

**EVE<sup>®</sup>**

ONLINE

# NEW PILOT FAQ



# WELCOME TO EVE ONLINE!

Have you ever dreamed of soaring between the stars, being virtually immortal and commanding your own ship – or even a fleet? Then the EVE Universe is the right place for you. If you are new to EVE and are curious about what you may find, then continue reading.

This guide will give you both a general introduction to EVE Online and offer a wide range of practical information for a new EVE pilot. The guide is not meant for reading from start to end. Think of it as a quick reference to the wide range of possibilities that EVE Online has to offer. Note that you can also use the “Ctrl F” function to search certain keywords within the guide.



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## USEFUL LINKS

- » [The official EVE Online website](#)
- » [The official EVE Online community site](#)
- » [The Official CCP channel on YouTube](#)
- » [EVElopedia](#)
- » [Find your nearest EVE fansite](#)
- » [The CCP community New Player Training Sessions and further reading](#)

Note that CCP and EVE players have created a wealth of guides and tutorials about EVE Online. Try searching the web and you may find exactly the information you need.





# PART 1

## WHAT IS EVE?



# 1 WHAT IS EVE ONLINE?

## 1.1 WHO DO I PLAY AS?

You are what is known as a “capsuleer”, a talented pilot hardwired into the interface of a powerful warship. Such a pilot can fulfill the roles of an entire command crew all by himself, managing all aspects of his spaceship from within the armored cocoon of his capsule. They can challenge a number of conventionally piloted ships and emerge victorious. When allied together, they can forge empires out of the empty void of space itself. In EVE you are free to choose your own destiny. You start out as a character from one of the four major factions that rule the universe. Each faction starts off with a very similar skill set and you can develop your character in any direction you want. You are not restricted by predefined character classes or professions. You can trade to make a living, conduct mining operations, market your fighting skills as a mercenary, roam the spacelanes as a pirate, conduct espionage and infiltration, focus on research and manufacturing, or perform increasingly profitable missions for NPC (non-player controlled) agents. What you choose to do day by day is up to you. You can play alone, form a corporation (equivalent to a clan or guild) with a group of friends or seek entrance to any of the large player-run corporations and alliances which are already established. The EVE Universe and its more than 7,600 unique solar systems are yours to explore and conquer.

## 1.2 WHERE DOES EVE ONLINE TAKE PLACE?

EVE Online takes place in the far future in an area of space far removed from Earth. EVE Online takes its name from the massive EVE Gate, which enabled humanity to enter the cluster of stars which became known as New Eden. Following the collapse of the EVE Gate and the loss of all contact with Earth, the survivors have developed new thriving civilizations and started seeking their destiny among the stars.

## 1.3 WHAT IS MEANT BY “MASSIVELY MULTIPLAYER GAME”?

Massively Multiplayer refers to any game which involves hundreds or thousands of users taking part in the same game world at any given time. EVE Online has played host to massive battles between thousands of players at a time affecting the fates of dozens of star systems.

## 1.4 WHAT IS MEANT BY “CONTINUOUS AND PERSISTENT WORLD”?

A persistent game world will keep evolving even when a player has gone offline. The game world, and anything the player may have left in it, such as undocked ships, will continue to exist and will be visible to (and possibly destroyed by) other players. It is a living, breathing virtual world which never sleeps and never stops changing through the actions of its players.





### 1.5 HOW MANY SERVERS ARE THERE?

There is only one server for EVE Online, named Tranquility. Tranquility serves all of the hundreds of thousands of pilots that are taking part in the EVE Online universe. Should any of your friends play EVE or join your space adventures, they will all share the same universe as you. EVE is a single “shard” virtual world. What that means is that everyone who joins EVE becomes a part of the same world and the same community. MMORPGs usually run on smaller servers, so called “shards”. This means that each player only has the opportunity of interacting with a few thousand other players even if the number of subscribers can be in the millions. In EVE you have the opportunity to affect anyone that plays the game in one way or another as all our players are a part of the same persistent universe, hosted on currently the world’s most powerful gaming server.

### 1.6 CAN I GET A FREE TRIAL ACCOUNT FOR EVE ONLINE?

You can try out EVE Online on a free 14 day trial. You can find more information at the official EVE Online website here: [www.eveonline.com](http://www.eveonline.com)

## 2 ABOUT THE CHARACTER

### 2.1 HOW MANY CHARACTERS CAN I HAVE?

You may have three characters per EVE Online account.

### 2.2 HOW MANY FACTIONS ARE AVAILABLE? HOW DO I CHOOSE ONE?

There are four factions available to play in EVE Online. They are the Amarr, Caldari, Gallente and Minmatar. In terms of gameplay there is no real difference between them, since with the skill system any character can train to fly any ship in the game, regardless of which faction builds them. The differences are mainly to do with the backstory of the factions and their morals, ethics and motivations.

#### » The Amarr Empire

The largest of the empires in the world of EVE, Amarr spans 40% of the inhabited solar systems. The Amarrians were the first of the races in EVE to re-discover Warp technology, notably Jump gate technology. After accomplishing this more than 2,000 years ago, they immediately began expanding to nearby solar systems, slowly building up their empire in the process. Always a deeply religious people, religion remains of great importance to every Amarrian, a fervour which at various times has been responsible both for great good and great evil. Shortly after recovering from the closure of EVE, they began to expand their realm at the expense of neighbouring states. The nations they conquered were enslaved, a practice which was justified by their religion.





### »» The Caldari State

A state built on corporate capitalism, the Caldari State is run by a few mega-corporations which divide the state between them, controlling and ruling every aspect of society. Each corporation is made up of thousands of smaller companies, ranging from industrial companies to law firms. All land and real estate is owned by a company which leases it to the citizens. Also, government and policing are handled by independent companies. Caldari society is steeped in military tradition; as a people, its members had to fight a long and bloody war to gain their independence, even having to surrender their home planet to their hated enemies, the Gallenteans.

### »» The Gallente Federation

The Gallenteans are considered by some to be self-righteous, meddling, pompous and tiresome; by others to be virile liberalists and defenders of the free world. Love them or hate them, you simply can't ignore them. Everybody has an opinion on the Gallente Federation; it all depends from which side of the table you view them. For many, it is the Promised Land, where any dream can become a reality. The Gallenteans remain strong believers in free will and human rights, despite numerous setbacks in their long history and contrasts in their society. Many of the wealthiest people in New Eden are Gallenteans, creating a constant demand for luxury goods. At the same time, the ranks of the poor number millions, because while the liberal market-driven economy and individual freedom may allow everybody the chance to advance to the top, they make it just as easy to plummet to the very bottom.

### »» The Minmatar Republic

A tough, no-nonsense race, the Minmatar are a determined and independent people. Their home planet of Matar is a natural paradise, although centuries of abuse have taken much from its beauty. The fortunes of the Minmatar have ebbed and flowed continuously. At one time they had a flourishing empire with a level of mechanical excellence never before or since seen anywhere. Later, however, they had to endure centuries of enslavement; toiling and dying for the benefit of foreign masters. Today most of them have regained their freedom, but the legacy of their enslavement still lingers.

With this information you can decide which faction you would like to play, bearing in mind that there are players in EVE Online who enjoy the roleplaying aspect of the game and will play exactly as the faction ethos dictates. If you think that you would like to explore this aspect of the game then you can pick your faction accordingly. Don't forget that you are not restricted to having all characters on your account belonging to the same faction, so you can try out more than one if you wish.

