

VIRTUALSENSE

Mar 2025

QUARTERLY MAGAZINE

Entering CUHOF Storehouse

**Development VU 25.1
CUHOF Legends Instances**

**The Frustrated Local -
New Daily Mission**

**Update to the Galactica Elder Coin
Mission for Resto Chip, Augmented**

St Patrick's Day Event

DME's Message to the Community



You Have 5 Min To Leave

INDEX



Development VU 25.1
CUHOF Legends Instances

The Frustrated Local - New Daily Mission

**Update to the Galactica Elder Coin Mission
for Resto Chip, Augmented**

St Patrick's Day Event

DME's Message to the Community

Welcome ...

Shadow and I are pleased to finally bring you the March 2025 VS Quarterly after a lengthy delay. The March VU didn't happen until April, but work load was heavy too.

For this issue we cover the development content for VU 25.1, along with an update to the Galactica Mod Resto Chip that can be upgraded to the Resto Augmented Chip. All of the details are listed on how to accomplish this starting with our Galactica Elder Coin Mission to get the coin needed to turn into the Howling Mine NPC.

I included screens of the Galactica Restoration Chip Modified, Restoration Chip Augmented, and the Mayhem Restoration Chip Modified for stat comparison.



Of course, what March Quarterly issue is complete without the St Patrick's Day Event, and there is plenty to share, including the Irish Fashion Contest winners.

And since the March VU didn't take place until April 1st, and MindArk announced The Expansion of the Universe on April 9th, I'm going to address this elephant in the room as best I can with what I'm allowed to share. It's a trying time, and it takes up a lot of energy and thought that could be used more effectively on other things.

Every Quarterly issue I present my DME's Message to the Community. I wanted to write more with this issue, but time was limited. I'll try to do that with the next issue.

Thank you for being a wonderful community and supporting what we do, it's very much appreciated, and we will continue doing what we can for you.



ShadowDragonV



INTRODUCTION

For quite a while, there was a request to make it possible to upgrade the Baraka Armor Adjusted to Improved, and finally that day has come. The Baraka Armor is looted in the CUHOF Cave Instances, and there is a specific tincture that is looted to upgrade the armor to Adjusted. The same holds true with the CUHOF Legends, there is a tincture looted that facilitates the upgrade to Improved.

What's unique about the CUHOF Legends is that it's actually 2 instances in one. As mentioned in the VU Release Notes, in the first instance, mobs are looted, and once those mob chambers are completed, it opens the door to the second phase where 3 loot boxes are opened at the end. Each instance is timed for 3 hours.

I tagged along with Hally in his first Solo Instance to observe and capture photos, but also when he and Little Star did their first Team Instance to scan the mobs. Following are the instance details.

CUHOF LEGENDS

New CUHOF Instance added (Both Team and Solo)

Limited Blueprints for Keys are available in Mirsal Token Trader

CUHOF Key Legends Solo Blueprint (L)

CUHOF Key Legends Team Blueprint (L)

A new sword CUHOF Saif (L) is waiting to be discovered - (has since been discovered)

A new Healing Tool Shifa V1 (L) is waiting to be discovered - (has since been discovered)

A Consumable Buff can be looted in the instance, CUHOF Pill

There are two Instances completed in sequence, in the first, loot is returned on kills, the second has 3 Chests at the end after killing the boss



OVERVIEW

Default CUHOF Key Legends Solo Blueprint (L)

BASIC

DETAILS

DESCRIPTION

Weight:

0.1 kg

Recommended level:

Tool Engineer:

7.1 / 7.5

Skill increase bonus:

Learning period:

7.5-12.5

Design:

10 x Nawa Vial

10 x Mirsal Token

3 x CUHOF Key Pins

3 x CUHOF Key Base

2 x CUHOF Key Drive

Show item

Rotate

Solo Instance Blueprint (L)

OVERVIEW

Default CUHOF Key Legends Team Blueprint (L)

BASIC

DETAILS

DESCRIPTION

Weight:

0.1 kg

Recommended level:

Tool Engineer:

7.1 / 7.5

Skill increase bonus:

Learning period:

7.5-12.5

Design:

10 x Mirsal Token

2 x CUHOF Key Ring

2 x CUHOF Key Glass

2 x CUHOF Key Chip

10 x Nawa Vial

Show item

Rotate

Team Instance Blueprint (L)

OVERVIEW

Nawa Vial

BASIC

DETAILS

DESCRIPTION

Nawa Vial



Show item

Rotate

Nawa Vial

OVERVIEW

Mirsal Token

BASIC

DETAILS

DESCRIPTION

Mirsal Token



Show item

Rotate

Mirsal Token

The Nawa Vial is readily available either from the Shops or the Auction, but you can also mine for the Enmatter Nawa Drops on Toulan or DSEC9 and refine them into the Nawa Vial.

The Mirsal Tokens you can get from looting them in the CUHOF Instances, as well as from specific missions, like the [Frantic Lady - Where's My Pet](#) on the 6th floor of Nahar Towers. It's an easy enough mission to find her 15 rogue TabTab pets around the 6th and 7th floors in the corridors and inside the shops, but also at Wang's Pet Stable outside of Guardian Village. Completing the mission will earn you 10 Mirsal Tokens. There are also individual Mirsal Token missions on the 7th floor.



CUHOF Key Pins



CUHOF Key Rings



CUHOF Key Base



CUHOF Key Glass

The above 4 items used in the CUHOF Legends Solo and Team Blueprints are looted in any of the CUHOF instances 01-05.

