

Entropia Universe – Walkthrough

PC

Chapter 1: Introduction ~

Section 1.1: About Entropia Universe

Welcome to the Entropia Universe! Entropia Universe, commonly shortened to Entropia or EU, is a Massively Multiplayer Online Role Playing Game (MMORPG) whose unique features have allowed the virtual creation to flourish for over fourteen years. So why have you just stumbled upon it recently? Where has Entropia been hiding for over a decade? MindArk PE AB, the primary developers of Entropia headquartered in Goteborg, Sweden, have opted to market the game organically, setting world records and capitalizing on press releases, rather than running major advertising campaigns. As a result, the player base is fairly modest in size. However, it is comprised of quite a few dedicated individuals who have discovered a corner of the internet like no other; a hidden treasure in the endless sea of online recreation.

What are these features that so markedly set Entropia apart from the typical MMORPG? First of all, there is no defined end game or maximum character level. There are hundreds of skills, attributes, and professions to advance, but their levels are uncapped, with no end goal imposed upon the player. Personally, I find this tremendously enticing, as I have never enjoyed the experience of rushing to the end of a game, just to restart from the beginning and repeatedly traverse the same content.

Another attractive facet of Entropia is its massive world, ripe for exploration, where there is always something undiscovered just around the corner. The universe is divided into several planets, encompassed by a region of outer space. Each planet (as well as space) is enormous, and space stations, asteroids, caves, and other environments furnish the world with even more content to explore.

By far the most significant feature of Entropia is its Real Cash Economy (RCE) foundation. Players can participate in the game for free, and plenty do so; there are no download/account/monthly fees. Alternatively, real United States Dollars (USD) may be deposited into the game to be exchanged for its in-world currency, Project Entropia Dollars (PED), at a fixed conversion rate of 10 PED per 1 USD. Here's the interesting part: Players can initiate the inverse transaction as well! PED may be withdrawn from the game and converted into USD at the same conversion rate. You can withdraw in-world currency that you've deposited, earned, or won to your actual bank account.

However, as Entropia is maintained by a corporation and is not a get-rich-quick scheme, the overall PED balance of the player base must decline over time, through gameplay. If it did not, the developers would have to disburse at least as much USD to cover withdraws as they'd accumulated through deposits, earning no surplus to cover operating expenses, let alone profit for their shareholders. What this means is at least some players must take a financial loss while playing; not everyone can profit. If you are an "average" player, the PED costs associated with your gameplay activities, such as item decay, will outweigh the expected PED value generated by those activities.

Of course, you need not be an average player; there are practices and principles you can learn to implement to place yourself ahead of the curve. The most basic examples include newcomer friendly gameplay activities which award PED but have no cost. You can perform services for other players, find items that spawn on the ground, use external (officially approved) websites such as www.pedtoclick.com to earn PED by completing surveys and offers, or collect Vibrant Sweat from creatures. Most of these activities award PED rather slowly; you will not earn a real life salary, but you will be able to begin playing the game for free.

Section 1.2: About This Walkthrough

As evident in its aforesaid exploration potential and lack of an objective end game, Entropia has grown up firmly rooted in the sandbox side of the design spectrum. However, the game does include a mission system for players who prefer to be aided in setting goals, or wish to take advantage of the bonus rewards the missions offer. Recently, the developers have added many newcomer friendly missions, with item rewards capable of financially kickstarting your game play. This walkthrough will show you where to find and how to complete all such missions on Planet Calypso (Calypso), the largest and most robustly developed planet in Entropia. There are many different ways to tackle the mission chains, including ordering choices, responses to decisions the missions explicitly present, and approaches to utilizing rewarded PED and items. This walkthrough spells out a recommendation of one such way.

The walkthrough also outlines a few costless gameplay activities beyond the mission system that award PED or items, and offers some control and interface tips. However, it is not as exhaustive with respect to these topics, so feel free to consult other tutorials if you want a more in depth guide to these features, or are confused about anything mentioned in this walkthrough.

As you read, remember that your gameplay decisions are ultimately yours to make. This walkthrough strives to make economically optimized recommendations, but it is perfectly valid to deviate a bit in order to suit your own goals. For example, rewarded items with names ending in "(L)" are limited items, and can never be repaired once broken, so perhaps you'd prefer to refrain from using these items, keeping them instead as a souvenir of your newcomer experience. In this case, you might stray from an instruction to refrain from using a different, unlimited item in its place. It is very unlikely that this will have a profound, negative impact on your success with the game in the long run. However, for the most optimized financial results, follow the walkthrough meticulously and progress through missions in the order they are presented.

