

Active Mining Incorporated Group Basic Operations Manual



July 2010

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Headquarters

Active Mining Incorporated Group

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Basic Operations Manual

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Preface

Your first days of EVE Online are no doubt a mixture of intrigue, excitement, and amazement. The infinity of space and the free-roaming open-world sandbox atmosphere are enough to make anyone salivate at the possibilities of where their dreams can take them, possibilities which outnumber the very stars.

Then, the reality check hits you. Money is everything, skill training takes days-sometimes weeks, it seems like everyone and his brother (and his alt) is out to kill you and your friends (and your dog, much less your ship), and-holy God-you've got only ten days left on your trial account to figure out a way to buy a PLEX, *now*, which happens to cost an amount of money you don't have, but desperately need.

First off, calm down. Whether you're a new recruit fresh out of the academy or a seasoned veteran with dozens of kill markings on the side of your ship, this guide will help you make sense of the next frontier in order to survive the vast universe around you that is EVE Online.

This tutorial manual provides basic instructions on how to operate a majority of the features, menus, and systems of EVE. It is not an exhaustive tutorial for every tiny feature of every menu and submenu of every window, but it does provide an overview and description of how to navigate and grasp the very basics of the game. Content discussions include navigating the menus, labeled visual references with descriptions, operating fleets, the Market, and explanations of the methodology behind maintaining a healthy income. To fully understand the material discussed in this manual, it is recommended that pilots complete the Tutorial Missions provided by each of their Starter Profession agents.

The primary audience for this manual includes new pilots on Trial Accounts, pilots upgrading from Trial Accounts and continuing to learn the game, those requiring references to information, and pilots seeking to learn about fleet organization and the availability of in-game operations and mechanics.

New pilots should understand the information described in this manual before attempting to employ themselves further within the EVE universe.

This publication applies to all EVE pilots indiscriminately, from fresh recruits to the experienced.

The proponent for this document is the Active Mining Incorporated Group. The preparing agency is "Commander A9," Active Mining Incorporated Group, Mining Operations Leader. You may send comments and recommendations for improvement of this manual by EVE-mail directly to "Commander A9." Any format is acceptable as long as the receiving agency can clearly identify and understand your comments. Point of contact is "Commander A9" directly via EVE Online.

Whenever the masculine gender or the terms "players" or "pilots" are stated, both male and female pilots are implied.

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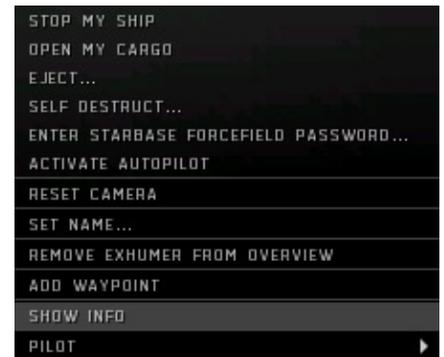
I. My First Days of EVE Online

Your first days playing EVE Online are some of the toughest you will endure. They're also the best time to start learning the critical mechanics of the gaming world. No matter what happens in your earlier days, just remember: **everything can be replaced, every day is a learning experience**, and when you fly, take what you have and make the universe yours to-above all-**have fun**. If you want to mine, mine. If you want to hunt, hunt. If you want to run a mission, run it. If you want to rampage through Lonetrek like a certain Hulk pilot who has redefined the term "carebear" (more on that later), do it-and if you manage to survive, brag about it! This is *your* sandbox, and with the right tools, you can build your own castle (or wreck someone else's).

First, to understand EVE Online, you must understand that the EVE Online universe is huge: 50,000-plus people from all over the world flying across thousands of systems with millions of planets, and asteroids, and maybe even pirates. The options of what you can do and all you can achieve are as endless as the stars themselves. Better yet, you can change your stars at any time.

Second, if you ever have a question about something you're looking at, and you have no idea what it is, **right-click** on the object, and select "**Show Info.**" Doing so will display a window which reveals data associated with the object, whether it be a ship, a pilot, a corporation, a space station, or that asteroid you're about to slam into.

Third, in combination with the "Show Info" method listed above, typing all or part of the name of a character, solar system, corporation, or item, then clicking-and-dragging and highlighting the text, right-clicking on it, and choosing "Auto-Item" will show a secondary window which will allow you to link the typed text to the in-game item, character, system, or group associated with it, allowing you to access information immediately and on-the-fly.



Right-Click Menu for a player's ship

Lastly, before you go dropping money on items, skills, and equipment needed to command that precious ship you're hot and bothered over before you can actually fly it (or even know what it is), stop. Take things slow, don't rush until you have a grasp of what must be done and what is going on, and recognize that EVE Online is not a "casual gamer's" game (and also that a Titan requires at least 200 days to train, let alone billions in costs to fly and maintain, and needs a large-scale fleet for protection). Skill training and establishing oneself with a sense of stability takes weeks, sometimes months, or even longer. But, don't despair. With knowledge, commitment, a little help from your fellow pilots, third-party planning software, and some self-discipline, you will command the helm of a mighty starship worthy of bearing your name, and have the money to buy a replacement should anything happen to it.

A. The User Interface

As pretty as EVE Online is (assuming your graphics card and the rest of your hardware can handle the torture), the average pilot just starting out can suffer from information overload very quickly unless one can navigate the interface. Tutorial menus provided in the game can help you better understand the universe around you, but if you're having trouble finding even the tutorials, then consider the following explanation of various user interfaces. Keep in mind that the interface display changes between the outer space display and the in-station display.



Docking Bay entrance to undisclosed station

1. Station Display:



Station User Interface Display

Station User Interface Key:

A. Character Image/Access Column: This is your character's facial profile. Below your character's face is the Access Column, which contains all of the essential menus you'll need to operate the game. The small sideways arrows just to the right extend or retract the Access Column from the left side of the screen, widening your total image display so your screen is less cluttered.

B. Aggression Timer: This timer will appear if you commit a hostile act, or if someone commits a hostile action towards you. Such actions include firing on players, being attacked by players, and stealing items from canisters and shipwrecks which are not owned by you. This timer also appears when computer-controlled targets (sometimes known as "NPCs" or "rats") attack you. The timer lasts for fifteen minutes, and within that timeframe, those forces which triggered or are associated with this timer can engage you (depending on certain circumstances). Depending on the severity of the actions, this timer can be reset for every hostile action which is executed. This timer also indicates the period of time before you can dock inside space stations or utilize system jump gates if you are responsible for committing the hostile action. If you attempt to leave a station when "flagged" by this timer (such as after stealing items from a shipwreck which was not destroyed by you), you will receive a warning asking you to confirm your undocking attempt, as being outside a station while this timer is active will leave you vulnerable to an attack by any involved aggressor. Hovering your cursor over the aggression timer will reveal the parties associated with the timer.

C. Current Location: This is your location display. It lists your current position (and station if you're docked), which Empire or Alliance owns the associated system, the constellation, the region of space, and the system's security level (i.e., the presence at which security forces patrol the system, which also determines how quickly they will respond to hostile activity. Security levels are listed from 1.0-0.5 as "high-security," 0.4-0.1 as "low-security," and 0.0 as "null-security"). If you ever become lost, typing in your exact location to allied pilots will assist them in determining where you are and how to navigate you to more familiar territory. Keep in mind who you reveal this information to, however.

Likewise, typing in a given system name, Auto-Item-highlighting it (click, drag, highlight, right-click, "Auto-Item," select system), then right-clicking the linked system name and choosing "Set Destination" will configure your navigation system to plot a course to the named and linked system, making it that much easier to reach.

D. Character Sheet: This page displays everything you need to know about yourself. If you have any questions about which skills you might have, how many skillpoints you've accumulated, or anything related to yourself, the Character Sheet is your first and best friend.



Character Sheet Skills Display

Initially, your Character Sheet displays what skills you have acquired and their related levels, along with your biographical information, your total skillpoints, the total skillpoints of your backup clone (which is required once you accumulate over 900,000 skillpoints-never before), and your backup clone's home station. The Character Sheet also helps you determine a wide array of information on your service record, attributes, skill planning, and accolades.

Your *Skills* list is divided into a number of categories, including weapons, armor, mining and industrial skills, Learning skills, and ship command skills. Upfront, physical in-game “skills” as items applied to your character are required to operate most ships and equipment in the EVE Online universe. “Skills” as items are represented by small books (Skillbooks), of which can be applied to your character using the “Inject Skill” option (which will add the skill to your character without immediately training it) or the “Train to Level 1” option (which will input the skill into your character and automatically begin training it to Level 1, while pushing back your skill query for the time it takes to train the new skill). Any skills you inject into your character will be displayed in this list. All skills can be trained from Level 0 to Level 5, adding additional time to train to the next level. Some skills require secondary skills (known as prerequisites) to be trained, and cannot be added to your skill list until those required skills are trained to certain levels. If you possess less than 1,600,000 skillpoints, your character will receive a boost to skill training speed, which will be revoked once you reach this skillpoint level.

Certificates are special awards issued for learning certain skills. While a certificate in itself will not boost your performance or capabilities, it can help you choose which skills you should learn in order to become better accustomed to the career path you're currently pursuing. Such certificates include those issued for Starter Professions, combat-based Soldiers, Miners, Leaders, and those individuals who understand how to operate repair, shield, and energy systems. You can show off your certificates by activating the column for their public display (though keep in mind that this directly denotes which specific skills you have learned, and this could inform a potential opposing pilot about your capabilities).

Decorations are medals and awards issued to you by player-owned corporations (organizations run by players) at the discretion of commanding officers. Some corporations will award medals for superior combat performance, dedication, proof of loyalty, or just for a laugh (i.e., “Order of the Douchebag”). You can adjust their public display attributes to show them off on your character's information profile.

Attributes are numerical calculations of your learning capabilities. They are divided into five categories (Intelligence, Memory, Perception, Willpower, and Charisma). See the Learning Skills section for more information.

Augmentations are cybernetic Implants which can be installed to your character in order to boost specific abilities, including your combat capabilities, mining yield, and your Attributes levels. Most Implants require the Cybernetics skill to be trained to certain levels before they can be installed (as is the case with superior Attribute Enhancer Implants which can boost your Attributes by several points each). All Implants take up a numbered “Slot” on your character, of which ten are available. Installed Implants are lost when your character is killed, or if another Implant is installed into a slot which is currently occupied.

The *Bio* tab allows pilots to write a special biography for display on their information window (accessed when you right-click on a pilot and select “Show Info”). Most players use this opportunity to explain their character’s story, to list detailed information about EVE, to advertise, or to taunt others, while some leave it blank. Your biography will appear when another pilot clicks on your name, or on your ship and selects “Show Info,” then clicks your profile image.

A player’s *Employment History* shows any corporations a pilot ever enlisted within or to which a pilot is currently employed. A corporation is considered an organization of players united by a common purpose. By default, players are always part of a corporation, even from their very first days on EVE Online. Players first begin in Starter Corporations (such as the Federal Navy Academy in the case of some Gallente pilots), which are computer-controlled “NPC” (non-playable character) corporations that can offer training missions (known as Starter Profession Missions or Tutorial Missions) to new pilots and more difficult missions to experienced individuals. Players leave Starter Corporations when they join their first player-run corporation. Likewise, when pilots leave or are removed from player-run corporations, they are transferred to computer-controlled “default/NPC” corporations (i.e., Caldari Provisions, The Scope, etc.) which operate in the same manner as Starter Corporations. In effect, a player is always part of a corporation of some type at all times.

The *Standings* page displays which factions and corporations have positive and negative views of you, calculated by numerical value and subsequently labeled (i.e., Gallente Federation 3.45 (Good)). A positive number means good standing, while a negative number denotes bad standing. Standings are adjusted based on the player’s actions done on behalf of or directed towards the individual corporation. Completing missions for and destroying enemies of a given corporation will raise a pilot’s standing with that corporation, while attacking ships of a given corporation and frequently failing or refusing missions may lower a player’s standing with a corporation. Certain missions and technology offered by corporations are only accessible once pilots achieve a level of desirable standing with a given corporation, while corporations which hold a pilot in extremely low standing will engage said pilot.



Character Sheet Augmentations Display (Singularity Test Server)



Character Sheet Standings Display

The *Security Status* display page lists any changes made to a pilot’s security rating by CONCORD, the interstellar police force. CONCORD acts as computer-controlled “guards” who will warp into an area where hostilities are taking place and engage particular aggressors who commit “hostile action” or “acts of aggression” (which trigger aggression countdown timers). When pilots engage and eliminate NPC pirate ships in asteroid belts, CONCORD raises a pilot’s security status. If a pilot commits an act of aggression (mainly, firing on another player or firing on NPC ships in high-security space without otherwise being provoked), CONCORD will respond by warping in combat vessels directly into the area and engaging the hostile player until their ship is destroyed (along with lowering that player’s security rating). Security ratings determine which secured systems pilots can enter. The lower the rating, the less access a low security status pilot is granted to secured territories

throughout the universe. Any pilot with a security status of -0.1 to -4.9 will be highlighted in orange and marked with a skull icon. Any pilot with a security status of -5.0 and below or who commits a hostile action will be marked red with a skull icon. These pilots can be freely engaged by other players without retaliation from CONCORD.

Note: CONCORD condones terminating pilots in their escape pods, regardless of their security status (and as such, they will destroy the ships of those responsible for doing so). Likewise, they will never terminate a pilot when a pilot flies throughout secured territory in an escape pod.

Kill Rights are parameters which grant particular pilots the authorization to engage each other in secured areas of space without interference from CONCORD. Kill Rights are granted to the victim of a hostile attack which results in a pilot being killed while in the escape pod (i.e., “pod-killed”). Afterwards, the victim can freely engage and eliminate the attacker within a timeframe of thirty days before the Kill Rights privilege expires.

A pilot’s *Combat Log* (not shown) displays any player-operated ships a pilot may have destroyed or lost. Any ships lost on missions or to actions by other players will be displayed in this menu, but computer-controlled vessels destroyed by the player will be exempt from this list. The information regarding the ships in question is displayed in a “Kill-Mail,” which displays the date and time of the ship loss, the involved parties, the weapons used in the attack, and any cargo or ship equipment lost or left intact in the wake of the attack.

