



## Eve Online Community Magazine Issue 1

### **Editorial**

Welcome to the first issue of the EveMag, the world's first Eve Online free community magazine.

EveMag was thought and created by Ikki Phoenix, a Tgrads/Bruce pilot. The mag originated from the fact that CCP(owners and creators of Eve Online) is offering a paid magazine, which many are not able to afford.

By creating EveMag, we hope that EveMag will be embraced by many pilots unable to afford the official EveOnline magazine and we hope that whether new resident or PVP experts, pilots will find something in these pages that interests them and keeps them coming back.

We would like to take this opportunity to precise that EveMag is in no way shape or form trying to compete with EON. We would like to just provide pilots, especially those unable to afford a subscription an alternative.

We hope you enjoy our first issue. Please do not hesitate to message us with your feedback.

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## Latest Eve Online News

### Trinity Patch 1.1

March 11<sup>th</sup> 2008, marked the launch of the latest Eve Online patch called Trinity 1.1 Boost Patch. Following a small bug in the API and new player missions, which was fixed on March 14<sup>th</sup>, Eve Online was back to full speed.

To read more about the patch, please visit the [Patch Notes and the discussion thread](#)

## Tranquility Population

Over the past year, Eve Online gained in popularity and player base. Based on the stats provided by <http://eve-offline.net> , we can see that over the past year, Eve Online was the home of an average of 29 000 players. The highest period of activity can be narrowed down to March 9<sup>th</sup> 2008 at 19:23, where Eve Online saw the simultaneous activity of 42 064 players.

## Invite your friends

Through the Eve Online Wingman program, you can send your friend a special no-hassle, no-fuss, no-credit-card-needed offer for 14 free days of EVE Online. When they become a subscriber, you'll both receive an additional 14 free days of EVE Online. For more info, please read [here](#)

## Latest War News

### Bruce vs Reckoning

The week of March 10<sup>th</sup> saw the end of war operations between Bruce and The Reckoning, with the overwhelming victory of the Bruce alliance. Many may be wondering why there was a war to begin with. The reasons can be summarized by:

*1.Reckoning had been an enemy to Bruce since their arrival in Fountain, raiding their space*

*2.Reckoning had blue-boxed Smash, a major alliance that wished BRUCE ill*

*3.Cloud Ring, as a route to, and through BRUCE space, and their major northern border, needed to be stabilized and secured by people who would not turn on BRUCE.*

### Southern Coalition & SuperFriends vs Band of Brothers

This conflict is part of the much larger war of attrition between the Southern Coalition(Goons) and the Band of Brothers. This latest conflict concerns the Delve region. You can view the overall map situation [here](#)

### Insurgency vs Northern Coalition

This conflict concerns the Branch region

***Please note that the Bruce alliance is no longer member of the Northern Coalition***

## Featured Alliance



### 1. Would you please introduce yourself?

Well, I'm Friedrich Psitalon. Pleastameetcha! I guess what you're really after is a bit more like - CEO of The Dead Parrot Shoppe, Founder/Executor of the Brutally Clever Empire. (And don't forget a really swell guy. Or something.)

### 2. Could you give a brief rundown of the history of Bruce?

It's a little tough to be "brief" about two years and three thousand members. My level best, though:

BRUCE was founded in Aeschee by The DPS on the same precepts that the Shoppe was founded under: not being obnoxious to everyone you meet, and allowing for more than one play style. We were able to pacify the area to the point where low-sec pirates were no longer able to teach us much, so we moved to Syndicate, spending a year and some there. Despite everyone insisting Syndicate is where alliances go to die, BRUCE grew from 300 to 2000 members, learned a heck of a lot from some of the meanest, leanest

pirate folk you will ever run across, and gradually became a fairly significant and unknown entity.

Shortly before Christmas we struck Fountain, seeing an opportunity and taking advantage of it. Since then we have put all our time and effort into solidifying our position in the area as much as possible, and I would humbly suggest we've done fairly well at it.

