EVE
ONLINE

NEW PLAYER GUIDE

"Man has killed man from the beginning of time, and each new frontier has brought new ways and new places to die. Why should the future be different?"
--Colonel Corazon Santiago

How real is EVE for us, the players? We are spaceship pilots, whose fates are governed only by the next action we choose to take. Whose fortunes are limited only by the intrigues and schemes lurking in our imagination. And our lives last only as long as our vainglory, cunning and raw skill will protect us. This is our New Eden. A lawless, dystopic expanse where we steal our fortunes from those whose fates are bound with ours, and we fight those who would destroy our memories. But the future here is ours to claim. We are the capsuleers of New Eden, and we are the game.

The universe we call home is the refuge of merchants and mercenaries, pirates companies and legitimate corporations. Isk and territory change hands daily, whether bought and sold or wrested from the unwilling grip of an unsuspecting victim. The players drive the story and the game, from the most powerful CEO to the fledgling miner in their first ship, providing the thrill that EVE players know and love.

It began with the discovery of the EVE gate, a natural wormhole that settlers from Earth traveled through to begin colonizing the stars. When the wormhole collapsed, the settlers found themselves stranded on tiny outposts. Only the largest colonies survived.

Now, some twenty thousand years after the initial disaster, worlds are once again in full bloom. Civilizations have emerged: the Caldari, Gallente, Amarr and Minmatar most prominently, but fringe states, pirate havens and the mysterious Jovians also have gained influence in the universe. These races trade with and wage war against each other in New Eden's timeless struggle for resources.

Welcome to the future. Welcome to New Eden

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Historically, the EVE Online community of players has been deeply involved with the game's organic evolution, by advocating for improvements in game mechanics and creating player-centered content.

Military conquest in the form of PVP has always been rooted in player-driven activity. These territorial conquests in EVE lead to the domination of regional space, and are driven by PVP action from the outcome of military control over territorial resources. The other player-controlled variables in EVE Online are economic warfare (market properties) and counterintelligence warfare (information control). Territorial dominance hinges upon the control of starbase structures in systems. Conquerable stations and later player-owned starbases, introduced in 2003 and 2004 soon catalyzed into PVP action and corp wars over claimable territory. Powerful starbases also hold power as industrial, refining and military centers for war operations. They hold strategic leverage over regional alliances interested in exploration for resource extraction to fund these operations. But, ultimately, building a viable econo-military-intelligence empire, requires players to control the most starbases in a constellation and region, and de facto sovereignty of the entire constellation.

Player-driven action later moved to battles over territorial claim units, infrastructure hubs and sovereignty blockade units in contests over null sec sovereignty. As faction tensions arise over player-owned customs offices, the player-contested space battles of EVE will ultimately spread to the infantry battlefields of Dust 514.

Many players feel the need to supplement Aura's in-game tutelage for a more community-enabled learning experience with player guides, art, archives and applications related to EVE Online. EVE Blog sites number over 145, hosting player journals, player-created images, videos and more. (Please see back cover for more information on third party applications and tools on ship fitting, character management, skill tracking, trading, mining and more).

The Council of Stellar Management (CSM) is a player-elected council organized to represent the views of the player community to CCP., allowing the EVE community to voice and vote on the issues that they feel are necessary or important. Procedures for the escalation of issues to the CSM and CCP offer the community a critical role in affecting the changes in the dynamics and design of EVE Online.

EVE Online supports player organized gatherings, from the Copenhagen Gankaton once or twice each year, the EVE Vegas gathering that premiered in 2009 to smaller pub gatherings all over the world. The CCP hosted EVE Fanfest brings EVE players together in a massive celebration, as the world's EVE players gather in Reykjavik, Iceland with CCP developers to set aside their in-game differences, to socialize and make friends.

RACES

Four playable races of human origin live in the world of EVE: the Amarr, the Caldari, the Gallente and the Minmatar. Their human ancestors entered this sector of the universe thousands of years ago through a natural wormhole. With the collapse of the wormhole and the closure of the EVE gate, only a few of the first settlements survived. Their descendants prosper on in very diverse societies in the world of EVE.

All players begin their life in EVE by assuming the role of a character who is born as a citizen of one of the four Empires of New Eden.

AMARR

The Amarr Empire:
This is New Eden's largest and oldest empire spanning 40% of its territory, its homeworld being on Amarr Prime in the Amarr system. It is a traditional and religious society, with a figurehead Emperor and is ruled de facto by the Five Heirs.

CALDARI

The Caldari State:
Once part of the Gallente federation, the Caldari Prime homeworld is located in the Gallente system of Luminaire. The Caldari value military traditions. A corpocracy with a highly industrialized, consumer-obsessed society, their disciplined, competitive nature is unscrupulous.
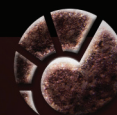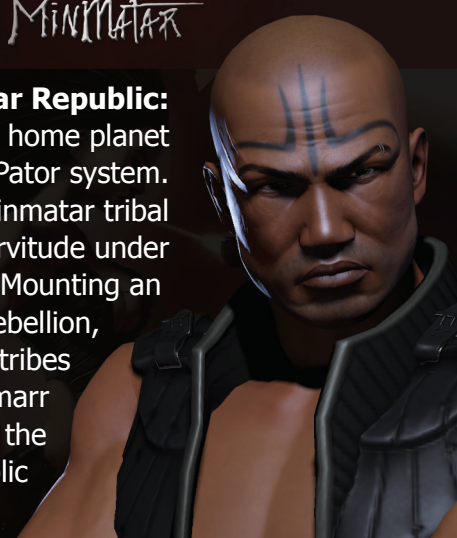
GALLENTE

The Gallente Federation:
Located in the Luminaire system, the Gallente Prime homeworld heads the Gallente Federation's democracy with a market-driven economy that is peaceful and prosperous. Gallenteans value liberty and progressive values, but not all of society has benefited from these ideals.

MINMATAR

The Minmatar Republic:
The Minmatar home planet Matar is in the Pator system. For 700 years, Minmatar tribal society lived in servitude under the Amarr Empire. Mounting an organized, mass rebellion, its four major tribes revolted against Amarr tyranny, and the Minmatar Republic was formed.

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RACIAL BLOODLINES

AMARR

Amarr: Direct descendants of the original Amarrians, the first settlers of the home planet. Fiercely elitist, they value tradition and ancestral ties.

Ni-Kunni: Conquered some 1000 years ago by the Amarr Empire. The primitive Ni-Kunnis adapted to the Amarr conquest and only a small minority is still enslaved. Many are tradesmen and artisans, important to the Amarr economy, but nonetheless looked down upon by Amarr society.

