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Isk the guide

From Backstage Lore WikiISK - Industrial-Sized Knowledgebase The Ultimate guide on EVE Online ISK Guide Vol. 1: Whether you're a beginner on a 14-day trial account or a veteran trader, maybe a fierce pirate, a particular miner, a pilot who has years of experience in mission running or a three-month noob - there's no pilot who's tried and done everything or done everything as all there is to know about EVE. Beginner or expert, this guide - known as Industrial-Sized Knowledgebase - is for you! Expertly written by a number of specialists in their field, and officially approved by CCP, this guide covers just about everything you can do in EVE. If you need to know something, just look it up in this book. Of course, you do not have to commit everything to memory; just open ISK guide Vol. 1 and you will find your answer. English / Hungarian: File:Isk vol1.jpg File:Vol1res.jpg ISK The Guide Vol. 2: A new guide was written by the ISK team. This guide tries to help the new players who familiarize themselves with the universe of EVE. This time, the guide attempts to introduce the complex world of PvP (player versus player). Despite the already familiar gameplay mechanism, PvP will not be a predicted activity since the enemies are other human players, so you must be prepared against not the game's artificial intelligence, but another human mind, attitude, psyche. Be ready: as there are many players, there are endless different strategies, many ships, setups, battle situations: all provide the real variety, making our adrenaline green light. Sooner or later, PvP will be the part of the game why you play EVE Online too. You can find thousands of other things to explore, to learn, to experience, to try, but none of them, or their causalities, will give you real excitement like pvp and its intensity, the real enemies: the challenges to defeat other players, and protect you from them. good luck! One piece of advice: Don't panic, and never give up! English / Hungarian: File:Rsz cover-isk2-eng.jpg File:Vol2res.jpg ISK The Guide Vol. 3: A new guide was written by the ISK team. This guide tries to help the new players who familiarize themselves with the FPS side of the EVE universe. Work with teammates. This means that both help them when you're nearby, keep track of them and move with them. It also means taking advantage of the knowledge on the battlefield. The trick is to know what's around you, or at least likely to be, almost 100% of the time. Not the golden rule of dust 514: Teamwork is important; it gives the enemy other people to shoot at. English: File:Vol3res.jpg History ISK Vol. 1 (It was ISK 2.0 and ISK 3.0) The first edition came out on 12.05.2009 in hungarian language. The first English edition came out on 26.08.2010. ISK Vol. 2 - Aka: PVP Guide The first edition came out on 19.03.2012 in Hungarian language. The first English edition scheduled for release was 2012. 12. 05. - Failed by publisher's problem. Update in progress. Scheduled release date: 2014. April's end ISK Vol. 3 - Aka: Dust Guide The first edition was completed at Fanfest 2013. First release in 2013. 27 July at 10:00 Version story 1.0 12.05.2009 Hungarian pdf 1.0.1 16.05.2009 Hungarian pdf 1.0.2 04.06.2009 Hungarian pdf 1.0.23 22.22.22.2009 Hungarian pdf 1.0.23 22.22.22.2009 Hungarian pdf 1.0.23 22.22.22.2009 Hungarian pdf 1.0.23 22.22.2 08.2009 Hungarian pdf 1.1.1 17.10.2009 Hungarian pdf 1.1.2 31.10.2009 Hungarian pdf 1.3 21.12.2009 Hungarian pdf 2.2.2009 pdf 2.2009 0 23.05.2010 Hungarian pdf 2.0.1 26.08.2010 English pdf 2.0.2 13.12.2010 Hungarian pdf 2.0.5 17.01.2 3.0 01.02.2011 English pdf 3.0 25.05.2011 Korean pdf 3.0 Vol 1. 01.06.2011 Norwegian Hardcopy 3.0 Vol 1. - Incursion 1.4 27.07.2011 English pdf 2.7.0 28.08.2011 Hungarian pdf 2.8.5 14.12.2011 Hungarian pdf 2.9.0 - Crucible 1.1.3 10.02.2012 Hungarian pdf ISK Vol. 1 - Crucible 1.5.2 18.03.2012 Hungarian pdf ISK Vol. 2 - Crucible 1.5.2 (PVP Guide) 19.03.2012 Hungarian pdf ISK Vol. 2 - Crucible 1.6 (PVP Guide) 31.03.2012 Hungarian pdf ISK Vol. 1 - Inferno 1.0.6 04.06.2012 Hungarian pdf ISK Vol. 1 - Inferno 1.1.5 04.07.2012 Hungarian pdf ISK Vol. 2 - Inferno 1.1.5 (PVP Guide) 04.07.2012 Hungarian pdf ISK Vol. 1 - Inferno 1.2 11.08.2012 Hungarian pdf ISK Vol. 2 - Inferno 1.2 (PVP Guide) 10.09.2012 Hungarian pdf ISK Vol. 1 - Retaliation 1.0.4 15.12.2012 Hungarian pdf ISK Vol. 2 - Retaliation 1.0.4 (PVP Guide) 15.12.2012 Hungarian pdf ISK Vol. 3 - Chromosome (Dust Guide - UnReleased!) 20.04.2013 English pdf - Unreleased! 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Then check out the ISK guide > CCP, Daniel Block, Sr. Director of Customer Acquisition, Atlanta, GA ISK guide is awesome; mega awesome. Would you be OK if we hosted a version on eveonline.com and included a link to it in New Player Emails we do for trial users?   > CCP, Sveinn Kjarval (CCP Guard), EVE Community Developer, Reykjavik If internet spaceships are serious business for you, this guide will seriously help you do business!   > Chribba, Otherworld Enterprises for new players things is a lie, it's freaking excellent for us old vets too!   >, X-Factor Industries, Synthetic existence This looks pretty well made. Good job :) > CCP, Nikola Cavic, Partner Relations Manager, Reykjavik, Iceland This is awesome! I knew it was going to be good, but you guys managed to produce a spectacular guide.   EVE Online finally gets a guide it deserves. Thank you to everyone involved in this massive project. Learn how to earn 1 billion ISK in EVE Online's Universe In this guide we will describe all different types of activities the player can take up to earn ISK in EVE Online. ISK is the primary EVE's in-game currency, equal to Skill Points itself. Since pretty much everything can be purchased with ISK, we tend to believe that earning ISK is the most important and exciting part of EVE Online. As a new EVE Online player, you have to wonder how to start making decent money, to buy better ships and enjoy the game. There are many fascinating things to do in EVE Online, and pretty much all of them can be profitable if done correctly. The first part of this article will describe EVE ISK farming methods available to everyone, including new players. These types of activities are usually done solo, they do not involve a high level of risk and are not the most profitable, but will let you grind yourself up. Odealo is a secure trading platform for MMO players who support real money trading. Mining - Mining is one of the first activities players do to earn ISK in EVE Online. All you need is Mining skills at level I. It will allow you to equip any frigate you own with a mining module called Miner I. Then take the ship to an Asteroid Belt and begin mining ore. Ore is stored in the cargo hold (or other specific ore containers). This method is one of the most accessible, safest and tedious activities you can do to earn ISK. The good thing is that it can usually be done semi-afk in high-sec zones. Mining can be divided into three main subcategories that include: Ore Mining - the most basic form of Mining, where you collect ore from Asteroid Belts Gas Mining - mining from interstellar gas clouds. It is a more advanced form of mining that requires mining skills to be trained up to level IV Ice Mining - the process of mining resources from ice belts. Ice belts spawn in specific zones and disappear when they are emptied, respawning every four hours. Ice belt mining is more afk-friendly, and profitable, but due to 4-hour intervals, it can be harder to allow continuous income for many hours A decent way to do ISK by Mining is to learn how to jump into wormholes safely. The wormhole room is full of valuable asteroids in gravimetric locations. But this type of Mining requires more experience and is risky. After all, you go into zero-security zones. Expected income: High-sec mining - 30M ISK per hour Zero-sec zone mining - 30M ISK per hour Ice mining 30-40M ISK per hour Wormhole Space Gas mining 50-60M ISK per hour If you want to find out more about Mining check our complete EVE Online Mining Guide Missions - Missions similar to missions in other popular MMORPGs. You need to find an agent and start doing missions/assignments for the selected company. It is scattered around EVE EVE Universe and is ranked from level 1 - 5. If you have a good position with the company and can accept assignments from a Level 4 Agent, you should be easily able to do about 20 million ISK per hour in a high security zone. After choosing an agent, you should stick to doing assignments for this one particular company. Grind yourself up to level 4 as soon as possible for increased rewards. During lower level missions you should even skip salvage and other unrelated activities. The disadvantage of completing missions for one company, and increasing your standing with them, lowers you standing with other opposing factions. The best ships to fly missions are Marauders. But they are costly, and it takes time to train enough to be able to serve them. If you have not yet flown a Marauder-class ship, we recommend using one of the following vessels: Abaddon (Amarr), Raven (Caldari), Dominix (Gallente), Typhoon (Minmitar). These ships provide both high durability, and decent DPS. The most effective way to earn a lot of ISK from missions is by Blitzing. This method requires you to skip anything that is not strictly related to completing the task. You just kill what's necessary, skip salvage and loot, and come back to collect the rewards. Expected income: Lvl.1 & Lvl.2 Missions - under 10M ISK per hour Lvl.3 Missions - 15-20M ISK per hour Lvl.4 Missions - 40-50M ISK per hour Mission Blitzing – up to 80M ISK per hour We have a complete guide on EVE Online Missions that you can access by clicking here. Planetary interactions - one of the most popular ways to