

A MASSIVELY MULTIPLAYER ONLINE GAME

# EVERETT

ONLINE





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*Please Note:* EVE is an evolving universe and this manual is current as of its first release. Changes in the game over time will not be reflected in this manual.

## CHAPTER ONE

### Introduction: All About EVE

It's 7700 AD and the human race has been colonizing their galaxy for 4000 years. It seems like the Golden Age of space faring is never going to end. Then a massive natural wormhole is discovered, leading to an unknown sector of the universe.

This portal held endless possibilities of a new beginning for civilization, and was hence dubbed "EVE." Lured by the promise of free settlements, entrepreneurs and independent organizations poured through the wormhole to stake their claims in this new land.

Scientists warned that the wormhole would close again within a few decades. Racing against time, construction began on a manmade portal to allow safe passage between the home system and EVE.

### A World Beyond Worlds

Suddenly, the scientists' worst fears were realized and the wormhole closed. Nonetheless, construction continued and the gates of EVE opened and operated perfectly for seven decades. Disaster struck once again. An unexplained phenomenon engulfed the Gates of EVE, rendering them inoperable. Restoration efforts proved futile due to the malevolent magnetic storm perpetually surrounding the gates. The results were swift and devastating. The fledgling settlements found themselves cut off from the old world, on which they were still heavily dependent.

Lack of oxygen, water and food had a catastrophic effect on the colonies and only the strongest managed to survive and reproduce. Scientific knowledge and high-tech industry dwindled with each generation. Tools and materials once taken for granted diminished and disappeared.

Of the surviving colonies, several small, independent factions and states were formed. For thousands of years, these scattered groups lived and grew in isolation from each other. Environmental differences led to evolutionary changes, making each group distinct in appearance and behavior. Ultimately, five of these colonies emerged to become the major empires that hold the balance of power in the world of EVE today.

## Races

### Amarr

The largest of the empires in the world of EVE. Religion remains of great importance to every Amarrian. They view their emperor as the personification of god, therefore the link between religion and secular authority is strong, a fervor which at various times has been responsible both for great good and great evil.

### Caldari

The Caldari are a society steeped in military tradition. They are very protective of their way of life and tolerate only those foreigners that stick to the rules. Corporate structure and capitalism drive their existence. They believe that all citizens are pegs in the huge state machine. Duty and loyalty are virtues they follow closely. They are persistent, tenacious and organized.

### Gallente

The Gallenteans' adversaries find them self-righteous, meddling, pompous and tiresome. Allies regard them as virile liberalists and champions of individual freedom. The Gallente have a strong sense of patriotism and they believe the Federation is the only true democracy. They guard it fiercely, as protectors of the free world and a shelter for the oppressed. Love them or hate them, you simply can't ignore them.

### Minmatar

Minmatars are a determined and independent people. For them, the most important thing in life is to be self-sufficient. Over time, the race has been fragmented due to conquest and forced into "voluntary migration." Though very few actually dwell within the boundaries of the Minmatar Republic, they are staunchly loyal to their tribal ties.

### Jovians

The Jovians are the most mysterious and elusive of all the peoples of EVE. Though they are greatly outnumbered, their exploration and experimentation in genetic engineering led to drastic changes in their mental and physiological capabilities, which resulted in making them technologically superior and powerful beyond all proportion.

## Immerse Yourself

Are you ready to conceive a new life in the vast universe of EVE? Now it's time to create a character, choose a profession and decide whether to work with a corporation or go it alone on your path to glory.

## Getting Started

### Minimum Requirements

To play EVE Online, your system must meet these minimum requirements:

- Operating System: Windows® 98, ME, 2000, or XP
- Processor: Pentium® III or higher, 450 MHz or higher
- RAM Memory: 128MB (256MB for 2000/XP)
- Sound: Direct Sound Compatible
- 3D Accelerator: Geforce 2, ATI Radeon or better
- Modem: 56K or faster
- Microsoft DirectX® 9.0 or higher (included on disc)

### Installation

To install the game, insert the disc into your CD-ROM drive. If you have Auto-Run enabled, the disc should start automatically. Press Install and off you go!

If the disc doesn't start, click on Start, Run, and Browse, and then locate your CD-ROM drive. Click on the setup.exe file, then click OK. Click OK again, and you're done!



### Logging In

Once you've installed the game, you'll create an online account. Click the "Account Management" button to create a new account or to modify your existing account information (credit card info, address, password, email address, etc.). You can also visit the account management page through the official EVE homepage, at [www.eve-online.com](http://www.eve-online.com).

At the EVE logo screen, type in a username and password. You'll have a chance to choose a character name different from your account name. The 'X' button at the top right of the EVE logo screen gives you the option to quit the game, but why would you do that?

### Logging Out

To log out of the game, press the ESC key to view the Game Settings menu. Then click on Quit the Game.

### Starting a New Character

To start a new character, start EVE to get the character screen. Double-click an empty character slot or press the New Character button and develop your new character. When you're finished, you'll return to the Character Menu. Chapter 2 provides a detailed rundown of the character-creation process.

### Deleting a Character

To delete a character you must be on the Character Screen. Click on the face of the character you want to delete, and press the Delete button. A box will pop asking you to look into the character's eyes. Now press Yes to delete the character. This is permanent and deleted characters cannot be restored!

## The Game Screen

### Time

The clock, at the bottom of the NeoCom, displays Greenwich Mean Time.

### Frames per Second

This meter is selectable from the NeoCom and measures your computer's display rate. The higher the number, the better your gaming experience.

### Game Settings

To reach the Game Settings menu, first press ESC to view general game options.

### Graphics Tab

The first tab allows you to set your graphics preferences. The On/Off buttons shown in the first column include the following options:

**Wide screen** Switches between wide-angle view and a narrower angle. The wide angle view has large black bars across the top and the bottom like a wide angle movie.

**Trails** Select this option to view vapor trails behind the space ship. Turning this option off increases your frame rate.

**Orbit Station** This setting turns On/Off the rotation that you experience while docked within a station.

**Interlace** For players with lower-end video cards, you can turn on interlacing to increase the frame rate and speed up the game. If you have a higher-end video card, turn off the Interlacing to maximize the graphics and see the full glory of EVE.

### Full Screen

This option controls whether you have a full screen or minimizeable window. (Use with the resolutions that follow.)

### Show Damage Status

Choose this to receive regular graphic updates on damage status. Turning off this option will increase performance for players with lower-end video cards.

### Display Booster

This option displays your booster. Turning off this option will increase performance for players with lower-end video cards.

### Update Turret

Choose this to update your turret regularly. Turning off this option will increase performance for players with lower-end video cards.

### Resolution Choices

Choose a resolution (from 1024x786, 1280x1024, or 1600x1200).

### Character Picture Load

Controls whether other players' pictures appear in communication screens. "Always load picture" uses the most resources. "Load picture when clicked" allows you to load a character's picture only when you click on the character. Choose "Never load picture" to economize on resource use.

### Audio Preferences

This second tab in the Game Settings menu contains controls for Master Audio and Music Levels.

### Generic Preferences

The third tab in the Game Settings menu controls generic preferences.

## CHAPTER TWO

### Creating a Character

The process of creating your own characters is central to the EVE experience. It's creating an alter ego in an alter-universe. The characters comprise many layers that affect their abilities and skills. Through careful selection, you can create a unique, complex personality, unlike any other creature warping through the universe.

To start on your way, you will choose race, bloodline, and gender, and customize your character's appearance. Next you'll assign five attribute points, and then ancestry. Finally, you'll choose a combination of attributes and specialties that will start your character off with a set of skills. Although creating the character is quick, developing the character will take months, even years to reach full potential.

### Character Attributes

The five character attributes you pick for your characters dictate how they train, the fields they choose, and in some cases, how well they interact with computer-generated characters. These attributes are Intelligence, Charisma, Perception, Memory and Willpower.



### Intelligence

Intelligence describes the capacity for creative and logic-based thinking and reasoning. This attribute helps in scientific pursuits and other activities requiring good deductive skills.

### Charisma

Charisma is a character's attractiveness to others. A high charisma attribute helps in all dealings with computer-controlled characters.

### Perception

Perception describes a character's situational awareness and ability to adapt and react quickly to rapidly changing situations. Good perception helps on the battlefield and in situations where good reflexes are critical.

### Memory

The ability to store and retrieve data quickly and efficiently makes complex and repetitive activities, such as manufacturing and production, easier to perform.

### Willpower

Drive and determination are useful for commanders, greatly enhancing their leadership abilities.



The following chart is a listing of the basic attributes of each bloodline.

Race	Bloodline	Perception	Willpower	Charisma	Memory	Intelligence
Amarr	Amarr	4	10	3	6	7
Amarr	Ni-Kunni	7	4	8	6	5
Caldari	Deteis	5	5	6	7	7
Caldari	Cevire	9	6	6	4	5
Gallente	Gallente	8	4	8	4	8
Gallente	Intaki	3	6	6	7	8
Minmatar	Sebiestor	5	6	6	6	7
Minmatar	Brutor	9	7	6	4	4

During the character-creation process you'll have chances to modify these attributes.

On the Character Screen double-click on an empty slot or click on the "New Character" button. Generic pictures of a female and a male appear on this screen. To the right is a list of standard attributes for each bloodline. Your character's gender has no effect on the attributes or skills you'll pick later. To choose a race, bloodline and gender, double-click on a picture to select it.

