



EveMag

Second Issue

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Editorial

Welcome to the 2nd issue of EveMag.

Following on the 1st issue and our Special CSM(Council of Stellar Management) issue, this 2nd EveMag issue continues on with improvements and additions.

I would like to take this opportunity and thank all of you who have commented on the previous issues and provided suggestions. As a 1 person staff,I haven't been able to integrate all suggestions,however I promise to use your suggestions as EveMag continues its grow.

This 2nd issue sees the launch of four new categories called **Eve Comics**, **Eve Tools** , **EveMag Stats** and **Latest Corporations and Alliance News**

In **Eve Comics** , Siigari Kitawa,who is known in Eve for his comics and who has agreed to join the EveMag staff, will provide you, the reader, with regular exclusive comics, while in **EveTools** you will find articles about EveOnline related tools,written by the developers of those tools and by the EveMag staff

The **EveMag Stats** category will provide regular download stats for all EveMag issues. The **Latest Corporations and Alliance News** will be as regular as possible and will contain news pertaining to the creation of corporations, alliances, leadership changes and the likes.

In addition to the above, in this issue, you will read two exclusive articles. The first one is from the owner and coder of the tool EveCommander,while the second one is by the composer of the now famous Eve music

composer AlienHand

Thank you for reading and hope you enjoy this 2nd issue.

As always, please do not hesitate to contact EveMag with ideas,suggestions,comments and/or concerns

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Latest EveOnline News

The Council of Stellar Management, launched by CCP is now in full swing. After a month of candidates campaigning, which included answering questions by EveMag, Eve-Tribune and other Eve community networks, the candidates are now at the mercy of the Eve community. From May 5th until May 19th, the EveOnline community will be able to cast their votes for the candidates they think will best represent them. May 19th, the voting polls close and May 21st, the elected candidates are to be announced by CCP, with the first official meeting of the CSM life to be held on May 24th.

From June 19th till June 23rd, the CSM board will travel to Ireland to visit CCP and CCPs headquarters for the first ever official discussions between CCP and community representatives.

Latest War News

-The Catch area is seeing heavy fighting between the Southern Coalition and the Greater BoB Coalition.

-Bruce is currently under pressure from the Pandemic Legion and the Goons. One could almost assume that with the recent departure of Foom and Friedrich Psitalon, the Pandemic Legion, Goons and other alliances will try and take advantage of the current situation of Bruce forces.

-As reported by KIAEddZ, the Tortuga operation (composed of KIA, MC, Outbreak and Evoke) has come to an end. For more informations about the Tortuga operation and reasons for its end, please go [here](#)

-There has been rumors that the Goons will be attacking Smashkill within the next 2 weeks.

Eve Comics

Siigari Kitawa's EVE Comic Express - EVMag vol 1

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HERE WE ARE GIVEN THE UNIQUE OPPORTUNITY TO WATCH AS A DOMINIX SPLITS ITSELF VIA MITOSIS...



Siigari Kitawa's EVE Comic Express - EVMag vol 2

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EVE: THE NANO AGE

YEEEEEEEEEEEEEEEEHAAAAAAW!
THESE NEW WH1-NØR CLASS
OVERDRIVES AND POLYCARBS
SURE DO THE TRICK!! 95,000M/S!!
I'M INNVVIINCCIIIBLLLEEEE!!!



Latest Corporations and Alliance News

-As reported in CAOD, the creator of Bruce, Friedrich Psitalon and its corporation FOOM left Bruce at the end of April, beginning of May. This departure is reported to be due to Friedrich and the FOOM leadership being tired of leading as large an alliance as Bruce has become and their need to take a break and recharge their batteries.

-As reported in CAOD, the Mercenary Coalition is closing its doors. The reasons given were many, however the one that sticks the most to me is the inability to defend and control their home space. For more information, please go [here](#)

Eve Tools

Offline EveMaps

Launched in 2008 by AcriQuo, *Offline EveMaps* provides an offline version of the currently in game available map.

Some of the features include:

- Jump planning
- Capital cyno planning
- Lots of display options and filters
- Solarsystem search

For more information about the product, please go [here](#)

AvatarsUnited

Launched in 2007 by Enemy Unknown AB, *AvatarsUnited* can be said to be the gaming version of Facebook.

