Making Low Sec Matter

Answers We Hope to Discover

What are current Low Sec demographics?

Is Low Sec even on the Dev radar?

What will excite the Dev Team enough to give a Low Sec makeover higher priority?

How might a Low Sec initiative tie into other development priorities and initiatives?

Key Points

1. *Current State*
2. *Opportunity*
3. *Possibilities*
4. *Benefits*
5. *Next Steps*

Low Sec Today

Lop-Sided Demographics

Lots of Outlaws

Some FW Folks

Few PVE'ers

Few Industrialists

Stagnant Environment

No Clear Raison D'etre

No Cohesive Differentiators

No Unique Incentives

Widely Varying Perceptions

"Full of pirates"

"Need more targets!"

"It's a deathtrap"

"Dead and empty"

"Not worth the risk"

"Blob Central"

The Outlaw Perspective

- *It's good to be bad, it's good to be free*
- *Explosions and taking others' stuff is awesome*
- *Mates stick together and help each other*
- *Flashy is sexy (despite disadvantages)*
- *Need more quality targets!*
- *Low sec needs some love*

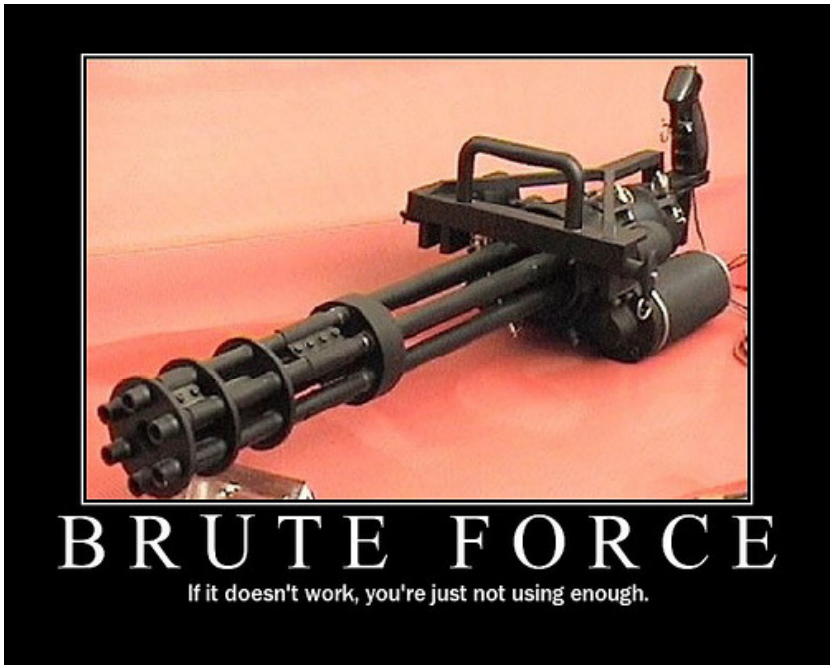
The Carebear Perspective

- *Profit is king*
- *Solo effort usually = more profit*
- *Low Sec is a dark, dangerous place where pirates swarm with no mercy and no honor*
- *High Sec ISK is easy; Null Sec ISK is phat; Low Sec ISK isn't worth the risk/time/effort*

Common “Fix Low Sec” Ideas

“Force” carebears there or dangle carrots (L4 missions, BS spawn freq/ bounties, ABC ores, mission/explo rewards)

Give pirates a break (reduce GCC timer, nerf sentry guns, allow bubbles and bombs, change sec status mechanics)



But what if…

Instead of a bunch of unrelated tweaks…Low Sec got a cohesive makeover that was inspired by EVE's core philosophy of immersion and player control?

Bad is the New Good

Leverage Low Sec's outlaw image into a cohesive, vibrant criminal environment with its own micro-economy, politics, and unique content. Put "bad" center stage but provide opportunities for actors from diverse play styles.

Some Possibilities…

- "Outlaw-centric" content / features *(Flashy benefits?)*
- Pirate and Bounty Hunter profession support
- Expanded booster products *(Cocktails? Addiction?)*
- Support for Outlaw politics *(Treaties? "Corruption"?)*
- Black market items made, sold, used only in Low Sec *(Modules, Deployables, Drugs, Ammo, Ships?)*
- Player conflict enabled by NPCs *(Roaming NPC "contract kills" agent?)*
- Tie into or build on what already exists where possible.

Evolve Low Sec True to EVE's Core Concepts:

Players influence/control the environment
Players gain/lose from actions
Players leave their mark

Not as much as in Null sec, but way more than High Sec

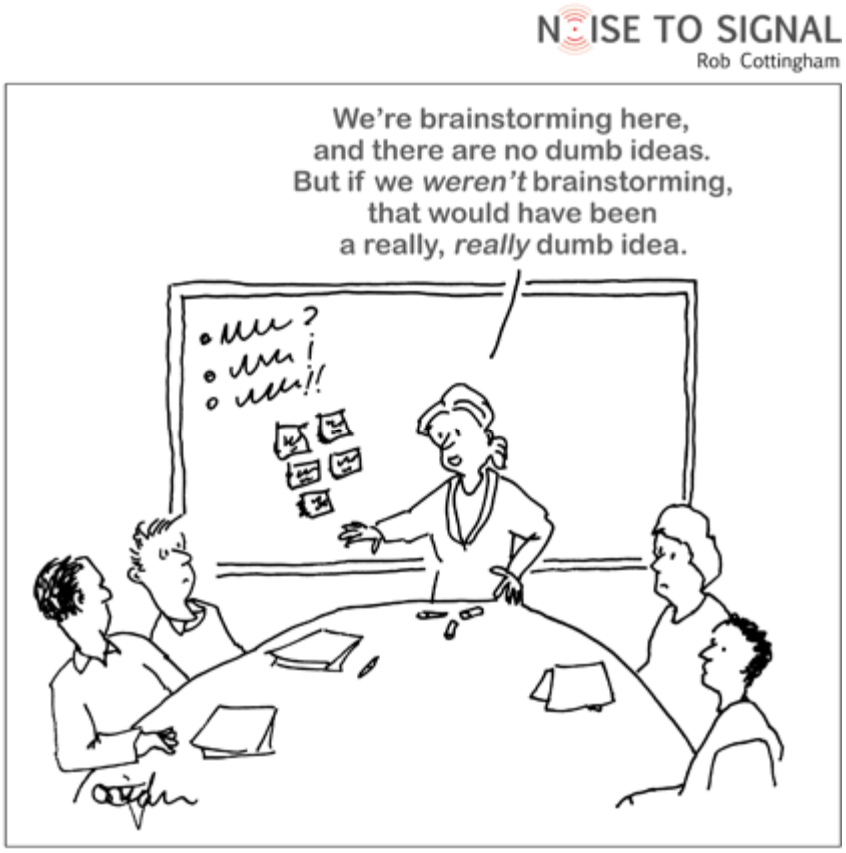
Bottom Line Benefits

For Players:

- *More immersion*
- *More diverse population*
- *More ISK and goods moving around*
- *More explosions*
- *Viable end-game alternative*

For CCP:

- *Exciting new content = excited customers*
- *More customer immersion = more loyalty + investment*
- *More loyalty + investment = more retention*

Discussion

- *Player Interest in Low Sec*
- *Existing Low Sec Plans*
- *Brainstorm Possibilities*
- *Bottom Line Concerns*
- *Yes, No, Maybe?*
- *Next Steps*
- *Action Items*