E. People and Places: This display page allows you to access information on anyone whom you might have befriended across the universe. Any player or corporation can be added to your *Contacts* list by right-clicking on their name, and then selecting “Add Contact.” When you do so, you will be prompted with a window which asks you to set a given standing of view towards that player (though other players will not be able to see this reflection). You will also be asked if you want to add the particular contact to your “Watch List,” which notifies you every time that player logs on or off. The Contacts list divides all of the players and corporations you have marked by the standings rating you have given them.

The *Agents* tab window displays the images, locations, and corporations of every corporation agent which you have ever interacted with. Agents are NPC personnel affiliated with a number of corporations which provide access to certain missions players can accept for money, equipment, and standing increases (which will determine how favorably or poorly a corporation and/or faction considers you and the level of missions which can be accessed).

The *Places* tab displays all of the positions you have ever “bookmarked” in space. To place a bookmark, right-click on a given object and select “Add Bookmark.” Likewise, you can bookmark a planet, asteroid belt, space station, shipwreck, and even entire systems and regions simply by right-clicking anywhere in open space, then selecting the appropriate location type from the drop-down menus, then right-clicking on the location name and selecting “Add Bookmark.” The location’s name will then be saved to your Places tab.

The People and Places window also allows you to find any information on a player, corporation, or alliance by using the “Search” feature at the top of the window.

Note: it is advised to create “Folders” to organize multiple bookmarks if an increased number of bookmarks are created.

F. EVE Mail: The intergalactic communications system of EVE. Essentially, EVE Mail acts like an e-mail system in real life, allowing players to contact other players and corporations instantly. EVE Mail operates just like real-life e-mail, requiring players to type in the names of other players exactly before sending the message. However, some players may require a fee to be paid to a Communications Security and Protection Service before the message can be sent to them (this is done to discourage spam messages from being transmitted). Aside from adding each other to their Contacts list, players can disable this requirement by accessing their EVE Mail window, then clicking on the triangle in the upper left-hand corner to access the EVE Mail Settings, then adjusting the CSPA charge to zero.

G. Fitting Service: This detailed window allows you to view all of the modules, equipment, weapons, and armor you have installed to your ship, as well as the total attributes of your ship’s armor, shields, hull, speed, cargo capacity, and a variety of other capabilities and restrictions. Refer to the Fitting Service’s section below for more information.



Fitting Service (Singularity Test Server)

H. Market: EVE Online separates itself from every other game on the real-world market today with its entirely player-run economy, which is accessible through the Market. The Market is where most items are bought and sold, all built by players, for players. Refer to the Market’s dedicated section below for more information.

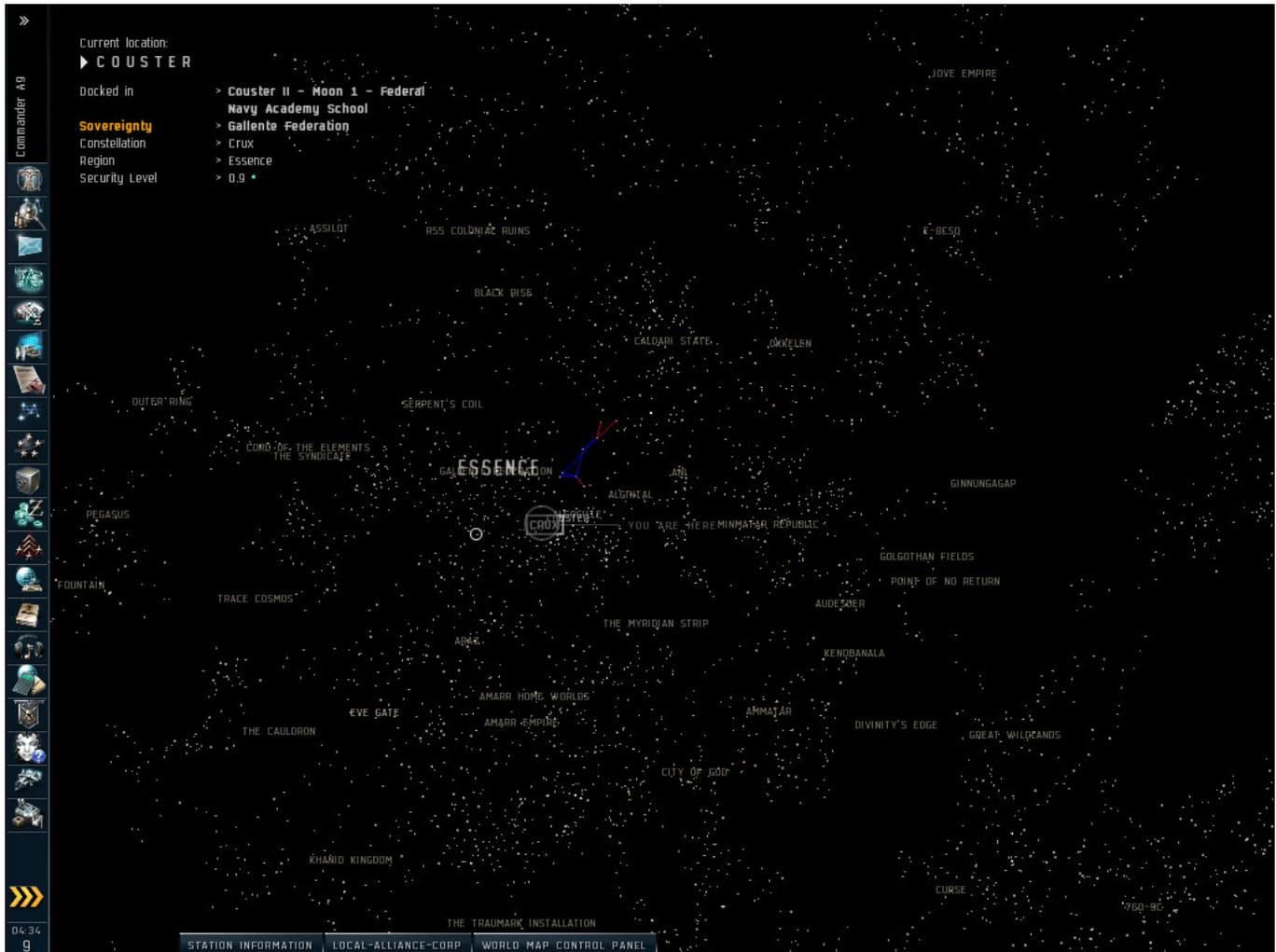
I. Science and Industry: This window displays all of a player’s given industrial jobs associated with blueprints (which are required to manufacture items). These jobs include Manufacturing (during which items, ships, and ammunition are built using minerals and materials gathered in space station hangars), Research (during which blueprints can be upgraded to decrease their manufacturing time and resource requirements), Copying (when blueprint “originals” are copied), and Invention (when players undertake special research endeavors alongside computer-controlled corporation agents for the purposes of creating upgraded blueprints designed for manufacturing advanced equipment, ships, and items). All industrial jobs require a length of time to complete, from hours to days to even weeks (as is the case with large-scale ships), but this time requirement can be decreased by training the appropriate skills. After the “job” is completed, the item in question can be delivered to a player’s hangar by accessing the window and clicking the “Deliver” button.

Refer to “FM 4-01 Manufacturing” for more detailed information on industrial procedures.

J. Contracts: Contracts are out-of-market deals between players, usually negotiating terms for buying items or delivering goods for financial reward. Refer to the Contracts’ dedicated section below for more information.

K. Map: The universe would literally be impossible to navigate without a lifesaving map, and such a map can be accessed directly from your Access Column. Initially, the map displays a three-dimensional rendering of all of EVE’s systems, color-coded for security level or Empire ownership (i.e., controlled by the four main factions-Gallente, Caldari, Amarr, Minmatar) and labeled by their regions and constellations. The map color displays can be preset to display various information (such as where a player’s items are, where missions can be accessed, what Alliance claims ownership over systems, etc.). The map also contains an Autopilot feature which allows a player to manually set how the navigation system processes autopilot orders and even which systems to avoid. If the map proves troublesome to navigate, players can flatten the map with the indicated tab. They can also switch to the “Solar System Map” for a more detailed view of their current system. To close the map, simply click the Map button a second time.

For reference, a player's position is indicated by a circle around their current system, marked with a label arm reading "You Are Here."



Yes, you are here...somewhere in the vastness of infinite space...

L. Corporation: This tab provides access to all information concerning a player's current corporation. A corporation is the equivalent of a "clan" or "guild" and operates in the same fashion (albeit with starships instead of rifles or magic spells). These windows usually display announcements from corporation leaders, and also provide access to lists of corporations which are recruiting or operating in a given region of space. Other displays include a list of corporations towards which the player's current corporation holds in both positive and negative favor, information on corporations at war and various alliances, and the character names of members of the corporation, as well as their online/offline status.

M. Assets: Every item owned by the player is kept track of via the Assets tab. The Assets tab displays the system in which the player has various items, including ammunition and ships. Players can plot courses to their items' locations by right-clicking on the appropriate row and choosing "Set Destination," prompting the navigation system to draw a course to said system based on the autopilot system's settings.

N. Wallet: EVE revolves around the almighty ISK (i.e., the EVE "dollar" or "Euro"), and the career players pursue is reflected in the thickness of their wallets, of which its display can be opened through the Access Column. The wallet shows all financial gains and losses a player accrues, with increases shown in green and decreases shown in red. Based on the player's settings, the wallet icon will flash every time the amount of money inside a player's account is adjusted. The Wallet window also displays any market orders a player has established, as well as a tab dedicated to sales or purchases made or sold by the player.

Note: players can never directly steal from another pilot's wallet. The only way a player will actually lose money is by spending it, or being fined by CONCORD for various infractions such as smuggling drugs through high-security systems.

O. Fleet: With teamwork being one of the central focuses of EVE, fleet organization plays a critical role in the activities of players, and of corporations. The Fleet window allows a player to seek out a given fleet or create a fleet. See the Fleet's dedicated section below for more information.

P. Browser: Information is as available as much as endless possibilities present themselves, and a pilot can quickly become lost in the wealth of knowledge. For this reason, direct access to an in-game web browser allows pilots to utilize the real-world internet exactly as a traditional browser like Mozilla Firefox or Google Chrome. The browser opens directly to the EVE-Gate webpage, which provides access to information about all that is happening within the EVE universe, from tournaments to developers' announcements to even in-game incidents (such as the recent Sansha's Nation pirate incursions in Empire territory, i.e., "community events"). Players can save web links just like a real-world browser, as well as clear their browser history and cache.

Be warned that saving too many links will cause the bookmark list to become stretched to the point that accessing the bookmark "add/remove" feature will become impossible, in which case browser settings will have to be reset from the in-game main menu (accessed by pressing "Escape"), which will erase all browser bookmarks.

It is recommended that pilots bookmark EVE's official Wikia page for access to all EVE-related information (<http://wiki.eveonline.com/en/wiki/>).

Q. Journal: A player's journal is not a private log-it is actually a list consisting of available jobs a player has undertaken and those which are currently in progress. Such displays include all of the missions a player is currently pursuing or has available (via speaking with NPC agents), any research a player is conducting with a related computer-controlled corporation agent, the amount of Loyalty Points a player has earned by completing missions for certain NPC corporations, contracts a player has assigned to him, and a record of any advanced "Epic Arc" missions provided to a player by the Sisters of EVE corporation.

Any time a player initiates a conversation with an NPC agent, the record of the offered mission will be displayed in the journal and can be reviewed so long as the offer remains active. Once that happens, players will have a week to accept the mission before the offer expires (the exception to this is the Sisters of EVE, as their offers do not expire until the entire mission storyline is accomplished). Missions which are part of a storyline will sometimes not have their weeklong timers reinitiated when one mission in the storyline is completed, and if this is the case, the entire storyline sequence must be completed before the mission offer expires (as is the case with Tutorial Missions).

See the dedication Missions section below and "FM 3-01 Combat Operations" for further information.

R. Jukebox: Though there is no sound in space due to the lack of oxygen, EVE Online comes equipped with its own music jukebox. Over sixty tracks by CCP's John Hallur are ready to be hot-dropped into your ears for your listening pleasure, or if that isn't enough, you can upload your own by clicking "New" in the Playlist column, and then linking your soundtrack folders before adding the individual tracks. When played, the songs will loop automatically. Keep in mind that linking a large number of songs might take some time, and leave a player unable to move within that timeframe (if undocked).

To play a song, double-click on it. To remove a song, right click on it and select "Remove." You do not need to create a separate folder in your 'C' drive in order to import songs into the EVE jukebox.



Jukebox Display (Singularity Test Server)

Note: the Mass Effect and Starcraft soundtracks and anything by Dethklok are recommended!

S. Accessories: For quick references to information, the Access Column features a calculator, notepad, and message log. The calculator is exactly as it sounds: a miniature device which works exactly as a real-world calculator should-perfect for mining operations leaders. The notepad allows for pilots to type in quick notes (and avoid sticking them to their monitors). The log displays in-game messages, such as warnings of pilots attacking each other.

T. **Militia Office (in-station only):** EVE features every type of pilot in the universe, from miners to pirates to even soldiers. For those who want to pursue a life of military service, space stations offer a Militia Office, which allow players to join one of the four Empire militias (Gallente, Caldari, Amarr, or Minmatar). This mode of play is called “Factional Warfare,” and it propels the player into a state of round-the-clock vigilance against the enemies of the player’s empire (i.e., Gallente and Minmatar vs. Caldari and Amarr). Factional Warfare includes special game types which pit players of opposing empires against each other in battles for control of certain star systems. Players enlisted within Factional Warfare cannot enter the systems occupied by their enemies without being engaged by stationary guns and ships protecting the stargates. However, they can engage opposing players on sight without retaliation from CONCORD security forces. Joining any of the militias will immediately remove a player from his or her current corporation. Some player-run corporations are created for the purposes of enlisting into Factional Warfare.

Note: the Militia Office can only be accessed when docked in a station. Be reminded that the given militia associated with the Militia Office will change based on which Empire’s territory you are currently in.

U. **Help:** Every help guide and tutorial designed for better navigating EVE Online is not guaranteed to fix all problems (such as your ship getting blown up and that mission-critical item being destroyed when you were attacked by some jerk in low-security space). If you find yourself stuck, have a question for the developers, want to report a bug, or are dealing with the previously described situation, clicking on the Help icon will present you with a list of options to aid you in solving your issue. This menu also features the option to file a petition, a direct request for help filed to CCP’s in-game developers. Since there are over 50,000 players flying about the EVE universe, responses to petitions may be delayed, but rest assured-you will receive a response.