Khanid: The people of Khanid, settled by the Amarrians on Athra (Amarr Prime). The Khanid people were subsumed into the Amarr nation during the Amarrian reclamation of the planet. They have a high status in the Empire as long-proven allies. Few of the Khanid had endured enslavement.

CALDARI

Deteis: Efficient, hard-working, and duty filled, found in positions of authority, both in administration and the military, something that suits their temperament well.

Civire: Relaxed and mindful of their pursuit of trade or war or bounty hunting. They are valuable in combat and crises as they handle pressure well.

Achura: Reclusive, somewhat mysterious and extremely spiritual. Achur pilots were few in number, but are increasingly joining the ranks to defend the fatherland.

GALLENTE

The Gallente: The Gallente Federation values freedom and individual liberty, and is the only true democracy in the world of EvE.

Intakis: Thoughtful and composed in manner, the Intakis are especially good at human interaction and are very prominent in the federal bureaucracy.

Jin-Mei: The Jin-Mei have a very rigorous caste-system, in contrast to Gallentean liberal ideals.

MINMATAR

Brutors: Strong-willed individuals, they are huskier than the other Minmatar tribes, favoring physical force and make good warriors.

Sebiestors: Ambitious, innovative thinkers, and slight and wiry in form. They appear to others to be gaunt from hunger because of their thin frames.

Vherokiors: An offshoot of the Starkmanir tribe. They roam in large caravans as merchants, healers, scholars and fortune tellers.

SKILLS

EVE takes an approach to character skill growth that is unique among MMOs. Your character's training occurs in real time. As long as there is a skill that is actively training in your skill queue, you don't have to be logged into the game. Your character develops new abilities in minutes for Level I skills. Higher level, more complex skills can take up to several weeks to complete.

Important for beginning players: purchase a clone for your character. The clone must have a skill point surplus that covers the totals SPs of your character.

Skill advancement is essential to a pilot's progress in EVE - the more you progress in an area, the easier it is to reach your goals within the game. The training rate of skills is dependent on their associated primary and secondary attributes. For corp management, for example, your Memory and Charisma level will determine how fast you train this skill.

Corporation Management
Determines the number of corp members, your ability to anchor a starbase and manage its weapons.

Industry
Mining and processing ore. Main group for blueprint production skills.

Science
Cybernetics and govern blueprint production, invention and reverse engineering.

Drones
Control of racial drones, heavy or specialized drones and drone effectiveness.

Leadership
Create squads and provide bonuses to the pilots under your command.

Social
Bonuses to ISK, standing and loyalty point gain when doing missions for NPCs.

Electronics
Cloaking, multi-targeting, preventing warping, target jamming fall into this category.

Mechanic
Armor upgrades and rig fitting. Some skills reduce penalties when adding rigs to your ship.

Spaceship Command
Flying various ships in Eve, each rank increasing effectiveness of the ship.

Engineering
Fit more modules on ship by increasing CPU and Powergrid. Also includes Shield Management.

Missiles
Distance, damage and accuracy of rockets, missiles and torpedoes.

Subsystems
Fit the subsystems necessary to fly a Tech 3 ship.

Gunnery
Operation of combat hardware such as guns, turrets, and lasers. Increases damage, range and accuracy.

Navigation
Afterburners, Microwarpdrives, Jump Drives, ship thrusters and maneuvering.

Trade
Market skills providing discounts, increased concurrent sales and remote selling.

Planet Management
Scanning planets, setting nodes on and harvesting resources from the planet.

NAVIGATION & SECURITY

Navigating in New Eden means travelling in different sectors of space, each with a different "security status" (level of protection of CONCORD), the "joint police task force" of the Four Empires. Empire space is where the four major factions, The Amarr Empire, Minmatar Republic, Caldari State, and Gallente Federation as well as The Khanid Kingdom and Ammatar Mandate, hold sovereignty. Empire space has a positive security rating (from 0.1 to 1.0). Low-Security Systems are systems with a security rating of 0.4 or less.

CONCORD
Since CONCORD does not intervene in low-sec systems, players can shoot other players without the danger of losing their ship to CONCORD. In all low-sec systems except for 0.0, a security penalty is incurred players who kill another player. 0.0 space, or "null- sec", is a region outside of CONCORD's rule of law. Attacking other players in this area will have no CONCORD response, and there are no gate guns to fire upon aggressors. There is no protection offered to pilots beyond any allies traveling with them.

0.0 Space
Because of this lack of protection, 0.0 is highly dangerous and new players who are unaccustomed to combat should steer clear or travel in groups. Even though all systems in this area are labeled with a security rating of 0.0, the true ratings for the systems range from 0.0 to -1.0. Just as in Empire Space, lower security rating systems have more valuable ores and more dangerous pirates. 0.0 sovereignty is partially held by NPC alliances, but many areas are unaligned and player alliances may hold sovereignty.

Flagging
Aggression towards other players will result in criminal flagging, such as: Activating any of the following modules on a fellow player: Webber, warp scrambler/disruptor, target painter, guns, missiles, drones etc. Locking a ship and cargo scanning a ship are not aggressive acts.

A cautionary tale to new players on outlaws:
Once your security status hits -5 you are considered an outlaw. You are displayed as a "blinking red" in the overview of other players. You may attack and kill the ship and pod of an outlaw,, but if you engage them then they may defend themselves. In this case, you get no help from any sentry guns. Anyone assisting an outlaw will become globally criminally flagged for 15 minutes with a sec status penalty for 'Assisting a Criminal,' and station and gate guns will fire at you.

PRO TIP
Enter space with security status below 0.5 at your own risk. You can NEVER expect to be safe in unsecured space regardless of sentry guns, CONCORD presence, and such.
--EVE Survival Guide

The standings set by the game are indicators of your "status" towards NPC entities: agents, corporations and factions. All NPC corporations also have standings between themselves as well as with player corporations. "Faction standings" are important in mining activities, as better standing lowers tax rates on the total refining costs when using the station of the local corporation.

Agent standings

Your standing with a particular agent affects the quality of missions available to you. The higher it goes, the more rewarding the missions will become, and you will have access to higher level, more difficult missions.

Corporation standings

Your standing with a particular corporation determines what corporation agents are available to you. A high standing allows its higher-level agents to do business with you. Your corporation standing also determines the taxes you pay for reprocessing costs in that corp's station. The default is currently 5%, but is reduced to 0% at a standing of 6.7 or higher with that corp. These taxes are indicated in the "WE TAKE:" item on the reprocessing display.

