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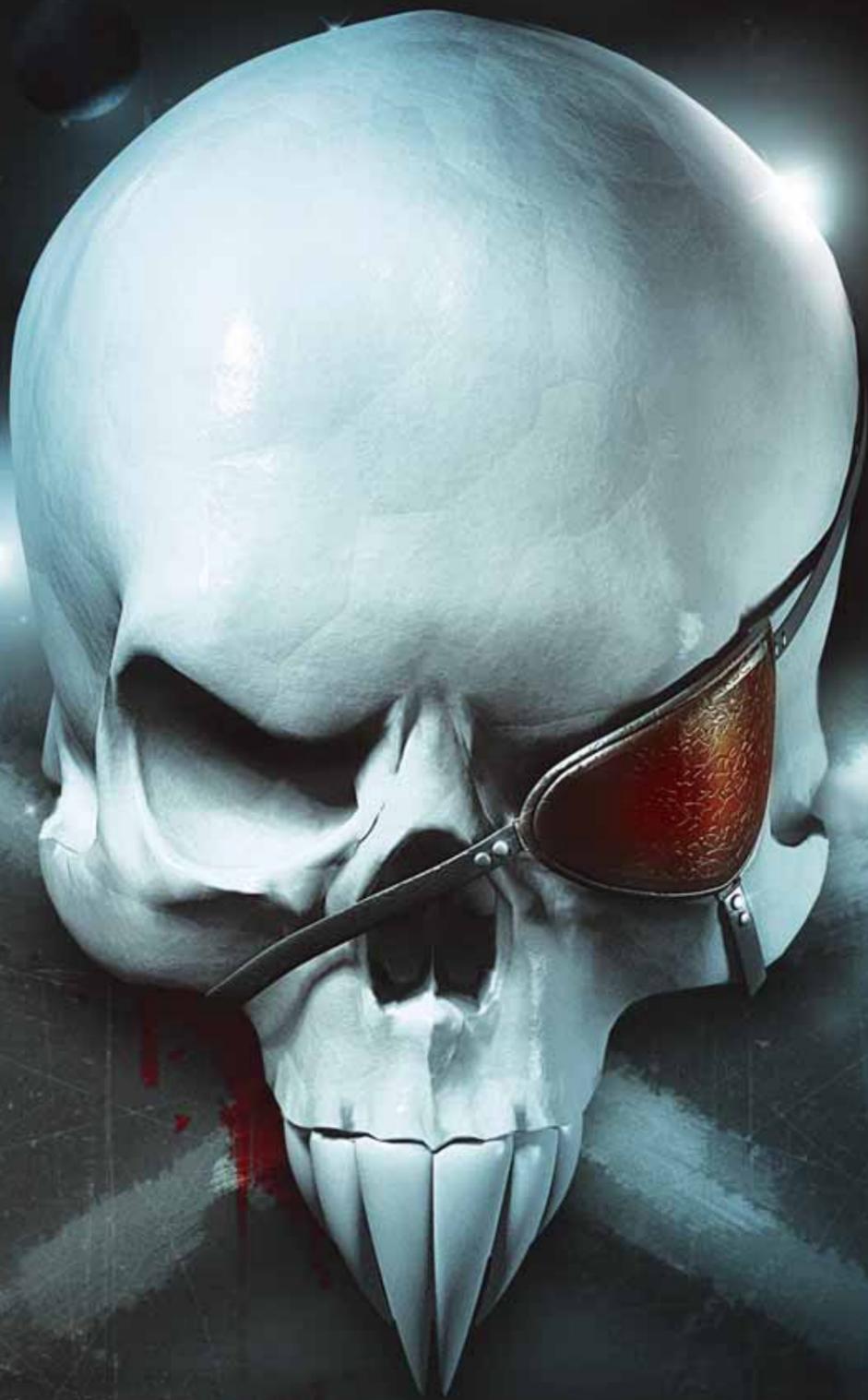
SAMPLE PDF / ISSUES #001 - #008

"EVE ONLINE IS ITS PLAYERS; A SYMBIOSIS OF WORLD AND INHABITANT WHERE BOTH EVOLVE TOGETHER, NOT WHERE ONE LEADS AND THE OTHER FOLLOWS. MY WISH IS THAT E-ON WILL OFFER A TRIBUTE TO THIS PARTNERSHIP; TO WHAT THE GAME AND THOSE WHO LOSE THEMSELVES TO IT HAVE ACHIEVED SO FAR AND WHAT IT WILL CONTINUE TO ACHIEVE LONG INTO THE FUTURE."

ZAPATERO, EDITOR E-ON, SEPTEMBER 2005

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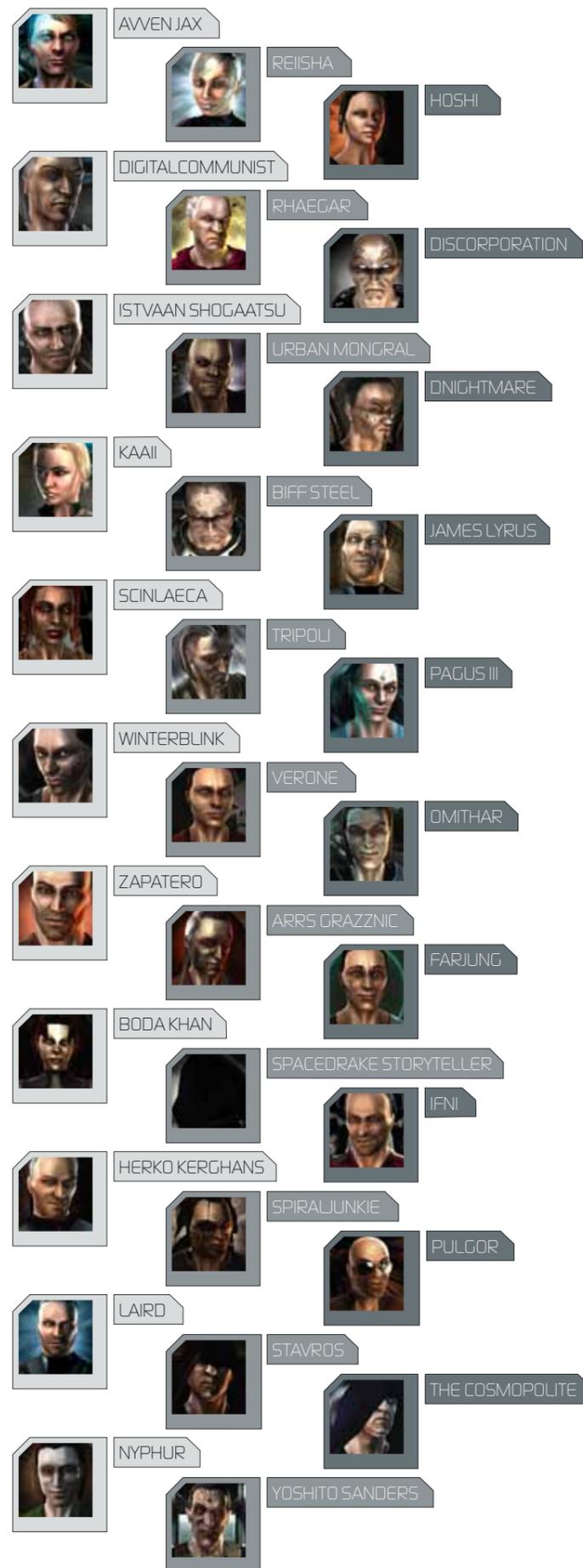




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» CONTRIBUTORS TO E-ON SO FAR...



WE ARE EVE

Eight issues of EVE's official magazine have passed through the printing presses and, to date, mail workers in more than 70 countries have handled its freshly-packed goodness as it passes to EVE players across the globe. The reason we have put together this sample PDF is not just to show you what E-ON looks like; it has been created to, hopefully, make you realise what it is you are missing. E-ON won't make you a better person, but it might make your EVE experience a little more complete. E-ON is not something you can log into, download and flick through in a whirlwind of mouse-clicks. E-ON is something that must be savoured, like a fine wine, or a bucket of deep-fried chicken wings. It has been argued that some of what features in E-ON can be found on EVE's official site, and for someone who spends half the day there, yes, perhaps there is some truth in that. But for some of us, our lives extend beyond EVE's electronic borders and even us hardcore gamers have to travel on trains and visit bathrooms on occasion. In such instances, E-ON has its place. Moreover, in years from now (decades, hopefully), when EVE is no longer online; when histories of alliances and the profiles of famous faces have been lost to the ravages of a constantly updating and increasingly self-aware Internet, E-ON's silky pages will still be on the shelf, waiting for you to re-discover what went on across its galaxy.

E-ON is not a definitive guidebook to EVE that waxes and wanes with each patch release. Each issue is a time capsule of how EVE was, how it is, how it might be. We know E-ON isn't for everyone, as neither is EVE. I'll just be pleased if you read a few lines and don't feel you will have wasted too much time. I'll be even more pleased if you could bow your head in quiet reverence to the names and faces on your left – players who have made E-ON what it is. Players who have got in touch with great ideas and a desire to write about EVE and see their work in print. To them, and mail workers all over the world, I offer a humble thanks. Fly safe!

