Does that sound preposterous?

Take a moment to reflect upon the first time you heard about EVE Online. Maybe a friend told you about it; or perhaps you just stumbled upon it by accident. Whatever the case, think back and ask yourself: in your wildest dreams, did you ever think that first impression would eventually lead to a journey all the way to Iceland?

Clearly, what started as just “playing a game” has evolved into something much deeper. That’s because EVE is a meaningful experience. It’s something you never forget. On behalf of us all at CCP, we are honored to host you here in Reykjavik to celebrate your experience, and to bond with the community that’s been with us since 2003.

EVE is always changing, but this is last time we’ll celebrate it as a purely ship-centric experience. We first discussed Walking in Stations years ago, but today, we have never been closer to bringing this aspect of the virtual world to life. Incarna is a paradigm change; it will make EVE an order of magnitude more immersive, and more accessible to people than ever before.

As the evangelists of EVE, we rely on you to spread the word to newcomers, and to those who have once left us that you are so much more than just your ship. Let them know that EVE is Real. We promise that Incarna will make that claim perfectly clear.

EVE IS REAL

Does that sound preposterous?

Welcome to Iceland. Now let the fun begin!

Yours truly,
Hilmar Petursson, CEO

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Yours truly,
**THURSDAY**

**ROUND TABLE I**
- 13:00 Virtual Worlds
- 15:00 Marketing
- 16:00 Large Scale Warfare
- 17:00 QA

<table>
<thead>
<tr>
<th>Time</th>
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<tr>
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<tr>
<td>17:00</td>
<td>QA</td>
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</tbody>
</table>

**ROUND TABLE II**
- 14:00 Wormhole Space
- 15:00 Web-Development
- 16:00 Functional Wares
- 17:00 5 Small Ships

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**ROUND TABLE III**
- 14:00 Community
- 15:00 Families
- 16:00 GameMasters

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<tr>
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**MULTIPLICITY**
- 14:00 EVE Security
- 15:00 Who needs a CEO?
- 16:00 NPC People
- 17:00 Red Players

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<td>17:00</td>
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**TRIANGULARITY**
- 15:00 Quality Assurance
- 16:00 Inversions
- 18:00 Character Creator

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**TRANQUILITY**
- 16:00 Spooky Commercies
- 17:00 Design-Democracy
- 18:00 CSA Panel
- 19:00 Alliance Leader Panel

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<td>19:00</td>
<td>Alliance Leader Panel</td>
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</tbody>
</table>

**SINGULARITY**
- 19:00 - 21:00 OPEN MIC NIGHT

**FRIDAY**

**ROUND TABLE I**
- 11:00 Public Relations
- 12:00 MPE
- 13:00 D1 Gym
- 14:00 Poker

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<thead>
<tr>
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<tr>
<td>14:00</td>
<td>Poker</td>
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</tbody>
</table>

**ROUND TABLE II**
- 11:00 Eve in Mix
- 12:00 Science & Industry
- 13:00 Content
- 14:00 POH

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<td>13:00</td>
<td>Content</td>
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<tr>
<td>14:00</td>
<td>POH</td>
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</tbody>
</table>

**ROUND TABLE III**
- 14:00 Eve Recruiter

**MULTIPLICITY**
- 15:00 Unconventional Games
- 12:00 Women in EVE
- 13:00 The Economy
- 14:00 D2 Recruiters

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<td>14:00</td>
<td>D2 Recruiters</td>
</tr>
</tbody>
</table>

**SINGULARITY**
- 15:00 Dream Apps

**TRANQUILITY**
- 16:00 Eve Gate
- 14:00 Captain’s Quarters
- 15:00 War on Lag

**FRIDAY SPECIAL EVENTS**

**OPEN MIC NIGHT**
- 19:00 - 20:00

**BATTLE OF THE BANDS**
- 19:00 - 21:00

**THURSDAY SPECIAL EVENTS**

**OPEN MIC NIGHT**
- 19:00 - 21:00

**BATTLE OF THE BANDS**
- 19:00 - 21:00

Have you dreamed about being a speaker at Fanfest? Have an in-game story to share? Looking to start your stand-up comedy career? Toss your name in the fish bowl and see what happens!