Faction standings

Your standing with a particular faction (e.g., Amarr Empire, the Minmatar Republic, etc.) determines whether NPC corporations allied with that faction are available to you. Once your standing is raised high enough, you will be able to access the agents of these NPC corporations, (except Research & Development agents who require standing with their corporation) as long your faction standing exceeds the agent's minimum requirement. If your faction standing drops (-5.00 or below), you will risk being attacked by that faction's navy, as in the case of low security status.

A caution to new players:

If faction and or corporation standing drops to -2.0 or lower, higher level agents will no longer be available to you. Level 1 agents are always available regardless of a player's faction and corp standing. If a player's standing with an agent drops to -2.00 or lower, that agent will no longer be available. You can also try to raise your low standing by fighting the enemies of a faction that you want good standing with and helping out the allies of a faction or corporation.

PRO TIP

Before you even jump in, especially for the first time, you need to stop and think, "Why am I going here?" If your answer sounds like something lots of other people would do, odds are the system is going to be full of horribly nasty pirates looking to farm noobs like you.
--Kessiaan: New and Improved Lowsec Survival Guide for Rookies

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FITTING

Fitting your ship in EVE is one of the biggest challenges to new players. Decide what your goal is (what profession you choose will point to beginning career "to do" tasks, and ultimately, what ship you will need). All ships must be fitted properly before you can fly them. Ships have changeable "slots" divided into high, medium, low and rig slots. Some ships also have a drone bay that can be fitted with drones.

Pick the ship that will handle what you want it to do. Ship roles are highlighted by the ship bonuses they carry. Ships are fitted with modules, equipment that takes a particular skill to use. The ship's available slots can be viewed in the Fitting screen or the Fitting tab under Ship Info. Start by just comparing information on the Fitting tab to the Ship Info and Module Info tabs to see what modules your ship needs and can actually use.

The kind of ship you choose dictates the modules you mount on it and how to best add modules for weapons and defense. Beginning players will need to practice choosing modules that are gauged to the limitations of the ship's capacitor, CPU and power grid, or they won't work. The Fitting window will provide details on remaining resources as you add modules. Every ship has a different combination of launcher, turret, low and mid slots. Different modules are available for specific locations.

Experiment with different modules in order to practice making different ship loadouts. Making good loadouts takes time, so be patient and learn as you go. You can save your loadouts in the Fitting Manager (located at the top right of the Fitting window) for future reference. Practice makes perfect loadouts. Fly safe!

QUICK TIP

◈ The Electronics skill increases CPU

◈ The Engineering skill increases Powergrid

◈ The Energy Management and Energy System Operation skill increase Capacitor Capacity and Recharge Rate

◈ Expanded Cargohold modules increase your cargo hold size

◈ New players will often find rigs to be too costly

PRO TIP

"Don't fly what you can't afford to lose"
-Old saying of New Eden

Military pilots are one of the driving forces behind changes in the sovereignty maps of New Eden. If you enjoy exploding things, shooting at ships and participating in combat maneuvers, then this is the career for you.

Pirate

A pirate's career is spun from many shady practices: holding up miner's for ransom in belt piracy, blowing up pilots for kicks and more. Pirating is a popular career as it offers freedom, excitement, loot and lots of explosions. EVE Online fully supports the criminal nature of the pirate with the game's PVP mechanics.

Pirates have to earn a living just like everyone else. Be prepared to lose ships if you choose this career path, as it's a risky and dangerous career. However, ISK talks, and many pirates will tell you that the "iskage" earned in being a pirate far outweighs the risk of becoming space fodder.

Mission Runner

Missions are Eve's PVE content. Mission running focuses on traveling the universe as a private pilot hired by NPC corporations. Pilots should be wary of pirates, as mission runners are an important source of ISK, minerals, and salvage materials. For each mission completed, you gain corp standing and sometimes faction standing. Missions also award LP (loyalty points) which you can spend for faction items like faction ammo (with much higher DPS) or ships.

Defense Specialist

Defense Specialists are skilled in combat and in survival. In a fleet situation, this type of pilot tanks the brunt of the attack, making it possible for his mates to take the field and win the day. Tanking requires excellent knowledge of your ship's systems and of the capabilities of the ships you are fighting. This knowledge is the key to keeping you alive as long as possible.

Faction Warrior

Pilots enlisted in a faction militia take on the mission of killing enemies of the cause and claiming new systems. This is achieved through a mixture of PVP and PVE through your choice of solo or fleet action. To capture a system, your militia must control strategic points. The more points you capture the more influence you gain, until a control bunker in a system becomes vulnerable and able to be conquered.

Beware of any ship displaying as a "flashing red" in your overview (member of an opposing militia) or "flashing orange" (outlaw). Both are targets you can shoot.

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INDUSTRIAL CAREERS

Industrial pilots who mine asteroids and wrecks to remake them into materials and items satisfy the EVE marketplace's demand for war materials. Manufacturing is a satisfying career as it can be extremely lucrative if you supply the hardware needed for prosecuting war efforts.

Miner

Mining is perhaps the easiest career for the new pilot to get into. New players can easily find an asteroid belt and begin mining ore to take to market. Mining is something that can become habitual as your skills grow. Many find great satisfaction in avoiding NPCs ("rats") and pirates, profiting with a huge haul of precious ores from 0.0 space, running a dangerous mining op in wormhole space, and even lasting long enough to enjoy the profits of the market.

Builder

As the middle man who takes ore and creates modules and ships, the builder manufactures items for the market's supply. Builders keeping up with market trends and bringing ships and other items to market faster and more cheaply generate impressive profits.

Salvager

The salvager is a miner of wrecks. There is always salvage to be found, where pilots are running missions, where miner are fighting rats, where fleets are fighting, there are wrecked ships. Salvagers take valuable items from wrecks and turn them over to manufacturers, who, in turn, create rigs.

Researcher

The researcher complements the builder's career. Researchers find a better way to make things - decreasing costs and manufacture time of all items by increasing the efficiency of the blueprints themselves. Good researchers may have several POS's with laboratories for improving blueprints. Copies of blueprints and the invention of Tech II blueprints provide excellent profit for researchers.

