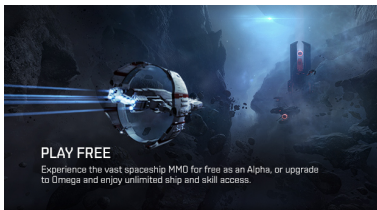

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About This Game



PLAY FREE

Experience the vast spaceship MMO for free as an Alpha, or upgrade to Omega and enjoy unlimited ship and skill access.



OVER 350 SHIPS

From small nimble craft to formidable warships, each with advantages and completely customizable.



NEW EDEN

Set 21,000 years in the future, EVE takes place in a distant cluster of over 7,000 star systems called New Eden.



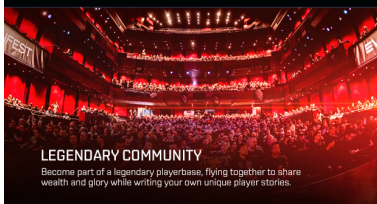
CONTINUOUS DEVELOPMENT

Over 15 years of free expansions leading to continual development and evolution of gameplay.



IMMENSE SANDBOX

The biggest single shard spaceship MMO of all time, alive with the unrelenting activity and combined history of its players.



LEGENDARY COMMUNITY

Become part of a legendary playerbase, flying together to share wealth and glory while writing your own unique player stories.



LIMITLESS CHOICES

What you do in New Eden is entirely up to you. Pursue a life of exploration, warfare, prosperity, or all of the above.



CHARACTER PROGRESSION

Training skills opens up new avenues of character development. The process is passive and will continue in and out of game.



GAMING'S BIGGEST BATTLES

EVE players regularly break records for the biggest battles in gaming, including the Guinness World Record.

Title: EVE Online
Genre: Action, Free to Play, Massively Multiplayer, RPG, Strategy
Developer:
CCP
Publisher:
CCP
Release Date: 6 May, 2003

b4d347fde0

Minimum:

OS: Windows 7

Processor: Intel Dual Core @ 2.0 GHz, AMD Dual Core @ 2.0 GHz)

Memory: 2 GB

Hard Drive: 20 GB Free Space

Video: AMD Radeon 2600 XT or NVIDIA GeForce 8600 GTS

Network: ADSL connection (or faster)

English, German, Russian, French

Genesis Regional Market

Ships / Frigates / Standard Frigates / Corvettes /

Heron

Market Data Price History

Median Day Price | Max/Min | Moving Avg. (50) | Moving Avg. (200) | Benchmark Chart | Volume

Volume

Show Table

Heron Information

Heron

The Heron has good computer and electronic systems, giving it the option of participating in electronic warfare. But it has relatively poor defenses and limited weaponry, so it's more commonly used for scouting and exploration.

View Market Details | Show in Ship Tree

CORE COMPLEXION INC.

Station Services

Agents | Quotas | Offices

Industry

HERON BLUEPRINT

RECIPIENT ITEMS: 795

12,000 | 18,000 | 2,200 | 500

10 | 25 | 8

JOB NAME: []

MANUFACTURING JOBS: 8 / 5
CURRENT RANGE: 15 Jumps

Blueprints | Facilities | Jobs

Jobs	Security	Facility	Man.	Mat.	Time	Copy	Invent.	Reac.	Facility type	Owner
8	0.5	Zoothen VII - Core Complexion Inc. Factory							Station	Core Complexion Inc.
8	0.5	Zoothen - Admiralty Shipyard							Ballasts - Engineer	Southern Kartala
8	0.5	Zoothen - Black Mesa Research Facility							Ballasts - Engineer	Southern Kartala

Facility: Zoothen VII - Core Complexion Inc. Factory
INVESTMENT LOCATION: Item hanger
OUTPUT: HERON x 1
RECIPIENT: Item hanger
JOB ID: 54-24
TOTAL JOB COST: 3,571 ISK
START





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Don't let my hours fool you, I use the client outside of Steam.

Eve can be a lot of fun, but my god is the learning curve high. I mean really high, and once you really do understand how to play, you may not enjoy it. It's certainly not for everyone, and depending on what you really want to do, you might need to pay the subscription to do it. Honestly if you don't you're only going to get so far, as it is with most every free to play game out there, but it's very true here, as you're locked off from certain skills, ships, and equipment.

The game shines if you can join a Corporation and meet people. Good luck meeting the right people, as the people you meet is going to be a crap shoot. Tons and tons of corps out there try and recruit absolutely anyone they can, so it takes some time to find the right one that suits what you want to do; be it casual or serious, the corp exists.

It really is a massive game, and it's aged well enough; Eve stands as a testament to what other mmo games could accomplish if they have enough ambition. Eve is one of the few examples out there where the universe really IS shaped by the players in it, and unlike other mmos, it's all one server, which is a plus in my mind.