The website provides features such as:

- profiles
- forums
- groups/clans
- complete listing of your skills and other Eve related informations

For more information about AvatarsUnited and to join the community, please go [here](#)

EveCommander

Eve Commander

- The Story behind

<http://www.eve-commander.com>

Introduction

Hello Pilots! My name is Woddel and I am the creator of Eve Commander, a tool that helps EVE Online players sort through their stuff while not playing EVE (or also while playing EVE). Actually, my real name is Lukas and I am from Basel in Switzerland (yeah, the country of milk, chocolate and UBS).

I am happily married (yes, there IS life outside EVE), 35 years old and so I guess above the average age of the EVE player base. Also, I am co-owner and senior management of a small but very fine internet software company where I am head of development and IT.

I was introduced to EVE last December by a good friend and never even did the trial time - Went right for the real thing: EVE turned out to be exactly the game that satisfied all my desires for a good game to play in my scarce spare time. I am a strategy man – an in-depth looker, a reader and a fast learner. The complexity of the game gives me great satisfaction. And this is where Eve Commander started...

The birth of Eve Commander

I am also an information junkie. A real bad one: I wanted to see my trade orders working at any time, even if I am not in the game. I wanted to see where all my stuff is, my ships and what my bank

account did. I learned of the API (thanks CCP for this!!) and started building crude applications inside my home intranet. These ended up displaying the basic API data with transactions, walled journal, assets and trade orders. A little later, the skill training stuff was added. That was it for the time being, a closed one-user application just for myself. Only when my local EVE buddies saw it and wanted to use it too, the idea of EVE commander as a multi-user community tool was born. A lot of programming and about three week later, the site went live. Using guerilla marketing tactics like the forum and chat channels, a userbase of a few dozen users quickly accumulated...

What it is and what it does Eve Commander is a fully web based tool build on Adobe Coldfusion and a Microsoft SQL Server backend (database size some 360 Megs by now), hosted on my private server in the cellar of my

house (for the moment – if traffic increases, I will move it to one of my company's servers). These are the technologies I am familiar with and work with on a daily basis at the office. Also, I wanted it to be a web based app, as I can now use it anywhere and anytime I have access to an internet browser. Of course, I also use EveMon, a really great tool. But it's not installed at work. And that is a limitation: many companies or schools/universities won't allow the installation of specific software - A web based app does not know this problem.

It does quite a lot by now (I will only rush through this, as all screenshots and more info can be found on the 'about page' on the site itself). It shows you the basic API character data (character only, never ever company stuff) in the following categories:

-

Transactions : All your market transactions, but it can be sorted and filtered by time period, transaction type, item and station. It also shows you total money in and out for that specific set of data. If you choose as an example 'last three days / Light Ion Blaster II', you get data like in the screenshot below.

Date	Units	Item	UP	Total	Station
08.05.08 23:02	3	Light Ion Blaster II	P 363'000	1'089'000	Orvolle I - Federation Navy Assembly Plant
08.05.08 22:47	1	Light Ion Blaster II	P 363'000	363'000	Orvolle I - Federation Navy Assembly Plant
08.05.08 22:22	10	Light Ion Blaster II	P 363'000	3'630'000	Orvolle I - Federation Navy Assembly Plant
07.05.08 00:02	3	Light Ion Blaster II	P 363'000	1'089'000	Orvolle I - Federation Navy Assembly Plant
08.05.08 11:58	50	Light Ion Blaster II	P 269'986	13'499'297	Jita IV - Moon 4 - Caldari Navy Assembly Plant

Really really usefull stuff to see if your trades are successful or if you are throwing cash out the window.

Wallet journal : Basically similar to transactions above, but showing all monetary transactions, filterable by time period and transaction type plus showing total isk IN and OUT.

Assets by station : Generally a 'where is my stuff?', similar to the asset list within EVE, selectable by station. One additional information is the transport volume of the specific items. For example, it says 'Essence - Synchelle I - Federal Navy Academy School / 250mm Railgun I / 100 pieces / 5'000m³'. So, if you are buying stuff using market orders, you know which hauler you need to bring

to be able to carry all that stuff away. Of course, containers (station, secure etc.) and their contents are shown, too.

Assets by type : Like above, but sorted by item type (this is not available in the EVE client): Very useful when you are looking for these missing thorax cruisers. Just select that ship and it shows you where they are and how many of them you have there.