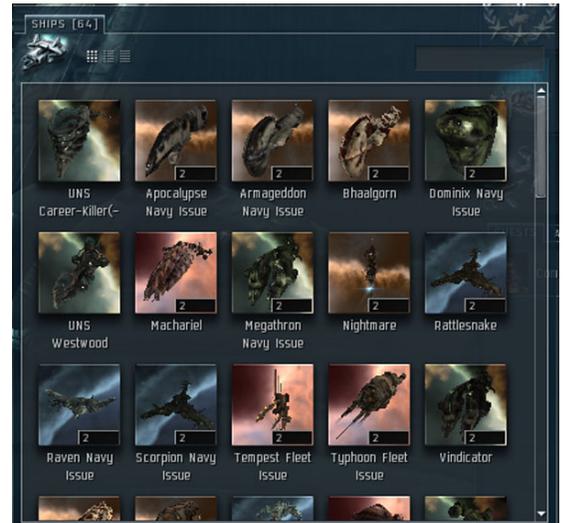
V. **Ships (in-station only):** Maintaining the foundations of EVE relies on the ships a player commands. When a player is docked in a station, any ship the player is flying or has docked in the individual station can be accessed via the Ship display window. Players can then change over to different ships in this manner by right-clicking on the desired ship and selecting “Make Active” (provided they can actually fly it). Likewise, players can exit their vessels and fly in only their escape pods by selecting “Exit Ship.” Players can only name ships they are currently flying.

Note: when transferring from ship-to-ship, don’t forget to remove your modules, drones, and cargo, as those items will NOT be transferred when you exit your ship.

W. **Items (in-station only):** Any equipment acquired by the player can be placed into a player’s Items Hangar, from guns to armor repair systems to ammunition, armor plates, drugs, and even exotic dancers (yes, exotic dancers). For more efficient storage, items can be repackaged and stacked by right-clicking on the item (or right-clicking on the Items window before selecting “Select All”), then selecting “repackage,” and then right-clicking in the Items window and selecting “Stack All.” Items can only be repackaged and stacked if they are undamaged (except for shields). All minerals and materials required for industrial jobs must be stored in the Items Hangar before they can be properly used. Likewise, any items created from industrial jobs or missions are dropped into the Items Hangar. The most recent items a player comes into possession of are stored at the bottom of the Items Hanger window. There is no limit to how many items a player can store in a given space station.

Repeat: items produced for missions such as courier missions are dropped into a pilot’s Items Hanger, NOT directly into the ship’s cargo bay. Remember that before rushing to take off and then jumping through ten systems only to discover you forgot to load the mission-critical item (or your ammunition) into your cargo bay before you left.

X. **Chat Windows:** Most communication in EVE occurs in the chat windows at the bottom of the display. The two primary windows are Local Chat and Corps Chat. Local Chat includes everyone in the current solar system. Corps Chat includes everyone online in your current corporation. Other windows will appear if a player sends you a private chat invitation, or if you join the public chat channel of a corporation. Players can be added to the Contacts list from these chat windows by right-clicking their names and selecting “Add Contact.” Additional chat windows can be accessed by clicking the Chat Window’s speech bubble in the upper right-hand corner.



Ship Hangar (Singularity Testing Server pre-Alliance Tournament VIII Ship Testing Phase)

Y. **Your Ship:** When you dock in a station, your ship is rendered in the center of the display. All new pilots start out with a “Rookie Ship” (the Velator in the case of Gallente pilots). Rookie Ships are fast and light and equipped with a civilian Blaster, Mining Laser, Civilian Damage Control, and one piece of Tritanium, none of which will survive a fight with a dedicated hostile target determined to kill you. Nevertheless, all ships present a menu when they are selected via right-click. The ship menu allows a player to rename the ship, as well as open the cargo bay, drone bay, or to leave it entirely and cruise around in an escape pod.

Z. **Station Information Column:** When pilots dock in a station, they are immediately presented with a column on the right side of their display. This column is the Station Information menu, and it contains access to all the amenities of the given space station, first by identifying the owning corporation of the station via the image rendered at the top of the bar. In this case, the bar shown on the right is derived from a Federal Navy Academy School, one of the Starter Corporations for new Gallente pilots.

1. **Station Services:** Everything a station can provide is displayed in the Station Services section of the Station Information Column. The types of services offered at stations vary across the universe, but by default, all stations provide access to Loyalty Points Stores, Insurance Offices, Militia Offices, Fitting Services, Market access, and Repair Facilities. More advanced or well-equipped stations will provide access to Bounty Offices, Science and Industrial facilities, Reprocessing Plants, and Medical Bays.

Loyalty Points are awarded by NPC corporations for the completion of their assigned missions, and can be exchanged at any of their stations’ Loyalty Points Stores for certain types of technology, skills, and even powerful “faction” ships.

Insurance offices provide a pilot with the opportunity to render an repayment value on certain ships, of which a payout based on the quality of the insurance plan will be issued to the pilot upon the loss of the ship.

The *Militia Office* allows a pilot to join a specific Empire’s factional warfare fighting force (provided the pilot is above negative standing with the given faction).

Note: joining an Empire’s militia will remove you from your current corporation!

The *Bounty Office* allows a pilot to access a list of all players who have monetary rewards placed upon their heads, rewards which can be awarded to any pilot who can successfully manage to kill said players by destroying their escape pods.

The *Science and Industry* facility, *Fitting Services*, and *Market* access all operate in the same manner as the icons in the Access Column.

Reprocessing Plants allow pilots to refine ore or grind modules and materials down into their base mineral components. A percentage of the reprocessed material will be taken at the end of the procedure based on the player’s standing with the corporation which owns the station.

The *Repair Shop* allows pilots to repair any ship, drone, or module which becomes damaged in the course of operations. Keep in mind that repair modules and remote repair systems can accomplish the same tasks as the Repair Shop for no cost whatsoever.



Station Information Column

Medical Bays provide access to clones which players can buy in order to retain a certain level of skillpoints in the event they are killed (i.e., “podded”). When accessing the Medical Bay, pilots will be presented with several options which list the amount of skillpoints retained by the different clone levels, as well as their prices. Buying an upgraded clone is unnecessary until pilots accumulate more than 900,000 skillpoints.

On the other hand, “jump clones” are special clones which are exact copies of a pilot’s current character status and are able to be activated in any area of space on-the-fly every twenty-four hours. Operating a jump clone requires a special skill called Infomorph Psychology, but only pilots who earn individual or corporate standings of 8.0 with certain corporations can access jump clones.

It is recommended that pilots ensure their clones are “up-to-date” (i.e., able to retain more skillpoints than the pilot currently possesses) before entering dangerous areas of space where the risk of being “pod-killed” is significant.

Note: clones do not retain Implants, but jump clones can install them, and thereby, a jump clone can act as a fully fitted backup clone in the event the “original” clone is killed.

2. Station Attributes Tabs: The three tabs below the Station Services section display all pilots currently docked in the station (*Guests*), any NPC agents available who can offer missions from the owning corporation (*Agents*), and any corporations which have rented offices in the station to recruit or establish their own corporation Item Hangars (*Offices*).

3. Corp Hangar: When a player corporation rents an office in a space station, it obtains access to a private corporation hangar accessible only by members of the given corporation. While this tab may be present in multiple stations, it will only actually open the specific corporations’ item hangar if the hangar is actually in the station where the pilot is docked.

Note: some items in corporation hangars may be restricted from player usage until that player earns specific privileges by proving loyalty and trustworthiness towards the corporation through extended lengths of service and participation in corporation operations.

4. Undock Button (in-station only) / Display Clock: This panel in the lower left corner of the display interface is the clock which displays the time of day, based on Coordinated Universal Time (UTC -0000). All EVE operations are based on the time displayed here for simplicity’s sake. When in a space station, the “Undock” arrows will be displayed above it, and just like they advertise, they prepare your ship to leave the station.



Undock Button, Time/Date Clock



Gallente station interior and hangar corridor

2. Outer Space Display

Much of the outer space display is the same as the in-station display interface, albeit some changes to the columns on the sides of the screen, and the noticeable “HUD” at the bottom of the screen.



Outer Space Display (Singularity Test Server)

Outer Space Interface Key:

1. **Target Row:** Any ship, enemy, or structure which is targeted or that which targets the player’s ship will be revealed across the top of the in-space display. Ships and objects must be targeted for certain modules or weapons installed to the player’s ship to fire or activate. Therefore, players will have to target enemy ships to fire their guns as much as they will have to target asteroids to have their mining lasers turned on them. Each ship has a maximum number of targets which it can lock onto, and this limit is displayed in the Fitting Service or ship information display (i.e., right-click, “Show Info”).
2. **Target Information Display:** Any object or ship which is locked onto will have its icon displayed in this window. Likewise, any actions which can be taken in relation to the target can be executed by clicking on the small boxes in this window. Such actions include orbiting the target or pursuing it at a given range, disengaging the target, etc. These actions can also be initiated by right-clicking on the target object and selecting them from the drop-down menu.
3. **Overview Display:** Any object in the player’s current star system or immediate area within 100 km or more will have its icon and name displayed in this column, known as the “Overview.” This includes ships, asteroid belts, individual asteroids, planets, stars, space stations, stargates, etc. The Overview’s display parameters can be adjusted by clicking on the small white triangle at the upper left side of the column. Any object displayed by the overview will have its icon rendered in open space, making it that much easier to locate. Likewise, any object displayed in the Overview can be locked onto directly from the Overview. Objects in space otherwise not shown on the Overview can be displayed on the Overview by right-clicking on them and choosing “Add [object type] to Overview.”

The Overview’s display settings can be saved and exported to file format, which can allow a player to reload these display settings for use with EVE client applications on other computer systems.

4. **Drone Display (not shown):** If the player’s current ship is equipped with automated drones in its individual drone bay, a box will be displayed in the lower right-hand corner of the in-space display. This will show all drones under the player’s command. Drones can be deployed by right-clicking on their appropriate row and selecting “Deploy

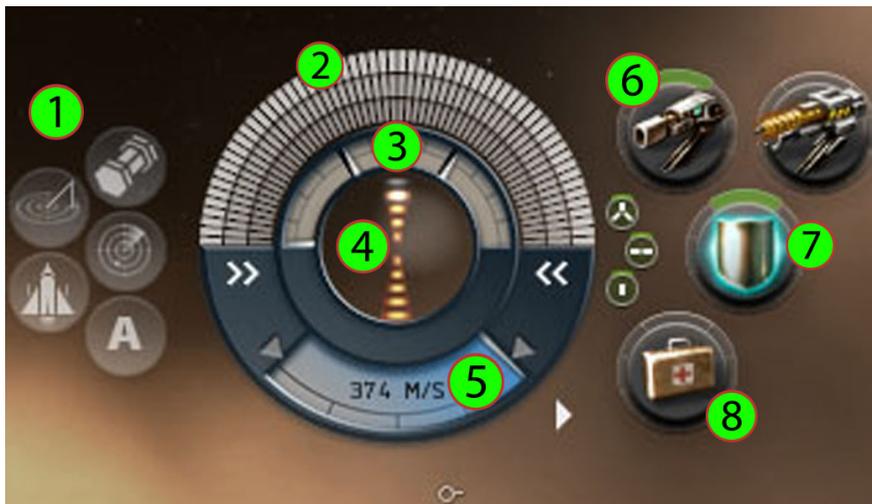
Drones.” Once deployed, a second row will be created denoting any drones in space, and the drones’ shield, armor, and hull levels will be displayed in side-by-side boxes. Drones can be controlled directly from this box, and can also be recalled in the same manner. The maximum number of drones which can be deployed is displayed at the top of this box by the small white triangle (which accesses the drone settings control). Likewise, drone capabilities depend on the player’s Drone-related skills.

3. Head-Up Display

At the bottom of the in-space display screen is a Head-Up Display system which shows all relevant information about a pilot’s current ship. The mouse cursor can be hovered over the individual display features on the HUD to reveal more information about the particular object or display related to the ship.

By default, modules are arranged based on a clockwise motion as directed by pilots using the ship’s Fitting Service in a space station, but can be rearranged by clicking-and-dragging the module to the desired slot on the HUD (of which potential slots are revealed during the clicking and holding action).

Note: any modules installed to the ship can be taken offline by right-clicking on them and selecting “Put Offline.” This will free up valuable ship resources and can lessen the strain placed on the ship’s capacitor. Keep in mind that reactivating the module will require the capacitor to be recharged to nearly full capacity when otherwise undocked from a station, where access to the Fitting Service can easily reactivate the module. Therefore, modules should only be deactivated in extreme circumstances, if the module is currently unneeded, or when the area is secure in order to give time for the capacitor to safely recharge.



Standard HUD Interface with Rookie Ship fitting (Singularity Test Server)

Head-Up Display Key:

1. **Quick-Access Buttons:** The buttons on the left side of the HUD provide access to a ship’s cargo bay (canister), scanning system (radar), autopilot (“A”), camera control (ship icon), and tactical overlay (flat rings with angle). The scanning system directs any special scanning probes controlled by the player in the course of scouting for hidden areas of space. The autopilot feature can better assist a player in navigating through unknown areas of space, though the autopilot system will automatically warp a player roughly ten kilometers away from every stargate, leaving a ship vulnerable as it closes in on the gate. The camera control button will reset a player’s camera view directly on his or her ship. The tactical overlay displays a series of rings marked with distance tick marks which extend outward away from a player’s ship and along the current horizon plain. The tactical overlay will direct straight lines from a player’s ship to a target’s position, and can also help reveal darker areas of space. Lines which extend above the player’s horizon plain to a target indicate a target above the player, while lines which extend below the plain indicate any targets below.

These buttons can be hidden from view by clicking on the white sideways arrows on the left side of the HUD.

2. **Shield/Armor/Hull Display:** These three crescents display the integrity levels of a ship’s shields, armor, and hull. Each acts as a separate defensive layer in order to provide a ship with greater protection. Shields are the first layer of defense to take damage, then armor, then the vulnerable hull. As each takes damage, the display will change from white to red, and when they take extensive damage, a different alarm buzzer will sound. If the hull loses all of

its hitpoints, the ship will be destroyed regardless of the shield or armor protection levels. Keep in mind that there are some weapons which are able to bypass some layers of defense.