Section 1.3: Register/Download (Bonus Offer!)

Account Creation link: <https://account.entropiauniverse.com/new-account/?ccode=pedtoclick>

Copy and paste the link above to your browser to create your Entropia Universe account and receive a 50 PED (\$5.00 USD) bonus. You must use the above link to be eligible.

(Contact Thaddeus Rusty Venture in-world to receive the PED, or register for pedtoclick.com to have the bonus credited to your site account. Funds will be paid approximately 30 days after registration for verification purposes. You must also acquire a small amount of skill to qualify. Do NOT create a new account for this offer if you already have one.)

Download link: <http://www.entropiauniverse.com/download/?ccode=pedtoclick>

The initial game download is small, as individual areas will be downloaded in segments during gameplay. Click the "Launch" button in the client loader, once it is enabled, to open the Entropia client. After logging in, you will begin the game in the avatar creation room, where you can name and design your avatar. You can choose a first name, nickname, and last name, and adjust a wide array of cosmetic particulars. After creating your avatar, you will arrive at the initial tutorial area.

~ Chapter 2: Thule ~

Section 2.1: Crystalline Caverns

After creating your avatar, you will start your adventure on Thule, in Crystalline Caverns.

Complete the movement tutorial, then speak with the first Non-Player Character (NPC) in sight, Security Chief Harkov. She will give you a free gun worth 0.10 PED, along with 0.20 PED in Universal Ammo.



Ask for help using the weapon (even if you don't really need it) to begin your first mission. You will kill five practice drones, each with a single shot from your gun.

After killing all the creatures, run through the large energy field to complete the mission (indicated by the appearance of a window), and receive 0.04 PED in Universal Ammo.

Section 2.2: Genesis Alpha Station


After leaving the cavern, speak with Mr. Yoshida to start the first leg of your Thule mission chain.



He will ask you to visit Jimmy, who has a special task for you.



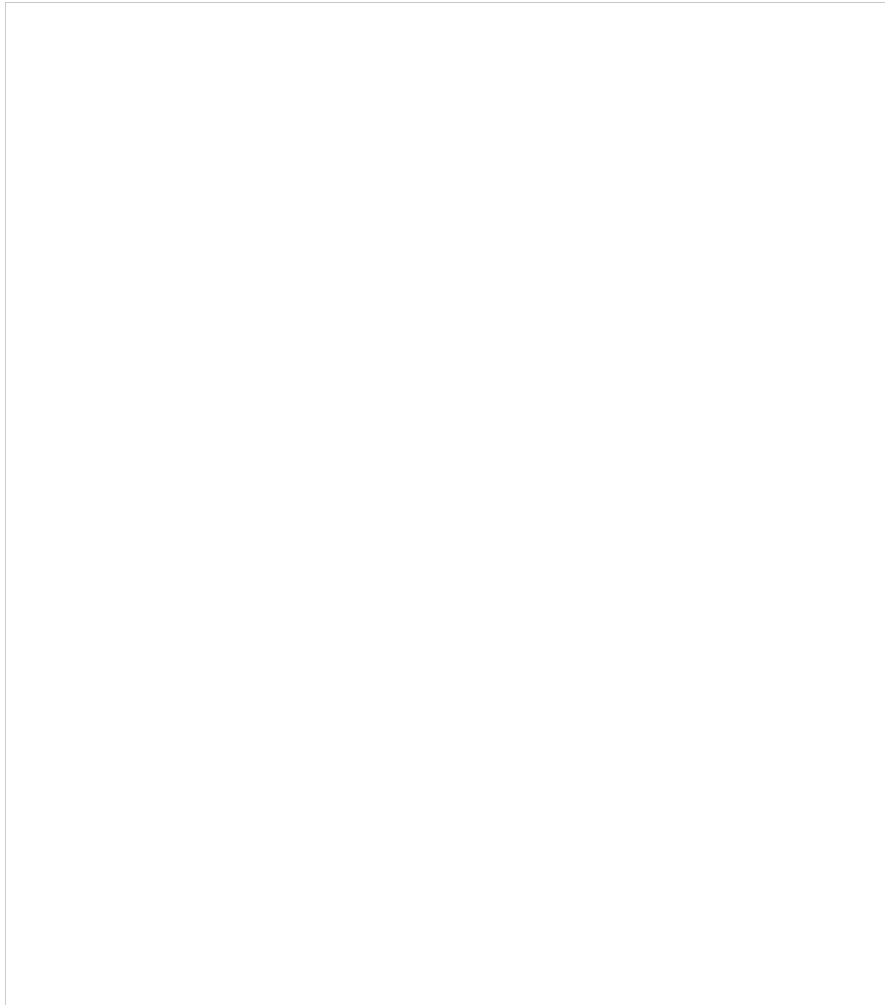
There is an issue with the cables, which he will ask you to inspect. Run to the waypoint that appears behind you (stand as close to it as possible).