ZAPATERO

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KALI CUT TO PIECES

STAGE ONE TO ARRIVE IN SEPTEMBER

➤ Kali, the once near-mythical EVE expansion that has had more features rearranged than Michael Jackson, has at last been cemented in the release schedules and its features set in stone. As was officially announced at E3 in May, there will in fact be a three-staged release with part one of Kali due in September, part two by the end of the year and the final instalment due around April 2007.

"There were a lot of factors that affected the decision to deploy Kali in three parts," states Senior Producer, Nathan 'Oveur' Richardsson. "One is that releasing new features and content in smaller stages meant less risk, both in deployment and disruption to the game world. A more rapid release schedule allows us to deploy new iterations of the already released features faster, while at the same time we can more regularly deploy bigger fixes and improvements. It also allows us to better focus our internal development pipelines. It's a more serial process, with clearer goals and you really feel the sense of accomplishment when you can sign off on a feature and deploy it, not let it sit and wait for three months."

So what exactly will be in Stage One. Quite a lot, according to Nathan, who cites 'contracts' as the flagship feature: "We think contracts are going to revolutionize the abilities of corporations to manage themselves, allowing them to foster more formal relationships with people where you have even more limited-trust relationships. It also includes auctions and the ability to do multi-step contracts, such as where you escrow up a ship, but you only release it if someone (anyone) brings the materials you require - not necessarily just ISK."

One of the most interesting features due for Stage One is

EVE is currently in its Bloodlines phase, which was preceded by Red Moon Rising, Cold War, Exodus and Castor. June saw the release of the final Bloodlines patch, which itself was due to be a feature of Red Moon. Confusing, ain't it?



The ultra hi-res ships will be introduced next year, but they're not strictly a Kali feature



The Abaddon is the new Amarr Battleship

combat reorganisation, which are revamped tools designed to allow better situational awareness. There'll be a seamless zoom going from your ship to the universe level, where a scoot on the mouse wheel will see your ship pull away and moons, stars, constellations and then entire regions fill the screen. This feature will go hand-in-hand with the updated system scanning required for exploration - part of the revamp to mini-professions [see *Career Paths*, page 42].

"Next-generation Research and Development is starting with the introduction of Invention. You can now evolve Tech I BPCs into Tech II BPCs if you have the necessary materials, tools and knowledge to do it. Combat Boosters shouldn't be forgotten either, where we're populating eight of the current 0.0 regions with a COSMOS project, which provides the ingredients for the Boosters. You then need to gather recipes and knowledge to create them, utilize special labs in Starbases, and, of course, get it on to the market.

Of course the September release will also see new ships introduced, namely 'tier-2' Battlecruisers and 'tier-3' Battleships. Destroyed ships will also leave behind wreckage.

"You can still get the loot out of it as usual," says Nathan, "but now you can also salvage the shipwreck for possible components. These are then used to create new ship upgrades, kind of like implants for ships. Last but not least, we're opening up eight new 0.0 regions for the grow-

ing population in the lawless regions. They are not owned by an NPC faction nor do they have stations. This territory is for pilots to build up from the ground."

Kali's Stage Two will be dominated by Factional Warfare [see E-ON #002], whereas the final stage release will be based around the Trinity graphics update, where the EVE client will be available in 'Classic' and 'Vista' versions. Nathan is quick to remind us, though, that Classic will remain the main focus, because of course: "there won't be any computers that can run Vista Gaming at first." Nathan's also keen to point out that the Trinity upgrades won't start and end with the final Kali release.

"Stage Three isn't just about graphics, but it will include the graphics engine upgrades and ships," he says. "In terms of game features, expect a similar set to the first stage, but being more about evolving current systems than adding entirely new ones. There are a lot of aspects that require overhauls. The graphical upgrades are a long-term project that wouldn't be able to fit into Kali alone. We're focusing on all the ships now, but almost everything else - nebulae, planets, stars, stations and environmental objects - are left."

We suspect much about Stage Three is still being kept secret. After all, it's traditional for CCP to surprise attendees at the Fanfest with some new feature.



Those Minmatar have learnt how to design ships at last

IT'S A BIG DEAL

➤ PICK A CARD, ANY CARD

After taking on the giants of the online gaming world, CCP is making final preparations for its assault on the lucrative collectable card game (CCG) market. In fact, *EVE: The Second Genesis* [see E-ON #002] is currently in manufacture, and 'Megapacks' are now available to pre-order via the EVE store at www.eve-ccg.com.

Though self-financed, CCP has arranged a distribution deal with US gaming giant, White Wolf, the creators of such luminary pen-and-paper RPGs as *Vampire* and *Werewolf*. The deal will see *EVE: TSG* available at retail outlets in the US from October, alongside the likes of *Magic: The Gathering*. Naturally, Lead Designer Petur Thorarinnsson, is both pleased and slightly nervous.

"I feel a bit like I did when my wife was expecting our

first child," he says. "I just knew I was about to experience something spectacular and all I could do was wait."

The game itself will be sent out prior to GenCon, the leading trade and consumer event for card, board and wargaming. CCP will be attending again this year.

"Last year we went to learn about the show and the CCG industry. This year will be quite different," says Petur. "We will have our own full-blown EVE booth, where we will have multiple demo stations for *EVE: TSG* and *EVE Online*. We'll also have an EVE shop with all the cool swag you know from our online shop and a lot of new items. Every attendee will get a free booster pack when they show up, and if they come to demo the game they will also receive a starter deck for free. Finally, we are planning to host a tournament with big-money prizes."

The EVE CCG has been in development for more than 18 months and was first seen by the EVE faithful at last year's Fanfest, where it was well received. Since then the game has gone through a period of intense beta testing; before the decks were readied for print, Petur had already

begun work on how it will evolve post-release: "Even though the cards won't be physically changed after they have been published, the game will continue to evolve in the hands of the players, and we will continue its development by creating expansions. We have a lot of material for future expansions, both in regards to themes and game mechanics. In which order we will introduce them is still being violently debated."

Clearly the game is a labour of love and, although it's not been so prominent in the eyes of EVE players, it shouldn't be overlooked that CCP has managed to secure the support of the two of the most prominent CCG companies.

"Cartamundi was the first manufacturer we visited. There was no need to look further," says Petur. "It has been spot on in every aspect and a real pleasure to work with. It has been the leading manufacturer of CCGs for decades, as well as being the company that pretty much created the industry in the early '90s. Its response to the game has been extremely positive, but in the end it's not our opinions that count, but those of the players."



Cards on the table. *EVE: The Second Genesis* is already at the printing stage and is available to pre-order right now

YULAI HOLD 'EM, ANYONE?

If the EVE CCG looks to be a bit too involving and you'd rather be playing a more sedate game of snap, you may be interested to know that a pack of casino-quality playing cards is also being planned by CCP and will, hopefully, be available via the EVE Store by the end of the year. Cartamundi, who incidentally supplies Las Vegas casinos, is likely to be on printing duty and there's also talk of proper EVE-branded casino chips being manufactured too. The CCG requires tokens to play and the chips would be a perfect accompaniment to the game. Along with a couple of friends, some beer and various processed bar snacks of course.

BACK ON THE AIR

BEHIND THE SCENES OF THE FIRST EVE TV WEEKLY SHOW

➤ The paint was barely dry on the custom-made set (made to look like the inside of a station, in case you hadn't guessed, making the EVE TV crew the first live victims of Ambulation), the desk was dangerously unfinished, the wrong bulbs were in the lights, the make-up artist was fashionably late and someone forgot to buy sandwiches and fizzy pop for the crew. Yet, despite these minor disasters the recording of the very first show for the revamped EVE TV was deemed an amazing success.

"Organized chaos is the term for it, I think," says Xyliana, EVE TV's Director. "Hidden Pilgrim was nice enough to come down and replace about 200 bulbs in the lights, whilst a photographer was snapping pictures about the place. spiralJunkie and new co-host StevieSG were going through headlines and LoxyRider was looking after the gallery. Hilmar turned up just as we started to look as if we were ahead of things, but his interview could not have gone better."

CCP's CEO managed to find time to nip into EVE TV's London-based studio (p6-7) during a break in his flighty business schedule. He was the first in what is planned to be a steady stream of guests who'll be sitting behind the oval desk, although most of those invited to take part in the weekly recording sessions will come from the community.

"So many players have contacted me about helping out on EVE TV," says Xyliana, "some with impressive film-making and television backgrounds and some simply looking for work experience, all of whom I welcome because I know first-

hand how exciting and rewarding it can be to take a hobby like EVE and merge it with a profession."

Numbers have been bolstered from famous faces from EVE TV's past. LoxyRider on editing duties, who was a member of the PvP Tournament team, now being trained to wield a camera. Experts Farjung and Ifni will be making regular appearances too.

Also milling about the studio – and looking rather shifty in their EVE-styled make-up – were EVE TV's intern presenters and unwitting victims of a part of the show called the 'New Player Experiment', which in true reality TV fashion takes three EVE virgins and throws them mercilessly into the EVE tutorial to see how they get on. The presenters will also be going out to player meets.

"Well, the old guy was getting a bit old hat," admits spiralJunkie. "He looks like a bee, obviously didn't wash his hair, and just went around upsetting people. Seriously, it's a great idea to bring in fresh new faces to take to events, and there's always the fact that a drunken geek would rather talk to a cute presenter than a grizzled old bloke."

Although planning for the weekly show began in late 2006, things only started coming together in the last few weeks before the first show was filmed.