Your fledgling character appears on this screen, flanked by options for customizing its appearance. Each gender and bloodline has different options, including hair, eyes, skin, implants, tattoos, costumes, background and lighting. Click on a category and then on an option. An in-game information icon called a NeoCom will use your character's picture, so make sure you enjoy looking at the person you create. When you have the appearance that pleases you, click on the Next arrow at the lower right.

An Overview button is now available at the upper right. Click on it to view what you've created so far. The General tab lists your character's name, race, gender, bloodline, specialty and current attribute points. The Attributes tab provides a breakdown of your total attribute points and how you got them—that is, whether you acquired them through bloodline and gender, appearance, attribute assignment, or ancestry. As you create your character, you'll want to check the Overview feature to fine-tune your efforts.

At the next screen you may assign five attribute points: Click on the plus sign to increase the attribute, and on the minus sign to decrease it. You'll want to adjust these points to get your attributes high enough, for example, to choose the school and specialty you want for your character. Other factors, such as ancestry, also will affect your attributes and skills needed for a particular specialty. Once you've assigned attribute points, click on the Next arrow at the lower right.



## Ancestry

Now choose your character's ancestry. Each bloodline has different ancestries from which to choose. Your ancestry will provide your inherent skills and the educational path to your chosen specialty. Your character's ancestry determines which schools and specialties you may enter. It will also affect your attribute points as noted in the charts below.

### Amarr

Amarr	Bonus	Skill 1	Skill 2
Liberal Holders	Charisma +3 Willpower +1	Social	Energy System Operation
Wealthy Commoners	Memory +3 Charisma +1	Industry	Energy System Operation
Religious Reclaimers	Willpower +4	Leadership	Energy System Operation
Ni-Kunn			
Free Merchants	Charisma +4	Social	Bartering
Border Runners	Perception +3 Intelligence +1	Navigation	Bartering
Navy Veterans	Willpower +4	Leadership	Bartering

### Gallente

Gallente	Bonus	Skill 1	Skill 2
Activist	Charisma +4	Social	Scout Drone Operations
Miners	Memory +4	Mining	Scout Drone Operations
Immigrants	Willpower +2 Perception +2	Trade	Scout Drone Operations
Intaki			
Artists	Charisma +2 Perception +2	Learning	Electric Warfare
Diplomats	Charisma +4	Social	Electric Warfare
Reborn	Memory +4	Social	Electric Warfare

### Caldari

Deteis	Bonus	Skill 1	Skill 2
Merchandisers	Memory +4	Industry	Shield Operations
Scientists	Intelligence +3 Perception +1	Science	Shield Operations
Tube Child	Perception +4	Learning	Shield Operations
Civire			
Entrepreneurs	Memory +4	Industry	Rockets
Mercs	Willpower +4	Electronics	Rockets
Dissenters	Charisma +4	Social	Rockets

### Minmatar

Sebiestor	Bonus	Skill 1	Skill 2
Tinkerers	Intelligence +4	Merchant	Repair Systems
Traders	Charisma +4	Trade	Repair Systems
Rebels	Willpower +4	Navigation	Repair Systems
Brutor			
Workers	Memory +4	Industry	Afterburner
Tribal Traditionalist	Willpower +3 Charisma +1	Leadership	Afterburner
Slave Child	Perception +2 Willpower +2	Small Energy Turret	Afterburner

## School

Your character must choose a school to attend. Each race has three standard schools that cover three major disciplines. Double-click on the school you wish to attend.

## Department

After choosing a school, you must choose a department. Beside the department listed are the skills you will gain from the choice. Click on the department to highlight it and then click on Next.

## Field

After you have selected a department, you must choose a field. Each field will have skills and equipment type listed beside it. The equipment type specifies what equipment is associated with the skills. The quantity is the number of equipment you will start out with.

## Specialties

The last item to choose is the specialty. You have the choice of two more skills and another equipment choice. Click to highlight your choice, then click on 'Next'. (See Appendix B: Specialty and Skills Chart)

## Name

Now a box appears asking you to name your character. Type a name in the field provided and click OK to return to the Character menu. If the name you have chosen is already an active character, it will ask you to choose another name.

## Entering the Game

At the Character Screen, double-click on the portrait of the character you want to play, or single click on the character and click Enter at the lower right. You enter the game in your character's standard spaceship, afloat in space. To the right you will see a welcome message from your insurance company, and an invitation to begin the tutorial. Follow the tutorial instructions to gain a basic understanding of movement and how to operate the basic equipment on your ship.

## Standard Equipment

When you enter the game, you start off with a ship, a mining laser, and a basic weapon. This is enough to get you started in EVE.

## Skills

Although there is no level system per se in EVE, the dozens of available major skills come with a number of sub-levels limited by your character's attributes, training and ancestry. Skill-training kits are sold at space stations, in the market area. These comprise hardware that's wired into your character. As with any other commodity, kit availability and price vary from station to station. Rare kits will be hard to find and very expensive.



After you've purchased a skill-training kit, you must activate it manually. Training over a period of hours or days takes place before the skill becomes functional. This period is measured in real time, regardless of whether you're logged on. The more complex the skill, the longer it will take to learn it. A character's attributes also affect the length of this learning period.

Advancing a skill requires the investment of a minimum amount of time, not usage. A character's attributes and training will affect this time frame. Maxing out any skill takes a very long time. Specializing in a group of skills shortens the time. Because skills become such a basic part of your character, they also affect the type of hardware your character may use. Ship, weapon and equipment availability hinge on a character's skills.

Using specialized equipment efficiently requires specialized skills or sets of skills. Characters at lower skill levels will use such equipment less efficiently than highly skilled characters.

Specialized and advanced options require special skills. These include researching improved weaponry, managing space stations, industry, and using advanced mining drones to mine multiple locations.

### Capsules

If your character chooses to eject from a ship, or the ship was blown up, he or she will reappear adrift in space in an escape capsule. You will need to make your way to the nearest space station to pick up another ship. Your capsule has the same steering and warping functions as your ship. You may use these to get out of the line of fire. The capsule lacks weapons capabilities, and can be fired on and destroyed. If this happens, your character dies and becomes a frozen corpse in space before your clone is activated.

### Death

Your character needn't die just because your ship blows up. You'll lose all ship cargo, but your character will eject in an escape capsule. If combat or self-destruction destroys the capsule, then your character will die. He or she will reappear in a cloned body back at your home space station, in a basic ship.

### Clones

Several different levels of clones are available for purchase. The standard-issue clone brings your character back at entry level. Purchasing better clones as you advance ensures that next time your character will return closer to an advanced level. When your character dies, cyberimplants and parts of skills will be lost, but you can keep other enhancements by getting a better clone.

When purchasing a clone, consider two aspects—advance level and loss severity.

A clone comes with an advance level range of 1 to 10. The higher the number, the higher the advanced skills your clone may keep. If your clone has an advance level of 4, for example, you'll keep all skills with a level of 4 or lower.

Loss severity is figured as a percentage range from 1 to 50. It represents the chance your character will lose skills higher than your clone's advance level. Using the foregoing example, if your clone has an advance level of 4 with a loss severity of 40 percent, then all skills level 4 and below are protected, but all skills level 5 and above have a chance of losing up to 40 percent of their respective training points.

## CHAPTER THREE

This chapter covers the player interfaces. From space stations to space jumping, this series of mouse clicks and keyboard commands will get you where you need to go. You'll also find maps to help you find your way around.



### Space Station

Space stations represent the heart of EVE's economy. You'll find markets, repair shops and even a medical center for your pleasure and convenience. Catch up on the latest regional news or post your own topic for discussion. If you need to sell your extra items or process your materials into saleable goods, you're in the right place.

Stations vary in size and the services they offer. Some are NPC computer controlled while player-run corporations own others. The following sections detail the features of a typical space station.

### The Hangar Floor

One of the most useful areas in a space station is the hangar floor. You can access the hangar floor by clicking on Items on the NeoCom. Use the hangar floor when you're refining ore or manufacturing products. To combine several lots of the same item on the hangar floor, left-click on one lot and then drag it on top of another lot. To break a larger lot down to a smaller lot, hold down the SHIFT key as you click and drag part of the lot to another area. When you release the mouse, you will be asked how much you want to split off. Enter the amount and click on OK.

Across the top of the station are the services available to a player. There are several useful services listed. Click on the name of the service and a window opens. Click on the name again and the window closes. The services are listed below.

### Medical Facility

If you happen to die, your clone will be reactivated at the station where you are currently bound. The medical facility allows you to reset your clone's "spawn" point, binding it to this station.

### Repair Shop

If your ship, shields, engine or other fittings become damaged during your adventures in EVE, the repair shop will fix you up—for a price. Dock at a space station, and click on Repair Shop. When the window opens, it displays a damage percentage for your ship and an estimate for repairing it. A Repair All button at the bottom repairs all areas with one click.

As in the real-world marketplace, each station lists its own prices. If your ship needs a minor repair, shop around for the best price. Sometimes replacing a part on a ship may be more economical than repairing it. Remember, ISK don't grow on nebulas!

## Reprocessing Plant

Mining asteroids gives you ore, which in turn gives you minerals, and minerals are what factories need to make things. The reprocessing plant changes ore into minerals so you can sell the minerals or use them in manufacturing.