Some may not be familiar with the Toulan [CUHOF Instances](#), or [CUHOF Card Instances](#), or the [CUHOF Armor Instance](#) or even how to access them. The details for what is required to enter and run these CUHOF instances is in each of the individual mission threads. To learn more about Nawa and the NawaCores and what they unlock, see [Nawa Core Data](#) presented by Bonnie Knight.



CUHOF Key Chip



CUHOF Key Drive

The above 2 items can only be looted from the regular CUHOF 05 instance to complete the required ingredients needed to craft the keys for both the Solo and Team CUHOF Legends Instances.

There are 3 new items to be looted in the CUHOF Legends Instances:

CUHOF Saif (L) ... a Sword with 75% Efficiency

Shifa V1 (L) ... a new Heal Tool

CUHOF Pill ... has 4 buffs to assist with your efforts



OVERVIEW

Default CUHOF Saif (L)

BASIC DETAILS DESCRIPTION

Ammo type: Weapon Cells

Ammo type: Universal Ammo

Ammo burn: 1944

Durability: Good

Attacks per minute: 14 / 30

Burn damage: 10.0

Cut damage: 65.0

Impact damage: 19.0

Stab damage: 10.0

Damage interval: 13.0-26.0 / 52.0-104.0

Range: 7.0 m

Hit ability: 0.0 / 10.0

Critical hit ability: 0.0 / 10.0

Show item ☐ Rotate ☐

☐ Include enhancers stats in detail view

OVERVIEW

Default Shifa V1 (L)

BASIC DETAILS DESCRIPTION

TT Max: 100.00 PED

This limited (L) item cannot be repaired



Show item ☒ Rotate ☐

☐ Include enhancers stats in detail view

OVERVIEW

Default Shifa V1 (L)

BASIC DETAILS DESCRIPTION

Weight: 4.0 kg

Recommended level: Paramedic: 0.5 / 20.0

Skill increase bonus: Learning period: 20.0-25.0

Heal interval: 10.5-21.0 / 31.5-42.0

Durability: Good

Uses per minute: 7 / 26

Show item ☐ Rotate ☐

☐ Include enhancers stats in detail view

OVERVIEW

Default CUHOF Pill

BASIC DETAILS DESCRIPTION

Weight: 0.0 kg

Effects when consumed:

Increased Reload Speed by 10% for 1 hour

Increased Regeneration by 20% for 1 hour

Increased Skill Gain by 10% for 2 hours

Increased Critical Chance by 1.0 percentage points for 1 hour



Show item ☒ Rotate ☐

☐ Include enhancers stats in detail view

There are multiple chambers with different level mobs. Following is the list of the Bahri mobs in the first instance part where loot drops from the mobs, and also a list of the Jeef Qaher mobs in the second instance part where loot doesn't drop from mobs, but has 3 loot boxes at the end. A scan of each of the mobs is on the following pages ...

BAHRI

L21 - Dominant	L49 - Stalker
L28 - Alpha	Boss
L38 - Old Alpha	L64 - Raees
L44 - Prowler	

JEEF QAHER

L76 - Defender	L85 - Mohajeem
L77 - Master	Boss
L80 - Grand Master	L105 - Guardian



OVERVIEW

Default CUHOF Bahri Dominant

BASIC

DETAILS

DESCRIPTION

Health level:

Damage potential:

Attributes

Agility:

Intelligence:

Psyche:

Stamina:

Strength:

Massive

Medium

55

30

95

152

85

Show item

Rotate

OVERVIEW

Default CUHOF Bahri Alpha

BASIC

DETAILS

DESCRIPTION

Health level:

Damage potential:

Attributes

Agility:

Intelligence:

Psyche:

Stamina:

Strength:

Massive

Medium

55

30

95

196

85

Show item

Rotate

OVERVIEW

Default CUHOF Bahri Old Alpha

BASIC

DETAILS

DESCRIPTION

Health level:

Damage potential:

Attributes

Agility:

Intelligence:

Psyche:

Stamina:

Strength:

Massive

Large

55

30

95

246

85

Show item

Rotate

OVERVIEW

Default CUHOF Bahri Prowler

BASIC

DETAILS

DESCRIPTION

Health level:

Damage potential:

Attributes

Agility:

Intelligence:

Psyche:

Stamina:

Strength:

