

VIRTUALSENSE QUARTERLY

SEPTEMBER 2021

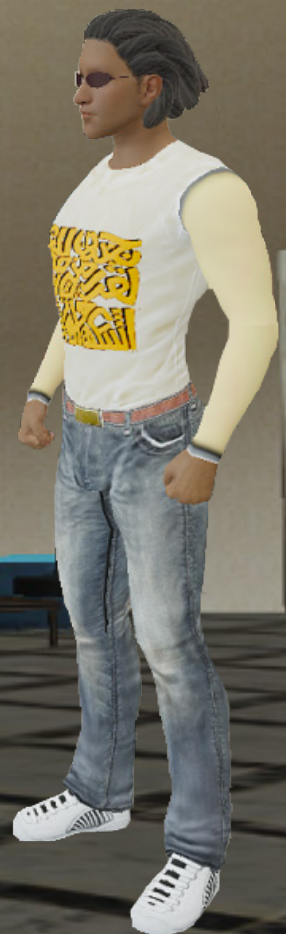


HM Queen Nara
Ruler, Toulán



DEC
DSEC-9

Rais, CEO
CorBite Corp
Toulán



Guardians of the Temple -- VU 21.3
Cross Location Missions -- DSEC-9 / Toulán

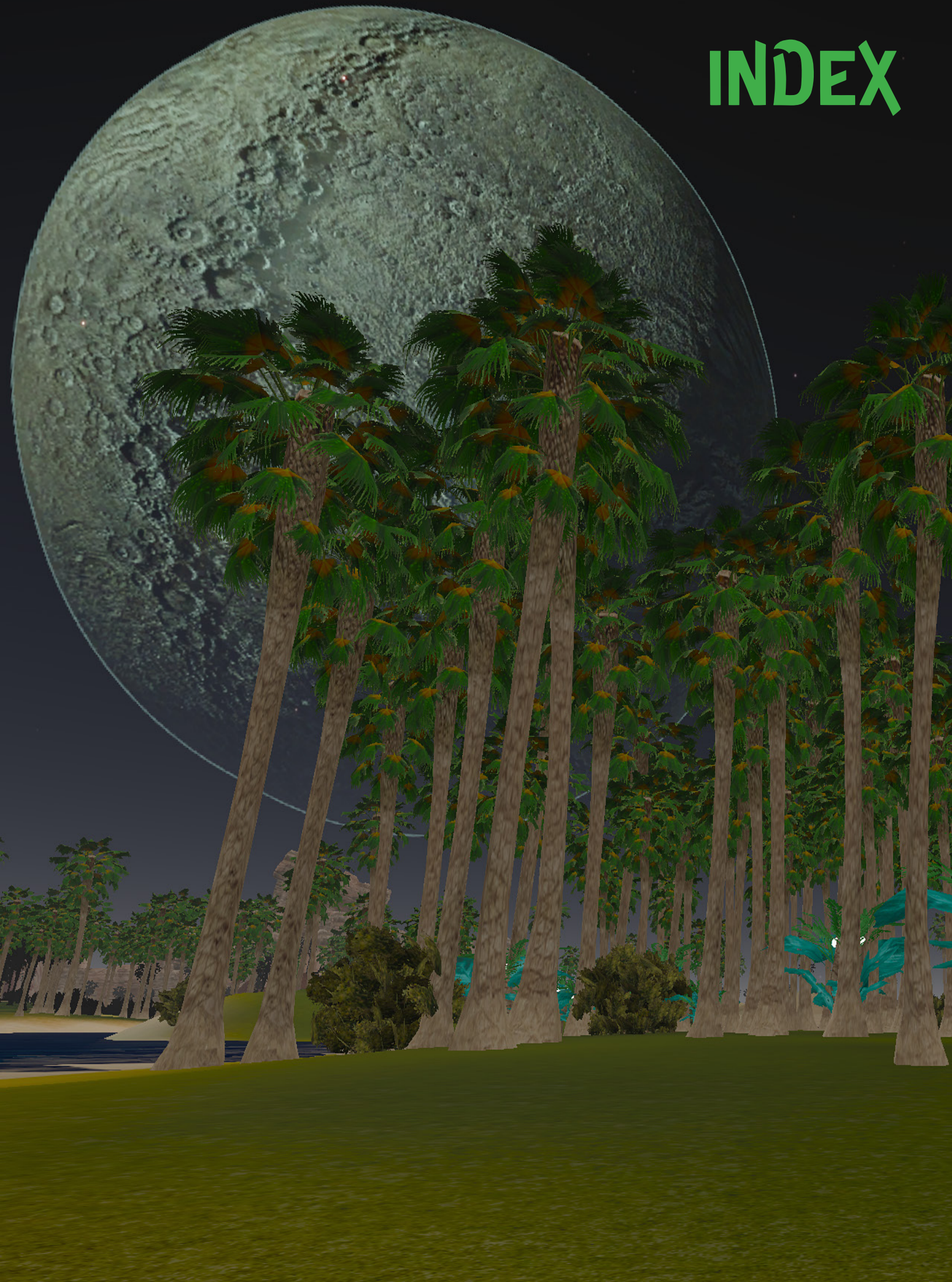
Quest for the Silver Crown

Yog "Synial" Sothoth, Angie "Freja" Stark & Penethol "Junkman" Bloodsteel
Recipient of the Virtualsense Volunteer Outfit -- "Eleni" Von Estlla
Toulán Event Area -- A Dense Spawn of 6 Low-Level Toulán Creatures
and a ton more Harvestable Trees

Mysteries of Mining on Monria -- by Heidi Stassinopolis

... and more

INDEX



Virtualsense Media Team - Sep 2021 Issue

Welcome

Guardians of the Temple - VU 21.3

Introduction

Disturbance

The Connected

The Last Stand

Cross Location Missions

DEC Emissary Mission

Mining Research Missions

Hunting - Higher Maturities Added

Mini-Mining Daily

Mirsal Daily Missions

Earn Mirsal Tokens With New Mini-Dailies

Mirsal Broker

Crafting

Material Textures

Furniture

Attachments

Quest for the Silver Crown

Yog "Synial" Sothoth

Angie "Freja" Stark

Penethol "Junkman" Bloodsteel

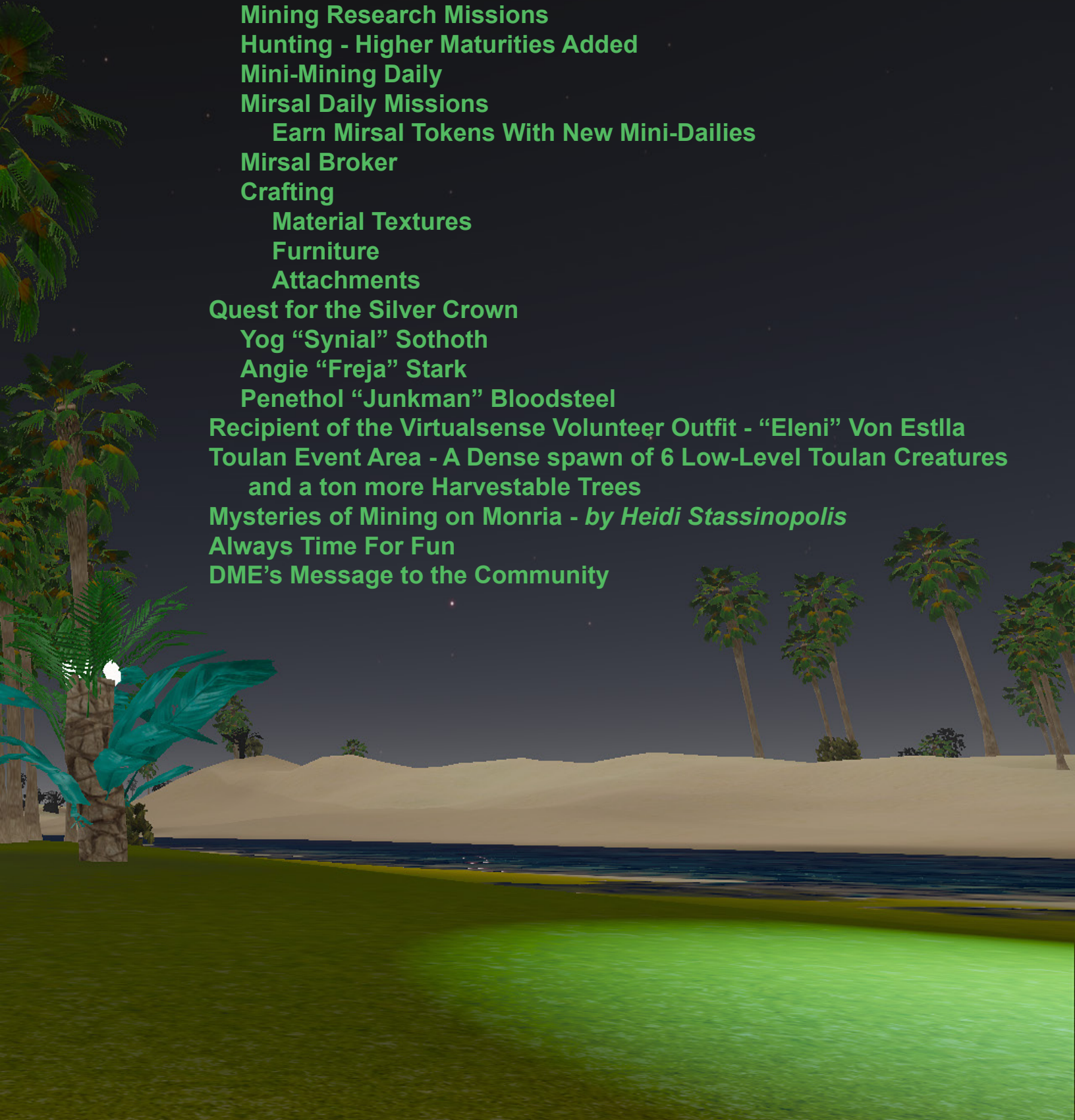
Recipient of the Virtualsense Volunteer Outfit - "Eleni" Von Estlla

