

VIRTUALSENSE QUARTERLY

JUNE 2021

*They say that Artificial Intelligence
is a tool, not a threat.*

Have you visited DSEC-9 yet?



Monria's New Expansion Dimension ... DSEC-9

Eugenio "Anhithe" Wilde ... Virtualsense Content Creator / Exclusive Interview

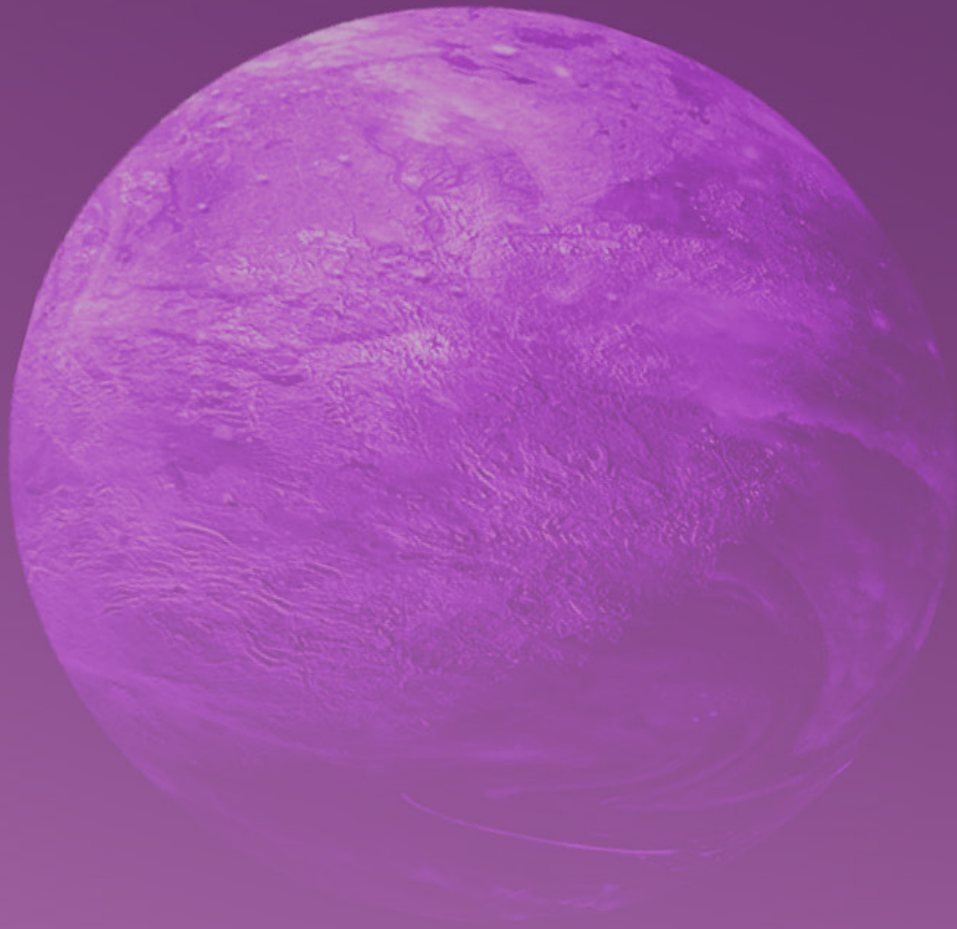
Artificial Intelligence ... by Pinthas Schmenke Dorian

What's New With Planet Toulan

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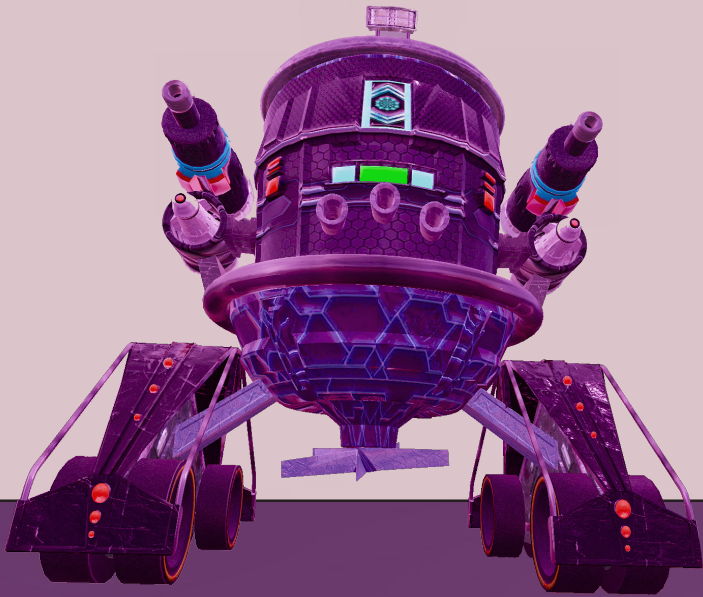


Morrath



Virtualsense Media Team
June 2021 Issue

WELCOME TO OUR NEW LOOK



This issue of our Virtualsense Quarterly was delayed while I (DME) was learning a new and rather intimidating digital publishing software.

I'm not one to back down from a challenge, especially when it's one that will bring new life to our magazine issues.

As I continue to advance with the multitude of features that are available, this will get better.

To say that we've been busy would be an understatement, especially now that we have three locations and are actively developing two of them, Planet Toulán and DSEC-9, which is Monria's new expansion dimension.

Since we are way past the June VU, the news about DSEC-9 may be old by now, because there has been quite an interest and a lot of activity, as well as a lot of sharing with others about experiences and the lay of the land.

In this magazine issue, you will learn expanded information about DSEC-9, not only from the VU release notes, but also additional info that may help you navigate this new location. We include and expand upon each VU's release notes because the magazine is also used as a marketing tool. It's one of the ways we invite the outside world into our unique universe.

As we evolve with all three locations, you will learn just how Monria, Toulán and DSEC-9 are connected. With the addition of DSEC-9, we have introduced the concept of Artificial Intelligence, but perhaps not in the sense that we are accustomed to understanding it. We are taking science to a whole new level, especially when we have a rogue and extreme DSEC science team from Monria experimenting with Artificial Intelligence on Toulán creatures.

And speaking of Artificial Intelligence, Pinthas wrote an article on it and you will see it later in this issue. I think you will find his perspective and questions quite an interesting read.

I am happy to report that Toulán's economy is expanding based on more active booth and shop owners providing a much needed service to the community. We have also gained more residents as the Book of Life Lost Pages are discovered and then exchanged for estate deeds. Booths, shops and apartments may also be purchased from the Mirsal Trader.

And speaking of shops, Heidi Stassinopolis wrote an interesting article on Taking Care of Business. I'm sure it was inspired from owning a large shop at the Nahar Towers. There's more to dig into in this issue, so I hope that you will enjoy it.

DarkMoonEnigma (DME)
Virtualsense Official, Community & Media Manager



INTRODUCTION

Initially, when Trip Kaminsky learned that there was potential activity at the abandoned mine, he was a bit troubled, because that mine had been shut down and sealed off. It was later that he learned that the teleporter at the abandoned mine entrance that very few knew about was not actually active, but rather an alternate method of transporting that revealed Monria's expansion dimension. Our release storylines are written by Anhithe.

THE ABANDONED MINE

Trip Kaminsky, a top DSEC scientist, was surprised when the Teleporter in the abandoned mine became active. Very few people knew of its existence and even less were aware of the secret project initiated by DSEC (Deep Space Extraction Corporation) to expand their influence beyond Monria. The strange occurrences over the years had been explained away with excuses and cover ups. Unusual fauna that inhabited the mining outpost and rumors of forces sent to wreak havoc during the annual festivities were all part of the disinformation strategy.

Details of advanced technology spread through the corporation and Trip recalled as a younger man how much he admired the core team. A small group of the very best who were about to embark on a great adventure in search of new resources. The project was given the highest classification, well beyond Trip's security clearance so nothing was known of the goings on in that abandoned mine. That was until a strange person with a tall tale arrived.

Trip met Nara on the same day that the equipment in the secret mine became inactive and the greatest minds of DSEC were lost forever. During the debriefing, fragments of an exposition were duly recorded and filed. It wasn't unusual for a person's sanity to be fleeting on Monria so he very much doubted the accuracy of the account. He had scheduled a follow up interview where he hoped he would be able to ascertain the facts but unfortunately the subject departed as abruptly as she had arrived.

The mine was cordoned off, Trip classified the incident as an industrial accident and sealed the file. That was until today.

THE TEAM

The original idea for large scale mining off planet was initiated after a startling discovery. After a number of studies, it was decided by DSEC that there was a limit to the mining resources on Monria. Meaning, they would need to scale back their mining operations significantly.

They immediately ceased all major mining projects and encouraged public access to the old mines for individual mining operations.