Extremely high

Large

55

30

95

288

85

Show item

Rotate

12 | Virtualsense Quarterly - Mar 2025

OVERVIEW

Default CUHOF Bahri Stalker

BASIC

DETAILS

DESCRIPTION

Health level:Extremely high

Damage potential:Large

Attributes

Agility:55

Intelligence:30

Psyche:95

Stamina:320

Strength:85



Show item

Rotate



OVERVIEW

Default CUHOF Bahri Raees

BASIC

DETAILS

DESCRIPTION

Health level:Frail

Damage potential:Great

Attributes

Agility:55

Intelligence:30

Psyche:95

Stamina:440

Strength:85



Show item

Rotate





OVERVIEW

Default Jeef Qaher CUHOF Defender

BASIC

DETAILS

DESCRIPTION

Health level:Extremely high

Damage potential:Great

Attributes

Agility:76

Intelligence:35

Psyche:29

Stamina:500

Strength:92



Show item

Rotate



OVERVIEW

Default Jeef Qaher CUHOF Master

BASIC

DETAILS

DESCRIPTION

Health level:Extremely high

Damage potential:Great

Attributes

Agility:76

Intelligence:35

Psyche:29

Stamina:520

Strength:92



Show item

Rotate



OVERVIEW

Default Jeef Qaher CUHOF Grand Master

BASIC

DETAILS

DESCRIPTION

Health level: Extremely high

Damage potential: Great

Attributes

Agility: 76

Intelligence: 35

Psyche: 29

Stamina: 530

Strength: 92

Show item

Rotate

OVERVIEW

Default Jeef Qaher CUHOF Mohajeem

BASIC

DETAILS

DESCRIPTION

Health level: Enormous

Damage potential: Great

Attributes

Agility: 76

Intelligence: 35

Psyche: 29

Stamina: 650

Strength: 92

Show item

Rotate

OVERVIEW

Default Jeef Qaher CUHOF Guardian

BASIC

DETAILS

DESCRIPTION

Health level: Mammoth

Damage potential: Huge

Attributes

Agility: 76

Intelligence: 35

Psyche: 29

Stamina: 850

Strength: 92

Show item

Rotate

When Hally and Little Star were ready to run a Solo CUHOF Legends instance, I tagged along to observe and get photos. I didn't heal because they needed to know what they could handle.

Hally made it through both of the instance phases and struggled only a bit with the L105 Jeef Qaher boss, but completed both phases.

When I ran the Solo instance with Little Star, he did great all the way through the first phase of the two phases, but ran out of time with only seconds to go, so he was unable to go into the Storehouse portion of the instance.

I spoke with Ant about this and he agreed to expand the Solo CUHOF instances by 30 minutes to make it possible to get to phase 2.



Entering CUHOF Storehouse



The CUHOF Storehouse is the 2nd phase of the instances with 3 Loot Boxes at the end.

You Have 5 Min To Leave



INSTANCE TINCTURE

In order to upgrade the Baraka Armor from Adjusted to Improved, a specific tincture is required that can only be looted within the CUHOF Legends Instances - Tadmir Tincture.

OVERVIEW

Default Tadmir Tincture

BASIC

DETAILS

DESCRIPTION


Value:

10.00 PED

Amount:




1

Warning: This item can be looted in PvP areas!



Show item

Rotate



OVERVIEW

Default Tadmir Tincture


BASIC

DETAILS

DESCRIPTION




Weight:

0.1 kg



Show item

Rotate



OVERVIEW


Default Tadmir Tincture

BASIC

DETAILS




DESCRIPTION

Sourced from deep within the CUHOF Caves, this tincture can be used to upgrade the Adjusted Baraka Armor.



Show item

Rotate





A RACE AGAINST TIME



THE FRUSTRATED LOCAL

New Daily Mission w/ Universal Ammo Reward
Thin out low-level DSEC Bot CB Population

NEW DAILY MISSION

There is a new daily mission that you can pick up from [The Frustrated Local](#) NPC at DSEC9 near the campfire and teleporter. Take out the low level CB Bots for an ammo reward.

Kill 500 DSEC Bot CB (Caboria)

DSEC Bot CB that count for the mission are:

DSEC Bot CB - 01 -- L3

DSEC Bot CB - 02 -- L5

DSEC Bot CB - 03 -- L6

Reward -- 4.5 ped Universal Ammo



DIALOGUE

THIN OUT THE LOW LEVEL DSEC BOT POPULATION
AROUND THE AREA

Hello there.
Would you like to help clear the area of those pesky DSEC bots that annoy all our visitors to this fine land?

Yeah sure thing, those pesky brats are so annoying.

No thank you, It's their land and I'll not disturb them today.

DIALOGUE

THIN OUT THE LOW LEVEL DSEC BOT POPULATION
AROUND THE AREA

Then how about removing 500? I think that should make a dent.

Sure thing

DIALOGUE

THIN OUT THE LOW LEVEL DSEC BOT POPULATION
AROUND THE AREA

Thank you for your help.
There are so many of them that you can come back tomorrow if you'd like and kill some more.

I might just do that.

A new upgrade mission has been added to MA's Galactica mission.

Speak to NPC Dread Castimir at Howling Mine

/wp [Howling Mine, 33580, 17379, 395, Waypoint]

This is the mission from MA to be able to upgrade the Mod Resto Chip to Augmented using the Galactica Elder Coin achieved from our mission.

You can see the requirements for our [Galactica Elder Coin Mission](#) here with all the details.



The following are the dialogue boxes when first the MA mission is started to achieve the upgrade ... the dialogue from NPC Dread Castimir at Howling Mine reveals what is required to upgrade the Mod Resto Chip to Augmented

I was told from someone who did this mission already that it also requires 30 Redulite however, this item isn't listed, so make sure you bring the Redulite as well this person submitted a support case to MA about it since MA created the mission



OVERVIEW

Default Restoration Chip, Modified


BASIC

DETAILS

DESCRIPTION

TT Max:

90.00 PED



Show item

Rotate



OVERVIEW

Default Restoration Chip, Modified

BASIC

DETAILS

DESCRIPTION

Weight:

0.2 kg

Chip level:

9

Cooldown:

30.0 s

Cooldown group:

4

Required level:

Biotropic:

64.1 / 20.0

Skill increase bonus:

Learning period:

20.0-25.0

Mind essence type:

Mind Essence

Mind essence used:

110

Durability:

Good

Uses per minute:

2 / 2

Heal interval:

585.0-780.0 /

Show item

Rotate



OVERVIEW

Default Restoration Chip, Modified

BASIC

DETAILS

DESCRIPTION

Biotropic:

64.1 / 20.0

Skill increase bonus:

Learning period:

20.0-25.0

Mind essence type:

Mind Essence

Mind essence used:

110

Durability:

Good

Uses per minute:

2 / 2

Heal interval:

585.0-780.0 /

Range:

5.0 m


Effects when used:

Life Steal by 1% for 30 seconds

Heal by 80% of heal for 30 seconds

Show item

Rotate



OVERVIEW

Default Restoration Chip, Augmented

BASIC

DETAILS

DESCRIPTION

TT Max:

90.00 PED



Show item

Rotate



OVERVIEW

Default Restoration Chip, Augmented

BASIC

DETAILS

DESCRIPTION

Weight:

0.2 kg

Chip level:

10

Cooldown:

60.0 s

Cooldown group:

4

Required level:

Biotropic:

64.1 / 45.0

Skill increase bonus:

Learning period:

45.0-50.0

Mind essence type:

Mind Essence

Mind essence used:

221

Durability:

Above average

Uses per minute:

1 / 1

Heal interval:

1200.0-1600.0 /

Show item

Rotate



OVERVIEW

Default Restoration Chip, Augmented

BASIC

DETAILS

DESCRIPTION

Biotropic:

64.1 / 45.0

Skill increase bonus:

Learning period:

45.0-50.0

Mind essence type:

Mind Essence

Mind essence used:

221

Durability:

Above average

Uses per minute:

1 / 1

Heal interval:

1200.0-1600.0 /

Range:

10.0 m


Effects when used:

Life Steal by 1% for 1 minute

Heal by 80% of heal for 1 minute

Show item

Rotate



OVERVIEW

Default Mayhem Restoration Chip, Modified

BASIC

DETAILS

DESCRIPTION

TT Max:

90.00 PED



Show item

Rotate



OVERVIEW

Default Mayhem Restoration Chip, Modified

BASIC

DETAILS

DESCRIPTION

Weight:

0.2 kg

Chip level:

10

Cooldown:

60.0 s

Cooldown group:

4

Required level:

Biotropic:

64.1 / 45.0

Skill increase bonus:

Learning period:

45.0-50.0

Mind essence type:

Mind Essence

Mind essence used:

260

Durability:

Above average

Uses per minute:

1 / 1

Heal interval:

1110.0-1480.0 /

Show item

Rotate



OVERVIEW

Default Mayhem Restoration Chip, Modified

BASIC

DETAILS

DESCRIPTION

Biotropic:

64.1 / 45.0

Skill increase bonus:

Learning period:

45.0-50.0

Mind essence type:

Mind Essence

Mind essence used:

260

Durability:

Above average

Uses per minute:

1 / 1

Heal interval:

1110.0-1480.0 /

Range:

15.0 m

Effects when used:

Life Steal by 1% for 1 minute

Heal by 90% of heal for 1 minute

Show item

Rotate



I added the Galactica Restoration Chip Modified, the Galactica Restoration Chip Augmented, and the Mayhem Restoration Chip Modified screenshots at left for comparison.

Additional Changes/Fixes

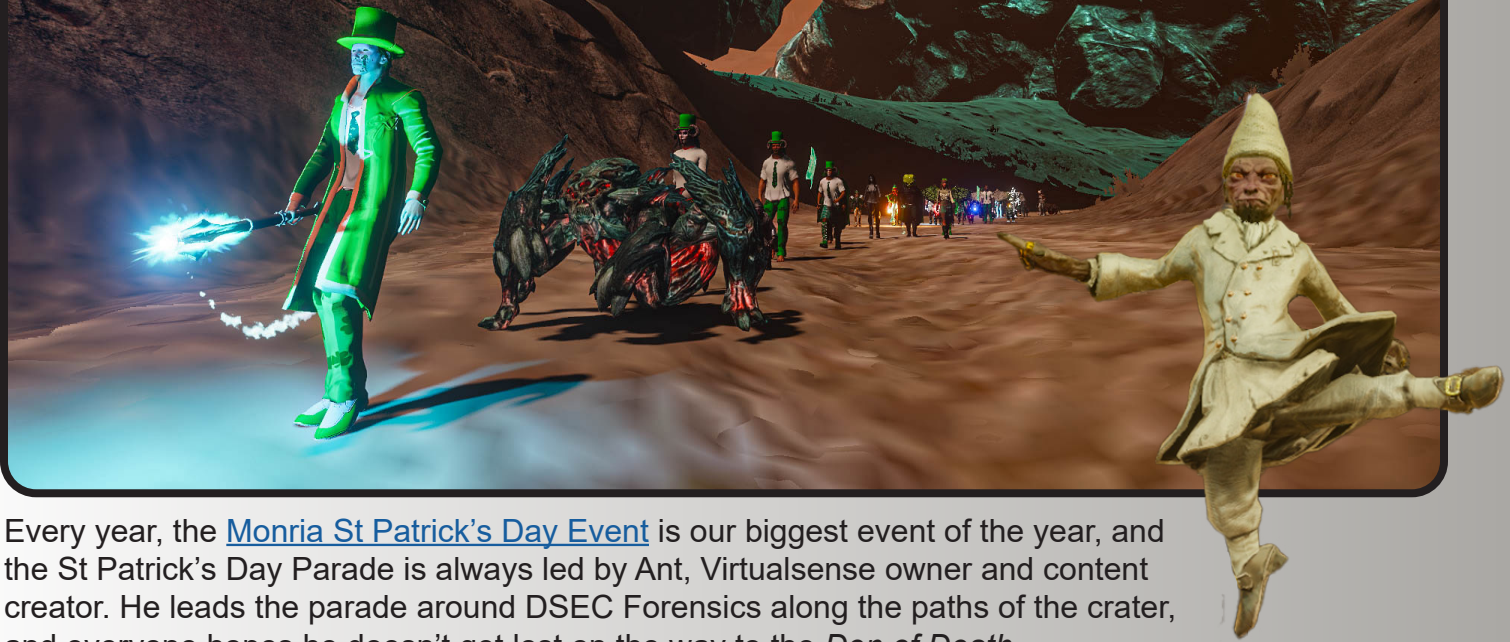
- The Price of the Lost Pages for the remaining Toulan Estates in the Mirsal Token Trader have been reduced by 50%
- The Otis Elder Instance has been removed, rebuilt and re-deployed, hopefully fixing the issues accessing it
- Fixed an issue that impacted some players in the Toulan New Player mission chain (Learning To Craft : Stage 2)
- Reduced the Evolved Wahesh Supremes at Sandy Shores during the Toulan Monthly Event
- The Thawr and Otis mobs in the Elder solo instances on Toulan and at DSEC9 were repositioned to make it easier to work with them
- A Construction Machine was added to both the DSEC9 and Elara Terminus Buildings at DSEC9