3. **Heat Index Display:** Once the Thermodynamics skill has been trained, a ship's weapons systems and equipment modules can be "overloaded" to increase their rate-of-fire or discharge. The modules of each power level (denoted by "racks") are overloaded all at once, and only those modules with green crescents in their individual display circle can be overloaded. The three-phase index here will display a ship's heat level, separated by "light," "medium," and "heavy" heat levels. As a ship's heat level rises, so, too, does the amount of damage done to the individual modules on a ship until they are destroyed.

4. **Capacitor Level:** These golden rods display a ship's capacitor level. A capacitor acts much like the main reactor or power plant on a ship. Without sufficient capacitor energy, a ship cannot fire weapons, engage modules or shields, or even initiate warp. Capacitors will recharge automatically, but take time to do so. The more rods associated with the capacitor display, the more maximum energy a capacitor possesses.

5. **Speed:** This blue gradient displays a ship's current speed in meters-per-second. The further the gradient is to the right, the faster the ship is traveling. Ships can initiate stopping mechanisms by clicking on the triangle on the left side of the gradient, while their engines can be fully engaged by clicking on the triangle on the right end of the gradient. Keep in mind that the ship's total mass when combined with the zero-gravity of space will factor into the distance required for the ship to stop, as no ship will be able to "stop on a dime."

6. **High-Power Modules:** High-power modules installed to a ship are displayed in the top row to the right of the central HUD display. Any weapons, Salvagers, Probe Launchers, Tractor Beams, or other important devices will be mounted to this row. Modules such as guns can be "grouped" together by clicking and dragging the module on top of a similar module while holding down the shift key (as long as the weapon is unloaded and of the exact same name and type).

7. **Medium-Power Modules:** Medium-power modules include shield boosters, afterburners, and capacitor recharge systems. Most must be activated individually at the proper time in order for a ship to make use of them. These modules will be arranged in this row.

8. **Low-Power Modules:** Low-power modules include armor and hull repair systems, weapons support devices like stabilizers, and extra armor plating. They will be arranged in this row. Low-power modules require the least amount of power and CPU energy to operate, and are some of the most invaluable equipment at a pilot's disposal.

B. The Fitting Service

Maintaining and fielding a ship in EVE Online requires that a player gain an understanding of how to properly "fit" or equip a ship for a variety of purposes. A properly "fitted" ship can guarantee resounding success, or ensure a player's utter and inglorious destruction. Ships can be "fitted," kitted out, armed with, or otherwise equipped in an infinite number of ways as deemed by the player and corporations. Any ship can be fitted for mining purposes as much as it can be outfitted for combat or reconnaissance (though some ships are more suited to certain roles than others).

To supplement fitting choices, certain ships provide bonuses to certain modules, and also increase the effectiveness of modules and the ship itself based on a pilot's skill levels associated with the ship (i.e., "Role Bonuses" for skills such as Gallente Cruiser, Caldari Battleship, Minmatar Frigate, etc.). Adhering to these parameters will increase the overall effectiveness of the ship.

Most pilots choose to differentiate their fitting choices based on the purpose of the vessel. In other words, there are different fitting choices for mining vs. running missions vs. reconnaissance vs. combat against other players, all for a single ship. One benefit to the fitting service overall is that all fitting creations can be saved directly to the fitting menu and equipped with the push of a button.

The best means of creating an effective fitting for a ship is through trial-and-error. Pilots normally test a fitting choice in an asteroid belt against NPC pirate ships, on missions, or in the Singularity Testing Server, making adjustments afterwards to craft the most effective interstellar machine.

Note: modules installed to a ship in this manner can be switched on and off by clicking on their icon. If a module is offline, it will be blacked out.



Fitting Service Display (Singularity Test Server)

Fitting Key:

A. Turret Slots: This displays the maximum number of turrets a ship can fit. The number of turrets a ship can have installed is indicated by the number of boxes which are highlighted in white. Mining Lasers also consume available turret slots (i.e., if a ship can install only two turrets, then only two Mining Lasers can be installed). If no boxes are highlighted, turrets cannot be installed.

B. Missile Slots: This displays the maximum number of rocket or missile launchers a ship can fit. The number of launchers a ship can install is indicated by the number of boxes which are highlighted in white. There are some ships which are dedicated missile launcher ships, and thus they can fit more missile launchers than turrets. If no boxes are highlighted, no missile launchers can be installed.

1. Rig Slots/Calibration (not available on displayed ship model “Velator”): These slots indicate how many Rigs can be installed to a ship. Calibration dictates which types of Rigs can be installed (i.e., certain Rigs which require too much calibration cannot be installed if not enough calibration is available). Rigs are permanent add-ons to a vessel which increase a given attribute at the expense of another (i.e., speed boost at the cost of armor, increased cargo capacity at the expense of armor, etc.). If a ship is destroyed or repackaged, the Rigs are lost. Rigs are manufactured with salvage recovered from shipwrecks.

C. High-Power Slots: These represent the number of high-power modules which can be installed to the ship. High-power slots are normally occupied by weapons, mining devices, Salvagers, Tractor Beams, and other “primary” modules. Certain weapons systems can be grouped together directly in the Fitting Service window, and are also loaded with ammunition in the same manner (i.e., click-and-drag). High-power slot modules normally consume the greatest amount of power and CPU of a ship.

D. Medium-Power Slots: These represent the number of medium-power modules which can be installed to a ship. Medium-power modules include shield boosters, asteroid scanners, capacitor rechargers, and warp disruptors.

E. Low-Power Slots: These represent the number of low-power modules which can be installed to a ship. Low-power modules consist of devices meant to supplement the capabilities of a ship.

F. Cargo Capacity: This displays the maximum cargo capacity of a ship in cubic meters. If the level is at zero, your cargo bay is empty.

G. Drone Bay Capacity: This indicates the capacity of the drone bay. Only drones which have been loaded into the drone bay can be launched (they cannot be launched from the cargo bay). Most drones consume either five or ten cubic meters inside a drone bay, so (for example) if five of ten cubic meters are occupied, then there is one drone inside the drone bay.

H. Central Processing Unit Capacity: This indicates the level of CPU consumed by any modules installed over the amount of total CPU provided by the ship. Any module installed to the ship will cause the level of CPU to rise, along with the blue bar which extends upwards from the fitting ring's five o'clock position. If a module requires more CPU than is currently available or provided by the ship, the module cannot be installed.

I. Power Grid Output: This indicates the level of power consumed by any modules installed over the total power output of the ship. Any modules installed to the ship will cause the power level to rise, along with the red bar which extends downwards from the fitting ring's five o'clock position. If a module requires more power than is currently available or provided by the ship, the module will be installed (so long as sufficient CPU energy is available), but it will not be activated, and the Fitting Service will alert the pilot to the discrepancy.

J. Fitting Menu Tabs: These tabs allow a pilot to access additional fittings which have been previously saved, to save the current fitting, or to strip the ship of all of its modules. An unlimited number of fitting arrangements can be saved and named using these features. Likewise, a saved fitting can be instantly loaded by accessing the "Browse" tab. When using the fitting browser service, the system will attempt to equip the current ship with the selected fitting using as many appropriately designated modules as are available in the Items Hanger. If an exact item is unavailable, it will not be fitted to the ship. All fittings saved in this manner can be "Exported" to a file in the 'Documents – EVE' folder for later transfer to a separate computer system, and can also be "Imported" in the same manner.

Accessing the fitting browsing service also allows a pilot to "link a fitting" into a chat channel by clicking-and-dragging the named fitting from the named fitting column directly into the chat window. The name of the ship will be displayed in its place, and clicking on the ship name will reveal the ship's modules. Likewise, any fitting arrangements linked to chat channels in this manner can be saved by right-clicking on them and choosing "Save Fitting."



Fitting Service Browsing Display (Singularity Test Server)

K. Capacitor Display: This displays information regarding the ship's capacitor system, including the total amount of capacitor energy, how many seconds required to fully recharge the capacitor, and the rate at which the capacitor recharges when otherwise partly depleted. If the capacitor is labeled as "Stable" in green, the ship is able to run all of its modules effectively without risk of depleting the capacitor. If the capacitor is marked "Depletes in ##s" in red, this indicates that the ship's capacitor will drain in the indicated number of seconds if all of the ship's modules are activated. Most ships will not be "cap-stable" by default due to the capacitor energy requirements of the modules installed, but otherwise, a ship can function effectively as long as pilots are discreet with the modules they choose to activate at any given time (i.e., activating shield boosters only when shields have been depleted to a given level).

L. Defensive Attributes Display: All ships provide some form of default defensive capabilities, of which all attributes are displayed in this window. All ships provide a level of resistance to multiple damage types (i.e., electromagnetic, thermal, kinetic, and explosive). All weapons deal certain types of damage, and understanding what defensive measures to prepare for can increase the survivability of a ship.

In this case, this window displays the numerical levels and damage resistance levels of a ship's shields, armor, and hull, as well as the total hitpoints of a ship when factoring in any modules installed, all default attributes, and any skills trained. This window also displays the number of seconds required to fully recharge a ship's shields (provided they are not taking damage). Any boosters or repair systems installed to the ship can have their rate of recharge and repair examined by clicking on the module access triangle (just below "Defense") and selecting them.

Note: these displays will fluctuate based on the types of damage resistance modules and equipment installed to the ship.



Fitting Diagnostics Column

M. Targeting Information: This window displays information regarding a ship's offensive and defensive targeting abilities. These include a ship's default scanner type (which can be amplified with certain scanner modules), its signature radius (which determines how likely a ship can be detected and the speed at which it can be targeted), its targeting range, and the maximum number of targets the ship can track.

N. Navigation Information: The Navigation window displays all information regarding to a ship's capacity to travel throughout space. This information includes the ship's maximum speed, total mass (which determines any negative effects to a ship's speed), the maximum speed boost provided by any speed modification modules installed (i.e., afterburners), and the distance covered by warp travel (measured in Astronomical Units-per-second).

C. The Market

One thing that separates EVE Online from all the other games available is EVE's inclusion of a fully functioning player-controlled market. Items in EVE are not only "seeded" by the developers (i.e., inserted into the market daily without a player-set limit on the number available), but are also made, bought, and sold by individual players. Some players set their entire gaming experience revolving around buying, selling, and trading the market's commodities, from ships to Skillbooks to even drugs known as "boosters." Without a doubt, anything you may ever need, from a new ship to a Skillbook to ammunition, can be found on the market.

However, like any real-world market, prices and availability of goods will fluctuate based on where you are and how much is available (i.e., "location, location, location" and "supply vs. demand"). To help alleviate this, each race has a major "trade hub" where hundreds of players gather in order to buy and sell goods. The two most notable hubs in EVE are the Gallente Federal Navy station in Dodixie (Sinq Lasion region) and the Caldari Navy Assembly Plants in Jita (The Citadel region), though all Empires have multiple trade hubs throughout their territories.

The increased competition at trade hubs means prices are usually that much lower (or inflated) within these systems. Likewise, the greater number of people at these hubs leads to frequent shootouts between warring corporations. Caution concerning combat and operating the market is advised when traveling to these hubs.

When first accessing the Market, the Market's Search feature will be displayed. Finding an item is as easy as typing in part or all of the item's name and selecting "Search." Keep in mind, however, that the search results will be restricted based on the current "Range Filter," which limits displayed results to items available within the given space station, solar system, or region. Likewise, items can be found using the Browse feature, which classifies all items based on their type and displays them based on availability. Certain item types can be added to the Market Quickbar (via right-click), which saves the item type name and allows the item's prices to be accessed by simply clicking on it.



Traffic outside of Jita IV, Moon 4, Caldari Navy Assembly Plant

When clicking on a desired item, said items available for purchase are displayed in the Sellers section, while all players interested in acquiring the item will be listed in the Buyers section, along with the price they intend to buy the item at. Information displayed along with these items includes the number of jumps required to reach the space station where the order for sales or purchasing (known as "Buy" or "Sell Orders") was placed, along with how many items requested to be bought or sold, and the location of the order. If an order is highlighted in green, the order is connected to the space station where the player is currently docked. Therefore, a player can satisfy that specific order from the current station (provided enough of the item or funds are available).



Market displaying orders for an Orca Industrial Command Ship in Everyshore

player, the cost you entered will be deducted from your wallet, and the item will be delivered to your hangar in the station where you established your order (though this may fluctuate depending on the range at which you established the order).

To buy an item, right-click on a sell order and select "Buy This." You will then be presented with a window listing the location of the item, along with confirming how many items you wish to buy, and the price at which they will be bought. To confirm the procedure, click "Buy." To place a Buy Order in hopes of acquiring the item at a specific price, click "Advanced," or "Place Buy Order" at the bottom of the greater Market window. You will then be asked to list the price at which you intend to buy the selected item, how many items of the given type you wish to buy, the minimum number of items you wish to buy (if you choose to buy in bulk quantity), the duration of the Buy Order (in days, weeks, or months), and the range at which other players can access the Buy Order. To place the Buy Order from this stage, click "Buy." The Buy Order will then be displayed in the Buyers list. If your Buy Order is satisfied by another

To sell an item, right-click on the item in your Items Hangar (or ship bay) and click "Sell This Item." You will

then be presented with a window displaying your current location, the individual unit's best regional buying price, how many items are to be sold, and any related sales tax associated with the order. If you are satisfied, click "Sell." If not, you can view the Market's details regarding the item by clicking the magnifying glass on the right side of the window, or you can place an individual Sell Order by clicking "Advanced." When placing a Sell Order, you will be asked on the price to request for a single item of the given item type, how many items to sell, and how long the Sell Order will last. When you are satisfied with all parameters, click "Sell," and the Sell Order will be displayed in the Market's Sellers list. In both cases, the item will then be removed from your Items Hangar and/or ship bay and retained within the station itself where the order was placed.

When placing orders, you can adjust or cancel them anytime by simply accessing the Market tab and selecting "My Orders."

When dealing with Buy or Sell Orders, the Secure Commerce Commission will render certain fees for the orders to be placed, including sales tax and broker's fees. These can affect the level of profits achieved through transactions, but can be reduced with the Accounting skill.

