

Eve Online

Live Dev Blog Transcript

No. 2, May 10th, 2007

EVE Backstory

The dynamic content team introduced themselves and what they do. Explained a bit about the style and tone of EVE's backstory and fiction, and quickly went on to answering your questions.

Speakers:

Gnauton - Story Editor

Abraxas - Writer

Eris Discordia - Dynamic Content Team

Ginger - Events Coordinator

To download the mp3 of the Dev Blog Visit: <http://myeve.eve-online.com/devblog.asp?a=blog&bid=465>

[Comments placed in brackets like this are my own]

(Comments placed in brackets like this represent someone speaking, and are used to make it easier to understand)

- Transcript is as accurate as possible, but slight rewording may have slipped in very occasionally.
- Sometimes I couldn't make particular words out, they were either omitted or a [something] was used in their place. It shouldn't interfere too greatly with coherency.
- Table of Contents may not be 100% accurate. Apologies for any errors, please notify me of anything significantly wrong.
- If you spot any significant errors, please send them through to me. (Email Zombie Nooey)

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Wrap up.

Gnauton: Welcome to the second live Dev Blog. The subject for tonight is Storyline & Events.

First, a few words about myself. My job title is “Story Editor” which means I get to meddle with other peoples creative hard work, and tell them what goes and what doesn’t. I’m like the janitor of the fictional background. I’ve got to vet all story stuff for consistency and tone and style, and then do some copy editing on it and basically make sure it conforms to our standards. On occasion I’ll write a story or do an event too. I also oversee the main thrust of the storyline, and try to make reasonably sure that things happen when they should. And I boss people around, though...not really. To my left is the lovely and lustrous Ginger. Ginger please introduce yourself.

[Insert long silence here as Ginger takes one last hit from his Test Bong]

Gnauton: Ginger’s having a few “technical problems” right now.

Ginger: Uh, Hello?

Gnauton: There he is...

Ginger: [In a stoned Michael Caine-esque voice] Hello...sorry about that Gentleman...and Ladies. I am Ginger, I am also called *Junjer!* and my official title is “Events Coordinator for CCP” which basically means I work very closely with Aurora, those lovely dear people who basically, further the storyline and do events. Now, I was asked to explain a little bit about events and what they are. A lot of you may know, and a lot of you may not. Here’s a little of what they’re like.

Basically, events are just stories. That we interact with. In Eve. [Stoned giggle] Sorry, Gnauton is behind me, being naughty. So...yes...sorry...where was I? Right, Aurora. [More booster-induced laughter and some sighing] ... events are basically tools that OIIOGIGERERHHH! [Pause] Gnauti, you’re putting me off man. [More laughter]. We’ll spank him later. Ok...so...I will start again. You lovely people.

Yes, events are just interactive stories based in the world of Eve, and Aurora act in them and so do we. I work closely with them, to execute the big storylines we have planned. It’s not like, planned in stone but we have a general direction of the main plot, so we all try and work together to make sure we’re on the same track and same lines. I basically ensure that the high tier stuff gets executed properly.

So there’s like 3 tiers of events.

There’s Tier 1, which doesn’t really touch Prime Fiction, (which is all the fiction on the website that deals with all the NPC organizations). So if you do a Tier 1 event, it’s basically just like a player versus player event. A tier 2 event will touch on the fictional entities in a slight capacity. It’ll use people from the Amarr fleet, for example. A tier 3 is the full shebang, which is where I mainly come in. Just to make sure that like, none of us go in and kill the President by mistake and all adhere to the big whole story. So with that, I shall pass it on to my good and...slightly disturbed friend, Abraxas. [A dungeon door can be heard opening, and the faint muffle of tortured screams escapes before quickly being muted once again]

Abraxas: Hey folks. Alright, well, I'm Abraxas and I'm the guy responsible for writing the Eve Chronicles, which are basically short stories set in the world of Eve that we publish on a bi-weekly basis and that you can read on our website at any time. So, I work for the event team, I write all sorts of background fiction. I generally try to vary the mood somewhat in the Chronicles but as Ginger touched on I tend quite strongly to write horror fiction. This occasionally unnerves them a little bit...and...that's about it.

Eris: That leaves me. I'm Eris, and I'm the latest addition to the dynamic content team, after working in Static Content. I'll try to explain a little bit about the difference between Dynamic and Static content.

Dynamic Content is really, all the events you see, and the news and just trying to bring the storyline to life and keep continuing the story. Static Content is everything almost that you see in space that will always remain there, like Stations, Agents, Missions. If you make a change in the Static Content, you also need a patch. You don't really need one to improve the storyline because we can just publish news whenever we want to. Lately I've been working on the events, and learning the ropes around here and I will continue to do this in the future. I'll be writing news as well again.

My other work really, is more about increasing the participation of players in Events to make sure that more people can participate in them and that you run into them more often, so you don't need to be at a specific place at a specific time to be in an event. That's about it. [Long pause as the world slowly recovers from cuteness overload]

Abraxas: Yeah...umm...we also wanted to talk a little bit about the tone and style of Eve Fiction. As I'm sure all of you are aware, Eve is a very dark world. So we tend to keep the fiction and the events that happen here kind of in that vein, which if you've read in the Chronicles you probably noticed that they're full of all sorts of gory and strange and weird things.

Gnauton: Yeah, this is why Abraxas was such a great fit as far as one of our primary Chronicle writers, because umm...well...the man's disturbed as is obvious to anyone who's read any of his fiction. It's always been very important to us to maintain that dark, gritty tone that we feel sets us apart from other games. [A door can be heard opening once more, and tortured screams can be heard faintly again. This time it almost sounds as if it is hamsters being subjugated to unspeakable acts. Their squeaky and shrill screams of agony are just as quickly muted as before.]

