

Entropia Universe Announces the Release of its New and Improved Mentor System

Gothenberg, Sweden October 13, 2011 — MindArk today announced the official return of the Mentor System to Entropia Universe. Newcomers to Entropia Universe will benefit greatly from the improved Mentor System and experienced players can now make a greater difference for their disciples and earn a reputation as great mentors. Both mentors and disciples are rewarded with interesting and useable items, upon graduation, as well. The new and improved Mentor System comes with many often requested features making it much more functional, fun, easy to use.

Some of the highlights are an easy UI for active mentors which allows them to be easily found based on their skills, a history function and the opportunity for disciples to rate mentors as they build their official reputations. Both disciples and mentors can end the relationship at will.

- In order to become a mentor you have to have an account for at least 6 months and you have to have at least profession level 15 in any profession.
- A mentor has to register to become a mentor.
- A disciple can find a suitable mentor in the mentor registry.
- A disciple can kick a mentor at any time, and a mentor can kick a disciple. The disciple progress will be lost, but you can restart the process again with a new mentor.
- The disciple's skill progress is based on the sum of the skills: Anatomy, Geology and Engineering. The starting progress is your current skill when you start. You also have to get three achievements: Team hunt with your mentor, Disciple mining and Disciple hunting.
- A disciple will have the opportunity to rate the mentor when graduating.
- Both mentor and disciple get gifts if the disciple graduates successfully.
- Disciples and mentors from the old system will automatically be converted to the new implementation.

“The system connects new comers with old timers and they both get a chance to meet new people and get rewards while they are at it,” said Magnus Eriksson, COO at MindArk, PE AB, “The system ensures that new comers get a much better welcome and a deeper understanding of the platform, much faster. NPCs are cool, but nothing beats a human being, yet.”

Along with the Mentor System Space has been rescaled, Warp Drives have been implemented, as have Warp Mines. For more on this release visit:

<http://www.entropiaforum.com/forum/version-updates/201416-entropia-universe-12-1-0-release-notes.html#post2580349>

If you would like to be informed of major updates pre-release please contact John Bates, contact information follows.

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MindArk PE AB Group develops, operates and markets Entropia Universe and the Entropia Platform, provides support and operations services to Planet Partners and develops the content on Planet Calypso.

Mindark was founded in 1999 with the Virtual Reality Game world called Project Entropia. In January 2003 Project Entropia was publicly launched and reached profitability in 2004. In 2008 MindArk licensed and implemented the CryEngine from Crytek GmbH and in 2010 the first planet created by an independent studio was launched in the Entropia Universe. MindArk holds several Guinness World Records for the most valuable virtual items ever sold.