Then return to Jimmy and he will reward you with 0.40 PED in Universal Ammo and some Anatomy skill.

NOTE: Skills can be extracted into an item called an “Empty Skill Implant,” then sold or traded to other players, so even skill-only rewards have potential PED value.

Jimmy will then send you to kill three Highland Exarosaurs, to prevent them from breaking the cables again.



Go to the waypoint around the corner and eliminate the three creatures as requested. **In order to conserve ammunition, do not hunt any extra creatures.** Then return to Jimmy once again to be rewarded with some Handgun skill.

He will then ask you to repair the turret. Walk to the waypoint displayed on your map, without shooting any creatures along the way, and double-click the nearby battery on the ground.



This will net you an Electronics skill reward. Shortly after, you'll receive a message from Yoshida asking you to assist Paul Rienhardt. Walk down the road to meet him.

Speaking with Paul yields a reward of Dexterity skill.



He will give you another 0.40 PED in Universal Ammo and a Vivo Explorer (L), then send you to locate a nearby drill rig. The Vivo Explorer (L) is a health recovery tool referred to as a Fast Aid Pack (FAP). It has a value of 0.05 PED, so it won't last long. Use it sparingly, if at all.

NOTE: As items in Entropia can be sold and ultimately converted into USD, using (and consequently decaying) them has a real monetary cost. So healing with your new Vivo yields an expense, whereas healing naturally over time is completely free.



The drill rig is a short walk away. Just follow the waypoint.



You must click the machine to complete the mission, but first allow yourself to heal (preferably naturally), as you will receive a bit of damage. The next stage of the mission is to equip your healing tool. It is best not use the tool after you equip it, as you should not take further damage in the near future.

After finishing the dialog, make your way to Camp Amundsen.

Section 2.3: Camp Amundsen

Go inside and speak with Lauren to receive your next mission. You will be rewarded with Athletics skill in the process.

She will teach you how to use the Trade Terminal (TT), a machine that allows you buy and sell items to and from the game. You will be given a single Hide to sell. To do so, double-click the TT.



Click the “Sell” tab at the top of the new window, and drag the Hide over from your inventory.



Then click the “Sell” button in the lower -right corner of the window, and “Okay” when the confirmation window appears.



After selling the Hide, you'll need to purchase 100 units of Synthetic Mind Essence from the TT. Click the "Buy" tab, select "Ammunition," and then "Synthetic Mind Essence." Change the purchase quantity to 100, and click the "Buy" button to confirm the purchase.



Then speak with Lauren again, and she will request the Synthetic Mind Essence. You must physically drag it into the window that appears to give it to her. The item is located in your inventory, under the “Mindforce” tab.



Drag it into the window and accept the transfer.