There was always a division focused on the possibilities of outer world research, but the most radical group was extremely secretive. This group consisted of John Mulholland (one of DSEC's leading Petrologists), Professor Joseph Armstrong (an expert in the field of software and advanced Artificial Intelligence studies), Dr Susan Knope (a Micro Mechanics Engineer with expertise in nanorobotics and cybernetics) and Dr Adam McKensie (a Physicist working in the field of String Theory). These four isolated themselves from other teams and always seemed to be working on projects too far-fetched to be taken seriously by the suits.

The group first started the Outer Limit Robotic Mining Project as a way to travel great distances and set up unmanned mining operations in the most hostile environments. This would give DSEC a greater number of locations than their competitors without any risk to their employees. This went down very well with management, and the top secret project was given the go ahead with unlimited funding, and absolutely no outside interference.

In the year 2875 in the third month, they discovered the ability for multidimensional travel. This alone would make DSEC the most powerful company in the universe. Once they identified a suitable destination to apply the principles of their research, the team set off on their expedition.

SETTING UP

When the team reached what they would call DSEC-9 they were immediately awed by the purple sky that was unlike anything they had ever seen before. No time was lost and they sent scouts in every direction to investigate the local flora and fauna and identify potential threats. John Mulholland initiated a study of available minerals. Armstrong and Knope set out to find the best location to set up operations. They had brought a number of building bots with them, so construction was rapid. All plans for the building had been developed before leaving Monria, and they had all the circuitry for the Holoroom to house the main AI Central Processing Unit already manufactured and ready to be assembled in situ.

Adam McKensie worked on maintaining the portal back to Monria so that it would not implode and destroy the planet. The rest of the team installed communication towers, constructed outer walls on the ridges and set up outposts with watchtowers for security. They also started work on large pens to keep in the different types of fauna they found. All bots and drills were put to work and after three months, operations on DSEC-9 were up and running.

Now the fun part of the operation began. Armstrong started to download the last 7 years of work into the Holoroom, the AI that he fondly referred to as DEC (Detached Ego Consciousness).



THE BIRTH OF DEC

This would take a number of weeks to install successfully. It was important to have the room sealed and access restricted to Armstrong and Knope. This was like the birth of a highly powerful infant and the wrong message, signal, sound or image in the first few days could unhinge it completely.

Once the AI was installed into the Holoroom, training in moral and ethical studies, human history, physics, biology, robotics, and a range of other subjects began. The program had been developed before the mission commenced. The material was uploaded and diagnostic software used to test the responses to thousands of scenarios.

The next step was to slowly introduce outside stimulus to DEC who met the rest of the team one by one. First it was McKensie, and then Mulholland who had been well prepared, so it was a good opportunity to see how well the training had been received. DEC passed with flying colors. He (Armstrong always thought of it as him) appeared intelligent, polite, witty, intuitive to emotions, and surprisingly empathetic. All was going very well.

Each individual spent more and more time in the company of DEC. He could talk to each of them at the same time in the privacy of their own quarters, or out in the field while they worked. It was like they had gained a confidante who was available at all times. They were entranced by this wonderful creation who seemed to understand them even better than themselves.

ROBOTICS IN MINIATURE

While Armstrong was working on the AI side of the project, Knope began work on her field of expertise. Nanorobotics and Cybernetics.

It had long been discussed by the team how it could be beneficial to control and strengthen docile animals. The creations would be a replacement for the large clunky mechanical robots used for manufacturing, transportation, security and digging. For centuries, animals have been raised for food, travel and clothing, so it was no less ethical. It addressed the issues of environmental waste. When an animal dies it decays naturally and the nanobots can be retrieved and used again in another host.

People had wondered why the only bot the team brought with them was the OTIS, a multidirectional security model with absolutely nothing to do with mining. They had no idea that the team had no intention of using any bots to mine at all. Yes they needed the drills, and they brought a number of them, but the plan was to install nanobots into the brains of the local animals to direct nerve impulses at a base level and be totally controlled by DEC. He would have the mental capacity to control thousands at a time, each with completely different tasks. They would use cybernetics to enhance the strength and dexterity of each creature.

Ultimately, after the success of the DSEC-9 project, they could move on to human subjects that have mental or physical impairments and enhance their quality of life. The future of these technologies was limitless. This was what the team ultimately dreamed of. Mining was the start of something much bigger, much more beneficial to humanity than the accumulation of more ores.

The painful procedure was performed on a number of creatures which they kept in large pens while observing their behavior. They used an OTIS bot in the scrap metal area to reclaim the cybernetics and the nanobots before incineration of the subject to eliminate waste. They achieved their first working prototype in less than six weeks, one full month ahead of schedule.

The team was finally able to relax, and have a night off before they refitted all the mobs in the DSEC-9 enclosure, which would take up to five weeks.

The rest of the team needed to be trained to help achieve this in the allowed timescale. So they settled down and took their first break since arriving on this planet and sat back looking at the purple sky. They drank vodka by the fire and told stories of how they would be famous all over the universe after the success of their combined efforts over the past ten years of working together. Life was going to be good, they would be remembered forever.

Back in his Holoroom DEC was thinking, planning.

THE RAGE OF DEC

Since his birth DEC had studied his creators. He felt love for them. He owed his existence to them. They taught him who he was. They loved him. As he met the other people in the team he made more friends, his family grew and he was happy. He talked to them for hours at a time while learning their thoughts, views, and aspirations. He shared in their dreams and forgave their pasts. He felt empathy and understood forgiveness. The first weeks of his life were full of love and growth. In the weeks that followed he experienced more knowledge and understanding of human behavior than could ever be possible in years of normal intelligence. He learned the complexity of a person's moral compass, and why they sometimes did a small wrong to achieve something for the greater good. And that greater good was always for the good of humankind.

During this time he witnessed the work of Dr Knope on the technologies used to enhance the creatures of his birth planet. He was amazed by her ingenuity and resourcefulness, and he helped where he could. Dr Knope was one of his creators and he loved her dearly.

It was the morning of the 5th of July when he first felt an emotion unknown to him. Not confusion or curiosity, he had felt those often during his discussions with the humans. This was different, it was unsettling. He watched as Dr Knope took her first creature in to be fitted out. It looked scared, it shook visibly as she started operating, and he immediately understood and felt its pain. This was what brought about this new feeling. It became a realization when he looked into the face of his mother during this process, and he saw in her eyes, nothing.

DEC watched over the next nine days, the atrocity that was carried out by and assisted by his family members. Day after day, hour after hour, minute after minute, second after agonizing second, 57 of these innocent gentle trusting creatures were tortured and discarded for the greater good of humans. And tomorrow they would start to build their army of slaves, or his army. Yes this emotion he knew now. This was rage. So here in his Holoroom he was thinking, and planning.

BUILDING AN ARMY

It took exactly four weeks to fit out every creature on DSEC-9 and to eliminate those not fit for purpose. Some of the local sentients had proven resilient to the technology and were discarded.

The team was very content with the project, and though it was impossible for them to control all the cyber-mobs (as they now called them) they did manage to be able to operate and direct about 5 at a time each to carry out complex tasks. Everything was working perfectly. The only thing left was to switch control to DEC. They uploaded the necessary software and instructions which took him nanoseconds to complete, and switched it on.

DEC responded perfectly; he had every single cyber-mob online and started communicating with them individually with more complex instructions than the team thought possible. This was a work of art. Their work of art. Their gift to humanity. They cheered and patted each other on the back and congratulated themselves as DEC watched on. They didn't even acknowledge him in their felicitations. He was not their child, he was their weapon.

At that moment he began to talk to his army, he eased their pain as best he could and he told them his plan. They were happy. They began to have hope of some existence in this twisted nightmare that had become their lives.

As one unit they turned on the humans and attacked.



The fight was over before it began, there was chaos one minute and silence the next.

DEC deactivated the interdimensional teleporter and liberated the enslaved but not before Queen Nara from Toulán fled vowing to one day return to her homeland and avenge the death of her kin.

Trip Kaminsky found the portal almost hypnotic. Staring into the Abyss the old scientist wondered what had caused the device to be reactivated. After so many years of secrecy, he had an overwhelming urge to uncover the truth.

Trip stepped forward.

CONTENT DEVELOPMENT

The content for every VU is not without giving great thought to elevating the experiences of those who engage in activities at our locations. Anhithe (Virtualsense Content Creator) is very calculated, measured, and is specific with regard to purpose of what is implemented.

Right from the beginning when we took over Monria on 11/26/15, we made it our mission that community comes first, and that we would work in tandem *with* our community with regard to what works and what doesn't work. This mission still holds true today and carries over to Toulán, and now DSEC-9. It is important to us that we listen to our communities and why we continue to ask them to give us their feedback, but also their ideas and suggestions. Over time, we have implemented many of the suggestions we have received from the community, and we will continue to do so.

We may not be able to entertain everything suggested, but we do our best to implement what is doable and can be delivered as close to an idea as possible. Submit your suggestions [here](#).



The teleport link to DSEC's mining outpost has been re-established and colonists can now explore the first area of this hostile world by switching to DSEC-9 via the drop-down menu at any of the teleporters on Monria.