Ok...umm...I think we're about ready to just start fielding some questions.

The first question was for Chantaal [That's Eris], and here is the question:

"We often get missions that involve killing NPC Navy of the opposing faction that are supposedly creating a 'behind enemy lines' type of outpost. Will we ever get the chance to play a mission as spies or scouts in the deep safespots?"

Chantaal, take it away. [The sound of Tech II Cute Hardners onlining can be heard across the universe in preparation for the imminent onslaught.]

Eris: We really, really want to add more types of missions, so as to lighten up the mission running. I think that CCP is really trying to make this come true, because the last month we had Scot here from White Wolf. Now, some may never have heard of White Wolf and what they do. They are one of the biggest leaders in the pen and paper (A type of traditional roleplaying game) world, so they have a lot of experience in really bringing to life a fictional game world. People from White Wolf will be transforming the storyline into the missions, so if you run missions you will also know more about the storyline and know more about the background. They are also really excited about the possibility of having missions so they can brighten up descriptions and just liven up the entire thing.

Another thing I was reading in the responses that people were wondering how they can get into an event. Right now, when an event is about to start, you can read about it in the news and people often look on the forums to see. If there are any roleplay corporations, they can contact personally. So if you you're in a Corporation or Alliance that would be interested in roleplay and participating in events, you can sign up there, and we will remember it, and maybe contact you in the future. Another way is just by chance, because we often run around in local and we'll be roleplaying and talking and you can just interact with us. We'll pick up on it. [The sound of Tech II Cute Hardners offlining and in some cases, exploding, can be heard]

Ginger: ...she sounds so cute, makes me wanna cry.

Gnauton: Alright, we got the next question here and this one is for Eris and myself:

“CCP and Aurora have been creating events for players to experience part of the ongoing development of the eve world, all these events required people to be online at a certain time and location. Would there be ever a sort public campaign to show the small efforts some of the empire organizations are attempting (think as themes of the month, kill serpentis -> cash in dogtags with actors, kill rogue drones -> cash in alloys with manufacturing corps) that function in a more passive way and allow people to be part of it but in their own timeframes?”

We've toyed around in the past with doing events that happen within a specific timeframe and aren't so much based on being in the right place at the right time. Some of you may remember our infamous 'Jovian Body Part' Event, which was held on Eve's first birthday. Then of course there was the Gallente Election, which we will never speak of again. [Ginger laughs, not because it's particularly funny, but because he's out of his mind on Drop]

But to answer the question, the primary issue is a manpower one. This sort of event is far more manpower heavy than you might think, and the potential for human error makes it really, really hard to execute – particularly on a grand scale. We learned this in both of the aforementioned events, but it is possible that at some point we might have the tools to execute something like this. Chantal? [Ok, no more cute jokes, you get the picture.]

Eris: Yeah we're working on getting more tools, usually tools we used to use in Static Content, that require a patch, but we'll just have to plan ahead. They will allow people to scan down places we set up. Because we will be deploying these locations manually, we can keep track of them and see how many have been completed, and then we know which Faction is winning, and which one is losing. You can do this alone or in a group. It doesn't really depend on being there at the right time, because the locations will be available for a day, a week, how long we want them to be. So that should solve a lot of problems.

Gnauton: Ok, next question.

"Will Gallente ever stop being referred to as Frenchies?"

Ginger?

Ginger: No.

Gnauton: Alright, next question.

"Please, may we have a new Emperor?"

Ginger?

Ginger: Hang on, I've got a speech sorted for this one. Hang on...let me find it. No..hang on. Ah, here it is, hang on...

No.

Gnauton: Ok, we have a very big question next up, one which we're all going to take a piece of.

"Is there anything being done to further draw traditionally "non-rp" entities into the world of New Eden? Events and News articles are good, but they're largely catering to the "roleplay community". The "RP Community" wants to grow, and we largely drive our own content. Given that, we would welcome a renewed focus on the masses out there that have never traditionally "roleplayed". If these sorts of things are being looked into, how does CCP plan to draw them in considering the negative stigma "roleplay" has. Hopefully there will be more to lure them in than just economic rewards. What about integrating them into the Prime Fiction? Are these sorts of things being discussed at any level?"

I wanna start off with this one and I've got a couple of points. Recently we made the decision to remove the primary focus of the events team out of 0.0 and back into Empire. Partly in preparation for some of the things we like to move in the direction of for when Factional Warfare comes out and partly because we felt that efforts in 0.0 were being sort of misspent with the amount of manpower we had available.

The primary reasons we felt they were, was because the 0.0 play style is a power game. It's a brute force game of acquisition and land grabbing and all that. So it wasn't exactly the most fertile ground for us to sow the seeds of RP. I personally

think that if we want to draw people in, we'd need to go somewhere where we're likely to find people who are least a little more receptive, and so we decided that for the time being we'd rather give it a shot in Empire. That's about my spiel on the situation, anybody else?

Ginger: Yeah, I'll take up a little bit. Yeah, like Gnauton says...or Gnauti, we moved the focus from 0.0 to Empire, but it wasn't so much as like, we never go into 0.0, it's more and we focus more on...and I hate using this word because people misrepresent it but...roleplayers. It's not like we only look at them, and we only work for them. But, you know, it's just a natural evolution of when you're creating a story, you'll get people involved who are active in their own parts in the big Eve story.

I wanted to touch on a few points, and I've got them written down here so I wouldn't forget so if you give me one second...

Gnauton: [Sounds of a whip cracking can be heard]. No man, it has to be now. NOW!