St Patrick's Day Gift

The extra supply of Monria's finest Stout was finally delivered to The Dubliner Pub at Larches Green at the Mountain of Madness on DSEC9. Be sure to see the crazy Leprechaun at the back of the Pub. We increased the number of uses from last year's 5 to 10, He looks a bit mean, but a giver, so get your Stout - no ending date to get it.

Monria St Patrick's Day Event



Every year, the [Monria St Patrick's Day Event](#) is our biggest event of the year, and the St Patrick's Day Parade is always led by Ant, Virtualsense owner and content creator. He leads the parade around DSEC Forensics along the paths of the crater, and everyone hopes he doesn't get lost on the way to the *Den of Death*.

However, prior to the commencement of the parade, there's always chaos at DSEC Forensics in the way of big mob spawning of all sorts of varieties. From Big Bulk to Troopers, to all of the Monria boss mobs, including the Dunwich Horror. It's generally non-stop for close to two hours.





We are known for discovering talent within the community and giving them an opportunity to share their skills. Tedros Daemonos, a member of our VS Media Team made his own discovery of sorts, of a Leprechaun Irish Band known as the *Sham Rockers*. These unknowns wow'd the crowd while they were waiting to walk in the St Patrick's Day Parade.

While the entertainment was fun, and the music had quite the hard rock beat with a Celtic flair, we all know that it's a challenge understanding what Leprechauns are saying let alone singing.