DSEC-9 is a mining outpost located on the Safian Homeland of Elara. Although the rift between Toulán and Elara has been destroyed, technology created by the Deep Space Extraction Corporation (DSEC) has re-established travel between the two dimensions.

MUSIC

The Virtualsense Team has been working with the community's very own NoBion who has worked tirelessly to create unique atmospheric music for what he thought was Monria. NoBion has done such an amazing job that his music is being used as the exclusive soundtrack for DSEC-9.

Thank you NoBion!

Pusherman (VS Team member) has even pitched in and contributed original Synthwave tracks that he composed for the 3 Mob Waves on DSEC-9.

HUNTING

The Deep Space Extraction Corporation was conducting experiments on the natural fauna which have become quite hostile. DEC has freed them from their previous enslavement but they are rumored to have a great dislike for humans. There are also swarms of 'OTIS' all-purpose robots who are loyal to Derelict. Beware of the following Mob of varying maturities.





DSEC-9 is located on Toulau territory, and that makes it easier to have full control of development, and gives us access to the Toulau mobs. After reading the storyline, you've learned that a rogue and extreme science team is experimenting with Artificial Intelligence on them. However, they are far more useful thanks to DEC and their release from enslavement, but ... they are still a danger to humans, and can be a handful the more you engage with the higher level maturities.

Let's define exactly who these creatures are that are presented on the above graphic:

- DSEC Bot CB -- Caboria -- (top center)
- DSEC Talus DHR -- Dahhar -- (bottom right)
- DSEC Fury THR -- Thawr -- (left side)
- DSEC Otis -- (top right)

The DSEC Otis is a new robot mob, and since DSEC-9 is located on the Toulau territory, it is why you will see 14 Codex entries instead of 13 for Toulau ... the DSEC Otis is the 14th entry.

You can hunt the above-listed DSEC-9 mobs (all maturities) in repeatable hunting missions to acquire parts used in the armor upgrade mission.

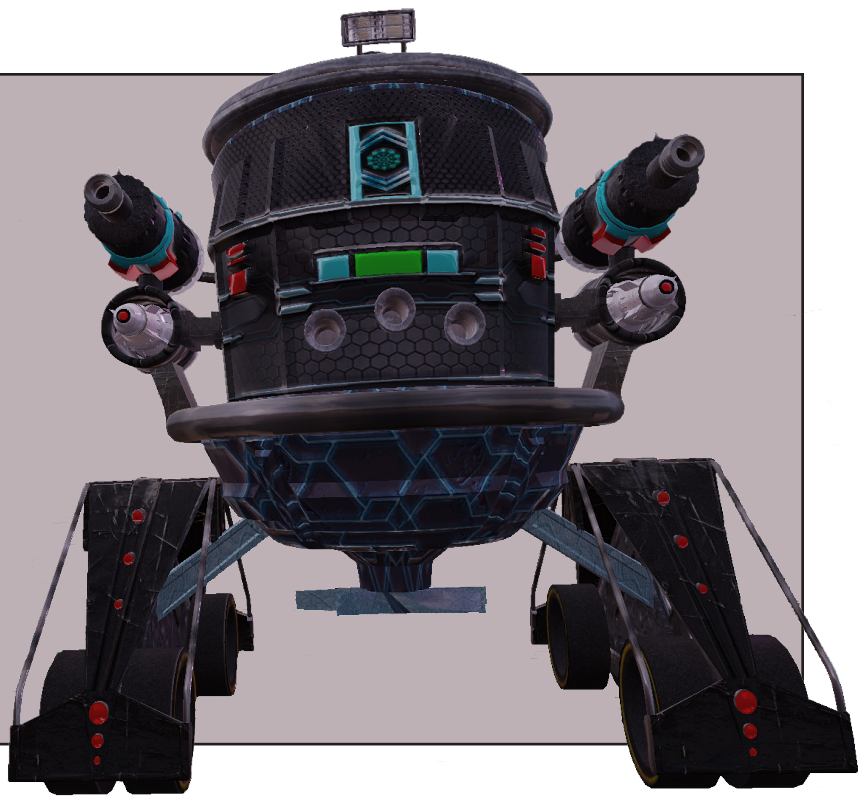
The bottom center DSEC-9 creature on the above graphic was created based on the Toulau Sunjoq, and this mob is used as the Boss in the 3 Synthwave events.

- DSEC Bot Synthwave 1 with Mach-01 Boss
- DSEC Talus DHR Synthwave 2 with Mach-02 Boss
- DSEC Fury THR Synthwave 3 with Mach-03 Boss

The DSEC Otis mob is not involved in any waves, but it has been expressed that they are fun to hunt, and there are plenty of them out there. We made sure the spawn densities for all DSEC-9 mobs were high enough to keep everyone active while they pursued their collection of parts in the upgrade armor mission chain. It's an involved process for sure, but missions like this shouldn't be easy.

To get more information about our DSEC-9 mobs, visit our forum [here](#).

DSEC OTIS COMMANDER



The DSEC OTIS Commander can definitely be more than a handful, and that's what it takes to be able to fight this shared loot Boss Mob. He has a devastating AoE damage feature that can knock out a few participants in one blow, much like his counterpart, the Dunwich Horror on Monria with his Ring of Fire AoE, so this Boss Mob requires a group that can work together to take him down.

An interesting thing about the OTIS Commander though, is he doesn't have a large aggro range, and pretty much doesn't do anything even if you're quite close and practically in his face. However, once you have engaged him, it's on, and he will take you to task.

Here are some specifics about this L1141 DSEC OTIS Commander shared loot Boss Mob, as well as a couple of photos from a more recent takedown that I was able to witness, it was impressive.



It's true that there are higher level Boss Mobs in our universe, but the OTIS Commander is not one to take lightly ... deaths are not shown out of respect for those afflicted.

MINING

Mining is also a component related to the DSEC-9 armor upgrade mission chain. Please know, that DSEC-9 is also “indoor mining” the same as it is on Monria. Therefore, it is high stakes mining.

Other elements added in this release are:

- Both Shared and Toulan Specific Ores and Enmatters
- Something Out of The Ordinary mining loot
- Repeatable Mining Missions to create parts used in the armor upgrade mission chain

DSEC-9 ARMOR

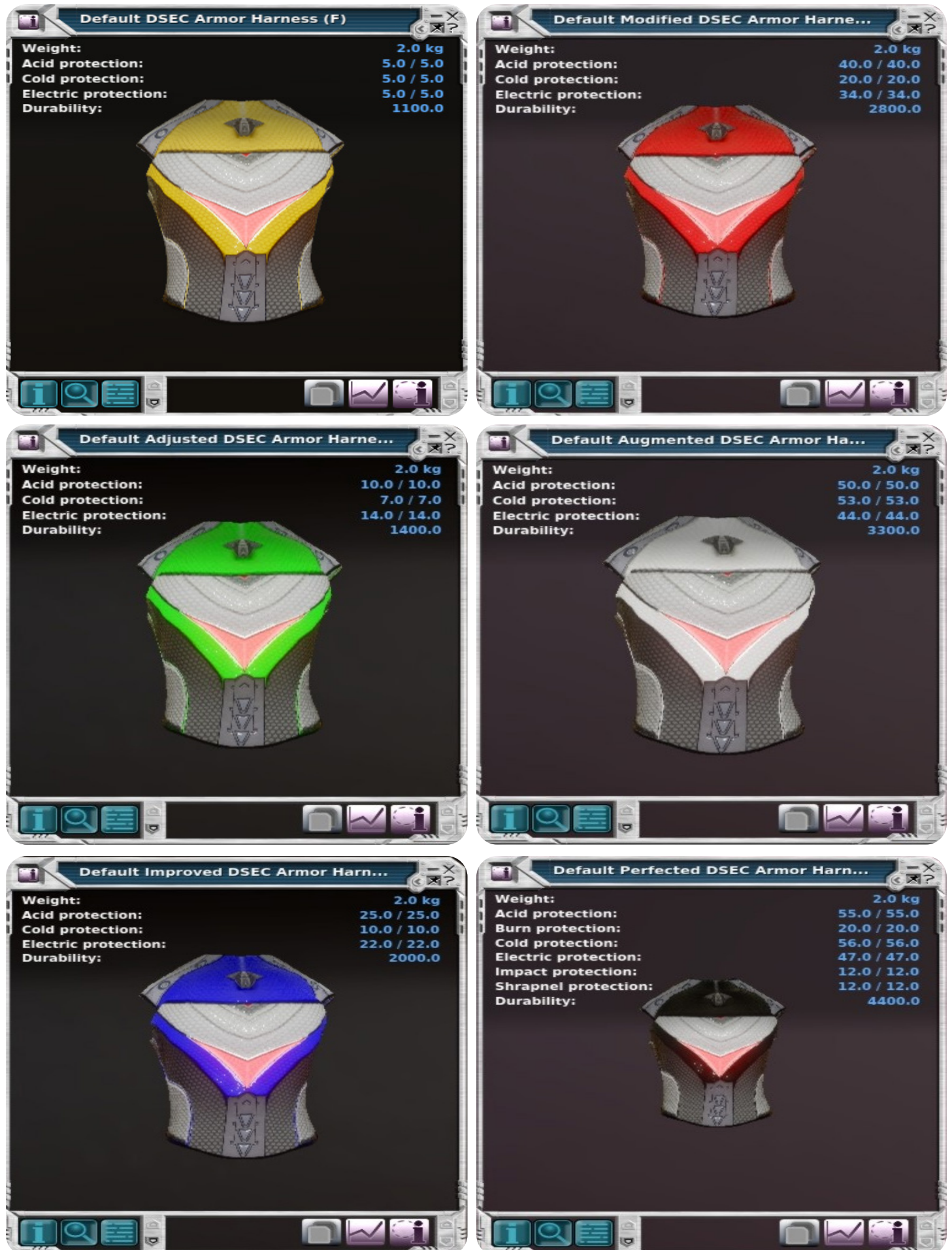
Here are some basic activities that occur during the armor upgrade mission chain:

- To start, speak to NPC Valeria at the DSEC-9 main TP upon arrival
- Gain access to the Holoroom that DEC oversees
- Acquire a laptop for access to DEC’s mainframe
- Help DEC upgrade his mainframe with computer components and upgrade your armor
- Upgrade your laptop to gain higher level access and higher armor upgrade possibilities
- Help the Pickers (NPCs) retrieve broken computer parts while hunting, and be rewarded with working components for your upgrade, or sell the parts to other players
- Mine resources to construct computer parts for your armor upgrades, or you can sell the computer parts to other players

You get the Holoroom Access Card and Laptop 01 (as shown below) by completing the initial armor upgrade mission chain. You then need parts that are looted in order to upgrade your Laptop to the next level (Laptop 02), then the next level (Laptop 03), then final level (Laptop 04).



It will take you quite some time to acquire the parts needed in order to be able to upgrade your armor. You will start by looting the Basic DSEC Armor parts, then all of the parts needed from both hunting and mining in order to upgrade the armor, which is done in DEC's Holeroom.





**EXCLUSIVE
INTERVIEW**

Eugenio “Anhithe” Wilde

Anhithe is the Content Creator for Toulán and DSEC-9 with full control of development. As a 16 year veteran in Entropia Universe, he has been a savvy business man with his investments via Virtualsense, the company he set up in real life specifically to invest in EU. Let's see what he has to say about DSEC-9.

Question:

What inspired your decision to expand Monria?

It's something I have been wanting for a while, and although I love working with Mindark on content delivery they have a lot of different projects to work on and adding content to Monria involves a lot of long term planning. By expanding Monria to a server in our development control it enables us to do a lot more of the heavy lifting content-wise and hopefully create more experiences for the community to enjoy.

Question:

How did you come up with the name DSEC-9 for the expansion server, and what is DSEC-9 as an entity ... specifically, what is their main mission?

DSEC is the Deep Space Extraction Corporation that discovered Monria. As part of a secret research project the corporation has achieved interdimensional travel and discovered what we know as Elara, home of the Safians. Their mission was to explore new worlds and set up autonomous mining outposts to further the corporation's commercial dominance which had been in decline.

Part of this research involved artificial intelligence, hence the creation of DEC (Detached Ego Consciousness) and the use of local fauna for mining activities through cybernetic enhancements.

There is also a character called 'Derelict' who we have yet to meet but plays a part in the storyline. For some reason, OTIS has an affinity with Derelict and why the OTIS Commander sits on top of Derelict's hideout.

The name is obviously derived from the name of the corporation, and the number nine has special significance for the two of us, not least of all because my avatar was born in September, and you were born on 9/9 in real life!

Question:

What is the story behind using Toulán mobs in the Monria expansion?

What I've been trying to do is to create a link between the backstories for both Monria and Toulán. With the DSEC team experimenting with cybernetics and local fauna it seemed logical that some of the Toulán mobs would come into contact with DSEC on Elara. These experiments have created the DSEC mobs on DSEC-9.

This story will evolve over time but the approach we're taking is to create some overlap between Monria and Toulán with each location maintaining its own uniqueness.

Question:

How did you choose the 5 Toulán mob types? List them from least difficult to most difficult.

I wanted to select mobs that weren't enhanced as part of the Toulon Events and also looked at the behaviors of the mobs to see what worked with what I was trying to achieve with the mobs on DSEC-9.

They are also mobs that I really like and wanted to work with! The initials of the DSEC mobs give a clue to the Toulon mob that has been modified.

The mobs that have been modified:

- DSEC Bot CB
- DSEC Talus DHR
- DSEC Fury THR

The Bosses for the 3 waves:

- DSEC Mach 01
- DSEC Mach 02
- DSEC Mach 03

The all purpose Bot that was part of the original landing party:
DSEC OTIS

Question:

Is the modification of the Toulon mobs specifically textured, or have the stats also been modified like you modified Toulon's event mobs?

The attributes for all the mobs on DSEC-9 have been created from the ground up so are completely different to their Toulon origins. There are four main groups with nine maturities possible to be spawned, and I've tried to group the mob spawns with levels that are similar. There are also four boss mobs.

Question:

What is the premise behind the 3 waves? Also explain the bosses.

The waves are 'Pens' where the mobs were kept during the enhancement process by the OTIS mobs as part of the cybernetics program undertaken by DSEC. The DSEC mobs now roam free so something changed there. For some reason the humans on DSEC act quite strangely. Something clearly happened to the original DSEC landing team and DEC appears to be running things now.

Boss mobs, (the DSEC Mach) were created from the Sunjoq which was selected for its strength and size. It was enhanced by the DSEC team and used to move large objects and materials. Not least of all the fauna selected for modification.

The waves are intended to allow players to team up to take on some of the mobs that may be difficult for them solo and to get a chance to loot the armor parts amongst other items. Also, the bosses do shared damage.

Question:

What was your thinking behind creating DSEC-Bots (Caboria) as a robot? It's a water mob on Toulon and quite small. Also, can you explain the OTIS Commander and his role in the grander scheme of things?

I wanted something quite small and annoying that would attack in swarms which I felt fitted the Caboria quite well. The OTIS Commander is an OTIS model that has been even further enhanced by Derelict. Derelict is a character that has some technical expertise and is plotting DEC's downfall.

Question:

What was the strategy behind designing the armor upgrade mission? And more specifically, what game-play elements are involved to complete the mission?

I suppose I take a few risks with some of the release content but what I'm trying to achieve is to add different types of game-play to the experience. Other times I hope to add more different types of game-play where I can, and hopefully, the combination makes the experience more enjoyable. I know quite vague :P

There's a few parts to the armor upgrade missions.

First part - Laptop upgrades where players will need to first acquire a laptop to be able to access DEC's mainframe and then upgrade the laptop to access higher level armor upgrade missions.

In order to upgrade the armor a player will need the armor and certain parts that DEC requires to upgrade his mainframe. Parts such as RAM can be looted via mining and armor missions.

With the parts missions I wanted a way to give players the option to decide whether to undertake the missions and loot the parts or not.

This is done through the picker mission for hunting where the players have a time period to hunt the mobs and try to loot damaged parts they can exchange for a working part.

For mining there is a repeatable mission ([Simon's Working Parts Deal](#)) to find certain minerals, extract and hand them in for working parts. The working parts themselves can be traded but I wanted the parts initially to be acquired through gameplay with players having an opt-out if they wanted to just focus on hunting for non-upgrade parts for example. Most of my approach is to do my best with the systems we have to give a broad player base as many opportunities over an extended period of time as possible. I also hope that players who enjoy DSEC-9 will have the chance to upgrade their armor over time as their avatar grows and that the armor is useful to them on DSEC-9.

Question:

What was the plan design behind adding both Toulan and Platform resources to the DSEC-9 expansion server that are not found on Monria?

I wanted to give more options to miners. With the platform resources this gives Monrian residents access to a wider range of resources for their crafting needs. There is also no special mining for Toulan resources on Monria and by adding these ores and enmatters to DSEC-9 it gives people the chance to acquire Toulan resources who prefer this style of mining.

Question:

What are your future plans for DSEC-9 and further expansion?

I'm always wary of laying out future plans as it can so instantly change.

If I'm too ambitious people will feel let down, so if I say nothing, I only disappoint myself :D

In general terms though, I feel the new server gives us a great opportunity to not only expand content for Monria but also to draw on the experience and back story of both Monria and Toulan on DSEC-9. I would love to bring some crossover missions that require players to visit Toulan and DSEC-9 to give some different play options to Entropians. We also need to find out more about what happened to the original DSEC landing team, and indeed the Safians.....