Ginger: Ok, part of the question was...are we gonna drag people...well not drag...well ok we're gonna drag 'em...non roleplayers into the events and storyline. We'd love to do this, like...the fresher and newer people we get in these things, in my experience, the better the events and the wider the story is. We are, we may have been, well we have been guilty of focusing a bit too much on roleplayers I believe, but we've got a few events in the pipeline and we're gonna try and, with Eris' help...the lovely, lovely lady, expand the scope of our events. She will touch a bit more on that. But yes, in answer to that, we are going to try and draw more non-traditional roleplayers in, and...I got a little rant coming up about the word "roleplayers."

Because you say it and people just...

Gnauton: Oh man...here it comes, here it comes...

Ginger: Dude...dude...just!

Eris: Oh dear....

Ginger: Dude...come on now...

[Everyone laughs at Ginger. Note: that's AT Ginger, not WITH Ginger.]

Come on...Come on, you gotta hear me now. Right...

There's no like...roleplayers and non-roleplayers in Eve mate. EVERYONE of you...little people...and big people...and female people...and male people...and Ginger people most importantly. You all roleplay. You may tell me you don't, but...you do, and I am not taking no for an answer. You do. You all roleplay. Your miners, and your pirates, pew pew, all of ya. But...the only difference is, is that some people choose to get more immersed in the story line, and some people don't. Our job is to pull people into the storyline, and show them it can be quite interesting and funky. Then have them spin off, and do their own thing, 'coz let's face it, events are

never gonna be the ‘be all and end all’ of Eve and they were never designed to be. They were designed to add funky little...sand...and...points into Eve. Right...where’s my next point here. I’m still going! [A collective sigh can be heard, and the sounds of Eris packing some more Drop into a Test Bong to lure Ginger away from the Mic.]

Oh yes! I’ve got a new word for roleplayers! [Giggle] They love this one...

Gnauton: Oh man...here we go...

Ginger: Because of the negative stigma of “roleplayers”? We’ve got a new word. We’ll we got a couple of new words, but I like this one the best.

It’s called: “Immersioneers”

Or if you’re like, maybe from near Russia? “Immersionauts”

Gnauton: Hah!

Ginger: It’s a beautiful word, and I believe we should all use this now, and just not refer to roleplayers as...roleplayers.

Oh. Uh, I think that’s it? Yep. So, Eris do you want to say a few words? Or Abraxas?

Abraxas: Yeah, I just wanted to touch on...well, it’s hard to follow that act.

[More laughing AT Ginger]

I just wanted to touch a little bit on integrating the players into the Prime Fiction. That’s something that usually happens afterwards, like something immersive happened at we’ll write about it, days or weeks later. But it’s really something that’s extremely hard to plan. It’s really likely that we’re gonna sit down and go: “Oh we’re gonna this alliance now” or whatever because it can create a slight atmosphere of unfairness. Because if you cover one Alliance, then all the others want to be covered as well. But...there’s always a chance that if anything massive happens, it will be written about afterwards. So, Eris, do you want to...

Eris: Yes...

This nice little lady is going to drag you kicking and screaming into roleplay. That sounds a bit wrong, but...I didn’t mean it that way.

Ginger: Hang on, hang on...you said “roleplay”. It’s IMMERSIONALISM woman!

[The laughing at Ginger continues once more, and the sloppy sounds of a Fedo being fed all of Ginger’s drop can be heard momentarily.]

Abraxas: We’re on the frontiers of a new language here, I swear...

Eris: Are we gonna have different outfits as well?

Ginger: Alright, let's not even go there...really...

[Laughing continues again, and the almost imperceptible sounds of Ginger sulking are heard.]

Eris: Ok...more seriously, I think that a lot of people are maybe a bit afraid of...immersing...themselves into the backstory of Eve because they don't really know the backstory that well. All the entities and how they work together, it might be a little vague. So I'm hoping that when we have White Wolf working on the missions more and explaining, everything...the relations in them, that people will start to know the Factions, the Empires, and how everything works together and they will feel a bit more comfortable playing around with it themselves. So I'm hoping that will help a little bit, and also make them realise that as soon as they start Eve, they are a capsuleer, they are flying a spaceship. They belong to the elite people in the universe.

Ginger: I just wanna say...like...one thing, because Eris touched on it. A lot of people don't know the big backstory, but the majority of people know the basics. Like...Gallente are flower wielding pansies.

Eris: Oooh! [You can almost hear the glare she's giving Ginger here]

Ginger: Amarr are well...we're not even going to go to Amarr. Minmatar have rust bucket ships and etcetera. With all this, hopefully we can build upon that, if they want to be involved in it more, and make it a better experience for everyone.

Eris: Also, you don't have to stick to stereotypes. Not *every* Gallente person has to be a flower loving hippy.

Abraxas: Yeah, I think if you read over some of the Chronicles I've written, including about the people like the Gallente. There are very few flower loving hippies there. And if they are, they usually meet a rather unpleasant end.

Ginger: Ok, Ok, I...sorry, I was actually...joking. I'm gonna get hit in a minute...

Gnauton: Alright, next question. This one is for Ginger and Abraxas.

"What are the hopes for more ruthless and dynamic interaction between players and Aurora characters. Will we ever see the sort of ruthlessness from Aurora controlled characters that we do between two player entities?"