Eve is a grind like no other. Skills simply take time. You add them to a queue, and each one takes anywhere from a few minutes, to weeks, which really slows things down to a crawl if you think that it's just all about learning the curve and putting in the work. Its not. You go to the market, look for the skill, pray someone is selling it at the station you're currently at, and then you wait. Want to fly a specific ship? it's going to require knowing multiple different skills trained to various levels (1 to 5 if i remember correctly), and this is going to take you quite a long time to get together. Then afterwards you're going to need to outfit it with weapons and then outfit the weapons with ammo.

the point being, it's an incredibly complex game. If you like incredibly intricate games that require a lot of time and patience to get into, here it is. I recommend this game because I enjoy that sort of thing, but it's hard to suggest this game at the same time knowing the absolutely massive time commitment it is.

Best of luck. What everyone on here fails to say, is that EVE has been here doing what it does for 15 years in an MMO landscape that was dominated by many other MMO's of its time and it was never WoW or Aion or w/e u would like to call the game breaking records for pvp and or even coming close to a story that the EVE universe has wrote over and over again with its players creating them... just one of these EVE wars is more of a story and background then any other MMO has released IN THE LAST 15 years in and of itself. Yes its tough and u have no idea of what a grind is BUT, the satisfaction u get from starting mining, or rippin off that scrubs head and his buddies cause they thought they could gank you... its so \u2665\u2665\u2665\u2665in satisfying. No, game achieves this in any amount at all in terms of achieving something that you busted ur\u2665\u2665\u2665\u2665off to get. So, yea i am a EVE guy but if you come on here and do nothing but read of the people who got ganked and quit then you are sadly missing the point and dont need to listen to them. My advice play and join a corp all the while looking for a null sec group to fit yourself into... this is a team game at the big boy level u can only fly solo for so long. See you later future capsuleers.. **Note: I have played for more hours than it states using a different EVE account.**

I was conflicted on whether to recommend EVE because if you have the dedication (explained below) then you'll like it but if you're a brand new player then liking it is going to be about 50/50. Remember EVE is like Marmite, you're going to love it or hate it. Even though I hate Marmite (it is evil) I quite like EVE.

I like EVE on the whole but it can be very difficult for new players to get into it before they get to the point of frustration and just quit. You can not rush this game, you can not play this game if you only have a couple of hours a week to spare. This game is definitely a marathon rather than a sprint so if you don't have the patience I would save yourself the stress and not even start because all it will lead to is you being annoyed and you writing a negative review (think in months\years of game play rather than hours\days). You need to spend hours upon hours upon hours trying to get yourself somewhere close to being able to venture into nullsec (where the big money is) without getting wiped out in about 10 seconds and even then without having someone watching your back its damn hard.

I have found the majority of interactions with other players have either been hostile or I have been ignored which again can put you off playing so be prepared for this. I was lucky enough to have some friends playing EVE so I had an advantage. If you're on your own then dive into the missions and build as much ISK and experience you can, treat the missions as the tutorial. If you go into the game without doing the missions first then you're going to find things very hard if not impossible.

Play the free to play extensively before you even consider thinking of paying for the Omega, then really think some more, also if you are going to start paying then I advise you to at least for the first few months paying for the 1 Month Omega Time rather than the subscription method, yes it costs a bit more but the big plus is you're not tied down to a subscription. Omega gives you a massive advantage and access to lots more content but (and it's a big but) only purchase Omega if you are truly dedicated to playing and have the time to play...which needs to be a lot.. thought id give it a try, 3 years and 3 accounts later i've won eve.. 55BRL(Reais) montly sub, F* you CCP. So, I started playing this game in 2011. This game has grown quite a lot. Its not a forgiving game and its not "just" a game. Eve: Online is a hobby. It is hard to play the game for an hour or two a day. Its not impossible, but its hard. Not only is it hard to play this game without sinking your life and soul into it, but its very hard to play solo without having alternative accounts or without throwing lots of money at the game. The only really fun way that I've found to play this game, is to join an alliance or coalition (group of alliances outside of the game) that have a similar mindset to how you want to play a game. Without other people to help you, this game seems futile. OVERALL, if you have time and money to sink into this game, knock yourself out and try out the game. If you don't have time OR the money for this game steer clear of it. I love this game, but as I've grown up from starting in 2011, its been increasingly hard to find time for this game.. This game should not be free. This game requires literal years IRL to make a mediocre amount of progress and as soon as you start to gain traction.....YOU. WILL. LOSE. EVERYTHING that you spent hundreds of hours scraping together to some rando psycho long ago driven insane by this game and now only lives on making others miserable while downing pizza hot pockets ad nauseum. This is not a game, it is an herculean chore. The upside of that being there are no games journalists playing this game.