1. Broker's Tips

- ◆ To find a greater number of items more effectively, set the market "Search" tab to "Region" when executing searches for prices on items, so as to see the prices listed across the entire region
- ◆ When searching across regions, be mindful of the location of the item before buying it. The item you purchase at the lowest regional price could very well be twelve jumps away in low-security space
- ◆ Remember to "buy low" and "sell high;" that is, when searching for an item, try to buy it at the lowest price possible, and don't be afraid to hold out (as prices can shift daily). Likewise, sell an item at higher than the region's lowest selling price if you intend to try to make a hefty profit (but also be reasonable about the price you list the item to sell for; no one is going to be crazy enough to buy a low-level Civilian Afterburner for \$3,000,000,000)
- ◆ It is recommended one avoid buying anything which cannot be used immediately, as the price for said item could drop dramatically over the days or weeks spent training to actually use the item in question (i.e., the Exhumer-class Hulk, which requires at least a month to train for, dropped from \$169,000,000 to \$149,000,000 in a period of weeks in March-April 2010 following the "Hulkageddon" competition)
- ◆ However, one must also consider that in-game events can dramatically affect the prices of certain items (i.e., anticipation and execution of "Hulkageddon" competitions-during which mining vessels are deliberately targeted in acts of sport-can drive prices of mining vessels up significantly). Therefore, pilots should exercise personal discipline and become familiar with the effects of in-game activity on regional markets before considering buying or selling items such as advanced modules, Skillbooks, or ships
- ◆ While choosing to buy or sell items is entirely up to the individual pilot, it is recommended that if you have the capacity to actually build the item you want to buy, build it instead of buying it. Likewise, if you already own the item that happens to be a few jumps away, go get it-don't buy it a second time (so you can save your money). Spending \$1,000 on a manufacturer's fee (or merely minutes over the course of a few jumps) is a lot cheaper than dropping millions on an item you can build or already own five jumps away. This is especially true for ammunition, drones, and certain modules

2. Contracts

Contracts are deals made between players in accordance with obtaining certain items, sometimes items which are restricted from traversing the market (such as rare faction-specific ships or researched and improved blueprints). Contract deals can involve an item exchange, an auction, a loan, or a courier transporting arrangement. Regardless, contracts are usually associated with some kind of high-end payout for the satisfying of certain conditions, or simply as a means of transferring items at the leisure of the pilots involved in the exchange.

Unlike viewing market listings, one does not have to travel to the specific region to view potential contracts; all contracts can be viewed remotely by simply switching the region in the appropriate tab display.

Never forget the cardinal rule of contracts: **always read a contract completely before signing it!** There are some unsavory individuals who go out of their way to advertise a contract which is actually a fraudulent deal designed to rip off a careless player. This is common in trade hubs such as Dodixie, where some players will advertise a contract with an extra zero in the text display to attract a potential victim. One extra "0" can mean the difference between paying \$100,000 for 50,000 units or getting robbed for \$1,000,000 over 5,000 units!

Regardless of whether or not you're dealing with the market or individual contracts, like any smart shopper must do, the best option when putting your hard-earned money on the line is to get more than one region's price before buying or selling, and to especially double-check prices against the factions' trade hubs.

D. Fleets

While pilots can blaze a trail alone through the stars, sitting out in the vastness of space with no one to talk to can make any player incredibly lonely, and can make for an extremely boring experience. This is why 1) players will always be included in a corporation and 2) fleet operations are made possible. "Fleets," or organized groups of players, can provide a number of benefits to their pilots, including teamwork of combined fires and efforts, the camaraderie of large-scale operations between players and even variant corporations, and boosts to ship capabilities.

Pilots can form fleets on their own or join fleets already in existence. To do so, pilots must access their Fleet tabs on their Access Columns. To seek out an available fleet, click the "Join Fleet" button, which will then prompt you to search for a fleet based on the parameters you can establish in the top row beside the "Get Fleets" button. To create a fleet, click "Form Fleet." You will then be assigned to a fleet consisting of only yourself as the "Fleet Boss," during which you can invite pilots into your fleet by right-clicking on their names and selecting from the drop-down menu. To make your newly formed fleet available for other pilots to join, click on "Fleet Finder," then "My Advert" (short for advertisement). This will allow you to type in a short description of your fleet and set the parameters by which your fleet is made available during searches. Clicking "Submit" will make your fleet available for search queries. Afterwards, clicking on the "Find Fleets" tab and then the "Get Fleets" button will show your fleet row. At this point, you can click-and-drag this fleet icon to a chat channel window to make your fleet visible and easily accessible for other pilots to join.



Scope Fleet with Orca and Itron Mk. V in support

Chain-of-Command in fleets extends from the "Fleet Boss" to "Wing Commanders" to "Squadron Commanders." Fleet Bosses control the fleet, write the Advert, and direct which roles players can fulfill. They also set the Loot Logging parameters (a tracking system which monitors when pilots acquire items from wrecks or in the course of mining) and command a number of Wings. Wing Commanders control a number of Squadrons, and Squadron Commanders control a maximum of ten pilots arranged into a single element. Those holding "commander" positions can assign pilots to act as "boosters." Booster pilots possess a level of Leadership skills which can boost the capabilities of ships within the fleet.

Fleets can be created by any pilot at any time, though the more efficient fleets benefit greater from experienced commanders familiar with fleet operations and those with Leadership skills already trained. Players from different corporations can join a single fleet without restriction, but usually only by invitation (unless the Fleet Boss sets otherwise). Keep in mind, however, that attacking members of your own fleet in high-security space will prompt a response from CONCORD (unless they are members of your corporation, with the exception of NPC corporations).

Fleets benefit from the combined firepower and efforts of the unit as a whole, and can apply greater damage to targets as well as increase their total mining yield when under the command of experienced leaders. With respect to missions, fleet pilots can receive payment from missions activated by certain players (provided the player in question chooses to share the rewards and Loyalty Points received at the end of successful missions). Secondly, certain ships can fit special "gang-link modules" which boost the efforts of nearby ships associated with the fleet.

Warning: entering or leaving a station or attempting to initiate a jump at a stargate will not be possible for thirty seconds after creating, joining, or leaving a fleet, as the system needs time to adjust itself and its communications protocols concerning fleet-related operations (classified as "communicating with the fleet").

1. Fleet Bonuses

A major benefit to fleet operations is the level of ship attribute boosts shared between fleet pilots. With the proper Leadership skills trained, these "boosts" or "bonuses" can provide significant increases to a ship's targeting

range and speed, shields, mining yield, etc. However, fleet bonuses are dependent upon certain parameters, including a pilot's location, the extent to which the given Leadership skills have been trained, and how many pilots make up the specific element within the fleet.

Fleet bonuses are only applied if the following parameters are maintained:

- ◆ The booster pilot is part of an element led by a “legal” commander (i.e., a pilot who has trained the Leadership skills required for the assigned leadership position) -or- The pilot who is assigned as both the element commander and the element booster has trained the skills appropriate for the level of command which has been assigned (i.e., Fleet Commanders need Fleet Command, Wing Commanders need Wing Command, Squadron Commanders need Leadership 1-to-5)
- ◆ A Squadron contains at least one pilot in addition to the Squadron Commander (and likewise, a Wing contains at least one Squadron, a Fleet contains at least one Wing)
- ◆ The booster pilot, the booster's commander, and those part of the booster's element are in the same system
- ◆ The booster pilot, the booster's commander, and those part of the booster's element are undocked

Note: boosts can be examined for their integrity from the My Fleet tab. A green check means boosts are being applied, while a red 'X' means otherwise. Hovering the pointer over the red 'X' will display a reason for the “broken boosts.”

While fleet boosters do not have to hold positions of “command” by default, the integrity of fleet boosts are dependent upon the command structure within the fleet. Being that the title of “Fleet Boss” simply denotes the creator or overall leader of the fleet, Fleet Bosses can only initially support a maximum number of pilots and/or command a fleet (at the Squadron, Wing, or Fleet level) based on how high their Leadership, Wing Command, and/or Fleet Command skills have been trained. With Leadership 5, the fleet can support and boost only ten pilots. If Wing Command has been trained, the fleet can lead additional Squadrons comprised as a Wing (i.e., twenty or more pilots). If Fleet Command has been trained, the fleet can lead multiple wings, and effectively, even more pilots. Towards this end, while any player can be assigned as a “commander,” boosts will not be applied from pilots in their elements if said element commanders have not trained the level of command skill required for them to effectively hold their position (Note: Fleet Bosses do not have to be “commanders”).



Fleet Personnel Display showing Fleet Boss (star), Wing Commander/Booster (two chevrons), and Squad Commander/Booster (one chevron), with boosts active (green check)

For example, if a player with only the Leadership skill is installed as a Wing Commander and has a member of the element designated as a Wing Booster, the fleet boosts will not be applied to the element since the element commander has not trained the Wing Command skill required to maintain the Wing Commander position. Therefore, that player can only provide boosts at the Squadron level because that player has only Leadership trained, not Wing Command. By these parameters, fleets of ten pilots or less are classified as Squadrons as long as the player assigned as the element commander does not possess the Wing Command skill.

In the case of small-unit fleets of ten pilots or less, to effectively apply boosts, the Fleet Boss or pilot with the highest Leadership skill would be assigned as the Squadron Commander, and all members of the fleet would be moved to that player's Squadron. Likewise, the Squadron pilot with the highest desired boost-related skill in question (such as Mining Foreman) would be assigned as the Squad Booster. Since not enough pilots exist for the element to be considered anything larger than a Squadron, if more than ten pilots try to join a Squadron without a Wing Commander present all while the Squadron Commander does not have the Wing Command skill, the boosts will be broken.

E. Starter Missions

Every pilot in EVE Online started small. From the mightiest of Titan commanders to the most mischievous of pirates to the most sophisticated of charismatic corporation leaders, they all started at one place—the Tutorial Missions. No matter your race, no matter your background, all pilots have access to the Tutorial Missions of their race—and other races. These tutorials provide a pilot with the knowledge of the basics of how to play EVE, from flying ships to firing

guns to working the market and running an industry or business.

The Tutorial Missions include entry-level instructions on the following:

- ◆ Piloting your ship
- ◆ Firing weapons and engaging targets
- ◆ Activating special modules
- ◆ Advanced combat techniques
- ◆ Mining and manufacturing
- ◆ Working the market
- ◆ Using special scanners and pinpointing hidden locations throughout space (such as wormholes)

Bottom-Line-Up-Front: complete the Tutorial Missions first! They provide you with good starting income, as well as free Skillbooks, modules, and a good number of ships (including Frigates designed for combat, mining, and scouting, a Destroyer, and a few Industrial-class haulers). Plus, they provide you with the basic answers to questions most new pilots find themselves asking veteran corps members when they *don't* fly the Tutorial Missions, in which case, these new pilots may be sent back to their home systems to fly the Tutorial Missions anyway. If you're new to EVE Online, don't worry about what you're going to do tomorrow, next week, or a month from now—finish all of the Tutorial Missions first. Don't needlessly and carelessly jump without understanding how to jump in the first place.

Even if you start out as one race, you can cross-train with other races' Tutorial Missions in order to gain access to their starting skills, starting ships, and a little extra cash. However, you will only be able to do this if your standing with their faction is above -2.0 (the Diplomacy and Connections skills can help with this in some cases). As a reminder, if you have difficulty handling even the Tutorial Missions, don't be afraid to ask for help. That's what your fellow corporation members are there for.

For reference, in the case of Gallente space, training is provided by agents of the Federal Navy Academy in Duripant, which filters pilots to the Federal Navy Academy School in Couster, where a Tutorial Mission hub is located.

Note: make sure you read all of the briefing instructions before undertaking your missions, as some of the Tutorial Missions require you to deliberately lose your ship in order for you to advance to the next mission!

F. Starting Skills

Skills are just as they sound: they are required to operate everything in the universe, from weapons to ships to even the market, corporations, and fleets. Without the proper skills (sometimes referred to as “prerequisites”), you will be unable to fly certain ships and fit certain modules. However, before you go dropping thousands-or even millions-of ISK on that shiny new Skillbook that will let you fly the Destroyer you just earned from a Tutorial Mission, consider your “Learning” skills (and the fact that the Destroyers Skillbook is awarded to you for flying Tutorial Missions to begin with, along with a Destroyer at the end of a Tutorial Mission storyline).

There are certain skills which allow you to decrease the time required to train all other skills in the game. These critical time-savers are called “Learning” skills, and they consist of the following skills:

Tier 1:

- ◆ Analytical Mind = raises Intelligence
- ◆ Instant Recall = raises Memory
- ◆ Spatial Awareness = raises Perception
- ◆ Empathy = raises Charisma
- ◆ Iron Will = raises Willpower

Tier 2:

- ◆ Logic = raises Intelligence (requires Analytical Mind 4)
- ◆ Eidetic Memory = raises Memory (requires Instant Recall 4)
- ◆ Clarity = raises Perception (requires Spatial Awareness 4)
- ◆ Presence = raises Charisma (requires Empathy 4)
- ◆ Focus = raises Willpower (requires Iron Will 4)

Secondary Skill:

- ◆ Learning = speeds up the training time of all skills

Training Learning skills raises your Attributes, which consist of the following:

- ◆ Intelligence = required for operating certain modules
- ◆ Memory = required for operating certain modules as a secondary attribute
- ◆ Perception = required for utilizing weapons and flying ships
- ◆ Willpower = required for utilizing weapons and flying ships as a secondary attribute
- ◆ Charisma = required for training Leadership skills



INTELLIGENCE	23 points
PERCEPTION	24 points
CHARISMA	16 points
WILLPOWER	22 points
MEMORY	24 points

Character Sheet Attributes

Most skills take the amount of two of your Attributes (i.e., Intelligence and Memory, Perception and Willpower, Intelligence and Charisma, etc.) into account to determine how quickly the skill will be trained. The higher your Attributes, the faster your skills will be trained. In addition to Learning skills, your Attributes can be increased by installing special Implants.

By training these Learning skills, you can add upwards of eleven points to each of your Attributes. The increase in each of your Attributes translates into subtracting hours and even days off your total skill training time. This saves you time so you can train other skills, such as those required for flying that shiny new Retriever sitting in your hangar in Oursulaert after you bought it before realizing you couldn't fly the damn thing (hope you got a thick dust rag).