Abraxas: Well, I can only speak on ruthlessness in regards to fiction rather than gameplay. Ginger's gonna cover the gameplay in a second but, we'll have *plenty* of ruthlessness. We're actually starting to tie the Chronicles more into events, as you might have seen from the recent Speaker of Truths thing that we did. Since I have a tendency to just go...completely overboard with the nasty horror stuff, that's definitely going to bleed into some of the stuff that crops up into events. Now I will walk up to Ginger at some point, like we did with the Speaker of Truths event and go: "Hey, why don't we take this guy and tear him to shreds" and he'll go

“...Ok...uh...you’re the boss.” So, yeah, plenty of ruthlessness, plenty of terrible things happening to good people.

Ginger: Yeah um, I can interpret this two ways. It’s like, ruthlessness with PvP, and ruthlessness with the way people act towards eachother. We’ll tackle the first one first.

Ruthlessness in PvP: The trouble with events is you have to have certain restrictions upon them. You can’t just have people creating out of thin air to do an event and kill everyone in sight, because that’s simply no fun for anyone and it’s not fair either. So, while we try our best to like, be as realistic as possible when we’re doing events (and we do tend to steer away from the combat stuff but...everyone likes to pew pew eachother in the face) we do try, but you’ve got to remember like, the GM’s will kick me in the nuts, if we are naughty, and it’s not fun for anyone if all we do is run around in big Titans blow everyone up without giving them a chance.

So the main focus is to get people immersed in the story, not blow them up without giving them a chance to fight back. To have fun events for them. So while we can be ruthless, it’s just generally better if we try to make it somewhat balanced, which is obviously tough, because you can never tell how many players are gonna turn up...whatever.

As for ruthlessness in acting, yeah we’re definitely going to go more towards that but still, you’ve got to be a little bit careful because you don’t know the age of the person you’re talking to sometimes. So yes...we will be more ruthless, but with certain restrictions on that. [He actually said “restrictments” because he likes to just randomly make up words] But we do try, Eve’s a ruthless place, and it’s a ruthless world. It’s nasty and dirty and gritty, and we try and represent that as best we can.

Gnauton: Ok, next question is for Abraxas.

“Why is it that all the recent chronicles on the website have had little if nothing to do with the life of pod pilots, or things that would interest them (i.e. relations between factions, things that occur in space), and yet the majority of chronicles presented in EON do?”

Abraxas: Well, this is really a two-part question, and it does play a bit into how we’re starting to tie events and Chronicles together. First, why aren’t the Chronicles focused on the life of pod pilots, and second, why don’t they have even more content than they already do?

As for focusing on pod pilots: The Chronicles have to deepen the game and that is kinda hard to do if you’re writing solely about one group of people. Because even though we are as players, pod pilots, there is...trillions of people in Eve, all of them doing interesting stuff, and I always found them really interesting. Also, there’s a lot of Chronicles that have been written about pod pilots already. Not just in EON like the question mentioned, but also on the player forums and elsewhere and it is actually, one of the favorite subjects for players to write about. And of course, it’s something they actually experience while they’re playing. So...it’s a pretty well trodden path,

and if I start weighing in on it, all I'll be doing is really nailing stuff down into Canon which doesn't really benefit anyone else who wants to write about it.

As for why there isn't more stuff about relations between Factions and things happening in space and so on: It's really just a question of how much you can cram into the stories already. The Chronicles have to do a bunch of things like be interesting, and be good stories. Which is what I think of them as. That's really the number one thing a Chronicle has to do, it has to be a good story. It has to stick to Canon, it has to maintain consistency, it has to keep the readers happy and if possible, attract new ones – and you know, do all the things that stories do with a plot, and a pacing and that sort of thing.

Quite often the Chronicle is also touching on, or describing some new game mechanic. Like “Postnatal” for example, touched on the rogue drones and so on. So, there is just a limit to how much you can write about in any one chronicle. We're actually starting to tie the more into events now, so they will begin to play a lot more off things the players are actually experiencing and then get reported on the news site and so on. So that's definitely going to add to the immersion that you're getting already, but Chronicles are never first and foremost going to be focused on the pod players and their experience because I want to described the world around you, not just that you experience when you're playing every day. That's about it.

Gnauton: Absolutely excellent points, all. Next question:

“Will the standings between all major NPC factions including piratical ones be tuned or reviewed a bit? Given the latest developments in prime fiction, it would seem logical.”

I'm gonna take this one. Yes, they most likely will, though we have no concrete timeframe for it yet. We have been planning to update them for a while. The thing is that there are a lot of game systems, that hook into the standing system. So it's definitely something where you have to tread carefully, and plan it out as much as possible. But yeah, they will at some point.

Next question is:

“Any basic details on the plans for integrating the release of faction-warfare with ‘happenings’ all over the galaxy? What sort of storylines will accompany it?”

There are definitely directions where we want the storyline to go, to sort of lay the foundation for factional warfare, and there are things in the story that must, perforce [That means “necessarily”. Aint Gnauton a smartie, using big words like that!] be set in stone for that to happen. It's probably best we don't spill too many beans about it right now, but our primary goal through all of it is to maximize its interactivity. To give players as many and varied chances of affecting the outcome as possible. Eris, you had some points on this?

Eris: Yeah, definitely. Not regarding the specific factional warfare tools, we will of course try to build events around the main story that support and emphasize the main points of it. We really want to do this, and another thing we would like to see is to

give players a more long term goal to fight over. A way to do this will be for instance, taking...can people still hear me?

Gnauton: Yes, they're talking about how cute you sound.

Eris: Oh...umm, well...one way to do this and we plan to start...[Laughs]...doing this is after the patch...

Gnauton: [Giggle] She is...

[Laughter. For once, not directed at Ginger.]

Ginger: She is...she's totally blushing guys. Awwwwww.

Eris: I'm trying to talk!

