1. INTRO

If you have not realized by now, EVE is a very addicting game. Some people like it for a short while and some people like it forever. This guide is written for the player that is going to be playing the game for longer then 3 months. Now if you don't plan on playing for 3 months or longer don't worry, there is still hope for you. Included with this guide are also the 7 newb guides for the perfect character and the ISK money making guide. I would advise following them to a point and really using the link for the character creation tool located at the bottom of the 7 newb guides (if you already made a character it would really benefit you to start over and make a new one). Character Attributes are critical...!
2. MY GROWING UP IN EVE

Just like everyone in the game I too had to start with nothing. Now, I did have 2 other friends that I played with for about 2 months but they got tired of the game and that left me all alone and with almost nothing to show for it. For months I played by myself and randomly caught other only baddies to mine, or NPC hunt with to try and make some isk. Nothing seemed to work. I would never afford a BS at this rate...! So after about 3 months of playing when I went back started using my friend's accounts. Now of course I had to pay for them since they were not playing, but it was worth it... I was addicted to EVE. So with the 3 accounts I managed to slowly get enough ISK to buy a battleship. Then a second until all 3 characters were in Battleships... and the ISK was rolling in quite quickly.

Now EVE has UPGRADES like every game and with this comes new ships and abilities. blah blah... To make a long story short I now have 4 EVE accounts (YES I pay for 4 accounts) and I play 4 accounts at the same time in EVE and make over 60 Million ISK and Hour (YES I HAVE A GOOD COMPUTER, BUT SOME PEOPLE USE 2 COMPUTERS). Now I know this is not and approach everyone can follow but it is definitely like I said for the EVE addict.

(MINING) When using my 4 accounts this is my setup. I have 2 characters in large mining Barges for Mining, 1 Character in Hauler for Hauling, And other Character in BS for Protection. I mine Crokite and Bisot, or Arkanor in 0.0 Space and mining ONLY these 3 don't waste your time on anything else. From Start you could train a new character to use a mining barge in about 3 months. Same goes for Gallente Haller 5, and a BS to tank the Rats in 0.0 space.

(HUNTING) For this you only need 3 Accounts. One heavy Killer in a BS (you fly him in first to get everyone Aggroed onto him), One Transferring Shield/Armor in a BS to the Killer, and one guy in Hauler to pick up ALL the loot. Most loot is normal but some is very expensive (10-30 Million ISK an Item). You refine the normal loot and Sell the expensive loots.

(AGENT MISSIONS) LVL 3 agent missions are the best but you can do LVL 4, you just have to be more careful, they are Harder. Now this is just the Same as Hunting on Kill missions, you get loot and Agent Rewards. On Hauling missions you just put everyone into a Hauler and move the stuff.

I Do any one of this like this you will easily make 60 million Isk and hour and Make a Billion ISK Fast. My personal best has been Mining is the Easiest and Fastest way to make the money!!!!!

3. HOW TO GET THE HINTS, TIPS, AND CHEATS IN EVE!

This is the easiest thing to do in EVE. Now if you want to get anywhere in EVE you must join a corporation. NOW picking the right CORP that is best for you is usually the hardest part. Many corps are hiring, so the best way to do is to ask around. I personal like corporations that are in ALLIANCES. This adds even more SECRETS to your knowledge bank. There is a CORP/ALLIANCE button on the right side of your eve menu. You can view all the Alliances by size. Once you find an alliance you like you
can then look at all the corp. members of the alliance. Then email the corp. over and over and over until the accept you. Or just choose another corp in that alliance. I would suggest a large corp. because they are well established and have a lot of powerful players such as myself that are willing to help new corp. members. I know I give ships, items, skills, and even ISK to help out new players.

Getting into a GREAT CORP is your BEST HELP. It well helps you far beyond what my manuals can do!

4. FIVE BEST TIPS

a. Get into a GOOD CORPORATION and don't be afraid to ask them for help!
b. Train all your LEARNING Skills to MAX and then all the ADVANCED skills to MAX.
c. Train your NAVIGATION Skills and LEARN about and USE all (BOOKMARKS/INSTAS).
d. Always BUY INSURANCE FOR your MAIN ships you are CURRENTLY flying.
e. Have fun... and remember it's only a game.

NOTE: Stick to type of character in Game. Don't make 1 character that can do everything unless you plan on spending 2 years in the game. If you want to PVP only train PVP stuff, IF you want to mine only Train Mining Stuff. Now you might think that is not practical.. but this is where the corporation and its members come together and to huge operations together!

EVE lover since Beta... Good Luck!

PART II - ISK Guide Book!!!

1. ISK MAKING GUIDE

Important, before I begin: This guide is based upon my personal opinion and experience, it might differ a bit from reality or your opinion, but then again this is what every player made guide is like.

Things id like to talk about:
Ways of making money
My opinion and aprox amount of profit / risk.