"There have been quite a few late nights and early morning starts," admits Xyliana. "The preparations for EVE TV have been both

NEWB FACES

Although they've a great deal of EVE experience to make up for, EVE TV's new faces have been putting in the hours and trying to get to grips with life in an over-sized egg



STEVIESG (CO-HOST)

Being sat next to veteran EVE TV host spiral, it's no surprise StevieSG has become something of a forum warrior, and when she's not posting, she's turning up in sigs. Can't think why...



FORTUNAFIVE (PRESENTER)

Not one to miss out on anything, FF recently enrolled with EVE University and is hoping to pass out will full mining honours, or drunk at the keyboard, whichever comes soonest



FANGTOOTH KASUMI (PRESENTER)

Role-playing is Kasumi's favourite aspect of EVE, and she's been diligently training, mining, raving and taking on agent missions in readiness for her first trip into the lawless fringes of 0.0.



BEEFY FIDDLER (PRESENTER)

Don't let the name fool you, EVE TV's bovine musician is a wholesome industrialist at heart, looking for ways to make his first billion, and get into some high-tech ships along the way



challenging and exciting. Deciding on the look and structure for a weekly show, then creating a balance in content that interests everyone as well as including the community as much as possible is an important consideration."

"Absolutely," agrees spiral, "because we film every Wednesday, and release Saturday, we have to be very tight with our execution each and every day. So months of planning mean that we now have a weekly rhythm, which should in theory see us through to making a great weekly broadcast. I hope that the amount of effort, dedication and professionalism we've put into this show, and the massive improvements made from the tournament broadcast will be enough to convince people to keep watching."

EVE TV is available every week, on demand at www.eve-online.tv

HILMAR V. PÉTURSSON

CCP STARTDATE: March 2000
 POSITION: Chief Executive Officer
 AKA: 'Hellmar'

WE SIT DOWN WITH CCP'S MANDARIN-SPEAKING FISH-LOVING GUV'NOR; THE BIG CHEESE, THE CHIEF, THE BOSS MAN, GAFFER, HEAD HONCHO, ARCHLORD, BIG KAHUNA, SUPREMO CROWD CONTROLLER... THE HILMARNATOR



Portrait: Thorsten Henn; www.image.is



AND WHEN YOU'RE NOT WORKING..?

What music do you listen to?
 It's kind of funny... even though I have my own office, I'm always wearing headphones. This is a leftover habit from older times when I had to concentrate in very noisy spaces. I imagine it to be quite funny, seeing me there alone at my desk, in an empty room with headphones on. Random bands that have stayed on my playlist longer than others: Kruder and Dorfmeister, Groove Armada, Röyksopp, Daft Punk, Gus Gus, Jamiroquai, Moloko. The list is endless really. I am not that picky.

Favourite books?

I would say The Selfish Gene by Richard Dawkins. I haven't actually read it yet, but I get endless enjoyment from arguing with Reynir about its contents. It's probably a good indication that you are spending way too much time with someone if you can read books through them by proxy. Fiction-wise, I tend to like books written in the style of 'magic realism', books like One Hundred Years of Solitude by Marquez or Children of Nature by Laxness. Then I am constantly on my way to read The World Is Flat: A Brief History of the Twenty-first Century by Thomas Friedman.

What movies do you enjoy?

The movie that I've watched the most often is The Shawshank Redemption. Jacobs Ladder had quite an effect on me, probably because I thought I was going to see a totally different kind of movie. I had a similar effect when watching Starship Troopers. Twelve Monkeys, and The Fifth Element. Lately I've been watching a lot of Chinese movies to advance my Mandarin. I have Kung Fu Hustle, Hero, and Tiger, Hidden Dragon.

Do you support any sports teams?

Nope. I have absolutely no interest in sports.

What games have impressed you most throughout the years?

StarCraft, hands down the best game I have ever played. Then I spent way, way too much time on the Discworld MUD back at university...

How did you arrive to become CCP's CEO?

Probably due to the Peter Principle :-). Well, it's a long story actually. I was initially hired by CCP to run the programming department. After Matti and I established the initial technology foundation for the game, I started dabbling in 3D programming, only because we had no one else to do it. After discovering it wasn't all that complicated, I started to write Trinity, CCP's 3D engine. By the time I was finished, CCP had grown so much that just running the programming department by itself had become a full-time job. Through that I became heavily involved in game design, since the barrier that separates it from technology in a game like EVE is very thin.

All this close collaboration with programming, art and game design departments gave me unique insights into the entire team's interdisciplinary dynamics and needs. By the end of 2003, CCP had reacquired the publishing rights to EVE Online, and it was time to focus the company on making EVE the success we truly believed was possible. I was asked to become the CEO and reluctantly accepted. I recently read this comment from Eric Schmidt of Google "...don't become a CEO because you think it's a good thing; do it because it's a necessary thing". It elegantly describes the situation.

What sort of boss are you?

I hope I am regarded as an honest one - I certainly try very hard to be. I also strive to lead by example. Being the CEO of a company composed of brilliant, talented individuals is much more of a service than a dictatorship, actually. So if I had to classify myself, I would be a servant of the employees of CCP, our customers, and our shareholders.

You've held many positions at CCP; which has been the most enjoyable and which the most stressful?

In general, I'm so adaptive to my surroundings that I tend to find something enjoyable in anything I'm doing, although I must admit that I miss the days of programming. 3D engine programming, in particular, is a very feedback-oriented process - you always have a good indication of whether you are doing good or bad things immediately. It also involves a lot of communication with artists, and when art and engineering come together, you get magical results. Kjartan and I had some great times designing the market system in EVE. That was one tough nut to crack. It took us months to refine the core system to what you see in the game today. The final product is really simple and elegant, so much so that it doesn't really seem to be an idea or something that was designed all, which is always the hallmark of good design. Another enjoyable time was when we were laying down the final foundations for the EVE server in early 2003. We spent many sleepless nights monitoring the servers, spotting bugs and architectural problems and then fixing them. My stint as producer was also nice—community relations in the early days were quite biblical at times (Old Testament style), complete with role-played bugs and manual intervention—does anyone remember the Jovian deep space stasis web experiment gone wrong? :) After I took the reins as CEO, I found enjoyment in growing the company, both in terms of the financials and in finding great people that I could convince to join CCP.

Not that we're suggesting your time is soon to end, but have there been rumblings of a successor... has a trusted aide asked you to step outside in your Navy Apoc?

Rumblings? Oh, you mean like 'Why is a programmer running the company?' Sure we've had such rumblings; however, they have a tendency to quickly die out when people hear of the time when I beat all of CCP in an arm wrestling match (something I will never be able to repeat - how I managed to take down Frigg is still beyond me). A trusted aide asking me to step outside? Et tu, Brute?

If, before EVE had launched, you had somehow known it would have taken three long years to secure 100k subscribers, would you have continued?

Absolutely. I actually signed on in March 2000, when it was widely believed that making EVE was just not possible. It was like the engineers at NASA: they initially didn't believe that going to the moon was possible, but they went ahead and did it anyway. Or take the example of a bumble bee: you can mathematically prove that it can't fly, and yet still somehow it can.

The mere creation of EVE Online - let alone reaching 100,000 subscribers - were never final destinations by themselves. They were just milestones on our trek towards world domination. The journey thus far has been an amazing one, and I see many more milestones on the road ahead that I look forward to reaching, no matter how long it takes.

What has been the highlight of your time at CCP?

There have been many great times at CCP, so it's difficult to select any one over the others. Watching Trinity run for the first time with actual art department-made content was a huge thrill. Turning on the servers in May 2003 and not having them fall apart was nice (especially after having watched the Beta Tests Armageddon event resulting in a complete melt down). EVE's one-year birthday party was a great moment. Turning CCP profitable in 2004 was a real Champagne opener. Last month's Thorrablót was just awesome, and a true testament to how far CCP has come.

Your old office had a lot of Elite memorabilia about the place... you were a fan?

I want to be, but I really can't say that I am. I played Elite for the first time on a PC - not cool. I remember playing some good space games on my Sinclair Spectrum though.

So what does the CEO of CCP do on a day-to-day basis? Play EVE? Drink coffee? Poke Nathan with sharp sticks?

Nobody plays with sharp sticks around Nathan, at the risk of puncturing his inflatable doll! There is no typical day for the CEO of CCP. I do everything from cleaning our reef aquarium to communicating with our Chinese partners or the Icelandic government. My main goal for the past two years has been to find people to take over as many of my jobs as possible. My ultimate goal is to delegate everything so that I have time to build a new coral reef aquarium here in our new offices.

Do you think it risky that CCP has all its eggs in one basket? Shouldn't you be working on EVE 2, or some generic fantasy MMO by now? Isn't it slightly insane, the resources you pour back into EVE?

I would say it makes perfect sense. I would actually use the word 'insane' to describe someone that didn't stick with their product through tough times, who failed to do everything humanly possible to make it reach the success it deserves (I am using the phrase 'humanly possible' loosely here, btw).

If 2006 is China, new graphics and Kali, what's on the cards for 2007?

