EVE Online

Company: CCP
Age Range: 13+

Overview
EveOnline is centered around “New Eden,” outer space in the distant future. Players are pilots of their own spaceships and can specialize in a myriad of skills. While “corporations” are encouraged (these are groups or guilds that come together for a common goal/purpose), one can choose to play alone as well. Eve has been called complex and has a steep learning curve, however, by specializing and training in a single area, one can get in and explore almost immediately. It is rated T for Teen because of the potential violence that may be encountered.

What you’ll need to get started

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First Steps
Go to EveOnline.com. Click the “Try Eve for Free” button in the top right corner of the screen. Fill out the short form and download the client. You can watch the short intro video on the page while the client downloads. (Note: The client can take a while to install so if you have a meeting, course, or tour scheduled for EveOnline, you’ll want to do this ahead of time.)
**Viewer Interface**
The EVEOnline viewer interface is very complex. Once the avatar is created, there is a long series of orientation/training "missions" that you’ll be sent on. Each step will be explained in a text box in the lower right of the screen.

**The Avatar**
Starter avatars are human. After logging in for the first time, you’ll be prompted to choose a race, sub-race and gender. From here, you’ll be able to individualize your appearance—just click on each tab and then select from the offerings. Once done, click next and take your avatar profile pick (again, click on each tab and select the background, pose, and lighting). Once done with the avatar, you’ll “land” at your orientation point and be taken through a series of objectives (the objectives depend upon what you chose as your race and sub-race).

### Moving
EveOnline uses W,A,S,D for avatar movement.

Ships use right click and then choosing an action to move.

### Communicating
There are multiple channels for text chat.

You’ll be assigned an orientation “advisor”—a bot to guide you through.

### Getting Around
Jump gates are used to get between locations.

Right clicking and choosing to “jump” to a location or object will get you there.

**Moving**
While in avatar form, use W, A, S, & D keys to move your avatar. Double clicking in a location will also make your avatar walk to that location. “Grabbing” the screen by clicking and holding it down while moving the mouse will allow you to see around. Moving your ship requires right clicking on something (a ship, gate, or other location) and choosing from a menu. (The orientation missions will show you all the ways of moving around in the Eve universe.)
Communicating
Basic communication is handled via chat boxes. There can be multiple channels running at once. While training, you’ll have the beginner’s chat room open so you can ask questions or converse at any time.

Getting Around
EveOnline uses jump gates and other means of getting pilots between wide expanses of space. These are operated by right clicking and choosing from the menu. (The orientation missions will familiarize you more with using jumping and warping.)

Meeting People
EveOnline uses corporations as groups of people connected via a common goal—often these corporation will be made up of individuals of various specializations, coming together to form a cohesive team to go on missions, wage battles, etc. Simply use the search or ask in the chat about corporations that might be of interest. (Orientation covers this as well.)