get you a stream of ISK constantly flowing your way. It's the kind of industry that requires you to set up a colony on a planet and start collecting resources from it. This type of ISK agriculture needs you to invest in a command center for your chosen planet. Command centers can be purchased with ISK on the market. There are eight types of command centers for each type of planet, and when you set it up, monetize it, you require to visit your colony once in a while to collect the goods. In the meantime, you are free to do what you want beat in EVE Online, which is the best part of Planetary Interactions. Expected income: High-sec planets - 0.75-1M ISK per day, per planet Zero-sec planets - 4-5M ISK per day, per planet Trading - trading is one of the most interesting (at least in our opinion) and profitable activities you can do to earn ISK in EVE Online. The basic idea of making money from trading is to buy underpriced items, and sell them for more. Trading, in general, requires a bit of first investment, and a lot of knowledge in the game, and experience. Station trading, which is the most basic way to serve ISK, is about merchandise within a particular station. You post purchase orders for requested items, and when someone sells it to you, you must post it More. You should make sure that you can sell the item and at a higher price, within a reasonable time. It is also possible to make a significant profit by buying goods at one station and hauling it to another, where the price is higher. And, the most profitable trading activity of all, is certainly direct manipulation of the market. However, you should be prepared to invest hundreds of billions of ISK (if not more) and accept big risk. After all, there may be richer players than you, who can discover your attempt and destroy your plans, leaving with billions of ISK at a loss. Expected revenue: Station trading - 20-200M ISK per hour Market manipulation - reportedly billions of ISK per hour Exploration - exploration is one of the most interesting ways to create ISK in EVE Online. This is one of the things that new players can start doing on Day 1, and that's what most people came here for - explore space. This method's profits have very high variety and require luck to earn some decent money, but it is an excellent way for new players to learn, and enjoy the game. Exploration involves using scanning probes to detect Cosmic signatures in space, which are scanable places. These places can have different types, and because of that, Exploration can include all different types of meetings, bringing profits from different sources. Cosmic signatures can be identified as: Combat sites - containing enemy NPC Battleships, called rats (see Ratting) that you must kill. They can drop valuable objects, or in rare cases escalate into expeditions (see Escalations) Gas areas - which contain gas clouds that can be harvested (see Mining) Relic sites - sites with containers, which can be hacked with a relic analyzer. Relic sites can contain very valuable loot, including high-end Battleship equipment, and Blueprints. Relic sites can be a very high difficulty encounter, with only the normal space areas containing no malicious items Data sites - places with containers, which can be hacked with a data analyzer. Data sites are similar to Relic sites. However, they are usually less profitable wormholes - are temporary gateways connecting two star systems. Wormholes can be discovered to unknown space, or the Anoikis galaxy, which is called Wormhole Space. Players can make a lot of ISK in Wormhole space. But there are dangerous areas, where you should be prepared. For more information, check our Wormhole Space in-depth Guide. Expected income: The exploration has very high variation and is highly dependent on luck. Your income can range from 10M ISK per hour to around 70M ISK if you can handle Null-sec and Wormhole Space Pirate Relic and Data sites. You can also check a complete EVE Online Exploration Guide if you are interested in learning more about this part of the game. Ratting - EVE Universe is full of NPC pirate ships, usually called rats. Hunting rats are a widespread method of earning ISK for the type of players who like PvE Combat. Rats can appear in cosmic anomalies, asteroid fields and near gateways and stations in zero-sec space. Rats are found in 0.8 safety level systems and below. The lower the safety, the higher the chance of finding a rat. Killing rats gives you a bounty, and you can also loot and save their wrecks. Remember, that the lower the safety level of your system, rats will have more powerful ships, and you should be prepared. Expected income: Low-sec asteroid belt Ratting - 10M ISK per hour Zero-sec asteroid belt Ratting - 20M ISK per hour Zero-sec Ishtar Anomalies Ratting - 50M ISK per hour C5-C6 Ratting - up to 250M ISK per hour Combat sites/Escalations - Combat sites are one of the main areas where PvE combat takes