To make Thursday at Fanfest more exciting: we have set a stage for all Royal Rumble in the PvP Arena. This makes for a fun and casual battle that you do not have to pre-register, train hard or assemble a team for. Find a bro. Chill in the PVP lounge. Blow up a dev. High-five your pals.

Players and Devs will roll out in support of Get Well Gamers. This event will be held in Singularity with stages of four in competition and will feature tracks from Rock Band 1, 2 and 3. The winning team will go on to play in Singularity and a surprise bonus song for the winners to play which should not be missed!

Look for the Human Recources table in Odinis. Throughout the day look for managers of different departments will be on hand to review resumes and answer your questions.

This year’s Fanfest PvP Tournament will be a competition like no other. It will shake your perceptions of combat to its core; redefine the way you think about making other people explode; and make you think long and hard about what you fit to your ship.

**CHIEFSBORDER**
- 21:00 – 22:00

**PURB CRAWL WITH A DEV**
- 22:00 – 01:00

Two Devs at their physical and mental peak. Road tripping with other Devs, physically and mentally. What’s not to like?

Experience the nightlife of Reykjavik with fellow attendees, spouses and the EVE Dev Team. Sign-ups on Thursday from 13:00 – 17:00 and continue on Friday from 10:00 until all groups are full.
<table>
<thead>
<tr>
<th>Time</th>
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<tbody>
<tr>
<td>10:00</td>
<td>EON Magazine</td>
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<tr>
<td>12:00</td>
<td>Planetary Interactions</td>
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<tr>
<td>13:00</td>
<td>Character Creator</td>
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<tr>
<td>14:00</td>
<td>Research</td>
</tr>
<tr>
<td>11:00</td>
<td>Round Table I</td>
</tr>
<tr>
<td>12:00</td>
<td>Round Table II</td>
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<tr>
<td>13:00</td>
<td>Round Table III</td>
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<tr>
<td>10:00</td>
<td>Multiplicity</td>
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<tr>
<td>12:00</td>
<td>Singularity</td>
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<td>13:00</td>
<td>Tranquility</td>
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<tr>
<td>11:00</td>
<td>EVE Gate SHU Link</td>
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<tr>
<td>12:00</td>
<td>EVE Race</td>
</tr>
<tr>
<td>13:00</td>
<td>Artificial Intelligence</td>
</tr>
<tr>
<td>14:00</td>
<td>USER INTERFACE</td>
</tr>
<tr>
<td>10:00</td>
<td>EVE Gate SHU Link</td>
</tr>
<tr>
<td>11:00</td>
<td>Dev Track 3 - EVE API</td>
</tr>
</tbody>
</table>
| 12:00 | Dev Track 4 - "Can do better
than that!"                     |
| 13:00 | GM Panel                      |
| 14:00 | Live Events                   |
| 10:00 | Movie Marathon                |
| 12:00 | The Race in Review            |
| 14:00 | Art Panel                     |
| 13:00 | CCP Finals                    |
| 15:00 | CCP Pressures                 |
| 17:00 | CCP Panel                     |
| 20:00 | PartyZone DJs                 |
| 21:00 | RöXöR                         |
| 21:45 | Permaband                    |
| 22:00 | PartyZone Allstars            |
| 23:00 | FM Belfast                    |
| 00:00 | BooKa Shade                   |

**SATURDAY SPECIAL EVENTS**

**BUGHUNTER RECRUITING CENTER**

Ever wondered what it’s like to be a bug hunter or tester at CCP? Experience firsthand the privileges and responsibilities that come with awesomeness.

**PARTY AT THE TOP OF THE WORLD**

From pulsing electronic rhythms to wailing electric guitars, the Party at the Top of the World will have anyone of age with the sounds of Europe’s coolest talent.

CCP’s own RöXöR and Permaband will kick the party into high gear, with Iceland’s hottest act, FM Belfast, and the world-renowned club sensation BooKa Shade raising the roof the rest of the night through.