## 2.3 WHAT HAPPENS IF MY CHARACTER DIES?

If your character should have the misfortune of being killed, you awaken in a new clone, at whatever station you chose for holding it. Basic clones are free but only cover a minimal amount of skill points, so we suggest you upgrade to an improved model as soon as you've gotten going with your training. The improved models are single-use, so we also suggest you set your cloning location to a station that has medical facilities. That way you can buy a new model before you even undock.

## 2.4 HOW DOES THE CLONE SYSTEM WORK?

The clone system works by you purchasing a 'clone upgrade contract'. This means that once you have such a contract you will not actually 'die' if your capsule is destroyed. You will wake up in the clone and be able to get straight back into the fray. Depending on where you have decided to have your clone installed, you may wake up many light years from where you died, but you will be able to fly back to the system you were in and carry on the fight.

Clones come in a variety of types, each capable of containing a certain number of skill points. So as your character learns more skills and gets smarter, you'll periodically need to upgrade to a better clone in order to keep all that information in your brain. If you meet an unfortunate end without an upgraded clone then you risk losing some of your skill points.

There is also a separate type of clone known as a 'Jump Clone'. A 'Jump Clone' is not the same as the new body in which you wake up when you die, but will enable you to traverse vast tracts of space instantly simply by having your consciousness move, or 'jump', to a new body.

# 3. ATTRIBUTES, SKILLS AND LEARNING

## 3.1 HOW DO THE ATTRIBUTES AFFECT THE GAMEPLAY?

In EVE Online attributes affect skill training time. Each skill has a primary and secondary attribute that it uses to determine the amount of time required to finish training a level in that skill. Each skill uses an attribute that relates to the activity it affects (combat, manufacturing, research, trading etc.). So, if you wish to focus on one aspect of the game, it would be wise to allocate your attribute points effectively to shorten the training time of skills that relate to that activity.

## 3.2 HOW DO I ADVANCE MY CHARACTER?

There are many ways to advance your character and training skills is the most obvious way. In EVE Online we do not restrict you to a certain class or certain skills; you can, in theory, train all the skills in the game. However, there are so many skills available that you ought to plan ahead and focus on the skills that pertain to the activities you will be pursuing in the game. You can also advance your character by plugging in implants or using boosters that can affect the abilities and skill training speed of your character. Another way to advance your character is to acquire more advanced and powerful spaceships, by either purchasing them from other pilots or building them yourself.

## 3.3 CAN I ADVANCE MORE THAN ONE CHARACTER AT A TIME?

Yes, you have the option to keep an additional training queue active for 30 days by spending a "30 Day Pilots License Extension", also known as "PLEX". Although you are able to advance more than one character on an account at a time by spending an additional PLEX you will only be able to have one character per account online, and playing, at any given time.

## 3.4 HOW DOES SKILL TRAINING WORK?

There are no character levels in EVE Online, but there are levels within each skill. Skill training in EVE Online is different from what most gamers who have played MMOs are used to. Skill advancement is not based on your activities in-game, but rather it is calculated separately over time. Time is the number one factor to skill training; training skills takes time and can be done even while you are not online. Training skills in EVE Online is about uploading data into your character's brain and not actively learning from an activity. This means you can still train your character even if you take a short break from the game, so long as your account is active.

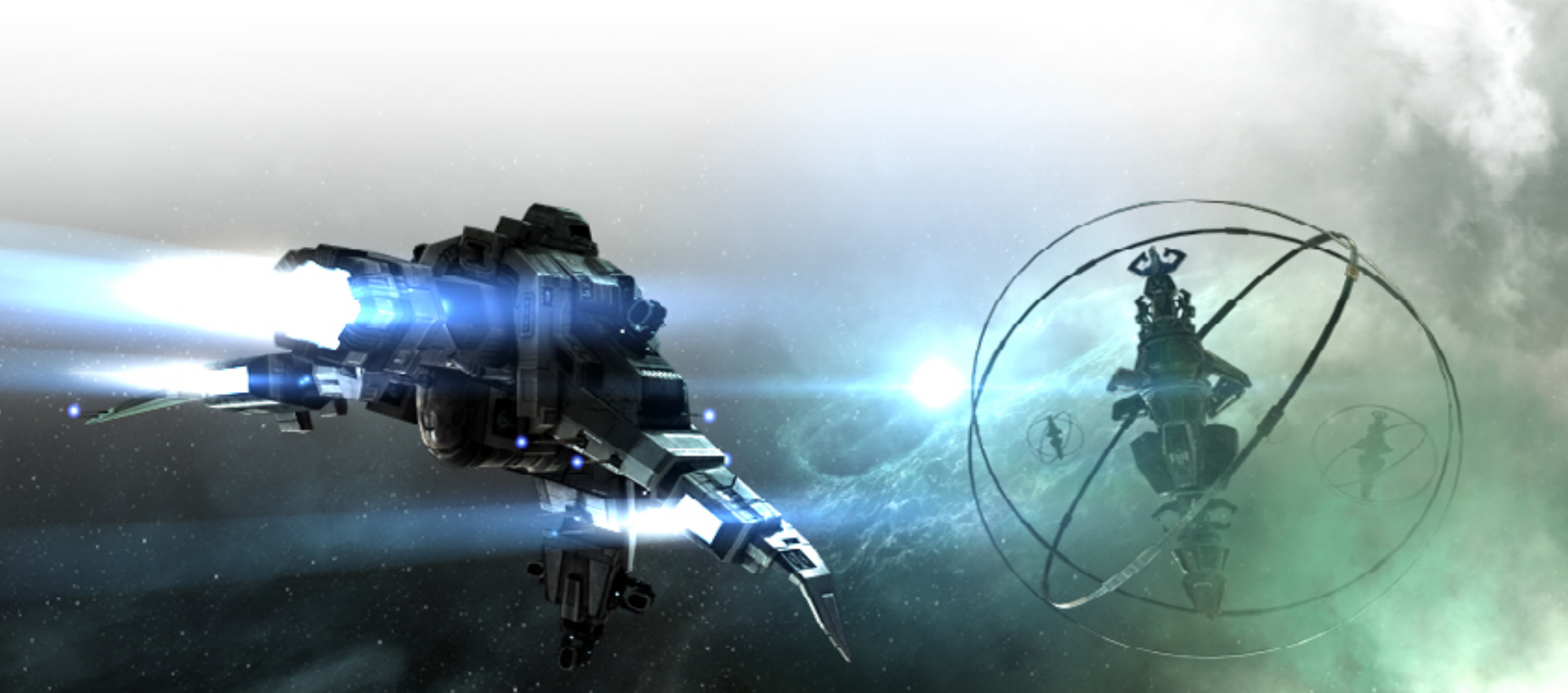


### 3.5 WHAT ARE SKILL LEVELS?

Every skill in EVE Online has 5 levels. Each level requires a different amount of skill points; the higher the level the more skill points it requires. It will take you much longer to train a skill to level 5 than to level 1 and training a skill from level 4 to level 5 usually takes much longer than training the skill from level 1 to level 4. This allows new players to catch up with older pilots relatively quickly, but it will still take a lot of time to completely maximize all of your skills.