You'll need at least 1,000 units of ore to reprocess it. Each unit contains a fixed, base amount of minerals. The higher your reprocessing skills, the closer you'll come to extracting the maximum mineral content. In other words, the yield the player will be given is based on his skill.

To reprocess the ore, open your cargo hold and move the ore from your ship to the hangar floor. If you've mined the ore in small lots, you must combine them into 1,000 unit clumps before you can reprocess them. After you've combined the ore, click on the Reprocessing button, and again on the Refine button to the right of the ore. Refined minerals and a hunk of waste will replace the lot of ore.

## Market



The market includes the Items, Blueprints, and Vouchers categories. The Items category includes all the items you may purchase for yourself or your ship. It covers skills, equipment, armor, shields, and weapons. Blueprints are the plans you need to manufacture goods. Vouchers represent other items you can buy and sell, including corporation

shares, player kills (contracts to kill other players) and bookmarks.

You may choose to look at four ranges in the market—station, solar system, constellation, and region. Click on the bar that represents the range that you want to view. If you purchase an item that's in another location, the money will transfer, but you'll have to go to the space station where it's located to pick it up.

When you sell a player kill, you're making a contract to kill another player. Click on Sell, and then in the space provided type the character's name and the amount of money you're willing to pay to have the character assassinated. Click OK to put the contract on the market. If you buy a contract, the money will transfer into your wallet after you've eliminated the player.

If you locate and bookmark a hard-to-find but lucrative asteroid belt or phenomena (such as a ship wreckage or station ruins) and you need some extra cash, you can put your bookmark on the market. Click on Sell, keyboard a description, click on Browse, and then locate the bookmark you want to sell. Click OK. When another player buys that bookmark, it will show up in their map automatically.

*Please Note:* To promote commerce, the major empires instituted a universal currency known as ISK. These credits will be accepted in any space station you visit, regardless of ownership or control. Everyone in the universe uses ISK.

## Buying

When you find an item you want to purchase, click on the item, enter a price and then click on the Buy button. It should appear in your inventory. You then can move it to the appropriate place on your ship, use it or hold onto it for later use. You can also place an order for an item by placing a bid for less than the current market price. A seller might take you up on your offer and meet your lower bid price.

## Fitting

When you open the Fitting screen, you'll see a series of boxes representing your ship's equipment layout, categorized by power level—high, medium, and low. All equipment has power and CPU requirements and can be fitted only into the correct slot. To move equipment around, left-click and drag items either to another slot or to the hangar floor.

The bottom of the Fitting screen displays equipment in two categories. "Fixed" equipment is attached to the ship and may not be removed or altered. "Removable" equipment is available for upgrade or change.



## Factories

Factories are the engines that drive the manufacturing game. You must have basic factory and manufacturing skills to use the Factory service. The higher your skill level, the more efficient you'll be.

To use the Factory, first you need blueprints and minerals. Both are available from the market. Move your mineral materials to the hangar floor before you start your factory process. Click on Factory, and then install your blueprint into a factory slot. A timer will appear on the left to show you how long it will take for the production run. When the production run is complete, the minerals will be replaced with manufactured goods. Offer the goods for sale where you are or put them in your cargo to take to another space station. Or use them yourself!

## Blueprints

All game items have a corresponding blueprint somewhere, although some are very rare. You may acquire an original blueprint or a copy. An original blueprint allows you to research it twice. A successful research allows you to improve the item. The improvement may take the form of a more efficient, cost-cutting production method, or it may mean an increase in the item's power.

## Missions

Need a dirty deed done? Want to do a dirty deed? Click on the Mission button. You can create a mission for another player to complete for you, such as finding someone who owes you money, or you can accept a job yourself. Missions may be computer or player-generated.

Click on the Mission button to read about the mission's objective and time limit. You must fulfill all the conditions set forth in the briefing to receive the reward. Accept the mission and fulfill the requirements. You must return to the station where the agent gave you the job to complete or abort the mission.

To create your own mission, click on the Mission screen and, depending on the type of service you require, choose either Bounty Hunter or Courier. In the box that pops up, set the mission's details—date and time, job description and the reward you're offering. For a Courier mission, the goods requiring transport must be moved to the hangar floor before you fill out the Mission detail.

## News

The news button allows you to catch up on the latest posts in the nearby solar systems. Several news channels cover events in the region. Anyone can post to the news channels and reply to any post. Click on the News button, and then on the channel you'd like to read. Double-click on a post to read it and any replies to the post. To add a reply of your own, click on Add Response at the upper-right corner. To start a new topic, click on Add Topic in upper right and fill in the subject and text. Click on Post, and then on Channels to return to all the News channels.

## Lobby

The Lobby displays the corporations or factions that have offices at that station. Corporations can rent hanger space from the lobby also. There is also a list of other players docked at the station.

## Agents

When you click on the agent, you will be able to choose a computer generated mission. This can help you increase your security status or gain money. The first few missions the agent gives each new character are Tutorial in nature—to help players get the feel for different aspects of the game.

## Exiting the Space Station

When you're ready to leave the space station, click on the Exit Space Station button at the bottom of the NeoCom. This undocks your ship and sends you out into space.

## Space Screen

Nebulas, planets, stars, space stations, and odd symbols grace the screenscape before you. It's a beautiful sight—beautiful, yet potentially dangerous if you do not understand what it is telling you. The symbols—squares, plus signs, downward arrows, and so on—represent items near you.



- Square—Space station (will display by the name of the controlling corporation)
- Circle with right arrow—Stargate
- Downward arrow—Asteroid belt
- Plus sign—Player or nonplayer character (usually another ship)
- Diamond—Cargo drifting in space

Double-click on a symbol to move your ship toward the object. You can also right-click on the symbol and use the context menu to select “warp.” Warping is the fastest way to move through space, but only takes you close to your destination. After you warp to the general area, double-click on the object and approach it. Right-click on the object to choose whether to approach to a pre-determined distance, to stop your ship, or to orbit at a pre-determined distance. Depending on object type, other options may also be available, such as docking, targeting and jumping.

You needn't confine your movements to these symbols. For example, if you double-click in the distance, you'll move to that point in space. Bright points in space normally represent interesting places such as planets, moons, stations, and asteroid belts too distant to display as symbols.



## Docking

You must be within 5,000 meters of a station to dock. Once you approach, right-click on Station and left-click on Dock. If your docking request is approved, your ship will fly into the station and dock in a hangar.

## Stargate Jumping

Moving from one solar system to another requires the use of stargates. Each solar system has several stargates that jump to other solar systems. When you approach a stargate, right-click on the stargate, and then left-click on Jump. You will make the jump to the system listed on the stargate. Just like a highway system, you can reach certain points only through certain gates, and each gate jumps only to certain points. After you jump, you'll be in the new solar system.

## Navigation by Radar

Your radar displays as the half-sphere in the lower-right corner of the screen. Plus and minus signs to the right of it allow you to adjust your viewing range. Circular lines within the sphere represent the various viewing ranges.

The radar pinpoints objects within its range, shown as squares with lines connecting to the radar sphere. When you change your point of view, your radar rotates as well. Your ship lies in the center of radar range at all times. Untargeted objects are blue on the radar. Enemies (such as NPC pirates) who have targeted the player or who are hostile are red. Fellow gang members are green.

## Looking Around

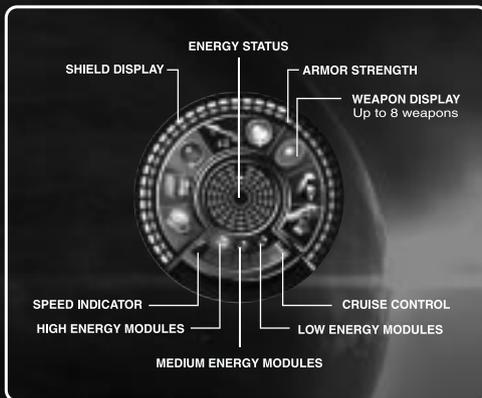
To look around your environment, left-click, hold and drag to rotate your view. Again, the symbols you see represent objects in space. Place your cursor over the symbol to learn about the object and how far it is from you.

To look without changing the view, hold down your right mouse button and drag; when you let go, your view will snap back to where it was.

To zoom in on an object, hold down both mouse buttons and move your mouse up or down or use the mouse wheel.

## Ship Panel

The circular panel at the bottom center of your screen contains a lot of information for you to decipher. We'll peel it like an onion, starting with the outermost layer.



The outermost white tiles represent your shields. Next, the blue tiles indicate the condition of your armor. If either take damage in combat, the tiles begin to disappear.

A set of vertical tiles at the center of the panel indicates the power left in your power core. The more tiles that are lit up, the more power you have. The total number of tiles indicates the maximum size of your power core. When you increase your power core, more lines appear in this layer. Different ships will have varying power core capacities. In general, the larger the ship, the more power the core will be capable of storing.

The icons surrounding the power core represent three module groups you may select using the three blue buttons at the bottom. The first button on the left represents the Hardpoint modules, including weapons, mining systems and countermeasures. The middle button represents the hull modules—the ship's structure, including its armor and cargo holds. The third button represents the system modules, including all your ship's electrical, computer and technical components. When you click on this button, icons appear at the top above the power meter. Click on an icon to activate or deactivate the corresponding module. You can hover the mouse over any of the modules to find out what it is.