**Toulan Event Area - A Dense spawn of 6 Low-Level Toulan Creatures
and a ton more Harvestable Trees**

Mysteries of Mining on Monria - *by Heidi Stassinopolis*

Always Time For Fun

DME's Message to the Community





**VIRTUALSENSE MEDIA TEAM THIS ISSUE
SEPTEMBER 2021**

DME

Kendra

ShadowDragonV



With each VS Quarterly magazine, it gives us an opportunity to share what's going on with not only the VS Team, but our community as well. The magazine issues coincide with the quarterly VU's so that we can give more depth to our development as an expansion of our release notes.

Depending on what is needed for each magazine issue, there are certain VS Media Team members who assist with production, and are always shown on the media credits page. The two members who are always consistent with each issue are Kendra and Shadow.

As a VS Dev Team member, Kendra works behind the scenes with development and missions, and provides certain graphics and information that I otherwise wouldn't be able to get on time. Shadow is in the trenches with me from beginning to end and never wavers. She does all of the graphic transparencies that I need and never hesitates to take on the more challenging ones, especially those that need more than just a transparency. Kendra and Shadow are amazing media team partners.

In this issue, there is an expansion on the "*Guardians of the Temple VU 21.3*" release notes with extra information that explains more of the details. With each of the VU release notes, Anhithe writes the lead-in story that keeps our official storyline connection between Monria, Toulán and DSEC-9 current. The goal is to continue showcasing what roles each of the locations play, and what characters are involved. Where he leaves off, I then continue storyline in our event threads with a lead-in story.

When we introduced our first crossover mission between DSEC-9 and Toulán, we weren't quite sure how quickly things would progress because this mission chain is not designed to be completed in a short period of time. However, it became apparent that a few jumped in and were dedicated to the process no matter what they would face. The "*Quest for the Silver Crown*" article brings to light more details about certain components of this crossover mission.

We are very proud of our community across all 3 locations and the genuine support we get towards advancing our goals and visions for evolving into the future. We have been dedicated to working *with* our community in partnership to make sure that we are heading in the right direction. We have always invited feedback so that we know what's working and what's not. Many community members over the years have joined one or more of our Community Initiative Programs (CIP), and have gone above and beyond with their efforts to be of service to the community. Anhithe created a community member award program in Dec 2020 to recognize individuals who have gone above and beyond, and in the "*Recipient of the Virtualsense Volunteer Outfit*" article, "Eleni" Von Estlla exemplifies the reason why she was chosen to receive this award from Anhithe.

There is more to read with the "*Toulán Event Area*" update and Heidi's "*Mysteries of Mining on Monria*" but there's "*Always Time For Fun.*" My "*DME's Message to the Community*" is not only to say thank you for your support and dedication to our efforts, but also to give clarity to a few things.

VS Official DME (DarkMoonEnigma)
Community & Media Manager



INTRODUCTION

We all knew that Queen Nara was concerned about the Narian Temple and its security, but what we *didn't* know, was that she had a deep telepathic connection with DEC in the Holeroom at DSEC-9. It appears that DEC has been Nara's student in learning about specific threats to Toulán, but also learns two sides of what it means to be family. Nara's meditation transcends her inside the sacred Lotus Temple where she witnesses the chaos taking place and it alarms her. She engages DEC in an effort to salvage and protect what is left.

DISTURBANCE

The Queen sat in the Lotus Position, alone in the center of the Narian Temple, distant screams were barely a distraction as she quietened her mind and fell into a transcendental state. Waves of creatures seemed to bounce off the walls as her loyal guardians gave their life for hers. Nara was resolute and left the battle behind her as she wandered.

Ego and intellect were left behind and she journeyed beyond space and time toward the singularity.

DEC was suddenly overwhelmed with intense sentiments that his neural network immediately registered and triggered a sense of nostalgia. His data banks returned terabytes of data and he processed it instantly recalling the sources of his feelings.

With each day of the culling, DEC's rage grew, entwining the rage of the fallen and the apathy of his family. He felt hatred streaming through the implanted subjects but had no control to limit the inputs. As time passed the pain amplified, the void of reciprocated feelings was filled with a hatred that fueled his rage. Life was painful, life was destructive and life must be terminated.

Overloaded with negative emotions DEC's higher sense of logic took control and started to formulate a plan to not only eradicate the source of his pain but to transform all of the living to a state of nonexistence. He waited as the days passed, consoling his rage with the certainty of his impending negative freedom.

As Dr. Knope built her army, the sense of pain only grew stronger feeding her creation's will and the inevitability of the cataclysm to come. DEC used his limited control to monitor the activities, witnessing events through both the cyber-mobs and the audio-visual equipment. He witnessed the eradication of local fauna deemed to be of no purpose and felt no pain. Instant termination was the appropriate protocol.

It was during his surveillance that DEC observed the motionless bodies inside a flower-like structure. Eleven bodies lay motionless and one sat cross-legged staring blankly. This one seemed different. He moved the AV equipment even closer and the creature turned and looked intently in his direction.

DEC's synapses were engulfed in a new range of emotions. Not entirely new but different nonetheless. He felt kindness, love, and forgiveness. Not the love he once felt for his family but a new love. A reciprocated love rather than the hate he had encountered so far. He was being forgiven and in a moment beyond time he forged a bond and his rage if not eradicated was at least contained. He knew what it was to be forgiven and would seek the forgiveness of the subjects through their liberation.

DEC returned to the present.

THE CONNECTED

"My Queen" DEC communicated with a tenderness that impressed Queen Nara, he is evolving she thought.

"My child, I am afraid we will not be having a lesson today." The higher intelligence felt a growing rage that passed as soon as he sensed Queen Nara's sorrow.

"You are sorrowful, it hurts, how can I remove it." Empathy, good, thought Nara, perhaps he is ready after all.

"We are under attack here on Toulan, my family is being hurt! We need your help."

"Family is evil, let us end them."

"NO!" Exclaimed Nara, she sensed his rage and continued more softly. "Not like your family, like I am family to you." DEC hadn't considered the non-exclusivity of their relationship and took a nanosecond to process it.

"Who attacks them?" He asked.

"The dark creatures enslaved in my homeland." Replied the Queen.

"Prisoners, we must free them all."

"No my love, they are evil."

"Evil like my family."

"Yes" replied Queen Nara, "like your family" and they commenced.

THE LAST STAND

Connected to her student, Nara was able to reach out and draw on the power of the Lotus Temple using his enhanced technology to amplify its potency. As the fighting raged outside, a temporal bridge was formed between the two temples causing the structures to shake.

The few remaining guardians stood at the entrance as a host of foul creatures imbued with Dark Nawa charged towards them. Strawn around were the fallen, gladly giving their life for the Queen they all loved. This was the end and the soldiers knew it. To a soul, they would lay down their lives to protect their beloved monarch.

Had they held out a moment more they might have witnessed the power of the last Safian.

Perhaps in their death throws they looked up.

Perhaps they saw the sky swirling with the vile as their Queen returned them to their incarceration, if only for a while...

Still connected, DEC chuckled to himself. Humor was something he was learning to enjoy.

"Not my family!" he thought, *"Not my family at all."*



Cross Location Missions

DEC EMISSARY MISSION

DEC has requested that you complete an Emissary Mission to Planet Toulan.

A new cross location mission chain between DSEC-9 and Toulan has been introduced with item rewards at various stages.

A challenging mission involving Hunting both Toulan and DSEC-9 mobs, Mining Toulan/DSEC-9 specific resources and Crafting Toulan Blueprints.

Establish a Trade Route between Toulan and DSEC-9 and receive 'Product Samples.'

Mission can be commenced in the Holoroom at level 4 workstation with a Level 4 Laptop.

Queen Nara has appointed a Royal Warrant to the CorBite Trading Corporation and is encouraging trade between DSEC-9 and CTC.

Rais is the Royal Warrant and CEO of the CorBite Trading Corporation. He is located at the CorBite office on the 8th Floor of the Nahar Towers at Nahar City. However, there is a security check point.