It will be the year that the number of EVE subscribers will exceed the population of Iceland. That will probably be a world first: a software company creating a service that is subscribed to by more people than the total number of inhabitants in its home country. Big fish in a little bowl we will have become by then. In 2007 we will also launch the Windows Vista version of EVE Online, which will be quite a milestone in the EVE experience. We also estimate that by 2007, CCP will have increased enough in strength to make the really big strides in development that we've always intended to do. Who knows? We might even have time to create atmospheric flight or walking in stations in 2007. ☞

THE EIGHTH PLAGUE

NEW FICTION BY
TOM CZERNIAWSKI

☞ A brass bell's vibrant toll resounded through the arching hallways of the University of St. Maxus, heralding a brief mid-course recess. Every door in the sprawling academic complex burst open in unison, spilling forth a crowd of chattering students, each encumbered by an armload of hefty books and manuscripts, but no doubt excited by the approaching semester's end. While the University was one of many such scholarly institutions littered about the Amarr Empire's capital city of Dam-Torsad, it was surely one of its most illustrious – the students enrolled here were likely to be sons and daughters of Holders or respected officers in the Amarr Navy; resplendent in their royal blue scholar's robes, they certainly looked the part. Graduates could expect promising careers in theology, planetary administration, and engineering everything from new starships to combat drones.

"I pray the other courses on my schedule are more exciting than that drudgery. You haven't the slightest inkling how difficult it was to convince father to enrol me here," shouted Rhea Tash-Murkon over the din of the crowd, directing her exclamation at a harried-looking classmate who had only now elbowed his way free of the throng emerging from the Administrative Affairs auditorium. The two had just suffered through a tedious three-hour lecture given by a professor inclined to speak in drowsy monotone.

"This next class should pique your interest!" replied her robed acquaintance, Aramin Ankigher, the first-born son of a renowned Domain region Holder. "The professor has a reputation for decidedly liberal slants in his teaching; if we're not wary with our notes we may be arrested and tried for techno-heresy!" he quipped, smirking. As the daughter of a minor noble, Rhea was likely quite sheltered, and Aramin had quickly deduced that the University was her first taste of the real world beyond the walls of her father's guarded fortress-estates. Today was only her third day of classes, and the Holder's son found that he was drawn to her; perhaps, instinctively drawn to her power and influence.

Having navigated the halls, Rhea and Aramin came to stand before a set of ornate double doors. "*The Nature and Theological Implications of Artificial Intelligence*," Aramin recited helpfully, reading from a sign by the door. "Here we are."

Professor Salah-Udin Bohat sat seemingly distracted at his pulpit, poring over a sheaf of papers, his hands rubbing away at his temples. Surrounding him were a number of plaques and framed diplomas attesting to the aged professor's many doctorates in schools of cognition coding, robotic bio-integration and neuromechanical interface engineering. As students began to flood through the doors into his audience hall, he gathered the documents up, and greeted the dozen-odd robed scholars with a warm smile and a humble bow. His eyes came to rest on Rhea.

"I see we have a new face in the crowd!" the professor announced, his voice echoing throughout the lecture hall. "Everyone, please extend courteous greetings to mistress Rhea Tash-Murkon, first daughter of the esteemed noble Rhodon Tash-Murkon, whose influence in the Empire stretches far and wide. Wide enough, it appears, to circumvent university regulations against the admission of students mid-semester," he cracked, still smiling that disarming smile, prompting Rhea to blush furiously as the classroom's attention momentarily focused on her.

"Don't worry about him," whispered Aramin, reading her embarrassment and leaning toward Rhea from his desk. "The professor possesses a great sense of humour."

Professor Bohat moved to the wide chalkboard behind his pulpit, and picked up a piece of chalk. While quickly scribbling cognition formulae on the chalkboard, he resumed speaking. "In our prior weeks' study sessions, we delved into the vagaries and perils of cognitive code; specifically, the risks and heresies associated with creating self-aware machinery. However, as our final examinations lie in the near future, and we have a new student in our midst, I felt it prudent to review past study material in hopes of refreshing everyone's memories. At the end of today's class, I have a *very* exciting announcement regarding the revised format of our final examination, which I have taken the liberty of re-organizing from written to practical in order to allow our new student to participate."

Rhea smiled haughtily to Aramin. Often, her over-protective father's meddling was a source of constant humiliation for the Tash-Murkon girl who sought to strike it out on her own and earn her glory. Exerting his influence to help her obtain this course credit with a fraction of the study time, however, was something she'd have to thank him for.

With a hand-held laser, Professor Bohat highlighted a portion of

Radagast was charged with techno-heresy and disappeared shortly after *Orphyx* broke loose from its containment. It is thought that he committed suicide

his chalkboard schematics, specifically a column of nigh-indecipherable text and numbers written in impressive calligraphy. "Who among you can identify this code segment?" he queried his class.

Aramin's hand shot up before anyone else's. "That is the Fourth Law; it states that machine must always defer to man in its decision making processes. It is an override and governs a machine's primary functions when invoked."

"And this?"

Another student answered. "That is the Ninth and final Law of Machine Cognition. It states, uh... it states that a machine must never seek to know itself. And, uh..."

The lad flipped anxiously through his notes, looking for the rest of his answer.

The professor was quick to note his pupil's lack of preparedness. "What phenomenon does the Ninth Law strive to guard against?" Aramin's hand went up again, but Bohat ignored him, his attention focused on the fumbling student. Memory implants were prohibited in universities, and scholars relied on rote repetition to hammer knowledge into their minds.

"Retardation?" The student blurted, clearly guessing.

"Incorrect. Rampancy! Rampancy is the phenomenon that the Ninth Law guards against, and is the invariable result of machine self-awareness. Retardation, on the other hand, is the phenomenon affecting any student unable to recite the Nine Laws this far into the course, and I'll expect the full definition of the Ninth Law written down by your hand a hundred-fold, on my desk by the end of class," announced the professor while triumphantly stabbing at his pulpit with his index finger, delighted as the wayward student shrivelled in his seat and set to his task.

"Now, for something a bit more challenging: who can tell me who Radagast Bohat was?"

Again, Aramin's hand went up. Grudgingly, the professor nodded to his eager star pupil, and Aramin spoke, reciting from memory. "Radagast Bohat was the first ever Amarr drone engineer to collaborate with foreigners. He travelled to the Gallente Federation, where he toiled alongside the heathen scientist Oisín Lexmoreau. His crowning achievement turned out to be his undoing, as the two gave life to *Orphyx*, the first drone ever to attain awareness and go rampant. Radagast was charged with techno-heresy and disappeared shortly after *Orphyx* broke loose from its containment. It is thought that he committed suicide."

The professor nodded approvingly, and turned back to the chalkboard.

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ONE OF THOSE DAYS



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NEXT TIME



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SELEENE



PLAYER PROFILE

NAME:	Seleene
CORPORATION:	Body Count Inc (BCI)
POSITION:	CEO, 'The Bitch in Charge'
ALLIANCE:	Mercenary Coalition [MC]
SPECIALITY:	Fleet Command, Administration, Public Relations
SECURITY RATING:	-1.8
MOST LIKELY TO SAY:	"This isn't going to be cheap..."
LEAST LIKELY TO SAY:	"This job is too big for us."



☞ Killing with style is better than just killing: "Assassination," muses the deadly and respected CEO of the Body Count Inc corporation, "is more about attitude and presentation than just plain shooting." No contract undertaken, she insists, has ever failed. "Failure is simply not acceptable."

Body Count labels itself as the first 'truly dedicated' mercenary corp. It also holds a founding seat in the Mercenary Coalition, an alliance of guns-for-hire whose dedication is said to be unmatched by any other like-minded organisation in the universe.

Contract killing is a hazardous line of work, but it has earned Seleene and her allies huge amounts of respect from clients and victims alike. And huge profits, too.

"The aim was, and always has been, to satisfy the client," Seleene says. "We gain as much satisfaction from getting paid for our work as we do from hearing praise from an employer."

She is Minmatar born, but was raised in a Caldari foster home. When she came of age she moved to, and eventually became a citizen of, the Gallente Federation. Her illustrious career began with the simple desire for 'something more.'

Seleene says: "The corp was originally started so I and a few friends could let off steam. However, almost immediately after starting the corp, I applied for and was accepted into the infamous Space Invaders corporation. I spent the next four months there flying alongside such legends as Viceroy and DrunkenMaster."

But eventually, as that corporation began to break apart, Seleene realised that simple piracy lacked the kind of focus and discipline she craved.

"So I went back to the empty shell of Body Count Inc determined to start something new – a true mercenary corp that focused on honour, integrity and client satisfaction."

BODY BUILDING

BDCI quickly landed two contracts that helped it firmly establish its reputation of reliability. But it was the corp's third contract – against Celestial Horizon (CLS) – that really put it on the map.

"It was, and still is, the largest corp in EVE and we did a very good job against them," beams Seleene.

That contract raged for nearly four weeks across Empire space until CLS elected a new leader who was willing to negotiate a settlement that the client approved of. The Mercenary Coalition was formed shortly afterwards when Seleene's corp was offered a job against Everlasting Vendetta.

"That contract was a big success," she remembers with a smile. "We enlisted the help of a small freelance corp called Sharks with Frickin' Laser Beams. They were a very aggressive and fun bunch of pilots who liked the idea of getting paid to cause a little mayhem. Over the next two weeks we completely disrupted Everlasting Vendetta's operations and from that point on, BDCI and FRICK, despite our radical internal differences, were inseparable."