## Ways to Make Money

### Selling

Selling items off your ship or out of your cargo hold is one way to make money. These items can include reprocessed minerals, looted items or goods you've manufactured. To sell an item from your cargo hold, right-click on your ship, and then left-click on Open Cargo. This opens a window that displays the contents of your cargo hold. Now right-click on the item you're selling, and then left-click on Quick Sell Item. If someone is looking for what you're selling, their broker will make you an offer. If you reject it, or if there's no broker seeking your goods, you may leave your goods for sale at the station. A dialogue box will appear asking you how much of the item you'd like to leave, the price you'd like to sell it for, and how long you want to leave it up for sale. Fill in the information, click Yes, and the items will transfer to the market from your cargo hold. If someone buys your item, the money will be transferred into your wallet automatically.

### Commodity Trading

Different people have different needs. In EVE, NPC corporations will generate a demand for commodities, and you can capitalize on that simply by "buying low and selling high." In one system you might find commodities such as Holoreels, Polytextiles or Quafe for sale at low prices. Buy some inventory of them, and haul them around looking for stations that will buy them back at higher prices. A savvy trader can make a killing in commodities.

### Loot

There are two ways to acquire loot in outer space: Blow up other ships, or find and loot cargo containers. If you blow up a ship carrying viable goods, a diamond symbol will appear in space. The same symbol appears if you locate a cargo container to salvage. (Note: be careful shooting and looting other player ships and cargo containers within high security systems! You will suffer a security status hit, the local police will be alerted, and you might even be fired upon.)

Hold your cursor over the diamond to ID the container. Then approach to within 5,000 meters of it, right-click on the container, and click to open the container. You will see the pieces of cargo. Drag them over to your ship's cargo hold one at a time.



The Smuggler

## The NeoCom

The NeoCom, by default, is along the left hand side of the screen. Adorned with your character's picture, it displays information about your assets and skills. It also contains your address book and other options.



## Character Sheet

The Character Sheet displays your name, race, bloodline, and corporation on the picture of your character. Below that are two tabs that display your current skills and attributes.

The tab labeled "Skills" contains a list of the skills you've acquired. Refer to the chart in Chapter 2 to learn which skills build on other skills. This information is helpful when you want to purchase a skill and need to know whether you meet its prerequisites. The skills are listed under headings, like "Drone." Click on the up arrow next to the heading to see a listing of all the skills under that heading and its level. If you double-click on the individual skill, a window appears that gives you the attributes of the skill.

The tab labeled "Attributes" displays the character attributes your character possesses.

## Address Book

Use the address book to search for a character to chat with. There are three tabs when you open the address book window—personal, corporation and search result.

To search for a character, type the character's name in the box and click Search. When the character has been located, right-click on the character's name. You have the options to show information, add to address book, start conversation, or send message.

Show information gives you a profile of the character. You can also double-click on the person's picture and get a profile. If you add them to your address book, it moves their information under the personal tab. If you start a conversation, you open a new channel and can have a conversation with the person. When you finish your conversation, close the window. If you send a message, you will send an instant message to the character. Messaging won't interfere with your game.

Click on the Corporation tab to see all the members of your corporation. You have the same options as above if you right-click on the character's name.

Click on the Personal tab to see all the people you have added to your address book. If you right-click on the character's name, instead of the option to add them to your address book, you have the option to delete them.

## Inbox

The Inbox is where your messages will arrive when they are sent from other players.

## Maps

The map feature displays a map of the known universe. The 3D map allows you to rotate and zoom in and out with your mouse buttons. Click and hold your left mouse button to move the camera angle. You can zoom in and out with the mouse wheel or by clicking and holding down both mouse buttons. The EVE universe is organized as Constellations which contain Regions, Regions contain Solar Systems and Solar Systems contain Bodies in Orbit (mostly planets). These distinctions are important when you are looking at the details of the map.

The options you have when you right-click on the map will help you navigate through the immense universe. These options are:

- Select Current Location takes you to your current location.
- Show Active Status shows you the areas where people are. These areas are highlighted by orange circles. When you first click on this, it displays the number of people in space as well as docked. If Show Active Status is already active, you will see Hide Active Status to remove the indicators.
- Region Display has three options; Selected only, Selected and Neighbors, and All. Selected only will show you the solar system that you are in. Selected and Neighbors will show you the selected and the surrounding solar systems. All will show the entire known universe.
- Color By has three options. Uniform makes all of the connections the same color. Region defines each region in a different color. Faction defines each region by who dominates the region.
- Connections has four options. Hide only shows the stellar objects, it does not show any connections. Constellations shows the outline of each constellation. Constellation Connections shows the jump paths between the Constellations. The region connections are the main connections between the regions.

- The Search feature brings up a window with two tabs—search and settings. The search allows you to search for any stellar object in the universe. You will get a listing of the stellar objects that match your search. If you click on the “I” for information, you will get another window with different tabs. Depending on the type of stellar object, you will get different tabs. All provide you with more information.
- If you click on New Route or if you are looking at the results of a search, you will see tabs that can give you information about your map location. The tabs may be constellations, systems, neighbors, stellar locations and bodies in orbit. Systems shows the different regions and solar systems available. Neighbors shows the stellar objects surrounding the constellations. Stellar locations shows the location by specifying the constellation, region, and solar system. Bodies in orbit show you orbiting objects in the system.

## Corporation

Click on the Corporation button to see a window that allows you to create, manage, and participate in corporate decisions. (More on corporations in Chapter 4.)

## Assets

Click on Assets to view a list of what you own and where it's located. This is important if you're trying to hunt down that propulsion engine you bought and can't remember where to pick it up.

## Wallet

Your wallet shows the amount of money you currently have and the bills you owe and are owed to you. There are two tabs on the wallet. “My Wallet” is your personal money, vouchers, bills and receivables. This is where you control your finances. “Corporation Wallet” is for Corporation Accountants only.

## Help

Under the Help button, you can search the knowledge database for known problems. Type in the keywords of your search, then click on Search. A listing of help topics is displayed. Double-click on the topic to read the article.

## Petition

Petitions allow you to lodge complaints with the Game Masters about cheaters, harassers or game exploitations. Click the petition button to create a new one or view the status of your current petitions.

- **Cheating:** Informs the Game Master about someone who is cheating (or using an exploit).
- **Exploit/Bug:** Describe a possible exploit or report a bug in the game. This is to inform the Game Masters about an exploit that exists in the game. Reporting a Bug informs the Live Team what needs to be fixed
- **Harassment:** Inform the Game Masters about harassment in any form, whether toward yourself or another player.
- **Other:** Use this category if your complaint fits none of the preceding categories.

Once you've chosen a category, click OK. You must type in the description of your complaint on the next screen. Describe your complaint in detail so the Game Masters can make a sound decision. Click on Send to submit the petition. A member of the Polaris, or GM, team will be in touch with you regarding your Petition as quickly as possible. Note that Exploit/Bug petitions will not receive a reply.

## Channels

There is always a chat channel button open on the game screen. It will include a local and a corporation channel. You can create a new channel by clicking on "New Channel." Name the channel and click on OK. Next to the channel name you will see a Join or Leave button. If you right-click on the channel name, you have the option to delete the channel if you are the creator.

To use a channel, click on the channel window to make it active. On the right hand side will be a listing of participants on the channel. Type your message and hit enter to broadcast your message to all participants on the channel. Others can join your channel by clicking on it in their Channel Listings. Right-click on the picture of the person, to see their profile.

## Browser

The browser allows you to access the internet while you are playing, which is helpful if you want to look at your favorite corporation page or check the latest news on the EVE page.

## Bookmarks

You can bookmark areas within the game so you can return quickly and easily. Areas you bookmark in maps and other places will show up here.

## Journal

The Journal lists the current missions you have accepted.

## Jukebox

In the Jukebox are several tracks of music you can listen to while playing the game. You can control the volume of the sounds of the game here.

## Misc. Panels

### Brokers

Brokers are computer-generated characters that serve as your agents to buy and sell goods for you. If you must buy or sell a lot of items, a broker will continue until you run out of items or money. The money you make transfers into your wallet automatically, but to pick up purchased goods you must return to the space station where they were procured.

To activate a broker, click on Panels, open the Broker panel, set the parameters, and then click OK. To disable the broker, you must return to the station where you enabled it.

### Corporation Hanger

Some corporations will own their own hangers where they can store ships and other items for use by other corporation members. Only the members who are allowed access to the corporation hanger will be able to access the items stored.

### Market Orders

When you hire a broker, your market orders will be displayed here. You will be able to modify or cancel the orders from this button.

### Log

The log records messages during the game which tell you, for example, when you are fired upon, how much damage is done, when you warp, etc. You can scroll through them at any time. The log will not record chat messages.

## Ships

When you click on the Ship Button, a window opens with a picture of your ship. Right-clicking on the picture gives you several options, including Show information, Quick sell, Open cargo, Open drone bay and Change name. Open your cargo bay to see what you have with you.

## Items

When you click on Items, you will see a window that shows the items on the hanger floor. You can click and drag items from your cargo hold to the hanger floor for storage. Items left on the hanger floor by you will not be visible to other players. However, items left in the corporation hanger will be visible to fellow members of your corporation.