### 3. What makes Bruce unique?

That's easy. Most of the EVE world operates on a very hardcore "Screw off, tough it up, I'll slit your throat if I get the chance and when you leave, can I have your stuff?" attitude. BRUCE operates on the opposite philosophy: When given the chance to be a jerk, we pass it up every time.

### 4. What are your membership policies?

Each BRUCE corporation has its own specific policies and desires. Non-piratical, non-macro-miner, non-isk-farmer, non-l33t-vulgar-d00d are the commonalities across all of the, though.

### 5. Where do you call home?

These days, almost all of Fountain, really.

## 6. What are your strengths?

Well, that all depends on who you ask. BRUCE's philosophies aren't based solely on military success, so we can weather losses - both from an industrial and a morale perspective - very, very well. We also utilize as much of our member base as possible, so we tend to have a great deal of talent to draw on; we burn out a good bit slower than most. There's also the admitted advantage of having a lot of pilots available on a moment's notice: when everyone is darn proud of their alliance, a lot more people answer the call for defense.

## 7. Whom do you consider close allies?

BRUCE's closest ally that anyone's ever heard of is Morsus Mihi - we operate in our own circles, but we have a great deal of respect for them, and I think the feeling is mutual. We both do our own thing, but if MM really needed a hand, we'd be there, and I think that goes both ways. Probably far less heard-of would be Tenth Legion, but we think they're up-and-coming fellows. We have a few other small ties that we'd like to see develop as well.

## 8. Whom do you consider enemies?

As far as I know, BRUCE has no real enemies, per se. We don't really seek out conflict with anyone. Even those folks who are red to BRUCE for the most part respect us, and vice versa. We don't back down, we thank folks for a good fight, and I dare say smack is



rarer in BRUCE than maybe anywhere in the game. We love a good time and we don't tear anyone else down - that makes it hard to develop real "enemies" in the classic sense. Even Reckoning, who we were forced to remove from Cloud Ring, doesn't speak ...too...badly of us. (And respect to them, as well.)

#### 9.What are the alliance short term and long term goals?

Honestly, there's not much here I can discuss at length. We're looking for solid friends, solid ships, and solid territory. We're going to continue our "nice guys need not finish last" philosophy, and have fun with wherever it takes us. If that's bigger than Fountain, great. If that leads us to being punted out of Fountain - anything's possible - BRUCE will survive that quite well, too.

## Featured Article

*Written by Handsome Harrold*



### Tales from the toilet

We've all been in this situation, you need to go for an extended toilet break and they can get a little dull to say the least but all you can do to pass the time is either: a) re-read the labels on every piece of toiletry within arms reach, a repetitive task at best once you have reached the point where you can recite every single active ingredient within a bottle of head shoulders from memory or b) Count the tiles on the floor one last time. So I thought I would do something more constructive and, notebook in hand sit and write

about eve. So you can read this safe in the knowledge that every word was written with a stupid look on the authors face, a glimmer of relief in his eye and perhaps the odd tear.

In eve much like in life it is easy to make killing but hard to make a living, I'm sure you've heard the phrase before. No one likes to have to grind out ISK ratting or running missions, building up your wallet a few million at a time grafting at the face of a veldspar asteroid. What's more, we want the hard earned money that we do have, to work for us while we enjoy the finer points of eve, the crazy ship fittings and the suicide incursions into enemy space with a five man spider tanking hulk set-up. So I decided to roll up an ALT and quest for that holy grail of easy money that would pile up in my bank account whilst I did literally nothing, of course it would take a little effort to get it up and running but ultimately that was my aim.

I had heard tales of people being able to make huge fortunes on the eve market, I had even heard it was possible to make 1 billion from nothing in only a month or so if you knew what you were doing. Now I'm a bright lad I thought to myself, If they can do it then I see no reason I couldn't do the same, and with that the route I was to take had been decided.