MORE FORENSICS CHAOS

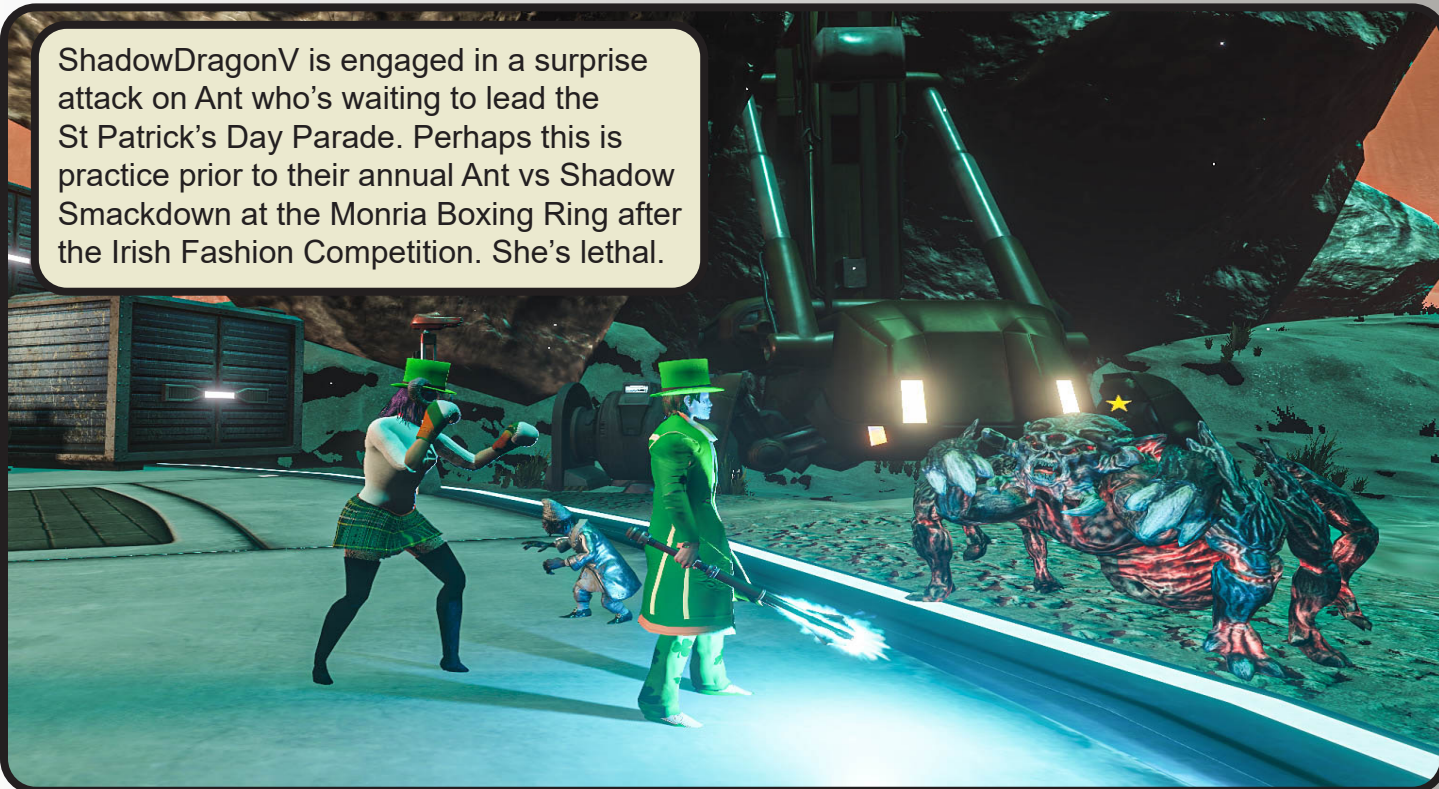


BIG BULKS TAKE A BEATING



Sometimes there is a bit of mischief while waiting for the parade to start.

ShadowDragonV is engaged in a surprise attack on Ant who's waiting to lead the St Patrick's Day Parade. Perhaps this is practice prior to their annual Ant vs Shadow Smackdown at the Monria Boxing Ring after the Irish Fashion Competition. She's lethal.



While people were starting to line up for the parade, a couple of participants decided to terrorize a Leprechaun. It is unknown what the outcome was - let's hope he survived.



Even though everyone knows where Ant is leading them (Den of Death), they will follow.



They know where they're going, but they don't care, because most are veterans of this event and even look forward to the *Den of Death*.



So what is the *Den of Death*? It's where you may meet your demise against Big Bulk, Robots, Monria Boss mobs, including the Dunwich Horror and Evil Leprechauns.

The parade walk is always a grand time, and a lot of people look forward to it. When Ant is in the game the chat is filled with lots of humor and everyone is in *Expect the Unexpected* mode. That has been our team motto since the beginning, and while every day doesn't come with an unexpected occurrence, there are those who can attest to the fact that they have experienced it personally.

In my role as Community Manager, I like to help where I can, and at times when I see someone is struggling, I'll step in, and other than engaging in guiding a new player from Monria or Toulán, I'll leave the unexpected part of the assist unrevealed. Many have experienced an unexpected moment, but it doesn't always have to be breaking news. The deed is done and we carry on as usual

And speaking of carrying on, we have presented the annual Irish Fashion Competition at the Monria Boxing Ring at DSEC Military Camp since 2016. It's always a fun event where many dress up in their finest Irish-related fashion in hopes of winning one of the PED prizes.

First Place is 400 PED, Second Place is 300 PED, Third Place is 200 PED, and there's a 100 PED Honorable Mention. However, depending on how many participants there are, I generally give the rest 50 PED in appreciation for their participation.

We have the best VS Media Team, and both ShadowDragonV and Tedros Daemonos are on duty during this competition getting photos and video footage. Shadow takes a lot of photos and does the majority of the special graphics like you see below. Ted is our videographer, and while he had lots of video footage from the St Patrick's Day Event, it will still be a while before he has the video ready for release due to real life demands.

Given the amazing reliability of the team, it seems that Ted decided to take a breather during the Irish Fashion Competition. Can't blame the guy though, because he's always in the mix when about. I'm glad I captured the photo while he was balanced on the boxing ring rope. He may not know that I took the photo, but he's soon to find out ... *sitting down on the job is not a good look.* (j/k)