## Window Management Within EVE Online

EVE has a unique way of organizing multiple windows on your screen. You can combine windows together by clicking and dragging them together. When you see the back window highlight, release the mouse and the new window will have tabs for both sections and the windows become "stacked." To unstack the windows, you can click on the tab and drag it away from the other window. You can also right-click the tab and choose "Unstack Window." All of the windows float so they can be moved. They can also be minimized to the bottom of the screen.

## CHAPTER FOUR

### Moving Through Space

#### Warp

The quickest way to get from one place to the other is to warp: First, right-click on your destination; then click on Warp To. You'll shoot through space until you're near your destination. If you right-click on a destination and get no Warp To option, you're too close to the destination to warp.

#### Approach

When you're too close to warp, choose Approach. This will start the approach toward an object at the fastest speed available. When you are close to the object (usually 1,000 meters), your ship will stop.

#### Orbit

When you're near a stationary destination, you may want to Orbit. Choose from four distances —100M, 1KM, 10KM or Current Range. Your ship will orbit at the chosen distance automatically. This feature is helpful when you're mining an asteroid and need to stay near the mining drones.

#### Keep at Range

When you are trying to stay close to a moving object, chose the "Keep at Range" option. You have four distances to choose from — 50M, 200M, 500M or Current Range. This is helpful in combat.

### Combat

Depending on your specialty choices, combat will be either a way of life or just a way to defend yourself. Either way, at some point you'll have to shoot at someone or something to stay alive. If you've chosen a specialty like the military, you'll have specialized combat skills.

Every ship comes equipped with a standard pulse laser, shields and armor. To increase your ship's firepower and weapons options, purchase upgrades in the marketplace.

#### Attacking

Your first ship is equipped with a basic weapon. To use it, click on the icon at the top of the ship panel. Right-click on the target, and then left-click on Lock Target. Left-click on the pulse laser icon to fire. You'll stay locked on the target as long as it's in range (and you're not being jammed). Direct fire weapons work as follows: Left-click once to turn them on, left-click again to turn them off. While on, weapons will auto-fire until you either run out of ammunition or energy, the target moves out of range, or the target is destroyed. Missile weapons are fired manually, and each one has a recycle time. You will not be able to fire the weapon again until the recycle time is up. If you are the one being fired upon, you will automatically lock on to the aggressor and they will appear red on your radar screen.

If you're being jammed or if the target moves out of range, you must lock on again. If you just want to get out of Dodge, warp to the nearest space station; you can continue the fight when your craft is fully repaired.

After you upgrade your weapons, you'll use the same procedure, but with new weapons. It's simple: Lock onto your target; then press your weapons button to fire.

## Pirates

Pirates and cartel drones are computer-generated ships that usually hide in asteroid fields. If they spot your ship, they'll often attack. When you see a message at the top of your screen that says "An Angel Cartel Pirate has locked on to you," you'll know you're in their target range and they're ready to fire on you. Often three to five more such pirates or drones lurk in an area and will appear after combat has started. Eliminating them will increase your security rating.

## Police

The game's computer-generated police drones will behave differently depending on an area's security level. For example, in a high-security area, the police will scan your ship for smuggled goods.

Your security rating also influences the way they behave toward you. If you have a high security rating, the police will ignore you. As your rating falls, the police will become increasingly aggressive. At first they'll simply follow you, but if your rating is very low, the police will attack you automatically whenever you enter a high security area.

The police also serve as protectors. If you're attacked when police are nearby, they'll jump in to help out. Should you be the attacker, the police will help defend your victim.

## Security Rating

Your security rating will affect the way you're treated by police and at player-run space stations. Depending on your character's career, you actually may want to cultivate a low security rating. For example, although a low rating may make for bad service and higher prices at player-run space stations, you'll be more likely to make contact with pirates and cartels—useful for Smuggler characters. Since a very low security rating will trigger police attacks in high-security solar systems, Courier characters will want to keep their rating high to ensure rapid transit with fewer interruptions.

Common reasons for low ratings are attacking other players, attacking police, and being caught in the act of smuggling. The passage of time increases your security rating, as does killing pirates.

## Gang Combat

Several players can group together to fight a mutual foe. If they all have at least the Basic Leadership skill, then the leader can right-click on another player and invite them to gang. If the player accepts the invitation, then he/she will fall into formation with the rest of the gang. Up to 8 players can "gang" together and work together as a team.



## **Ships**

EVE offers players many ship types to choose. The five basic classes are:

- Frigates
- Cruisers
- Industrial ships
- Battleships
- Titans

Frigates can be up to 100 meters long, cruisers up to 400 meters, and battleships up to 1200 meters. Titans start at twice the size of battleships and increase from there. Industrial ships vary in size from around 100 meters to 900 meters long. Frigates and Cruisers are highly customizable and extremely versatile.

All ships come with a serial number bounty hunters can use to track particular vessels. Although you may own more than one ship, you can pilot only one at a time. The following is a sampling of the ships available in Eve, organized by the race that manufactures it.



### **Ships**

#### **Punisher**

The Punisher is one of the largest Amarrian frigate classes. These ships are heavily armed and well suited for large-scale military operations. The Punisher is often used with other vessels.

#### **Executioner**

The Amarrians designed this speedy new naval vessel class to counter the small, fast raider-type frigates of the Minmatar Republic. Although it has less defensive armament than most Amarrian ships, the Executioner-class frigate has expanded the Amarrian quick-strike arsenal.

#### **Inquisitor**

The Inquisitor—like most Amarr Imperial Navy ships—offers good defense, but lacks mobility. Its arsenal is similar to a Caldari ship, employing mostly missile bays. The heavy armor and Caldari-formula arsenal are designed to counter the intrusive tactics of other empires.

#### **Tormentor**

The Tormentor class is nicknamed the “Armadillo.” Although they have strong defenses, frigates in this class aren’t large enough to be effective in a stand-up battle. The Tormentor has been around for decades and is a standard starting ship. Its distinctive shape curls up on itself.

#### **Maller**

The Maller represents the largest Amarrian cruiser class. The Amarr Imperial Navy employs these vessels to spearhead large military operations. Those in the private sector are used as escort ships for important dispatches, but few exist outside the military.

#### **Auguror**

When frigates are too fragile for a mission, Auguror-class cruisers are next in line. This war-horse design has been around since the Jovian War and the Minmatar Rebellion. Like most other Amarrian ships, Auguror-class vessels rely on heavy armor to survive.



# GALLENTE

## Ships

### Navitas

The Navitas-class frigate is ideal for novice miners or scavengers. This Gallente Federation scouting and surveillance ship comes equipped with long-range scanners and a sturdy outer shell. Navitas frigates also are used often by stellar researchers and cartographers.

### Tristan

The Federation uses this small, nimble frigate as an escort or on short-range patrols. Nicknamed the “Fat Man” because of its shape, the nimble Tristan has been mass-produced for many years and is easy to find within the Federation and among its trading partners.

### Incurtus

You'll usually find Incurtus-class frigates spearheading Gallentean military operations. Their speed and surprising strength are well suited for skirmishing. When they move in groups, Incurtus-class ships can gang up on vessels many times their size and quickly overwhelm them. Because of its appealingly “aggressive” design, the Incurtus increasingly is finding its way into pirate hands.

### Vexor

The Vexor cruiser is useful for mining in hostile sectors. Vessels in this class can stay on duty longer than Navitas-class ships, and they're quite capable of defending themselves. The Federation often uses Vexor cruisers for surveying missions.

### Thorax

This newest addition to the Federation shipyard has only seen action a few times since it was commissioned, but it has performed well. The large number of combat drones they can carry allow Thorax-class cruisers to strike from a greater distance and at multiple targets.

### Dominix

During the Gallente–Caldari War, Dominix-class battleships were top-of-the-line. Although it no longer holds that position, the Dominix remains a powerful vessel that packs an impressive array of weapons. This old war-horse can hold its own against anything except the newest, largest battleships.

### Megathron

Megathron-class battleships have been expanding the Gallentean Federation borders for two decades. Among the most feared and respected battleships in space, the Megathron has served mainly in troubled regions at the fringes of the Federation.

### Iteron

The Iteron-class cargo tug is a cheap and versatile industrial vessel. Although they're fast and reliable, ships in this class are also vulnerable. The Iteron can be fitted to haul just about anything, but if you're going into unfriendly territory, be sure to take along protection.



## **Ships**

### **Slasher Mark I**

When the Minmatar were fighting for freedom from the Amarrians, they developed the Slasher-class Mark I frigate. Although it's no longer their primary frigate class, the newest version still makes an effective fighter.

### **Probe**

The Probe has replaced the Slasher as the Minmatar fleet's main frigate class. Larger and more dependable than the Slasher, its superior performance suits it well for patrolling the border between Minmatar and Amarr space.

### **Reaper**

Reaper-class vessels are so small they seem more like manned fighters than frigates. Minmatar on both sides of the law employ these cheap ships for hit-and-run operations.

### **Rifter**

The Rifter-class frigate is a double-hulled monstrosity with a fearsome assortment of weaponry. It's a popular fighting vessel among many Minmatar groups.



### **Rupture**

Unlike most other Minmatar ships, sturdy Rupture-class cruisers are built with more armor than firepower. These slow, powerful vessels are best-suited for defending stationary objects.