However, while maximizing your Learning skills can add an impressive boost to all of your skills, keep in mind that maximizing all of your Learning skills can take upwards of eighty days or longer to complete (provided you have advanced Implants installed). For new pilots, it is recommended that they avoid arbitrarily aiming to maximize their Learning skills and instead focus on obtaining the Tier 1 skills and maximizing those first.

1. Recommended Learning Skills Procedure

- ◆ obtain Analytical Mind and Instant Recall, and train both to Level 3
- ◆ obtain Learning and train it to Level 5
- ◆ proceed training all Tier 1 skills to Level 5 before attempting to train all Tier 2 skills to Level 4

Note: all skills can be obtained from the Market, or your corporation if they offer such incentives...

2. EVEMon

EVEMon is an extremely useful third-party application which allows players to check on the status of their characters without logging in, and also allows for planning out long-term skills. EVEMon's planning interface allows for skills and training procedures to be planned and rearranged to investigate firsthand how long it will take for certain skills to be trained in order to use ships, modules, and equipment. EVEMon can also show a player how skills can be trained when using Implants, and it will even provide recommendations to players on how to better train their skills more efficiently. However, EVEMon cannot remotely program in skills to be trained in EVE Online directly.

It is highly recommended that players acquire EVEMon from the BattleClinic website (www.evemon.battleclinic.com).



EVEMon Logo provided by BattleClinic

G. Glossary

Many players engage in dialogue which has become commonplace across the EVE universe. Some terms which you may encounter include the following:

- ♦ *O/* = an emoticon symbolizing a greeting wave for “hello,” but can also be misconstrued as the Nazi salute
- ♦ *O7* = an emoticon symbolizing a military salute, a form of respect between players
- ♦ *AB* = abbreviation for “Afterburner,” a module which provides a boost to a ship’s speed
- ♦ *AFK-Mining* = the act of executing mining procedures while “away from the keyboard” without the use of illegal software, essentially the procedure of warping to an asteroid belt, choosing asteroids to mine, activating the mining systems, walking away from the computer, and checking on the progress every ten minutes. This procedure is permissible according to CCP gameplay policies
- ♦ *Agent* = a computer-controlled individual who provides access to missions which players can accept for money, items, and faction standing increase
- ♦ *Alliance* = a coalition of multiple corporations aligned together to form a massive united front. Alliances usually control areas of null-security space and possess multiple starbases and even Capital Ships
- ♦ *Alt* = abbreviation for “alternate,” usually referring to a secondary character owned by a player with more than one character or account
- ♦ *API* = a specific alphanumeric designation assigned to every player’s account. When combined with the user ID and specific legal third-party software such as EVEMon, an API key allows a player to remotely view specific skill levels, market orders, industrial projects, and planning stages of a given character. Some corporations will request a player’s API key to confirm skill level, to check for any alternate characters, and to verify a player’s information **(Note: giving away an API key does not leave a player vulnerable to any kind of third-party attacks from outside sources. The only vulnerability exists when players give out their usernames and passwords, of which is strictly advised against)**
- ♦ *Arty* = short for artillery, a long-range highly destructive weapons system used by the Minmatar
- ♦ *AU* = abbreviation for “Astronomical Unit,” usually a unit of long-distance measurement concerning warp jumps
- ♦ *Baiting* = the act of placing a canister bearing an attractive label and desirable items inside it hoping that a potential victim will effectively “steal” items from the canister, thereby granting the owner permission to engage



Gallente Hyperion Battleship

- ♦ *Barge* = short for Mining Barge, a large-scale mining vessel created by the Outer Ring Excavations syndicate
- ♦ *Blaster* = a short-range destructive Hybrid weapons system used by Gallente and Caldari vessels
- ♦ *Band of Brothers/BoB* = a large-scale alliance once active against Goonswarm in all of its forms. The Band of Brothers were disbanded by their CEO after he executed a major heist and deprived them of many powerful assets
- ♦ *Boosters* = drugs which players can ingest in order to provide a temporary boost to attributes. Like any drug, boosters can cause adverse side effects. Certain boosters are considered contraband in some areas of high-security space and players can be fined if they are caught transporting various boosters or illegal goods across systems
- ♦ *BPO* = abbreviation for “blueprint original.” Compared to a “blueprint copy,” an original blueprint can be used an infinite number of times for manufacturing purposes, while copies are

limited to a specific number of “runs” before they are depleted and destroyed

- ♦ *Bubble* = a special gravity well sphere deployed by Interdictor-class vessels at low-security gates in order to make trapping ships easier. These bubbles prevent a ship from warping, and thus make it a more vulnerable target
- ♦ *Buyback* = a program offered by some corporations which pay a player for the amount of ore collected based on the price of the minerals refined. Ore bought in this manner is usually refined by in-corporation players with high Refining skills and used to build items and ships which are then sold or deployed
- ♦ *BS* = short for “Battleship,” a large-scale combat vessel
- ♦ *Can* = short for “cargo canister” or “cargo container,” a small holding device which can retain 27,000 m3 worth of cargo. Cans in this matter are left behind by destroyed ships, and also appear when cargo is jettisoned from a ship’s cargo hold
- ♦ *Can-Flipping* = the act of placing an item into a can which is not your own, then jettisoning a second can and transferring all items to the second can, thereby hijacking the materials and obtaining ownership of them through otherwise dishonest (though developer-overlooked) means. Can-flipping is considered an aggressive act, but CONCORD will ignore it
- ♦ *Cap* = short for capacitor, essentially the main reactor and power plant of a ship. If a capacitor is drained, certain ship functions (such as weapons, shields, and warp drives) cease to function

- ♦ *Caps/Cap Ship* = a “capital ship,” an extremely large and powerful vessel which can enter only low-security space. Capital ships include Dreadnaughts, Carriers, Supercarriers (former Motherships), and Titans. They are the largest ships in EVE, costing the greatest amount of money to fly, equip, and field, and take the longest amount of time to train for (i.e., a Titan requires upwards of 200 days)
- ♦ *Cap-Stable* = a ship which is able to keep its capacitor running at a stable and smooth rate, even if multiple modules are activated at once
- ♦ *Carebear* = a slang and sometimes derogatory term for a pilot who dislikes, avoids, does not prefer, or does not specialize in player-vs.-player combat. Miners primarily bear this inaccurate label, and while carebears are often viewed as easy targets for pirates and the victims of scams, they are actually some of the most helpful, good-natured, dedicated, and trustworthy people in the game. One of the most successful and deadliest “carebears” is a pilot named JnB, who successfully fielded an Exhumer-class Hulk with a combat-based fitting and claimed over forty kills in low-security space (**Note: see Youtube video, “When Carebears Attack!”**)
- ♦ *Carrier* = a Capital Ship vessel designed to launch a large number of Fighters and Drones. Such ships include the Gallente Thanatos and Nyx
- ♦ *CCP* = abbreviation for Crowd Control Productions, the developers of EVE Online. In-game developers will label their recognized name with this tag (**Note: impersonating CCP personnel or threatening or intimidating other players with actions taken on the part of CCP [i.e., demanding money in the course of threatening to file a harassment claim against another player] is considered an offense warranting a ban**)
- ♦ *CEO* = abbreviation for Corporate Executive Officer, the leader of a corporation
- ♦ *CONCORD* = the interstellar police force across all Empire systems, essentially the computer-controlled “guards.” CONCORD is responsible for patrolling systems, inspecting cargo, and retaliating against illegal combat actions (such as players firing on each other in high-security space without prior authorization)
- ♦ *Corp/Corps* = abbreviation for “corporation,” an organization comparable to a guild or team, run by both players or computer-controlled agents
- ♦ *Corps Theft* = the act of stealing ships, money, and/or technology from a given corporation, usually by infiltrators or even by the corps’ CEO (as was the case with two major Alliances, Goonswarm and Band of Brothers)
- ♦ *CVA* = a well-known Amarrian Alliance in the Providence region responsible for conducting anti-pirate operations and maintaining regional security. As of late, CVA has been engaged by an all-pirate Alliance dubbed Against ALL Authorities. Their current status is unknown...
- ♦ *Cyno* = abbreviation for “cynosural,” a special field generated by individual ships in order to facilitate jumping a Capital Ship or Jump Freighter to a given solar system
- ♦ *Des/Dessie* = short for Destroyer, a small well-balanced vessel between a Frigate and a Cruiser
- ♦ *Domi* = short for Dominix, a Gallente Battleship
- ♦ *Dread* = short for Dreadnaught, a powerful Capital Ship
- ♦ *Empire* = a term which refers to certain sectors of space controlled by the four main factions
- ♦ *EULA* = abbreviation for End-User License Agreement, which outlines policies on privacy and permissions of play
- ♦ *EVE Gate* = the star gate through which the first settlers of EVE arrived (also refers to a major EVE website)
- ♦ *Fail-Fit* = slang term for a ship equipped with a poorly chosen fitting arrangement, usually resulting in that ship’s destruction or severe damage
- ♦ *Fit/Fitting* = the customization of a ship based on the modules applied to a vessel
- ♦ *Fleet* = an organization of ships and players, usually for the purposes of processing missions, mining, and various other operations. Fleets provide excellent organizational opportunities and team-building exercises for players, who can benefit from Leadership skill-based bonuses provided by the commanders and boosting pilots within the fleets
- ♦ *“Fly safe”* = a gesture of respectful goodbye between players (which is actually grammatically incorrect, as the proper term should be “Fly safely”)
- ♦ *Flying Potato* = slang term for a Gallente Dominix, as it tends to resemble such a shape
- ♦ *Frig* = short for Frigate, a small, nimble, and usually fast ship with which pilots begin their careers. Some veteran pilots have been known to deploy Frigates in player-vs.-player combat
- ♦ *Gang* = slang term for a fleet or small unit of ships usually conducting major operations
- ♦ *Gank* = slang term for a player coming under attack and losing a ship and/or pod
- ♦ *“GF”* = abbreviation for “get fucked,” a vulgar, childish, and insulting response to an act or statement made against



CONCORD Police Commander maintaining security

a given player

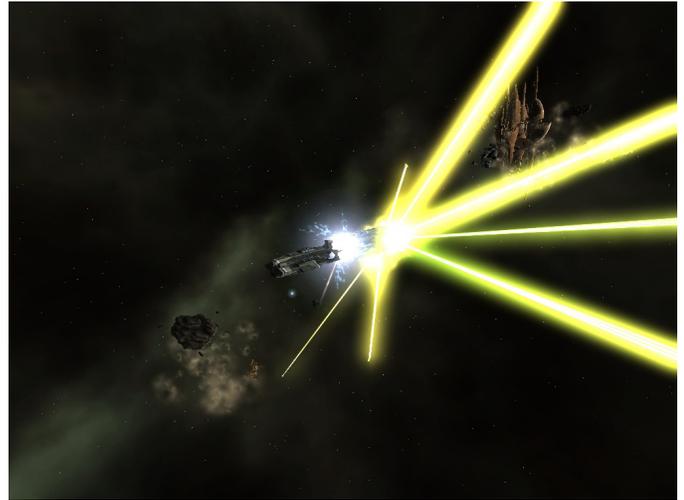
- ♦ *Goonswarm/Goonwaffe* = a large-scale alliance once active against the Band of Brothers. Goonswarm specialized in large-scale attacks, but fell out of favor with many pilots since their mass swarming raids were deliberately designed to cause their target's computer systems to become overstressed and crash, thereby disconnecting the target pilot from the EVE server entirely and leaving the target unable to respond. Goonswarm's CEO admitted in an interview with an online gaming magazine that his greatest achievement was to force an opposing player to quit EVE entirely, considering such an occurrence to be his ultimate victory. Goonswarm was eventually disbanded after the CEO committed corps-wide theft and disbarred multiple corporations from the Alliance itself, resulting in the loss of a Carrier after it was bumped out of its former Alliance starbase defensive shield perimeter. Goonswarm attempted to reform under the name "Goonwaffe," but is now nothing more than a shadow of its former coalition
- ♦ *Griever* = a player who specializes in player-vs.-player combat for the sole purpose of ruining the gaming experience for other players. "Grief" tactics (arguably) include continually attacking new players in training systems, creating fraudulent contracts, excessive pod-killing of new players, setting bait cans, and issuing war-declarations against corporations of new players or miners which lack combat escort. While CCP considers some actions by grievers to be illegal, players are advised to read the End-User License Agreement to check for potential violations if they feel they have been wronged
- ♦ *Grinding* = the act of continually conducting some form of activity (i.e., "grinding asteroids" refers to mining, "grinding missions" refers to repeatedly running missions). The term "farming" is sometimes associated with grinding
- ♦ *HAC* = abbreviation for Heavy Assault Cruiser, a Tech 2-variant of a standard Cruiser and specifically designed for extended combat engagements
- ♦ *Hauler* = an Industrial-class ship or vessel with a large cargohold deployed for the purposes of transporting materials to and from stations, or tactically from fleets executing mining operations



Gallente Iteron Mk. II, an Industrial-class "hauler"

