

V3.0 Welcome, to yet another edition of...

THUNDERDOME

The EVE Online Tournament Server

Welcome to the Arena

What is Thunderdome?

Thunderdome is a special event server used for tournaments or other competitive events. This server is run by the EVE Online Community Team and is exclusively for use with events from CCP and the community. This differs from our Test Servers, which are run by our Quality Assurance department and are used for testing new features, finding bugs and general development of EVE Online.

Who can access Thunderdome?

Unlike our test servers, Thunderdome is not a general access server. We don't mirror accounts over from Tranquility either. Instead, access to Thunderdome is granted on a per person, per-event basis, and only if you're involved in the event (either organizing or participating). If you are participating, you will generally receive new account details with which to access Thunderdome, either from CCP or your event organizer. Accounts are perpetual, but after each tournament corps/alliances on Thunderdome will be disbanded and the server will be closed until the next event. You can request access to Thunderdome via filling in the [form here](#) – this list is processed when the server is open for an event.

How can I run an event on Thunderdome?

If you're interested in running an event on Thunderdome, you can mail your plan to evetournaments@ccpgames.com for consideration. Note that this must be a detailed event plan, complete with rules and an event schedule. Sending just an idea will result in you being asked to come back with more details. Additionally, we generally only approve events which are available to the general EVE community.

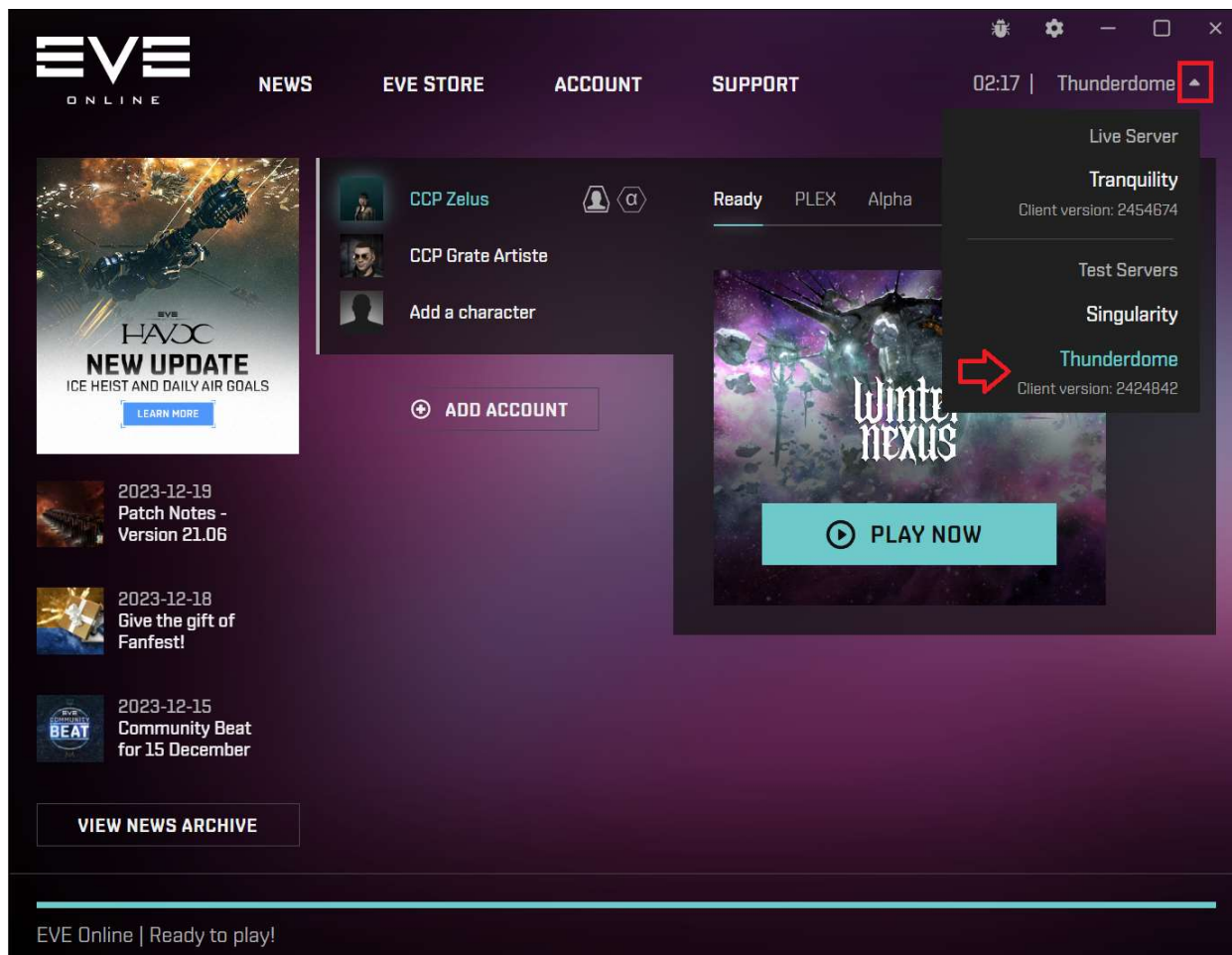
What special tools are available on Thunderdome?

