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types; Courier missions; Kill missions; Agents and how they work; Understanding your foe; What ship to use to maximize earnings; How should I fit my ship?; Basic tactics; Mining missions; Trade missions; Special mission types; Storyline missions; Epic Arc missions; Cosmos missions; Picking an agent; Agent level; Agent faction Corporation and agent type Factional Warfare agents; R&D agents; Storyline agents; Region, Solar System, and Security Status; Standings; Agent standing; Corporation standing; Faction standing; Skills for mission running; Rewards for mission running; Time bonus and bounties; Loyalty points; Loot and salvage; Summary; Chapter 4: Making ISK with Manufacturing; Why manufacturing?; Getting started; Common mistakes when starting out; Buy your minerals; Study before you build; What to build when starting out; Skills for manufacturing; The industry skills; The trade skills BPOs, BPCs, research, and invention Researching blueprints; Material efficiency research; Production efficiency research; Skills for research; Copying blueprints; Invention; Skills for invention; Datacores; Data interfaces; Improving your invention results; Expanding your manufacturing empire; Planetary Interaction; Skills for PI; What to produce with PI; Command Centers and planet types; Summary; Chapter 5: Getting Rich Fighting Incursions; What are Incursions?; Why fight Incursions?; Incursion attack sites; How to find Incursion sites; What ships to use; Reward for fighting Incursions Summary

Sommario/riassunto

The unofficial guide to becoming an ISK billionaire in EVE Online.