- ♦ *High-Sec* = high-security space patrolled by CONCORD. High-sec systems include any system with a security rating of 1.0-to-0.5
- ♦ *Itty* = slang term for an Iteron, a Gallente Industrial-class transport
- ♦ *Jet-Can Mining* = the act of conducting mining operations during which cargo containers filled with ore are jettisoned from the cargohold and retrieved by secondary vessels such as haulers or Orcas directly or via Tractor Beams
- ♦ *Kill-Mail* = a notification of the destruction of a player-owned vessel, attached directly to the player's Combat Log
- ♦ *KM* = kilometer, 1,000 meters, one of the most common units of distance measurement
- ♦ *L1/L2/L3/L4/L5* = designations of missions of various difficulty, from Level 1 to Level 5
- ♦ *Loot* = cargo and equipment dropped by destroyed ships
- ♦ *Low-Sec* = low-security space not patrolled by CONCORD. Low-sec systems include any system with a security rating of 0.4-to-0.1
- ♦ *M3* = cubic meters, the most common unit of volume measurement, mainly for item size and cargo capacity
- ♦ *Macro* = a computer program which automatically enters a series of commands without player interaction, usually used by unsavory miners without them actually being at their keyboards for several hours (**Note: CCP considers the use of macro programs to be illegal, and an offense warranting a ban**)
- ♦ *Mission* = a job given to a player by an NPC corporation's agent which can reward a pilot with an increased amount of money, items, and standing from the issuing corporation
- ♦ *Mission-Runner* = a player who specializes in processing missions
- ♦ *Mod* = short for module, an attachment fitted to a ship. Modules include everything from guns to Afterburners to armor plating
- ♦ *M/S* = meters-per-second, a measurement of an object's speed
- ♦ *MWD* = Micro Warp Drive, a special module that functions similar to an Afterburner, providing a short-term extreme boost of speed at the expense of a ship's total capacitor level. MWDs cannot be used in certain areas of space, and can be scrambled by warp disruption technology
- ♦ *NBSI* = acronym for "Not-Blue-Shoot-It," a Rules of Engagement doctrine which calls for declaring all ships in low-security space (with the exception of allied vessels labeled in blue) as a valid and/or hostile target. This policy does not discriminate between mining vessels, Industrial-class ships, or pirates
- ♦ *Northern Coalition* = a union of Alliances pitted against the Southern Coalition. "NC" includes the Razor Alliance
- ♦ *NRDS* = acronym for "Not-Red-Don't-Shoot," a Rules of Engagement doctrine which calls for refraining from engaging any vessel in low-security space unless its pilot has a security status of -5.0 and below or is an opposing pilot (i.e., the pilot's ship will be marked red). However, this policy is void if an otherwise neutral pilot engages first

- ◆ *NPC* = non-playable character. NPCs include CONCORD vessels and faction ships which protect stargates
- ◆ *NPC Corps* = non-playable character corporations; corporations which are not run by players. These include Starter Corporations, corporations with agents who provide missions, and corporations which receive players after they leave player-run corporations. Such corporations include the Federal Navy Academy, Deep Core Mining, and The Scope
- ◆ *Null-Sec* = any sector of space which has no CONCORD or official security patrols whatsoever. Null-sec systems include all systems with a security rating of 0.0. Null-sec systems can be both highly profitable and highly dangerous, as they are a free travel zone for pirates, skilled fleets, Capital Ships, and large-scale Alliances
- ◆ *OMW* = acronym for “on my way,” a notification that a pilot is en route to a given location
- ◆ *Op* = short of “operation”
- ◆ “*Pew-Pew*” = refers to the discharge of lasers, a colloquial expression for combat (i.e., “Time to go pew-pew!”)
- ◆ *Pirate* = any player who participates in acts of piracy, such as attacking players for the purpose of acquiring ransom
- ◆ *Plag/Plagio* = short for Plagioclase, a common type of asteroid which yields Mexallon, Pyerite, and Tritanium
- ◆ *PLEX* = a Pilot’s License Extension, a “timecard” which extends the time at which a player can play EVE. PLEX cards can be bought directly from CCP’s website for real-world currency, or in-game using ISK. However, PLEX cards can be expensive, running upwards in price of several hundreds of millions of ISK (Note: “plex” can also be an abbreviation for a “complex,” a sector of space consisting of several areas connected via acceleration gates and usually occupied by hostile forces)
- ◆ *Pod-Killed/Podded* = the act of killing a pilot by destroying the escape pod, thereby destroying all Implants that player has installed and reviving an off-site clone. “Pod-killing” is usually done on those who have bounties in order to acquire the reward, but is also a preferred mainstay of play by pirates and grievers
- ◆ *POS* = abbreviation for “player-owned starbase,” an installation compound managed by player-run corporations
- ◆ *PvE* = player-vs.-environment engagement, usually referring to a mission or attacking NPC ships in an asteroid belt
- ◆ *PvP* = player-vs.-player engagement, usually referring to large-scale fleet battles or pirating activities
- ◆ *Pyro* = short for Pyroxeres, a common type of asteroid which yields Tritanium, Pyerite, Mexallon, and most notably, Nocxium, a mineral required to manufacture some types of ammunition such as Antimatter Charges
- ◆ *Rail* = short for “Railgun,” a Hybrid weapons system designed to deliver accurate long-range firepower
- ◆ *Rat* = an NPC ship which usually appears in an asteroid belt or during a mission. Rats include those of the NPC pirate corporations, such as Serpents and the Angel Cartel
- ◆ *Rig* = a permanent add-on to a ship which can provide a boost to a certain attribute, usually at the cost of another attribute (i.e., speed increase at the expense of armor level). Rigs are manufactured from salvage recovered from shipwrecks
- ◆ *Roid* = slang term for an asteroid
- ◆ *Salvage* = scraps of materials which can be extracted from any and all wrecks (provided special modules are installed) for the purpose of building Rigs
- ◆ *Scord* = short for Scordite, a common type of asteroid which yields Pyerite and Tritanium
- ◆ *Scrambled* = the act of “warp-scrambling” a ship with a special module, thereby preventing the ship from warping
- ◆ *Southern Coalition* = a union of Alliances pitted against the Northern Coalition. “SC” includes the Atlas Alliance
- ◆ *Standing* = a numerical value by which a player is rated by a given corporation or player. The higher the standing, the greater access that player has to missions, or the more favorably a player is perceived by the corporation
- ◆ *T2/Tech 2* = a frequently available advanced version of a ship or module. “Technology 2” items are usually more powerful than their original variants, but require advanced skill training (usually classified as “Specialization” skills). Tech 2 ships are traditionally designed with a specific purpose in mind (such as stealth missions, ice mining, reconnaissance, or warp disruption-as is the case with Interdictor-class vessels)
- ◆ *Tank* = the act or method of defending a ship with increased emphasis on a particular defensive layer (i.e., “shield tanking,” “armor tanking,” “hull tanking”). This is usually done by adding more defensive modules or an additional number of repair or recharge systems to a ship
- ◆ *Titan* = the most powerful ship class, a massive Capital Ship-class vessel armed with a “Doomsday Weapon” which can wipe out whole systems of ships in a single discharge. Titans are as expensive as much as they are time-consuming to train, but they are near-impregnable weapons able to resist attacks from hundreds of ships at a time
- ◆ *Tractor* = short for a Tractor Beam, a special module which projects a beam that can bring an object closer to the home ship. Objects which can be “tractor-beamed” or “tractored” include wrecks and cargo containers owned by the



Caldari Rokh Battleship defending against heavy fire

player and/or corporation, as well as those which are “abandoned” by their owners (i.e., labeled in blue)

- ♦ *Veld* = short for Veldspar, a common type of asteroid which yields only Tritanium
- ♦ “*The Veldnaught*” = an Amarrian Dreadnaught-class vessel fitted only for the purposes of mining in high-security space. In the older days of EVE Online, Capital Ships could enter high-security space without penalty, but when CCP locked out all Capital Ships from using stargates to enter high-security space, the Veldnaught (and some other Capital Ships) was effectively trapped in its current system. To this day, it remains in high-security space. The pilot of the vessel, Chribba, is responsible for maintaining multiple fan-made EVE websites, and even has a real-life tattoo of “Veldspar” on his right arm
- ♦ *War-Dec* = short for a war-declaration, a player corporation-funded CONCORD-sanctioned authorization for players to participate in combat actions in high-security space for one week, after which the war-declaration with either be terminated or renewed for an additional fee
- ♦ “*WB*” = abbreviation for “welcome back”
- ♦ *Webbed* = the act of inhibiting a ship’s movement by disrupting the engine with a special module

H. Other Tips

While the best teacher is experience, these tips may help you avoid any unnecessary heartache throughout your travels in EVE Online:

- ♦ There is no shame in being referred to as a “carebear”
- ♦ Likewise, there is no honor in being referred to as a “griever”
- ♦ High-sec is considered 1.0-0.5, low-sec is 0.4-0.1, and null-sec is 0.0
- ♦ Make bookmarks to avoid getting lost. These will help you retain a location in space
- ♦ If you’re lost, check your map
- ♦ If you’re still lost, ask for help
- ♦ You cannot cause damage to your ship by crashing into an object. If you do come into contact with another object such as a ship, space station, or asteroid, you will be “bumped” and jostled about, but you will not take damage. However, the bumping action can cause you to become destabilized and thrown off alignment, making warping that much more difficult
- ♦ Capital Ships cannot enter high-security space, but some can dock (except for Super Carriers and Titans)
- ♦ If entering low-security space, always monitor Local Chat to see which pilots share the space with you. All pilots (especially those with a negative security status) should be handled with discretion and caution
- ♦ You don’t need to buy an upgraded clone unless you accumulate over 900,000 skill points, or more skillpoints than your backup clone can currently retain
- ♦ You can never permanently “die,” as you will always have a clone by default, but once you accumulate over 900,000 skill points, you should invest in a clone via a station’s medical bay; otherwise, a clone without a sufficient threshold for skill points will lose anything it is unable to retain in the order of the skills trained beyond its maximum retention level
- ♦ If you have multiple characters on a single account (denoted by one API key), you can train skills on only one of those characters at a time
- ♦ Refrain from buying something you can’t actually use, so as to save money, and account for any adjustments in the market (but likewise, trust your gut concerning future price jumps)
- ♦ If you log off or end up getting disconnected while undocked and in space, your ship will enter into a permanent warp mode and fly around your current star system before disappearing so as to avoid having you become isolated and made an easy target. When you log back on, your ship will return to the last position you occupied the moment you logged off. **(Note: pulling the plug on your internet to generate a disconnect “a la Starcraft Battlenet style” will not save you from losing your ship if you’re currently being engaged, and most especially not when your warp drive is being scrambled)**



Gallente Thorax Cruiser's Medium Hybrid Turrets aligning to engage a target in hostile space

- ◆ If you find yourself needing to leave your computer, but don't want to log off EVE, dock your ship in a station to avoid losing it to an unforeseen encounter with an opposing force!
- ◆ Don't take from a wreck which isn't your kill, especially when the actual owner is sitting right next to it
- ◆ If a can is labeled "free," but happens to be yellow, it isn't free, and the owner is probably sitting right next to it waiting for you to take from it so he can shoot you without CONCORD intervening
- ◆ The only cans or wrecks which are actually "free" are marked blue, not yellow
- ◆ **Repeat: the only cans or wrecks which are actually "free" are marked BLUE, not yellow**
- ◆ Drones can be repaired using remote-repair modules
- ◆ Don't forget to bring in your drones before you warp
- ◆ If your ship becomes damaged, and you have a module to repair yourself, don't waste your money repairing yourself in a station's repair bay. Use your modules; that's what they're there for
- ◆ Don't open fire on other pilots who arbitrarily lock onto you in high-security space. They are trying to provoke a response so that when you fire, CONCORD appears and fires on YOU!
- ◆ If someone keeps bumping into you or orbits around you on one of your mining operations, ignore him, especially if he's jettisoning yellow cans. He's trying to get you to fire on him so CONCORD fires on YOU for attacking him
- ◆ Avoid installing too many variant weapon types on a ship under the notion that you will increase your effectiveness at various ranges. One or two range distances is preferable, but any more than that, and you lose your effectiveness at a given range exponentially (i.e., railguns and blasters of several ranges and damage levels are unable to deliver continued damage to a target, especially when said target moves in at point-blank range or remains at extreme ranges). Focus on long range and/or close range so as to provide further effectiveness to a ship at a chosen range
- ◆ However, don't be afraid to experiment. But, be sure to test out your fitting in an asteroid belt or on a mission before turning it loose on the universe
- ◆ If you're concerned about weapons testing even at this state, consider testing your ship in the Singularity Test Server
- ◆ Avoid jet-can mining in the presence of a pirate or can-flipper, otherwise you'll run the risk of losing your ore
- ◆ Never accept a fleet invite just before you jump. You'll get locked down at a stargate for thirty seconds while the "system communicates with the fleet." Griefers have been known to arbitrarily lock onto pilots while simultaneously sending them fleet invites, and when the victim accepts the invite and joins the fleet, they are immobilized and vulnerable
- ◆ Be cautious about who you trust and who you communicate with. That unknown pilot promising you an opportunity to salvage his mission area could very well be laying a trap for you (remember: right-click, "Show Info")
- ◆ Never travel to low-security space or into wormholes with pilots you don't know or don't explicitly trust
- ◆ Never travel through unfamiliar or lower-security systems with autopilot engaged, especially if you're actually sitting at the keyboard at the time. The autopilot system will drop you ten or even fifteen kilometers away from the gate, leaving you vulnerable as you close in to jump. Warp to jumpgates manually "within 0 meters" each time
- ◆ When executing operations in unfamiliar territory, "aligning to" a given station or object in space will line the ship up on the target, allowing for faster warp attempts in the wake of incoming trouble. To align to an object, right-click anywhere in space or on the object's icon itself, then select the location and choose "Align To." Your ship will then line up on target with the object and continue heading towards it until you issue the "Stop" command
- ◆ Follow orders in fleet chat
- ◆ **Follow orders in fleet chat! Don't ask questions, just do it!**
- ◆ If you like the EVE music so much, don't buy the soundtrack. It's already on your computer in your 'C drive – CCP – EVE' folder. You just have to rename everything

II. ISK: EVE's American/Eurodollar

To be perfectly frank, ISK means everything in EVE Online. ISK, or money, allows pilots to buy various items, ships, PLEX cards, and is even required to sell items in some cases (i.e., contract and broker's fees). Establishing a secure and stable means of income can be difficult, but maintaining a well-groomed method of raking in ISK will allow you to buy high-end equipment, fund large-scale operations, and ultimately continue playing the game itself.

Earning ISK depends largely on a utilitarian time-to-profit ratio (i.e., the most efficient means of making the most money in the shortest amount of time possible). Likewise, profits can be affected by a risk-vs.-reward ratio depending on a player's capabilities (i.e., the greater the risk, the more profitable a course of fundraising may be). Those who argue for a given system of quickly making millions of ISK hand-over-fist being superior to another form of profit generation (i.e., missions vs. mining) are quick to forget that establishing such a big fist and equally fast hand to make said millions requires skills, dedication, patience, and above all, time.