Ok...back on the subject. We want to give you long term goals, and we want to start with this after the patch. One thing you might see, is that one player side will be asked to defend a structure, another party will be asked to destroy it, or destroy the defending party. We can do this after the next big patch. We can adapt stuff like this and we'll of course have more tools by then hopefully. That should give people something to fight over for a long time. We're quite looking forward to factional warfare because it will allow so much more and we have all kinds of crazy ideas.

Ginger: War...is cool.

Gnauton: Damn straight.

Eris: Yeah. Pew Pew for the win! [CUTE ALERT. SITUATION CRITICAL]

Gnauton: Ok...on to the next question.

"Are there any plans to release more "facts" and prime fiction? You know, more concrete things about the relations between empires, their economies, their domestic policies, factions within them (besides the obvious main ones, you know, specific groups), religions, demographics, things like that? Real facts that would help RP out by filling in some of the blanks."

The answer to that is yep, we are working on just such a project right now, in fact. Collecting and aggregating all the facts, both from published and unpublished materials and adding to them to sort of create like, holistic coherent fact-files for the factions. For sure the White Wolf guys will be involved with that as well, I mean they bring so much experience to the table in exactly that type of thing and they do it so well. So yeah, the ball is rolling on that one and it's only gonna get bigger as time passes.

Ok, this is the last question that we have sent in.

"Can we get more information about these bloodlines: all 3 Caldari (we know almost nothing about any of them), Jin-Mei, and Ni-Kunni. They all seem very lacking in

terms of what we know about them. In addition, I'd really appreciate more on the religions of the Caldari and Minmatar.

And this one is for Abraxas. Abraxas?

Abraxas: Yeah, there have actually been a lot of people asking about information on the new bloodlines, and it's very possible that we'll release something on them in the future. Same thing goes for the religions of other societies than Amarr, really. I mean I really want to write more about the Gallente religions, and the Caldari and the Minmatar's. It's really only just a question of time and space. We have, or I have, a new Chronicle that needs to be released every two weeks, and if I want to write about, for example; some aspect of the Caldari religion, I can do that...but then that means that I can't cover something else that I may want to cover. Now that we're going to tie the Chronicles more into events then that's really back on Chronicles about bloodlines, Chronicles about religions, it means that I may not be able to tie it in anyways, to an event for that particular time period. So yeah, I'd be very interested in writing about the race religions, and the new bloodlines. It's really just a question of, you know, getting to it and getting it published at sometime. I think that's about it.

Ginger: Ok, we're just reading through the questions you sent in while we've been talk-

Abraxas: Yeah I've actually got one that I can do...

Ginger: Uh..

Abraxas: Sorry...

Ginger: Oh. Ok...

Abraxas: Yeah I'll grab one...

Ginger: I don't mind. Interrupt me whenever you want man, it's perfectly fine, serio-

Abraxas: Alright then, business as usual, great.

[More laughing at Ginger]

Well the question was:

"Can we expect to see a Blood Raider storyline any time soon?"

And this is really the same kind of question as I just answered. Yes, I'd love to. I'd really like to write more about all the pirate factions and the Blood Raiders, or the Sani Sabik, are very high on the list. It's really just a question of time and you know...I've actually got a really big story planned for the Blood Raiders, that we may well turn into a series of events as well at some point. But again, it's a question of time, when to do it, and how much effort it is.

Anything that's really bigger than just your average Chronicle, would have to be split up over a period of at least a month, and that is quite a big project. So yeah, I'd like to get to it sometime, I dunno when, but you will at some point definitely see more Chronicles about some of the pirates and about their lives. And not just about the combat they get into with pod players but just about how they live in general.

I actually just finished two Chronicles now that deal with Sanshas from different viewpoints. One of them has quite a bit of combat in it, but...both of them sort of, like I said, deal more with the people that are part of these factions, rather than just space combat and pew pew, and so on. So Sanshas are done, then there's Guristas I'd like to get to. I'd really like to write about Blood Raiders, as I said, it's just a question of time. So, next up?

Ginger: Yeah, I've got one here.

"Will there be more events that can help shape the environment, such as Burn Eden had placed a statue and when players had moons named after them in the Amarr Championships?"

Which basically translates as "Can I have some more cool stuff?" And yes, the thing with those is...we don't want to give them out like candy. They're very rare, and should only come after a very expensive, long or painful event. Painful as in it costs you a lot of stuff to get through. So, we have plans for these big ones, and we're sort of steamrolling towards it. But basically yes, there will be more stuff like that, but it won't be common. So while we will have cool stuff, it will be very rare, which is as it should be I would hope. Ok, anyone else?

Abraxas: Yeah.

"Why aren't the Chronicles and such available through the ingame browser? It doesn't make a whole lot of sense as you should be able to read previous immersion events whilst immersing yourself in what's going on currently."

Yeah, absolutely. We definitely did plan to make the Chronicles and that sort of stuff available through the ingame browser. Not just for reading up on the background stuff when you're taking part in events but also because...you know if you're going on a 15 or 20 jump warp trip through fairly secure space and you don't really have anything to do, why not just open the Chronicle page and read a few of my...calm...easy to read, not-horror-in-any-way-whatsoever stories? So, we definitely do plan to make the Chronicles available through the ingame browser. I can't tell you when, except soon [TM] but it will happen. Anyone else?

Eris: Yeah, I saw a question.

"So, are there any plans to improve the background story of the missions, maybe make some more distinction between them? They are all now like go there and kill/bring me stuff!"

Yes!

[Pause]

Abraxas: Brilliant. Brilliant. Excellent.