1. Mining
Mining is both the most common, and oldest form of making money. It basically
means getting a frigate, cruiser or battleship. and fitting mining lasers on
them. Mining is done frequently by having a few miners in asteroid belts (which
are found in nearly every system) fill up cans, and then have industrial class
ships pick up the ore left in the "jettison cans", this can also be done in
secure cans, however they only anchor in less secure systems. The reason secure
cans are being used is because of the fear of so called Ore thief's. They're
people in industrial ships that will come to your cans and take the stuff in
them, they cannot be shot or they will trigger concord (=police) response.
Usually the best mining ships are the ships with most gun slots (=most miners or
Mining Barges).

Frigates: The race here doesn't matter, usually frigate pilots will mine solo,
therefore cargo hold would be nice to have. for example, bantam, probe, imicus.
Cruiser: If you have time and money to spare for the skill I would recommend getting
the thorax, this ships got 2000 m3 drone space and 5 turret slots, so defence
and mining capability are at its best with drones and 5 lasers here, a vexor or
maller would be second choice, below that most ships will have near equal mining
ability. Battleships: Most battleships have enough turret slots to be a pretty
good miner (tempest and domi = 6, arma and mega = 7, apoc = 8 ) drone bays on
these ships are all fairly enough to keep defence at nominal levels. The best
ship is of course the apoc, but the 1 or 2 more slots it's got only insure a 12.5 or 25%
higher yield, which with skills isn't that much of a difference (especially if
it's the first battleship I would recommend the Armageddon since its half the price).
Mining Barges are a special skill made just for mining they are the best.

Mining can of course be done in different areas, I consider: 1.0 - 0.9, 0.8 -
0.5, 0.4 - 0.1, 0.0. of course location also means what minerals are available,
but ill keep it general (in practical terms one or 2 minerals will be missing in
each area because of the location/region the belt is located) (profits are
considering 1 indy and 1 battleship, solo):

1.0 - 0.9: These are some of the worst areas to mine in, these are often very
close to general traveling routes and will be mine by hordes of people and
strip-mined by mega corporations they'll contain scordite and veldspar most of
the time. also there are no pirates. expect several millions per hour

0.8 - 0.5: These belts are often mined unless you find one out of the normal
routes people have, I found a few totally unmined, this can be profitable.
Common minerals are veldspar, pyrox, scordite, plagio, and in the lower security
levels also omber (0.7) and kernite (0.5). Expect a few frigate pirates, but
nothing drones cant handle. also player pirates are not to be found in these
sectors. Profits are again several millions per hour, yet more then 0.9 and 1.0,
but at a slightly higher risk.

0.4 - 0.1: STAY OUT OF HERE unless in rather large groups, in my opinion this is
the domain of the real player pirates, expect to find descent ore, cruiser NPC
pirates, but worst of all player pirates, these are people usually working in
groups of 3 or so, they will first come in with one of them, he will scan you,
by this time you should already be at a station or even docked! If you plan to
mine here, in any kind of group smaller then your whole corporation watch local
with your life. profit can be around 2 - 3 mil per hour per person if it's mined
correctly. however against the risks I suggest going back to 0.5 - 0.8 for more
profit. or if you know how to run properly you can stay here. There are however
sentry guns at the stations so you're safe there.

0.0: lawless space, no sentries, a players will is the law here. You can be
killed without any security hit. However in my experience as long as the refinery and your mining spot are close to each other there is not that much risks from player compared to immense rewards. Expect 10 - 20 million per hour or sometimes even more. The NPC’s are very powerful and 1 or 2 battleship sized defenders are a must (or park your own tanked battleship in a safe spot). If you’re on your own I recommend ninja mining, which basically means, get a ship that can run properly, park an indy at a safe spot in the system, and mine in the ship until you see pirates. Once you see them, run to a moon or your safe spot. Wait for about 10 minutes till your scanners clear and go back. Then once the can contains about the amount your indy can carry get your indy out of its safe spot and make it grab the stuff also bookmaking your mining asteroid is a good idea so you won’t have to travel much.

My own favourite: 0.0 space, if you’re in a good alliance, have a good group and don’t have 2 many player pirates around this is the nr 1 way to make money, however it’s only for the people with nerves of steel and people that live with the knowledge they could lose a ship daily.

For anyone that does not have this and people that are simply not ready for it yet I would recommend 0.8 - 0.5, that is if you can find a descent system.

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2. Agent missions

Agent missions at the moment are one of the safest and most boring way to make money. To start you need to climb up from a lvl 1 agent to a lvl 2 agent to a lvl 3 agent. This can take several days.

The 3 levels all contain a different difficulty, lvl 1 is very easy and can with ease be done in frigates, level 2 can be done in frigates but is hard. At level 3 either a battleship or a cruiser and industrial are a must. Of course each higher level will give bigger rewards. An agents effective quality will show the height of its rewards, this can be raised by standing and by certain social skills. (so can the standing with the connection skill by the way) I’d say agent are for people that like to watch television while playing and can’t find a good belt to mine in, and for people that are starting the game and need their first frigate to cruiser and wish to do this solo.

There are 2 different classes of agents, Research and development and regular agents.