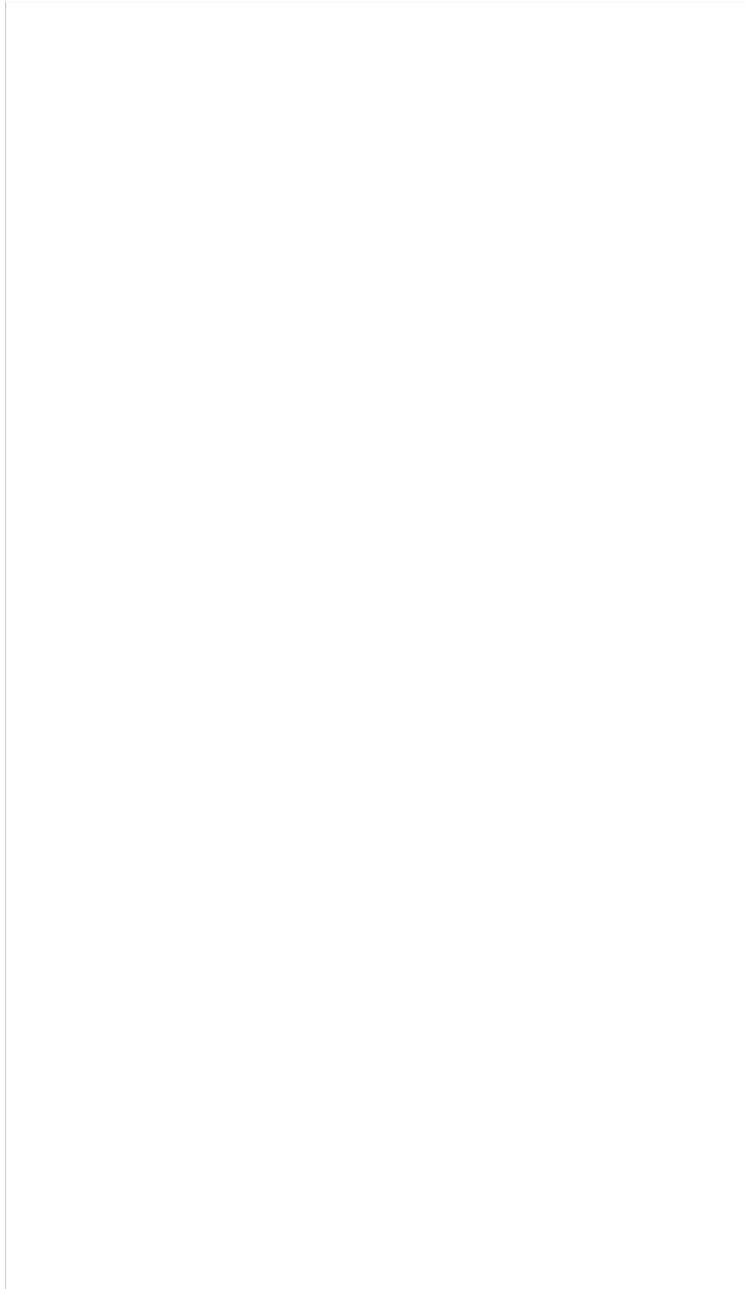
After relinquishing the item, take a few steps away and you will receive another alert from Yoshida. Follow the road further into the valley to locate a supply pod.

Run to the waypoint on your map and click the crate to retrieve mining equipment.



The mining equipment includes a 0.10 PED Genesis Star Rookie Finder (L), 0.60 PED in Survey Probes, a 0.10 PED Genesis Star Rookie Extractor (L), and 0.10 PED in Universal Ammo.

You will then be required to equip the Genesis Star Rookie Finder (L), which you can find in your inventory, under the “Tools” tab.



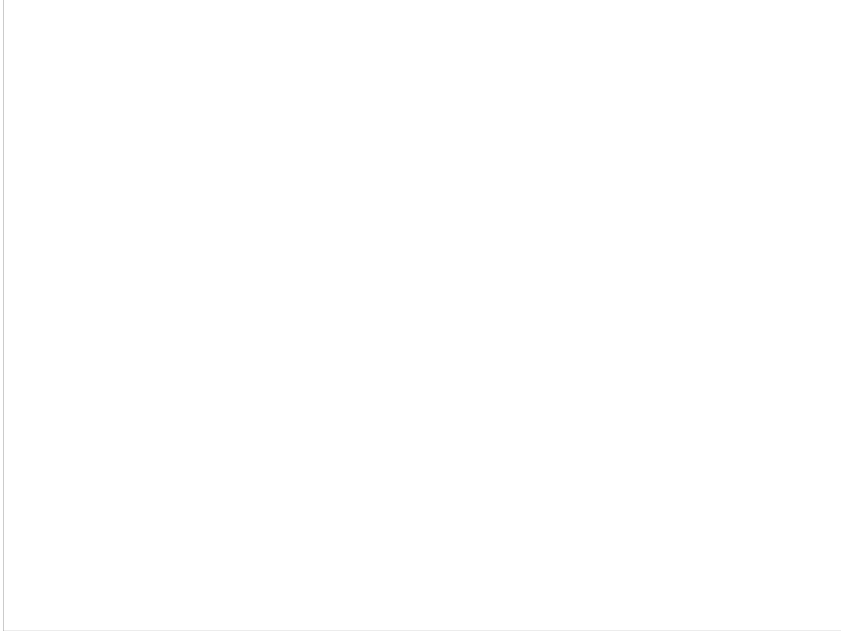
Refrain from using your Survey Probes. The mining system allows Universal Ammo to be expended as an alternative, so run back to Camp Amundsen and sell the Survey Probes to the TT, banking the 0.60 PED.