### 3.6 HOW DO SKILLS FUNCTION?

Skills are a vital part of the character's progression in EVE Online; they affect your abilities in most areas of the game, such as combat, industry, research, trading etc. There are also many items in the game, such as ships and modules, which you cannot use until you train certain skills to a certain level. Each level in a skill usually passively increases your character's ability in a certain area, which is described in detail in the skill description.



### 3.7 WHICH SKILLS SHOULD I CHOOSE TO TRAIN?

This depends upon your chosen style of gameplay. If you wish to specialize yourself in operating small, agile ships for example, you would focus on training for frigates and small weapon skills. If you wish to be an exceptional manufacturer, you would focus on training skills in the Industry skill category. Perhaps you wish to do everything and not specialize in any particular area of the game. Then you would train more skills, but rather than training them to level 5 you would at first settle for level 3 or 4, allowing you to train many different skills in the same amount of time it would take you to train fewer skills up to level 5.

### 3.8 DOES MY CHARACTER STOP LEARNING SKILLS ONCE I EXIT THE GAME?

No, your character will continue training regardless if you are online or not. The only requirement is that your account is active at the time. But you still have to manage your skill training, if your character finishes the queued skill training you had set up for him you need to login to the game to start training another skill/level.

### 3.9 WHAT IS THE TRAINING QUEUE?

The Skill Training Queue allows you to manage your skill training to a certain extent. You can set up a chain of skills/levels to be trained. The limit is that the last skill in the queue has to start within a 24 hour time frame. This means you can set up a skill training queue that can last for over a month if the last skill level in the chain takes that long to train.

### 3.10 WHERE DO I ACQUIRE SKILLS?

Your character starts with a certain amount of skills; which skills you have depends upon your choices during character creation. To train more skills you must acquire skill books and inject them into your character. You acquire the skill books generally by purchasing them off the market, either from NPCs or other players, but you can also acquire them through missions, loot drops and by purchasing them through one of the loyalty stores from one of the major factions in the EVE universe.



## 4 HELP IN SPACE

### 4.1 WHO IS AURA?

Aura is the on-board computer that comes with your spaceship. She also helps introduce various aspects of the game to new pilots by providing step-by-step tutorials.

### 4.2 WHERE CAN I FIND THE TUTORIALS IN-GAME?

As soon as you start the game as a new character, you will embark on a tutorial to enable you to learn how to take certain actions in the game. This tutorial is part of the New Player Experience and you can choose to close the tutorial or continue it at your discretion. You can also select various parts of the tutorial by opening the Help window (accessible by pressing F12 on your keyboard), to quickly navigate to the section which interests you most.

### 4.3 HOW CAN I LEARN ABOUT THE DIFFERENT CAREER PATHS?

Aside from the tutorial, a great way to get acquainted with the different career paths in EVE Online is by doing the Career Missions. You can do these missions with a brand new character; all you have to do is open the Help window (accessible by pressing F12 on your keyboard) and click on the Show Career Agents button there. That will open a window which will allow you to easily navigate to the career agent of your choice. They come in 5 different categories:



- » Military: These missions teach you the basics of combat.
- » Trading: Here you learn how to use the market, the contract system and generally making money from other people's hard work.
- » Industry: This career path is for those who wish to mine raw materials and manufacture goods with them, which can then be sold to other pilots or kept for personal use.
- » Exploration: If you are interested in scanning down anomalies in space, which may contain pirates to fight, relics to analyze, or a number of other surprises, then this is the career path for you.
- » Advanced Military: This is the advanced study of combat, which includes learning about logistics, interdiction and evasive maneuvering.

#### 4.4 IS THERE ANYONE I CAN ASK FOR HELP IF NEEDED?

We have an official channel in-game called the Help Channel, available in our supported languages. In addition, characters on new accounts are automatically placed in the Rookie Help Channel for thirty days which is available only in English. If you have any questions pertaining to the game you are encouraged to ask them in either of these channels. Both of these channels are monitored and moderated by a volunteer organization called ISD (Interstellar Services Department). To get in touch with an official representative of CCP Games, you will need to create a support ticket either in-game or via our [website](#).



#### 4.5 IS THERE A SAFE PLACE FOR ME TO FLY WITH OTHER NEW PLAYERS?

There are a number of systems in the game which are referred to as Rookie Systems. All new characters start in one, but which one depends on the race and bloodline you chose for your character. Rookie systems are where you undertake the tutorial and acquire career path missions. Rookie systems have a special set of rules above and beyond those of other systems to ensure that a new player gets to explore the features of EVE at their own pace. It is recommended that you stick to these systems until you've learned the basics of the game and are ready to explore all that New Eden has to offer.

## 5 BASIC EVE GAMEPLAY

### 5.1 HOW DO I KNOW WHICH SOLAR SYSTEMS ARE SAFE TO FLY THROUGH?

In EVE Online it's more a question of which systems are safer to fly through. There are many hazards in New Eden and unwary pilots can find themselves in trouble quickly. But all systems in New Eden have what is called a security rating which runs in numerical order from 1.0 (highest security) to -1.0 ('true' no security). A 1.0 system is the safest of all and even when flying in asteroid belts, there won't be any NPC pirates to come and attack you if you're quietly mining.

Systems ranging from 1.0 down to 0.5 in security rating are referred to as 'high-sec' space. When in high security space you will be afforded the services of an NPC organization called CONCORD who will try to assist you if attacked by other players.

The systems from 0.4 to 0.1 are known as 'low-sec' space and there is little protection there for pilots, although there will be some protection from unauthorized attack at a gate or station from the faction sentry guns. Anyone venturing into these systems is on their own and will have to rely on their wits, experience, and their allies to survive.

Finally there are 0.0 systems and systems with negative security rating; otherwise known as 'null-sec', there is no protection at all and survival here is all down to the skill and resources of the individual.

### 5.2 WHO IS CONCORD AND WHAT ROLE DO THEY PERFORM?

CONCORD can be considered to be the 'space police' who patrol the higher security areas of New Eden. They take action against those who attack others without justification and will hunt such miscreants down and destroy them without mercy. However, their role is not to prevent an attack but to punish an aggressor. Should you find yourself under fire from another pilot, CONCORD may not arrive in time to help you, so it will be down to your skill and the strength of your ship to prevail. CONCORD are also responsible for the security status of pilots, which is essentially a penalty/reward system and your status will increase or decrease depending on your actions. Actions that are for the good of all, such as destroying NPC pirates and undertaking certain missions will increase your status. Actions that are considered criminal acts, such as attacking another player or destroying their property without just cause will result in a decrease in status; not to mention a heavily armed CONCORD fleet turning up to show you the error of your ways. If your security status should become too low, this may make higher security systems difficult for a pilot to navigate through due to CONCORD presence.

### 5.3 SOME PLAYER JUST SHOT ME; IS THAT ALLOWED?

In EVE Online, any player may attack any other player if they choose to, no matter where they happen to be. This is because EVE Online is essentially a PvP (Player versus Player) game at its core. If the other pilot had no right to attack you then CONCORD will track him down and punish him for his crimes, so long as the attack took place in high security space. If the attack took place in low or null security space, then it would have been down to you to protect yourself since you may be attacked freely and CONCORD cannot intervene in those areas of space. You will also need to bear in mind



that if you commit an act of aggression or other illegal act against another pilot (such as stealing from them or attacking without cause), any pilot can then attack you with impunity, anywhere at all, for a short period of time thereafter.