Eris: As I said before, we have White Wolf trying to really bring the backstory more to life through missions as well and we want to have more different missions. What we're also trying to do is just go around there a little, so sometimes you just need to use your imagination see that it's a different mission than just "kill stuff / bring me stuff." We really hope that someday you can be a spy, so maybe you have to report on any activity you saw there. That would be interesting to do, and I imagine you have to be careful, you know, sneaking around...maybe use a cloaked ship. But yeah, we really wanna liven up the mission stuff. But I dunno when that's gonna happen.

Gnauton: Alright, I got one here from Sableye.

"Are we ever going to hear more in the backstory about the ancient times before the current empires, especially around the time of the Eve Gate collapse?"

The answer to that is yes. In relation to the program I talked about earlier, where we're planning to codify and expand the facts files for all the Empires. There will definitely be more significantly detailed stuff about the ancient times, and how things got to be the way they are today. Hopefully we might be able to get some of our wonderful writers to create stories set in those ancient times, to sort of deepen our game world.

[Silence]

Abraxas: Ginger's actually speaking now but we're ignoring him. Ginger...?

Ginger: Oh...hey...I wasn't focused on...Eve. Yeah, so Specter [Unsure of spelling] asked a question it's basically about the complex fullerene shards¹ [See footnote] that were given out in the Jove event, when that guy exploded and got spread quite far, and if there's any plans to use them.

I was actually about this with the guys and girls a few weeks ago, and we want to do something about it but...we want to do something quite epic with it. So there is plans, but it won't be soon™. But it will be soon...ish. But yes, it's definitely on the "to do" list and we will be looking at it as...soon as we can.

Gnauton: I got one here:

¹ **Item Description:** Fullerene is a molecule composed entirely of carbon. It is usually spherical in shape and can be harmful to living organisms. Basic Fullerene is used as superconductors and in the biotech industry. Complex Fullerene is an advanced version of basic fullerene that only the Jovians know how to produce. It is much harder than basic fullerene and is indestructible by all conventional methods used by the other races and thus useless in the current technological environment. The force involved in breaking it into shards must have been staggering.

It was given out in an event involving a Jovian chap who exploded. His body parts were flung across the universe, and some Fullerene shards were also recoverable from the incident.

“Will the backstory ever evolve to the point where two major factions will go to war with each other, and players can interact in this by choosing a side in the conflict?”

Well, obviously what you’re describing would be Factional Warfare at a fairly advanced level, at a future iteration, and this is definitely something we’re striving towards. Naturally it won’t be in the first iteration of factional warfare, but something like this ideally, would be something that we would very much like to see happening, with that system. Hopefully we will be able to create a modular enough system that stuff like this in the future will become viable opportunities...viable possibilities.

Ginger: Ok, I’ll jump in. For...RCS..something...get a better name...sorry...

Gnauton: So rude...

Ginger:

“Would it ever be possible for real life voting to come into play, when an Eve player could run for President, a certain NPC faction or corp, for example? This would be a great way to open up roleplay to the masses.”

Well, you’re never (for sheer game mechanic reasons) gonna be able to (well, never soon™) ever be the Admiral of the Amarr Navy or anything like that. But, hopefully, and this is not me saying it’s gonna happen, this is me just saying I hope it will happen...that factional warfare is gonna bring something close to this into the game. Like where you can go up in ranks in the faction, this is just what I’d like, this is not what’s definitely gonna happen. But, yes...hopefully factional warfare is really your best hope for that one.

Abraxas: Ok, I’ll jump in.

“What influences your style when writing chronicles, in terms of fiction or real world events?”

It’s pretty much everything that influences my style. I read as much as I possibly can, both in books and magazines and so on. But...what generally tends to influence me, you know...apart from seeing Ginger every day, are either people who write really good horror fiction, or authors who write really good dialogue.

I noticed a long time ago, way before I started working at this job, that the Achilles heel of a lot of fiction, both professional and just sort of amateur, or whatever you want to call it, published and unpublished...is dialogue. So I really try to work on that, quite hard. What influences my style when writing Eve chronicles specifically, is...well...when I started writing in this job I was only really given one directive, which was you know “keep it dark, keep it in Eve’s spirit. It’s a dark, gritty, Science-Fiction world where a lot of...sort of...interesting and not always very positive things happen.” So I tried to focus on that.

I do try to throw in a Chronicle every now and then that will have some measure of hope, but by and large they’re all pretty gritty and don’t always end well. If anyone wants to write certain stories that are set in the Eve world, there’s really sort of a few

things I would suggest then. First off, try to write in the Eve spirit, make sure you've got all your backstory straight. And second, make absolutely sure that you're treating your characters like real people put in these extraordinary situations. I mean we got a world set umpteen years into the future, you're flying on these spaceships...make sure that the characters you're writing about talk like you could really envision them talking, that they do things appropriate to the situation.

If they do that, then the rest of the story...the science fiction setting, the absolute wonder and amazement that is the world of Eve is really gonna stand out and hit the reader very strongly. But, if your characters can't speak properly, if they act like they're basically James Bond in space, or you know, do unrealistic things, then it may be a little hard sometimes for the reader sometimes to really believe in what they're doing. That's not to say there's anything wrong with writing a James Bond story in space, it's not like...

Gnauton: I was about to say...I like James Bond...

Abraxas: [Laughs] I do as well, I mean he really is great. One of my stories was actually a kind of James Bond [something] the Methods of Torture: Amarr story. But...again, just know what you're doing and make sure the people are really people. Yeah, that's about it I think.

Ginger's speaking again, and we can't really hear him...

Ginger: Ginger...is a bit of a retard sometimes...

Abraxas: There you go...

Ginger: Basically...there's a question which would apply to most people that haven't done an event and it's:

"How can I get into an Event?"