Reprocessor

The reprocessor is typically a jack-of-all-trades with a quick eye for bargains. These items are broken down into their material components, and either sold or rebuilt into something else for profit.
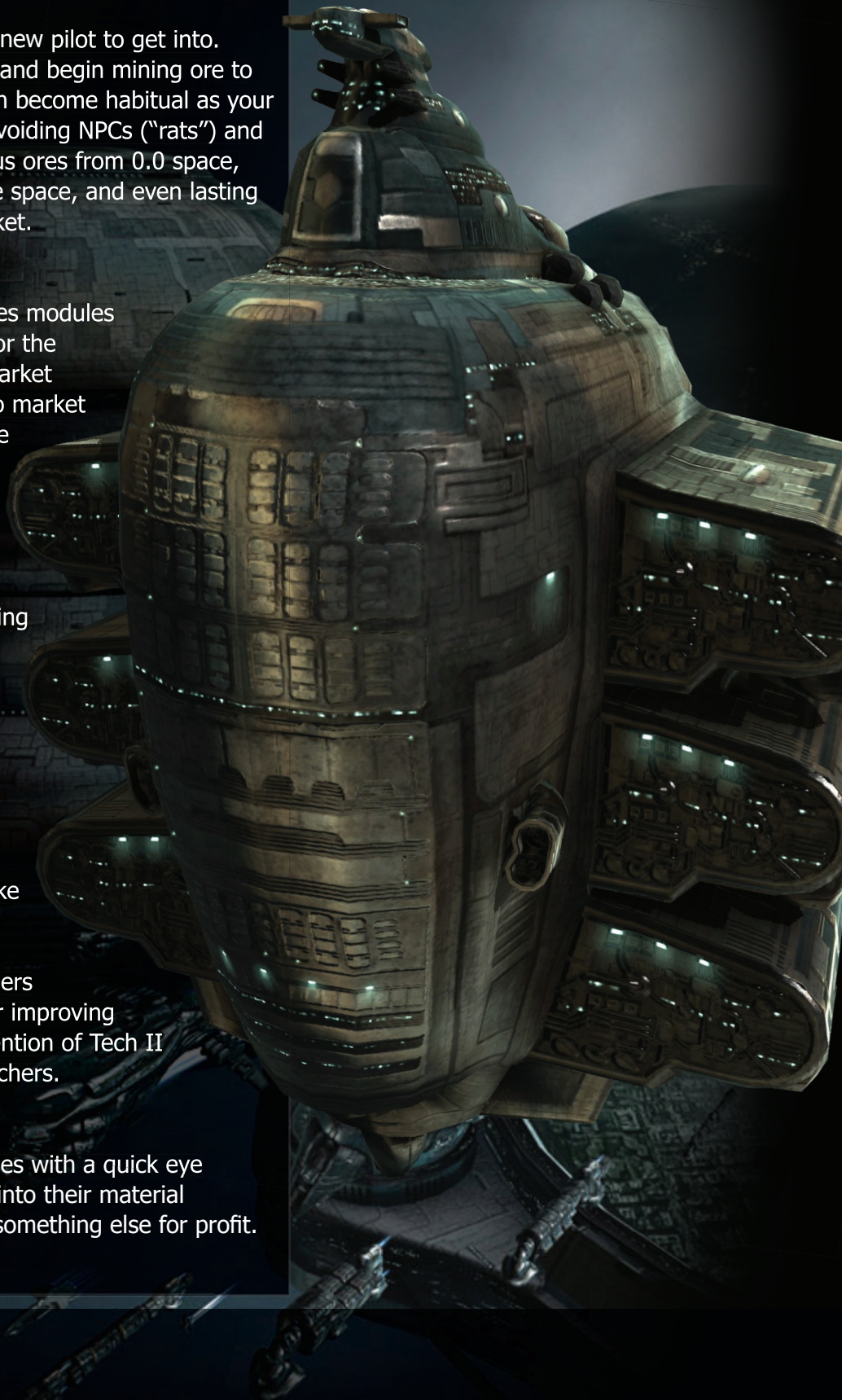
Business people are manipulators of the market. These pilots excel in brokering, profiteering, and generally making ISK off other pilot's losses in the marketplace. The straightforward aspects of trading and the EVE markets hides the depth and importance of trade in Eve. Every item, save a very select few, are player created. Though every player is "in business" only the best truly understand the full workings of trade in Eve and make a handsome profit in the process.

Seller

A seller makes his profit from his sales in the marketplace. Sellers must be knowledgeable of what materials are in demand, and know what ships and items pilots want to buy. They must know where to get these materials, how to transport them efficiently, and where to get the best price for them. Typically a seller starts out fulfilling orders themselves, and eventually they increase their business presence and market contacts to interface with logistical and manufacturing corporations.

Reseller

Resellers know the economic pitfalls of private contracting, the going prices and what is in-demand. They have contacts with alliances and may have private agreements with manufacturing corporations to buy their supplies directly. Resellers don't just participate in the EVE marketplace, they play outside the marketplace, where they sometimes affect supply, demand, and prices within the global market.

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EXPLORATION CAREERS

Exploration careers use scanner probes to locate the various signatures in the spatial expanse they are searching. Explorers need the scan probes, a probe launcher and the proper ship in order to deploy the probes.

Explorers

These brave pilots are dedicated to discovering cosmic anomalies, deadspace signatures, radar (hacking) sites, ladars (harvestable gas clouds), gravimetric sites and DED complexes. They are willing to venture through the universe's vast expanses, even through wormholes, to make their discoveries. Wormholes require specially fitted ships to fight the pirates found in these areas.

Hacker

Hackers travel the universe probing for hacking sites or complexes. Once a system is cleared of rats, the hacker uses his trusty Codebreaker module to "hack" open locked NPC cans and structures to collect loot such as decryptors, datacores, interface blueprints, interface components and invention-related skillbooks.

Archaeologist

Archaeologists search the star systems looking for archaeological complexes. Once cleared of rats threatening the site, the archaeologist utilizes an Analyzer module to unlock structures and collect items, much like their hacker colleagues. After analysis is complete, you can recover treasures from wrecks using the Salvager Module.

Beginning players need to become familiar with the basics functionality of the EVE market system of buying and selling. Start by becoming familiar with the market interface and how to navigate it effectively. Knowing the market UI is not enough to become an effective trader or seller in EVE, and playing the market takes time and diligence to master. Here is a crash course for those fearless enough to jump right in. Buy low, sell high and take some time to check the market history of items. Knowing market history will give you an indication of whether a product is wanted and in short supply or if a product is offered and nobody wants to buy it.

Buy orders are marked in green because of the "buying range" of the item. Buy orders only have a certain range so you can only "sell to" that item if you are in range of the buyer. If an order is highlighted in green it means you are in range of it where you currently are. Remember though you can only sell an item in station.

At times you may purchase an item, and find that it's not in your item's hangar. Sometimes you will purchase an item that's not in the station you are currently in. If you open your asset window on the left hand side you will be able to see every item you own, so check in here, it may be a few jumps away.