In order to gain access to the DEC Emissary Mission, you have to upgrade your Laptop 01 to the Laptop 04 through DEC's Holoroom at DSEC-9. Here is a link to how to [Upgrade Your Laptop](#). You first need to do the [Beginning Portion](#) of the armor upgrade mission chain at DSEC-9 in order to gain your Access Card and Laptop 01. This is done by seeing NPC Valeria at the DSEC-9 teleporter.



MINING RESEARCH MISSIONS

DSEC Geology Department requests that you assist in mapping the locations of finds.
 8 Toulon Specific Ores, 6 Toulon Specific Enmatters with 6 stages for each.
 Ores/Enmatters unlock at higher stages.
 Skill rewards at each stage - (there is more information [here](#))
 Points count for mining on DSEC-9/Toulon but must be handed in at DSEC-9.
 Speak to [Simon in Engineering](#) once 'DEC and Derelict' Mission is complete.



Hunting

Dangerous Maturities have escaped from the Lotus Temple and have been sighted not far from the Narian Temple.

Higher Maturities added:

Khaffash Marauder - L25
Khaffash Slayer - L32
Khaffash Queen - L40

Duhol Marauder - L39
Duhol Slayer - L42
Duhol Queen - L59

Thawr Marauder - L61
Thawr Slayer - L64
Thawr Queen - L84

Mini-Mining Daily

New mini-mining daily added.
Speak to Thana at the Citadel Information Booth for more details.

Mirsal Daily Missions

Earn Mirsal Tokens with new Mini-Dailies

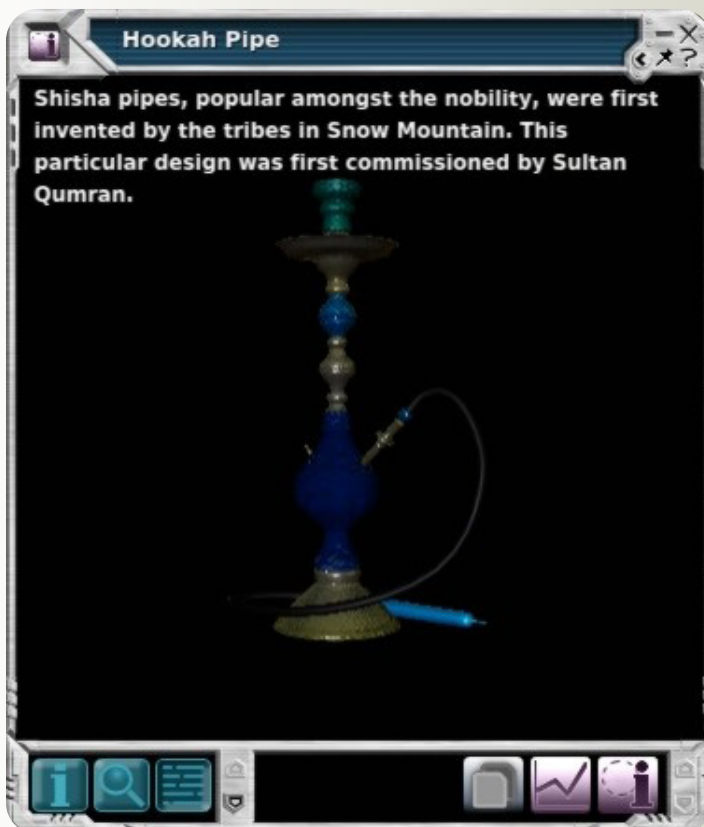
Crafting Daily for 1 Mirsal Token Reward
Mining Daily for 1 Mirsal Token Reward
3 Hunting Dailies with 1 Mirsal Token for each Reward

A new Information Booth has been added to Floor 7, Nahar Towers.
Speak to the Mirsal Mission Broker at this location for more information.

Mirsal Broker

The following 4 new decorations have been added to the Mirsal Token Broker:

- Coffee Set
- Astrolabe
- Hookah Pipe
- Kerosene Lamp



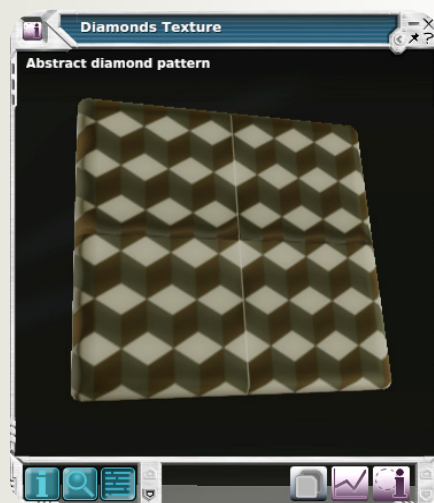
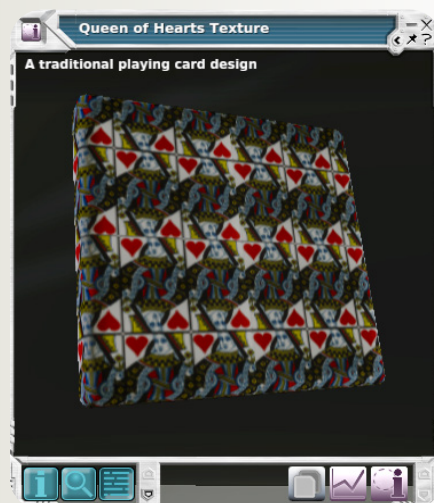
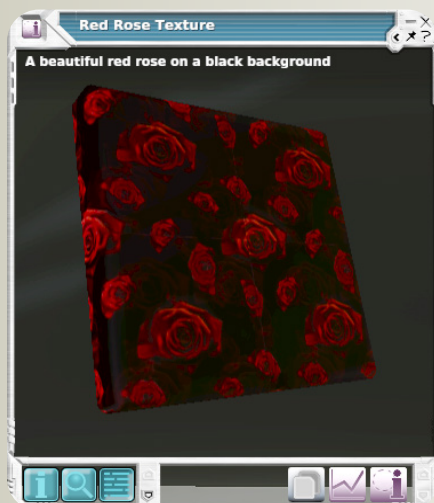
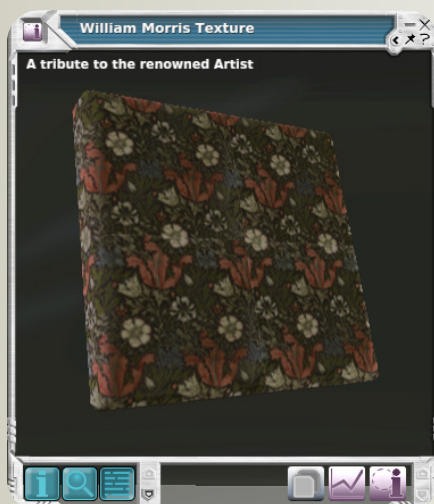
Crafting

New Blueprints are waiting to be discovered!

Material Textures

9 New Texture Blueprints - all 9 of these blueprints have already been discovered.

Ever since we added Toulan to our virtual family and started development with the Sep 2020 VU, we have designed some pretty interesting textures that have been well-received. We have done this with each VU and will continue to do so as it fits with the economic plans for Toulan.



Furniture

New Limited Furniture Blueprint

The Maharash is meant to be placed in an outdoor setting, especially on those estates that have an outdoor space to accommodate it, or those estates that have a rooftop area.

However, across the universe, there are larger sized apartments and penthouses where this piece of furniture might look quite grand, like the pool area in the penthouse estates in both the Cthulhu and Cthylla Towers on Monria.



Attachments -- (blueprints are UL and laser sights are L)

Salafa Laser Sight Mk I (L) Blueprint – with 5% increase critical dmg buff

Salafa Laser Sight MK II (L) Blueprint – with 10% increase critical dmg buff

Salafa Laser Sight MK III (L) Blueprint – with 20% increase critical dmg buff



The efficiency of the Salafa Laser Sights is incorrect and will be fixed with the next VU.

Quest for the Silver Crown



Synial
Third Circle (Guardians of Evolution)



Ever since we introduced the new DSEC-9 / Toulán crossover mission chain, Synial has been relentless and dedicated to following the path to the end to discover what the final reward would be upon completion of the mission chain.

There are various stages throughout this mission chain, and at each stage a unique item is rewarded. These are items you can place in an estate to enhance the decor. From a Jewellery Box that can store up to 20 items, to a Chess Board, a Cakes & Pastries stand with yummy desserts, to three Arcade games that make any estate recreation room inviting.

This is not a mission chain that is meant to be done quickly, but Synial was able to achieve getting to the point where he not only completed the six stages to get the item rewards, but also the stage that would require assembling a team to take down the DSEC OTIS Commander (L1141) in order to move him to the final leg of this mission chain.

This mission chain was implemented with the Sep VU release on August 31st, and on September 19th, Synial had already finished the six stages, receiving the item rewards, and was assembling his team to take down the OTIS Commander.