NOTE: If you ever get lost or stuck, you can press “T” to be teleported back to the nearest Revival Point. In this instance, you should revive at the camp.



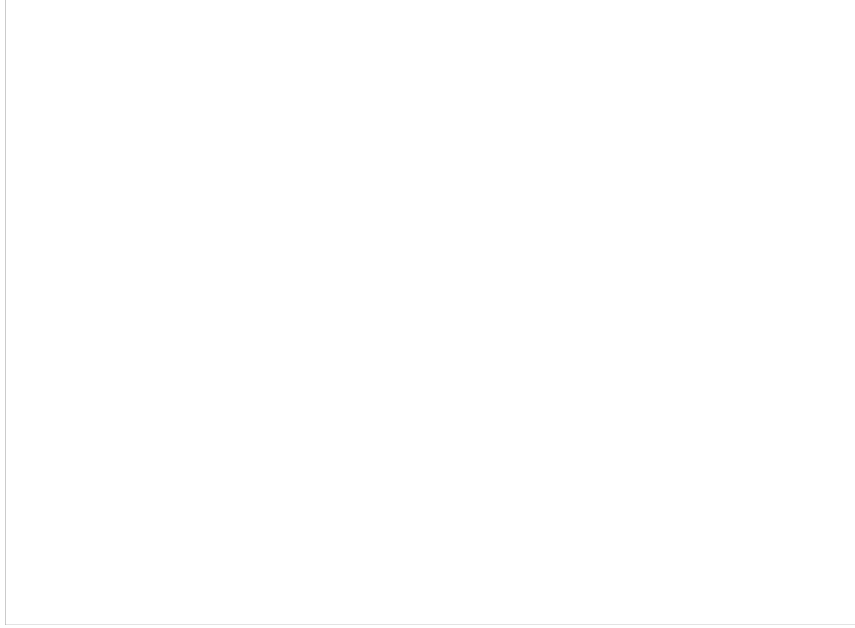
Once your Survey Probes are sold, it is time to start mining. This mission requires you to make three survey attempts. There are three mining options available to you at the moment; you can mine for energy matter, ore, or both simultaneously. Select to mine for only energy matter, as this option is the least expensive, and conserving PED is important.




Equip your Genesis Star Rookie Finder (L) and use it to mine outside Camp Amundsen. There are a few ways to use it, the simplest of which is to right-click in the game window (anywhere except over another object or interface item) and select “Use Tool” in the popup menu that appears. If no survey attempt is made, ensure that you have the Genesis Star Rookie Finder (L) equipped as opposed to the Genesis Star Rookie Extractor (L) (the latter is used to dig up claims located by the former).



You might not find anything during these survey attempts. There are rarely guarantees in Entropia.



If you do find something, a Claim Marker will appear indicating the location of the find. Equip your Genesis Star Rookie Extractor (L), and use it while facing the Claim Marker to unearth your buried resources.



Failed survey attempts still count toward the mission. Chances are you won't find much in the current area, since it is exactly where the other newcomers completing the mission will have mined, so backtrack a reasonable distance before making your first attempt.

Additionally, leave some distance between each survey attempt to increase the odds of success. Try to run about in a straight line away from your previous attempt for about fifteen seconds before making the next one.

