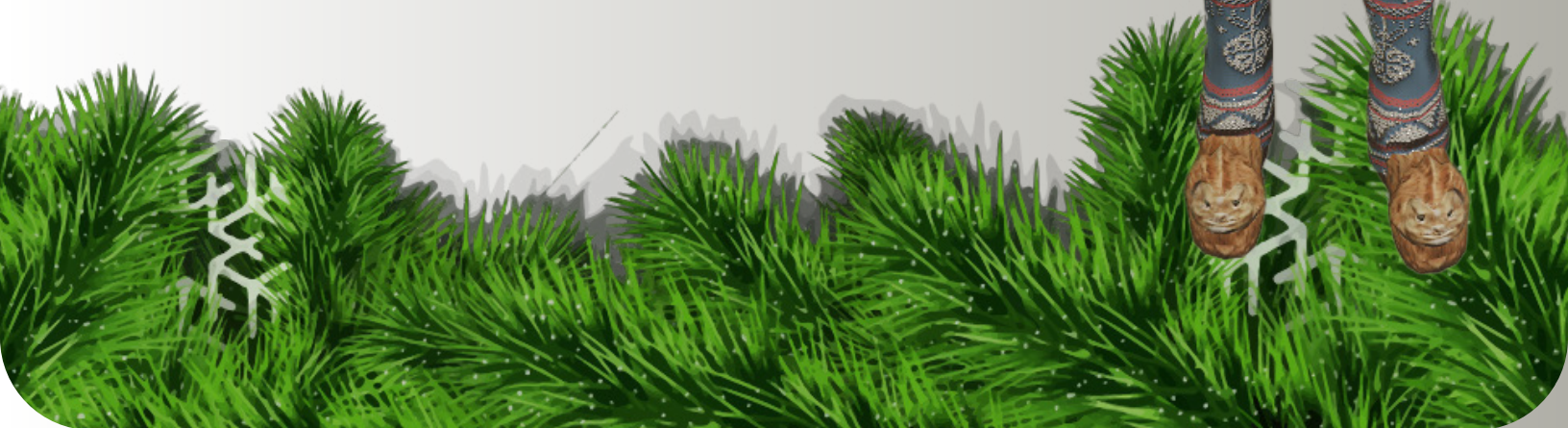



[Globals]: Team (Shared Loot) killed a creature (Dunwich Horror) with a value of 2950 PED at Monria! A record has been added to the Hall of Fame!
[System]: [ShadowDragonV] killed [Anhithe] using a [Toy Snowballgun]

I can't wait to see what the New Year will bring. I look forward to all the new adventures to start, and maybe finishing some that still need to be completed... LOL... but most of all I can't wait for all the FUN!!! I'll be sure to take notes for my 2023 Fireside Chat!!

Happy Holidays to All and wishing you all an awesome New Year!

Shadow





It doesn't seem like a full year has passed since my last Christmas message, but here we are in the 7th year of our Virtualsense Team's vision and goals of growing our community and locations. It has been quite the interesting year to say the least, so let's reflect a bit to see where we are.

The VS Team remains tuned in to the suggestions you post at our forum. We take into consideration options and limitations to implement what we can.

As you may have surmised by now, Ant has always had a vision for where he wants to take development, and within that vision lies a very strategic plan. You may not always recognize it, but it's there, which is why he makes the decisions that he does because it fits not only with his business plan, but also what he wants for the community.

Every VU isn't going to be an expansive offering because of limited time the team has, but every VU there will be something to fit within the plan. It is unlikely that anything further will be done with Monria since we don't have full control of development, so the focus will be on Toulán and DSEC-9. One location might get more than the other in a particular VU, but again, strategy plays a key role.

One of the important factors to keep in mind is that Entropia Universe (at some point) will be making the transition to the Unreal Engine, and when it comes to development, certain considerations must be made toward ensuring as much as possible that the transition goes smoothly. Therefore, when making decisions about content, there are variables to take into consideration with a focus shift that gives less freedom to do some of the things we'd like to do right now, but I think you all know this.

Something else I'd like to bring to mind is that there is a great deal happening behind the scenes with regard to how our universe will be advancing, but as you also know, much of that can't be shared. MindArk and each Planet Partner have their agenda, but there is a collective unity with the direction that we are all heading, more so now than ever before, and you will see that play out over time.

I can appreciate that it isn't always easy to understand why things aren't done the way you perhaps think they should be done, or that communication from some might be a bit stifled at times, but I think it's important to realize that difficulties may exist that prevent a more open connection. As many of you know, I am a staunch supporter of keeping the community informed as much as possible, which is why I do my best to make sure that happens, but certain things need to be kept close to the vest in order to allow unencumbered progress to make sure things are done as intended and not something that has the potential to change along the way, and therefore adding even more frustration. This is something that's relatable across the universe, and not just to the VS Team.