### **Tempest**

Following the latest imperial trends, the Tempest is a large, heavy battleship class —probably the most powerful ship in the Minmatar fleet. Even though it follows the usual Minmatar firepower-first design philosophy, the influences of other empires are unmistakable.



## **Ships**

### **Bantam**

Oddly, the Bantam is among the largest Caldari frigates. Vessels in this class are sold on the free market and they offer excellent quality for the money. The Caldari Navy employs Bantam frigates mainly to patrol trade routes and escort freighters.

### **Condor**

Vessels in this small frigate class are best suited for hit-and-run missions or small-scale raids. This older ship design originally was commissioned during the Gallente–Caldari war, but upgrades and design modifications have kept the ship up-to-date. The Condor is a popular choice for those who want a reliable ship at a low price.

## Osprey

During the Waschi Uprising, Kirya Fuchiyoma's flagship was the sturdy and powerful Kibikko of the Osprey class. The Caldari State uses Osprey-class cruisers in a variety of ways within the Caldari State, especially in the private sector.

## Moa

Moa-class cruisers can tackle almost anything that navigates through space. It's almost exclusively used by the Caldari Navy. To acquire this all-out combat ship, potential purchasers must be in very good standing with the Caldari State. The Moa class was designed from the bottom up as a combat ship with extremely heavy armament.

## Raven

The Raven is the Caldari answer to the Imperial trend toward larger, heavier battleships. Built to compete with Megathron and Tempest-class vessels, this battleship has registered high on the performance scale since its recent launch.

## Scorpion

Little is known of Scorpion capabilities. It's considered a prototype and speculation has it that this ship is crammed with high-tech equipment and sophisticated features that few can match.

## Badger

Badger-class ships are the Caldari's primary cargo carriers. Ships in this class are huge, but because they're comfortably armored, they're often used on long—possibly hostile—trade runs. Although the Badger boasts more armor than some cargo ships, the Caldari seldom lets these industrial vessels travel unescorted.

## Mining

To acquire the minerals you need to sell or use in manufacturing, you may either buy them or reprocess them from mined ore. To mine the ore that you may need, first locate a promising asteroid belt. Then activate your laser or direct your drones to collect the ore. Finally, transport the ore to a space station to reprocess it. Ore cannot be sold as is. It must be reprocessed into minerals before being put on the market.

Mining is an activity available to everyone. Normally, it's the way you'll make money when you're just getting started.



## Asteroid Belts

The universe is full of asteroid belts, and the asteroids in those belts are rich in minerals. Some belts may even be guarded by pirates or marauders. Once you've entered a belt, scan the asteroids (if you have the Scanning ability) to locate the minerals you want. Then activate your mining equipment. Finally, collect the ore in your cargo hold and return it to a space station for reprocessing.

You must collect at least 1,000 units of ore to have enough to reprocess. Each kind of ore has a specific mineral content. Your extraction rate will vary according to your skill level. For example, let's say you've mined 1,000 units of a Scordite asteroid. The ore may contain 449 units of Tritanium and 224 units of Pyerite, with the rest as waste. After you reprocess the ore, however, you may have only 328 units of Tritanium and 149 units of Pyerite, with the rest as waste. Your refining skills will make all the difference.

To begin mining an asteroid, approach to within 10,000 meters. Left-click on your Hardline button on your ship's panel. Then right-click on it, and left-click on Lock Target. A square with cross hairs will appear around the asteroid on your screen. Left-click on your mining laser icon; it looks as if you're "shooting" at the asteroid, and the process isn't unlike combat. Once it's activated, the icon will pulse green. When the laser stops, you may activate it again or move to a new "target." Right-click on the asteroid and then left-click on Unlock Target. To check your cargo hold, first right-click on your ship, and then left-click on Open Cargo Hold to view your available capacity.

If you have mining drones, you may deploy them around the asteroid. When they've mined all the ore they can carry, they'll bring it to your ship's cargo hold. Using mining drones allows you to mine several asteroids at once.

## Mineral Content

A player with the Surveying skill can determine an asteroid's available minerals more accurately than someone who lacks this ability. The table shows the kinds and amounts of refined mineral available per 1,000 units of ore.

Asteroid Ore	Refined Mineral			
Veldspar	675 Tritanium			
Scordite	449 Tritanium	224 Pyerite		
Plagioclase	168 Tritanium	337 Pyerite	168 Mexallon	
Pyroxeres	472 Tritanium	33 Pyerite	67 Mexallon	6 Noxium
Kernite	168 Tritanium	337 Mexallon	168 Isogen	
Omber	168 Tritanium	67 Pyerite	168 Isogen	
Dark Ochre	168 Tritanium	337 Noxium	174 Zydrine	
Crokite	168 Tritanium	168 Noxium	337 Zydrine	
Jaspert	135 Tritanium	135 Pyrite	270 Mexallon	135 Noxium
Spodumain	472 Tritanium	94 Pyrite	94 Megacyte	



The Miner

## Corporations and Factions

One of EVE's more complex features is the corporation, which exist as distinct entities and perform functions individual players can't—such as buying planets or owning a space station. Other groups, called factions, are informal groups that can be formed between friends. Two good reasons to band with other players are to provide mutual protection and to share resources.

### Factions

Factions are informal groups that ban together for a multitude of reasons. They do not have a formal bond like Corporations, but can still be a force in itself. Factions are more like groups of friends rather than a formal business entity like a corporation.

### Corporations

Corporations are formal player alliances that have officers and a voting structure. Like corporations in the real world, these dynamic units are separate entities. They purchase assets, pay bills, own resources, and fulfill different roles. Within a corporation, a player may be a member or an officer. Corporations have a global chat available to all members. Corporations may be owned by players or by groups of players.

### Joining a Corporation

To join a corporation, first you must apply for membership. Go to the space-station corporate headquarters, click on the Lobby button, and then click on Join. The CEO, Director, and/or Personnel Manager will receive the application and decide whether to extend to you an invitation to join.

You may negotiate with the corporation before your application is accepted or rejected—complete a mission for them or put up money for stock. Based on this, a corporation officer will accept or reject your application.

## Creating a Corporation

Before you create a corporation, you must have corporation management and leadership skills. It will also cost you 500 ISK.

To create a corporation, click on the Corporation button on your NeoCom. Now click the button that says Create Corporation. You'll be asked to name the corporation, and provide the ticker symbol and a description of the corporation. Each corporation must have a unique name and ticker symbol. If the name you enter is already in use, you will be asked to enter another name.

Because potential investors will view your description, include information about the corporation's purpose. Then click OK. The money will be deducted from your wallet and your corporation will be created, with you as CEO.



The Investor

## Corporate Roles

Players may choose from a number of roles within a corporation. These are explained below.

### CEO

As owner and creator of the corporation, the CEO can hire, fire, and change job descriptions. The CEO decides what assets to purchase or rent, where to put them, and where to locate the corporation headquarters. After the corporation votes, CEOs are the only players who may declare war. They're also the only ones who may surrender in a war and concede corporate assets. A CEO can be voted out by shareholders. There can be only one CEO.

### Director

The director exists to allow a corporation to have senior management available most of the time—a critical point, considering EVE's international players. The director can hire, fire, and change job descriptions. The existence of several directors allows for responsive and effective management.

### Personnel Manager

A personnel manager may be named to process membership applications. This officer has responsibility for accepting, negotiating, and rejecting applications.

### Station Manager

Once a corporation builds a station, a station manager becomes necessary to take care of its day-to-day operations. Player-run stations may charge docking fees and set prices for using their factories, reprocessing plant, repair shop and market. Player security and faction ratings will affect these prices. The station manager is responsible for setting modifier parameters, and for setting up and maintaining station defenses. The station manager functions are accessible through the Misc. Panel of the NeoCom.

## Factory Manager

A factory manager oversees the corporations' factory resources. This includes ore, minerals and blueprints. These officers can eject blueprints from corporation-owned factories, see what's being manufactured in any factory, and manufacture items for the corporation.

### Accountant

The accountant handles the corporation's financial affairs. Accountants are responsible for paying bills, such as office rent, and for collecting money from renters. A corporation may have only one accountant.

### Pilot

A corporation pilot has access to any corporation ship in the corporate hangar. They are the only corporation members who may operate corporation ships. A corporation may have multiple pilots.

### Member

A member with shares may participate in the voting process and has access to the corporate hangar and offices.



The Pilot

## Voting

Certain corporate actions require a vote. Members who own shares will receive a notice informing them that a vote is taking place and when it will be completed. Members have a minimum of 24 hours to cast their votes after the notice is issued. Votes are weighed according to how many corporate shares a member owns.

Three common issues require a vote:

- Declaring war against another corporation
- Creating new shares
- Ejecting a member who has more than the average number of shares per shareholder.
- A fourth situation that requires voting also exists—when a shareholder starts a vote to replace the CEO. The shareholder who starts the vote must have the Basic Corporate Management skill. If the vote succeeds, the shareholder who issued the challenge becomes the new CEO. Votes to replace a CEO may be held no more often than once every two weeks.

## Declaring War and Surrendering

If a vote for war succeeds, the CEO may declare war on another player corporation. After the declaration, there is a 24-hour delay before the war becomes official. At the end of this period, members of both corporations may attack each other legally, and the police will ignore their fighting. Again, participation in battles that take place during sanctioned wars has no effect on a player's security rating.