I rolled up my ALT a Caldari fellow with broad shoulders, a wry smile and a snappy dresser he was too. He cut rather a dashing a figure even if I do say so myself both cheeky and heroic at the same time. I saw no other option than to name him Handsome Harrold and make him CEO of the Handsome Institute, a proud corporation with an illustrious history. Now I was just testing the water with this so I opted to take

up a trail account, which ultimately would prove troublesome and begs one to ask if due to real money trading trial accounts have been rendered next to useless to anyone, even the most abject newbie is going to run into countless problems. I could train little in the way of skills and would have to register the account if I wanted to return any investment that I put into it. Fortunately for me I had only invested 10 million into Handsome Harrold to begin with so wouldn't have been out of pocket by any means.

My quest began in empire as you would expect and following my instincts I headed for a region of space that was more familiar to me than where I was landed to begin with. Pitching my tent in the nearest trading hub once I got there I began to put my cunning plan in action. I remembered my time spent as a newbie rather well, moreover I remember all the modules I had obtained for free which without thinking I had sold for next to nothing to entrepreneurs much more crafty than myself at the time. I had never thought twice about the pittance I earned from selling these and why would I? everyone got them for free it stood to reason that they weren't worth much, I was just grateful that I got anything. I knew better now of course and immediately began to list modules which may flow through the hangers of these people to the end of setting up my first purchase orders.

- 1) Basic Miner
- 2) Damage Control I
- 3) Civilian Rail

#### 4) Small Shield Booster I

Once I had a sizeable list in front of me I began to check each module on the market. I looked at the existing purchase orders to see what I could buy them for and how much competition I faced, and the sell orders to see how much potential profit could be made from each. I created purchase orders for the following as they looked to me at the time to be the most lucrative, I was a little off the mark on a few of these but It was a good place to start and within days I learned an awful lot about the market in this region.

- 1) Damage Control I
- 2) Basic Miner
- 3) Cold-Gas Arc jet Thruster
- 4) Patterned Stasis Webifier

With the range set to 5 jumps and my prices the most competitive I sat back to watch the stock come rolling in. Setting the range to 5 was a mistake I only made once before realising that the systems worth buying from were all within 3 jumps, and anything further afield simply resulted in countless dozens of solitary modules left stranded in the middle of nowhere with little to no hope of rescue. I would collect modules as far afield as I was motivated too and consolidated my entire stock in the

single station which was to be my base of operations for the entire region. These modules were then marked up and placed for sale, once again at the most competitive price on the market. Once this was done I could make more buy orders, investigate the profit potential of more modules and repeat the entire process again. Simple right?...

No it is not simple. This whole business is an absolute and consummate nightmare! so much for quick and easy money. I found myself playing this account for longer and longer periods of time, at one point I was spending more time on it that I was on my main. It sucks away not only the hours but the very life from you, you find yourself browsing endlessly through the market looking for more and more modules to branch out into because if you don't the growth of your enterprise begins to stagnate. You have to check each and every purchase and sale order that you created to make sure you still have the most competitive prices. To see if someone raised you by a miserly 0.01 of an ISK, or worse to see if they had the solid brass neck to actually attempt to crash the market or price you out of it entirely. It annoys you, it annoys you more than a game ought to and you develop a deep resentment for these faceless pirates of capitalism. They leave you feeling mugged in your own home when you wake up in the morning to find that you have neither bought nor sold a single item in the last 8 hours.

However this is not the worst part, the worst part is that you find yourself doing the same. You adjust your prices and become the very thing that you have grown to hate, I'd even been tempted to set my purchase orders way over the odds to a price I could barely afford, simply to crush my competitions hope of ever dealing in what I had come to

regard as my modules. My passion for the project began to wane in only its 3<sup>rd</sup> week as a result of this, and even though I was by now paid up for the whole month and despite difficulties was turning over a tidy little profit, I had decided to cut and run. I cancelled my purchase orders, consolidated my remaining stock and began to sell up.