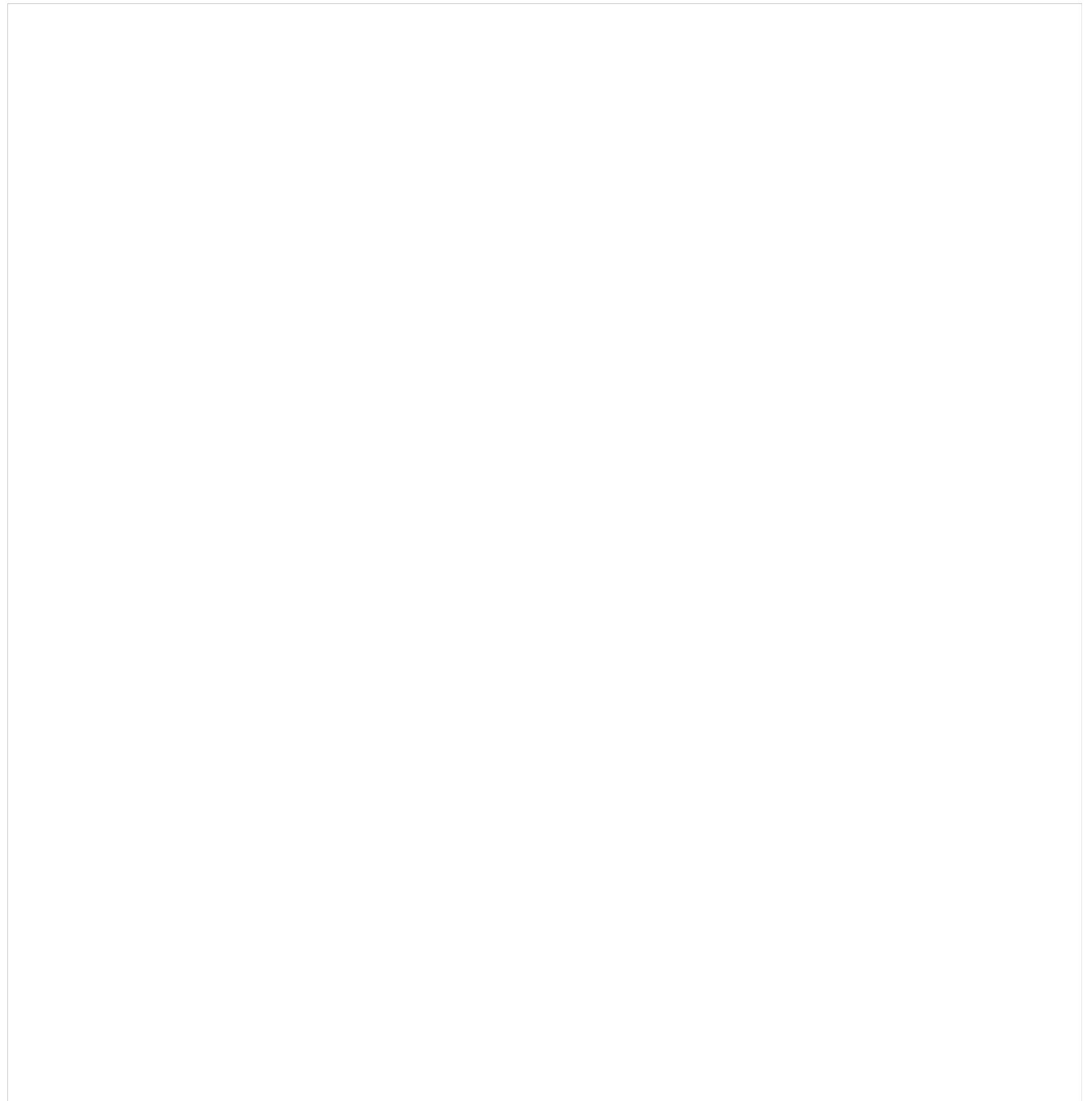
NOTE: It is a good idea to unequip items (such as your new finder) when not using them. This guards against wasteful, accidental use.