A war ends when one side surrenders. The CEO makes this decision: Unlike the declaration, it doesn't require a vote. Surrenders may be negotiated, and the losing corporation may concede trade routes, resources, or assets.

To surrender, the CEO will open the Corporation panel in the NeoCom and click on the Surrender section. He may place items in the concession box and issue a surrender request to the other corporation's CEO. If the surrender is accepted, any assets negotiated will be transferred and the war will end.



## Appendix A Keyboard and Mouse Commands

### Keyboard Commands

<b>ESC</b> <b>MINUS ON THE NUMBER LOCK</b> <b>PLUS ON THE NUMBER PAD</b> <b>SHIFT + ALT</b>	Game Menu Decreases ship speed Increases ship speed Changes the active module group to High, Medium or Low
<b>F1-F8</b>	Activates the corresponding module
<b>F10</b>	Shortcut key to the Maps

### Mouse Commands

#### Left Mouse Key

<b>LEFT CLICK AND HOLD</b> <b>SINGLE CLICK</b> <b>DOUBLE-CLICK</b>	Orbit Camera Select Fly to
--	----------------------------------

#### Right Mouse Key

<b>CLICK AND HOLD</b> <b>CLICK ONCE</b> <b>CLICK ONCE</b>	Look (right, left, down or up) Cancel Targeting (during combat) Contextual Menu (general interface)
---	---

### Both Mouse Keys

<b>CLICK AND HOLD OR MOUSE WHEEL</b>	Zoom in and out
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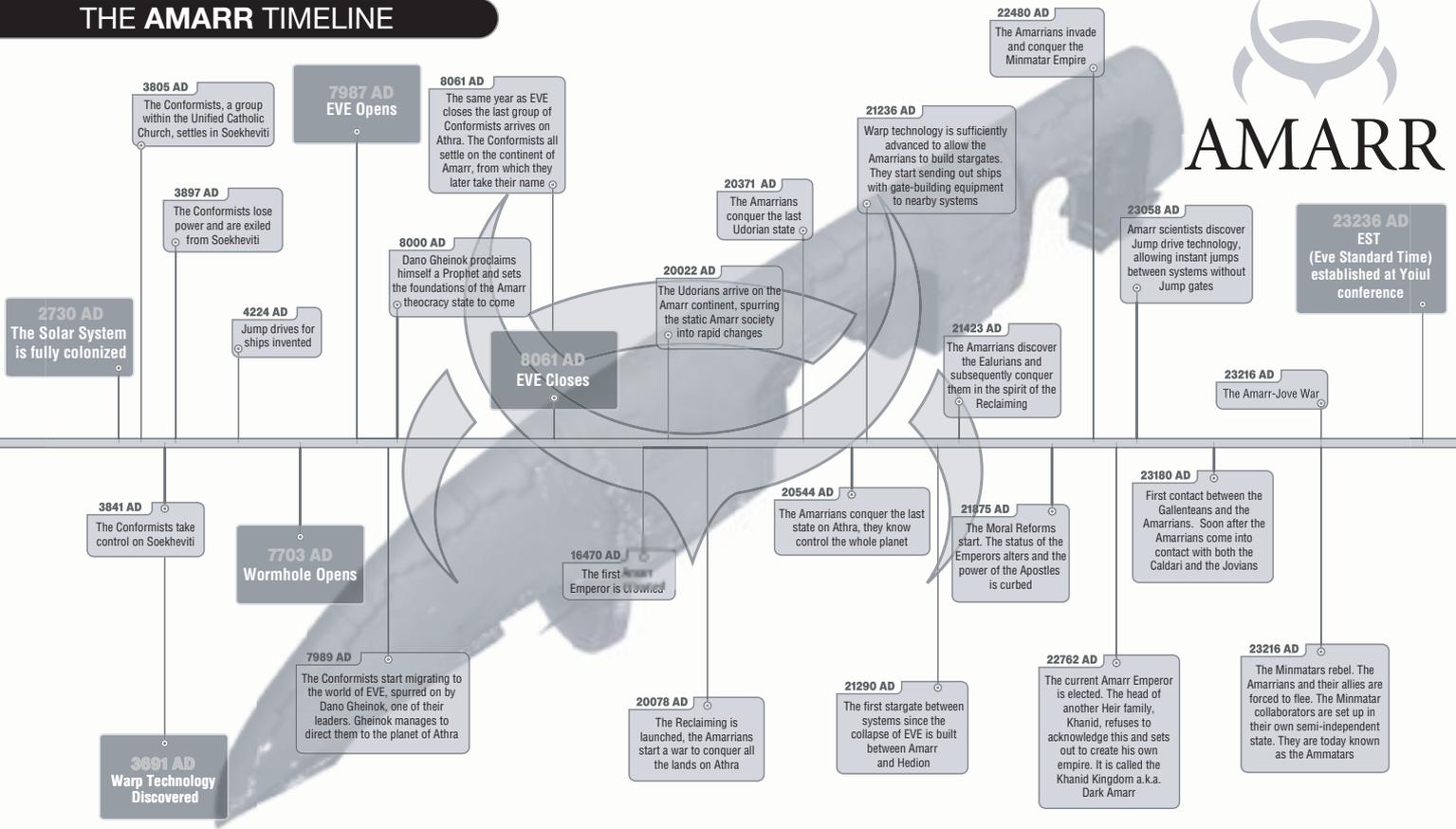
## Appendix B Specialty and Skills Chart

Following are the basic specialties and skills available when you create a character.

Afterburner	Amarr Frigate
Analytical Mind	Bartering
Biology	Caldari Frigate
Corporation Management	Defender Missiles
Drone	Electronic
Electronic Warfare	Empathy
Energy Grid Upgrades	Energy Pulse Weapons
Energy systems Operation	Engineering
Evasive Maneuvering	Gallente Frigate
Gunnery	Hull Upgrades
Industry	Instant Recall
Iron Will	Leadership
Mass Production	Mechanic
Media	Mining
Mining Drone Operation	Minmatar Frigate
Missile Launcher Operation	Motion Prediction
Navigation	Production Efficiency
Refinery Efficiency	Refining
Repair Drone Operation	Repair System
Research	Rockets
Science	Scout Drone Operation
Sensor Upgrades	Shield Emission Systems
Shield Operation	Shield Upgrades
Signature Analysis	Small Energy Turret
Small Hybrid Turret	Small Projectile turret
Social	Spaceship Command
Standard Missiles	Survey
Targeting	Trade
Trade	Warp Drive Operation
Weapon Upgrades	