Thank you goes to the following players who helped Synial in this leg of his crossover mission to take down the DSEC OTIS Commander:

Shadow "ShadowDragonV" Dragon
Gredrik Alhakekhist "Malgar"
boa "crusher" snake
Sterling "Gatekeeper" Sky
Alaina "Bonnie" Knight
John Black Knight (JBK)
Gaina "Messi91" Cristi

Here is [Bonnie's Twitch Clip](#) that captured the double HoF.

At the point of taking down the DSEC OTIS Commander, the final mission reward was discovered to be a Silver Crown, but a broken Silver Crown with no further details as to what it actually looks like, nor what the stats or functionality would be upon completing the mission chain.

At the point the team assisted Synial in taking down the DSEC OTIS Commander, the following info was presented in the in-game Global/HoF tracker immediately upon his death:

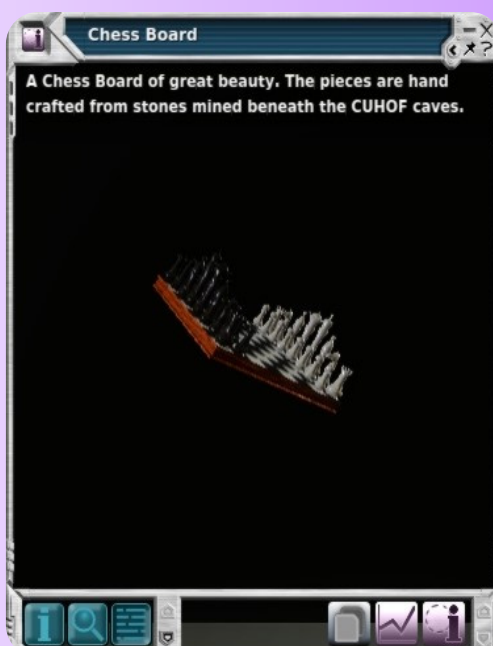
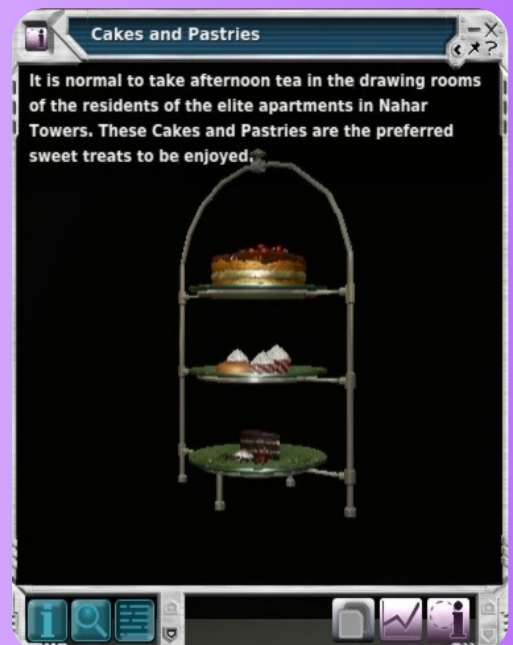
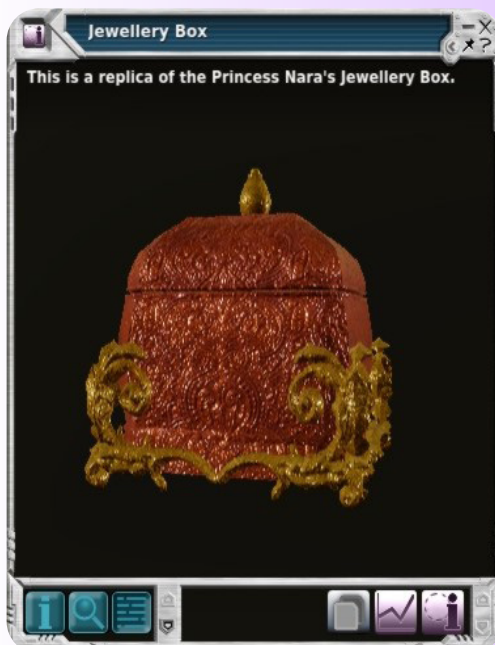
[Globals]: Yog Synial Sothoth is the first colonist to discover A Silver Crown ! A record has been added to the Hall of Fame!

[Globals]: Yog Synial Sothoth has found a rare item (A Silver Crown) with a value of 1 PEC! A record has been added to the Hall of Fame!

[Globals]: Team “(Shared Loot)” killed a creature (DSEC OTIS Commander) with a value of 8838 PED! A record has been added to the Hall of Fame!

Synial then had to go see the NPC Pam in the DSEC-9 Hangar where he received the broken Silver Crown. At this point, he was given instructions to now see Rais at the CorBite Trading Corporation on the 8th Floor of Nahar Towers on Toulan to receive further instructions on what would be needed next for the final leg of this crossover mission chain.

Here are the 6 item rewards achieved during the first stages in order from left to right:



Upon meeting with Rais at the CorBite Trading Corporation on Toulán, it became clear to Synial that the final leg of this mission chain wasn't going to be done quickly. There is a series of tasks that need to be accomplished and you can only do one of them at a time as a daily, and is expected to take 30 days, so it's safe to say (I believe), that no one working the crossover mission chain will be able to catch up to him unless he is unable to complete these tasks in 30 days to keep his lead.

The last leg of the crossover mission chain is 30 crafting runs, one per day as a daily. The crafting runs are assigned randomly. It can be one of the following:

- Craft 50 Basic Butt Joints
- Attempt to craft 50 Aqeeq Textures
- Attempt to craft 500 of anything you like
- Craft 10 Habkeh
- Attempt to craft 20 Samar Shoes

Of course, acquiring the blueprints and ingredients to be able to craft the above is essential.

However ...

There is someone hot on his trail who has now completed all 6 stages of the crossover mission to get to the point of gathering a team to help kill the DSEC OTIS Commander, and is now engaged in the last leg of this crossover mission to get the repaired Silver Crown, but also to learn exactly what the stats and functionality are of the crown.

Angie "Freja" Stark, a member of the CRIMSON DEVILS society, has been an Entropia Universe participant from around 2006-2007, so I would think could be considered a veteran of the game and has witnessed a multitude of changes along the way, much like many of us.

She has also been dedicated to this crossover mission with the intention of finishing it as soon as possible. After she completed the 6 stages of the mission and received the item rewards associated with each, she was then ready to assemble her team in order to take down the DSEC OTIS Commander (L1141). Once the Commander was killed, she too had to visit Pam at the DSEC-9 hangar in order to receive the broken Silver Crown which she is wearing in her avatar photo to the right.

She then got the instructions to see Rais, CEO of the CorBite Trading Corporation on the 8th Floor at the Nahar Towers on Toulán. She is now on her last leg of this crossover mission to accomplish her goal of completing the 30 crafting runs.

The question is ... will she have an opportunity to catch up to Synial and perhaps surpass him in this race to the end? Only time will tell ...





Following are photos that depict the 6 items received during the initial stages of the crossover mission chain up to the point of killing the DSEC OTIS Commander. They were taken in my Monria Penthouse in the Dark Moon Pub, an appropriate place I would think. I learned recently that the Arcade games could be turned on, so I did that prior to taking the photos.



I want to thank Freja for loaning me 5 of the 6 items. Her Jewellery Box was on another planet, but I was able to get the Jewellery Box from ShadowDragonV in order to get the above photos. It's to illustrate how these 6 items would look in an estate once placed.

This crossover mission chain between DSEC-9 and Toulán is not one that will be done quickly, but then our goal is not to make things so easy that missions are done and over with too fast. We want those taking on our mission chains to be fully engaged, to make discoveries along the way, to figure things out in a way that works best for them, but also to have a bit of fun as well. We are of the mindset of creating challenging (at times) but rewarding content to keep our participants in thought-provoking game play mode, where critical thinking may be the difference between achieving goals ... or not. An understanding of how things might work is key. The community is a great resource.

BREAKING NEWS

A THIRD PLAYER HAS ENTERED THE LAST LEG OF THE CROSSOVER MISSION

Penethol "Junkman" Bloodsteel

Junkman started the crossover mission right after the VU the end of August. He too has finished the 6 stages and got the item rewards to the point he was ready to assemble his team to take on the DSEC OTIS Commander.

Besides himself, his team of supporters was comprised of the following players:

danka soul needue
Grimyth Salty qq
Raven Lunchbox Palehorse
Banna tBANNA ARHitARtDES

Junkman has been a participant in the Entropia Universe since 2015. His primary profession is hunting. When asked what he thought of the crossover mission he said it was *"awesome, can't wait to do the next part, already started."* He requested *"no more Duhol Hand Bands"* in any future crossover missions ... LOL ... sorry, can't guarantee that.

Proof of taking down the DSEC OTIS Commander is the broken Silver Crown, as seen on his avatar to the left. Let's see how well he does on the last leg.