However, make no mistake: getting filthy stinking rich **CAN BE DONE!**

A. Mining

For many players, pursuing a mining career is their first method of establishing a staple income. Mining can be an extremely lucrative, though tedious, time-consuming, and boring task. In fact, it takes a truly special person to sit for long hours repeating the same task over and over again just to increase the gross yield of ore in hopes of either selling it or refining it for manufacturing purposes and then selling the product. However, lest one forget how all things are made, be reminded that the entire EVE economy and universe are built on the backs of miners who slave away in asteroid fields in hopes of striking it rich. There are many corporations who thrive on mining and the limitless resources it can acquire, resources which are used to manufacture ships, ammunition, weapons, and everything else beyond the EVE Gate. No matter what is happening throughout the universe of EVE, one thing is certain: everyone needs materials to manufacture the world around them, and therefore, there will always be Buy Orders for large amounts of ore and minerals in every system across the universe-ore and minerals provided...by miners.



Exhumer-class Hulk engaged in mining operations

Refer to Field Manual 2-01 Mining Operations for more detailed information on mining procedures.

B. Missions

One of the most active means of acquiring funds is via completing missions. NPC corporations towards which a player has attained positive standing can grant a pilot access to a number of operations pitting players against enemies of said NPC corporation (i.e., Federal Navy vs. Serpents pirates / Caldari / Amarr). The higher the player's standing with a given NPC corporation, the more difficult the missions which are unlocked. The more challenging missions offer a pilot more reward money, increased Loyalty Points (which can be traded to purchase certain items such as Implants, faction-based equipment, and Skillbooks), and better items dropped as loot, in addition to more chances of finding lucrative salvage from shipwrecks. These rewards can be further increased based on the level of certain "Social" skills a player has trained. However, the more difficult missions require that a player train certain defensive and offensive skills (in addition to acquiring sufficiently equipped vessels) in order to survive the bludgeoning of overwhelming firepower which can tear an unprepared ship apart.

At the core of combat comes trial-and-error, as the best means of understanding what works best on your ship in a given situation is by kitting up, diving into battle, and opening fire (though this is best done firstly in either a high-security asteroid belt or on the Singularity Test Server). Just like a stock car crew conducting a test run before a race, you can determine what adjustments you need to make in order to improve the combat capabilities of your ship (such as switching to Geico and using Castrol motor oil). Testaments from other pilots and evaluation of your fitting choices can also help you in figuring out how to best prepare for your missions.



Gallente Thorax Cruiser preparing for combat operations

Note: initial combat tactics can be learned by completing the appropriate Tutorial Missions.

Refer to Field Manual 3-01 Combat Operations for more detailed information on mining procedures.

C. Salvaging

Let this be perfectly clear: get involved in salvaging-NOW (after you train the appropriate Learning skills first). Salvaging the wrecks of destroyed ships has the potential to lead to the acquisition of extremely profitable scrap, which can be sold on the market for millions of ISK or used to construct Rigs (permanent add-ons to ships which can increase its attributes at certain expenses). Players commonly strap a Salvager to ships as part of their fitting for missions, or deploy an entirely separate ship dedicated to salvaging the wrecks of ships destroyed during missions. It is not uncommon for veteran players to fly Destroyers or Cruisers which have traded guns for Tractor Beams and Salvagers back to their mission areas in order to begin raking in additional profits beyond that of what their mission rewards initially provided them.

Note: the type and ratio at which salvage is yielded is entirely random, but more advanced ships (i.e., Battleships) tend to yield greater numbers of salvage, and even intact salvage, which is worth more on the market, and is sometimes needed for advanced Rig construction.

D. Wormholes



Wormhole entrance discovered in the Vylade system of the Sinq Lasion region

Wormholes are mysterious entryways into unknown corridors of the EVE universe. They are entirely random and found using special scanning means involving probes, which a pilot can learn to master by participating in certain Tutorial Missions. Wormholes can provide access to undiscovered areas such as hidden asteroid belts, abandoned technology centers, or difficult combat areas which can lead to extremely profitable loot and salvage. However, wormholes are extremely dangerous. In addition to the lethal hostilities inside wormholes, wormholes by nature are unstable, losing their integrity for every ship which passes through them, ultimately collapsing and trapping occupants inside when they become too unstable to sustain themselves. Likewise, wormholes are a hub for gangs of players laying traps for unsuspecting explorers, to say nothing of the fact that “Local Chat” communications are blocked out for the duration that a player remains silent inside a wormhole. Secondly, some corporations have been known to deliberately occupy wormhole space in order to attain greater profits, or to hunt for potential targets. To make matters worse, wormholes can empty into equally unknown areas of space, such as random high-sec, low-sec, and even null-sec systems. Caution is advised when exploring these dangerous sectors.

Note: before entering a wormhole, bookmark its entry location. After entering the wormhole, bookmark the location of the exit. This will help you to prevent getting lost. If all else fails, equip a Probe Launcher and several Probes in order to navigate the wormhole’s interior and potentially find an exit. Otherwise, you may be forced to scuttle your ship (and your pod) in order to return to high-security space!

Refer to Field Manual 3-02 Wormholes for more detailed information on wormhole operations.

E. Corporations

One principle means of establishing a solid source of income is through teamwork, which is a major building block of EVE. EVE provides a player with limitless opportunities to join several player-run corporations, each with their own directives and composition. Some corporations specialize in mining and industry, while others are combat-based, and then some aim to make as much money as possible by committing acts of piracy. Finding the right corporation can be tricky at times, and for this reason (or to simply avoid arbitrary war-declarations), some players choose to remain enlisted within NPC corporations (such as The Scope or the Federal Navy Academy). Players with multiple accounts sometimes formulate their own corporation encompassing only their characters to drive their ever-expanding business on their own (though this requires paying a separate fee for each of these accounts, however).

Enlisting within a good corporation means going beyond simply reading their description tabs and dropping off an application at the office. Smart players treat joining a corporation much like finding a real-world job, personally contacting the corporation CEO or recruiter, creating and presenting a professional resume, and holding an interview with corporation leaders and recruiting officers, or joining a public chat channel and speaking with corps' members and potential recruits. This allows players to better get to know the inner workings of prospective corporations and find out whether or not the given corporation is right for them (as well as weeding out the inactive corporations).

1. Interviews

Knowing how challenging EVE can be for new players, the last thing any new pilot wants to deal with is an unexpected and undesired revelation about a new corporation. Pilots are often surprised by the corporations they join not because certain information was undisclosed to them, but because they did not ask the right questions during the interview process (let alone conduct an interview at all). The interview process between the pilot and the prospective corporation is designed solely for both parties (the player and the corporation) to answer the tough questions, including the questions both sides are too timid to ask.

Some questions pilots might consider asking prospective corps' recruiting officers might include the following:

Upfront:

- ◆ What are you looking for in a potential pilot?
- ◆ How often is the CEO online?
- ◆ What are your rules of engagement? NRDS or NBSI?
- ◆ What is the ratio at which you hold operations?
- ◆ What is attendance like at said operations?

Mining:

- ◆ How often do you hold mining operations?
- ◆ How long are the mining operations?
- ◆ Do you provide Orca support?
- ◆ How are the profits for mining operations split (i.e., 50% to corps/50% to attendants)?
- ◆ When are payments for the mining operations issued?
- ◆ Do you provide Orca support outside of mining operations?
- ◆ Do you provide hauling support outside of mining operations?
- ◆ Who receives ore a player mines on his own outside of mining operations?
- ◆ What is your policy on players mining and selling ore outside the corps?
- ◆ Do you offer an ore buyback program?
- ◆ How much does the player get from the buyback program?
- ◆ How often is the buyback initiated?
- ◆ What region are buyback prices based on?

Operations:

- ◆ Do you conduct wormhole-based operations?
- ◆ Do you engage in ice mining?
- ◆ Do you run missions?

Activities:

- ◆ Do you hold in-corporation tournaments or training exercises?
- ◆ Do you engage in ship manufacturing?
- ◆ What is the policy on players manufacturing ships outside the corps?

War:

- ◆ How often is your corporation at war?

- ♦ Is the corporation war-capable (i.e., capable of effectively defending itself)?
- ♦ Can pilots enter low-sec? Can pilots enter null-sec?

Internal Affairs:

- ♦ Does the corps require a player to establish a certain standing with an NPC corps?
- ♦ Does the corps consider itself to be financially secure?
- ♦ Has there ever come a time when the corps had to withhold payment to players?
- ♦ Does the corps possess a starbase or manufacturing and research tower?
- ♦ Does the corporation practice piracy?
- ♦ Does the corporation have any associations or dealings with pirates or known pirate corporations?

Keep in mind that recruiting personnel might neither be at liberty to answer some of these questions nor willing to do so in order to maintain security within their corporation. Any new pilot could potentially be a spy for a mercenary corporation hoping to infiltrate and gather information on the names of corporation pilots, the location of bases, and their assets and capabilities prior to issuing a war-declaration.

2. Resume

A resume in EVE is exactly like a resume in the real world. It is a composition of what makes you unique, what your capabilities are, your relevant work experience, what you can offer to a corporation, and what you're looking for in a corporation—all of which you can present to a prospective CEO in hopes of being hired. Just like in the real-world, a well-crafted resume can make you stand out amongst your competitors.

As is true for the real-world, resumes in EVE should be relatively short, concise, and should list only the most important attributes pertaining to your character and your experience.

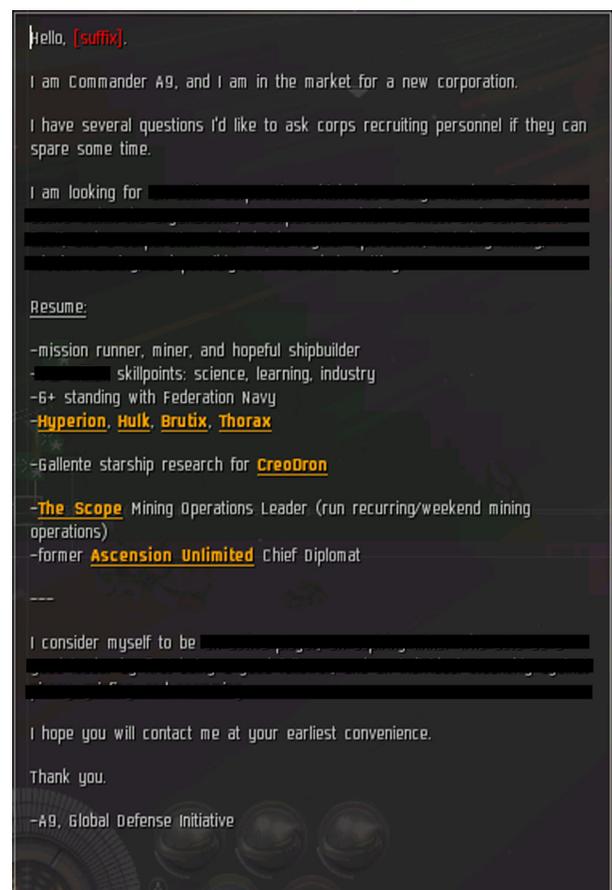
At its core, a resume should list the following:

Resume, [name of pilot]:

- ♦ most frequent or skilled activities
- ♦ total skillpoints and the two or three largest divisions (except Spaceship Command)
- ♦ any high standings with one or two NPC corporations
- ♦ any notable ships you can pilot
- ♦ any research projects
- ♦ any notable accomplishments or positions

Along with a resume, pilots should send a formal “cover letter” to the corporation’s recruiting personnel. Cover letters should describe the individual pilot, what the pilot is looking for in a given corporation, and what the pilot can provide to the corporation.

Treat finding a corporation like finding a real-world job, and make yourself stand out over your competitors! Set yourself apart, thereby increasing your chances of earning a place inside a potential corps!



Example resume

IV: Make EVE Your Sandbox

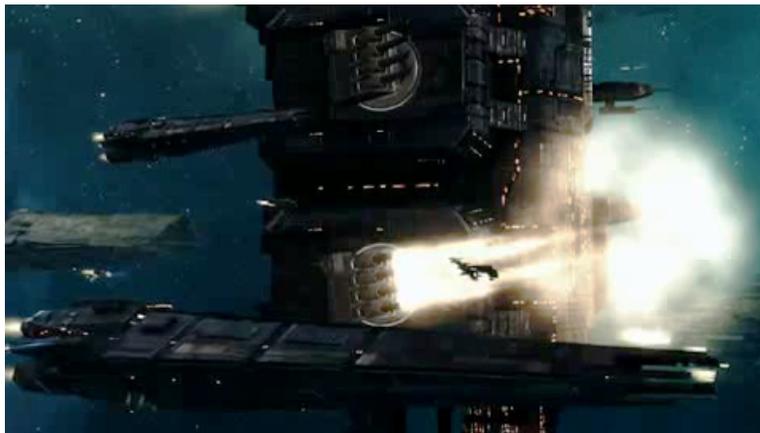
No matter where your career in EVE takes you, remember: make EVE yours. That is, make your career work for you, make EVE itself your own universe, and build your castle the way you want to. EVE is as infinite as the real-life universe, and there is nothing that new pilots are unable to accomplish.

There will be times when EVE will prove troublesome, stressful, and downright cruel. However, don't get discouraged, especially when you remember some critical factors:

- ◆ Everything can be replaced
- ◆ Every day is a learning experience
- ◆ *Right-click, "Show Info"*
- ◆ Have fun

EVE is a game, and real life comes first, no matter what happens in the EVE universe. If you find yourself becoming addicted to EVE, there is no shame in stepping away from the keyboard and taking a break for a few hours, or even days (though do inform your corps CEO that you're undertaking a leave of absence so as to avoid an unnecessary early termination). Likewise, with discipline, commitment, and an understanding of the EVE universe around you, nothing is impossible. Remember that all pilots started small, with no money in their wallets, reflecting upon an inspiration that many times was thought to be only a pipedream. Even Titan pilots started out as rookies being harassed by pirates and griefers.

Nevertheless, to quote the disembodied narrations of EVE, to those who offer you their trust, you will benefit greatly. Wealth and prosperity will be yours to command and stake your claim, in the asteroid belts, upon the planets, and across entire regions of star systems. You will build an empire and touch thousands of lives-or destroy them-and be remembered for it.



"You are much more powerful than you think."

No matter how much ore you fill in your hold, or how many ships you lose to pirates, the caliber of vessels you seek to command, or the level of destruction you render upon your enemies, remember: *EVE is yours*. This is your sandbox, and it is up to you how you have fun building your castle (or knocking someone else's kingdom down).



"The universe...is yours!" -EVE Online