Research and development agents will only give out rare blueprints, and are based purely on luck, no matter what you do, it will always be a lottery, I myself have had an agent for nearly 180 days and still nothing, others had 3 blueprints in a row. If you manage to get a blueprint you can make several (im serious) billions selling these items overpriced (but heck you’re nearly the only one with the print….). In my opinion its not balanced out at all because CCP bases some richness on what is nearly pure luck. I’d recommend people get 1 RD agent for the sake of it, but its not a reliable way of making money. Oh
yeah, and to increase the amount of Research points (RP) you don't have to do anything, but by doing missions you can sometimes double or triple the daily amount (get 200 instead of 100 once).

Regular agents: They are also based on luck, and the only big profit to be made with them is by selling the basic implants (whom give a +3 to a certain attribute) for 12 - 15 million a pop. If you're lucky you can get one every 10 missions, I think the average is about 30 missions. But again this is based on pure luck, you can only get implants during important missions, which are pretty rare. You need a level 3 agent with 6.0 standing (at least) to get implants though, so don't expect to start of with them, it requires some work. The rewards per missions are around 150,000 isk a pop, which is not much so I wouldn't go for that. There are tech 2 building components to get and sell though. I have no idea how much this can make you extra per hour but it doesn't exceed mining or NPC hunting unless you're lucky. (this is what agents are based on though).

You can direct the type of missions you'll get a bit by picking the right corporations and the right part of this corp. For example, security in Caldari Navy will likely get you fighting missions, however you will still get some gun shipments, so keep that indy ready. What I often do is have 3 level 3 agent in the same station, so I can take all 3 missions at once and complete 3 missions where other complete one.

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3. NPC hunting/chaining

Quite profitable, try and take your abilities to the max because the higher the more money. The most important thing here is to know your limits, don't try to take on spawns that are a lot higher then your own ship and ability, if you get killed this will ruin your profits for some time. Its better to take pirates a bit below your ability then take them to high, also chaining will mean they'll instantly respawn, if you had any difficulty in the original spawn that problem might get duplicated when they spawn right after they die.

Commonly chaining is the best way for making money, however some voices say this will be removed in the future, still I will discuss the basics:

First you skim through belts trying to find one that suits your own power, then you'll have to kill the entire spawn except for one pirate, this should be the weakest one, let him attack you constantly and don't let him get away. At first nothing will happen but after some time (can be anything from 5 minutes to an hour for the first respawn) the whole spawn will respawn, again you kill all but the one circling you, then after that it should respawn faster and faster and faster, until it will be nearly instant (right after you kill one he'll be back).

You need to experiment for yourself what chains suit you, and sometimes you will have to learn the painful way, but eventually you'll get good at it, or ask corp mates for advice about your abilities.
Another way would be going to a base, this is hard at first because there can be upto 30 pirates at once, but there usually only a few spawnpoints, and them spamming one at a time at a slow rate (this rate cannot be increased). The biggest prize often comes in the lootcans the ships drop, but can also be their bounties, usually you alone will be enough to chain, unless you're going to chain battleship pirates (0.0 space) then you might need a group, idd also recommend shield transfer arrays for everyone in this case (with 4 medium arrays at one ship hell be invincible compared to the enemies, even if its the heaviest npc battleships). Profits killing npcs bs's aren't that high because of the group split, but sometimes the loot is very rewarding.

npc hunting is profitable but it is risky and knowing your own limits its a must. "exploits ": I wouldn't call it an exploit but officially chaining is one, cant get banned for it though.

Another one is when fighting heavy gurista's, hide behind an asteroid, since they're using missiles the missiles will not hit you, and since gurista's like blasters, a big rock can hold them far enough not to use them.

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4. Trade runs

A friend of mine used to make 100s of mils a day with them, but now that's no longer possible, its useful for noobs but I wouldn't suggest doing it if your any kind of age, I haven't done any recently myself and if anyone can send me some trade runs to prove me wrong ill reward this with a small isk donation, ill also expand this part of the tutorial if I get more info. ... until that time I cant really tell much about trade runs because I lack recent experience, I can however explain the basics:

You need an indy or another ship with descent cargo, find a place where something is sold cheap, then try sell it at a higher price somewhere else, it requires a lot of planning and research and is therefore time-intensive to start with. but there is the autopilot once that's all done. "exploits ": This used to be a famous one, put up a large sell order for a "low" price, and a buy order (with an alt) somewhere else (a bit far out) once someone bought the stuff cancel the buy order and the money is all yours. ... this is harder nowadays though, and finding an item suited for this is hard on its own.
5. Pirating / scamming, and everything else god has forbidden:

This generally means letting other people make money, and you take it away from them the "easy" way, this includes scamming, pirating, gatecamping, etc.

Scamming:
One of my personal favourites. I'm not going to go into details about how I do it, but let's say I didn't exactly mine for that raven of mine. This basically means using the stupidity of others, I will tell you people some old scams though so you might think of your own way.

Selling shuttles for 10 million a piece, selling minerals for ridiculous prices, putting a condor named scorpion in the trade window (they used to look a like), etc.

Scamming is commonly done with alts, but this no longer works because people know alts are being used and won't buy from them nowadays. Scammers can however expect to become outcasts and can expect to no longer be appreciated if this gets known to others. It can definitely be the most profitable thing to do, but it will get you on more blacklists than pirating itself will.