It was not an entirely fruitless endeavour as I took a lot away from it, I had made some money which was the main aim but much more than this I had learned a little more about eve. It was a side of eve I didn't much like but many people thrive in this environment and make it the focal point of their game and to those I doff my cap. Well done sirs, you are a peculiar bunch who like nothing more than to rip off most of the population of the game but are a cog in the machine which makes eve the diverse and interesting game that it is.

Graphics explanations:

*Market Graph(below)*= the market data table is a summary of all account transactions over the 22 days played. It shows how many units in total were bought and sold and the total value in isk of all of those transactions (150ml). The summary table below that shows a breakdown in the same manner but regarding the individual modules traded. In this case the "min isk" is the purchase price and the "max isk" is the sale price

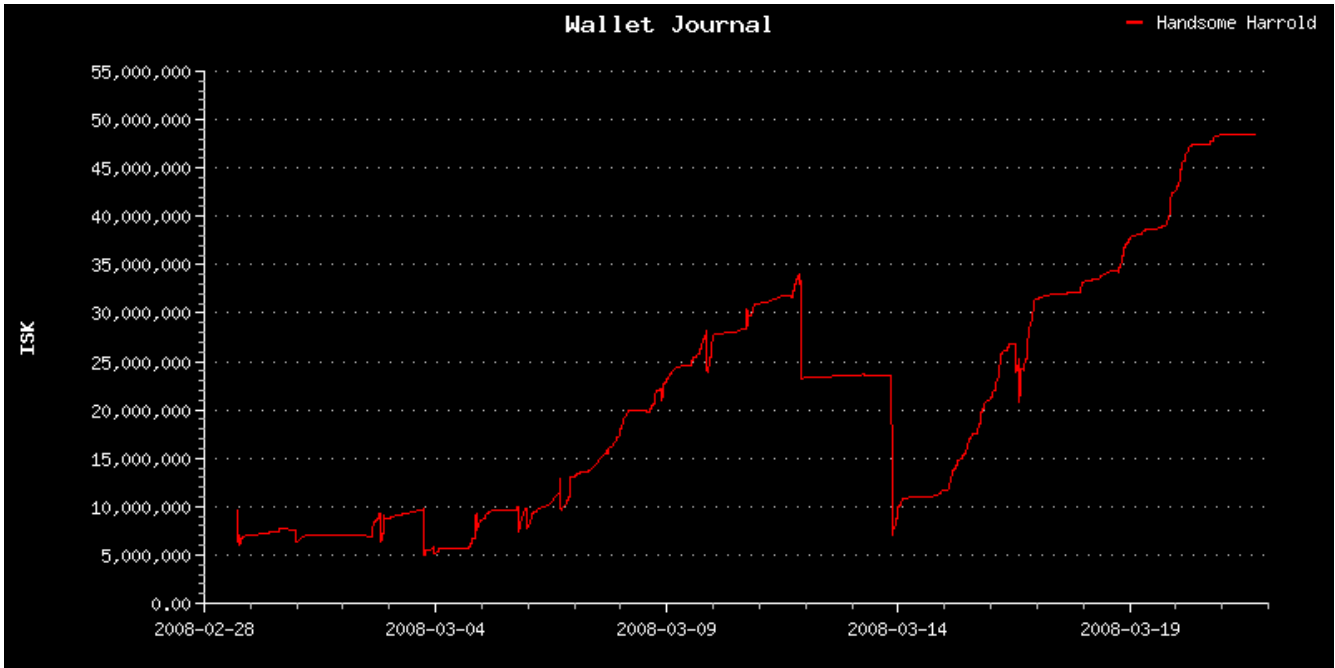
X All Transactions							
Range	Type	Min ISK	Average ISK	Max ISK	Units	Units/Day	Total ISK
22.00 days	All	68.00	52,592.36	4,500,000.00	2,855	129.77	150,151,180