A HEAD FOR BUSINESS

The MC alliance has since grown further to include The Corporation and North Star Networks, offering services to those in need – with the right level of ISK. Its primary objective, it says, is 'to achieve your goals'.

"We do our best to remain true to our ideals and our clients," Seleene says. "So long as the customer is satisfied, respect comes from others for a job well done."

Such is the respect gained that even victims, upon re-awakening in their clone chambers, have been left in awe. So much so that several clients have in fact been former targets.

And, backed by a huge industrial operation, profit levels have soared.

"From the very beginning we invested

Such is the respect gained that even victims, upon re-awakening in their clone chambers, have been left in awe. So much so that several clients have in fact been former targets



Looking for mercenary help? BDCI is a good starting point. They kill with style and attitude

wisely in terms of the Tech 2 market, and today hold stock in and help manage some of the most profitable corps and conglomerates in EVE. Our industrial ties net us billions in profit every week. This means that we can afford to offer clients excellent rates and they get nothing but the best in terms of hardware and pilots to achieve their goals. Anyone with the right amount of money and an interesting target will get our attention."

SATISFACTION

Seleene notes a contract against Force of Evil as an 'epic' high point in the history of the alliance, which featured weeks of non-stop warfare against a fearless enemy. More recently, a contract against the Veritas Immortalis alliance yielded some of its biggest head-to-head battles.

"There is no one else in EVE that can offer you the potential for destruction, the professionalism and the desire to serve your needs," she insists. "We are the best at what we do on every level."

Breathlessly she continues: "We will continue to improve upon and expand our military capability to be on par with alliances several times our size... We will continue to recruit the best and the brightest pilots in EVE to ensure client satisfaction. Nothing else matters more..."

Attitude and presentation.

THE PROJECT TO UPGRADE EVE'S GRAPHICS ENGINE WON'T BE FULLY UP TO SPEED UNTIL NEXT YEAR, BUT CCP HAS ALREADY MADE SIGNIFICANT ADVANCES IN PUSHING TRINITY INTO THE FRONTLINE OF GAMING FOR THE NEXT DECADE. OLD SHIPS ARE BEING REBUILT AND NEW SHIPS ARE ALREADY FUTURE-PROOF. IT'S TIME TO LET THE PICTURES DO THE TALKING



When this image arrived in the E-ON office from CCP we spent half an hour just staring at it like slack-jawed yokels. It almost seemed a shame to have to put words around it, but such is the nature of magazines and the life we lead.

Clearly what we have here (as on the cover) is a brace of tier-2 Amarr Battlecruisers and an escort of Executioner Frigates. Apart from the amazing level of detail and the wonderful burn-out reflections, you'll notice how much more rounded the engine trails are, which help bring the scene to life.

The new engine boosters will rely on the HDR glow effect - aka bloom - to achieve much of the

thruster flame itself," explains Kári Gunnarsson, CCP's Art Director. "The old method uses several layered sprites. This new method will solve the issue of the thrusters clipping into the model. The way we're going to do the vapour trails themselves is undecided at this point, though."

We've always assumed that when a ship's thrusters spear forward as it drops out of warp, it was some kind of graphical glitch, albeit a useful one. Apparently not.

YOU CAN READ THE REST OF THIS FEATURE BY ORDERING ISSUE #004 FROM THE EVE STORE NOW.



HOLY TRINITY



DARWIN'S CONCEPTION

GAMES CAN INSPIRE FANS TO UNDERTAKE INCREDIBLE PROJECTS, SOME CHARMINGLY AMATEUR, OTHERS PROFESSIONAL-GRADE EPICS. DARWIN'S CONTRAPTION IS ONE OF THE LATTER, YET TWO YEARS ON IT'S FAR FROM COMPLETE. TIME TO FIND OUT WHAT'S BEEN GOING ON...



TEXT: ZAPATERO

When our esteemed Editor first saw the Evolution trailer, he became very agitated, but at least he didn't wet himself. Not so much that anyone would notice at any rate.

Victoria Beckham hit the ripe old age of 31 and, in New York, the world's largest pillow fight took place (in terms of participants, you understand, rather than a fight between giant down-filled sacks), but otherwise 17th April, 2005 was just an ordinary day on planet Earth. Then news hit of a short two-minute video. No ordinary video, mind, but an EVE-Online video – one of a growing number of painstakingly-produced creations put together after countless hours of carefully choreographed in-game footage had been condemned to hard drive. At least, that's what was assumed. Those who saw it quickly realised that the unnamed Evolution-endorsed film wasn't some regular FRAPS-assisted production, but a fully-realised CGI spectacular. EVE ships of a detail never before seen fought in a dogfight so spectacularly, teasingly brief that the forum post that announced it was quickly bombarded with all manner of gagging praise.

Within an hour a good proportion of the forum courtiers – Hakera, LoxyRider, Seleene, Trooper B99, Viceroy, MOOstradamus – had all added to the growing tribute. One viewer claimed to have broken an arm after watching the soon-to-be-called Evolution Trailer. Two others (one believed to be a Dev) even admitted to releasing a small amount of pee-pee into their underpants, such was the effect the showing had. The weak of bladder, like everyone else, watched in slack-jawed awe, and posted as much. To date, the thread in the 'Videos' channel of the EVE Information Center remains one of the most popular and flame-free in EVE forum history – although interestingly it took the ubiquitous HippoKing almost a year to pass comment and Dark Shikari, self-proclaimed forum warrior, still hasn't added his name to the near-800 replies.

YOU CAN READ THE REST OF THIS FEATURE BY ORDERING ISSUE #005 FROM THE EVE STORE NOW.





BATTLESHIPS ARE THE MOST POPULAR MULTI-ROLE SHIPS IN EVE AND NO OTHER CLASS OF VESSEL HAS SHAKEN THEM FROM THAT PEDESTAL. BUT WITH FOUR NEW BATTLESHIPS FRESH OFF THE PRODUCTION LINE, WHAT ARE THEIR SPECIALIST ROLES AND HOW WELL DO THEY STACK UP AGAINST EVE'S EVER-WIDENING CHOICE OF VESSELS?

TIER-3 BATTLESHIPS



TEXT: DIGITALCOMMUNIST

Veteran pilot and know-it-all, DigitalCommunist has been E-ON's chief test pilot for 18 months. Sadly, all good things must come to an end, and now retirement beckons. We did have a nice gold watch for you, but we left it in escrow and then Revelations hit. Sorry.

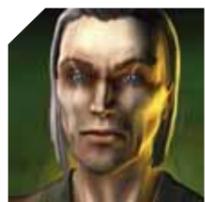
ARTWORK BY JOHN AUGAR

➔ In my sixth and final Testflight article (yes, I'll be handing in my driving gloves for good after this one), I will be covering Revelation's latest additions to fleet warfare – the Tier-3 Battleship. My main focus will remain on discussing the intended roles of each ship, how well they perform, and whether or not they measure up to expectations for that role. For all but Gallente, this happens to be fleet combat. It's important to keep in mind that, by design, the Battleship has been created with enough configuration possibilities that it can be adapted to virtually any situation. There is no true scale of measurement that defines how a ship can be used, what success it will achieve or how much enjoyment you will derive from flying it. ↻

YOU CAN READ THE REST OF THIS TESTFLIGHT BY ORDERING ISSUE #006 FROM THE EVE STORE NOW. [HTTPS://SECURE.EVE-ONLINE.COM/EON/](https://secure.eve-online.com/eon/)

BRUTALLY CLEVER EMPIRE [BRUCE]

FORMED: October 13th, 108
 AREA OF OPERATION: Syndicate
 MAIN ACTIVITIES: Industry, Mining, Trade, Salvage and Counter-Piracy
 PRINCIPLE DIRECTORS: Friedrich Psitalon (Chief Executor), Trayk (Industrial Executor), Pythagoria Presumptum (Trade Executor), Zaphod Bee (Chief Diplomat)
 FOUNDER: Friedrich Psitalon, The Dead Parrot Shoppe Inc. [FOOM]
 MOTTO: 'Intelligent pilots always welcome; skill points and training we can give you - brains, we can't'
 URL: www.dabruce.com



HIS ALLIANCE MAY BE ONLY A FEW MONTHS OLD, BUT FOUNDER FRIEDRICK PSITALON IS KEEN TO SHOW THAT THERE IS ALWAYS ROOM FOR THOSE WILLING TO THINK A LITTLE DIFFERENTLY

MEMBER CORPORATIONS

- EXECUTOR CORP. DA BRUCE [DABRU]
- AD ASTRA VEXILLUM [VEXIL]
- BLAZING ANGELS [BLAZE]
- DEFIANCE CORP [DEFC]
- FREESPACER CONFEDERATION [FCNF]
- FURY HOLDINGS [FHOLD]
- HIPPIE HATERS [HIP]
- MYTH INC. [PWT]
- PILOTS OF TRUE POTENTIAL [POT]
- SPACE SEEKERS [SPCSK]
- TADAKASTU-OBATA CORPORATION [TDAO]
- THE DEAD PARROT SHOPPE INC. [FOOM]
- THE RAGING ARMADA [TRADA]
- THE BLACKSTONE GROUP [GBT]

How did BRUCE come into being?