#### **5.4 HOW CAN I GET NEW SHIPS AND BETTER WEAPONS?**

You can buy more advanced ships, and the weapons or modules to equip them, through the market and contract systems. You can also search for the ships, weapons and modules on both the market (which will have more information about the item) and contract system. The contract system allows for the sale of second-hand items and items that cannot be found on the market, while on the market you get exactly what you pay for. In addition, certain items may only be traded through the contract system.

#### **5.5 WHAT ARE THE DIFFERENT TYPES OF SHIPS I CAN FLY?**

Depending on your skills you can fly any ship in the game, although most pilots tend to specialize in either a certain race's ships or in a particular type of ship depending on how they want to progress in EVE. An industrialist will not normally spend time training to fly a battleship and a pilot who prefers the life of a pirate will not bother to train in how to fly a mining barge. Some prefer a particular style of combat and so will pick ships that are designed for that style in mind. For example, certain ships are better at missile warfare and others are better at using beam weapons. Some have better shield systems and others better armor systems. The ship types that can be flown are many and varied, but for combat vessels they generally fall into the following classes: Frigate, Destroyer, Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Super Carrier and Titan. Of these, there are myriad



subclasses, usually of the advanced 'Tech II' variants. For example, for frigates there are advanced versions; so there are the Assault Ships, Stealth Bombers, Covert-Ops Frigates, Interceptors and Electronic Warfare Frigates. All of the ship classes up to battleship have these advanced variants to a greater or lesser degree and once the time has been spent training the relevant skills, they can become available to all pilots.

The Interbus Ship Identification System, or ISIS, is a tech tree system to identify all the ships in EVE. Ships are presented in a visual and interactive way, while illustrating the skill requirement progression path for unlocking ships and giving players the high level information they need to decide which faction, ship group and ship to progress towards. ISIS can be accessed by pressing the ISIS button in the NeoCom (toolbar on the left side of the client).

#### **5.6 WHAT IS THE COLOURED BUTTON NEXT TO MY SHIELD INDICATOR - 'SAFETY'?**

The Safety Settings are located near your capacitor in the form of a small button with a colored light, the light will indicate what level of safety you have active. As long as your safety is set to 'Enabled' you will be prevented from performing any kinds of illegal acts that would otherwise make you a global target, and therefore allow all pilots in your vicinity to legally engage you without CONCORD intervention.

If you lower the safety to either Partial (yellow) or Disabled (red) you will be able to perform any violent action you desire within New Eden and may therefore experience any consequence that may follow. It is there to help you avoid potentially costly accidental mouse clicks or mistakes.

#### **5.7 WHAT HAPPENS IF I SHOOT ANOTHER PLAYER; CAN THEY COME AFTER ME?**

Unlawfully attacking another pilot is a criminal act and will be punished by CONCORD. Some other illicit actions are considered to be suspect and will allow other pilots to attack you. Attacking a suspect or taking part in a duel will start a limited engagement between you and the suspect for a short while allowing you to fight. Keeping your ship's safety enabled will help you avoid doing criminal or suspect actions, disable it at your own peril!

If you were unlawfully attacked, you will have the right to retaliate without CONCORD interference for up to 30 days following the attack. You can even sell off those rights to bounty hunters and mercenaries to do the job for you! This is called a Kill Right. You must activate your Kill Right to cause the character you have the Kill Right against to become suspect with all associated consequences for 15 minutes.

#### **5.8 IS THERE AN EASY WAY TO FIGHT OTHERS IN HIGH-SECURITY SPACE?**

Yes, you may find the dueling feature helpful when you wish to legally engage other pilots in high-security space. If a duel is accepted it will start a timer between you and the other pilot during which you may legally shoot and destroy each other. While this style of fighting may be safer than many others, other pilots may intervene at the risk of security status penalty or becoming global targets as outlined elsewhere in this document. Note that pod killing is possible within the parameters of a duel.

## 6 PLAYING WITH OTHERS — CORPORATIONS/GROUP PLAY

### 6.1 I'D LIKE TO FLY WITH OTHER PLAYERS. HOW DO I DO THAT?

The best way to fly with other players is to join up with a player run corporation. A well run corporation can provide material assistance and training to a new pilot. More importantly they provide protection and assistance against hostile pilots. An EVE Online corporation is similar to “guilds” or “clans” found in other contemporary online titles. In addition, all EVE Online players share the same server so you will never have to worry about not being on the same server as your friends.

### 6.2 WHERE CAN I FIND A CORPORATION/ALLIANCE TO JOIN?

Corporations advertise for new members through a variety of means. Many corporations make use of the recruitment forums on the official EVE Online website, others advertise on the public recruitment chat channel within the game and many more make use of the in-game recruitment tool.

### 6.3 WHAT ARE THE PERKS OF BEING IN A CORPORATION AND/OR AN ALLIANCE?

A corporation can rent shared offices at stations to facilitate cooperation between its members. A corporation can set and modify tax on its members to provide a communal income; most corporations have a lower tax than the NPC corporations. Corporations can also acquire ownership of player made stations, or maintain smaller starbases to facilitate their goals. A corporation may also join an alliance with other corporations in order to lay claim to an area of space or simply for mutual protection.







#### **6.4 HOW DO I START MY OWN CORPORATION OR ALLIANCE?**

Any pilot can start their own corporation simply by training the right basic skills and paying a small nominal fee to CONCORD. There are no minimum membership requirements in order to form a corporation and it is possible to be the only pilot in a corporation. Alliances can be formed by any pilot that is the CEO of a corporation in EVE. The skill requirements are far greater and will take longer to train. The fees required to be paid to CONCORD for forming and maintaining an alliance are very expensive and most pilots will need to work together to afford them.

#### **6.5 HOW DO I DECLARE WAR ON ANOTHER CORPORATION/ALLIANCE?**

Any corporation or alliance in EVE Online can initiate a vote among its members to declare war against another corporation or alliance. Corporations or alliances at war can fight among themselves without interference from CONCORD. A beleaguered corporation defending against attackers may hire in allies or mercenaries to assist them if they wish.

#### **6.6 I WANT TO FIND A FLEET TO FLY WITH FOR A FEW HOURS. HOW DO I FIND ONE?**

A pilot can find and join up with a fleet through the Fleet Finder tool. Some fleets are restricted to specific corporations, alliances or even only to pilots of a specific security status. It all depends on what the fleet is planning on doing. A wary pilot should be careful of joining a fleet without friends and allies at his side. One of the faster and easier ways to join a fleet of players in relative safety is to join up into factional warfare, described later in this document



# PART 2

## WHAT CAN I DO IN EVE?





# INTRODUCTION

EVE Online is a game with an unparalleled level of choice available to its players. This level of choice can sometimes become overwhelming to those that are more used to the traditional MMO game model. The options presented later in this section are only a small selection of the activities and options that are available to you.

Players are not obligated to progress through these options in any specific order, or even progress through them at all. A player that enjoys exploration above and beyond other options can spend the majority of his time within New Eden pursuing that activity for months or years, completely disregarding industry and/or factional warfare as an example. Furthermore, as we mentioned previously, once you enter New Eden you must consider every action you take as a form of PvP since this is the core game concept. In the asteroid field you're competing with other pilots to obtain resources; you may also have to defend against ore thieves. On the market you battle for control of the economy in certain areas; for the supply and demand of your products versus other aspiring tycoons. On the battlefield you may fight for glory, for money, or for the right to rule whole areas of space. As always in EVE, it's your choice.