As a separate server, Thunderdome provides a few additional tools which players do not generally have access to on other servers. This includes things such as the tournament toolset for organizers and the ability to instantly generate ships and fittings for players.

Accessing Thunderdome

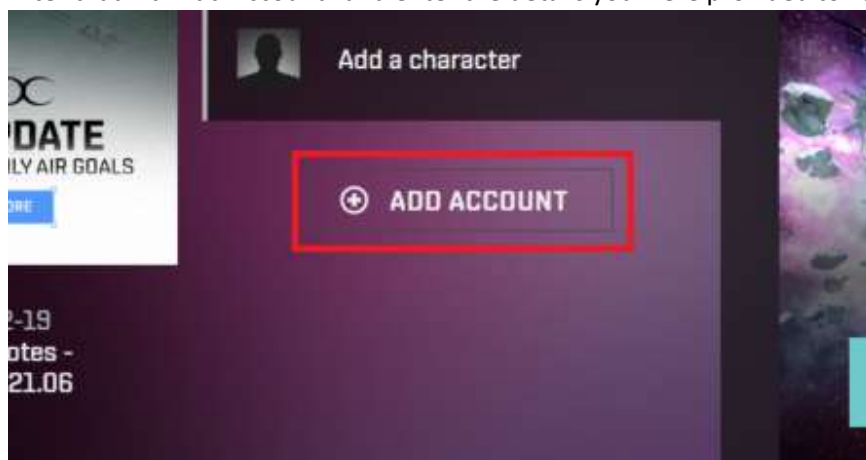
Thunderdome is accessible via the standard EVE Launcher by following these steps.

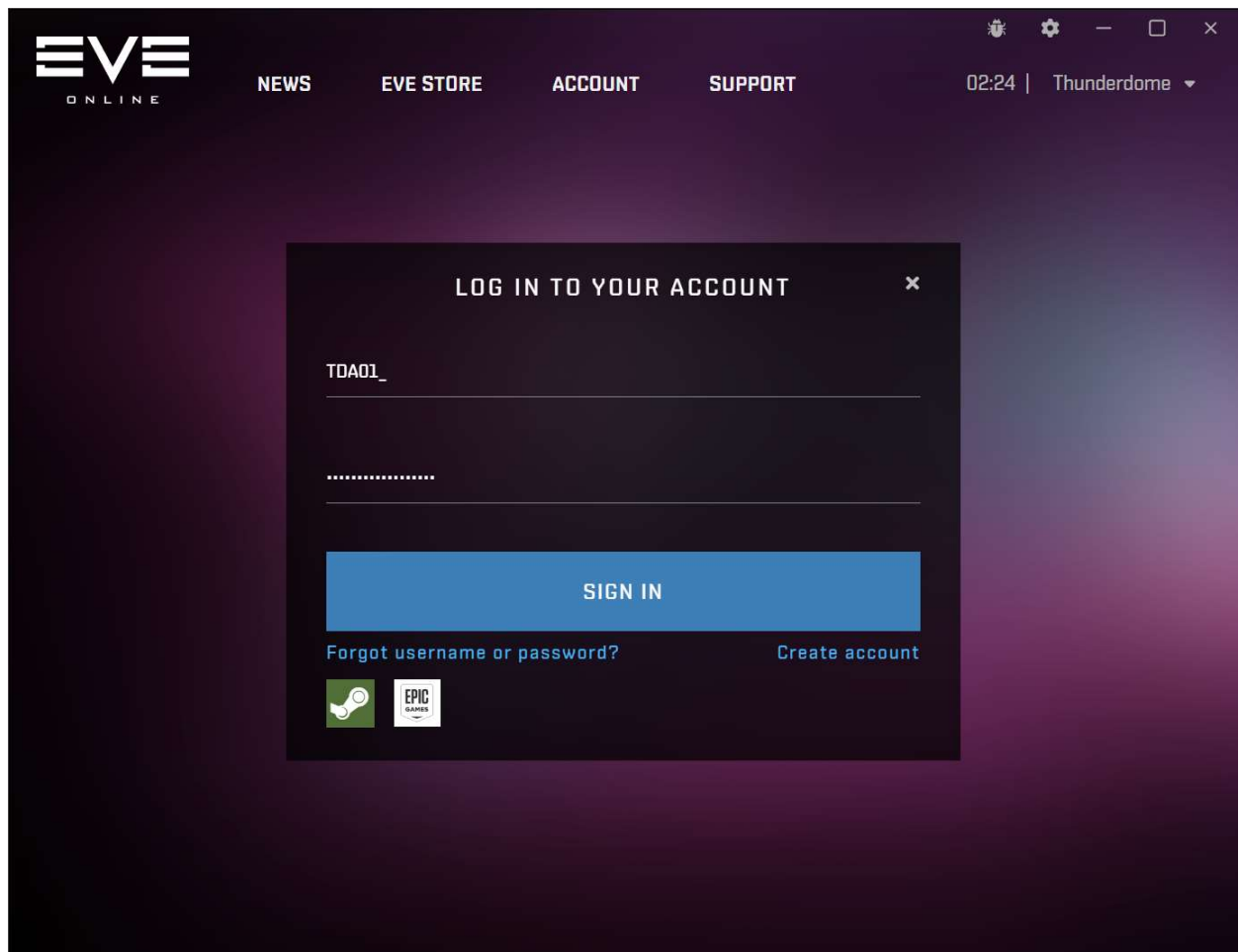
In the top right corner of the EVE launcher click the small arrow and select the "Thunderdome" server