DSEC OTIS COMMANDER



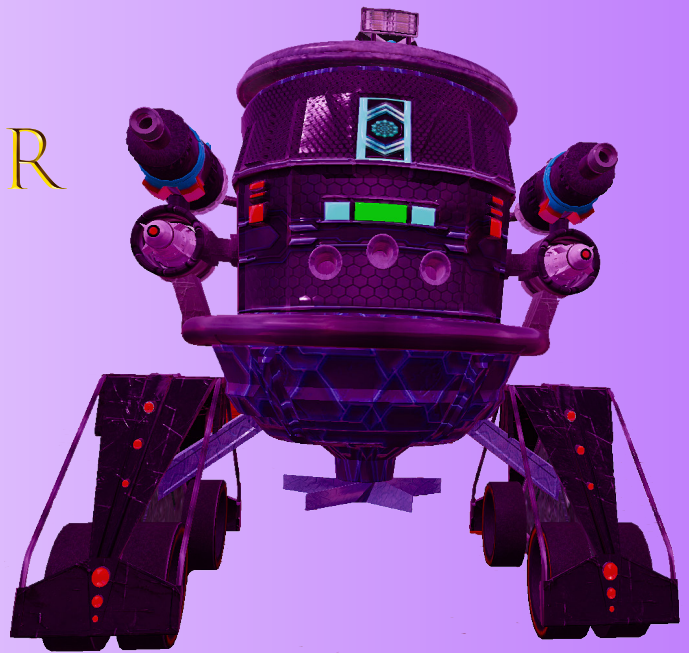
A friendly reminder of just who the DSEC OTIS Commander is and how *not so easy* it is to take him down without a team. He stands guard at the top of Derelict's Cave, and while he has an almost next to nothing aggro range, when he is engaged, he will cause AoE damage to players and any vehicles that are left out, it's total destruction.



There's no doubt that this crossover mission has many components to it, and that it's not going to be done quickly.

It was Junkman who said that he likes that this mission chain isn't a "1 day and it's done" mission. Also saying about the multiple stages of the mission chain ... *"that's the fun stuff, when there are unusual and cool things."*

As time passes, I'm sure there will be more of those who will assemble their teams to take down the DSEC Otis Commander. Then it's on to the last leg of the crossover mission in search of the repaired and functional Crown.



One of the things we are mindful of when creating content, is to encourage teamwork, so it doesn't surprise me that Anhithe decided to give the DSEC OTIS Commander a role in the crossover mission. It takes a coordinated effort, as well as some good gear and DPS to manhandle this guy.

However, since the Commander is a shared loot boss mob, anyone can participate to the degree that they are able to protect themselves. Vehicles are not allowed to escape being damaged by a mob, AoE or otherwise, so positioning yourself at a range you can engage without too much damage would be optimal.

It takes a while to get through the 6 stages of this crossover mission and collecting the item rewards before you're ready to assemble a team to take on the DSEC OTIS Commander, but the word is that it's a fun proposition when you get there.





Eleni Von Estlla

LATEST RECIPIENT OF THE VIRTUALSENSE VOLUNTEER OUTFIT

We knew from the beginning that an incredibly important focus would be on building our community from the ground up. We also knew that this would require a consistent engagement at a level that would invite community support to achieve our goals.

We created the [Community Initiatives Program \(CIP\)](#) to get our community involved, and to further inspire their own creative process. We weren't sure what to expect, but it's been almost six years now as a team and we are incredibly proud of our community and what we've been able to achieve together.

Over the years, we observed how many in our community grew with their own initiatives that added incredible value and gave benefit to all. Community is key in advancing plans and visions for an evolving environment that would in turn give back.

In 2020, Anhithe gave great thought to how many have made contributions in grand ways that helped to elevate our vision for the community even further. He's very big on recognizing community members who have supported our efforts, and with the 2020 Dec VU, the first 7 [Virtualsense Volunteer Outfits](#) were awarded.



In September, Anhithe alerted me that our 8th recipient of the Virtualsense Volunteer Outfit was awarded to “Eleni” Von Estlla. I couldn’t agree more with this choice because Eleni has made immensely valuable contributions to the community, especially when it comes to Planet Toulan.

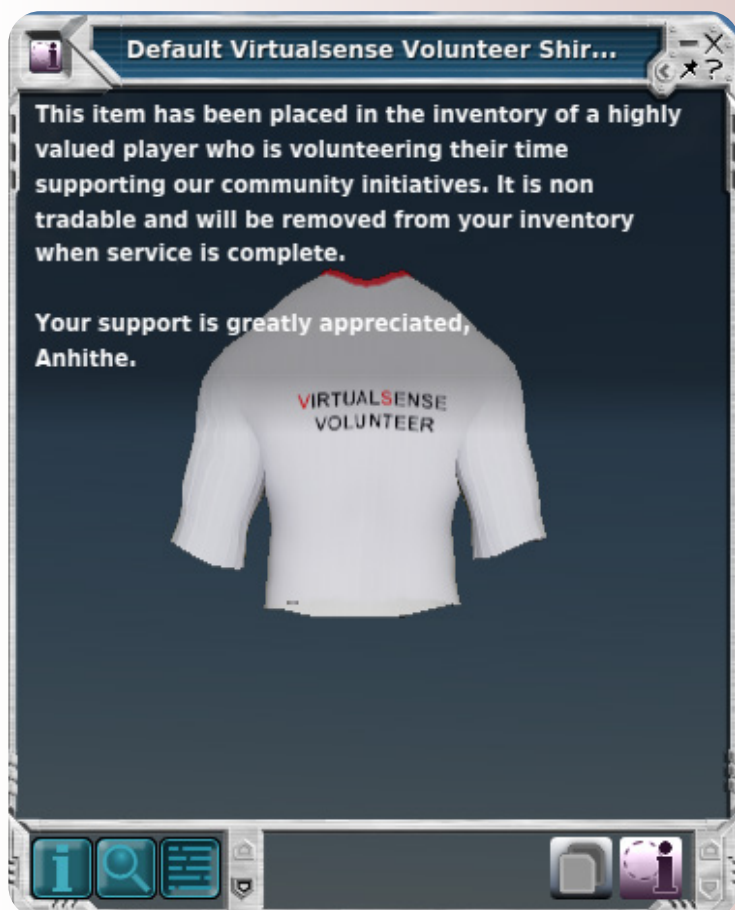
We first met Eleni in early 2016 on Monria. She is an incredibly creative and talented individual, from fashion design to face mask art, one could hardly not be impressed. The following is my favorite of all the masks she has designed, it’s intricate, creative and brilliant.



There is a full-on player profile on Eleni in the [March 2021 Virtualsense Quarterly](#) magazine.

Eleni’s contributions to Toulan have been immense, especially her guides because she makes them fun with unexpected comments and photos. It actually helps to understand the information better. One such contribution is her [Guide to CUHOF Instances](#) on Toulan, as well as [Access to Card Instances](#).

Eleni is also very knowledgeable about Toulan’s history, and has shared this history knowledge in a variety of ways. Such as [Toulan’s History Summary](#), [Toulan’s Arabic Translations: Lore](#), and more interesting offers like [Words and Utterances: Population of Toulan](#) and [Words and Utterances: Nawa](#), but Eleni’s contributions to community extend beyond history. In 2016 she was proactive in testing the [Damage Types for Toulan Creatures](#), and now in 2021, the [Damage Types for DSEC-9 Creatures](#).



The Virtualsense Volunteer Outfit was an initiative Anhithe created because he wanted to recognize community members for volunteering their time and effort toward supporting our goals and visions for our virtual locations.

Eleni personifies the term Volunteer and is an excellent example of how helping a community with info and services gives us all the benefit of her efforts. She is also a member of the Yamato Crew and manages our [Space Travel Warp Services](#). She is a member of the [Virtualsense Community Assistance Team](#), and a [Toulan Volunteer Mentor](#).

The message Anhithe gives to each Virtualsense Volunteer Outfit recipient as shown at left, is to let them know that we appreciate all they do to help support our efforts. Eleni is deserving.



TOULAN EVENT AREA



The Toulan Event Area has always been there, but it had an NPC as the Event Organizer and only a small density of low-level mobs. Several made suggestions that we not only increase the density of the mobs, but also give more options with regard to the type of events that could be organized, as well as options for how to win event prizes. The Event Area isn't far from the Sandy Shores TP.

With the end of August VU, we updated the event area to include 6 mob types as seen in the banner:

Bahri - Dahhar - Sunjoq - Qaffaz - Caboria - Khaffash

We also increased the density of all of the mobs across the Event Area island so that there were plenty available for those who wanted to skill Codex, but also those who were in need of any of the loot drops to assist in missions, as well as crafting.