Items you believe you purchased are not in your Assets for a reason. Chances are you have accidentally set up a buy order. To check this open your market window on the Neocom then tab to my orders. At the bottom of this window if you see a buy order for the item in question simply right click and cancel the order.
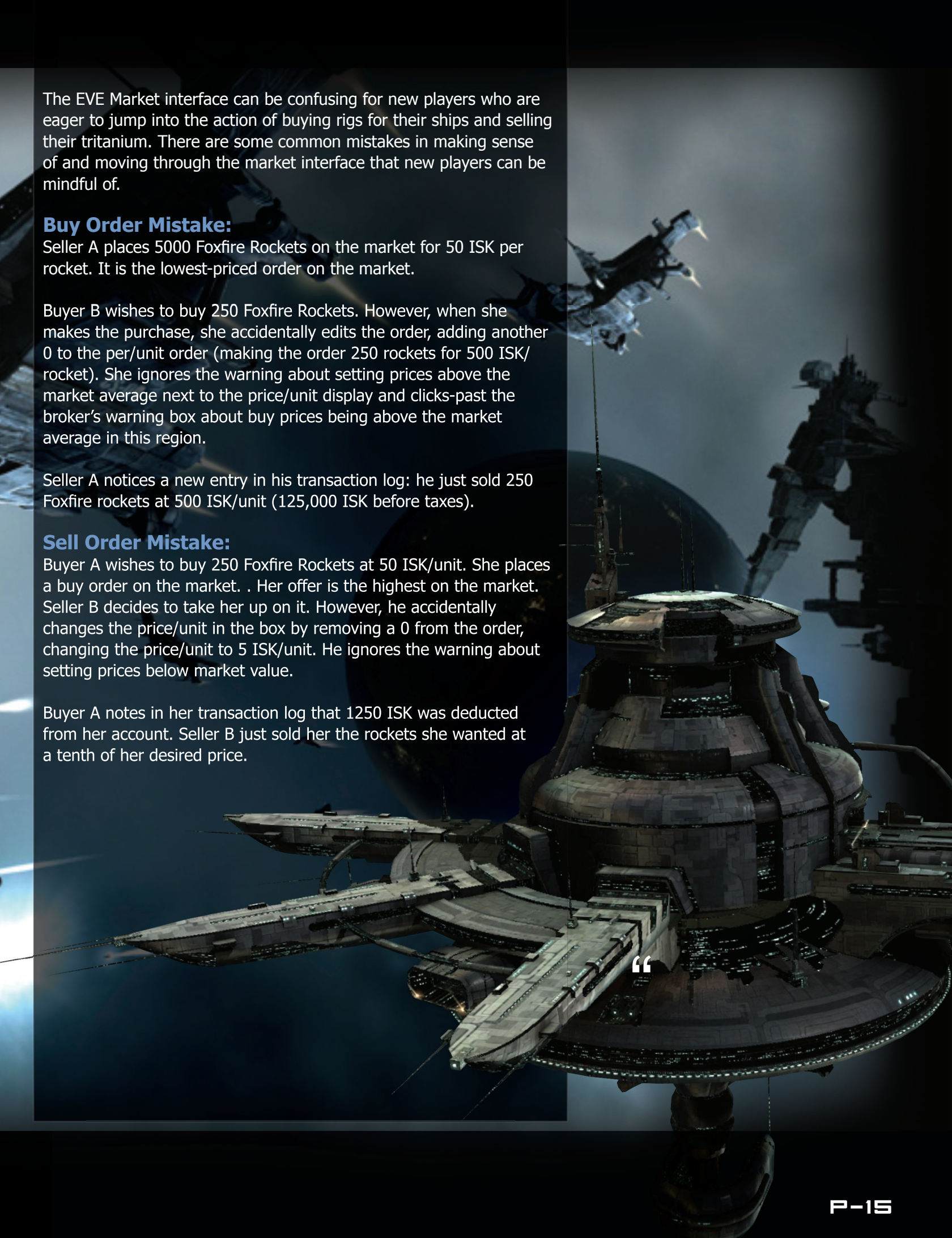
Please note: You will lose any fees you paid to set up the market order but will have the majority of the ISK returned to your wallet. Note that if your market order expires you will receive your ISK and items back after the next down time.

Understanding the market and avoiding scams
Beginners in EVE should carefully monitor their purchase and sell orders. If you miscalculate your buy or sell order price, others profit. Know the EVE Market is a cold, hard place, and review your orders carefully!

Beginners in EVE should carefully monitor their purchase and sell orders. If you miscalculate your buy or sell order price, others profit. Know the EVE Market is a cold, hard place, and review your orders carefully!

The EVE Market interface can be confusing for new players who are eager to jump into the action of buying rigs for their ships and selling their tritanium. There are some common mistakes in making sense of and moving through the market interface that new players can be mindful of.

Buy Order Mistake:

Seller A places 5000 Foxfire Rockets on the market for 50 ISK per rocket. It is the lowest-priced order on the market.

Buyer B wishes to buy 250 Foxfire Rockets. However, when she makes the purchase, she accidentally edits the order, adding another 0 to the per/unit order (making the order 250 rockets for 500 ISK/rocket). She ignores the warning about setting prices above the market average next to the price/unit display and clicks-past the broker's warning box about buy prices being above the market average in this region.

Seller A notices a new entry in his transaction log: he just sold 250 Foxfire rockets at 500 ISK/unit (125,000 ISK before taxes).

Sell Order Mistake:

Buyer A wishes to buy 250 Foxfire Rockets at 50 ISK/unit. She places a buy order on the market. . Her offer is the highest on the market. Seller B decides to take her up on it. However, he accidentally changes the price/unit in the box by removing a 0 from the order, changing the price/unit to 5 ISK/unit. He ignores the warning about setting prices below market value.

Buyer A notes in her transaction log that 1250 ISK was deducted from her account. Seller B just sold her the rockets she wanted at a tenth of her desired price.
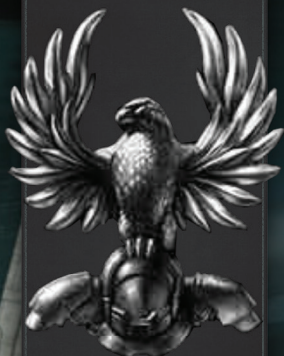
CORPORATIONS

Joining a corporation is the most important decision for new players looking to learn from a community of players. All players start out in EVE as a member of a default "racial corp" (NPC corp). When you leave a player corp, you will automatically join an NPC corp. Corps have a much-needed support system that offers companionship, advice, ships, ISK rewards, bounty collection, alliance building and resources.

Do your research before you join a corporation. You will have plenty of offers in-game to join so do your due diligence. If you do make a mistake and feel trapped in a bad situation, you can always leave and join another corp.

Do your own background check on them on the corp's members and it's history. If this sparks your interest, do a more detailed search on the corp or individual pilots with this useful site. Be sure they will do the same with you when you apply.