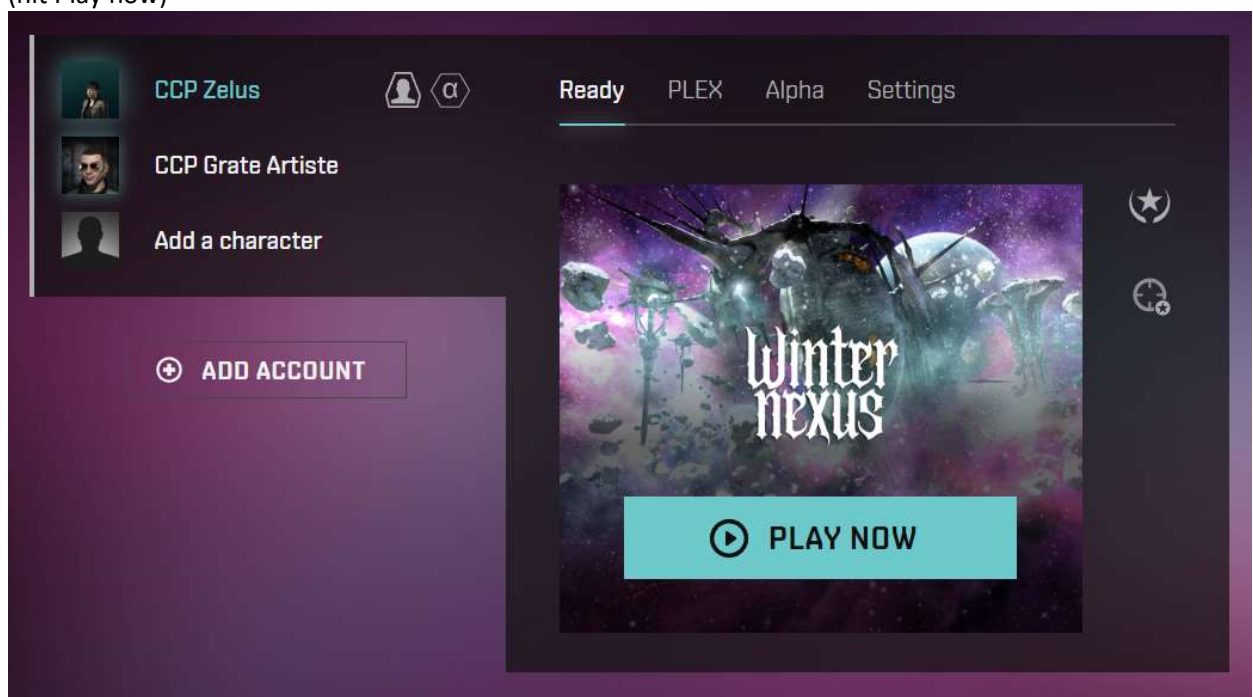
Thunderdome often runs on a different build than that of Tranquility so after selecting Thunderdome its not uncommon that there may be a small patch.