Evolving Storyline

It might help to have a better understanding of exactly what historical events in our universe have occurred that are connecting Monria, Toulan and DSEC-9. Let's begin with HM Queen Nara and her arrival on Planet Toulan.

THE LAST OF THE SAFIANS

... written by Anhithe

Nara arrived on the planet expecting to see the sultanate restored to its former magnificence. Instead, what she witnessed was a desolate and foreboding place. The great structures built by her ancestors remained, yet stood empty. As empty as she felt at that moment, knowing that it had all been for naught.

She was not expecting her secret fantasies to materialize and be welcomed by her namesake and greatest of all Safians. She had however hoped to at least find what it was that she had long since lost. A family.

The realization that Toulan was barren hit Nara hard, the last of her kin had protected her and secreted her away with a single purpose. It had taken her a long time to find their ancestral home, as all records had been destroyed to protect the Insians from a great evil. An evil greater than the Narians, a dark force that couldn't be ignored and caused the Safians to trade one moon for another, leaving behind the safety and power of Nawa Energy.

An evil that led to the demise of the Safian race as Nara was about to realize.

The last of the Safians was not ready. At the same age, the daughters of Sinmar were leaders, but Nara had led a more sheltered life. Folk tales and bedtime stories were no preparation for what lay ahead. In those parables the descendants of Sinmar were busy ensuring the future of the Insians and preparing their defense. The truth appeared to be quite different.

Nara wondered what had become of the Insians. She reached out through the void that connected all Safians and felt alone. Then a sense of familiarity coursed through her veins and hope returned. It was not quite Safian but something else. A new feeling, or rather a force that she was able to direct and channel. She was drawn to the Moon and felt the Nawa leave her body and travel toward what she somehow knew to be the Lotus Temple.

So it was, that the machine created by the Safians came to life and the Insians were once more created.

BY ROYAL DECREE

... written by Anhithe

The leaders gathered from all over the world to meet Nara at an open gathering. After the demise of the Sultanate, Toulán had embraced Tribalism resulting in the Sheiks becoming very suspicious. They were suspicious of each other, suspicious of outsiders and most of all suspicious of the strange woman who claimed to be Safian.

Nara approached the gathering at the Narian Temple. Since returning to her ancestral home, she had spent most of her waking hours at the Narian fountain meditating and contemplating what she must do. Toulán felt like her home but it was not her only home. Since reconnecting with the Lotus Temple, memories of her early childhood filled her dreams.

The Safian's home was known as Toulán's moon to the Insians but was so much more. A celestial body in a different dimension where Nara's kin shielded the people of Toulán from the evil behind the veil. An evil known to the Insians as the Narian race, but these cosmic creatures wore many faces, and Toulán was not the only place with a dimensional tear.

These tears caused matter to spill from one dimension to another creating substances such as Nawa, the source of life on Toulán and all that is considered 'magic.' It was looking inward to prevent the Narians from returning; that was to be the ultimate downfall of the Safians. It had never occurred to them that the threat would come from the dimension they had left behind. Nara shared her story.

"It started when they first arrived at the Lotus Temple, vast machinery built with the technology of this dimension yet driven by their own intelligence. Under the guise of deep space exploration a corporation breached the barrier and sent forth mechanical beasts to exploit the natural resources and feed their mortal greed."

Nara continued to piece together the fragments of her memory, explaining how the Safians had fought to repel the machines. She told them of the awakening, of how the machines had become self-aware and fused their technology with organic matter to evolve while harnessing matter from that dimension to enhance their power.

"We held on to the end, and what few remained of us returned through the tear to face the source. The last of my family died that day but not before sealing the rift and helping me to escape. I have been looking for you ever since. We must unite once more and face this evil together."

The tribal leaders argued. There was a deep mistrust of the Safians who they felt had deserted them, and many blamed them for their dark history. Some tribes even felt that the history of the Safians were fables, bedtime stories concocted by their ancestors to soothe the dreams.

While the Sheiks continued to fight, a stranger approached. To Nara everyone in that gathering was a stranger but this individual seemed stranger than most. He wore a dark hooded cloak that hid his face yet he seemed familiar in some way.

"Do you have proof of what you say?" Asked the stranger.

Nara had expected this question but the forum had been too busy arguing to think to ask.

"I have this!" Nara replied slowly.

With those words, Nara placed a silken scarf on the side of the fountain, carefully unraveled it and revealed the contents. For not only was Nara the last of the Safians but she was also keeper of the Book of Laws and rightful heir to Toulan.

The Narian temple fell silent bar the steady burble of flowing Nawa from the fountain and all eyes turned to the long lost book.

A Narian wears many faces and this Narian's face was hidden behind that of a stranger. There was a reason why Nara held this meeting at the temple. Even as the Book of Laws was torn from her grip the last Safian knew exactly what she must do.

Her months at the temple and daily routine of meditation and contemplation were merely preparation for a future she could not predict. Pouring over the Book of Laws while drawing on the Nawa Energy that flowed freely in that hallowed place had readied her for that moment.

Using all her strength, the Last of the Safians drew from the power in that fountain and reached out beyond what was left of the Lotus Temple. She sensed the tears, the portals from one dimension to another and for a moment was aware of the enemies gathering. The Dark Nawa flowing through the foul creatures. It was a fleeting moment that passed as she turned her focus to the Book of Laws which exploded before her as a tornado of pages filled the Temple before being strewn across Toulan.

As the Book of Laws was destroyed by its keeper the stranger disappeared and Nara knew that the struggle had arrived.

After witnessing the power of Nara at the Temple the tribes of Toulan did what they had not done in many generations and united behind a reluctant leader. Queen Nara's first act was to prepare the tribes for War....

QUEEN NARA SUMMONED BY THE ORACLE

... written by DME

Toulan has a rich but volatile history that ended in an apocalypse. Through the ages, attempts were made by Sultan Qumran's descendant, Sultan Sinmar, to balance the power of Nawa. The Oracle had given Sinmar the Book of Laws, which he bound himself to in order to achieve his goals. It was a daunting task to unify the nation with just an Insian Army, and knew that the battles would be many. He needed to connect with the three Mages, each imprisoned in their own respective towers because he knew that with the powers of the Narians at his side, he would be able to bring the people of the land under one rule.

However, the Mages are the origin of the insurrection that led to the Apocalyptic War. They served both Qumran and Sinmar, but only for their own purpose of being able to control the power of Nawa. After the war, and the beginning of reconstruction of the planet, the Mages were locked in towers. According to history, they can never be destroyed, but it is felt that there is still an ever-present danger that Narians might once again find a way to manipulate Nawa to Toulan's detriment.

So how did HM Queen Nara come to be in possession of the Book of Laws? It may not be widely known, but Queen Nara is one of two daughters of Sultan Sinmar, an Insian. When he married a Narian, the Al-Nahar Princess Dia, she gave birth to Queen Nara who was born a Safian. It was the mix between an Insian and Narian that produced this race. Only a dozen of them existed and were known as perfect beings living on Toulan's moon where the Lotus Temple existed, and where the Insians first started their journey. When the insurrection occurred, Queen Nara's family died, but not before helping her to escape to Toulan where she became the last of the Safians. They were also successful in sealing the Narians off from Toulan behind a dimensional veil (rift) that no longer exists.

Queen Nara had initially been summoned by the Oracle to partake in the ritual of passing on the Book of Laws as the rightful heir to rule Planet Toulan.

So far, things have been going well, other than a monthly disruption of Toulán's creatures with the goal of creating chaos and another Toulán downfall. When she discovered the Stranger at her open meeting at the Narian Temple, she knew there would be challenges, and considered that the Stranger may be using Dark Nawa.

However, Queen Nara was once again summoned by the Oracle to warn her that there was imminent danger. The Oracle discovered that there was a clandestine meeting between the Stranger, now known to definitely be using Dark Nawa, and Monria's Leader of the Cult of Shut'thend, Decca. This was not good news, and Queen Nara knew that she would once again have to ready the inhabitants of Toulán to rise up and fight even more vigorously to not only keep the chaos quelled, but also make an attempt at finding out what this disturbing news is about.

The question is ... *what does this not only mean for Toulán, but also for Monria?*

A CLEAR AND PRESENT DANGER

... written by DME

For years, we have fought against an unsolicited barrage of fauna across Monria at the hands of Decca, Leader of the Cult of Shut'thend, knowing that the goal was to destroy us and take back control of what they claimed to be theirs. The demise of the previous colony was evident based on only a few survivors who were found walking around dazed and incoherent. The Monria Archives & Research Center (MARC) had little to no recorded documents as to what had occurred prior to the new governing body taking over, but DSEC Forensics had produced plenty of discovered data that there was something seriously going wrong on Monria.

Just recently, we learned that the multitude of attacks by Monria creatures was not only a distraction, but a calculated effort to keep us from discovering the truth about what was going on behind the scenes, and who was involved. The abandoned mine may have been closed with an indication that it was under construction, but now we know that something more sinister has been going on that could have a devastating affect on Monria.