Legendary. This year’s event headliners are: BooKa Shade, FM Belfast and our in-house band, RöXöR. You think you know what to expect. You are wrong!
<table>
<thead>
<tr>
<th>ROUND TABLE I</th>
<th>ROUND TABLE I</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PUBLIC RELATIONS</strong></td>
<td><strong>MARKETING</strong></td>
</tr>
<tr>
<td>Discuss and brainstorm messaging and press outreach strategies with CCP Manifest on topics such as dev blogs, social media, celebrating the player and how best to evangelize EVE. Spin the spinner and mold EVE PR in your image.</td>
<td>EVE subscriber numbers keep growing year after year. If you want to learn how we do that, or make suggestions for new ways to spread the word, please join in on this session.</td>
</tr>
<tr>
<td><strong>PVE</strong></td>
<td><strong>LARGE SCALE WARFARE</strong></td>
</tr>
<tr>
<td>The whole scope of Player versus Environment is open for discussion. Bring your topics to the table and lead our DEVs in discussion and creation of new ideas!</td>
<td>Help brainstorm mechanics and design ideas to reduce the occurrence of lag-inducing behavior whilst preserving a more diverse range of combat encounters and designing strategic level combat scenarios.</td>
</tr>
<tr>
<td><strong>RESEARCH</strong></td>
<td><strong>EVE MAGAZINE</strong></td>
</tr>
<tr>
<td>Curious about how we study patterns and player actions in New Eden? Join the Research and Statistics team for an open Q&amp;A.</td>
<td>2011 is a big year for EVE's paper companion, with a new-look magazine, digital editions and the ISK player guide all in development. Join the team and have your say on the future direction of EVE's official magazine.</td>
</tr>
<tr>
<td><strong>NEW PLAYER EXPERIENCE</strong></td>
<td><strong>PLANTARY INTERACTIONS</strong></td>
</tr>
<tr>
<td>Share your opinions, experiences and suggestions with the team that overseas this aspect of the New Eden experience.</td>
<td>Raw Materials are the foundation of many growing empires. Share your ideas and suggestions for maximizing opportunity and give your direct feedback.</td>
</tr>
<tr>
<td><strong>QA</strong></td>
<td><strong>VIRTUAL WORLDS</strong></td>
</tr>
<tr>
<td>Join the QA gurus for a discussion about bug hunting!</td>
<td>A day in the life of the EVE Cluster. Meet the team that runs the servers powering EVE!</td>
</tr>
<tr>
<td><strong>RUSSIAN COMMUNITY</strong></td>
<td><strong>CHARACTER CREATOR</strong></td>
</tr>
<tr>
<td>(Held in Russian) Sit down with our translators, GMs and researchers and discuss EVE Online localization and our native-language community projects.</td>
<td>If Thursday's presentation fascinated you, join this in-depth discussion about the technology behind the creator and ask us your burning questions.</td>
</tr>
<tr>
<td><strong>0.0 SPACE</strong></td>
<td><strong>EON MAGAZINE</strong></td>
</tr>
<tr>
<td>What do you want from 0.0 space in the coming year? Share your thoughts and ideas with the DEVs who work on this daily.</td>
<td>Join the team that runs the servers powering EVE!</td>
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**PVE**

The whole scope of Player versus Environment is open for discussion. Bring your topics to the table and lead our DEVs in discussion and creation of new ideas!

**RESEARCH**

Curious about how we study patterns and player actions in New Eden? Join the Research and Statistics team for an open Q&A.

**NEW PLAYER EXPERIENCE**

Share your opinions, experiences and suggestions with the team that oversees this aspect of the New Eden experience.

**QA**

Join the QA gurus for a discussion about bug hunting!

**RUSSIAN COMMUNITY**

(Held in Russian) Sit down with our translators, GMs and researchers and discuss EVE Online localization and our native-language community projects.

**0.0 SPACE**

What do you want from 0.0 space in the coming year? Share your thoughts and ideas with the DEVs who work on this daily.

**PLANTARY INTERACTIONS**

Raw Materials are the foundation of many growing empires. Share your ideas and suggestions for maximizing opportunity and give your direct feedback.
ROUND TABLE II

WORMHOLE SPACE
Do you like wormholes? We like wormholes too! We also like hearing what you think about them, so come and tell us.

LOW SEC
How we can make Low Sec better for all inhabitants. 30min brainstorm / 30min discussion on the topic area with some light harvesting of the ideas at the end.