Working together as a unified group is something we carried into our development when we created the [Mountain of Madness Dynamic Events](#) in the 3rd and final map section at DSEC-9. They require team work toward making sure that everyone in the group achieves the goal of receiving the reward.

I have witnessed many groups running these dynamic events with an exemplary display of the team work needed to be successful, even having a great deal of patience in the process of helping those who are less skilled and geared-up to face the challenge. It has been nothing short of incredible, and at times, even community members from across the universe have hosted their own dynamic events with socmates, but also extended an invitation to the open community to join. Ant mentioned in his Christmas message that he would like to create more of these dynamic events, so stay tuned.

And speaking of community members, we have noticed an increase in new Monria and Toulam Born players, which is why I am so grateful that Ant and Kendra created the new player experience at the Mountain of Madness. It makes it easier to get our Monrian Born to DSEC-9 and the area where they start [A Stranger in the Woods](#) beginner mission chain that is open to everyone. Fire Dbug Fly put together a wonderful step-by-step post to make it easier to navigate. And speaking of navigating, ShadowDragonV put together the [Navigating DSEC-9](#) post to help everyone get there.

Ahh yes, ShadowDragonV ... I can, without hesitation, say that I have never had a virtual work partner as dedicated and creatively talented than I have with Shadow. We are continually working on projects to make sure the community has as much information as possible to make experiences at our three locations an easier engagement. Of course you have to do the work for whatever outcome you wish to achieve, but between the resources posted at our VS forum and on the VS Discord, you have what is needed to get you there. Shadow has made so many contributions with regard to available data, but I would be remiss if I didn't mention what an amazing media partner she is to work with - love her.

I want to thank the community-at-large for their superb dedication and support throughout the years, and for lending a helping hand to those who might need it, especially our new players in their early learning stages. We have been labeled as a very welcoming community, and it's all because of your efforts, not only with activities, but imparting important information in our chat channels and taking the time to private message some with help.

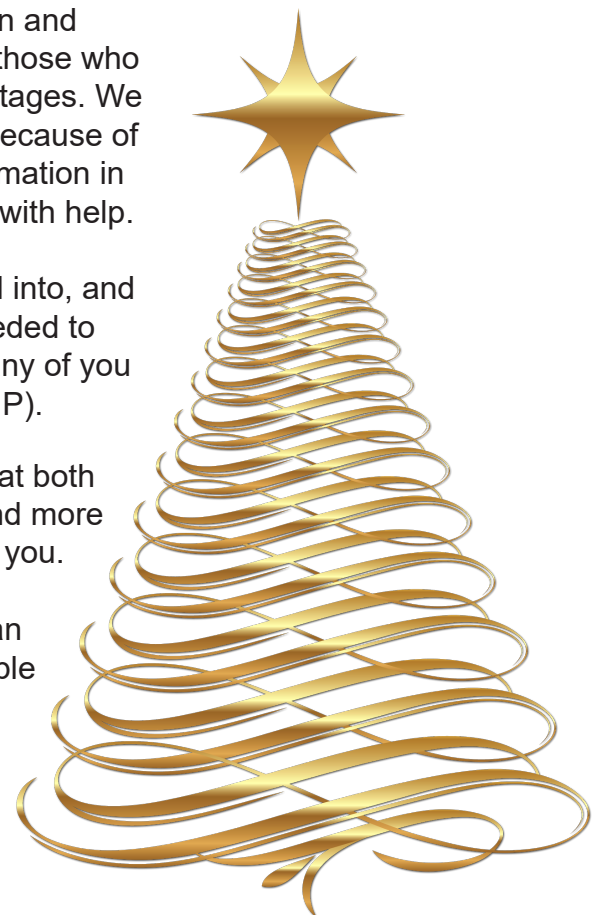
We are very grateful for the kind of community you have evolved into, and will do our best to make sure that we give you as much as is needed to continue with your efforts. We also very much appreciate the many of you who have volunteered for our [Community Initiative Programs](#) (CIP).

In gearing up for 2023, I will be doing even more reorganization at both our forum and on our [VS Discord](#). Information will be updated and more current links provided to make sure accurate data is available to you.

In spite of the demands on my time, I'm going to make more of an effort to connect with you more often in the game, and be available to answer questions and give guidance where needed.

Here's to caring and sharing in the New Year,
From your very appreciative Community Manager

Happy Holidays





Planet Toulán is an Arabian-themed 3D MMORPG with morbidly hot deserts, swamps teeming with unthinkable creatures, and mountains blanketed with perilous sheets of snow ... 600 years after an apocalyptic war, Toulán is a vast world of impossible dangers and wondrous beauty rife with history, legend and opportunity. As part of the new batch of mortal Insians who are colonizing the planet, you are here to rebuild the nation to its past magnificence.