Ore theft:
Now I have to admit prior to making this guide I wanted to know what it was like, so I trained an alt to fly a small basic indy, within 2 days I was on the KOS (kill on sight) lists of at least 3 alliances. This is the most hated profession in the game, it makes about twice the profit mining normally does. You just basically get an indy, sit in 0.5 and grab the unsecured cans of poor miners (they can't attack without police response as of yet). Sometimes they will attack you, with a nice explosion as a reward.

Pirating:
Now the real forms of pirating would of course be killing miners/npc hunters and camping gates, most people see pirates attacking alliances, but I consider these people to be space Vikings not real pirates (m00 for instance). This profession can be among the most profitable around, if you're lucky (and any good) you can have people ejecting from their battleships to save their pods, and you can collect an easy 30 million from most smart pilots that desire to live. Unlike what most people think pirating is commonly done in 0.1 - 0.4, not 0.0, 0.0 is usually filled with groups of people, this usually ends up in a fleet battle, and not a fast miner holdup. To start the way of pirating described here you used to only need a blackbird, but since the nerf you need a little more, you also need to make sure friends are not too close, and you need to put pressure on people. However blowing them up is not much profit so negotiation is a must.

Corp Theft:
Among these are the most famous, hated and richest people in eve. It means betraying friends you've been with for months, and often means being hunted till the end of the world. Some examples of these are agent shield (who corp theft after his corp let a corp thief join, dual corp theft). and Fallzone (who stole
PART III – Seven Must Have Tips, Hints, and Cheats Guide Books!!!

1. PvP/FIGHTER CHARACTER CREATION GUIDE

Making a good balanced combat character is probably the hardest character type in the game. It requires so many different skill trees that it will take a long time to put an accomplished one together. In this guide I will discuss the creation of the basis for a long-term combat character.

A good combat character will have Skills in most of the following trees:

* Electronics:- necessary for scramblers, disruptors and CPU increase and CPU use savings
* Engineering:- necessary for shields, amour, Power increase and Power use savings
* Navigation:- necessary for speed and agility
* Gunnery:- sorta speaks for itself really
* Missiles:- as above
* Ship Command:- necessary for use of different ships for different situations
* Mechanic:- necessary for hull upgrades and repair systems
* Learning:- necessary for attribute increases
This is far more than any other character build and the obvious comment is "damn, that is going to take a long time and cost a lot of isk". There are a few shortcuts however. The first obvious one is the Mechanic skill. This is a skill that a combat pilot should have as it opens the door to self repair modules for hull and amour. This ability will make a combat character much more viable as repair costs at stations are astronomical. The mechanic skill can be acquired at character creation in one of three ways.

1-Create any Minmatar Sebiestor character.
2-Choose Military School->Gunnery->Advanced Gunnery->Gunsmith (best option)
3-Choose Tech School->Industry->

If, however, none of these are the character choices you want to make, then buy the Mechanic skill as soon as you can afford it, but be warned, prices vary drastically and can reach 400k+ which is a bit expensive and is not far short of the cost of the top combat frigates. Going to Tech school and choosing Industry may be a strange way to start building a combat character, but it does provide you with the mechanic and engineering skills that become valuable almost immediately. Besides which, a good combat character has four high attributes and so will also be a very good all round character, able to turn his hand to most other professions without much problem. A low charisma score will however always leave the combat character at a disadvantage when it comes to social skills, but who needs good diplomacy when you have your enemy on the receiving of that 650mm artillery cannon ;)

The second shortcut is to do with the Learning skills.

The presumed main skills for combat are Gunnery and Missiles and these require Per and Will. However, Electronics and Engineering are just as important and these require Int and Mem. It is obvious that the combat pilot needs high scores in four different attributes. Now since skill-training times are directly dependent on attribute scores, this poses us a bit of a problem. The solution is the Learning skill tree as time invested here can reap huge rewards in all your other training times. I would suggest building a character with at least 10-12 Mem to start with, an even spread between Int, Will and Per and as low a Cha as possible. Make one of your first skill purchases Instant Recall and bump it up to level 3 or 4 as fast as possible. This increases memory and so decreases all the Learning skill-training times. Follow it with Analytical Mind to improve Int and then Iron Will for Will and Spatial Awareness for Per. Doing it this way it is possible to add 3 points to all your attributes in a few days and 4 points in less than two weeks. This will significantly decrease all your subsequent skill-training times. The Learning skill can be used as well but the training time benefits are not as significant as with attribute increases until your attributes reach at least 15, or your attribute learning skills have reached level 3 or 4 or possibly 5.

Other important skills for early on are Navigation for extra speed, Afterburners for even more speed, Electronics to increase CPU, Engineering to increase Powercore and Warp Drive Operation to reduce cap need for warping. Even a few (2 or 3) levels in each of these can make a big difference to your combat effectiveness. As your combat character grows you can add more skills in Gunnery to suit the weapons you would like to use, skills in Missiles for the missiles you would like to use and skills in Engineering and Electronics for shield, amour, scramblers and ECM devices.
The Electronics skill tree is geared towards sensor use, scrambler use, reducing CPU need and increasing CPU capacity. A popular Electronics selection is Propulsion Jamming. This requires Electronics level3 and allows the use of Stasis Webifiers that slow down your target. Other popular modules that require Electronics are Warp Scramblers and Target Scramblers.