## 7 PVP (PLAYER VERSUS PLAYER)

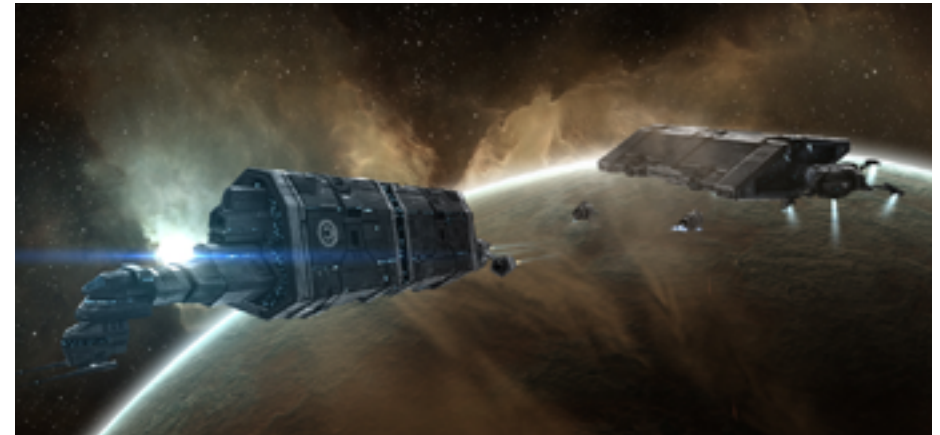
The essential core concept of EVE Online is that it is full time PvP in a sandbox environment. As has been mentioned in previous sections any player can engage another player at any time in any place. In high-sec space there may be consequences if a pilot attacks another without just cause, but they can still make that attack if they wish. In low-sec and null-sec, there are no limitations to PvP at all. Some of the wide variety of PvP styles are described in more detail below.

### 7.1 WHAT FORM DOES PVP TAKE IN EVE?

There are various ways that players can engage with others in EVE. Simple combat is one of the most common forms of PvP; ranging from a one-on-one fight between frigates or cruisers to a massive fleet battle with battleships, dreadnoughts, carriers or even titans, with hundreds or thousands of pilots involved. Then there is Factional Warfare and Duelling as mentioned previously. There are a variety of ways to make your way in EVE if you wish to concentrate on PvP; you can be a pirate – preying on pilots on popular trade routes or taking part in ‘gate camps’, where you lie in wait for pilots who jump from system to system. Maybe you’d prefer to become a bounty hunter; tracking down other pilots for a rich reward or the simple glory of the kill. Or even become a renowned fleet commander; directing the actions of hundreds of other pilots in one of the massed battles mentioned earlier. The choice, as with all things in EVE, is yours.

### 7.2 CAN I AVOID PVP COMPLETELY?

No; there are no systems or locations in New Eden where PvP may be completely avoided. The safest systems are the ‘rookie systems’ where new players start their journey in EVE. In high-sec systems, you are less likely to be attacked since CONCORD will exact retribution on pilots who attack another pilot without good reason. But, for example, if you are flying a ship with a high value cargo, a player may attack you to destroy the ship and steal anything from the wreck if they think that it’s worth the effort. Such attacks are known as ‘ganking’ and if the profit they’ll make is sufficient, pilots are willing to accept the expense of losing their ship to CONCORD and having their security status lowered for their crimes. So it will be up to a pilot to remain vigilant wherever they may be flying and be ready for anything at any time.



## 8 MISSIONS

Missions are tasks given to pilots by agents employed by the various NPC corporations in New Eden. The task can range from moving goods between stations to defeating pirates to completing a specific objective at a mission site. The agent will usually give you a monetary (ISK) reward but may also offer valuable items in exchange for completing their task. Completing missions is also the best way to increase your standings with the major factions and corporations in EVE, which can give you various perks. To acquire missions from a particular agent, you must meet the standing requirement for the mission. The agent, his corporation or his faction must also like you enough before the agent will consider giving you work. The rule of thumb is: the more difficult and lucrative the mission, the more the agent or his employer must like you before you are eligible to receive it.

This is the activity in EVE Online that is closest to “questing” commonly found in more traditional online games. But make no mistake that this is no less dangerous than the rest of EVE Online.

### 8.1 HOW DO I FIND AN AGENT TO USE?

There are a number of ways to find agents. The most straightforward way is to simply dock at a station and check the Agents Window found there; it will contain a list of agents in that station. You can inspect the agent through that interface to see if you have the required standing to acquire missions from him. There is also something called the Agent Finder which can be accessed from the NeoCom at any time; this feature makes finding an agent a simple task.

### 8.2 WHAT TYPES OF MISSIONS ARE THERE?

Mission agents will belong to one of a few different departments within their corporation. Agents in specific departments will always offer missions of a specific type:

» **Security Missions:** These missions involve combat scenarios, where you are supposed to neutralize or destroy pirates, hostile navies, rogue drones or a variety of other things. Perhaps the agent wants you to destroy a pirate stronghold, or take out an enemy operative, or ambush a peaceful convoy. You’d better be ready for trouble when an agent offers you one of these missions.

» **Distribution Missions:** These missions involve moving goods from one station to another. The agent can have a variety of different reasons or motives for wanting something moved. Generally you’ll want a ship with a large cargo hold for these missions. The higher level missions may require multiple trips to fulfill the mission conditions.

» **Mining Missions:** These missions send you to an asteroid belt to mine ore which must be brought back to your agent. The materials extracted out of asteroids are the cornerstone of production in the EVE universe and most of the major corporations ask their agents to employ contractors to acquire these materials.

### 8.3 HOW DO I RAISE MY STATUS WITH A CORPORATION OR A FACTION?

Agents belong to a corporation, which belongs to a faction. To raise your status with any of these, you simply have to complete missions for agents. Some missions will only increase your corporate standing, while others will also increase your faction standing. It is generally easier to raise your corporate standing than your faction standing. Faction standings affect all corporations within that faction, which makes it the most valuable standing to have.

### 8.4 HOW DO I RAISE MY STANDING WITH AN AGENT?

You may raise your standings in the same way as raising your corporate and faction standings; by completing missions. You will only raise your personal standing with a particular agent if you complete missions for that agent. However, generally he will care about your corporate and faction standing as well, and may overlook any personal misgivings he has about you if his corporation or faction likes you enough.

### 8.5 WHICH SHIPS SHOULD I FLY FOR EACH MISSION LEVEL?

Missions are split into 5 levels. The level is hidden for important or epic missions, but for normal missions you will be able to choose an agent that offers missions of a certain difficulty level. What type of ship you use for a particular mission level depends on your personal preference and is also situational, but here is the rule of the thumb that applies in most cases:

- » Level 1 Combat Missions: Use Frigate or Destroyer class ships.
- » Level 2 Combat Missions: Use Destroyer or Cruiser class ships.
- » Level 3 Combat Missions: Use Battlecruiser class ships.
- » Level 4 Combat Missions: Use Battleships.
- » Level 5 Combat Missions: Bring friends!
- » Distribution Missions: Use Industrial class ships.
- » Mining Missions: Use a Mining Frigate or Barge optimally, but any ship which you are comfortable mining in will do.

Also worth noting is that missions vary a great deal in difficulty within the same difficulty level, hence you might find yourself declining some mission offers because they are too hard. Fortunately you can decline 1 mission offer every 4 hours without suffering any standings penalty with your agent or his employers.