PVP
Covering the range of PVP from fleet battles to single ship combat and everything in between.

EVE ON MAC
Join our friends from Transgaming who will answer your questions about the client on Mac and hear about their future plans.

SCIENCE & INDUSTRY
A brainstorming session focused on systems like mining, manufacturing and research. Explore ideas to improve the existing features or suggest new features which could be added.

CONTENT
Modular, Environment Design and Characters. Discuss how the team makes all of it. Exchange tips and tricks to bring life to your own fiction and creative projects.

FACTORIAL WARFARE
T1 Small Ships Hosted by BattleClinic’s Steve Greenwood, this session will cover fine-tuning T1 small ships for optimal roles.

USER INTERFACE
Take a bite of the EVE UI with CCP Sharq.

WEB DEVELOPMENT
Technology, Methods and Future projects. We’ll share in this session, let us know your opinion about our EVE Experience.

ROUND TABLE III

COMMUNITY
Do you look forward to DEV Blogs? Read the Forums daily? Meet the people behind the scenes.

GAMEMASTERS
Customer Support requires the right mindset – a desire to help others have a good game. Sit down with some of our best and talk about issues that concern you.

THE EYE/DUST 514 LINK
A forum where EVE and DUST fans can talk to the CCP about what you would like to see from an interconnected world where EVE pilots interact with DUST mercenaries.

EVE GATE
Join members of the production team for EVE Gate to talk about future plans, share your ideas and hear what we’ve learned in the past results of implementation work.

WORD HARD, PLAY HARD
Learn about what it takes to work at CCP in an open Q&A session.

UNCONVENTIONAL GAMEPLAY
EVE is full of stories of extraordinary battles, betrayal and bamboozling. This group will talk about tactics that enliven gameplay and are not part of the standard experience.

THE ECONOMY
What are your predictions for the biggest market trends in New Eden this year.

ISD VOLUNTEERS
Ever wanted to talk to or about ISD Face to Face? If you are thinking about applying, this is a great chance to learn more about our awesome good will ambassadors!

FANSTITES
Fan sites are an integral part of the EVE Online community. This roundtable focuses on the current fan site program and its future.

EVE VOICE
Our friends from Thon step by step to meet with attendees, and talk about both the current and future technology used to enhance our favorite virtual world.

ARTIFICIAL INTELLIGENCE
We discuss the current state of AI in EVE and gather suggestions for improvement.

DEV TRACK – DREAM APPS
Brainstorm and share your ideas and app visions, to inform and inspire future direction for what could happen with the EVE API.
MULTIPLICITY

SECURITY
Hear what CCP has done to improve security over the past few months and our developing process to deal with the various issues that can impact people’s enjoyment of the game — such as bots, authentication and client security.

WHO NEEDS A CEO
Influence without authority: Here’s how you can grow your influence and get things done, even when you’re not in charge.

NICE PLAYERS, BAD PEOPLE
Folklorist Óli Gneist Sóleyjarson will try to answer some basic questions about the morality of players and their characters. Why do (seemingly) nice people think it’s alright to lie, steal and cheat within the game?

DEV TRACK 1 - INTRO & IGR
Short intro of the topics and format of the upcoming workshops. There might also be an announcement regarding monetization of all past workshops. In this session we will also take a look at incoming and upcoming IGR JavaScript extensions and request headers, and how they can be used to improve client functionality.

DEV TRACK 2 - STATIC DATA DUMP
In this workshop we will take a look at the contents of the CCP provided Static Data Export and how to use it to empower your applications.

WAR ON LAG
The battle continues! The members of Team Gridlock will review the year in optimization with a look to the future of massive EVE combat.

LIVE EVENTS
Review last year’s Sansha-themed live events and future projects of this hot summer team. Learn more about how this all works before the next storyline unfolds.

PVE
The whole scope of Player versus Environment is open for discussion. Bring your topics to the table and lead our DEVs in discussion and creation of new ideas.

DEV TRACK 3 - EVE API
In this workshops we will introduce you to the EVE API, best practices and helpful tips & tricks.

DEV TRACK 4 – “I CAN DO BETTER THAN THAT!”
Combine the lessons learned from previous DEV Track sessions and create a rich IGR-integrated website using the API and asset-dump which can replace game functionality such as the asset list.