Then do your homework by asking some fundamental questions before making any decision about joining. Here are some very general things to think about:

◈ Does the corp have a web site with good information?

◈ How many members do they have?
(Average 2 accounts per player.)

◈ How long has the corp been around?
(Founding date in the Info)

◈ Details on what kind of corp? Does it match your interests and goals?

◈ What Alliance are they part of and does this match your long-term in-game goals?

◈ CEO and Founder's names: gives you an idea of stability if they are the same or not.

◈ Shares: Do they have the 1,000 every corp gets automatically or are they doing stuff with the stock?

◈ Do they provide ship replacements for PVP characters?

◈ What is the corp tax and does it change and if so when?

◈ How many skill points do active players have on average?

◈ What is their focus: PVP? Industrial? Both?

◈ Are there regular meetings?

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Nyphur's Five Easy Steps
for Choosing a Corporation

1. Choosing a corporation type.
What activities do you want to get involved in, piracy, mission-running, exploration, mining, territorial warfare?

2. Finding potential candidates.
Look around -- check the recruitment channel in-game, recruitment adverts in-game. Besides the Recruitment Forum, fly around the system you want to live in and look for corporate advertisements on secure containers.

3. Narrowing down your list of choices.
If you want a corp that specializes in helping new players, consider EVE University, which offers advice and ships to new players. Go down that list of questions to narrow down which corporation meets your needs.

4. Applications and Interviews.
Talk to the recruiter first, before you submit an application. Look for the recruiter's information in the Show Info pane. The corporation will want to know what you are about -- why you want to join and what kind of EVE experience you are looking for. If you are looking for a pirate corp, try attacking them by surprise. Even if you lose, they will be impressed at your brazen act of chutpah, and might want to hire you.

5. Re-evaluating the corp.
This is important in staying with the right corp. At some point, you will have to take a second look at how your goals are intersecting with those of the corp. Are you accomplishing your original goals? Is the corp still doing interesting things? Are they delivering on their original promises to the corp members? Are you having fun?

Making sure that these questions remain answered in the positive will help ensure a satisfying and dynamic long-term relationship with your corp in EVE.

PVE Combat is a great way to make money in EVE. While it may not be quite as lucrative as mining, it provides slightly more excitement than watching cans fill up. PVE combat is also a great way to learn how the EVE combat system works before you get into PVP.

There are 3 main paths for PVE combat: Combat Missions, Ratting and Deadspace Complexes. Doing combat missions involves finding a suitable agent and asking for work. Ratting involves traveling between asteroid belts and find NPC pirates to kill.

Combat Missions

Combat Missions are usually more profitable than ratting, but they take a bit more effort. They are also much easier and safer than Deadspace Complexes. All you need to start combat missions is a basic combat frigate and some basic weapons. You may even be able to complete a few missions in your rookie ship, but they will usually be more trouble than they're worth.

The first step in doing combat missions is finding a good agent. This can be a bit tricky because there are 100's of agents in EVE. To start, you should pick a corporation to work for. While you're doing missions, you build reputation with both agents and corporations, so you want to avoid switching corporations too much. Generally, your races navy/fleet is a good place to start. You can find a corporation by using the people and places window.

Missions are excellent opportunities to develop your skills in PVE. EVE Survival is an excellent site for detailed mission information

Ratting

"Ratting" is a term used in EVE for when a player goes out and kills rats (short for NPC pirates).

Most rats are found at asteroid belts, some are found at gates in low-sec and 0.0 system. Rats are also player opponents on combat missions.

The lower the system security, the bigger the rats. The bigger the rats, the more dangerous they are, but the bounty is higher. Do not underestimate the power of NPCs just because they are AI - although of course they are much less dangerous than the human players. Bounties can be misleading: frigate and destroyer bounties range from 1,000 to 30,000; cruiser and battle cruiser from 50,000-300,000, and battleships from 300,000-2,000,000.

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While a higher bounty within a class means the more dangerous a rat (deals more damage, has more hit points), an elite ship-NPC of a smaller size will have a much smaller bounty that a non-elite bigger ship NPC. For example, an NPC interceptor will have a bounty of about 30,000 - but may scramble or web you down, which can be a nasty surprise for an inexperienced player in a cruiser or battleship which cannot hit the fast interceptor! It is not uncommon for players to worry more and spend more time killing the 'small fry' than the big battleships. Don't size up the rat solely by the bounty you get!

Deadspace Complexes

Deadspace complexes are areas of space where natural circumstances prevent warp drives from functioning. That's why you cannot warp into a deadspace, except to spots where a warp beacons has been anchored (Every deadspace in the game has this kind of beacon). Also, your microwarpdrive (MWD) won't function in a deadspace.

Many complexes have structures anchored in them, similar to POS structures, but not at a moon. These include sentry guns, silos, hangars, walls, etc. Some of these structures will drop good 'loot' if you shoot them, but in most cases it is not worth the ammo required to take out the structure. Consult a mission guide (see Back Cover) to find out if your mission deadspace has worthwhile structures.

Finding complexes

Agents may give you missions that require you to enter a deadspace. Entering such a deadspace is not unlike warping to a regular mission bookmark, but in some cases you will end up at a special acceleration gate, which will be the only way into the complex. Also, the complex may actually have multiple levels, connected to each other with acceleration gates or beacons. You fly up to one of these gates, right click it and activate it and your ship will be taken to warp and 'thrown' into the complex.

Warning: these missions should not be attempted until the beginning player has some experience with PVE.

PVP in EVE is not simply competitive actions or strategy against another player. It is an evolutionary dynamic of the game that is resolved when players engage competitive agendas. Only the fittest players will survive the everyday conflicts in the game.

While many think of PVP primarily as military warfare (combat for territorial resources), there are many other types of PVP, including economic warfare (competition for market properties) and counterintelligence warfare (strategic competition for information control). You blow up ships in the depths of space, you fight in the markets and you fight over propaganda and intel.
This is the PVP of the future. This is EVE.

PVP takes on different forms and can be extremely complex. Military warfare (combat PVP) is its most recognized form, where two or more ships engage in military warfare for various reasons. Combat PVP includes piracy, thievery, belt piracy (piracy in asteroid belts against miners, salvagers, etc.), gate camping (gate blockades used to ambush players warping in from other systems) and fleet combat.

Economic warfare (market PVP) is the competition traders and producers engage in for market supremacy by undercutting opposing sell orders, buying out and reselling others orders and producing war ordinance faster and cheaper than the opposing side. Mining PVP is also a competitive resource extraction of asteroid resources to beat out competing mining operations of other corporations or players.

Counterintelligence PVP (spy PVP) is the strategic procurement and deployment of propaganda and sensitive intelligence. This can take the form of infiltrating the ranks of an alliance, gaining trust, and then broadcasting tactical intelligence to the opposing side.