Ships : A complete list of all your space ships with location, type, name and fitting - So you can tell your three Iteron V's apart.

Market orders : Shows all your market orders. Personally my most important screen. Specialities are progress meters (%), volume calculation and something I call 'market heat' (on the very left): if the white marker is on the right, your item is 'hot' selling or buying. If it is to the left, it's a dead deal and you are most likely outbidded or simply nobody wants a 650mm gallium gun at that place. Very very useful when you are trying some trading. As you see on the screenshot below, my current trades are not that successful: Orvolle is new for me (first time there) and I haven't been in that station in a few days to tweak prices (I am just getting started up again after a three week holiday).

Selling (12 orders)

Hot/Cold	Object	Price	Left	Total	Time Left	Issued	Dist	Station
Hot	260mm Railgun I	160000	72	72	130 17h 2m	08.05.2008 - 18:47	Reg	Orville I - Federation Navy Assembly Plant
Hot	660mm Medium Gallium I Cannon	300000	50	50	130 17h 21m	08.05.2008 - 19:05	Reg	Orville I - Federation Navy Assembly Plant
Hot	660mm Medium Gallium I Cannon	300000	40	50	130 8h 8m	08.05.2008 - 07:52	Reg	Orsulaert III - Federation Navy Testing Facilities
Hot	Aman Navy General Insignia I	500000	3	3	110 8h 4m	08.05.2008 - 07:49	Reg	Synchelle I - Federal Navy Academy School
Hot	Incurus	215000	10	10	130 16h 12m	08.05.2008 - 17:57	Reg	Renny IX - Federation Customs Assembly Plant
Hot	Light Ion Blaster II	363000	33	50	130 17h 21m	08.05.2008 - 19:08	Reg	Orville I - Federation Navy Assembly Plant
Hot	Medium Beam Laser II	724900	50	50	130 17h 22m	08.05.2008 - 19:08	Reg	Orville I - Federation Navy Assembly Plant
Hot	Medium Shield Booster II	739300	47	50	130 17h 22m	08.05.2008 - 19:07	Reg	Orville I - Federation Navy Assembly Plant
Hot	N-Type Regenerative Membrane I	100000	1	1	100 15h 16m	08.05.2008 - 17:01	Reg	Orsulaert III - Federation Navy Testing Facilities
Hot	Radiolotope Thermoic Membrane I	75000	1	1	100 15h 17m	08.05.2008 - 17:01	Reg	Orsulaert III - Federation Navy Testing Facilities
Hot	Reactor Control Unit II	337400	9	20	120 21h 1m	07.05.2008 - 22:45	Reg	Orsulaert III - Federation Navy Testing Facilities
Hot	Valkyrie II	348000	50	50	110 21h 4m	08.05.2008 - 22:48	Reg	Orville I - Federation Navy Assembly Plant
Total sale volume		160083000						
Open sale volume		145780900		90.8%				

Buying (6 orders)

Hot/Cold	Object	Price	Left	Total	Time Left	Issued	Dist	Station
Hot	100MN Aftburner II	2100005	10	10	130 16h 21m	08.05.2008 - 18:05	1	Orsulaert III - Federation Navy Testing Facilities
Hot	100MN MicroWarpdrive II	5605000	10	10	130 16h 21m	08.05.2008 - 18:08	1	Orsulaert III - Federation Navy Testing Facilities
Hot	660mm Medium Gallium I Cannon	75000	96	100	10 21h 42m	10.04.2008 - 23:27	Stat	Orsulaert III - Federation Navy Testing Facilities
Hot	660mm Medium Gallium I Cannon	80000	119	200	110 10h 9m	08.05.2008 - 11:53	Stat	Jita IV - Moon 4 - Caldari Navy Assembly Plant
Hot	Prototype Cloaking Device I	620000	50	50	130 16h 19m	08.05.2008 - 18:03	1	Orsulaert III - Federation Navy Testing Facilities
Hot	Reactor Control Unit II	200000	99	100	130 16h 20m	08.05.2008 - 18:05	Stat	Orsulaert III - Federation Navy Testing Facilities
Total acquisition volume		151550050						
Open acquisition volume		144570050		95.4%				

each with low and high prices, volumes traded etc. This makes decisions easy to plan your trips to see where to buy what and where to sell it. Here an exclusive EVE Mag preview screenshot:

	Essence		Placid		The Forge	
	buy	sell	buy	sell	buy	sell
100MN Aftburner I	110002.00 54000.49 17000.00 500	134988.98 131286.16 128000.00 81			132002.00 131816.35 110488.34 11800	139599.00 139517.25 139480.00 118
100MN Aftburner II	2051000.13 2034938.85 2006545.00 40	3170000.00 3013280.00 2930000.00 100		2780000.00 2774398.77 2700000.00 212	264002.00 2634891.34 2625911.00 178	3229000.00 3207464.11 3188000.00 209
100MN MicroWarpdrive I	532498.13 483951.17 361000.06 459	888000.00 887139.75 886988.00 71	270002.00 270002.00 270002.00 50		583008.00 583000.84 583000.00 7000	620000.00 619343.75 618000.00 352
100MN MicroWarpdrive II	5582000.50 5114923.57 5410000.50 35	7177999.00 6977231.89 6917001.00 39	6048999.00 6048999.20 6048999.00 10	8999897.00 8882848.00 7330309.00 80	6000059.00 6000038.88 6000028.50 118	6066000.00 6065979.84 6065970.00 100
150mm Railgun I	12602.00 12568.49 12548.00 500	24800.00 24383.65 24180.00 1474			18168.85 14051.42 14500.01 3500	21004.00 21004.00 21004.00 457
	88003.00 18716.57	85000.00 84985.93	51000.00 5777.71	85000.00 85000.00	70231.78 70231.45	89599.00 88983.41

It's far from finished yet and a lot of work still needs to be done. But it already helps me a lot. Data has to be collected manually at each station for each item using the export function. In the end, I will also try to make an integration of EVE Central data. Other projects are a corporate edition of Eve Commander for those corps wanting to host eve commander on their own servers for added security, a german version of Eve commander (my native language), an item database and more analysis tools... Lot's of work ahead.

Discussions about security and trust

When I first started Eve Commander and observed the respective forum thread I had opened¹, a lot of topics were quickly started to be discussed intensively: Primarily the

¹ <http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=697246>

- **General character information** : Basic stuff like race, bloodline, image, skillpoints, attributes and SP/h values. Also shows count and percentage of achieved level 1, 2, 3, 4 and 5 skills.
- **Skills** : Much like EVE Mon, basically. Also filtered by category and learned skills only or all skills. You can click on each skill to get detailed information, including times needed to achieve each higher level. This is the most used page on EVE Commander.

Future features in development or planned

One of the features in development is called market data. It's a complex page where you can compare item prices in your favorite trading stations,

concern about whether I can be trusted or not, as I (in the end) hold a database with your full API keys which are required for the application to work. Lots of allegations like 'You will copy my trade routes', 'You will attack my ship knowing my skills and setup', 'You will sell this information to our enemies', 'You are generally evil, bad and a fraud' etc. were posted. Most of these allegations are rather silly, as I sure have nothing else in my mind than to hunt single players across the universe (my PVP-stats are crappy anyway: three heavy losses due to ganking and gate camps and not a single kill) or co-work his trade routes which are 50 jumps away from where I 'live'. But I must be honest to say that I was taken aback at the very beginning to some of the obvious hostilities towards the project and me personally as a noob in the game. However, I quickly learned that I had to live with that, even after posting an extensive privacy statement since the very beginning primarily stating I will not ever access or process your personal data. In the end, there is nothing I can really do to the issue of trust on a technical or content-wise basis. Even the request to make it installable software like EVEMon could still be meaning that the app could be phoning home or even have a virus/worm/whatever integrated (but as said above, Eve Commander was specifically designed as a web application). Each and every serious application developer knows that there is never any real security. It's like with the isk sellers and macro farmers: There is simply no real working solution for these problems either.

I even had extensive contact with one of the most trusted players in the game about this topic: Chribba. I envy him for what he does for the community and the status he has earned during all these years (and I know I can't do that in the 5 months I've been around in EVE). But I also do pity him a bit for the pressure and expectations the community puts on him to keep his services up. A whole **LOT** of business and people seem to be excessively Chribba focused. This could be dangerous in some ways, too: Imagine when he leaves EVE one day... Anyway, we did discuss options like hosting the app on one of his servers or implementing an API-proxy feature he is currently working on. The first would not have solved all issues and would only put an additional burden on him (also adding **my** expectations of service quality and stability), and I will gladly implement the latter idea (when it is done, whenever that will be) for these folks worrying about corporate security (CEOs and Corp-Managers). But I can **assure** you that Eve Commander does **not** ever read or process corporation data (when you have the specific rights to see these infos anyway). You can check this in your API access log² at any time: the IP of Eve Commander is 213.189.148.219.