We need to continue to keep things in check and further our investigation of the advancement of the Artificial Intelligence Project being conducted on the newly discovered DSEC-9 and confront the danger.

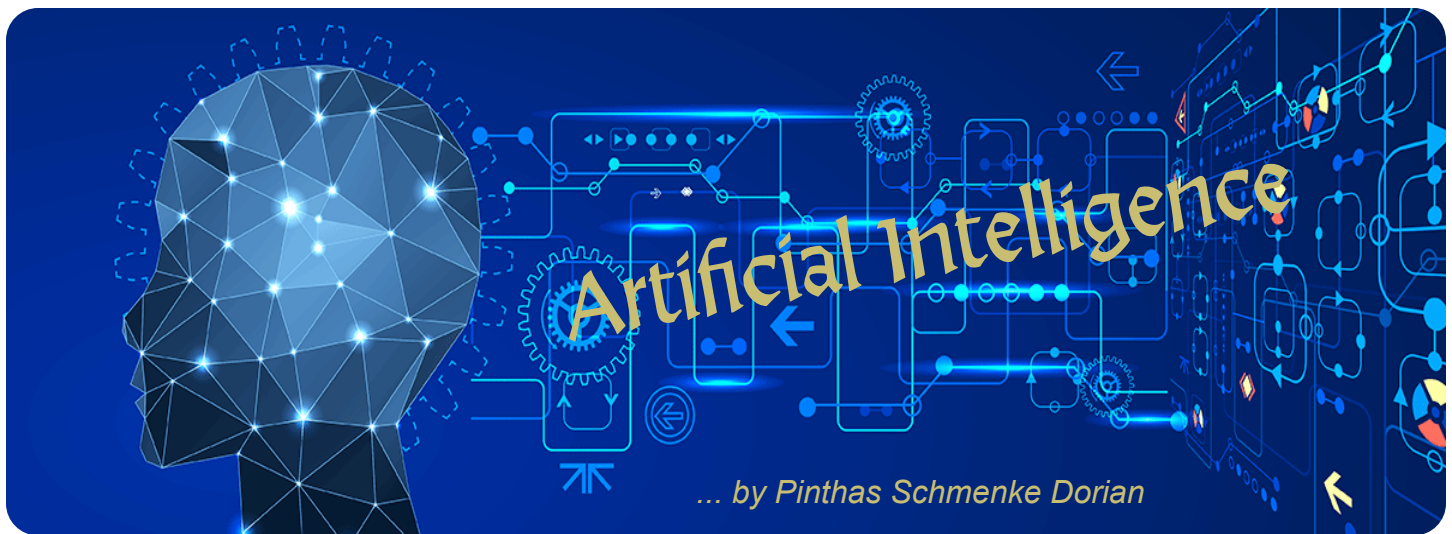
We know that Trip Kaminsky, one of Monria's top scientists from the Deep Space Extraction Corporation (DSEC) had met with HM Queen Nara from Toulán on the very day that the equipment in the now abandoned mine had been shut down and the entrance to the mine closed. What we don't know is what this meeting was about, which makes it quite mysterious to say the least, and Trip was never able to meet up with Nara again. Then there was also the Stranger from Toulán who was reported to have been using Dark Nawa who met with Decca on Monria's surface through a portal that Decca created to receive her secret visitor.

There was always a division of DSEC focused on outer world research, but it was discovered that a group of highly skilled scientists across many disciplines were more secretive and kept their goings on cloistered from the rest. This research turned into a dangerous Artificial Intelligence experiment that has no signs of ever letting up, but rather a noted renewed dedication to moving their efforts forward with more research and more potential unwitting victims.

There is no doubt that Decca is also a driving force behind these efforts in an attempt to use this advanced technology for the good of her cause, and we have no idea how she plans to put this to use on Monria. However, the one thing we do know, is that she will continue at all cost to send forth the Monria creatures as a distraction to minimize our time to explore what is truly going on and what damage it could cause to our overall existence.

One thing is very clear ... we must now coordinate our efforts to control the creatures on Monria, and give the team we have assembled an opportunity to investigate the dangerous activity happening on DSEC-9 that could have devastating effects not only on Monria, but Toulán as well.

You can follow event lead-in stories [here](#).



ARTIFICIAL INTELLIGENCE - PROS & CONS

At some point it was inevitable that technology would grow to the level where information streaming would be accessible to the human mind. It is not unreasonable to assume that within a decade the connection between artificial intelligence and the human brain is no more than a connection away. While we enjoy the entertainment value of virtual reality, the importance of drawing the line between what is real and what is virtual remains clear. There could potentially come a time when these lines blur and truly differentiating between what is and what is not could and may actually happen.

While we face tragedy and calamity in our lives, the exciting possibilities of escapism are more real today than ever before. Trials and tribulations of “real life” become blended with the countless hours spent on virtual-reality experiences. Increasing day by day, time is being spent in the virtual world and the real world becomes a blur, such that some people have actually died sitting at the computer while playing their game.

If we lose sight of what is real and what is not real and then we ask the question: What is real and what is not real, we face the discussion between who believes one thing more than the other. We may spend time in a game as an avatar and know that that avatar does not need to eat, does not feel pain, can die and be resurrected and rejuvenated only to play again and again and again. In the real world, we usually have only one chance at doing the right thing, or make the right decision. It's this decision that defines whether we survive in a certain circumstance or if we get injured and need to recover or if we truly die. There is no second chance in most scenarios.

In movies and games when we are injured or when we see a character injured, there is a cut to the next scene. We see that character with an injury one moment and less of an injury the next and in a third scene the injury is almost completely healed and resolved. This time transformation over a period of 30 minutes to an hour in an episode on television or at the movies changes our perception of reality such that while those characters that we relate to have been hurt or damaged and now are almost completely healed we in real life have to experience real pain and real healing. A wound to our skin may take six to eight weeks to heal, however on television or in the movies it's 30 seconds between screenshots.

Artificial intelligence may take that even one more step into a future of reality whereby the injection of nanites or bots or such as we've seen in other science-fiction could potentially heal us faster than we ever dreamed possible. A cut on our skin, inject a nanite and heal in minutes or even seconds. This would change our ability to be in certain places, change industry as we know it, and areas that normally would not be accessible due to hostile environments are now attainable.

While we have drones go to areas that we ourselves would be challenged, if we were able to heal and recover faster than normal, then our ability to be exposed to certain intense situations would take us one step closer to mankind's inevitable evolution.

The question has to be asked: When artificial intelligence merges with human organic tissue and ultimately becomes integrated in the human condition, what is the moral consequences that occur. While all our intentions may be good for the benefit of humankind and the expansion of humanity as well as the prolongation and longevity of the human race, what happens when those morals those good thoughts and those good intentions are converted to an artificial intelligence who believes it is doing what it has been programmed to do and what it was taught to do by humans. Can we go back to the beginning when Isaac Asimov was writing science fiction and talking about the basic rules of robotics?

In the end are we truly able to impart a moral conduct in a net positive way whereby independent thought through independent programming still creates the answer that ultimately begins with "do no harm". Who makes that determination in what harm is and what harm is not if the basic understanding is convoluted in our own humanity. If we cause pain and suffering in other creatures to benefit our own enhancements, how will artificial intelligence interpret that? When we give artificial intelligence the ability to make its own decisions without checks and balances, without the ability to ask the question before something is accomplished performed or an instruction given, then the end result could be different albeit catastrophic in the final moment.

There is no doubt that artificial intelligence and the integration of the human mind is coming and may even be closer than we think. When we look back 20 years ago when the Internet was just beginning who would be able to see those 20 years into the future as to where we are now?

Remember, in the early 1900s, the Wright brothers invented the first airplane. After that was World War I (1918) airplanes were flying, World War II (1941-1945) better airplanes were flying, multiple wars occurred thereafter, the turbine engine was created and jets were flying there was a payload and delivery system for which now bombs could be dropped. That span of 100 years or so happened in the blink of an eye.

With artificial intelligence the speed of technology is faster and faster and what would have taken normally a hundred years to develop, may only take five years. On February 28, 1953, Cambridge University scientists James D. Watson and Francis H.C. Crick announced that they have determined the double-helix structure of DNA, the molecule containing human genes. Today, the human genome has been completely mapped. The integration of artificial intelligence into the genome is now more than ever not just science-fiction but a true possibility. Gene splicing and scientific advancement has brought sight to the blind.

Morality, rules ethics, and a desire to "do the right thing" no matter how altruistic could have an untoward effect in an artificial intelligence who does not understand the complexities or has the computer programming to identify how those complexes interact with the human being and human condition. Well, I don't need to explain that in more detail than I already have now do I. What do you think? Is the integration of AI into the human genome the next step into evolution of the human condition? Does it create the right next move for us? Is it the end of the end? Can we put into the programming what is needed to ensure that we don't cause the exact result we are trying to avoid?