To be effective at PVP in EVE, you need the skills and experience. There are corporations that specialize in teaching PVP to their fresh recruits, such as Agony Unleashed and more recently, Ouch-Uni . You can also train just the basic skills and jump into the action anytime.

The key is combat practice and a willingness to be blown up! In the long run, optimizing your fittings to make the best use of your ship's power grid, CPU and capacitor will mean staying in the fight to win.

EVE
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NEW PLAYER GUIDE

Combat PVP Types

There are five main combat PVP types in EVE: Piracy, 0.0 warfare, empire war declarations, faction warfare and suicide attacks.

Piracy

Piracy has already been described on p.9. Largely restricted to low security space and 0.0 space because of Concord. Since even in low sec, sentry guns attack aggressors, pirates in groups of large ships are known to form gate camps around stargates to tank sentry guns and kill in-coming pilots at random.

0.0 Warfare

0.0 warfare is both a political battle and competition for sovereignty. 0.0 warfare is mostly based around large fleets mobilizing to attack an enemy fleet or POS (Player Owned Structure) or to defend your own POS. You win sovereignty by destroying enemy POSs and placing your own in their place. Alliance fleets can reach massive sizes, and experiencing hundreds of pilots firing away is an event unique to EVE Online.
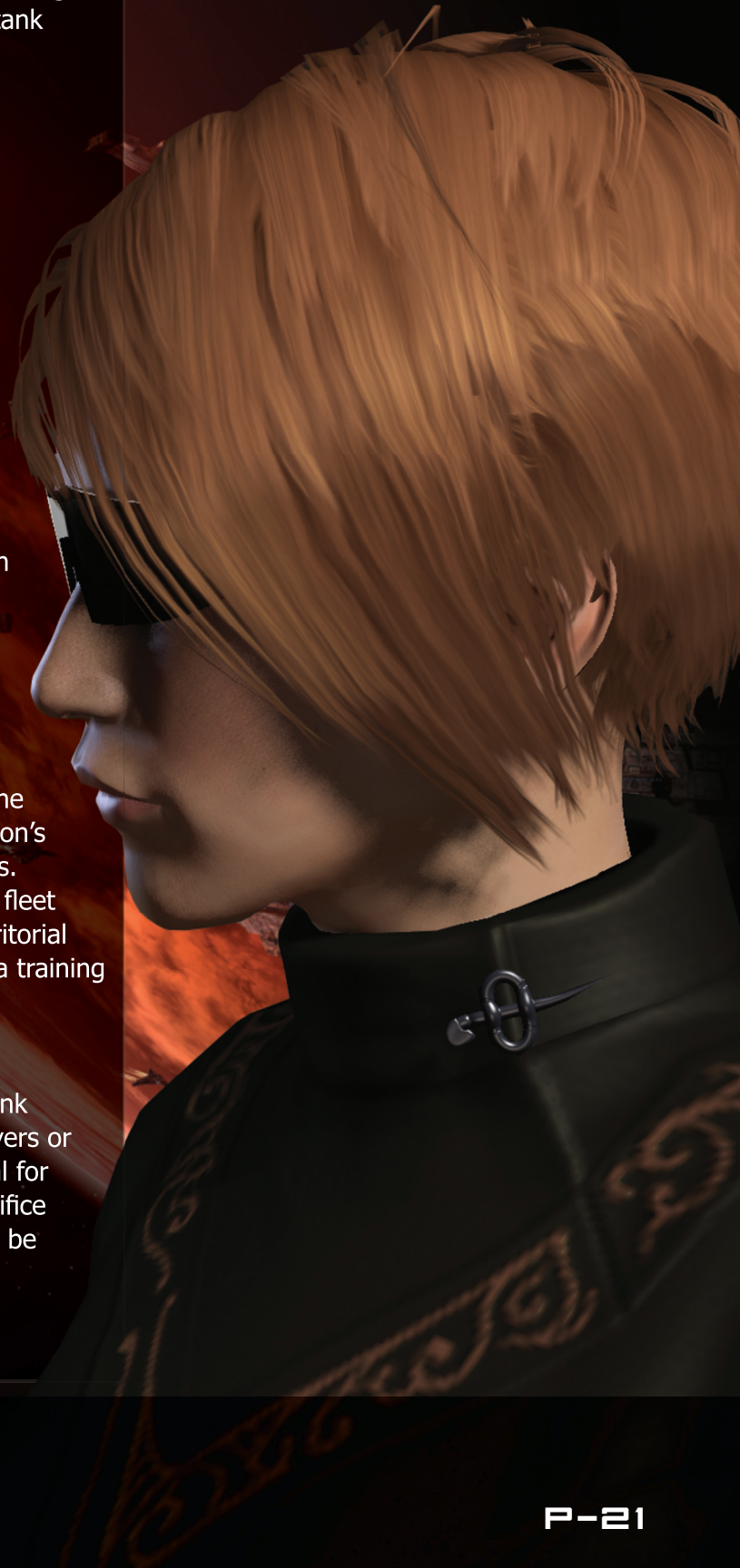
Empire War Declarations

Empire war decs are corp vs. corp warfare and are a good place to learn solo and small roaming gang PVP. The skills learned through these small-scale operations can be applied to piracy or 0.0 warfare. Mercenaries are also known to operate via war declarations in high sec space. Empire corps hire mercs to eliminate their enemies from resource or market encroachment.

Faction Warfare

Faction warfare is like an empire war declaration against the entire Faction militia. Corps and individuals can join a faction's combat militia and participate in the faction's ongoing wars. You will experience small gang warfare and medium-sized fleet combat first-hand. Faction Warfare is close to how 0.0 territorial conflicts are fought and has been used by many corps as a training ground before heading into 0.0 space.

Suicide Attacks

Suicide attacks, also called "suicide ganking" or "suicidegank griefing" is the attack of a larger ship by a gang of destroyers or a freighter by a gang of battleships. Since the time interval for CONCORD arrival is a few seconds, the ships willingly sacrifice themselves for the cause. The cause is the loot/salvage to be retrieved by the members of the gang waiting to collect it.

Understanding the manufacturing process begins with knowing the differences in technology levels and their use in the process of manufacturing in EVE.

Tech I refers to ships or equipment at the "basic" technology level. Tech I items and ships can be built from blueprints purchased through NPC corporations. The materials used in Tech I construction are the basic, mineable minerals: tritanium, pyrite, zydrine, isogen, nocxium, mexallon, and megacyte.