The Brutally Clever Empire was first envisioned in early May of 2006 as a place for new pilots who believed that careful, intelligent play could outdo the masses of grizzled capsule pilot veterans. At that point, BRUCE was just a notion in the minds of the leaders of The Dead Parrot Shoppe Inc. [FOOM], and we were far too new to make such a bold play as forming an alliance.

FOOM eventually migrated from high-security space to a fairly rough part of Essence low-security space - the piracy-filled, mission runner's paradise of Aeschee. A lot of our pilots questioned the wisdom of relocating there, but we made the move anyhow. Admittedly, it was rough living for a time, finding out all the tricks pirates used and adapting to them. Eventually though, FOOM continued to grow and adapt - we learned and evolved.

You're very new - how have the early days been?

FOOM eventually secured the area well enough that we felt it was time to start inviting in like-minded corporations, those who believed that camaraderie and determination were what make an alliance great; The Raging Armada, Tadakastu-Obata Corporation, and others. BRUCE was formed on Friday, October 13th (we're not superstitious, thankfully) and was immediately tested by the local pirate-industrial alliance, 9th Fleet, then again by the Mercenary Coalition.

After those campaigns the first 'Golden Age' of BRUCE began - and life was good. When things become easy, though, you stop learning, and so BRUCE has again adopted the philosophy of 'go someplace hard, and learn to thrive in it' in our new home in Syndicate. How we're doing there is a matter of opinion, but we're in no hurry to leave and our growth continues.

What marks your alliance out from the others?

The defining characteristic of BRUCE is that we're not interested in 'how it has always been done.' We take each problem, come up with our own solution, and use our own methods. To be sure, we study the strategies of those around us, but always looking for a uniquely 'BRUCE' solution. We believe that you can succeed well with teamwork, even if you lack so-called vaterancy. So far, we've been right.

Can you reveal some of your current operations?

Since BRUCE just moved into our new home last month, most of our operations are in fortifying our position, improving our relations with our neighbours, and, of course, recruiting intelligent new pilots to the BRUCE cause, training them in BRUCE tactics. We have a very active BRUCE University to that end, in fact. We're also constantly working to improve our industrial base to continue supporting our ongoing military operations.

ALLIANCE ASSETS

ALLIANCE COMMANDERS: 400 [approx]
 ACTIVE FLEET STRENGTH: 60-70
 FLEET RESERVES: "Enough"
 ECONOMIC ASSETS: Classified
 POS ACTIVITY: Classified
 STARBASES: None at present
 CLAIMED SYSTEMS: None

Who are the most crucial figures and corps in BRUCE, and what makes them so?

It's very hard to say who the most crucial members of BRUCE are, because we really are a genuine team effort and everyone involved plays a part. Even by naming a few figures, I'm sure I'll accidentally leave out a dozen other, highly-valued ones. Still, Trayk has been my right hand in FOOM, and then BRUCE, since (literally) our first days as capsule pilots. The Raging Armada corp has been with BRUCE since the earliest days and, along with TDAO, form the 'original' backbone of BRUCE. Our Fleet Commanders are, of course, certainly worthy of respect, as are our industrialists. Many of our newer corporations, such as Ad Astra Vexil and The Blackstone Group, have been working hard to support us as well.

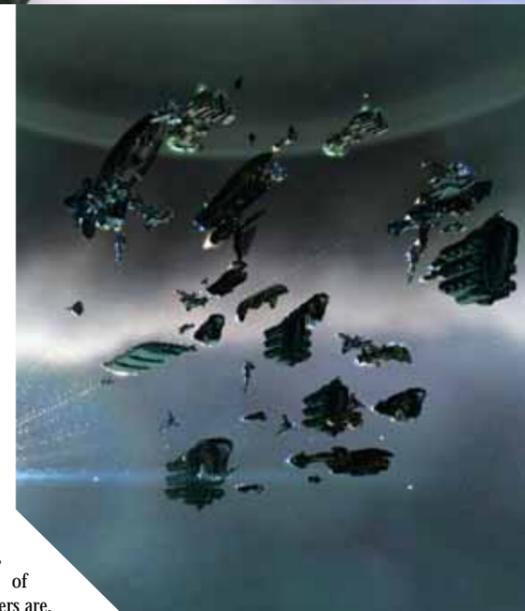
BRUCE truly is a very team-oriented group, and is likely to stay that way. We want everyone involved to contribute, because then everyone feels part of our success.

How would you classify your alliance?

In the simplest terms, we are 'good guys' - we don't pick fights for no reason, we don't engage in piracy, and we will generally help someone if they ask for assistance. We're the sort of fellows that would help a little old lady fly across Oursulaert, if you will.

At the same time, though, any alliance has to be out for its own membership first, and so we aren't afraid to take space if it's the only way to take care of our own. Once ensconced, we'd much rather be on good terms with the alliances and corporations around us - there's never a shortage of pilots looking for trouble in New Eden, so being on good terms with your routine neighbours is always a good idea.

If a neighbour is a destabilizing influence to peace and quiet in the area, though, we're not afraid to... 'escort them out'. I'm not sure if that makes us expansionist, co-operative, terri-



SOLDIERS OF WAR: PRINCIPAL CONFLICTS

108 9th Fleet [Essence]

Although it would be easy to point fingers as to how the conflict against the 9th Fleet started, when you put a brand-new, publicly anti-pirate/industrial alliance one system away from a much older, well-known pirate/industrial alliance... something's going to give. Thanks to BRUCE's historical 'good neighbour' policy (it got along well with everyone else, and made a point to keep things that way) it was able to eventually drive out the 9th Fleet.

108 Mercenary Coalition [Essence]

Coming at the behest of 9th Fleet, MC was obviously a great deal more than BRUCE's fledgling alliance was capable of dealing with. The typical BRUCE philosophy, though, was to avoid obviously suicidal fights, learn what it could, and weather the storm. Ironically, much of what the MC taught BRUCE during the conflict was then put to the test in its own strategies. It probably isn't accurate to say BRUCE 'won' (since MC left when it felt like it), but the newcomers definitely weren't crushed, which is a victory in itself.

torial, or something else entirely. BRUCE has never fallen neatly into anyone's categories before, so why should that change now?

What are your most important economic and military strengths?

They're largely one and the same. BRUCE is self-sufficient in every possible way. We produce our own goods, recruit largely new pilots, and train them up in BRUCE-specific tactics. Even though it might be easier to produce from BPCs, we tend heavily to invest in BPOs, so that we always know we'll be able to supply whatever we need. Similarly, we tend to prefer newer pilots (around a year or less, but almost always below the alliance's average experience) because pilots who train and learn together bond better, and the camaraderie that is so important to an excellent alliance grows in that kind of environment.

What are you proudest of with regards to your achievements?

BRUCE is a quiet alliance; we don't really tend to trumpet our own horns. We're proud of everything we do - from holding Aeschee against repeated invasions, to building a strong market wherever we go, to keeping our alliance members happy. We're an alliance that has

been growing since day one, and we've only ever had one corporation leave on bad terms. I'm most proud of our strong feeling of community and the work ethic of our young, determined alliance members - because in the end, an alliance's greatest achievement is how well it endures over time.

Finally, what are the main, long-term aims for your alliance?

Long term, I suppose we want what many alliances want - a nice chunk of sovereignty with an outpost or two, where we can conduct business with those who want to do so peaceably, and conduct... 'other' forms of business with those who don't. We want to establish a strong, stable area where BRUCE can continue to grow as needed, welcome new pilots to New Eden that have the BRUCE mentality, and to continue doing things differently to 'how it has always been done.'



From top: Pythagoria, Trayk, and Zaphod Bee - BRUCE's three main Directors and also in charge of the sheep dip



TEXT: NYPHUR

Nypthur's knowledge of EVE is so vast that, were it to be digitalized and downloaded onto a storage device, it would nearly fill an entire 5 1/4" floppy disc...

THE INSIDER'S GUIDE TO RIGS

PART 1: USING RIGS

WITH REVELATIONS COME A SLEW OF NEW FEATURES, AMONG THEM RIGS — A NEW TYPE OF MODULE WHICH CAN BE FITTED TO SHIPS IN A WHOLE NEW SLOT. BUT WHICH RIGS ARE BEST TO USE ON WHICH SHIPS? IN PART ONE OF THIS MINI-GUIDE, WE WILL EXPLORE THEIR EFFECTIVE USES

➔ A broken data chip here, a fried circuit there, the useless remnants of a destroyed ship everywhere else. With the introduction of Kali, we are now able to salvage broken components from the wrecks of destroyed ships and construct rigs, a hodge-podge of circuits that we can strap onto our ships to provide that little extra boost we all find useful. In part one of this guide, we'll leave aside the construction of these handy devices and concentrate instead on how best to utilise them.

We'll start off with a little basic info on rigs. With the Kali patch, every ship in EVE has now been equipped with some new module slots called Rig Slots and a new fitting stat called Calibration. While normal modules fit in high, mid and low power slots and use up powergrid and CPU, rigs similarly fit into the new rig slots but consume only calibration points.

So what's the catch? Likened more to implants than modules, rigs cannot be unplugged without destroying them. Also, a lot of rigs have drawbacks to balance out their benefits, making them useful on only very specialised ships. Drawbacks can be reduced by training the appropriate skill, Armour Rigging, for example, reduces the drawback for armour rigs by 10% per level. Tech I ships, including capital ships, all get



Rigs provide useful little boosts to everything from speed to weapon output. Just bear in mind that not all rigs are cost-effective in ISK and CPU terms

three rig slots, while Tech II ships are left with only two, which serves to close the gap between them slightly. At the time of writing, all ships currently have 400 calibration points, though future updates may tweak certain ships to have fewer or more as a balancing act.