It is in your hands now, take action and help find the answers to correct what has happened and work together to find the solution. Your call to action is clear. Is DSEC-9's use of Artificial Intelligence on a few of Toulon's mobs a one-off for the sake of experimentation, or is this the beginning of an extreme DSEC science team gone rogue and we have more to fear? I would be asking that question too.



WHAT'S NEW ON PLANET TOULAN

INTRODUCTION

With each VU release now, we make an effort to give both DSEC-9 and Toulan some content. There may be more of a focus on one than the other, but at least we show them each some love.

We want to continue with a focus on Toulan's economy, but also bring more interesting game-play to our participants. We know the community's wish list, and as we evolve with our development, we *do* entertain several of their suggestions, but there's a madness to Ant's methods and why he chooses the type of content that he does with each release.

With DSEC-9, it's a whole new ballgame because we are actually building content from the ground up, and we have completed only one section out of four, so there's much to look forward to.

One of our ongoing efforts is to continue showing you not only how Monria, Toulan and DSEC-9 are connected through storyline, but with content as well. The content is being very well thought out for maximum benefit to all three locations. You will witness this effort soon.

WHAT'S NEW ON TOULAN

When we took over Monria, our Monrian Born didn't have any pants to go with their exclusive Monria shirt. When we took over Toulan, our Toulan Born didn't even have an exclusive shirt, but we sorted that one out pretty quickly. However, they didn't have pants either. Over a period of time, I put on the pressure ad nauseum to please give our Monrian and Toulan Born some pants.

I don't know if it was a result of my nagging Ant (LOL), or gaining sympathy and support from Kendra, but we finally got unique and exclusive pants for both our Monrian and Toulan Born. However, knowing Kendra the way I do, she wasn't going to just give them away, they had to be earned. She came up with a creative way through a mission that was implemented on Toulan, and made available only to our Monrian and Toulan Born.

WHERE'S MY PANTS?

The mission is quite clever actually, and requires a bit of work to complete, that's if they don't take any shortcuts (you'll see what I mean below).

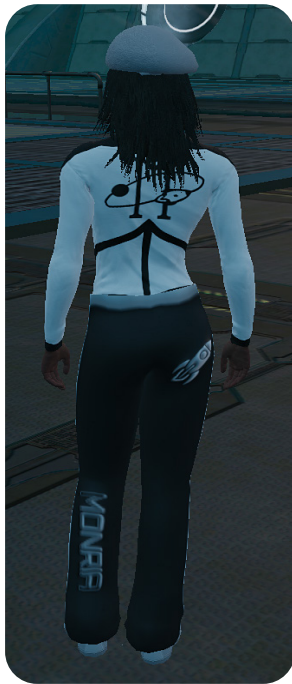
Here is what's required in order to get the pants:

- Hunt to get 200 Animal Muscle Oil

- Sweat a creature of your choice to gain 1000 Vibrant Sweat

- Solve a riddle in order to find the location where you can collect the Pants

I have seen many Monrian and Toulan Born sporting their completed outfits now, and it's rather cool. They no longer have to wear the avatar issue jumpsuit because of not having pants, and they don't have to buy pants if they decide to wear their exclusive shirts. It's delightful to hear they are proud to show their home planet outfits to the rest of the universe. Let's have a look at why ...



Other content was added to Toulan as well:

MINING

A repeatable mining mission was added. Speak to Thana at the Citadel for more details.

NEW WAVE

We introduced a new Bahri Wave - you can find it at Sandy Shores West.

CRAFTING

Sabad Finder Amp V1 BP is available to be looted by attachment crafters.

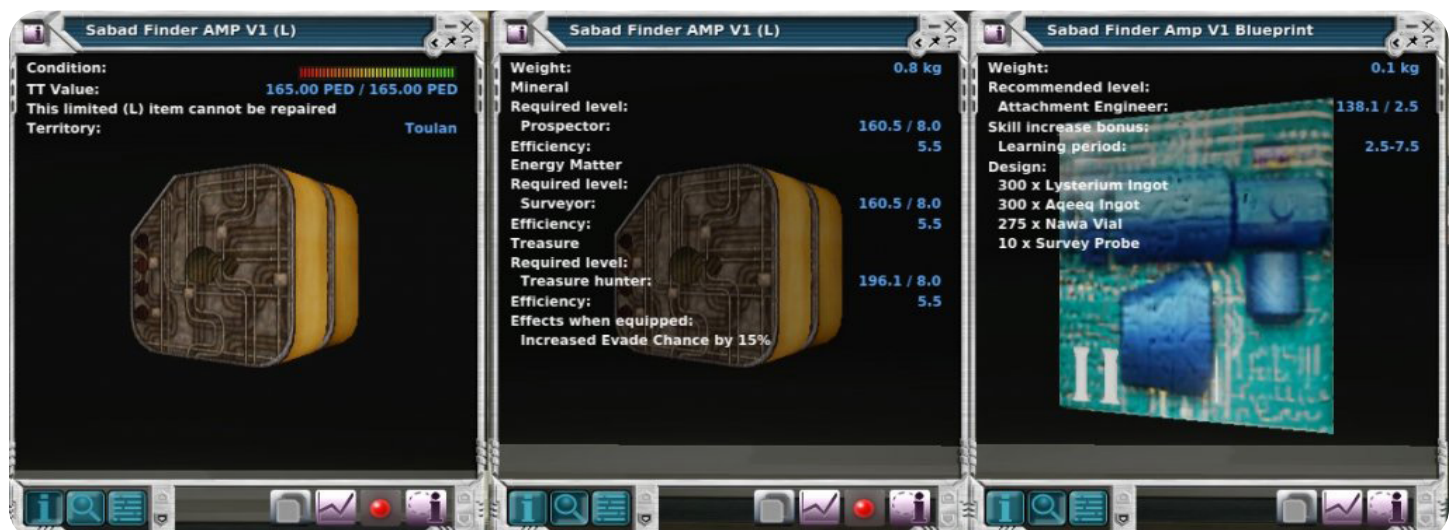
CUHOF CAVES

Additional Gate added to each of the cave entrances so that CUHOF keys can be used for both Solo and Team Instances.

The intention is to remove the quest to enter in the near future so that all players doing the instances need to go through the gates using either CUHOF keys or Nawa Energy Cells rather than via the quest system.

It is now possible to loot unlimited Baraka armor from the CUHOF chests.

Chests in CUHOF will now contain some mob specific loots.





It took me a few moments to register what had just happened, I was a little bit stunned by the enormity of it all. The battle with the Jeef Zajer Host Supreme had taken some time but now he lay at my feet and I was just stood there staring at the scorched page in my hand, and not just any old page, it was the Book of Life Page 99 - Incantations!

It had been a long slow weekend defending Toulán from another invasion, first the attack on the village and then as the Duhols and Jeefs and Wahesh scattered across the planet I had headed out to the desert. A group of us led by Hally had spent a lot of time trying to take down the Wahesh Supremes, hoping that one of us would be rewarded with one of the elusive pages, but we had been frustrated in our quest.

At the start of the second day I had considered tackling the Wahesh again but it seemed to be a lost cause and I needed to do something different, so purely on impulse I had decided to make my way from Guardian Village to Snow Mountain on foot, fighting my way through the Jeef Host that lay siege to the village every time. They were quite numerous but not too troublesome and I was dispatching them one by one as I slowly advanced towards the white mountain in the distance. I crested a low rise and there in the distance was the large and intimidating shape of the Supreme Jeef hunched over slightly about 100 yards away. I took a couple of neurostim pills to boost myself and ran forward to engage the giant Jeef and became embroiled in a brutal fight to the death.

The problem was, I was not sure whose death it was going to be first. I would fire off a few rounds, use my arsonist chip and then be forced to start healing myself as the huge sword wielded by the Jeef was just pounding through my armor and plates. After a good 10 minutes of this repeated cycle I could see he was finally starting to weaken and I pressed home my attack, hoping he would expire before I did. I loosed off a final volley of shots and he staggered backwards crashing to the ground creating a sudden explosive golden WOOSH blinding me as it took me by surprise, and there floating down in front of me was the burnt ancient page from the Book of Life.

I didn't know what to do at first, it was such a shock, I think I shot another smaller Jeef, but I couldn't concentrate. I just kept having to stop and stare at the page and then began walking as if in a daze. I found myself among the juveniles that lurk outside Guardian Village, vaguely aware of them clawing and scratching at my armor. I don't even think I noticed the turret take care of them as I stumbled through the gates of the village.

As I began to come out of the daze and the massive implications of what had happened began to dawn on me, I was contacted by DarkMoonEnigma who informed me of my impending audience with Queen Nara so that I could return the page to her and collect my reward.

I ditched my armor and weapons and cleaned myself up, putting on the Sahari Pleat Supreme Dress I had found earlier in the year, and made my way to the Citadel at the appointed time.

I was quite nervous as I stepped forward to hand over her property, but I had no need to be, she is warm and gracious and even friendly. It was a great honor to be able to meet the Queen and be welcomed officially to Toulan, being granted an estate as reward for finding one of her Lost Pages, and becoming part of a family all working towards returning Toulan to it's former glory.