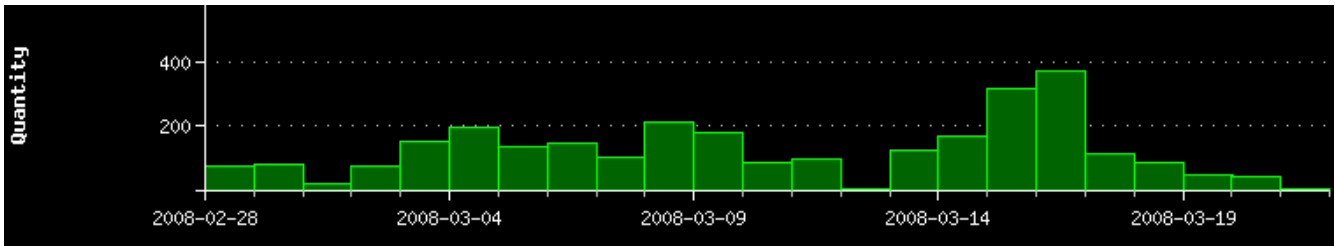
X Transactions Summary Table								
Range	Type	Min ISK	Average ISK	Max ISK	Units	Units/Day	Total ISK	
22.00 days	Bantam	55,000.00	55,000.00	55,000.00	1	0.05	55,000	
22.00 days	Barton Reactor Capacitor Recharger I	77,000.12	108,898.14	175,000.29	250	11.36	27,224,535	
22.00 days	Basic Miner	68.00	502.64	9,999.99	290	13.18	145,766	
22.00 days	Cold-Gas I Arcjet Thrusters	16,150.01	25,357.31	129,945.00	629	28.59	15,949,749	
22.00 days	Damage Control I	3,000.00	4,639.36	25,000.00	277	12.59	1,285,103	
22.00 days	Fleeting Progressive Warp Scrambler I	5,016.01	13,607.30	49,998.99	60	2.73	816,438	
22.00 days	Mining Laser Upgrade I	2,000.13	16,560.48	32,000.00	24	1.09	397,452	
22.00 days	Patterned Stasis Web I	62,001.01	99,522.69	157,999.98	94	4.27	9,355,133	
22.00 days	Sensor Booster I	3,500.00	11,154.10	25,000.00	369	16.77	4,115,862	
22.00 days	Warp Disruptor I	20,600.15	28,008.12	50,000.00	452	20.55	12,659,672	
22.00 days	Y-S8 Hydrocarbon I Afterburners	48,500.01	152,850.55	287,000.00	399	18.14	60,987,371	

*Wallet Journal(below)*= The wallet journal graph shows the amount of liquidized assets in the wallet over the course of the experiment. You can see it is shaky to begin with whilst the author was getting his bearings. The sharp drop was the purchase of a lot of tier 2 skills which was a complete waste of time





*Volume Graph(below)*=The green graph illustrates the volume of modules traded (bought or sold) for each day



## Featured Corporation



### 1. Would you please introduce yourself?

I am Manas, the founder and CEO of “The Graduates” [TGRAD].

### 2. Could you give a brief rundown of the history of Tgrads?

I started my Eve career at “Eve University” like many new players to Eve. “Eve University” was at the time a member of “Big Blue”, which had access to a part of 0.0 space in Geminate.

When “Big Blue” fell, many experienced Eve University players who grew used to 0.0 life were forced back into Empire. Many were considering moving to new corps where they could experience 0.0 life again. Some options were considered by “Eve University” to secure new 0.0 space, but they did not pan out due to political considerations.

In August 2006, ISS made an offer for Eve University to take over the “ISS Cassini” station in EC-P8R in Pure Blind and run it for ISS Cassini shareholders. Eve University leadership rejected it due to neutrality considerations, so I formed “The Graduates” to

take up the offer and a number of Eve University members joined me. Our name comes from “Graduating” from Empire into 0.0 life.