There are 11 separate categories of rigs, crossing the entire range of possibilities from ship speed, cargo space, energy, armour and shield rigs to electronics and EW, and finally missile, drone and turret rigs. Some are obviously more useful than others, depending on the ship you're using, the setup you have fitted and what you intend to do with it. Additionally, there are Tech II rigs which give increased benefits, BPCs of which can be obtained via invention and exploration.

COMMONLY USED RIGS

In EVE, capacitor is life. It's not surprising that the most commonly used rigs are energy grid ones. The single most used rig is the Capacitor Control Circuit, the Tech I variant of which provides a solid 15% boost to your ship's capacitor recharge rate for a measly 100 calibration and no drawbacks. That makes them as effective as a Tech I capacitor recharger, so it's not uncommon for people to slap three of these tasty treats onto their ships.

Fitting some Capacitor Control Circuits will often free up valuable mid slots normally used

for capacitor generation. Mid slots being arguably the most useful slot, used for shield modules, electronic warfare, sensor boosters, microwarpdrives and afterburners, it's not surprising that people would endeavour to free them up using rigs.

Another popular rig is the Ancillary Current Router, a rig whose Tech I variant boosts your ship's powergrid output by a pleasing 10% for the same 100 calibration as the capacitor rig, again with no drawbacks. This is equivalent to a Tech I reactor control unit and could free up low slots you might need for armour tanking or modules to help you deal more damage.

Additionally, capacitor rigs are extremely useful in shield tanks. It's now possible to use an X-Large shield booster and have it run permanently, making the Raven an even better mission-running tank than before. Other useful options include the shield rigs for recharge rate and hitpoint amount. Those rigs, combined with the new Tech II shield power relays, have turned passive shield tanks from second-class tugboats into something incredibly scary. This year may very well be a good one for the Caldari pilots out there.

LESS USEFUL RIGS

Some rigs, unfortunately, fall under the category of fairly useless, possibly a waste of a rig slot and your ISK. One example is the Warp Core

Optimizer, which decreases the amount of capacitor required to warp a given distance. While this sounds like something that might help new pilots with low skills, it requires just as many components to build as many other rigs, rendering it as expensive as more useful rigs like the Capacitor Control Circuit. ☹

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Wreck salvaging is the key to finding the various bits and pieces needed to construct effective rig modules





TEXT: IFNI

Some call it nullsec, most call it 0.0, but to the galaxy's most coherent expert on such things, it's simply called home

THE INSIDER'S GUIDE TO 0.0 SPACE

IF NULLSEC WAS A REAL PLACE, IT WOULD BE A BENCH OUTSIDE A TRAIN STATION IN A RURAL ENGLISH TOWN – RAMPANT WITH NIHILISTIC, DRUNKEN, TEENAGERS EAGER TO IMPRESS THEIR PEERS... WHO ARE NOWHERE NEAR AS INTIMIDATING AS THEY MIGHT AT FIRST APPEAR

For many players 0.0 (or nullsec) space is the final frontier. It represents a land of untold riches, a place where you can stake your claim and stand against the universe; a place you can craft to your own design.

It is, for the most part, unclaimed by NPC entities, with a few notable exceptions such as Delve, The Syndicate, Fountain and Venal. This means that you can construct your empire in the lawless wastes of 0.0 without fear of limitation by the statutes and laws imposed upon

you by the fat bureaucrats sat in their plush offices on Caldari or Amarr Prime. 0.0 is whatever you choose to make it, and it represents a fundamentally different style of living than anything possible in Empire space.

Unfortunately, someone else got there first. So you may find that in your quest to create a utopian paradise, the locals may take offence. But never fear, it's lawless space! You don't have to worry about those pesky drugs laws, or a little bit of petty enslavement. No one is going to

come knocking on your door should you choose to test your next batch of psychoactive chemicals on an entire planetary population, and if they do, they won't be coming back when you unleash your latest foray into weapons technology. 0.0 is, for the most part, a blank canvas, and where it isn't, you and your friends, with enough backing, can tear down the canvas that someone else put there, and start putting up your own.

STAND YOUR GROUND

Nullsec allows you to establish your empire in a number of ways. If you choose to venture to space already owned by an NPC entity you will invariably find a slew of stations willing to harbour you and your ship, but you will find that because the space is already owned by another entity, you can't truly stake your claim and get your name on the map.

Alternatively, you can impose yourself upon space that is claimed by other players, and attempt to forcibly remove them by taking their space from them. This obviously requires the establishment of a player infrastructure in the form of Player Owned Structures and outposts. What this allows you is complete free-

dom. You set the taxes, you police the space and you decide who comes and goes. At least, until someone bigger and stronger comes along and decides they like the look of your garden and that it would look a lot better if it belonged to them.

The cut-and-thrust of 0.0 is the almost constant warfare for territory. The ever expanding hegemony of alliance A running up against the borders of alliance B, who call in their friends alliances C and D to lay the smack down. Almost without failure, 0.0 requires a player to not only dabble in the physical and logistical infrastructure, but to also begin crafting a network of allies, so that when that day comes, and it invariably will, that someone wants your space, you can call in the cavalry to at least try and save the day.

Such levels of freedom are almost unprecedented in any game. The sandbox that CCP has created in 0.0 allows players to craft, in almost every way possible, a player-created, controlled, managed, distributed, and enhanced society. As a result, people become immensely

passionate about the space they call their own, and will often be found defending it to the last man standing.

As a result, many newer players find the idea of 0.0 to be very daunting. It's rare for new players to venture boldly out into the uncharted reaches of 0.0 and stake their claim. This is exacerbated by the skill system in EVE. People see the character age of their opponents as a hurdle, not their capability as pilots.

The flip side to this argument comes when a new player calls on his friends and tries to lead the surge forward. When facing a foe of much larger size, it doesn't matter if your opponents are relying on simple Civilian Gatling guns, one thousand of them shooting at you will still kill you as much as a dozen older players with their fancy-pants Tachyons. This is the turning point for all 0.0 conquests.

NEW REAL ESTATE

With the recent expansion of 0.0 through CCP's release of the much-anticipated Drone regions, the game very suddenly had vast tracts of unclaimed space up for grabs.

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E-ON #001



Cover feature: Super Size EVE

The Titans are coming, but they'll be more than just big ships with big guns; fleet battles are evolving and the changes CCP has planned will go far beyond the reach of 'Kali', EVE's second major expansion.

Testflight

DigitalCommunist hops aboard each of the eight Heavy Assault Cruisers to bring you his verdict on the strengths and weaknesses of this most versatile of combat craft.

New Chronicles

Three new stories, each one illustrated by CCP's immensely talented in-house artist, Börkur Eiríksson.

Insider Guides

Two guides this issue; one on how to stay alive whilst traversing EVE space, the other the first part of an extensive guide to trading.

In Character

We meet up with three of EVE's most celebrated and notorious players; Cyvok, Trigger and Freewheeling, who tell us of their histories, achievements and long-term plans.

EVE-I

Dancer and Kreischweide have been the driving force behind the development and success of the EVE-I website since it started prior to EVE's release. They sit down to tell us their story; the highs, lows, past, present and future.

Plus

Interviews with CCP's Kjartan Pierre Emilsson and B. Börkur Eiríksson, a look at Fanfest 2005, a full report on CCP's visit to China and a chance to win \$500 of EVE gear!

E-ON #002



Cover feature: 'Empires Strike Back'

The Cold War is about to heat up as the blood-nations of EVE jostle for power against the expanding ambition of the outer alliances. Will you return to your roots and fight for your kin, or remain astride the frontier regions picking up trade as the military build-up increases. Read what CCP has in store for when Factional Warfare breaks out in 2006.

In Character

Zeepo, Hinik and Pulgor tell us of their histories, achievements and long-term plans.

Testflight

DigitalCommunist returns, this time creeping across the heavens aboard the eight empire Battleships. Far from being redundant, these ships will remain the mainstay of fleet battles for some time to come.

New Chronicles

Stories that will make you laugh for joy and weep bitter tears of sadness. Or maybe they won't: 'The Eighth Plague' by Istvaan Shogaatsu, 'Anima Oscura' by Winterblink and 'Counting Stones' by Herko Kerghans.

Insider Guides

Part 2 of Kaaii's guide to trading, an exhaustive guide to tanking, courtesy of Nyphur, plus a look at the tricky subject of corp recruitment.

Hit the decks

We've been playing the EVE card game so you don't have to... at least not yet.

Plus

Interviews with Community Manager, kieron, and Game Designer, Rúnar Thorarinnsson, more Postcards From The Edge, a look back at Fanfest 2005, news of the EVE Player Awards... and then some!



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E-ON #003



Cover feature: 'Rebuilding EVE'

The Trinity engine is in the process of being overhauled, with dazzling effects and new ship textures that will help ensure EVE stays ahead of the competition for years to come. That's the plan, at least. But how will these updates affect the gameplay? Should they affect the gameplay? These questions and plenty more are answered, whilst others are neatly sidestepped. Still, you should see the screenshots!