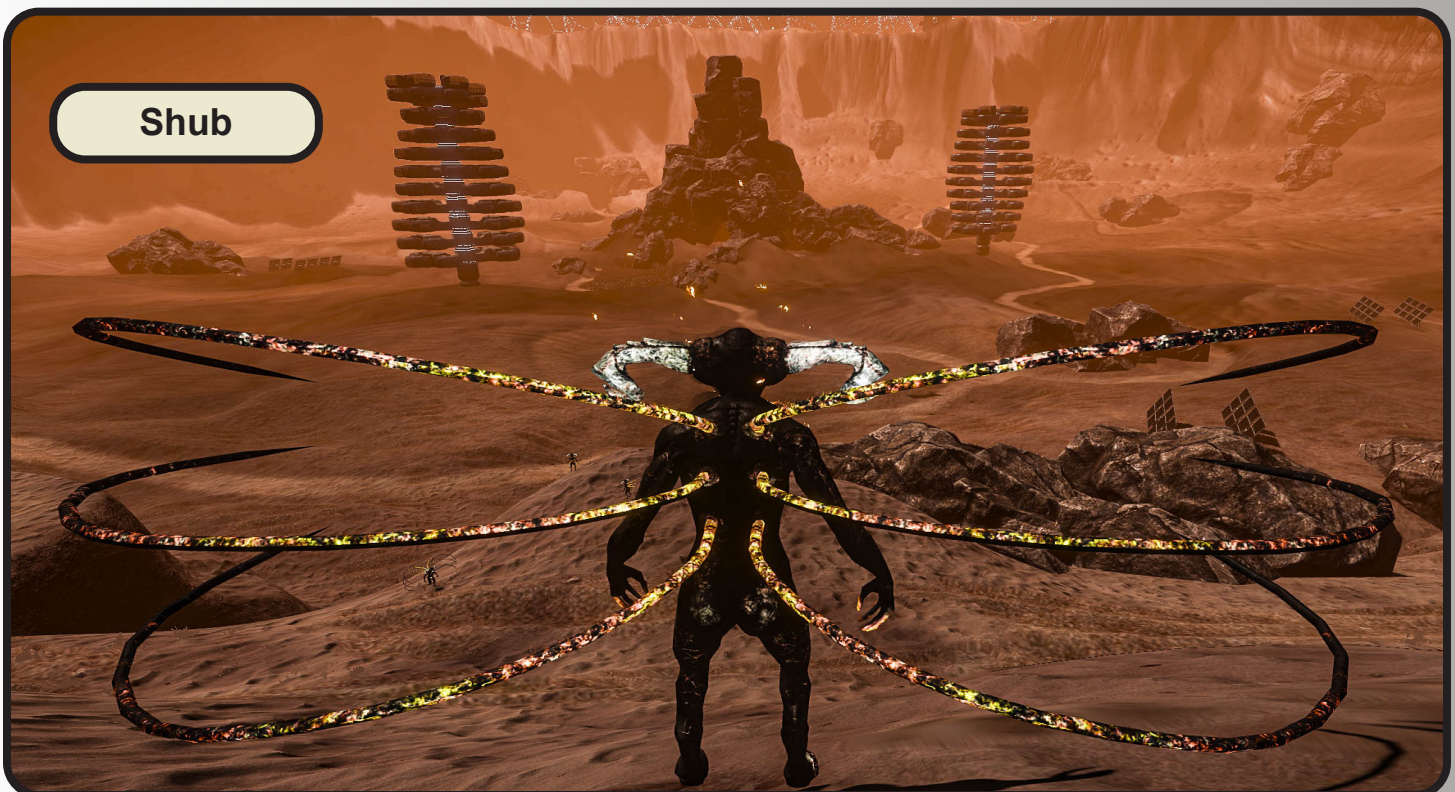
While Ted is in relax mode, ShadowDragonV shows she's ready for the annual tradition of the *Ant vs Shadow Smackdown*.

After the Irish Fashion Competition and the prizes have been paid out, many stick around to watch Ant and Shadow go at it in the ring which of course is PvP, and the only PvP on Monria. These two have a lot of fun during this annual tradition.

You can count on there being a lot of trash talk that produces non-stop laughter. Shadow is pretty proud of her (many) Ant smackdown victories, and here is a sample from the past.



On the 2nd Day of the event, there is chaos that takes place at the abandoned mine too.





Dunwich Horror Regroups

For about two hours, the Monria bosses and other levels of mobs, including the Dunwich Horror all spawn on the cliffs by the Abandoned Mine next to the Monria Hub. As you can see, the Dunwich Horror engulfs players in his Ring of Fire and actually sets them on fire as well. The Ring of Fire is far extending, and it's easy to get caught up. It's best to group up close to help absorb the AoE damage.

The mobs continue to spawn for up to a couple of hours, the Dunwich Horrors at times create their own grouping outside the mine entrance while waiting for players to tag them.

ShadowDragonV's 10 Day Countdown

Day 10 and 9

St. Patrick's Day Event Countdown

2025

10 Days to go

Sat, Mar 15th - 00:00 Game Time
Sun, Mar 16th - 23:59 Game time

Hunting

Mining

Dancing

Explosions

Death!?

9 Days to go

Time to get that outfit ready!

Monria
St Patrick's
Day Event

Virtualsense
presents
Monria's St Patrick's
Day Event

Come on guys, we need to be in the
boxing ring at 18:00!!!

HURRY UP!!!

ShadowDragonV's 10 Day Countdown

Day 8 and 7

8 Days to go

Y'ai 'Ng'ngah, Yog-Sothoth h'ee - l'geb f'ai throdog

Mount up! We're going to protect this gold!!!

How do you ride this thing?

How far is the secret cavern again? This is heavy!!

7 Days to go

Ha! you can try!

We're gonna find all of the Zoldenite Dust so Decca and her Cultists won't be able to use it!!!

Need to feed this Yog so he can help dig up the other claims! All he wants is belly rubs!

ShadowDragonV's 10 Day Countdown

Day 6 and 5



ShadowDragonV's 10 Day Countdown

Day 4 and 3



ShadowDragonV's 10 Day Countdown

Day 2 and 1





HAPPY ST PATRICK'S DAY

From the Virtualsense Team
March 2025

DME's Message to the Community

Well here we are, standing at the edge of darkness with a mound of uncertainty encumbering our thoughts. As a result of MindArk's announcement about [The Expansion of Entropia Universe](#), the uncertainty stems from unanswered questions regarding their Genesis Probe Project. What was shared was also enough to spark concern about the three remaining Planet Partners for planets Arkadia, Cyrene and Toulon and what their ultimate decision would be with transitioning.

It seems the remaining Planet Partners have a four year window within which to make their decision as to what direction they will choose -- *"transition to the new development tools or face a cataclysmic extinction event within four years (Hold Over Period)."*

Talks have been ongoing for some time now, but when MA decided to put this information public, Ant made his own official [Expansion of Entropia Universe](#) statement because he felt it was only fair. Beyond his official statement, I can't discuss anything further, but will offer words of encouragement with regard to where we all go from here. And of course, I can only speak for the VS Team.