. I put my time in.
Had four accounts.
The game just isn't fun.

The people that REALLY seem to enjoy themselves ingame all have aspergers.

Its a super sexy chatroom but good luck finding a topic to talk about with someone.
If you want to pretend to be a girl and cyber with a lonely guy - this is your game.

Trust me. I have all the time in the world and enough disposable income that I can buy whatever game and play it how I want. I tried for years with this IRC game. The only enjoyment I can get out of it is from one person that gets all excited when I log in and we trade youtube music links.

The game is magnificently beautiful. Forcing the players to design the game for them in real time is just boring as anything.

I'm GLAD people enjoy this. Its awesome 20 thousand people are always online playing.
But there is a reason why its not 20 million, my friend.. This game has been ruined by no-lifers. Plus, it's actually not really a game but a time consuming spread sheet without a soul.. I was going to pick this game up and play it again for a bit then I looked at the new price. For me it is now a days work just for 1 month of game time. There are things I

need to spend money on, things that are far more important then this. In case anyone who is reading this wonders where in the world I am I'm in North Cyprus (Long story but I'm trying to get the hell out but its very hard) I wish I could play but I don't want to spend a whole days wage on it

Have you ever wanted to work on an Excel spreadsheet in space?. LISTEN TO THE NEGATIVE REVIEWS. BUY NOTHING. SUPPORT NOTHING CCP MAKES. I CAME BACK AFTER 3 YEARS FOR A DAY. ITS NOT REALLY FREE TO PLAY. ITS NOT AN AN ADVENTURE. THE GOOD REVIEWS ARE AWESOME PIRATES IN GAME. THE GOOD REVIEWS ARE AS TOXIC AS THE COMPANY ITSELF. GOOGLE DUST 514. RIP ALL THE TOONS THAT DIED THEREIN. RIP THE IDEA OF WHAT THIS GAME ONCE WAS. DO YOUR HOMEWORK. PLEASE DON'T BE STUPID.. Look, I get what people say about how this game is space with spreadsheets. I also get how frustrating it can be with pirate and gankers. Bottom line, EVE does well what it does. Its a sandbox MMO in space, I would play this more TBH but for me its just too time consuming, and I don't have a big enough community for myself to be a part of to enjoy 100%

Still HIGHLY recommend if you are looking for a space sim, this is THE BEST space sim in the market atm.

Stories are made from this game, journalists write about it. Its really amazing but you must be ready to put time into it and get past the first hump of getting your basic training done.. L2P!

This game will NOT hold your hand after the tutorial, you actually have to use your head and learn how to counter others. . I only recommend this game for those who have a lot of time and have a ton of patience and perseverance and who like complexity and planning and spreadsheets. You will meet tons on good people but real jerks too (I'm looking at your CODE and other high-sec gankers.) The game is very unforgiving as well, but rewarding for those who stay long enough. You are in for the long haul here. By long haul I mean years, many years not weeks or months. You think the universe is yours?

Hell no.

The universe belongs to who has more alts and injectors.

NEW UPDATE v 0.0.9 Changelog:

Version 0.0.9 is the addition of version 0.0.8, which corrects the second part of the errors found on the first day of the release.

Changelog:

- Fixed bugs with the ability "Auto Click"
- Fixed bug with loss of ability description
- Improved abilities descriptions

We appreciate your feedback!. **GRAND UPDATE v 0.2.0 NEW PET AND DLC:**

Hello everyone! In this grand update you cand find new pet Hamster Homie, and new DLC "Feed the Pets Autumn pack of animal". **NEW UPDATE v 0.0.8 Changelog:**

This small update fix some-bugs, found after release.

Changelog:

- Fixed bug with achievement "Do not waste time in vain"
- Improved translate

We appreciate your feedback!. **NEW UPDATE v 0.1.1 Changelog:**

Version 0.1.1 fixed some bugs, made in v 0.1.0

Changelog:

- Fixed some bugs with save
- Fixed bugs with completed pets
- Fixed bugs with working ability "Auto Click"
- Fixed abuse with abilitiy "Gift"
- Improved description of abilities in English

We appreciate your feedback!. **NEW DLC "Feed the Pets Autumn pack of animal":**

Hey! A new DLC "Feed the Pets Autumn pack of animal" are now available! You can find it on Steam store

Autumn pack of animal - it's autumn DLC, released for Steam Autumn Sale, and it's include 10 Pets!!!

Included pets:

- Hedgehog
- Turkey
- Fox
- Deer
- Squirrel
- Owl
- Bear
- Wolf

Screenshots

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