Tech II technology is more effective and powerful than Tech I. These components require more skills to use effectively, are more difficult to manufacture, use rare or materials difficult to obtain and cost more. The manufacture of Tech II equipment requires special components obtained from using harvested moon minerals in simple or complex reactions, and the morphite mineral, found in mercoxit ore. Blueprints for Tech II equipment and ships are created by using the invention process or via trade with other players. Tech II BPCs can also be purchased via contracts. Tech II BPOs are extremely rare and very expensive. Tech II equipment operates with greater efficiency and power, and Tech II ships have specialized combat or support roles that require higher level skills.

Tech III is the third generation. Tech III ships are different from Tech I and Tech II due to their modular nature. Tech III utilizes a subsystem slot system to build ships around a blank hull. Tech III hulls have five subsystem slots: Defensive, Offensive, Engineering, Electronic, and Propulsion. Each subsystem has many possibilities, allowing ship builders to customize their ships for different purposes. Tech III ship components and blueprints can be found in wormholes. The Sleeper drones drop different items and blueprints used in Tech III construction. Salvaging the drones will provide you with the components needed.

PRO TIP

Blueprints

There are two kinds of blueprints, blueprint originals (BPOs) and blueprint copies (BPCs). BPOs have an unlimited manufacturing capacity, but BPCs are limited in their production capacity. Tech I BPOs are purchased at fixed rates via NPCs, and Tech II blueprints are obtained through other players. You can also invent a Tech II blueprint with a Tech I BPC using the Invention skill, using specialized equipment.

BPO production and efficiency quality can be "improved" through research (BPOs retain their improved quality) but BPCs can't be improved through researched. The main relevant BPO improvements are Material Research, which improves the blueprint's Material Level, making it cost fewer minerals to build with, and Time Efficiency Research, which improves the Productivity Level of a blueprint and decreases the amount of production time. Training Science allows you to copy a BPO. You can only sell BPCs via a contract. You can perform three "research" actions on BPOs. You can copy a BPO to create a Blueprint Copy (BPC) with a certain number of Licensed Runs. Researched BPOs have to be sold via contracts. Unresearched, unused BPOs can be sold on the market. BPCs can be sold in Contracts or used to build the BPO's items for a player's corpmates.

PROJECTILE AMMO BLUEPRINT INFORMATION

CARBONIZED LEAD S BLUEPRINT

ATTRIBUTES | BILL OF MATERIALS

Original Blueprint

Produces Carbonized Lead S [100]

GENERAL INFORMATION

MATERIAL LEVEL
0

WASTAGE FACTOR
10.0%

COPY
No

PRODUCTIVITY LEVEL
0

LICENSED PRODUCTION RUNS REMAINING
Infinite

MANUFACTURING

PROJECTILE AMMO BLUEPRINT INFORMATION

CARBONIZED LEAD S BLUEPRINT

ATTRIBUTES | BILL OF MATERIALS

MANUFACTURING | INVENTION

Bill of Materials does not take into affect the efficiency of an In

Skills [0]

No item

Materials [2]

Pyerite – [You: 26 – Perfect: 21]

Tritanium – [You: 32 – Perfect: 26]

Manufacturing skills

Train the Industry skill first for basic manufacturing (affects manufacturing time). If you are serious about this career, it's highly recommended to eventually train all skills to level 5. You need a blueprint for an item to be produced, minerals and/or components needed to produce the item and a factory slot on a station.

Other skills that affect manufacturing:

Mass Production and Advanced Mass Production: ability to run additional manufacturing jobs.

Production Efficiency:

reduces the actual minerals required for production. Supply Chain Management: allows remote operation of manufacturing jobs.

Manufacturing in EVE can be tricky for new players because of all the terminology involved. Here is a quick overview of navigating the UI with your first manufacturing job:

1. Collect all the manufacturing materials you need.

2. Click on the Industry tab

3. Click on the Installations tab

4. The filter includes the following fields:
   Activity = Manufacturing
   Location = Any
   Rang= Current Solar System
   Type = Public
   Prod. Category = All
   Prod Group = All

5. Check if you have standing with one of the station owners. If you do, select the station and see if there are any free slots.

6. When you have found a station with a free slot, move the blueprint and materials over to the station.

7. Right click on the blueprint and select Manufacturing

   Click on "Pick Installation" and double click on a free slot.

   Click "OK"

8. If you have all the materials, you will see a green check mark.

9. 9. Click on the "Accept Quote" to start the manufacturing job.

There are some excellent sites available for doing further research on EVE.

General:

EVE Gate:
Best out-of-game official EVE community portal.
gate.eveonline.com

GuildLaunch.com:
Largest hosting site for MMO guild sites, including EVE corps.
www.GuildLaunch.com

The Guild Life:
Search-enabled portal for Guild Launch hosted EVE corps.
www.TheGuildLife.com/tools/find_guild/

EVE online slang and terms guides:
Guides to EVE slang and in-game abbreviations.
hammer-eve.blogspot.com/2007/05/abbreviations-and-slang.html

EVE online slang and terms guides:
Guides to EVE slang and in-game abbreviations.
wiki.eveonline.com/en/wiki/Glossary

EVE Guide Wiki:
Online wiki with more detailed information from EVE New Player's Guide.
www.GuildLaunch.com/s/eve-online-guide/

EVE Geek:
everything from damage calculators to mineral indexes to turret tracking calculator.
www.EVEgeek.com

EVE Central:
EVE-Online Market Aggregator and Trade Finder.
www.eve-central.com

EVE-Tools:
EVE achievements, industry tools, trade and market tools, planetary interaction tools.
www.eve-tools.org

EVE Files:
Free hosting for all your EVE-Online related needs.
www.eve-files.com

EVE News 24:
News, Rumors, Gossip and everything around Eve Online.
www.eveNews24.com

EVE Guides:
Guides, tutorials and video for EVE players.
www.eve-guides.com

BPO Calc:
calculate stats on blueprints and copies. It will give you a view of all needed modules and ore.

EVE Ore Chart:
Calculates best ore yields per m3 of ore and isk per m3.
eve.grismar.net/ore/

Mission Help:
EVE-Survival:
detailed mission reports.
www.eve-survival.org

EVE Extra:
Agent Finder
www.eve-extra.com

Navigation:
ICSC Jump Planner.
www.eve-icsc.com/jumptools/jumpplanner.php

Skill and hybrid planners:
EVE Mon
evemon.battleclinic.com

Eve HQ
www.evehq.net

EVEUniverse:
iOS EVE character/skill monitor
www.eveuniverseiphone.com

iClone:
iOS EVE skill character/monitor
www.iclone.org.uk

Fitting tools:
Battlclinic
eve.battleclinic.com

EFT
The EVE Fitting Tool
bit.ly/sBoGFX