place. Battle sites are usually found during exploration, and they can be divided into: Combat anomalies, which are located without the use of scanner probes, or have a form of cosmic signatures, requiring scanning. Battle sites, which are found as cosmic signatures, are usually more challenging and rewarding. Cosmic signature battle sites are further divided into: DED rated complexes - containing several groups of enemies, which can drop Faction elements and Deadspace modules Unrated complexes - have a higher chance of containing a commander. Commander ships can drop Faction elements and have a chance to escalate to expeditions Chemical Labs - is a type of battle locations that will appear as a gas cloud in the scanner window. To get all loot, you have to deal with enemy NPCs, and hack found containers with a data analyzer The aforementioned Expeditions are escalated from unrated complexes when certain conditions are met. Expeditions usually consist of four parts, and after completing each, you are led to a different location. Typically, these places are several jumps far from where the expedition escalated. It is also common that the fourth location will be in a lower security system Expected Revenue: High-sec Combat anomalies and signatures - 20-25M ISK per hour Low-sec Combat anomalies and signatures - 40M ISK per hour Low-sec Combat Anomalies and Signatures - 40M ISK Per Hour Zero-sec Combat Anomalies and Signatures - 80-90M ISK Per Hour Escalations Can Almost Double Your ISK Per Hour Rate Faction Warfare - is an exciting game mechanic that revolves around PvP combat. Players sign up to fight for one of the empire's factions and fight for control of some low-security regions. Faction warfare takes place on two main battlefields: the Amarr-Minntamar war zone, and the Caldari-Gallente war zone, which is contested by the corresponding factions. A lot of ISK should be done in Faction Warfare. Players are rewarded for: Complete missions - which act as other missions in EVE Online Catching the Enemy (often referred to as plexing) - to capture a hostile complex in Faction Warfare, you need to enter it and destroy enemy NPC controlled ships. As long as you are in the complex's radius once it is captured, you will be significantly rewarded. But some players also prefer to make money by defending these complexes. This is done by leaving certain ships as bait and then obliterating the attackers. Plexing does not always prove to be easy to destroy enemy ships - on top of being able to loot and rescue enemy wrecks. For each of the above activities, players are also awarded loyalty points, which can be exchanged in the Faction Warfare Loyalty Points store. LPs can be traded for ships, drawings, implants, modules and more. In general, plexing in Faction Warfare is one of the most profitable activities in EVE Online. Expected revenue: Faction Warfare Missions - 150-250M ISK per hour Faction Warfare plexing - up to 1B ISK per hour Incursions - is one of the most advanced methods to serve ISK in EVE Online. They are comparable to Raiding in World of Warcraft and other similar MMORPGs. That means a lot of harder combat against experienced players is needed. All members must have special roles assigned, must fly specific ships, with proper modules equipped. Team composition, teamwork and a lot of experience are needed to run incursions. Attacks are random PvE events, where Sansha's nation invades the constellation. Players should join forces to either slow down or stop the invasion. Attacks, in addition to being extremely challenging, are very rewarding. To learn more about an attack, you must either be in the incursion constellation or check the record (Incursions/General Report tab). Attacks are one of the most profitable activities in EVE Online, unfortunately, being able to run them, a proper company is needed, and this is impossible to be done solo. Expected income: High-sec Incursions - 150-200M ISK per hour Low-sec Incursions - 200-250M ISK per hour Odealo is a secure marketplace for EVE Online ISK and Items where trades are made by regular players with the use of real money. We hope this gives you an insight into how ISK can be bred in EVE Online. We know that there are many different ways to earn currency in EVE Online, but these nine methods seemed to be the most popular. Other methods, including Blueprint Research, sales of computer cores, lunar mining, manufacturing are not so efficient anymore and were not mentioned above. However, we still encourage you to try them out and learn about this amazing MMORPG game. If you think there are other methods that should be mentioned here, please feel free to leave a comment below. You can also let us know if you would like to see a detailed guide on any of the above methods, and we may consider doing a thorough guide to it. Anyway, free to leave a Below. Images used in this article are the intellectual property of CCP Games. Games.