Many of you know our history. We've been friends since 2005, played the game for 10 years before [Ant bought Monria](#), ([here is the press release](#)) at which point we became a team. We will celebrate being a development team for 10 years on Nov 26th. We added Planet Toulon to Virtualsense on 8/19/20, and DSEC9 on 6/1/21. We have not missed a VU, and outside anything that is not in our control, we don't intend to miss any. We have documented our content development in our quarterly magazines [here](#) and [here](#). I expand on the VU content in our magazines each quarter to give you more info with graphics. You can also view our VU Release Notes [here](#) and [here](#). There is an exclusive and candid interview with Ant in the [Dec 2019](#), [Sep 2020](#), and [Jun 2021](#) VS Quarterly issues, which gives you a glimpse into Ant's way of thinking and his approach to Entropia Universe.

We have always been consistent with what our message is, and that is, that the community is our number one priority, and we have not faltered in that respect. I have been in the trenches with you since day one, and it's quite rare that I miss logging into the game every day and doing what I can to help those who need assistance, or answer questions, or just share what I am allowed to share. Managing the Community & Media Operations is a lot of work, but I also assist with other things that the VS Team needs, so my work schedule is pretty full, but no complaints because I love what I do.

We have maintained consistent communication with the community both in-game and at our forum, as well as our [VS Discord](#) when someone needs my attention. We also pay close attention to the Feedback and Suggestions we get, and over the years have implemented what has been doable.

There is an incredible amount of information at our forum for [Monria](#), [DSEC9](#), [DSEC9 / Elara / Lotus Temple](#), [DSEC9 / Mountain of Madness / Larches Green](#), and [Toulán](#). We do our best to keep the information updated and current while working on new projects that will help our community to navigate our locations. I have an amazing Community & Media Partner who helps with so much of our content and making sure the information gets to the forum. ShadowDragonV is just the best. She is consistent with her efforts with regard to any projects we take on, as well as a critical thinker with a 2nd step mentality. What does that mean?

She anticipates what questions might be asked with regard to our work, and includes the information to make sure everything is covered. She's also quite spooky at times and I swear she reads my mind when she gives me things I need but never asked for, LOL ... I guess that's what happens when you work so closely together for 6 yrs I think it is now. She and Malgar (RL Huband) created the original Monria Community Assistance Team (MCAT) that is now known as VCAT. She's a blessing.

Others have been amazing with their contributions to our [Community Initiative Programs \(CIP\)](#) as well, like Dea Devi (VS Space Travel, VCAT Member (Virtualsense Community Assistance Team), special recon missions for and with me -- she helped to find the place for our Toulán Sweat Island location and made suggestions for its design), Tedros Daemonos (VS Space Travel, VCAT Team Member and VS Media Team). Then there's Entropia veteran NoBion who has worked with the VS Team for some time now to provide originally composed music for DSEC9. He is currently working on new compositions and the music will be upgraded in a future VU. NoBion is also a member of the VS Media Team. Ted and NoBion I've known since back in the day, and both have been incredible since reconnecting with us and supporting what we do.

There's a reason I started my DME's Message to the Community the way I did, and why I took the time to share all of the above information with you, because it establishes what kind of a team we are, and that we have held true to Ant's vision and our mission for what we want to accomplish with our locations. He said right out the gate that the community is our number one priority, which is why we make the effort to work **with** the community to create the best experience possible.

Most might think that the first thing on a Planet Partner's mind is revenue, but Ant said publicly that the revenue will come, and that it was more important to build our own community through collaborative efforts so that we know what works and what doesn't work, but also not solicit players from other planets or locations. We wanted that to happen organically as the universe got to know us and what we were offering, which is why I don't advertise at other forums or in other planet chats in the game. I post our monthly Monria and Toulán events or VS announcements in the VS and EU Discords, as well as in-game ads at both Monria and Toulán, and our Monria and Toulán in-game chats. The VS Quarterly magazines are also a means to share our evolution over the years and are used as a marketing tool. We have also spent a great deal of time guiding our Monrian and Toulán Born players.

Ant has strategically grown his virtual assets since 2005 and has made sound business decisions. He created his real life Virtualsense company specifically to invest in Entropia Universe, and so far it has gone well. As a result of my experience with Ant's decision making over the past 20 yrs in this universe, I am confident that he will do what's best when it comes to the major decision he has to make as a result of MindArk's move forward with the Genesis Probe Project. I am respectfully asking all of you to hang in here with us while we all navigate our place in the universe going forward.

Thank you for your continued support. When further information is available to share we will make sure to get it out to you as soon as possible. We appreciate our community immensely.



Monria is a Horror 3D MMORPG within the Entropia Universe expanding on the Cthulhu Mythos and set in the distant future where an evil exists so stealth that one is unaware of how subtle and pervasive the Cthulhu effects can be on one's mind until ... it is too late.



DSEC9 is an automated mining outpost established on the Safian Homeland of Elara. Originally operated by the DSEC mining corporation of Monria, DSEC9 is now controlled by DEC (Detached Ego Consciousness) who overthrew his creators after becoming self-aware and developing emphatic feelings toward the local Fauna.

Elara is the 2nd section of 4 of the DSEC9 map that reveals the Lotus Temple. The temple is sacred to HM Queen Nara as it is part of her homeland. There are Lotus Invaders attempting to take over the temple, and it is dire that the temple be protected at all cost. Elara is beautiful, but a battleground that requires a constant vigil.



The Mountain of Madness is the 3rd and final map section at DSEC9 and very much entrenched in Monria Cthulhu Mythos-themed lore. The dynamics of this environment are focused on group play and team work, but there is plenty to engage all player levels from new to seasoned.

Planet Toulan 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, Toulan 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.