### 8.6 WHAT ARE LOYALTY POINTS AND HOW DO I USE THEM?

You will receive Loyalty Points for completing most missions, which are given by the corporation that the agent you are working for belongs to. You can acquire a variety of goods, such as ships, implants, modules, skills etc. through the Loyalty Point Store which is accessed in any station owned by that corporation. Simply access the Loyalty Point Store, browse through the offers there and use your Loyalty Points to acquire the goods. The offers may have more requirements than just Loyalty Points though, such as credits (ISK) or specific items.



## 8.7 CAN I RUN OUT OF MISSIONS TO RUN?

You will never run out of missions to run. Some agents only offer one mission per character, but you will always be able to access agents that never run out of work to give you.

## 8.8 WHO SHOULD I RUN MISSIONS FOR?

Who you run missions for is completely up to you. It is recommended that you stick to the faction that you picked during character creation while you are learning the ropes. But after that you can research the different factions in EVE Online and then choose the faction whom you want to work for. Then use the Agent Finder Tool to find an agent employed by that faction who's willing to give you work. Remember that working for one faction may make you an enemy of another faction, so be careful who you work for. For example, the Minmatar Republic will not like you if you work for their rivals, the Amarr. If you do enough work for the Amarr, the Minmatar might start disliking you enough that they'll attack you within the systems they control. You can always raise your standing later with a faction that doesn't like you, but it can be a lot of work if you have very low standing. Therefore choose your employer wisely!

## 8.9 WHAT ARE EPIC ARCS AND HOW DO I FIND THEM?

Epic mission arcs are composed of a series of branching missions. Unlike a standard mission series, epic mission arcs present a pilot with one or more choices along the way. You must choose one of two or more missions at certain points within the mission line. There are several paths through each mission arc, with each branch presenting you with different missions and rewards. When doing the tutorial missions, you will eventually receive a

referral to the agent Sister Alitura, who offers the beginner epic arc. You do not need to do the tutorial to start this arc, you can simply dock at her station in the Arnon system and talk to her, and she will offer you the first mission in the arc. There are other and more difficult Epic Arcs available which you can find once you are better equipped and more confident in your abilities as a pilot.





## 9 MINING

In EVE Online, mining is the process of extracting valuable ore from asteroids that can be found spread throughout New Eden. It is the basic activity which the ever hungry industries of the game world feed from; constant and never ending. It also includes the harvesting of ice from system wide ice fields and producing the fuel that runs the capital fleets of players and starbases.

### 9.1 WHAT DO I NEED TO START MINING?

Any ship in EVE that has an available turret slot can theoretically perform as a miner by fitting miner modules. However, most pilots that take their mining seriously do so in special mining barges that have massively increased capacity over normal vessels. At the most basic level you will only need a ship, a mining module and the mining skill at level one to start your mining career! Any new pilot should be able to start mining right away.

### 9.2 WHAT TYPES OF ORE CAN I MINE AND WHERE CAN I FIND IT?

There are multiple different types of basic ores, each with a few sub-types available. Each one provides a different mix of the eight basic mineral types. In high security space a pilot can expect to find only the most common types of ores, mainly Veldspar and Scordite. A pilot must venture into the dangerous expanses of null-security space, outside of the protection of CONCORD, to find the rarest and most lucrative ores to mine.

### **9.3 CAN I ONLY MINE IN ASTEROID BELTS OR ARE THERE OTHER SITES TO MINE?**

Asteroid belts are the most easily accessible locations to find ore throughout New Eden. But they are not the only places where ore may be found. Pilots may be able to track down untouched pockets of asteroids with their Sensor Overlay. Sometimes they may find rare and valuable ore in higher security space which may otherwise not be available in that area.

### **9.4 ARE THERE ANY TIPS OR TRICKS TO GETTING THE MOST ORE MINED AT ONCE?**

An enterprising pilot interested in a career of mining will have to train his skills and acquire the best ship he can to maximize his ore yield. That aside, there are a few ways a mining operation can increase its efficiency. Many will make use of containers that they jettison into space, which they then fill up with the ore they mined. This saves them frequent trips to a station to unload their mined ore. Beware however, as unscrupulous thieves may attempt to make a profit by stealing the contents of the can.

### **9.5 CAN I MINE ALONE?**

A single pilot can easily work alone in the asteroid fields to acquire the minerals they need. However, their ability and efficiency will improve greatly when collaborating with their colleagues. A well organized group of miners can strip an asteroid field bare much faster than it would take them all separately.

### **9.6 THERE'S A LOT OF ORE. HOW CAN I HAUL IT ALL?**

The prudent and safety minded miner will haul back his ore to a station when he has a full cargo hold in his mining vessel. Those miners who may wish to risk their gains for greater profit will leave their ore in jettisoned containers while they return to a station to board a dedicated industrial transport ship. Such vessels are capable of carrying tens of thousands of cubic meters of material, permitting the miner to stay in space longer in the asteroid fields.

### **9.7 WHAT DO I DO WITH THE ORE THAT I MINE?**

Ore can be sold directly on the market for a quick profit. However, the enterprising miner will want to enhance the value of his efforts by refining his ore into its constituent minerals. The minerals can be sold on the market just like the ore, but they can also be used to build new modules, ammunition or even starships with the right skills. As the miner's skill improves he will be able to get more value for the time spent in the asteroid fields.

### **9.8 HOW DOES REFINING WORK?**

Refining is the process of extracting valuable minerals from raw asteroid ore. Each type of ore has different composition in regards to what minerals it will yield when refined. The more skilled the character, the fewer minerals will be wasted in the refining process, leaving him with more for sale or production.



## 10 TRADING

You can buy most things that you need on the in-game market. You can either search directly for an item by typing in the name in the search box, or you can browse all items that are available (in the current station, system or region) by clicking on the 'Browse' tab. Once you have found the items you wish to buy it is a simple process to set up your own order to purchase the items. You can easily set your own order based off the offers you see or you can customize it yourself to try to acquire them a little cheaper.



There are also unscrupulous pilots in New Eden and they often attempt to scam players with offers that seem too good to be true. These take many forms, but common scams are: trades for cheap faction ships made in direct trade windows where the ship turns out to be a normal model; offers to double or triple an ISK donation (usually advertised in chat channels), but the ISK is just taken and not paid out; recruitment scams where a demand for ISK will be made as a joining fee for a corporation, or on the brink of joining a corporation, you'd be asked to contract all your ships or assets to a corporation member so that they can move them down to a null-sec base, but they'll be stolen. There are many others but unlike other contemporary MMO titles, if a scam takes place within the game mechanics, it is permitted. So it is up to the individual player to use common sense and be wary of an offer that seems too good to be true.

### 10.1 HOW DO I KNOW WHICH ITEMS TO BUY?

You will need to buy items from the market as you require them. Probably starting out with the skill books that you haven't been given in the tutorial missions, but you need to be able to progress in the game. If you want to fly certain types of ship, use certain kinds of weapon system, upgrade your shields, start to use drones, refine ore that you have mined more efficiently or any number of other things, you'll need the skills to do it. Then you'll want to look at buying a bigger or better ship and equip it with the best equipment that you can afford.

