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THE COUNCIL STRUCTURE

The Council of Planetary Management (hereafter referred to as CPM) will consist of 7 members, democratically elected through a means to be determined in further documents. Within seven days of the general election, the Representatives may hold an internal vote to determine Officers: a Chairman and a Secretary. This is optional and CPM may decide to run their term without specifying formal roles within the Council.

If an Officer is no longer able or willing to perform his duties, a new Officer can be elected to replace them using the same election process.

The CPM is a “flat” organization, and Officers do not have special powers, only additional responsibilities. The responsibilities of the Chairman are to handle official communications between the CPM and CCP and they are expected to be particularly active in interacting with the community. The responsibilities of the Secretary are related to the production of official CPM publications like Summit Minutes. CPM Officers are expected to be the most active members of the CPM.

CANDIDATE ELIGIBILITY

Anyone that has held a DUST 514 account for more than ninety (90) days is eligible to put themselves forward as a candidate for a seat on the CPM, with the following exceptions: employees, volunteers, interns, affiliates, strategic partners, employees of other gaming companies/games, and family members of CCP are all ineligible. Elected members must maintain their eligibility during their term in order to remain on the council.

Additionally, CCP reserves the right to exclude anyone from candidate eligibility.

All candidates must verify their identity to CCP before they can officially be acknowledged as a candidate. To become an eligible candidate, a player must be 18 years of age or older, unless the legal age of majority in your home country is higher than 18, in which case the minimum age is the age of majority. All candidates hold a valid passport at the date of the candidacy evaluation. Because election winners will ultimately make appearances on EVE-TV and other media, candidates must run under their real-life names. However, they may still use the character name of an existing character on one of their accounts for their in-game identity.

VOTER ELIGIBILITY

In order to be eligible to vote, an active DUST 514 account must be at least sixty (60) days in age, and must have had at least sixty (60) hours of playtime in the twelve (12) months before voting begins (to the calendar day of the preceding year). Additionally, banned accounts and accounts belonging to CCP employees are ineligible to vote. Volunteers, interns, affiliates and partners are permitted to vote.

ELECTION MECHANICS

Any eligible candidate may nominate themselves, subject to normal eligibility conditions.

Each account may cast a single vote for one or more candidates, up to a maximum of seven (7) candidates. Each ballot thus consists of a list of one or more candidates, listed in order of preference. Ballots are anonymous, but ballot tallies (the count of each uniquely appearing list of candidates in ballots) and the code used for the counting of the ballots are published to allow 3rd - party validation of the results. To maximize participation, the polls will be open for a full two weeks. Once the polls have closed, the results are determined using a Single Transferrable vote method (STV) to determine the 7 (seven) candidates who are elected onto the council.

ATTENDANCE AT CPM SUMMITS

Twice per year, CCP will host a virtual summit. All members of the CPM are eligible to request sessions for various topics related to DUST514 development. All CPM members will be able to join any of the summit video sessions online or watch the recording of these sessions.

CPM TERM DURATION

Council terms will last between twelve (12) and eighteen (18) months and elections will follow the expiration of each term, with some leeway allowed to ensure that council changes occur at the appropriate time in the release process of DUST 514.

VOTER COMMUNICATION WITH THE CPM

A dedicated electronic forum will be provided for voters to present issues to CPM Representatives. Because this is a “gathering place” where topics deemed important to the community are heard and acted upon by democratically elected Representatives, moderators must be present to keep discussions civilized, ordered,

relevant, and lawful. These measures are necessary here, as they are in real society, to keep the unruly from disrupting any civil institution ranging from courts of law to the halls of legislative government bodies.

In the spirit of encouraging as much debate and discussion as possible, any voter may present any topic at any time in this forum, and there is no limit to the number of topics they can introduce—as long as they are genuine, relevant, and well-articulated. In addition, they may participate in as many existing topics opened by fellow voters as they please. The burden of demonstrating the legitimacy or urgency of the issue rests with the voters themselves. A good idea will generate momentum all on its own and it is the task of the CPM to not only track these discussions, but to engage the populace as much as possible in the interest of sustaining that momentum until the issue is brought to closure.

CPM COMMUNICATION WITH VOTERS

Council Representatives are expected to communicate with the voting community through the topic forum mentioned above, but also with individuals as necessary through any means they agree upon. Furthermore, communications regarding the Council's activities are to be given to the voters throughout the term.

COMMUNICATION BETWEEN CCP AND CPM

Council Representatives are expected to be ready and able to make themselves available for online meetings with CCP, and vice versa, given an appropriate timeframe. The Council Representatives will also be expected to be available for formal feedback on 'work in progress' matters by CCP – where the Representatives will be among other CCP entities giving comments.

Should the CPM wish to discuss a topic with CCP, they may do so through various communication channels that CCP will specify at the beginning of the term.

All meetings should be prefaced with a comprehensive agenda, to be written by the party requesting the meeting, to help focus discussion and allow for both parties to properly prepare all relevant materials beforehand.

CPM OPERATION AND FUNCTION

The CPM is responsible for 3 major roles within the DUST 514 development process:

a. Input into High Level Planning and Roadmaps: The CPM will be involved in high level planning and have input into potential release roadmaps for DUST 514. The CPM in particular will be invaluable in helping CCP target user "pain points" that will require significant resources to alleviate. The CPM, as an external entity, will be able to provide a fresh perspective on what can be done to improve the player experience in DUST 514. The infrequent nature of this sort of planning necessitates that this will be a sporadic activity. When planning is set to occur the CPM will meet with the Executive Producer and other relevant parties to determine the best method for them to contribute to the process.

b. Feedback on Team Features: As teams develop features for a release, they are highly encouraged to share gameplay relevant features with the CPM (using the Private CPM/CCP Forum) to get early, focus-group style feedback. The CPM is uniquely positioned to provide timely and concise feedback, while still understanding that the proposed features may change entirely or be cut from a release. The CPM will typically deliver their feedback

to teams within 48 hours, and a continuing dialogue will help ensure that features are as polished and “player-proofed” as possible.

c. Community Advocacy: The CPM will have an ongoing role of collecting general feedback from the community and high profile players. Their dual role as council members and players allows them a much greater ability to gather the best opinions and ideas of the player base from sources beyond the official DUST 514 forum. Their advocacy can take the form of official programs, analysis of the CPM council forums, and just general player opinion picked up in the course of day-to-day play.

CPM REPRESENTATIVE CONDUCT

Any behavior or actions considered being a material breach of the EULA or TOS by a CPM Representative is grounds for immediate dismissal and permanent exclusion from all pending and future participation in the council. There are no exceptions, regardless of the infraction. Representatives are not only expected to uphold the social contract that all society members are held accountable to, but should also set a behavior standard for everyone else to follow. If the actions or behavior of a CPM Representative compromises the integrity of the CPM as an institution, CCP reserves the right to remove them from the council.

THE NDA

CPM Representatives must sign a Non-Disclosure Agreement, as all volunteers and affiliates are required to, since the proximity of their relationship may expose them to information not intended for public release.

Council Representatives are bound by the terms of that agreement, as all other participants are.