



We just celebrated our 2 year Monria Team anniversary and it inspired some reflective thinking. Two years doesn't really seem that long, but in retrospect, we have accomplished a lot in that period of time given that we are a Moon and not a planet with its own development team. We work very closely with MindArk regarding our ideas, and MA personnel engage with Ant to sort out the details and implementation.

Staying with that thought for a minute ... we don't turn out frequent VUs because Ant is more interested in the purpose and cohesiveness of what we are doing with development. It's important to us that we follow the path of our vision for Monria, but also listen to the community and work in partnership with them to achieve the best possible Monria experience we can deliver. Also, adding additional content or features is an extra cost for us, so in that respect, we are very calculated in what development is chosen and when it is implemented. It is only a portion of how we set our priorities. We take into account community feedback as well, and you will see some of that unfold over time.

We are a solid team with longevity as our goal, but let's see how we got started.

## **IN THE BEGINNING**

The four members of the Monria Management Team (Anhithe, Kendra, Pusherman, DME) each have a minimum of 12+ years experience in Entropia Universe, including during the time it was called Project Entropia. We experienced how the universe evolved over the years, but also how the social environment had changed. *Back in the day*, it seemed like there was more engagement and community activities from a social perspective that kept everyone connected. Player-created community gatherings were a common theme, and storytelling by many in the community kept us entertained and informed.

When Ant invited me to join the Monria Team, we were on the same page from day one. We not only wanted to be purposeful with how we evolved Monria, but also develop a social environment that spoke volumes about what our intentions were. Specifically, that the community came first for us, and all that we do would keep that thought first and foremost in our decision making. We haven't faltered in that respect, and have even evolved with our own thinking as a result of being inspired by the community.

## **MOVING FORWARD**

Our first year we tested the waters to see what would work and not work. We had our trials and tribulations with the community, and it was a healthy learning experience. We went back to the drawing board a few times to try different approaches, and over time, we became more in tune with some of the decisions we had to make. Becoming a part of the community mindset, and drawing them into ours, became a labor of love. We knew where we wanted to go, and where we wanted to bring the community, but to our surprise, we got more than we ever expected.

We wanted to work on building the community from the ground up and focus primarily on our Monrian Born, but the community took on an organic movement of its own. We developed programs that would benefit our Monrian Born, but found that the effort had a ripple effect, and others in the community wanted to be involved. The more we engaged with the community, and the more we learned from our experiences, the more we became a cohesive group working toward the same goals for the Moon.

## GETTING IT RIGHT

After testing some programs that didn't work as well as we had expected, despite efforts by community member teams, which we greatly appreciated, we went back to the drawing board. We worked on ideas we thought might better serve our Monrian Born and the community as a whole.

The one team that stayed consistent from the beginning is The Knights of Entropia (TKoE) who manage our [Monria Space Travel Program](#). They have done an exceptional job as the Yamato's official crew, and continue to improve upon the program which we fund and support.

We also have our [Monrian Born Program](#) that has evolved into something quite special. There are benefits to being Monrian Born because we provide every possible support to advance experiences, and give them an introduction not only to Monria, but to other areas of the universe through our MB field trips.

We finally came up with the concept of introducing two new Monria volunteer programs that we thought best suited supporting our Monrian Born. The [Monria Volunteer Support Team \(MVST\)](#), and the other being the [Monria Volunteer Mentors \(MVM\)](#). We also added the [Guide to Choosing a Mentor](#). We found it also of benefit to create the [Monria New Arrival Tutorials \(MNAT\)](#) that have been of great help to our Monrian Born. Several members have contributed to these tutorials and their names are mentioned in each one.

We gave each of our [Shop Owners](#) a dedicated section at the forum so that they could keep an ongoing post of their current inventory. We support their efforts first and foremost even before the Monria Auction because they work hard toward helping to build a healthy economy on the Moon. With shops in two towers, we then created the [Monria Directory](#). It gives the location of each shop and who owns it, who owns the penthouses and apartments in both towers, information about the Monria Hub and its shops, as well as what's available at the Monria Trade Center, and included the information of all locations across the Moon.