GM PANEL
The Space Police are here to answer your questions and talk about life in Customer support.

CAPTAIN’S QUARTERS
R1 CQ as it is on SiSi, presenting everything that’s gone into it from design, art and tech, touching on things that will be worked on during R2 towards Summer Expansion.
QUALITY ASSURANCE
Our QA team shares their experience being the last line of defense before and after new code is released into New Eden.

INCURSIONS
Pilots face challenges that require friends and allies on a scale that EVE has never had before. We’ll discuss how this was implemented and what effects we are seeing across gameplay to date.

CHARACTER CREATION
Want to know about the magic behind the scenes to make yourself as an avatar? Join this presentation on the technology that goes into the new portrait system.

SPONSOR SHOWCASE
CCP’s Favorite Partners on one panel to share with you the latest information about their efforts to help improve EVE Online for everyone.

TQ ´S NEW TOYS
EVE’s Technical Director of Virtual Worlds and Sr. Virtual Worlds DBA will present data and designs for the latest hardware solutions put into place to beef up the database, support fleet fights, and generally save the world.

ART MASTERS
New Pyramids, come in your Py! If you like us on the eve of fun and CCP videos. A great way to start Saturday morning Py.

SPORTS, SPORTS, SPORTS
TonyG reads a selection from his upcoming novel “EVE: Templar One,” followed by a Q&A session and a brief presentation on the state of the IP.

TRANQUILITY
OPENING CEREMONIES
Meet the staff who run Fanfest and the official kick-off and hear the most current information and updates to the schedule and events.

DESIGN DEMOCRACY
One of last year’s most popular events, the session attendees vote on the design of a ship created while one DEV designs it – LIVE!

CSM PANEL
A moderated panel where the current CSM addresses the population of New Eden. Ask them anything.

ALLIANCE LEADER PANEL
Hear directly from representatives of the major powers currently active in New Eden – where they are headed and why they are doing it.

CONTENT
Learn about the process for brainstorming and implementation of the current EVE storyline, then quiz the man behind the writing about their work.

ALLIANCE LEADER PANEL
Hear directly from representatives of the major powers currently active in New Eden – where they are headed and why they are doing it.

CCP PANEL
The Producers of EVE gather on the big stage to answer your questions.

THE ECONOMY
Comparing Markets and Data. New revelations from ongoing research on patterns.

EVE KEYNOTE
Senior Producer Arnar reviews the past year in EVE History with the help of the people who have made it happen. Revelations about some of EVE’s immediate future are to be expected.

DEV BEER QUIZ
A one hour contest full of mayhem where teams of your favorite Devs fight each other for a year’s worth of bragging rights about who knows more, who is more entertaining and who cheated without getting caught!

CCP PANEL
The Producers of EVE gather on the big stage to answer your questions.
**POKER TOURNAMENT**

Players and Devs play for the title of “Fanfest No Limit Hold’em” Champion. Starting when Fanfest opens with the final table taking seats at Noon on Saturday in Dodixie.

**TRUE OR FALSE**

Think you know EVE Online? Compete against others in EVE Online “True or False” trivia in this rapid-fire challenge of your game knowledge. Prizes awarded to the winners!

**DRESS TO IMPRESS**

Everyone has a chance to win EVE Store gift cards which will be issued to those who come to Fanfest, in costume, and who dazzle the Community Team with their creativity and likeness to EVE characters.

**THE SCOPE - PHOTO SCAVENGER HUNT**

Sign up with Community, make photo and film records of Fanfest to share with the world. The best scope scoops will be rewarded!

**SILENT AUCTION**

Located on the ground floor, all the items for the auction will be on display and ready for bidding from the opening day of Fanfest through Saturday at 2 PM.

**LIVE AGENTS**

Choose your faction and dive into the ongoing competition of completing missions and competing against other capsuleers.

**YOU SAY, I GUESS**

This lightning-fast game will have teams of two going head-to-head to prove who knows EVE Online best. Grab a quick-thinking wingman as You Say I Guess should prove to be a challenge for most EVE players.

**BLUE LAGOON HANGOVER PARTY, SUNDAY MARCH 27**

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