The Engineering skill tree is geared towards shield and amour use, reducing Power need and increasing Power capacity. A fully trained engineering tree is possibly the only way of avoiding the purchase of the mechanic skill. The benefits to shield and amour through the skills themselves and the modules that you can operate will probably reduce your repair bills to manageable levels.

On the Gunnery skill tree, buy and purchase your small turret skills early and then train the other gunnery skills as needed. Leave the medium turret until you can buy a cruiser and the large turret for when you can buy battleships. I do not think any frigate can carry a medium turret, and if it could you would have to strip off all your other modules to meet the power and cpu requirements.

Missile Launcher skills can be bought as and when necessary. If you want to launch long range attacks rather than engage in close quarters combat then this is the skill tree for you.

Weapon selection is a very personal choice and weapon loadouts are so varied that everyone will have pet loves and hates. Personally, I like the range and damage of a 150mm railgun but the activation costs and Power requirements are high. I also like the 200mm Autocannon for close range fighting.

In the really long term Genetic mutators, Cybernetic Implants and Boosters will become available. The skills to use these are all Science tree based and once again depend on Int and Mem for training. So our earlier investment in these attributes will pay off again here.

2. TRADE CHARACTER CREATION GUIDE

There are a few ways of creating a trading character, and this method should give you a very broad skill base for a trading-related career.

Remember that in EVE, the initial creation of your character really has very little to do with the final version of your character. The EVE skill system is so wide open that you are not pigeon-holed into a particular career path. Your initial selections here may only have a 5% impact on the final makeup of your character.

Also note that this guide was made in a late beta stage, so some items may change with time.
1) To start, go ahead and choose whatever race you wish. In an older beta version, the Ni-Kunni Amarr had a 25% bonus to NPC trading prices. It is unclear if that is still the case.

2) Morph your face into something you find interesting and then name your character

3) In point distribution, give yourself primarily Willpower and secondly Charisma, as it will affect NPC prices and skill training time that are trading-centric.

4) In ancestry, choose the most trade-centric one -- then for schooling, choose again the one that leads to the trading skills. Each race is different but I think it is always the "middle" school -- for Gallente it is the University of Caille.

5) For Department, choose business

6) For Field, choose Market Fundamental

7) For Specialty, choose Underhand Trade Practices. This will allow you to get Black Market Trading. It is always better to get as many skills at level 1 as possible so that you do not have to buy or find the skill packs.

3. MINING GUIDE

Mining in EVE Online is fairly simple, using menus to execute commands just like everything else. First, lets make sure your cargo hold is empty. Assuming you still have your starter frigate, cargo space is very frugal at the moment, so every unit of cargo space matters! Dump what you have at the nearest Starbase in your hanger.

Almost every system has 1+ asteroid fields, as you venture out into the low security systems you will note that many of the asteroid fields are plagued with pirates just waiting to pray on the happy-go-lucky miner (that would be you) warping into the area. You will have plenty of warnings before they actually start doing damage. First a threats box will appear, then how many ever ships are near you are listed in that box, a colored square next to their names. Yellow is ok, stay alert. Orange is a little severe and you may want to think about backing out, or at least finding another asteroid away from them. Flashing red indicates they have fired upon your vessel, and you should leave ASAP (unless you intend to fight the pirates and pick up some loot)

(Elizar's note: I would advise not going up against pirates in a starter frigate, usually only because pirates hunt in packs of 4+, you are no match for them alone.)

Usually though you will be mining in your start sector for the first few times, which thankfully are pirate free.
Let's talk about actually getting to an asteroid field. There are two ways to do so, both fairly simple. The first way is to locate a triangle somewhere in the star field around your ship, right click on it and warp to it. Triangles are EVE's universal map sign for an asteroid field. Another way is to locate the five horizontal lines near the name of the sector, right click on it and it brings up a menu of asteroid fields, starbases, stargates, planets, suns, etc. open the asteroids sub menu and choose an asteroid field to warp to from that menu. You will begin to see the asteroids racing towards you just as you drop out of warp; it is a beautiful sight of gray isn't it?

We have arrived to the asteroid field. There are several types of asteroids to choose from. Each name can be found out by right clicking on the asteroid and choosing the "show info" command. It will bring up a window stating the asteroids name, and other misc. facts. If you so choose to mine this particular asteroid simply right click it again and choose the target option (usually you must be within 15k of the 'roid to target, and 10k to mine). Once you have the asteroid targeted, and are within 10k of the asteroid you can now activate your mining laser(s). At this point I like to open my cargo hold and drag it to the upper right hand corner, just to watch the progress of the ore filling the cargo bay (as seen in picture one); now you can sit back, relax and watch the cargo bay fill with precious ore. If you intend to become a serious miner, you may want to look at investing into better mining lasers, and a more plentiful quantity for your ships turret slots.