So it all comes down to trust. If it is not there on your side, just don't use Eve Commander. It's as simple as that. But at the moment, Eve Commander has close to 500 users. I am very content with that number, as I have not done a lot of marketing and I am **not** on a quest that every player of EVE must/should use it. As I said before, I wrote the tools primarily for myself and if others want to use them too, that is fine by me. If they don't, it does not bother me either. So, based on these 500 users who each made up their mind independently about

² <http://myeve.eve-online.com/api/log.asp>

trusting me, I can't really be that bad and evil... ☺ Please check out the forum for the full discussion of this topic when it is an issue for you

([woddel](#)) or by email: woddel@eve-commander.com. Thanks for reading my ramblings and fly safe!

The price of it all

Eve Commander has been a lot of work. So I decided to ask for a small token in isk to maintain the service (server capacity & development work). Just a few days ago, I have massively lowered the prices, so a one-year subscription for the average user comes to about 16 million isk. This is like the base price of a cruiser. I think that is quite fair and can be easily accomplished by any pilot without too much of a strain. I also put up a linear pricing plan: Players with little money pay less, players with a ton of cash a bit more. Noob pilots with less than 20 million isk on the account can use Eve Commander for free. There is also a limited edition of Eve Commander that is completely free (really free) for everyone: It only requires the limited API key, and is therefore also limited to basic character and skill information. This option is currently used by about 18% of all users, just to state one last number.

The end of it

Well, I could go on and on. But I assume you have grown tired of me reading this until now and so I will put an end to this article. Please check out the homepage (<http://www.eve-commander.com>) for more information about the project and don't hesitate to ask me questions if you have any. You can contact me in game

Woddel

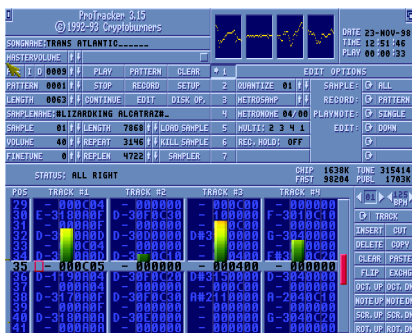
Eve Music

Hi everyone!

My name is AlienHand, I'm from Denmark and I've been playing EVE since late November 2007. I was asked to write a little something for the EveMag about me and my music. As I am in shortage of time these days, this is what I was able to put together.

It started at random...

Now, before I start talking about my twisted childhood, let's skip to the 11th grade back in '94/95 where I got to meet the world of music creation in a more serious way. Ah yes – back in the days with tracker programs like ProTracker and DigiBooster on my loving Commodore Amiga, which I was introduced to by my classmate. I always wanted to make music but had no idea how to do it. I just blurted it out in the classroom one day and my friend said “use ProTracker”. Funny thing was I actually had the program from the previous owner of my computer. And that's the way it all began.



The change...

So the years went with education, work

and of course music when I had the time. Then in the year 2000 I got me a PC for educational reasons but also game and music was to be exploited on this new piece of playware. I called a computer store in Copenhagen to hear about pro soundboards etc. The guy I talked with did also create music. I met him at his work and we decided to start making music. He introduced me to pro hardware and software which I had only dreamed of. Pulsar and Scope soundboards. Real synthesizers, reverbs ect. This was a whole new world and I loved it!



Teamwork...

The years went with work and more work. We created music whenever we could but was never able to get our stuff out. Main problem was that we wanted the music to be 110% perfect in every aspect before releasing our music. Looking back I think this was our biggest mistake. All our ideas and creations got stored away instead. At one time we were both unemployed. So we sat in a room for over one month and created music and nothing else. Just before Christmas we were almost done with one complete song in awesome quality and a killer theme – when our computer broke down and destroyed the hard drives. Everything was gone – even backup files. We contacted a hard disk recovery company to see if they could help us. Well there was no guarantee of cause, but for sure they could invoice us 2-3.000 dollars. We decided it was time for a brake.