Here's the thing. Currently, I don't think people realise how small Aurora is compared to the player base. It's like...the player base is tens of thousands on any given night, and our team is...extremely small compared to that. So, obviously we can't touch a large portion. We've already touched on how we're gonna try and improve that. But, for the meantime, and it depends on what story we're trying to do, but, there is a list² on the forums that Eris already mentioned, which is a list of all the roleplay corps, which I'm gonna rename to Immersion Corps. It's basically...if you put your name down there, you're interested in doing events.

So, stick your name down there. Stick what your Corp's about, stick what you know, you'd like to do. When we do an event, we check the list. This is not the only thing we check, but it's a good tool. We use that as a basis to pick people off. Sometimes we'll just grab random people when we're flying around and you know, sometimes

² <http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=472051>
Roleplay...err..Immersioneer Corporations List

we'll just find you and shoot you in the face for no reason. Joking...not really, obviously. I hope that answers that one.

Eris: Yep. Is it my turn now?

Gnauton: Yes it is...

Eris: Oooh. Grand Masta, I'm so bad at the names...

"Will there be missions or any way PvE-related content that is dynamic..."

Eris: Stop laughing guys!

Ginger: Grand Masta!!!

Gnauton: Grand Masta! Cut Fasta!!

Eris: [Laughs] I have to work with these people, every day...

Ginger: It's glorious. She's such a lucky girl.

Eris: Yes...I'm truly blessed. Back to the question...

"Will there be missions or any way PvE-related content that is dynamic, so it's not always the same. For example, Dread spawns that just pop up sometimes, stuff where you have to use your brain to solve it, maybe riddles or whatnot..."

To a certain extent, some missions can be a bit dynamic. There's a slight chance that a spawn might pop up or not, but at the moment, the NPC's aren't that intelligent, so...they will probably not even understand the riddles that you ask them. And the problem with all AI is that they can't really understand human language, so say if you had to answer back something, the language has to be scripted. If you don't type a word, or don't use "the" in front of it, it won't recognize it as a good answer. There is a lot of stuff on the Internet about this, and it's a big thing in philosophy so I better shut up now before I ramble on.

Riddles and stuff like you said, can be used in Aurora events, because they're people and they'll recognize answers that are right, even when they're worded different. So yeah, Aurora and even us, can take up your suggestion, and maybe make events where you really have to use your brain to solve it, instead of pew pew!

And another question I'd like to answer is from Sableye.

"Any chance of an Eve book, or Eve books anytime soon?"

Well...we merged with White Wolf, and they have a lot of experience in publishing. I once saw how many books a month they publish, and it's absolutely insane. So you can certainly expect books about eve, or inspired by Eve.

Gnauton: Ok, I got one from Nicely Toasted:

“In regards to ancient times, will the Chronicles go into different races beliefs regarding the expansion of humanity from Earth into New Eden?”

This is actually a very good question, and a very good idea. I think yes, they most definitely will.

“Also, will we learn about what each race’s reason for the mass exodus to New Eden was?”

The answer to that is, the current races weren’t actually created in their current form when the Eve Gate opened. The races rose out of the ashes after the crash of the Eve Gate, and that’s when they developed into the four races that they are today³ [See footnotes]. But yeah, you will definitely see more about the new races...I’m gonna jot that down right now, that’s a really good idea.

Abraxas: Yeah, I agree, I think it’s a great idea. Definitely something I’d like to explore in future fiction. We haven’t really seen all that much about what happened between New Eden and now. I mean there’s some snippets that have come out here and there, but there’s a lot of stuff that could easily be expanded upon. It’s really the same as with the different religions of the different races...I mean obviously Amarr religions have been really well chronicled, but there are quite a few gaps in those others.

All of these things are very interesting, and I definitely agree with Gnauton that we’re gonna get around to it someday and flesh it out a bit.

Gnauton: One from CONCORDSWAT here...that’s a great name...

“I’ve noticed that there are not many events involving characters related to CONCORD at all. Are there any plans to have CONCORD directly involved in any immersionalification stuff?”

Ginger: Use the word baby. Use it loud and use it proud!

Gnauton: [Laughs] The answer is yes, we do have some plans for CONCORD. Naturally, we can’t tell you exactly what those plans are, but they will definitely be more involved in the future. So the answer to that, short and sweet, is yes.

³ “Then, unexpectedly and seemingly unprovoked, the EVE gate collapsed in an apocalyptic catastrophe of a scale never before witnessed by the human race, ruining the New Eden system in the process. Thousands of small colonies were left in complete isolation to fend for themselves, cut off from the old world. For millennia they endured, clinging to the brink of extinction, and only a handful managed to survive.

Of those that lasted, five were to rise up and become the major empires that, between them, hold the balance of power in the world of EVE. Today, they are known as the Amarr Empire, the Gallente Federation, the Caldari State, the Minmatar Republic, and the Jovian Empire. Additionally, the world is full of several small, independent factions and states.

Taken from: <http://www.eve-online.com/background/>

Ginger: I've got an interesting one which I can't answer, but I'm going to read it out anyway.

"Will the backstory ever evolve to the point where two major factions [Sound familiar? -_-] will go to war with eachother, and players can interact [That's because it's already been asked...-_-] in this by choosing a side in the conflict?"

Um...

Gnauton: [Trying to be nice to poor booster-addled Ginger]
Uh...actually...alright...go ahead.

Ginger: I'm gonna pass this one this one over the Gnauton.

Gnauton: I already answered...

Abraxas: You don't need to...'cause...he's been there already...

Ginger: Has he?

Gnauton: You were probably trying to figure out how to work your mic...

Ginger: Hey, hey, hey...go!