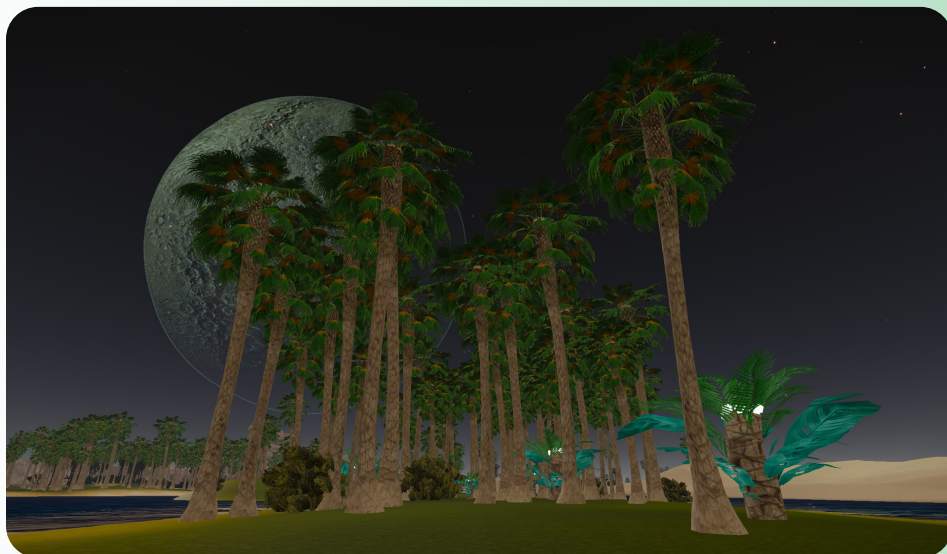
And speaking of crafting, we also added a ton more trees for harvesting. The shavings and boards are used in Toulan furniture crafting.

Once you enter the Event Area, it will then show green on your Toulan map as shown below. I have it on good authority that a storage unit will be added at the Event Organizer with the next VU.



In the photo at right, this is a representation of the mob density in one area of the event island, but it is like this across the entire island, so there's plenty available, even during an event.

The increased density of harvestable trees on the event island presents at times a situation with having to multi-task. Harvest and kill mobs, but the mobs are low-level so it shouldn't be too difficult.

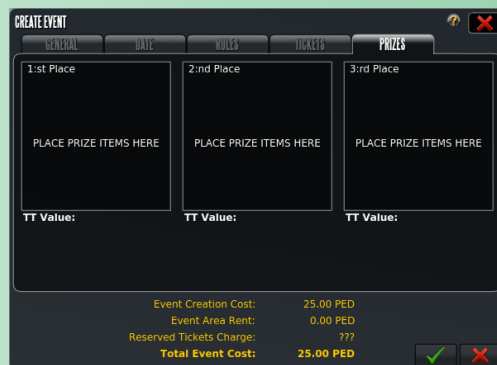
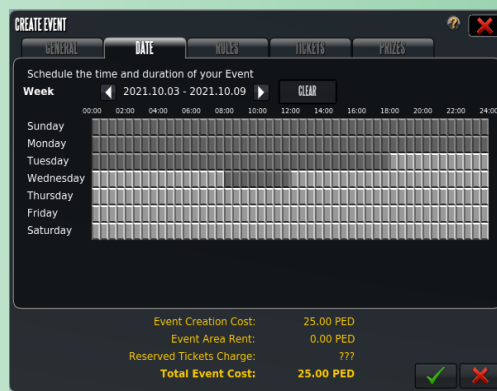
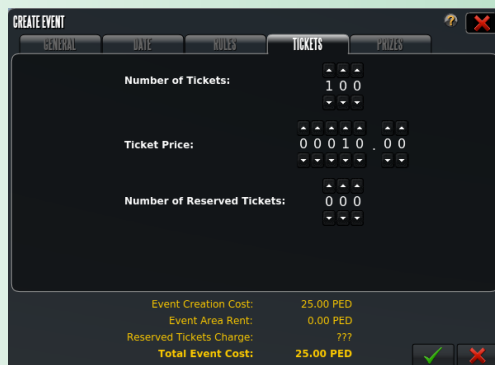
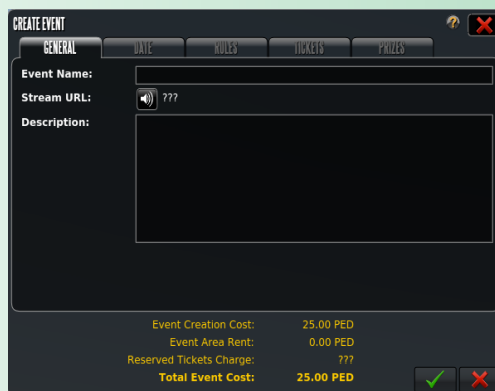


We wanted to keep the mobs low-level in this area so that new players could enjoy events that are not only set up by others for them but by themselves as well. There are many options.

Setting up an event is relatively easy based on the menus presented. Choices for how you can win an event is: (1) Most Votes; (2) Most PvP Points; (3) Most Loot; and (4) Highest Single Loot Wins.

Rule options include: (1) No Healing; (2) No Melee Weapons; (3) No Ranged Weapons; (4) PvP Enabled; (5) Participant Max Health; (6) Disable SatNav; (7) Only Mindforce; (8) No Mindforce; (9) No Mindforce Teleportation; (10) No Mindforce Wormholes; (11) No Vehicles; (12) Vehicle Max SI; (13) No Armor Protection; and (14) No Vehicle Repair.

Setting up the date and blocking event times might be the most careful thing you do, because each block of time represents a half hour. So if you click on the 19:00 hour block, it will go until 19:30.



MYSTERIES OF MINING ON MONRIA

By ... Heidi Stassinopolis

This is an article that is meant to assist newer players with mining on Monria. It's not a definitive guide or an instruction manual, it's more of an explanation of what to look out for, and what to consider before jumping in with both feet. I do see in Monria chat comments like *"I've dropped 20 probes and hit nothing!"* or *"Why have I found no Zoldenite?"* and then a mix of advice will be given which, although helpful, probably just confuses the novice miners.

Thinking about this, I decided I'd try and clarify some of the important points about Monria and the reasons why the above comments happen and why people struggle with mining.

The most important information you need to remember is that Monria is Untaxed Indoor Mining and has different rules to normal mining. Firstly, the TT finder range is 21.6m instead of its normal 54m range. For higher level Finders the range only increases to 22m. Also, the chance of finding a claim is very much reduced, but the claim sizes are larger.

What this means is that when on a mining run with a normal finder, you will get a hit rate somewhere between 4% and 8% roughly, 6% is a good run. So if you go out with 10 PED of probes it is very likely you will get no claims, but due to the variance on indoor mining it is also possible to get 2 or 3. You need to average out the runs to allow for this, and longer runs are more likely to give a good return than one-off short runs of a few PED.

There are other things to consider like Markup of the claims you find, the TT return you get and the Markup of the equipment you use. But we'll talk about that later.

I have been mining ever since I started with Entropia in 2015, and one of the first things I did was download the [LittleBigMiningLog](#) program which I find a great tool, and for me now, is a wealth of reference information I have compiled. I know some people don't like it or use it, and some people have problems running it, but personally, I can't recommend it enough.

Even if you don't run the program, the website itself is a useful resource that you should look at. On the home page, all the Resources in EU are listed with stats for the last 90 days. Next to the name is a number in brackets which is the number of claims recorded, the minimum, average and maximum depths recorded. Then on the "Maps" page it shows the percentage distribution of Ores and Enmatters for each server zone (Except DSEC-9 which hopefully will be coming soon).

After looking at this information, how do you use it? Well, I have created a chart of the data for September 2021 and referenced from my compiled data points for the last few years.

It shows the current depths and Markup both refined and unrefined where available. It also shows the locations that I have found them on Monria, but this should be taken as a guideline as I have rarely mined in the Caves or the Shub Cavern. This is based on data for depths collected for the last 90 days and the current Monthly Markups of the resources. If you are reading this article in January 2024 then it will have all changed.

Having said that, the depths generally stay within 100m or so over time so the average depths are where you should be looking if you are an experienced miner that can access them. If you are a low level miner that can only use a TT finder, you need to look at the minimum depths to see if you can even reach them!