Speaking of precious ore, and serious miners here is a more in-depth look at the asteroids, and the minerals they produce: There are many types of asteroids; many produce the same minerals, while on the other hand some asteroids only yield a certain mineral, or a better quantity of one. Minerals are extremely important for building starships, and other space faring equipment necessary to keep the galaxy go-round. Minerals are created by refining asteroid ore at Starbase refineries. Here are the current names of the asteroids and their bounty. Veldspar: usually only yielding Tritanium. Pyroxeres: yielding in different quantities Tritanium, Pyerite, Mexallon, and Noxcium. Scordite: yielding Tritanium and Pyerite, usually more Tritanium. Plagioclase: Yielding Tritanium, Pyerite, and Mexallon. Those are your basic large gray asteroids. The following are much smaller, rarer to find, and can make you a lot of money when sold. Omber: yields Tritanium and Isogen. Kernite: yields Tritanium, Mexallon, and Isogen. Jaspet: yields Tritanium, Pyerite, Mexallon, and Noxcium. Dark Ochre: Yields Tritanium, Noxcium, and Zydrine. Hemophrite: yields Tritanium, Isogen, and Noxcium. Spodumain: yields Tritanium, Pyrite, and Megacyte. Crokite: yields Tritanium, Noxcium, and Zydrine. Hedbergite: yields Isogen, and Noxcium. Bistot: yields Pyerite, Zydrine, and Megacyte. Gneiss: yields Tritanium, Mexallon, Isogen, and Zydrine. Arkarnor: yields Tritanium, Zydrine, and Megacyte.

Those are all of the current asteroids and mineral yields to this date.

So now that we have that out of the way, let's turn back to our mining job. Our cargo hold is now full to the max with an ore. Now ferry your load back to a Starbase (Elizar's Note: I recommend book marking a Starbase in a sector and only mine in that system for a while, traveling back to the same Starbase so all of your ore and materials are at one hanger in one base. You cannot access your materials on Starbase A from Starbase B). Assuming we have docked now, unload your ore into the 'items window' (which is actually your personal Starbase hanger). Once your cargo hold is unloaded, undock and go mining again. Once you have amassed enough units of the same type of ore into your hanger you may now
use the Starbase refinery to refine your ore into minerals. Note: The minimum number of units needed to refine a type of ore vary according to the ore type that you are mining. You do not have to pay the base for using the facility, but the base will take out some of the minerals you create. You also should have a skill for refining. You should work on increasing that immediately as it increases the yield of minerals you get back. Observe screen two for the refinery process. After you are done refining you can use those minerals to put towards building something, sell them via the market, or stash them away for safe keeping for yourself, or your corporation. This my friend, has been mining 101.

Earlier I had mentioned that if you intend to be a serious miner (the bulk of your online time) you might want to invest replacing that gatling gun with a second mining laser, it mines twice as faster, and so you get the job done quicker. And with the whole long ferrying back to base process mining can take some time. Which is another reason why you should (when getting a new ship is possible) look for a ship with many high-powered turret slots. You will not want a missile ship at all, be sure to read ship info bars, and check the stats, see what kind of cargo hold they have, how fast they can go, and how many high powered turret slots are available. If you have basic mechanical skills you may want to look into investing in a skill called "Hull Upgrades" this allows you to use things to upgrade the physical aspect of your ship, for example cargo expanders which expand the maximum amount of cargo space by 5%.

Notes with the Market: The rest of the EVE community relies on you, the miners to supply them with the building blocks to so many advanced technologies. And vise versa, so many people will see the quality and riches of becoming a miner and so it is your job to make sure you are the better miner. How can one be a better miner? Know more then they do, be more polite, and fill orders. Lets start with know more then they do: This is an sketchy situation, if you are a freelance miner you should reach out to the fringe of space and do some recon first, find a good unprotected roid field (or blast away pirates to make it unprotected) where nobody else is, and keep your mouth shut, book mark the field, do as much mining as you can implementing the techniques above with better mining lasers, more mining lasers, a fast ship, and large cargo holds/with expanders (some times you cant have it all though...you must decide which you can sacrifice) and make money selling the valued asteroids, remember if you out on the fringe of space more then likely sine its a higher threat to you there will be more money making asteroids (possibly even new types of asteroids not yet introduced we do not know about) If your in a corporation, I would think about leading a mining expedition fleet, and sharing what you have found with your corp. members. Be Polite: If your a freelancer, or the minerals you yield are not going to the corporation and are meant for outside use, get a group of contacts with other major corporations, visit their websites ask if you can supply them with minerals, tell them you can deliver on (which ever minerals you have) ask them where their nearest Starbase is, and if they want to pay you extra you can ferry it over to them; never just leave minerals for them with out telling them where, or why. If you're not the social polite kind of guy, fill mineral request orders via the advanced market. But still, be polite. If someone puts in an order for 4000 units of Pyrite, some people will sell him maybe 15,24,67 units of pyrite and those small numbers will be scattered on the other side of the galaxy, making it extremely incontinent for that person to get, one day he may get fed up and find a private contractor (and hey, that could be you) to supply him with all his mineral needs. So at all times possible fill full orders if the guy wants 4000 and you only have 2000, go out and mine more, there is an 85% chance his order wont be filled yet. We cant really say a lot more
about advanced mining techniques, but when we do find out more you can be sure EVE Gate will have it first!