# THE AMARR TIMELINE

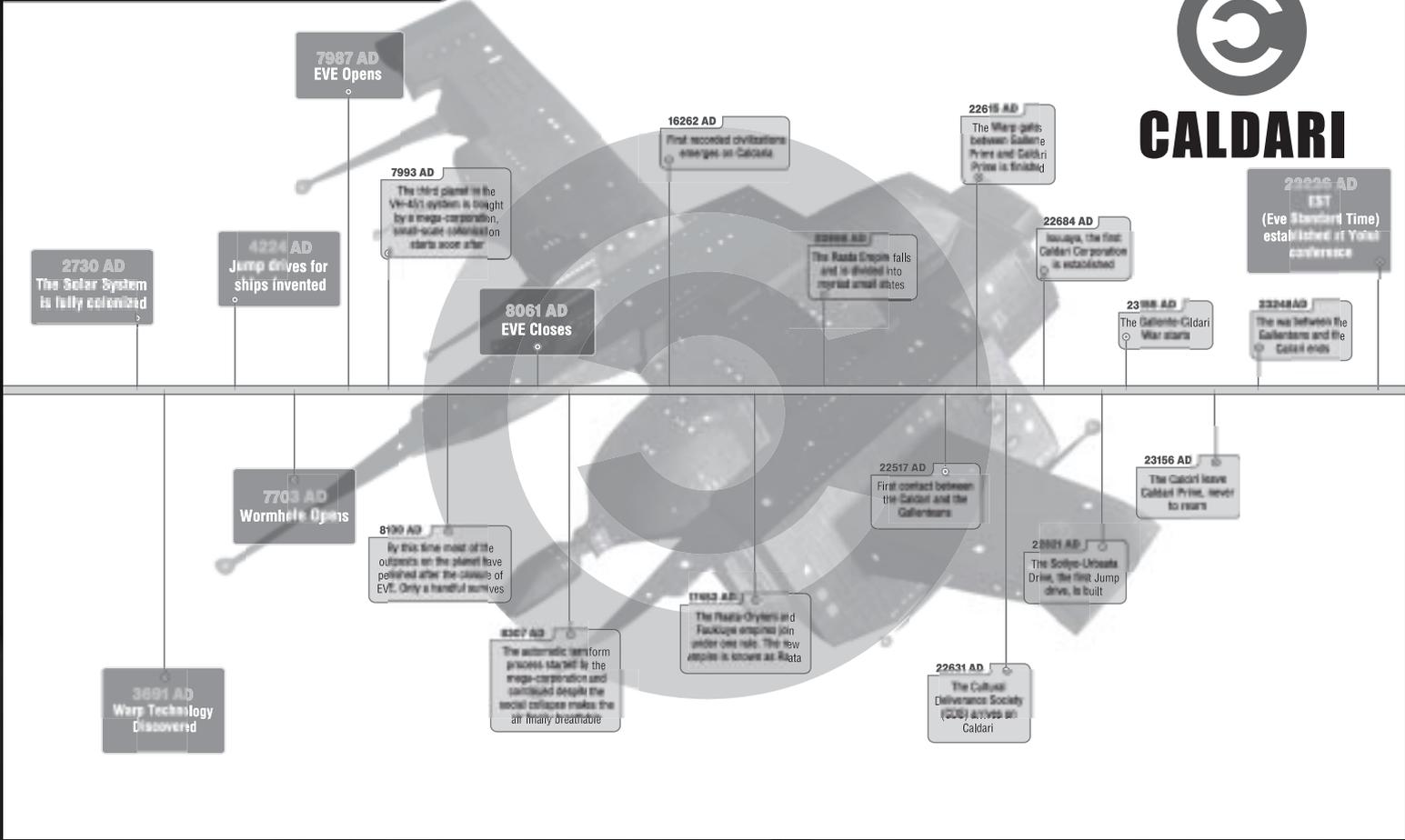




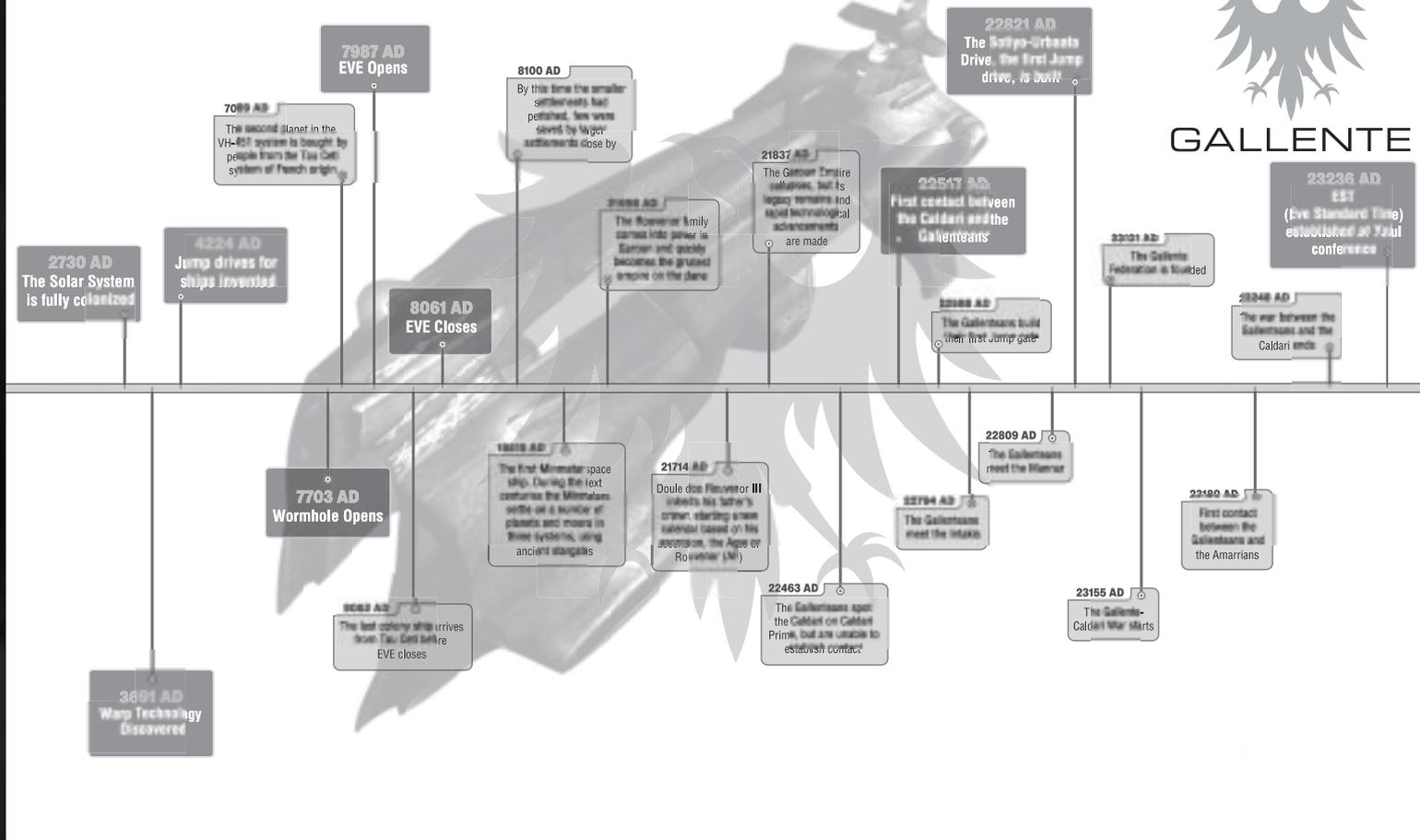
# THE CALDARI TIMELINE



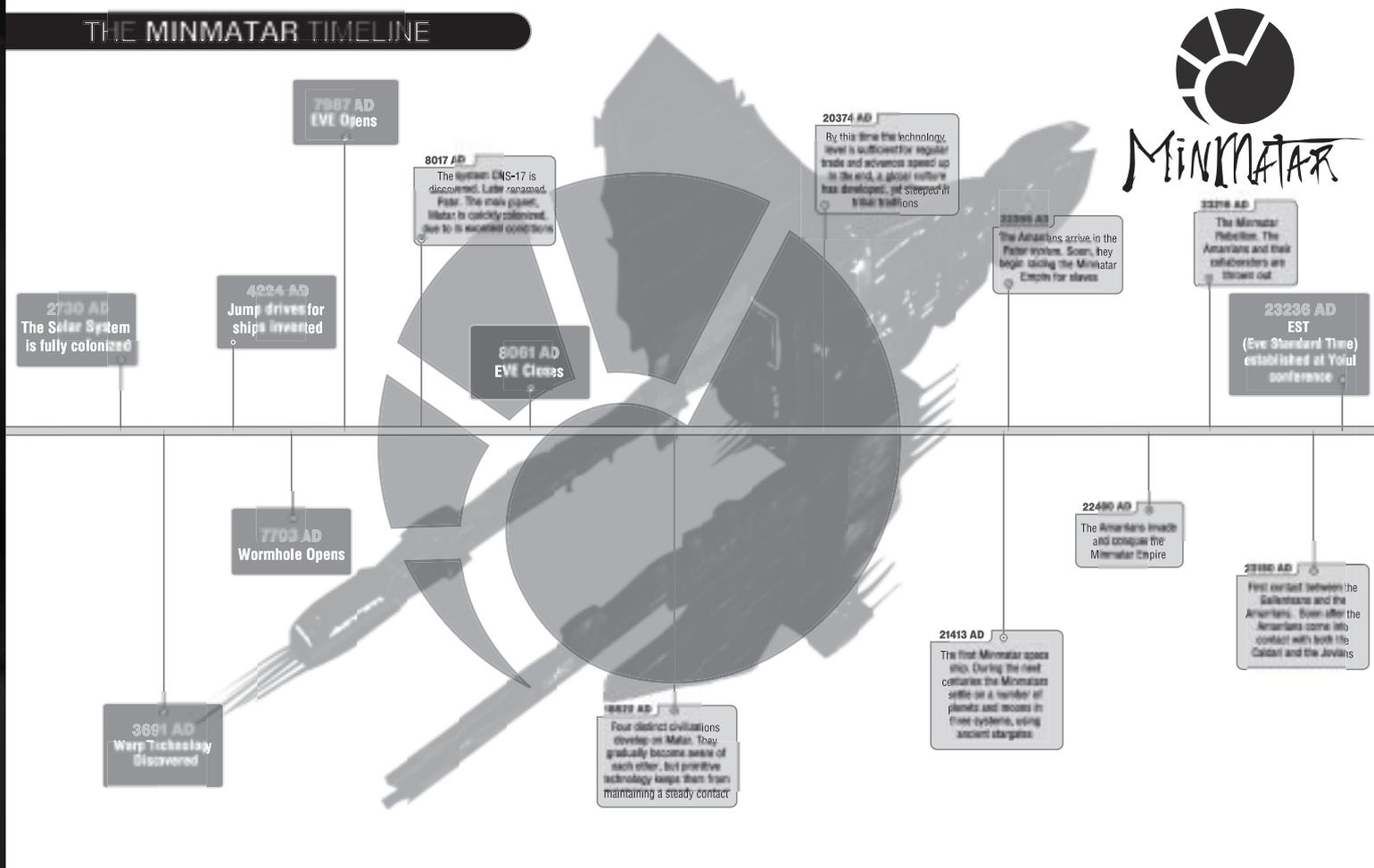
## CALDARI



## THE GALLENTE TIMELINE



## THE MINMATAR TIMELINE



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Internet Play: EVE: The Second Genesis is an Internet-only game, requiring players to connect to the EVE servers via their own Internet connection for which they are responsible. Additional online fees and valid credit card required.

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Notes:

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Ergemende

Dufio

GANDORE

alpha

Tavien

Lutrag



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AMBREON

Yemine

TALTEMIL

Statuist

Obit

NIMINDO

NORFANDE

Yemist

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