Section 2.4: Scott's Ridge

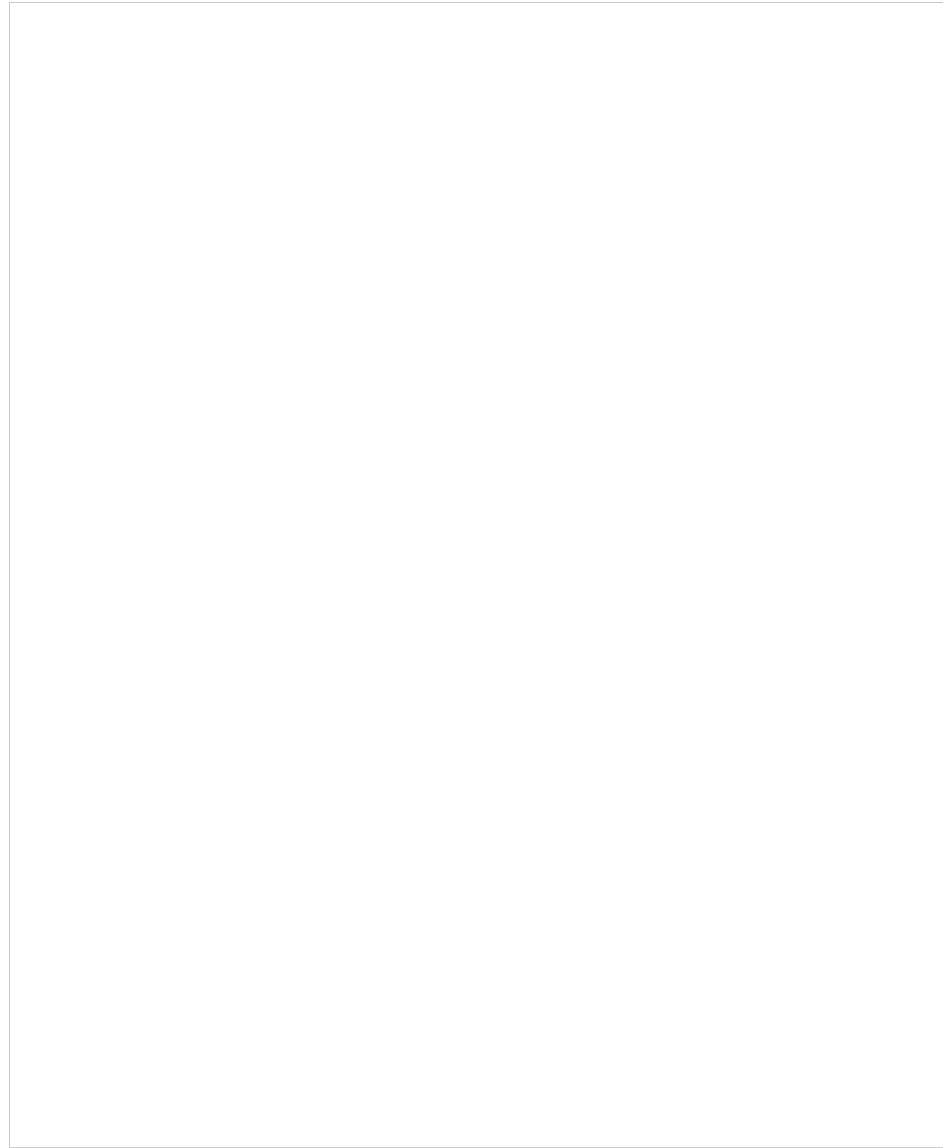
After completing your third and final survey attempt, and extracting any discovered claims, go to Scott's Ridge, another nearby outpost, to continue progressing through the mission chain.



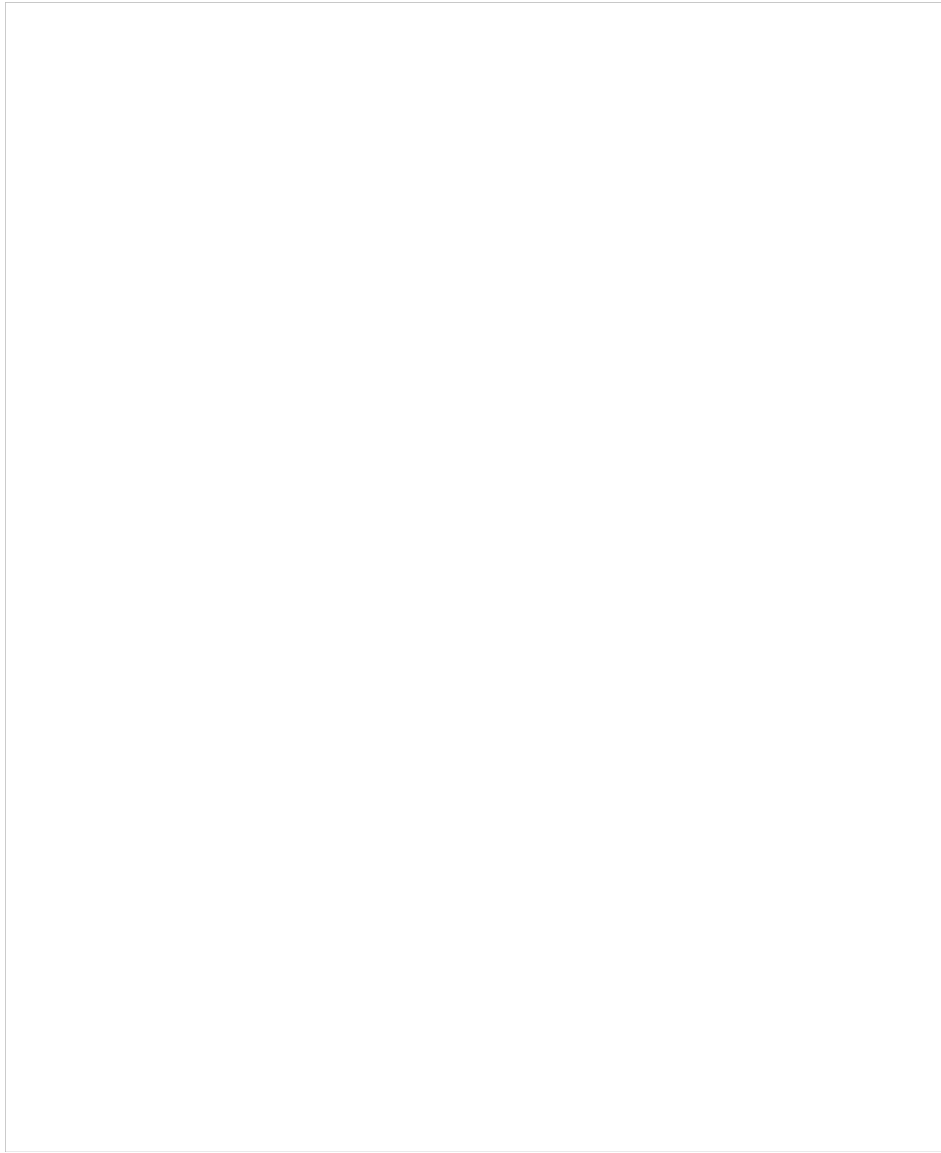
Once you reach it, you will be awarded some Geology skill, and be asked to speak to Amir at the top of the radio tower.



