

Monetization

Model

The monetization model has not yet been revealed by the developer. They made it clear though that it won't sport any pay-to-win mechanics and they don't intend to sell "time-skips".

There are however thoughts about a PLEX* like token, which also somewhat imply a possible subscription based model.

A "PLEX-like" token, which is an item that is bought on the game website, costs the same, or similar amount as monthly sub, can be traded between players and can ONLY be used in the relation to the game by destroying it to add one month sub to the account.

Here's the follow up quote of the developer in regards to the likelihood of such a token to be part of the monetization:

I honestly have no clue if we are going to introduce Plex or not. All I know is, that it is a simple and extremely easily understandable system that is good for the player market, first and foremost the people who spend a lot of time in the game.

*PLEX is a token available in the store for EVE Online and can be used to add gametime that elevates your EVE-online account to a subscription level, or spent on cosmetics and services. The token is tradable and sellable via the in-game market, and therefore can be "converted" into in-game currency that can be used to buy pretty much anything in the game.