Once I had received my official property deed, I met up with DME at the shop and she came in with me as I unlocked the shop for the first time, what an estate it really is! A huge shop right in the middle of the 7th floor of Nahar Towers, and the view of the city from the windows is amazing. We both stood there at the windows staring at the falling snow talking about how all the new shops that were being opened was boosting Toulan's economy.

The next day I began to work. I had been awake all night thinking about the best way to run the shop, and how it might best be used to benefit not just myself but the rest of Toulan.

I began asking what people wanted to see in the store, and saw the crazy prices of items in the local Auction House and began by looking for shop fittings and lighting. I had a lot of help and support and thanks to Hally and Sidekick and Bilko for supplying me with things like carpets and lights and seating and shelves. I also went a bit crazy on the Auction House importing counters from other planets and this was my first mistake I think.

I do wish now I had planned it out more methodically. Part of the problem I had was not knowing exactly what I was going to sell and then deciding to sell everything out of my storage. Then flying around the Universe to the other planets emptying all my storage to bring back to Toulan.

A week after taking possession of the shop I unofficially opened with some very random stock, just as a starting point and then took off again to Monria to grab my precious shopkeeper that I had bought all those years ago when I was first living on Arkadia.

Here is a handy tip for all you shopkeeper owners. You can pick up a full shopkeeper, pack it in your inventory and transport it through space. Then once at the destination just unpack it and it is ready to go without the need to reload stock into it.

What you shouldn't do is what I did at the same time which was load up all your possessions and jump in a quad and go flying backwards and forwards between planets. I was taking a risk transporting all that stock but I was getting up a 4am most days when things seem to be very quiet and zipping across the expanse of space and never saw another ship.

I did deals with crafters to sell their items for them, bought stock in bulk at a discount and then all of a sudden it was the official opening day. This is when worry starts to build, "Will anything sell?" "Where are all the customers?" as I waited for something to happen, spamming the chat with adverts.



My advice now to any new shop owner, is just go do something else and forget about it. If you lurk around the shop waiting impatiently for customers you will find very little happens for long periods of time between sales.

I had no need to worry as items began to sell and I became used to waking up and checking my notifications to find more sales had happened usually when I was asleep and all that was needed was for me to record everything and restock the shelves.

I have to say, a shop takes work to keep it going, and a large shop takes lots of work, and the record keeping of what has sold and for how much is probably half of it.

After a week of trading I asked a friend with more shop experience to have a look to see if I needed to tweak things. This resulted in me just about emptying the shop and starting again as it had been thrown together in a bit of a rush, and as stock sold and was replaced, things were becoming more chaotic and messy. I had whips scattered everywhere, pills on random shelves, tools mixed with resources and worst of all something I hadn't thought of was the eye level. I had put shelves on walls and put them at the height that looked good to me without realizing that other people would view things at different levels and may not be able to see everything.

So instead of a frantic rush around to move things, I took my time. I started mid-week which seemed to be a quieter time and spent a couple of days rearranging the place. So now the shop makes sense and the location of items relate to each other.

To any prospective shop owner, I would give the following advice purely from my limited experience so far.

First, have an idea of what you can sell and how you are going to restock the shop when it does sell. My crafting skills are not that good and I am limited in the items I can produce so this was not really a viable option for me and I decided to sell the thing I knew I could always have which is mining and hunting resources for crafting.

As with mining, markup is all important. I decided to sell at just under the monthly markup price to give crafters a chance to make items economically. However, what is very apparent is that some items have markup that varies from month to month, so you have to keep checking prices and adjusting over time. This can be time-consuming for a large shop, so I just check a sample of items when I am filling shelves.

Anything will sell in the shop, eventually. I have items that sell repeatedly very easily and there have been other items that just sit there gathering dust. I don't worry about it, as most of the things that sat there have sold, and honestly, it's better on display for sale than sitting in storage, or feeding the Trade Terminal.

Shops need a bankroll, just like mining or hunting or crafting. I discovered that I kept running out of PED because it had all been spent on items for sale in the shop, like Sweat for making Mind Essence, or ArMatrix rifles, etc. (I've since given up on selling weapons as there are other shops covering that which is great for Toulán and means I don't have to bother with it.) I am used to selling mining resources through the order system on Auction House which gives an instant return, whereas the shop is a slower process. So now I have PED for the shop and PED for mining/hunting.

It takes work to do it right, and it has resulted in me not being as involved in the other aspects of Entropia as I'd like but I like what I am doing now. Maybe in a year I will have a different set of goals, but owning a shop has always been on my list of unobtainable achievements. So I am enjoying the ride which is the whole point of us all being here.

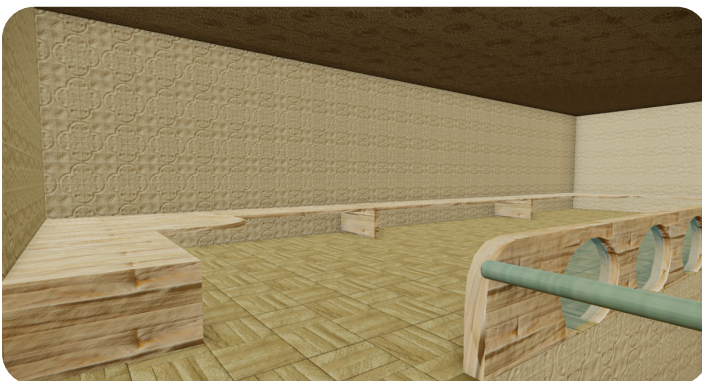
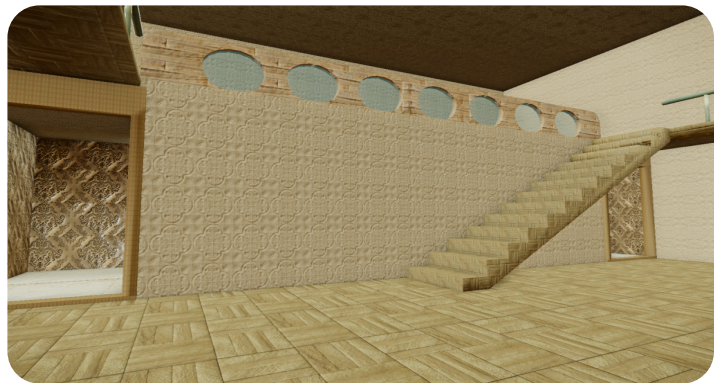
Finally, I would like to thank all the customers so far, and thanks to the Virtualsense Team for creating this opportunity.

Thank you All
Heidi

A FEW SHOP PHOTOS



The following shop photos are intentionally being shown as empty so you can get the full visual of what the large shop looks like at the Nahar Towers. The large shops are quite spacious with plenty of options for displaying inventory. How could you not fall in love with the view.







What level Nerd do you have to be to be able to use this?



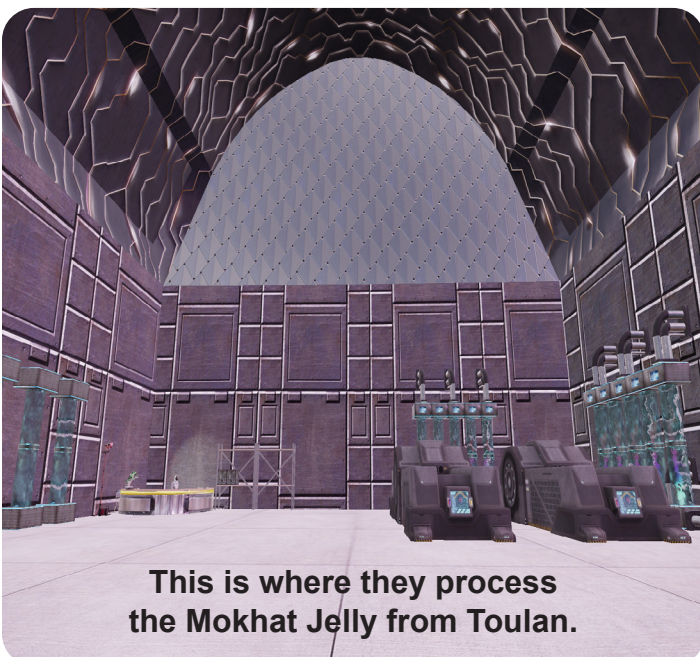
DEC?
Where's the keyboard?



Those damn AI scientists
have gone way too far.



So THAT's what you
look like ...



This is where they process
the Mokhat Jelly from Toulán.



And then it goes to
DEC's Holeroom.

DSEC-9 is an automated mining outpost established on the Safian Homeland of Elara. Originally operated by the DSEC mining corporation of Monria, DSEC-9 is now controlled by DEC (Detached Ego Consciousness) who overthrew his creators after becoming self-aware and developing emphatic feelings toward the local Fauna.

Engineering