We stayed in EC-P8R for about 4 months, and it was really the most formative period for TGRAD. EC-P8R was (and is) a hell-hole and we had to fight hard to survive there. It harden us up and formed the fighting spirit we have today. Eventually D-2 showed up with a Titan and a capital fleet and blew us out of the station. We spent the next 4 months back in Eve University’s new alliance IVY, helping to teach E-Uni members and run PvP gangs. We also spent some time in the drone regions helping IVY’s small holdings there. After that we joined BRUCE (back in May 2007).

### 3. Would you explain the decision to join Bruce?

The goal for The Graduates was always to return to 0.0 space, since living out there is fundamental to what we are. We did an extensive search of all the alliance options, and in the end chose BRUCE. BRUCE had just a little low quality space at the time (one constellation in Syndicate), but we admired the spirit, principles, and leadership of BRUCE. The membership when presented the options was unanimous in joining BRUCE.

### 4. What makes Tgrads unique?

We have two fundamental goals:

- One goal is create a corporation with very high “Esprit d’corp” and PvP fighting ability

that does not rely on Elitism, Smack, or meta-gaming to instill their spirit. We don't care about W/L ratios or any of the other things that typify the "Counter Strike"-esque PvP corps that dominate eve. We do care about having fun with a group whose maturity you wouldn't be embarrassed fighting along side.

- Another goal is to assist players to make the jump from Empire to 0.0 life and PvP. In addition to the many experience players who come to us looking for a new style PvP corporation, we still get many players to whom TGRAD is their first real experience in 0.0.

#### 5. What are your membership policies?

Life in 0.0 can be rough, so we do require some time in game minimums (5M SP). We also have no smack rules, and we require members to follow BRUCE's ROE (anti-pirate, NBSI only in our home space). We require TGRAD members to participate in TGRAD life, but don't demand how as long as they contribute, as long as they do so in some way. There is no "show up or else" forced operations. We don't believe in corporate slavery of our members. Our taxes are 15%, and we have no membership dues outside of that. Membership money is plowed back into alliance fees, and TGRAD's PvP reimbursement fund (which is fairly generous). The leadership of TGRAD works for free, and doesn't derive any special benefits other than the pleasure of seeing TGRAD grow.

6. Where do you call home?

We live in the Fountain.

7. What are your strengths?

Demanding maturity and altruism among our membership makes TGRAD a great place to be. There are no smackers, or immature kids, and everyone helps out. The leadership is non-authoritarian, and leads by example instead of threats and demands.

TGRAD has a fighting spirit that is entirely independent of winning and losing. Getting our ass kicked won't weaken us and we will keep coming and coming. We couldn't care less about W/L ratios. We do care about fun PvP.

8. Whom do you consider close allies?

Eve University is and always will be a close friend to TGRAD. As for the major 0.0 alliances, we have a very good relationship with Morsus Mihi.

9. Whom do you consider enemies?

We made a few enemies in Syndicate that will stick with us. Probably the top of that list is the "No Trademark alliance", which is pretty much the opposite of what we are about as a corp.

10. What are the short term and long term goals

The Graduates have been around for 1.5 years, so quite a few of our goals have already been achieved. We are well established in a great alliance. We have an excellent leadership group and wonderful members. We have a dominating PvP presence, and a great manufacturing and logistical system. I guess our long term goal is to be the best corporation in Eve. Be a place where our members are excited to participate in and where we are seen with respect by friends and enemies alike. The Graduates membership is now greater than 500 members. We plan to keep expanding membership, but while retaining that which makes TGRAD itself. Very few corporations can achieve both team spirit and size and the only one that comes to mind is the GoonFleet. Perhaps TGRAD can be the other.

## **Contributions**

EveMag would like to thank the following pilots for their contributions:

Friedrick Psitalon= CEO of The Dead Parrot Shoppe, Founder/Executor of the Brutally  
Clever Empire

Manas= CEO of the Tgrads

Handsome Harrold =author of the featured article “Tales from the toilet”

EveMag would like to also thank Chribba for the tools he created, and specifically [Eve-Offline](#)