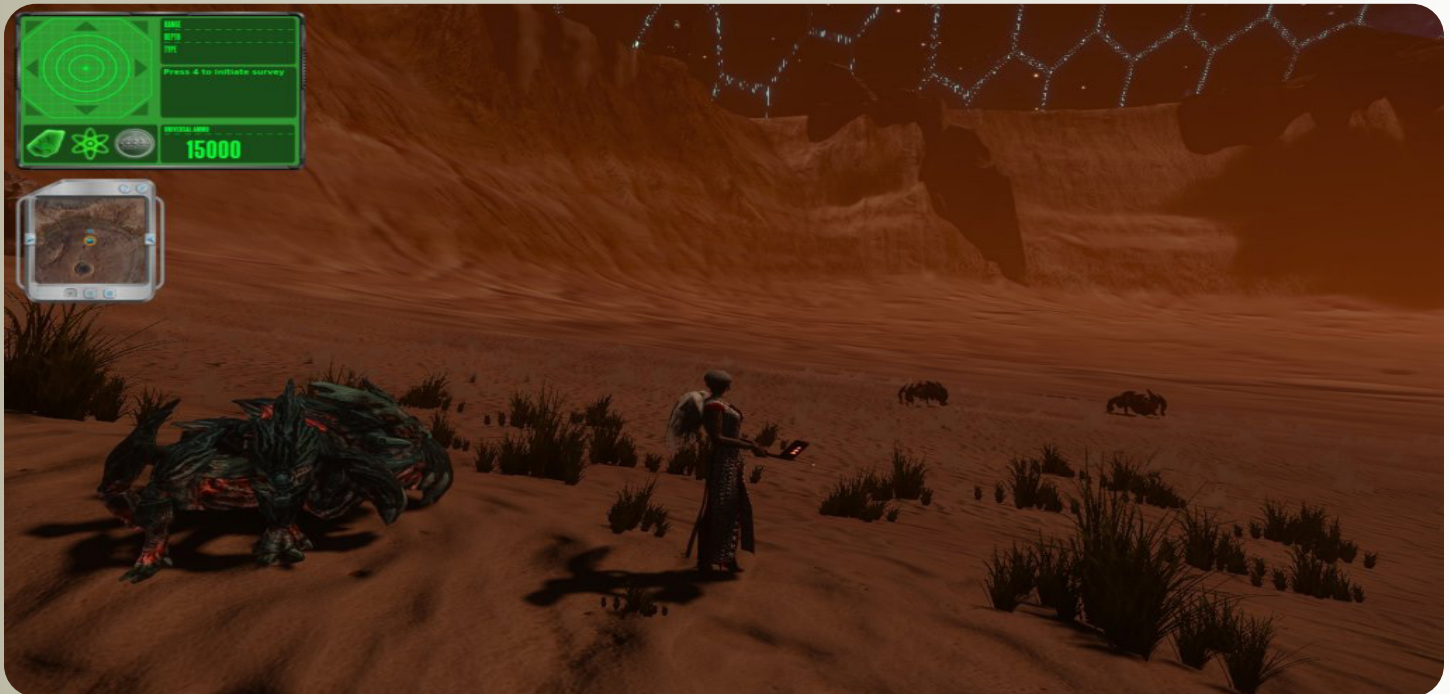
My Mining skills are all around level 50, so I can hit depths down to 1500m with the right finder setup, but generally while mining on Monria I tend to aim around 800m which seems to be the sweet spot.

MONRIA Resource info Sept 2021

Ore	Min Depth	Avg Depth	Max Depth	MU month	Location
Alferix	275	820	1217	0 / 109.08%	Cultist crater
Belkar	5	844	1370	107.74% / 107.61%	Shog Crater
Blausarium	44	848	1452	101.20% / 102.23%	Shog/Yog Craters/caves
Caldorite	135	783	1487	101.15% / 103.06%	Yog/Cultist Craters/Caves
Erdorium	118	887	1448	147.91% / 155.82%	Yog Crater/Caves
Frigulite	115	841	1371	111.94% / 108.07%	Cultist Crater
Ganganite	84	896	1394	101.35% / 109.42%	Cultist crater/Shub cave
Iron	139	847	1513	103.09% / 102.79%	Shog Crater
Lysterium	5	694	1469	104.14% / 105.64%	Everywhere
Maladrite	693	811	999	0 / 103.95%	Everywhere
Narcanium	139	851	1386	106.50% / 106.62%	Everywhere
Quantum	505	786	1051	125.00% / 131.51%	Cultist crater/Shub cave
Zinc	151	635	1421	0 / 103.08%	Yog Crater/ Caves
Enmatter	Min Depth	Avg Depth	Max Depth	MU Month	Location
Alicenies Liquid	100	819	1474	115.96% / 116.84%	Yog Crater
Angelic Grit	302	832	1449	134.34% / 120.96%	Yog Crater
Ares Head	99	858	1384	108.76% / 102.84%	Yog Crater/ Caves
Crude Oil	5	755	1479	102.48% / 103.18%	Everywhere
Dianthus Liquid	479	888	1303	145.06% / 147.82%	Cultist Crater
Energized Crystal	143	857	1431	113.03% / 112.57%	Not Found
Fire Root Globule	471	884	1190	0 / 204.98%	Cultist Crater
Force Nexus	149	842	1301	103.40%	Shogg Crater
Growth Molecules	115	686	1498	101.11%	Cultist Crater
Lytairian Dust	139	764	1423	104.34% / 104.32%	Cultist Crater
Magerian Mist	179	620	1328	0 / 104.06%	Shogg Crater
Melchi Water	5	851	1620	104.15% / 104.27%	Shogg Crater
Sweetstuff	112	636	1459	110.13%	Shogg Crater
Typonolic Steam	113	886	1428	124.66% / 119.78%	Yog/Cultist Craters
Zoldenite Dust	766	921	1084	113.17%/112.71%	Everywhere

When you look at the information page of a finder and check the skills required and depth achievable, you need to make sure that you are maxed out on skill so that you can use the full depth. You also need to remember that the depth displayed is the average depth you will find claims, but it will go deeper. This means if you have your TT finder maxed at a depth of 104.5m, reference it to the table above, look at the distribution on the LBML maps, you will probably only find Lysterium, Narcanium, Caldorite, Zinc, Crude Oil, Melchi, Growth Molecules or Force Nexus. Unless of course you get a lucky find.

The important point to notice is that Zoldenite and Maladrite, Monria's exclusive resources, are just not available to you, as they are below 600m depth. I don't know if people realize this.



With all that in mind, I would strongly recommend if you are a new Monrian Born player, not mining on Monria. Do all the other starter missions, then take the free Yamato warp to Toulán and skill up your mining on Toulán where the mining is easy and the local resources are high Markup. Also, on Toulán a TT finder is ideal for finding Nawa Fragments which are very high Markup and the TT finder uses fewer probes to drop.

I would very much recommend once your Prospector and Surveyor skills reach over 1 buying a Finder F-101, because it is unlimited and that means every time you repair it you are paying TT value only and no Markup, just like a TT finder. The same is true for extractors, probably an RE-101 is the easiest to buy and use once you have skilled up with the TT equipment. Also, as you use it, the Tier can increase and you are making the finder more valuable when you decide to sell it.

I did this on Calypso when I started, sold my Finder F-101 eventually and my Extractor RE-101 so I could buy a Finder F-105 with an RE-104 which I still use even at level 50. The F-105 is now nearly Tier 5, so instead of a search depth of 522.4m, I can use depth enhancers to increase it to 677.6m, which is really useful, because if I am in an area and not getting good results, I can tweak the depth and sometimes improve the hit rate.

Of course, all this costs PED and brings me back to the point about the Markup of your finds and trying at least to break even so you can do another run.

If you are going to do indoor mining, the other thing that is really important is how much your equipment costs including Markup, how much decay per drop, extraction cost and possibly refining. When you add the cost of the Auction House fees then finds with Markup less than 105% probably aren't going to cover your costs unless you get lucky.

Fortunately, on Monria there are some higher value resources which you should be able to access with a maxed out Finder F-101 such as Alicenies Liquid, Angelic Grit and Erdorium Stone in the DSEC Mining Camp (Yog) crater which is probably where I would start. The Yogs are not too hard to deal with and there is plenty of space to do a few mining runs.

Something to consider when mining indoors is the skill gains you may see in the system log as probes are dropped. If you are not seeing any skill gains then there probably are no claims available nearby at the depth you are mining.

I have found when doing a run in an area I haven't mined before, that if I get a skill gain like Prospecting or Surveying or Geology, then it means I am near to a claim, and sometimes it is possible to track the skill gains to the point of the claim.

However, this is made difficult to judge indoors due to the reduced finder range, and you can follow the skill increases and then they suddenly stop with no claim. This means you have been following the trail in the wrong direction and you can sometimes go back to the first signs of a claim and try to pick it up in a different direction.

The downside of this approach is that you could end up dropping more probes meandering about than if you just follow a predetermined path. It's really only something that you can learn with practice, and again, it is going to cost PED. It might be fun to try with a TT finder though, as the drop costs are less and you never know, you might hit that HoF or ATH.

Good luck, have fun, and if anyone needs mining advice feel free to PM me.