Gnauton: Screw you! [Laughs]

Ginger: I've got another better one, actually, which I'm gonna take the time to answer now. Austin Princes is asking me:

"Can I have Ginger babies?"

Now...

Gnauton: Here it comes...

Ginger: A complicated question which I will try and answer the best I can...

Eris: Whyyyyyyyyyyyyy.....

Ginger: I have instigated...

Abraxas: Oh dear...

Ginger: I have instigated in Iceland, a "Ginger Breeding Program". Because if you read the literature⁴ on my glorious, beautiful race, we're dying out. And you know, it'd be a damn shame if the Ginger race was to cease to exist on this planet, because we are the superior beings. Obviously. So...I'm in Iceland, and I've got a little

⁴ **Future may be dim for red hair.** Newspaper Article.
<http://media.www.dailytarheel.com/media/storage/paper885/news/2007/02/09/Features/Future.May.Be.Dim.For.Red.Hair-2708956.shtml>

venture I like to call the “Ginger Breeding Program” which I will soon have a website up, and you can apply there. With your...you know...”information”...and we’ll...you know...see about you getting some babies. So basically, yes.

Abraxas: I dunno which one of us scares the other one more. I really don’t...

Ginger: Hey man it’s for the good of the Ginger race dude...you know, I don’t do this out of my own personal greed.

Gnauton: Uh, you better come up with more questions guys...or he’s just gonna continue...

Eris: Save us...

Abraxas: Yeah, somebody asked about any fiction regarding Polaris⁵ why is the system separated from the rest?

Gnauton: Because the GM’s live there!

Abraxas: Yes...I could very easily write a lot of fiction about Polaris, but I’d have to be very careful, because there’s a whole group of people in this very building who would have violent disagreements with me if I...you know, represented them in the wrong light. So I’m treading very carefully there. But...who knows, maybe someday, you know, after I’ve moved to another Continent.

Ginger: Do you really want to know what the GM’s get up to? I mean...three of us have been GM’s.

Abraxas: Yeah, I mean...I was a GM ever since Beta, and look what it did to me.

Gnauton: Yeah, we’ve already been into the Ginger Breeding Program, I think if we just went into the GM thing now we’d face some lawsuits.

Ginger: You’re right, absolutely...

Gnauton: We better steer well clear of it...

Ginger: Absolutely right, we should go straight back to the Ginger Breeding Program.

[Long Pause]

Ok...let’s check for a couple more questions and if not, we’ll close up guys?

Eris: Oh! We forgot to tell people to join ISD!

⁵ That’s the home system of ISD (Interstellar Services Department – The Volunteer Program). You cannot travel to it.

Ginger: Oh yeah...join Aurora. If you don't, I'll you. But no seriously, like, if you're interested in this stuff and you wanna work towards creating stories, and volunteering your time to make Eve a more richer, glorious place to be immersed in. Then there are two main organizations to join in.

One is called Aurora, which deal with Events, and one is called the IC team, is that correct? Yes. And they deal with the news, on the website, and we work closely together, Aurora and IC, to better the Fiction in Eve. So if you want to do that, please, please, please apply⁶. [See Footnote for link to application form]

Gnauton: I liked the first one better...

Ginger: [Evil laugh]

Abraxas: Someday asked:

"What about using the Sisters of Eve to research the Eve Gate, aren't they the ones who did the major research on the gate according to Chronicles?"

The Sisters of Eve will appear again in the Eve Chronicles. The very first story that I had published when I started in this job, was a story called *The Greatest Joke*. It made a reference to the Sisters of Eve and a certain sort of almost kind of like a rescue plan they have ongoing. Yet again it's just a question of time and effort. Once I have the ability to get back to them I'll expand more on that. But yeah, I've got some things planned for the Sisters.

Eris: I saw another question about the tournament. The tournament is scheduled for August, because then everyone is on vacation here, and the patch should be working well. The rules for the tournament are still being worked on, nothing has been set in stone. I did publish a Dev Blog a while ago, and you will see more blogs and comments about it in the future.

Gnauton: Alright, I'd like to thank on behalf of CCP's Dynamic Content Division, or the "G-Unit"⁷ as we like to call ourselves, we would like to thank you for joining us here on this lovely little Live Dev Blog of ours, and we will look forward to bringing you the best fiction we know how. Thanks a lot! Alright guys, say goodbye.

Ginger: Dude! I have a song!

Gnauton: Oh, you've got the song?

Abraxas: Wait a bit, let me just add one tiny thing before the song starts.

I just want to say it really is a great honour to be able to work on these things, and to work with and for so many people. We have a lot more things planned for the future, so I hope you'll stay with us. Keep participating in events, keep reading the

⁶ To apply to the Interstellar Services Department, visit this link and follow the instructions. Or Ginger will kill you.

<http://myeve.eve-online.com/isd.asp?sid=2273623>

⁷ Gnauton, Ginger, Genius (Abraxas), and Girl (Eris). G-G-G-G-UNIT!!

Chronicles and keep helping us to improve the backstory. Now, something about a song...Ginger?

Eris: Bye bye people!

Gnauton: And...and...I'd just like to say...we do of course, love you all, very dearly. We loooooove you.

Eris: That sounds so....

Ginger: I love you more than he does.

Eris: I'm not gonna say I love anybody because I'll get...weird proposals.

Abraxas: That's alright, we love you anyways.

Eris: I care about you all. I do care about the players. So behave, and be nice to eachother.

Gnauton: That's our final lesson for today. Ginger?

Ginger: [Happy Days tune....dear god...thankfully I can't transcribe the terror...]

Eris: Pew pew! Pew pew!

[o.O!!!!!!!!]