All by myself...

After this destructive blow to our work morale we didn't get started again. Slowly – very slowly I started creating music again. Small things at first though – well you could call them music tests of future music to come. After creating too many music tests I decided it was time to create a real trance track. This track took me one year to finish!! Holy horseshoe! Like a writer having trouble writing. But it was just what I needed to get things going again and not just making test tracks. Even though it wasn't the best piece of music I have created, the end result was the track I call "Fire" which today is available for free on my website www.alienhand.dk.



But it is not only dance 'n trance I create. I create anything that comes to mind really, and ever since I started back in '94/95 I was always fond of ambient music as well as dance and other electronic music. But I never thought about publishing my ambient songs. I just never thought of it – never.

The era of EVE...

As time flew by I wanted to try

something new but didn't know what. One day in late November 2007 I find myself looking at the EVE-online.com website. I did already know of EVE about one year earlier but the greatness of the game scared me away. But as an old Elite/Frontier/Homeworld 2 player I just couldn't resist checking the game out that evening in November 2007. This only happened due to a friend of mine in an old IRC forum who was playing EVE for years. So I picked his brain about the game and he helped me get started. Thanks Ramek!

This opium called EVE got me hooked the moment I pressed **Undock** down in the left corner. The graphics, the sounds and the music in EVE was simply breathtaking. So I played psychotically for about one month and a half, and slowly I felt something growing inside of me. I didn't know what it was – I was busy mining for God sake! – but it just came to me. I wanted to create one or two ambient tracks in the spirit of EVE. The ideas just flooded my head so I got busy. And in mid January 2008 I had created the first track "Liquid Space". Quickly I created the website known as www.alienhand.dk where it was to be published in late January. Few days later "Yellow Substance" got released and the EVE-online forum went nuts about the music. And only thanks to the responses in the forum I kept on creating music.



On that note...

I would like to thank everyone for their comments on my music and for the support and encouragement they have given me. Knowing that people are enjoying my music and wants more of it is an incredible energy booster and makes me want to create even more. It is highly appreciated!!

In the future...

As some might have noticed my website has been evolving since it went public – not only with the amount of music tracks – but also with donating option, mailing list etc. And thanks for the nice donations. ;-)

Now I know CCP is watching me (listening more likely) and I did offer them to make music for the EVE game but sadly I never heard from them. I know they are a busy bunch of people and I respect that. They do great work! But what about music for the ambulation add on? Combat music? Ambient background music? Well I'm there if you need me – but I guess RealX is the first weapon of choice which is understandable. ;-)

I have a few thinks cooking that will be accessible in the near future on my website. As I still do not have any album out yet, I am planning to add a payment module on my website making it possible for anyone to buy and download my music in CD quality. You can choose you favorite songs for only 1 dollar a piece! (Kind of iTunes if you will – but in CD quality).

- Download: wav or flac files (lossless)
- Quality: 44.1 KHz stereo (standard CD) or higher quality if it is featured for the current track.
- Payment: PayPal or credit card.

This is still work in progress and I hope it will be available soon and well received by the public.

The lower quality mp3 will of cause still be available for free.

In the end...

Well – I guess a few words turned into many after all. But this is all I have time for. So stay tuned for more EVE inspired music in the future and again, thank you all for the support and encouragement – it has been a fast but exciting ride so far and I still have a lot more music-bombs to drop ;-)

Yours truly,

AlienHand.

EveMag Stats

Since releasing the first issue, a few months ago, I have kept a count of the downloads and I have to say that I have been pleasantly surprised.

Below you can see the total number of downloads for the first issue and the special issue.

Every so often, you can expect to find this section in EveMag, listing the number of downloads.

I would like to thank all of you who have downloaded the previous two issues

EveMag Special downloads

media-230

FileFront-46

EveFiles-816

EveMag issue 1

FileFront-59

EveFiles-88

MediaFire-288

Comments, Suggestions, Critics, Wanting to help?

Please Contact Us

To contact us, please use

Website/forums

<http://evemag.hostingdelivered.com>

Would you like to talk about EveOnline and anything to do with games?

Please visit our google group at

<http://groups.google.com/group/evemag?hl=en>

Please feel free to join our EveOnline Community group on the Megathron at

<http://megathron.com/groups.pl?group=19>

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