Speak to Amir to give him the data you acquired while mining, then speak to Rusty at the bottom of the tower. Rusty will give you several items, including a 0.80 PED Skildek P 30 (L) rocket launcher and 0.20 PED in Explosive Projectiles. **Do not use the rocket launcher at this point, under any circumstances.** This launcher survives very few uses before breaking, and it will be vital to combat a creature in a subsequent mission which has high health and damage output.



Rusty will also reward you with a new rifle, a 0.09 PED Solomate Rubio (L). This weapon is slightly more powerful than the pistol you are currently using, but you will not be skilled enough to use it yet, so continue to use the pistol until further notice (unless it breaks first).



You will also receive a 0.20 PED Valkyrie T1 (C,L) vehicle and 0.10 PED in Oil to fuel it.



A window will appear that explains how to spawn and fuel the vehicle.

NOTE: To spawn a vehicle, right-click the vehicle in your inventory, under the “Miscellaneous” tab, and select “Spawn vehicle.” Find a suitable surface on the ground (your mouse cursor will display a green arrow when the surface is suitable, and a red arrow when it is not suitable, i.e., due to steep terrain), and click to spawn it.

To fuel a vehicle, drag Oil from your inventory, under the “Mined Resources” tab, onto any part of the spawned vehicle. Confirm the action when prompted.



After it is fueled, enter your Valkyrie T1 (C,L).

NOTE: To enter a vehicle, right- click the spawned vehicle and select “Operate” in the popup menu that appears. Alternatively, double-click the spawned vehicle.

Then proceed to drive to the crash site.



As you approach the wreckage, you will be awarded some Support Weapons skill, and asked to conduct an investigation. Follow the waypoint to the nearby Flight Data Recorder and double-click the device.



You will receive Courage skill, and a dialog will appear detailing the final flight of the shuttle craft Starfinder. After reading the dialog, a waypoint will lead you to a crew member from the ship. Use your newly acquired vehicle, or walk to the waypoint.



Continue to follow the subsequent waypoints as each one leads to the next.



You will soon arrive at a dead body. Investigate the device in its hands.



The reward is Anatomy skill. You must then locate and destroy nearby a robot structure.



After reaching the structure, double-click the object on the wall of the robot structure to arm the explosives.



The device will explode, and you may take some damage if you're too close. Your reward for this is Handgun skill. Climb down the hill a bit to receive contact from Rusty.



He will ask you to drive to Spaceport Helios for your departure to Calypso. Follow the waypoint to this location.



Before leaving Thule, ensure that your Valkyrie T1 (C,L) is in your inventory. If you have misplaced the vehicle, press “B” to recall it to your Thule storage. There is a Storage Facility to the right of Lieutenant Smith, where you can then retrieve it.

Speak to Lieutenant Smith and agree to travel to Calypso. You will need to wait for the planet to download if it hasn't already