4. BASIC STRIP MINING TECHNIQUES

Strip Mining as the combination between "Speed(MINING 5) & Hive Mining(Drones)" & cargo-ferrying.

First, a primer.
The process of "Strip-Mining" is integral to any mass-mining operation. As Nyoshul Khenpo, Head of Mining of IAM states, "All mining is only as fast as your fastest miner." This wisdom is golden.

The Team. (What jobs make up a Strip-Operation)

No matter how big your fleet is, the actual miner in a "Strip Mining Operation" is always in a Frigate or the smaller ship of your operation. (I.E if you have industrials hauling, use your cruisers to mine)....this is CRUCIAL.

The smallest ship(s) will jettison cargo containers small enough to be transferred in entire loads into a book-mark-warped cruiser....such a thing allows the cruiser to simply click-drag and warp back to station...a process of less than 3 min from station to station.

The Size-Scale. (Hauling ships per mining ships)

Use one cruiser for every 2 mining frigs 1 Cruiser, 1 Frig for every 3 mining frigs 2 cruisers for every 4 mining frigs and so on (adding 1 hauling frig for every odd number of mining frigs)

What makes a...... ?(Job Pre-Req)

-A mining ship must have "Mining 5" "Drones", and "Mining Drone Operation"....We suggest Probes... since at "Minmatar Frig 4" A Probe Carries 315 units...(more than most other frigs)

The whole purpose of the mining frig is to mine as fast as possible.

Each Mining-Frig Group should have a leader.

This Leader consolidates all of the cargo containers into 1 single container... BUT DOES NOT COMBINE THE MINERALS....just let the small batches stay separate this assists in dragging the smaller batches out into the haulers.

Too many containers will cause so much lag you will puke.
Be kind to your self, get a "leader," this is a position of friendly manner, no mining frig "leader" is your boss....but being gracious to him/her for helping
in such a way is customary....in times of conflict the leader may be looked to
to usher ships back to station...if in the off time no cruiser is immediately
available....

(War Craft 3 fans could look to the Mining Leader as the Town Bell that rings
the peasant/peons into safety....but doesn't command, just shepherd, mining is
hard enough without having dicks barking orders at you)

-A Hauling ship should be bigger than a mining ship. So far we use Scythes (a
logical jump from our Probes, and an ability to then hand down our Probes to
newer miners...) The Scythe can hold SIX cargo expanders...such a thing makes
them slow as all hell, but much better than their original conception.

-Hauling ships must use well timed Book Marks...When first jumping into the
system... go to the CENTER of the field and "Add New Book Mark".... such a thing
will pop you up literally with 15m of the rocks... or sometimes directly under
them.

As a hauling ship it is your job to drag as much rock from that container as
possible, and jump right back to station.... USE CTRL, ALT, SHIFT and "dock" to
inst-dock... throw all materials into corp hangar and exit station
IMMEDIATELY... You should be able to complete 20 runs in 1 hour if you are on
your game.

MORE TIPS

Mining Grp Leaders need to make sure they are mining from the side of entry into
the field...it does no good to have the container on the opposite side of a
hauler's entry path...such a thing especially with slow ships IS WORTHLESS.

ARM your Haulers.

If you are not going to be miners as a cruiser....well pack some fire power, if
anything happens to your crew you have a fully armed Cruiser...at times 4 armed
cruisers...ready to Slaughter idiots.

This is a key way non-busy military-skilled people can contribute to ANY mining
team... simply haul...its stupid to think of yourself as just an escort... GET
PAID for your HAULING and then use yer protection as an added bonus.

Lastly...communicate. If not all miners/haulers are in your corp... set up a new
channel.... don't be lazy about this...IRC is nice but its cumbersome at times...

Where as mining is sometimes relaxing... Strip Mining is NOT, you need to be on
the BALL... can you have fun on the ball.... of course you can....but time is money
its also increased risk to your brothers mining in space waiting for you to come
back and continually protect them...

A lazy miner is not allowed in Strip mining.

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5. NOOB NPC PIRATE HUNTING GUIDE

Many people start out in EVE thinking they have to spend days being bored to tears mining ore to make money.

This is not the case. Mining is the easiest and cheapest way to make some cash but there's many other ways.

In this article, I am going to tell you about the path I and many others have chosen. This is a much more exciting path and often filled with danger but it's also a lot more fun.

This is the path of the NPC pirate hunter. While the starting ship is no power house of death dealing, with a small investment in some cheap weapons and by using the Civilian Shield booster you get from doing the tutorial (you did the tutorial right?) it can be more than adequate to kill some low level pirates.

At the end of the tutorial and the first set of tutorial agent missions, a new player should have about 15,000 isk. Take some of this cash and buy a cheap weapon. If your ship can handle the CPU and power costs, get 2 of them.

Next buy some good ammo. Stats can be a bit over whelming at first. Try to get an ammo that does a good range of damage but also has a low negative range modifier.

Antimatter ammo for instance does more damage than most other ammos but it has something like a -60% mod to range. It doesn't matter how much damage you do if you can't hit a target from a descent range.

OK, got the guns, mounted, the civilian booster mounted, guns loaded and extra ammo in the cargo hold, time to go whack your first pirate.