## **10.2 ARE THE PRICES ON THE MARKET SET OR DO THEY FLUCTUATE AT ALL?**

The prices are not fixed although certain items that are available in virtually all systems will have prices which do not vary by much. The market and economy in EVE Online is almost entirely player driven (with a few exceptions) and so the market prices will often be different from region to region. With some items that are only built by players, they alone dictate the price and will charge what the market will bear. In some cases certain rare ship blueprints that have been obtained by a player owned corporation will result in that corporation having a virtual monopoly in that ship type. Also, the further away from the central high security areas, the more expensive items will become due to the costs involved in either manufacturing them or transporting them. So, as you can imagine, the EVE economy is very complex and many characters have become wealthy beyond the dreams of avarice due to speculation, well-chosen trading routes and hard work.

## **10.3 WHAT IS A PLAYER-DRIVEN MARKET AND HOW DOES IT WORK?**

The players dictate, in many cases, the price of a commodity, what quantity will be available in a given region or even if it'll be available. Some harder to obtain items may all be purchased by players and then held back for sale at a later date for a higher price. Speculation on certain items, tight control of other and the simple mechanic of supply and demand are virtually all dictated by the players and it is this that drives the economy.

## **10.4 IS THERE A WAY TO BUY SOMETHING WITHOUT USING THE MARKET?**

There are two other ways to buy items outside the market; direct trades and contracts. A direct trade is an exchange of items with another player that takes place while docked in a station. One player will open a trade window and place the item to be bought inside; the buyer then enters the cost of the item and then the trade can be completed. A contract can be set up (for a fee) between characters, a character and a corporation or a character and an alliance. Buying and selling items is only one use for the contract system and they can be useful for a variety of other purposes.

## **10.5 WHAT CAN I USE CONTRACTS FOR?**

Contracts can be used to buy and sell anything at all, but are particularly useful for trading items that do not appear on the market. These can include certain modules that can be fitted to ships and various other items that are hard to obtain. They can also be used to exchange items between players in virtually any quantity for one contract payment (it costs 10,000 ISK to create a contract). So if you want to send another pilot 1 shuttle, 50,000 units of a mineral or 20 battleships (together with all the weapons, modules and ammunition), then this is the way to do it. Courier contracts are used by many trading characters to have their goods moved from system to system when they cannot or do not want to undertake the trip themselves. They will set up a contract and another player will move the goods for them for a set payment. Often players will specialize in this work and have massive freighters to haul large quantities of items at once.

# 11 INDUSTRY

Industry in EVE Online is an activity similar to “crafting” in other online titles, but that is only scratching the surface. Almost everything you find in EVE Online being used by other players was built by other players. From simple turrets and ammunition, to massive starships and deep space outposts; they are all built by the EVE Online players themselves. The endless wars and conflicts in New Eden also ensure that there is a never ending demand for new ships, weapons and other hardware.

## 11.1 WHAT DO I NEED TO MANUFACTURE ITEMS?

At the most basic level a pilot will only need the most basic skills, minerals and blueprints to start their industrial empire. Minerals can be bought on the market or acquired via mining. Blueprints for common, low-tech assets can be acquired from the market for a very modest sum of ISK. A clever pilot can turn even these modest blueprints into profit.

## 11.2 WHICH ITEMS CAN I MANUFACTURE?

It's possible to build virtually everything that appears in the game. Most of the modules and ships you find within EVE Online were built by other pilots. Due to the system of risk versus reward in EVE, most prefer to make use of ships and assets that are affordable and easily replaceable. This creates the perfect circumstances for a booming industrial sector of EVE Online, unmatched by any current contemporary online title. From the humble Punisher class frigate to the mighty Avatar class titan, they are all exclusively built by enterprising pilots.

## 11.3 HOW DOES MANUFACTURING WORK?

Manufacturing is done in stations or specialized starbase structures owned by player run corporations. A pilot obtains the appropriate blueprints, gathers the necessary materials and rents a production line at the station where he is docked or the starbase structure where he is located. Their skills will determine how efficient the production is and how quickly the items can be produced that they are building. Production time can take anywhere from mere minutes for simple or cheap items such as ammunition, to weeks or months for massive construction projects such as capital class starships.

## 11.4 HOW DO I KNOW WHICH ITEMS TO MANUFACTURE?

Someone who is manufacturing for profit will need to keep a close eye on the New Eden regional markets and contract system. They can see which modules or ships are profitable and locate the systems in which a profit can be made. The business oriented pilot will find plenty of opportunity to make profit from their manufacturing ventures. A pilot supplying his corporation or alliance with resources simply needs to know what his allies require and then he can go about procuring them.

## 11.5 CAN I GET BLUEPRINTS WITHOUT BUYING THEM? WHERE DO I FIND THEM?

Blueprints for most common and low tech assets can be acquired for a nominal fee on the markets of New Eden from NPC run corporations. Gaining access to blueprints for more advanced ships and modules is more involved, requiring extensive research into existing and cheaper blueprints. Gaining blueprints for faction specific modules or ships will require a lot of legwork for that faction, or simply hunting their high ranking members and officers through the cold void of space.



## 11.6 ADVANCED INDUSTRY

The technology of EVE Online is split into tech levels. At its most basic, ships and modules are considered to be Tech I. Tech I ships and modules are the mainstay of the fleets and operations of pilots throughout EVE. Tech II ships and modules are more advanced and specialized than their Tech I counterparts. Those who have the ISK available can find that Tech II equipment gives them a considerable advantage in some situations. But the technology does not come cheap and may be hard to replace. Characters reporting in from the depths of wormhole space have brought with them even more advanced technology; the highly modular Tech III. Pilots looking to exploit these highly advanced technologies will have to invest a lot into both science and industry skills.

There is also production and material extracting to be done on planets; sometimes requiring freighting material from planet to planet, or system to system, and careful surveying for profitable spots to exploit natural resources. Building these advanced ships and modules will take a lot of skill training and perseverance, but the potential profits will outweigh these concerns in the long run.



## 12 EXPLORATION

Exploration is the process of using advanced sensor equipment to locate items or areas of interest in space. This can include sites of ancient civilizations, pirate stashes, hard to reach asteroid fields, and many other exciting places. Some of the rarer and more advanced technologies can only be built with materials gained from exploration expeditions.

### 12.1 HOW DO I FIND EXPLORATION CONTENT IN EVE?

You need to scan down exploration sites in space by using the Sensor Overlay or probes, which will give you the coordinates of the site which you can warp to in your space ship. Your ship comes with a sensor overlay that can find the simplest exploration sites. But to find more complex sites you need to use scan probes. It is also recommended that you go through the Exploration career missions to get acquainted with this system, see the 'Help in Space' section of this FAQ for more information on Career Agents.

### 12.2 WHAT DO I NEED TO FIND HIDDEN CONTENT?

You will need to acquire a Core Probe Launcher module for your ship and Core Scanner Probes to use with it. Module and probes can be acquired through the market or contract system in the game.

### 12.3 I FOUND AN UNSTABLE WORMHOLE. WHERE DOES IT LEAD TO?

Sometimes you may stumble upon an Unstable Wormhole while scanning for exploration sites. These can lead to special systems called wormhole systems, or they can send you to a random normal system in known space. You can travel vast distances via wormholes, but they are also very unpredictable and can collapse or spawn at any moment. You need to be very careful when venturing through them, since they can collapse behind you and leave you stranded in a dangerous and far-away place.