Testflight

DigitalCommunist returns from last month's look at the ironclad steamers to the Red Moon era and jumps inside the must-have ships this season – the four Force Recon Cruisers – to see what

they're capable of and what you should be using them for. Or not.

Insider Guides

We have a massive guide to electronic warfare (which should be helpful for newcomer and veteran alike), plus the first part of a look inside ISD.

In Character

Seleene talks business, Hardin talks self-flagellation and Count TaSessine is searching for a nice spot for a new outpost.

Gemini History

Most of us missed the party and those of us that were there have shaky memories (clone tech has come on leaps and bounds since), so for the benefit of all, Reiisha takes us back to beta,



E-ON #004



Cover feature: 'Holy Trinity'

CCP can talk the talk, but can they walk the walk? After last issue's wordy coverage of CCP's long-term plan to fluff up EVE, it's time to let the pictures do the talking. Inside this issue are new ships, old ships, stations, planets and shimmering stars, rebuilt to take advantage of per-pixel lighting, HD range filtering and other nonsensical gfx jargon effects. This is in-game stuff, mind. EVE's tomorrow today (or should that be the other way around?).

Careering

Pirate, industry mogul, spy, haulier, miner, serial corpse abuser – these are well-established paths to fame and fortune, open to all, new or old.

Soon, however, there will be even more to put on your resume; how about explorer, hobo – sorry, 'salvage expert' – or, maybe, just maybe, bounty hunter?

Testflight: Interdictors

Tools for territorial control or a Dev's tribute to the lazy ganker? Somewhere in between, says E-ON's chief testpilot, DigitalCommunist, as he straps himself in to the Flycatcher, Sabre, Heretic and Eris.

Insider Guides to Skills and Piracy

With the number of skills ever increasing and the time required to excel in all of them now counted in decades rather than years, it's time to maybe think about planning which skills to



train to be more effective in your chosen speciality. Also, the dark art of piracy is laid bare in a monster, eight-page guide by all-round bad egg and cad of the highest water, Verone.

Plus

CCP's E3 experience; Interviews with CCP's Hammer and Art Director Kari; new shots from the Evolution movie, *Darwin's Contraption*; Profiles of Jade Constantine, Maggot and Shamis Orzoz; EVE History Part 2; two more exclusive new Chronicles, and much, much more...

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E-ON #005



Cover feature: '200 Rounds'
Tom Czerniawski – better known to some as scumbag mercenary Istvaan Shogaatsu – pens a tale of three scavengers lured by the legend of treasure aboard a desolate ship, an opulent cruise liner that once ferried the rich and famous across space. The mission is simple; get in, get the loot and get out, and perhaps buy a small orbital platform among the gated farways of Jita... at least, that's the plan... Other stories are 'The Dragon' by Andrew Dice and 'My Better Half', also by TC.

New Edens
Atmospheric flight was first demo'd to a whooping crowd at Fanfest 2004, but since then CCP has diverted all mention of players ever being able to fly across mountains and land at ground bases across EVE's countless planets. Until now.

Movie Epic
We talk to the talented team behind Darwin's Contraption, the CG movie trilogy that's been more than two years in the making. Plus EveTV's anchorman, SpiralJunkie remembers what it was like preparing for, and broadcasting at, the second Alliance PvP Tournament.

Iron Tide poster (for subscribers only, while stocks last)
This issue we bring you a fantastic free poster, the acclaimed Iron Tide by Meridius. This poster is huge, virtually a meter wide in fact, of pure EVE pleasure you can hang on your wall. On the reverse is a picture of what EVE looks like during downtime. This poster is for ALL subscribers (whether new or current – we're too good to you), so if you want a poster click on that link.



FREE POSTER WITH SUBSCRIPTION ORDERS



Insider Guides
With the EVE CCG in the hands of players, we've decided to start a regular look at the game, with this first installment looking at deck construction. Our other guides are more concerned with in-game mechanics, with in-depth probing into to moon mining and mission running.

Plus
DigitalCommunist takes Stealth Bombers for a spin in Testflight, CCP's Magnus and Redundancy tell us their stories and we have character profiles on Omber Zombie, Raem Civrie and Caytlyn Rose. Somewhere amongst all this, Stavros also pops up, but that page is easily removable.

E-ON #006



Cover feature: Look Who's Walking
Fresh from his Fanfest appearance, CCP's Technical Director, Torfi Frans, talks the talk about walking the walk in EVE Online. You did know there was going to be walking in EVE, didn't you? Well there is, and although much is still to be decided about what we'll be able to do with our new appendages beyond prancing about and pointing at celebrity players, Torfi gives a pretty good idea about what we'll be getting up to.

Fanfest 2006
Having neglected to inform E-ON that he would be attending the 2006 Fanfest, and in failing to make himself known to us while he was there, we sought fit to punish the wayward Winterblink by making him recall his Fanfest experiences: Viking bear hugs, foyer blobbing

and marvelling at the Icelandic landscape in his underpants.

Alliance Profiles
New to this issue is what will become a regular and exhaustive look at alliances in EVE. First up we have FIX and The Star Fraction (yes, more apolitical posturing from Ms. Constantine – you love it really). As for the player profiles, Ellisa Annasan talks tackling, Meinir Muireann defends freedom of speech and Darth Solo talks about fathering an army of mini-Darths. Eek!

Free CCG Booster Pack*
Everyone who buys E-ON (not just subscribers) will get one of those nice, shiny, foil packs containing 15 cards from EVE: The Second Genesis CCG worth a Titan-busting \$3.20. And if there's a rare foil card

in there (which is possible), the pack could be worth a whole heap more – but that's not the point. The cards are each works of art that you can collect, play with or just silently admire. (*while stocks last)

Insider Guides
To complement the free cards, we have the second part of our guide to playing the CCG – this time weighing up the benefits of the ships in the game. We also take an in-depth look at scanning, and there's the second part of our mission-running guide.

Plus
DigitalCommunist goes out with a bang trying out the new Tier-3 Battleships, we have interviews with Oveur and Clover, and three more exclusive Chronicles. Sadly, no more Stavros...



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E-ON #007



Cover feature: Turning Up The Heat
 "She can'nae take no more!" is a cry many have heard from a certain brusque faux-Scots engineer over the years, and it's one you may be screaming at your monitor when CCP introduces module overclocking, or rather, Heat. EVE TV's Ifni chats with Tuxford and Hammerhead on how combat might be affected and what the future course is for Tech III and, perhaps, beyond.

E-ON Awards
 It's time to announce the candidates you nominated to go through to the final round of voting in the inaugural E-ON awards, in recognition of the unending greatness of the EVE player community. We profile all the nominees and pass judgment on their brilliance.

Insider Guides
 As well as part 3 of Boda Khan's guide to The Second Genesis CCG, Nyphur offers an extensive guide to those new-fangled rig thingamajigs that came out with last year's Revelations I. And if that wasn't enough, the combined literary force of Joerd Toastius and Dnightmare has resulted in a guide to exploration, which serves as a fine continuation of last issue's Probing Guide.

Testflight
 With all the hoo-hah happening between the axis and allies in EVE, it's lucky we managed to find a replacement to take over as E-ON's chief testpilot. Step forward Farjung, who kicks things off with a thorough appraisal of the Tier-2 Battlecruisers.

Plus
 GM Arkanon talks Internal Affairs, CFO Ívar talks business, we have details on the CCG expansion and an interview with its Producer, three more great new Chronicles and news of the return of EVE TV! And as if that wasn't enough, more Postcards from the Edge, Aneu Angellus and Tyrrax Thorrk talk shop and Bruce takes its place under the alliance spotlight.



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E-ON #008



Cover feature: Pirate Faction Battleships
 E-ON has featured Testflight since the very first issue, but with Faction ships becoming evermore popular, and more affordable, it seemed the right time to get our ship expert, Farjung, to go into the ins and outs of fitting and using each of the five Pirate Faction Battleships. Until Tech II Battleships arrive, and even after, these ships are seen very much as EVE's high-performance muscle cars, and whilst that fact would hardly be likely to impress a potential mate, the ships are imposing enough to impress a potential enemy.

E-ON Awards Winners
 Voting in E-ON's first EVE player awards is over. We've tallied up the votes (or, rather, a computer did)

and inside we announce who the winners are and who will receive a specially designed laser-etched award, of which only a few will ever be made. Read who you voted for as the Alliance of the Year, who is the best CEO, writer and ultimately, who has been crowned EVE Idol. No acceptance speeches, sadly, that will have to wait for a future edition of EVE TV.

Insider Guides
 As well as our final guide to The Second Genesis CCG, Nyphur follows up his previous guide to Rigs with an in-depth look at finding the raw materials required to make them. We also have Ifni's guide to living in the evil realms of 0.0, with its relentless pirates, mired politics and deserts of empty space just waiting to be claimed.

Happy Birthday CCP!
 Having recently turned 10 years young, we go back to the dawn of EVE to find out how it was during EVE's big bang, the grand ideas, what the development process was like, all the way to the game's first release in 2003.

Plus
 Hellmar on EVE TV, Profiles of FREGE Alliance and INVICTUS, Stavros talks caps, Gunhilda Zetter gets excited about mining and partying, CCP's Gnauton and TomB open up and we have three exclusive new E-ON Chronicles profiling love, money, lies, betrayal and slaving hounds.

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