After that hit "Add Account" and enter the details you were provided to Login to Thunderdome:





Your account will be added to the launcher, then launch the game the same way you would on Tranquility (hit Play now)



Thunderdome Tools

There are several special commands and tools which are only available on Thunderdome. These allow you to do things such as create items for yourself or run tournament matches (for organizers).

Slash Commands

Thunderdome has a number of special slash commands available to players. These commands are not always activated and include some additional restrictions.

[/giveitem <type><quantity>](#)

[/giveitem](#) can be used to grant a character the item specified. You must be docked in a station (not a citadel) to use this command. Most published items can be created with this, though some items will be excluded depending on the event and the server configuration. Unless explicitly stated, you are not able to create any unpublished types.

This command can also be used to create multiple different types of items (or multiple stacks of the same item) using a comma separated list of up to 50 types. Note that this means that types containing a comma in their name must be created using their type IDs. You can additionally override the quantity for a specific type of item to give by using the format “type|qty”. This can also be used when providing multiple types.

[/shipcloak](#) and [/shipuncloak](#)

These two commands allow you to cloak and uncloak your ship at will. This is a super cloak, meaning you can warp, lock targets and even cloak when targeted.

[/mycharid](#)

This command pops up a window with your character ID. Tournament referees may request this information from you, as it is used when setting up tournament matches.

[/giveallskills](#) and [/giveallskills super](#)

This command injects all published skills into the character’s head at level 0. If you include “super” at the end, it will give all published skills at level 5.

Other Tools

[Multifit – Create Missing](#)

In the multifit window on Thunderdome, there is an additional button named “Create Missing”. Clicking this button will enable you to create all the missing items for the currently selected fit, to the quantity you have chosen. This is the recommended method of quickly creating fitted ships.

[Tournament Practice Unit](#)

The Tournament Practice Unit (TPU, typeID 36523) allows you to block all scanning (both probe and D-scan) in a system for a period of 8 hours. They can be created using the [/giveitem](#) command. This allows you to practice in a system if you do not wish or are unable to use the tournament tool. Please note if you have more than one of these in your cargo and attempt to launch them, it will launch the stack and you will have to wait out the 8 hours. Ensure you only use one at a time.

[Tournament Tool](#)

The tournament tool is currently only being given to event organizers and their designated referees. The use of this tool will be covered in separate documentation. This tool moves competitors out of Stations (Not Structures) so ensure that ensure your team is docked up in a station when it comes to using the tool.

Thunderdome Rules

As a separate server, Thunderdome will have some unique rules to consider for players who are using the space. The use of Thunderdome is a privilege which may be immediately and permanently revoked if it is abused.

- Thunderdome is to be used for the purposes of the declared event for which the server was opened for. Using Thunderdome for alternative activities is not allowed (you can brawl your team mates in ships after practice, just don't go organizing a sub-event, run abyssals or cap drills for your alliance without getting CCP permission)
- Spying on teams without their permission which are practicing on Thunderdome is not allowed. If you come across a system which has other teams in it, you are expected to leave immediately and not attempt to warp in to see their team compositions. Violating this rule may result in revocation of Thunderdome access and/or penalties leveraged against your team. Final discretion in all such matters lies with CCP.
- Attacking other players outside of mutually consensual combat (or organized tournament matches) is not allowed.
- Doing anything which prevents other players from using Thunderdome for intended purposes is not allowed. This includes 'griefing' as a general concept, as well as intentionally disrupting practice spaces.
- Treat people with dignity and respect. All of Tranquility's standard rules of conduct still apply.
- Interfering with other events is prohibited.
- Intentionally attempting to create additional server stress, latency, or cause abnormal server behavior by using provided tools or by other means is prohibited.
- Do not deploy any Citadels.
- Follow all CCP staff instructions and announcements with respect to activity on Thunderdome. Additional rules may be added at any time.
- Follow event organizer instructions with regards to event rules and conduct.
- Sometimes events overlap, CCP or event organizers may announce such instances and request players who have access for other events not log into Thunderdome during specific periods of time. Non-compliance with such requests is not allowed.
- Player names during matches must match their Tranquility identity.
- Player accounts must not be shared.
- The system of Turnur is set-up for Community Artwork creation for events and must not be used by teams

Violation of these rules may result in immediate revocation of Thunderdome access privileges and may carry additional penalties.