As more people started joining our community and attending our events, we found many of them streaming their activities, so we also created a dedicated section at the forum for [Twitch Streamers](#). The fun thing about this is, when Ant finds out someone is streaming, he grabs their stream and spams it on social media to get more viewers. We like supporting our Twitch Streamers too.

One of the things that Ant and I began that we wanted to be dedicated to is our progress updates. You can find his [here](#), and mine [here](#), but this second year has been quite busy and we have fallen a bit behind. It wasn't intended to do one a month, but as frequently as possible, and especially with a VU update, but we have been eyeball-deep in multiple projects, besides working on development, and have found it difficult to engage in progress updates as much as we wanted to. However, in reading what we have available at the moment, it will give you additional insight into how Monria has evolved our first year and into our second.

In 2017, we got real serious about our official storyline and created the [Monria Media Team](#). We wanted our official Monria Cthulhu-themed storyline to be presented in a more enjoyable format, so Anny came up with the format, and we collaborated on designing PDF books that could be downloaded. The amazing book covers and client loader banner are the creative brilliance of Anny Thundergirl, and you can see them [here](#).

In the meantime, you can read the two books that we have already published, [The Kipling Chronicles](#) and [Historical Data Journal Entries](#). It's good to catch up because you may find clues as to what we might be adding or changing as we roll out VU updates over the course of time. You'll just have to wait and see if your speculations are right. Won't it be fun though to find out if you hit the nail on the head or not?

## HERE IS THE TOUGH LOVE PART

Collectively as the Monria Management Team, we have always advocated that our community members be treated with decency and respect, and have the *one* expectation that this would hold true for those who not only call Monria home, but also those who visit the Moon to participate in events or other activities. Some don't appreciate that we call them out on their disrespectful, and sometimes, rude behavior, or trolling of our Monria chat channel in the game. However, this is something that we will not tolerate, either in the Monria chat channel, or at our Monria forum.

Over the past two years, our Monria community has organically grown and become an amazing experience with old and new personalities that blend quite well. Ant and I spend as much time as possible engaging with our community members and building connections and experiences that are amenable to having a bit of crazy fun and banter, and being spontaneous with activities that create memorable moments.

We are serious about developing a social environment that is conducive to fun and building friendships, along with a network of people who can be of benefit to each other. We constantly get feedback that the vibe of our community is what keeps people coming back. That it's relaxed with crazy fun, great events, and a level of involvement that shows we care about our community and that they come first.

A community chat channel doesn't need to be laden with a lot of profanity to effectively communicate a point, nor heavy with negative rants or cursing out MindArk. There will always be the normal *loot sucks*, or I'm not having a good day mining or hunting, or the usual complaints about lag. We would like to keep our chat channel as drama-free as possible, and will address issues as they come up. We understand that this is a game, and if all we did was look at it as *just a game* and focused on the grind, then we wouldn't be developing the kind of social environment that we want to bring back that obviously so many appreciate.

We have done very well with our community with regard to nurturing a fun social environment, and we will continue to do so. Our community means everything to us, and what we do is for them first and foremost. If you don't feel that you can abide by the common decencies that we have established, then we respectfully ask you not to engage. We have set a standard for community chat and forum participation and will hold people accountable for their behavior. *We are not interested in how anyone else does it*, because we apply our own principles, and so far, those who have joined our community and support what we do for them, and for the future of Monria, appreciate the environment and the vibe.

## IN CONCLUSION

Monria is not going to be for everyone, but we didn't intend it to be. We wanted to be unique and different, and I think we have accomplished that. However, we have a long way to go with what we have in store for our community, and an amazing community it is. They have shown their appreciation for us as much as we have shown our appreciation for them.

Yes, we do it different on the Moon, but *that* part of it was definitely intended.

Thank you again to those who find what we do and what we're about enjoyable and worth being a part of our community. We will always support your efforts, and bring you the best possible experience we can.