The best place to start out as an NOObie pirate killer is in 0.8 space. Find a sector with lots of asteroid belts and go patrolling. Most 0.8 pirates are very weak and are solo.

When you spot your first + in the belts, be sure to I. D. before you lock on to it. Miners get very upset when nOObie hunters kill their mining drones. Also some miners have combat drones out to protect them. Not good for a new player to attack one.

OK target is identified as a hostile and locked. I used the run away and shoot at the target as it chases me method in the beginning of my hunting career.

Get the target with in your weapons effective range. As soon as you see you are getting consistent hits on the target, you can use the "Keep Target at Range.." option or the "Orbit target at range" option to maintain this distance.

In most cases, players have longer weapons ranges than NPC pirates (or they used
to in the early days) If everything goes well, the player should take very few hits and the NPC pirate should explode in a short time.

Loot the cargo container. It may have something you can use, sell or recycle. Congrats on your first kill and your first bounty. The lowest level pirates are usually worth 1000 to 1500 ISK and the loot could be worth 10 times that!

It has been my mission since beta to prove that mining is not the only way or the best way to make money in EVE. The best way is what's best for you. Remember fighters lose ships, this is all part of the learning process and you shouldn't allow a minor mishap to deter you from trying again. Do however insure your ships for the full amount before taking them on any hunting expeditions. I hope this helps.

6. MARKET GUIDE

The market in EVE-Online is accessible while the player is docked at a station. Once you have gathered your ore from mining, gotten some loot from pirates, manufactured a ship, you can now either buy it or sell it at the market.

To gain access to the market screen you must first be docked at a space station. After this, select the market icon from the group of eight large icons on the right-hand menubar; it is the fourth from the left first row. The first thing to note on the now dropped market screen is the 'Market Range' section. What the range settings do is quite simply set how far off to go to get items to display in the market window. By default the range is set to the station you are in at the moment. Other settings include the solar system, the constellation, and the entire region you are in. The search will not go beyond the region. By expanding or contracting the region display you get to see what the supply and demand for items are at other places than the one you are currently in.

Below the region settings you will see the item category menus that include: items, ship equipment, minerals, trade goods, skills, blueprints, and vouchers as well as the sub-categories that belong to each of these. Once you have made your choice as to the category you wish to see the item information belonging to it will be displayed in the left-hand area of the market window along with their descriptions, area prices, supply/demand information, as well as options to access the advanced market information (covered in the next section).

To buy an item it first needs to be in stock at the station you are currently at; if it is then you click on the buy icon in the market listings and it is yours. However if the item in question is not available locally or within your set market range then you place what is called a 'buy order'. What this means is that you basically put out a wanted sign stating the item you are looking for as
well as the price you are willing to offer for it. The orders then become visible to other players when they check the advanced market listings for that particular item.

Before you can sell anything on the market it must first be moved from your ship's cargo hold to your station hangar. Once there you can now sell whatever you have. Like buying, selling also works on the basis of orders. A sell order is when you are placing products on sale for a period of time; a day, week, or year.

Both the buying and selling of items in EVE is dependant mostly on two things and those are supply and demand. If there is no supply at your current area then you cannot buy it and if there is no demand, as in buy orders, then you cannot expect to sell it. This will be further explained in the next section covering trade routes and the advanced market.

7. TRADE ROUTES GUIDE

Trading is a very profitable thing in EVE, however it takes money to make money. Trading is also very redundant causing you to take the same route over and over. What you want to look for in a route is an in system double trade route. These routes are rare and are worth looking for. Most of the time trade goods with high costs yield a better profit and are good for trade, but they take up more of your cargo hold. Trade routes in EVE due run out of demand, so here are a list of key things you need to know about trading in EVE.

First when you want to search for a trade route, you go into market option in a station. Once you have opened that make sure to select the entire region of space your in. This allows you to search all over the region for trade routes. Now select an item of trade goods, once picking an item click on the green button under is image. This brings up advanced market info. You'll see the entire region and there will be two tabs, one says supply and one says demand. Pretty self-explanatory and with those you can see where on the map systems that are buying and selling. On the map you want to look for Green glowing lights on the systems, that means the price is good. Red usually means that you don't even want to bother with it, but check anyway. You check by sliding your mouse over the systems dot on the map, if you hold your mouse there long enough it shows the systems name and price of the item and how much of it. After flipping back and forth through the tab and you decide on a route my advice is to travel to the buy system. Some times even when you click on the system and try to buy it from there it gets it somewhere else.

Now if you traveled to the system and it contains many systems what you do is pick one go to it and dock. Once again pull up advanced market info but change your selection of region to system. This will give you a map and will show you what stations are buying and selling. It's a faster way then flying to all of the stations.
Quick tips:
(1) Make sure to check your cargo capacity and the density of the object you only wanna buy what you can hold.
(2) Always look for the double trade route.
(3) If you plan on buying something keep trading till you have more then enough to hold your trade goods, so you don't have to start from scratch again.
(4) Be very weary of people in the system with you, they probably know what your doing if it is a good run.
(5) If you want to hold more cargo, cargo expanders do the trick, but you pay for them with a slower ship.

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