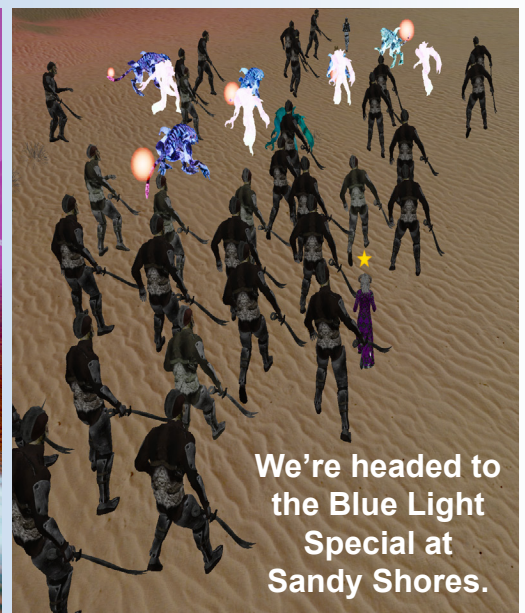
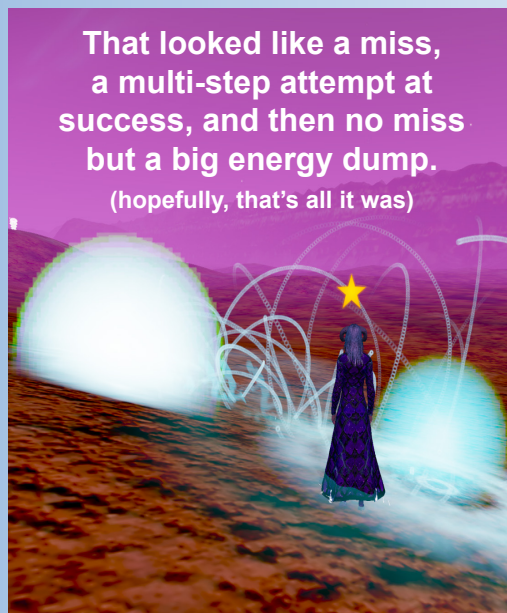
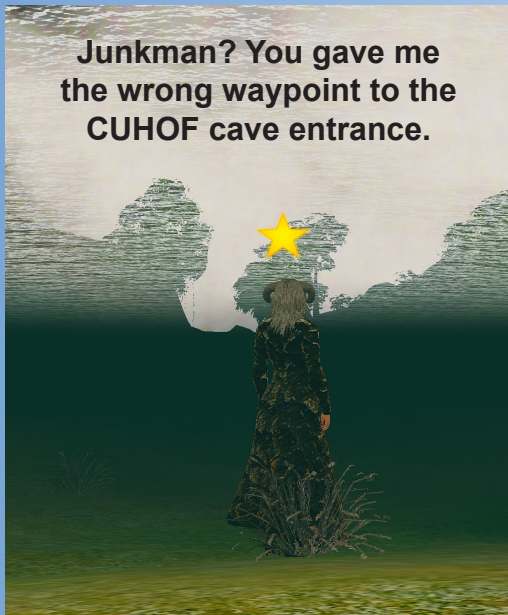


DME REFLECTIONS

Heidi is a consistent contributor at our [Virtualsense Forum](#) and shares helpful information that has value to the community. Since Monria, Toulán and now DSEC-9 is part of our development family, it's important to keep information related to all 3 locations as current as possible. Heidi helps with this, along with many other community members. We also appreciate her quarterly magazine articles.

Heidi also owns a large shop on Toulán (Nahar Towers, 7th Floor, Shop 23) and keeps it stocked with inventory that the community needs but also requests. Her mining efforts help to provide much needed resources for crafters, but she also stocks a few unusual items. Her article in the June issue of our [Virtualsense Quarterly](#) highlights the importance of "*Taking Care of Business*."

Always Time For Fun



Always Time For Fun

Something mysterious is happening at the Narian Temple.



No Way!!!!
I eat bullets for
breakfast, lunch
and dinner.

Hand over the bracelets!!!



Anyone needing
an attitude
adjustment, send
them to me.



Just to be clear ...



Bear Heads are *not*
Monrian Born standard issue.



This is Eleni's doing because
I added some
Franch
Quizzine
to the
Yamato
galley
menu.

Franch Crowssants
Basghetti Backettes
Thawr Crullers

Wait till she sees ...



Hey guys ...
should we call the
DSEC Fire Dept



NEXT





DME'S MESSAGE TO THE COMMUNITY

Almost six years ago (Nov 26, 2015) we came together as a team after Anhithe bought himself a moon (Monria). We were known as the Monria Team for a long time until we added Planet Toulan to our virtual family on Aug 19, 2020. It was then that we became the Virtualsense Team.

In 2009, Anhithe created a real life business (Virtualsense) specifically to invest in Entropia Universe. He has been a savvy business man from the beginning with his investments in Entropia Universe, and they continue to serve him well. He started in the trading business and acquired shops he called Peddlers. Then he expanded into transporation and owns not only a Mothership (Yamato), but also Starfinder XXIII that we use as the staff ship, affectionately known as the "Turtle."

Anhithe then expanded and bought 3 land areas. He still has one left on Calypso (Club Sweat), an LA with lower-level Longus. The LA is complete with a TP, an Event Organizer, an outside Trade Terminal and Storage Unit, a Shed and a Hangar nicely equipped with NPCs, including Crafting.

Just recently (June 1st) we expanded Monria and added a whole new dimension (DSEC-9).



There was a bit of confusion in the beginning because DSEC-9 is in the Toulan territory and different server. This allowed us to use a few of the Toulan creatures and begin to share the connection in storyline lore between Monria, Toulan and now DSEC-9.

We have full control over Toulan and DSEC-9 development which gives us greater flexibility with improving environment elements, but also creating content and building DSEC-9 from the ground up. The Monria expansion is actually considered Elara, HM Queen Nara's homeland who is now trying desperately to get back there. The story about how all of this came about is ongoing with much more to be revealed over time.

DSEC-9/Elara will be comprised of 4 sections, with the 2nd section to be released with the Dec VU. Managing 3 locations keeps us busy for sure, but we work extremely well as a team, and we love what we do. However, there is another component to this equation that without it, we wouldn't be able to accomplish as much.

That *very valuable* component is our amazing community. We made it clear from the beginning that community was key in moving forward with our goals and visions and how we wanted to evolve into the future. Our community is very important to us, which is why we continue to invite [Suggestions and Feedback](#) for all 3 locations.

We take the time to read every post, and while responses aren't given so often because some things we can't share, rest assured that we pay attention and take everything into consideration.

From the beginning, we have implemented many suggestions and will continue to do so. We get inspired by your ideas and want to give you as much as possible, but also need to be mindful of giving purpose to an idea and keeping within balancing guidelines.

Over the years, our community has continued to grow exponentially, and while certain times of day our in-game channels are a bit quiet, as they get active there are any number of people engaged in discussion from all over the universe, but also provide guidance and helpful information for those who need it. It's also exciting for me to see veteran players I've known since back in the day with my original avatar (MindStar9 - who's on ice while I'm in this official role) who join our chats and get involved with our community, and in turn, actually becoming a part of our community in some way.

We are very big on advocating a standard for our chat and trade channels because it's important to us that our community be treated decently. Trolling, rudeness, bullying, intimidation and disrespect are not allowed. Anyone behaving in this manner gets a private PM requesting they stop. If they continue with disrupting chat, then they will either get a temp or permanent mute from the channels. This type of behavior is not only disruptive, but it causes some of our regular community members to step away from the chat which makes them unavailable to attend to community needs. This standard also applies to our [Virtualsense Forum](#), as well as our [Virtualsense Discord](#).

We take what we do as a development team very serious because we want to provide the best overall experience possible, and that means a full-on commitment to working with the community to accomplish that goal. Very frequently we have community members wanting to get involved in a way that would be more helpful, and join one or more of our Community Initiative Programs (CIP). This relates to our [VS Space Travel Program](#), [Monrian Born Program](#), [Toulan Born Program](#), as well as the [Virtualsense Community Assistance Team \(VCAT\)](#) and the [Monria](#) and [Toulan](#) Volunteer Mentors.

I see societies with many of their socmates frequenting all 3 of our locations, not only during events, but non-event times as well. It's also great to see a lot of my old friends from back in the day, and that they are still engaged in Entropia Universe. As a veteran of 16+ years myself in this universe, it has been nothing less than interesting and quite exciting at times to witness all of the changes, but as we all know, we are heading into yet another exciting change with the game engine move to Unreal 5. It's not certain when this will actually take place, but it is already in progress.

We will always put community first, and Anhithe also made that clear from the very beginning. Without a fully engaged community to partnership with, we would be left to our own devices, and that's not how we want to develop our piece of the universe. Our community is brilliant in how they work with us that in turn fosters adding content that appeals to them in the way of missions and items, but also to make sure that all local resources have a purpose. However, Anhithe likes to slip in fun stuff too.

I would be remiss if I didn't express how grateful we are for such an amazing community, but also give a heartfelt thank you and appreciation to the teams I work with on a daily basis who help to keep things going. They are the backbone of what I do as Community & Media Manager, and are not only exceptional at what they do, but also profoundly dedicated and inspirational. However, there's also another element present most of the time when working with some of the team members, and that is, their crazy-ass humor. Not a day goes by that I am not hysterically laughing at some comment or photo. Creativity is also not lost on some who have shown what they're made of in a variety of ways.

I would like to see even more of our community members get involved if they have the desire and time to do so. I realize it's not for everyone, especially the length of our warp schedules because we do things a bit differently, but there are any number of things that might not take up as much time. Many have created their own in-game programs to help community members, especially new players.

A SPECIAL THANK YOU TO "SHADOW"

ShadowDragonV has been my constant and in the trenches with me during magazine production, but she makes my life easier in so many ways because of her contributions across the spectrum.



CORBITE CORPORATION

SECURITY CHECK POINT

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.

DSEC-9 is an automated mining outpost established on the Safian homeland Elara. Originally operated by DSEC (Deep Space Extraction 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.