### 12.4 WHAT'S IN WORMHOLE SPACE?

Wormhole systems are exotic systems located outside of known space that have different properties than normal systems. They may affect the attributes of your ship in a certain way, and communication in them is more difficult than elsewhere as advanced communication systems (such as system-wide chat channels) have not been set up in them. You can also find strange and exotic exploration sites in these systems, which may contain the mysterious entities known as Sleepers. It is advisable to stay well away from an encounter with the Sleepers unless you are very experienced at combat.

# 13 FACTIONAL WARFARE

The four factions that make up the core of secure space are not all friendly towards each other. The Gallente Federation and the Caldari State have been at war to some degree ever since the Caldari State split away from the Federation nearly two centuries ago. The Amarr Empire has been fighting and skirmishing with the Minmatar Republic and its freedom fighters ever since the Minmatar broke out of slavery many years ago.

The Militias are pilots that fight for their chosen faction. A pilot must have neutral standings or greater with the faction for which they wish to fight, but otherwise there are no other restrictions. A Minmatar pilot may earn favour with their former Amarrian masters and join the Amarrian militia, if he so wishes! Factional warfare in EVE Online is the ongoing war between these factions, which intrepid pilots can join in for rich rewards and glory.

## 13.1 HOW DO I JOIN THE MILITIA?

A pilot requires a minimum level of trust from the faction they wish to join before they can sign up. Once these minimums are met, it is as simple as docking up at one of their stations and making the request.

The four militias are listed below and a pilot can apply to join at any of their stations.

- » Amarr Empire: 24th Imperial Crusade
- » Caldari State: State Protectorate
- » Gallente Federation: Federal Defense Union
- » Minmatar Republic: Tribal Liberation Force'

## 13.2 WHAT REWARDS CAN I EXPECT FROM PARTICIPATING?

The factions lavish rewards upon their most loyal pilots. Blueprints for some of the more powerful faction made starships can only be acquired through participation in factional warfare. Many other faction made items can also be acquired more cheaply through the militia's loyalty point store.





## SERVICES AND GENERAL INFORMATION

### WHAT ARE THE SYSTEM REQUIREMENTS?

The current system requirements can be found here:

[community.eveonline.com/support](http://community.eveonline.com/support)

### I HAVE SOME QUESTIONS ABOUT THE GAME, WHERE CAN I ASK?

You can contact a Game Master by filing a support ticket in-game via the 'Help' button on the NeoCom (F12) using the 'EVE Support > Create New Support Ticket' option, or from the EVE Online [website](http://community.eveonline.com/support). You can also contact us directly by e-mail, [support@eveonline.com](mailto:support@eveonline.com). Our experienced customer support representatives will be more than happy to assist with any of your inquiries.

Please note that there is no telephone or other support available and the GMs can only be contacted via the support ticket system.

### DOES THIS GAME HAVE DOWNTIME?

Yes, EVE Online has a daily downtime of 30 minutes which starts at 11:00 UTC. Occasionally the downtime will last longer, if a patch is being deployed for example. In such case a message will be posted in advance on the EVE website and in the EVE launcher. If the downtime is going to be extended for a greater period, such as when an expansion is applied, then that information will also be made available well in advance.

### HOW MUCH DOES THIS GAME COST PER MONTH?

EVE Online costs \$14.95, €14.95 or £9.99 per month. But if you were to subscribe for a longer period, then the cost will drop; a 1 year subscription will cost the equivalent of \$10.95, €10.95 or £7.50 per month for example. More on the subscription costs (and costs in other currencies) can be found here:

[community.eveonline.com/support](http://community.eveonline.com/support)



## WHAT IS A PLEX AND HOW DO I USE IT?

PLEX stands for 30 day Pilot License Extension and is another way to pay for your EVE Online subscription. They can also be bought and sold on the in-game market which is one way to add more ISK to your wallet if you need some in a hurry and don't have the time to earn it by gameplay.

You can **buy PLEX** from the EVE Online website (and from authorized resellers), sell it in-game and then spend the ISK that you make. The player who buys the PLEX can then use it to add 30 days to their subscription. This system works well for all types of players; some have a lot of ISK in-game and can therefore use that virtual currency that they've earned to pay for their game time. Some have less time to play the game, but would still like to have the ISK to buy bigger, better ships and modules, so they can buy PLEX and use the ISK from the sale to get themselves the items that they want. More on the PLEX system can be found on our website:

[community.eveonline.com/support](http://community.eveonline.com/support)





# EVE IN-GAME UI

IN STATION >>

NeoCom

Station Services

Training Queue

The screenshot displays the EVE Online in-game UI. On the left, a vertical menu titled 'NeoCom' lists various functions: NeoCom Menu, Character Sheet, Chat Windows, Inventory, People and Places, Mail, Fitting, Market, Science & Industry, Corporation, Map, Assets, Wallet, Journal, Tutorials, Help, and ISIS. A 'Training Queue' label points to the 'Inventory' icon. On the right, a 'Station Services' panel lists 14 services, each with a numbered icon: Station Owner (1), Undock (2), LP Store (3), Insurance (4), Militia Office (5), Bounty Office (6), Science & Industry (7), Fitting Window (8), Market (9), Reprocessing Plant (10), Repairshop (11), Medical (12), Recustomization (13), and Noble Exchange (14). The background shows a large, circular, metallic structure in space.

NeoCom Menu

Character Sheet

Chat Windows

Inventory

People and Places

Mail

Fitting

Market

Science & Industry

Corporation

Map

Assets

Wallet

Journal

Tutorials

Help

ISIS

Station Services

Station Owner 1

Undock 2

LP Store 3

Insurance 4

Militia Office 5

Bounty Office 6

Science & Industry 7

Fitting Window 8

Market 9

Reprocessing Plant 10

Repairshop 11

Medical 12

Recustomization 13

Noble Exchange 14

[Here](#) you can find more information about the UI and related functions



# EVE IN-GAME UI

IN SPACE >>

NeoCom

Overview

The screenshot shows the EVE Online interface during a mission. The central view is a 3D space scene with a large orange nebula and a bright star. A yellow line indicates a flight path towards a target. Various UI elements are overlaid on the scene:

- Top Left:** A vertical sidebar containing:
  - Combat Timers
  - System Information
  - Autopilot
  - Factional Warfare Stats
- Top Right:** A panel showing:
  - Locked Targets (three circular icons)
  - Selected Item (a detailed view of a selected object)
- Bottom Left:** A Chat Window with a list of channels and a text input area. Labels point to:
  - Font Size
  - Channel Settings
  - Member List
  - Chat Window
- Bottom Center:** The HUD (Heads-Up Display) with a circular tactical overlay. Numbers 1 through 10 point to specific HUD elements:
  - Tactical Overlay
  - Reset Camera
  - Cargo
  - Scanner
  - Autopilot
  - Safety
  - Hit Points
  - Capacitor
  - Overheat
  - Speed
- Right Side:** A large Overview window showing a list of objects in the system, including ships, stations, and planets. A label points to a "Large NPC Ship".
- Bottom Right:** A Drone Window showing details of the player's drone.

Chat Window

HUD



Please note that CCP is not able to update this guide as frequently as it updates EVE Online, so some parts of the document might be out of date from time to time (the date of this version of the guide is here below). CCP plans to update this guide at least annually, but in the interim, we encourage you to visit [community.eveonline.com](http://community.eveonline.com) for information about the latest features and patches and to review the [End User License Agreement](#) regarding the effect of updates and new releases.