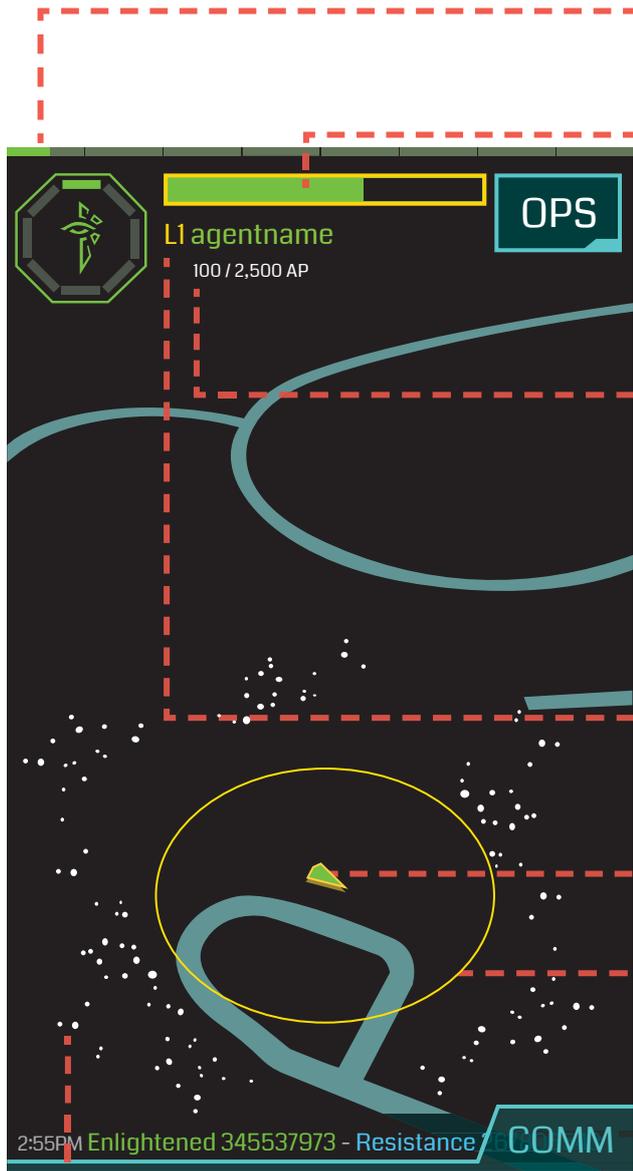


Ingress Agent Guide

GET TO KNOW YOUR SCANNER

Take a brief tour of the main screen of your Scanner device:



The screenshot shows the Ingress Scanner interface. At the top left is a hexagonal icon with a green and yellow symbol. To its right is a green progress bar. Below the icon is the text 'L1 agentname' and '100 / 2,500 AP'. To the right of the progress bar is a blue button labeled 'OPS'. The main area is a dark map with a yellow circle around the agent's location and a blue circle representing the action range. At the bottom left, it shows '2:55PM Enlightened 345537973 - Resistance'. At the bottom right is a blue button labeled 'COMM'. Eight red dashed lines with numbered callouts (1-8) point to these elements.

- 1 AP PROGRESS BAR**
This bar fills up as you earn more Action Points toward your next Level.
- 2 XM STORAGE BAR**
This bar shows how much Exotic Matter (XM) you have collected. Every action an Agent takes requires XM, so collect as much as possible.
- 3 EARNED AP**
Tap your Agent name to view your AP. The first number is the amount of AP you have earned so far. The second number shows how much AP you need to reach the next Access Level. Earn AP through Portal actions, like deploying Resonators or creating Links.
- 4 ACCESS LEVEL**
Agent's current Level.
- 5 YOUR LOCATION**
Agent's current position.
- 6 ACTION RANGE**
The area in which you can interact with Portals or dropped items.
- 7 COMM**
COMM is used to communicate with other Agents, check alerts, and see Portal activity in your area.
- 8 EXOTIC MATTER (XM)**
The glowing particles are Exotic Matter (XM). Collect these to store energy for interaction with Portals.

Ingress Agent Guide

START MOVING

*Hint: Walk! Move your location in the real world to collect XM and find Portals. Portals can be one of three different colors: **grey**, **green**, or **blue**. Hack Portals of any color to acquire gear, deploy on **grey** Portals to capture them for your Faction, and destroy enemy Portals. Tap on any Portal to see all possible actions you can take on that Portal.*

HACK portal

FRIENDLY PORTALS

Green Portals are controlled by your Faction (**Enlightened**). You can deploy a new Resonator if there are any open slots, or upgrade existing Resonators. Friendly Portals yield the most inventory, so hack them often.



DEPLOY status

NEUTRAL PORTALS

Grey Portals are not currently controlled by either Faction, so you can capture these Portals by deploying a Resonator. Deploy up to eight Resonators on any neutral Portal to fully power it up.



FIRE XMP

ENEMY PORTALS

Blue Portals are controlled by the opposing Faction (**Resistance**). Hacking enemy Portals earns you the most AP, but enemy Portals can also attack back and drain your XM. As your level increases, you'll have more power to neutralize Enemy Portals using XMP Bursters.



PRO-TIP: FIRE XMP

Tap and hold anywhere on the Scanner to show quick options. Slide your finger to the FIRE XMP option to bring up your Weapons.

FACTION



Welcome to **Enlightenment**

Congratulations, you have joined the **Enlightened**.

We believe Exotic Matter should be used to advance and evolve mankind.

The Resistance work to defend humanity from what they believe to be a threat.

We stand for progress, and we fight for knowledge.

We will not rest until Exotic Matter is harnessed to unleash its true potential.

COMM

How to communicate with other Agents:

1 COMM TABS

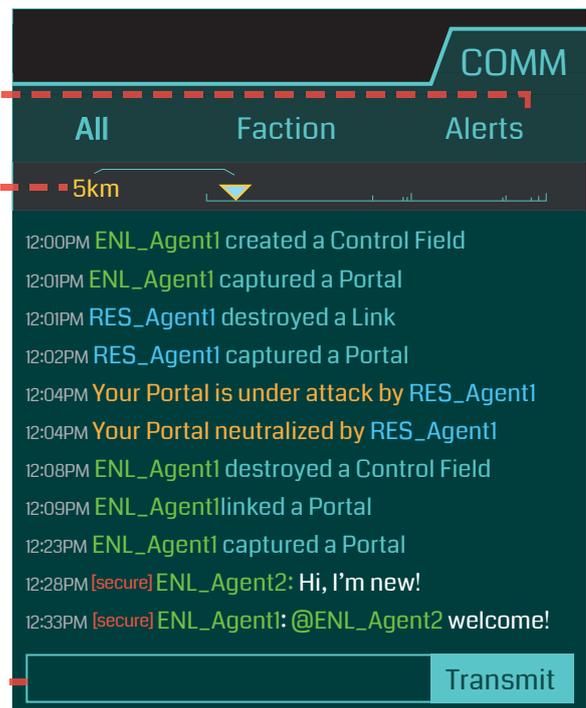
- ‘All’ COMM shows all activity, messages and alerts. Posting to ‘All’ will send your message to agents of both Factions.
- ‘Faction’ COMM is for messages directed specifically to you and your Faction. Secure messages will be denoted as **[secure]** before the message content in the ‘All’ COMM tab. These were sent in Faction COMM and should be replied to in Faction COMM for security reasons.
- ‘Alerts’ are a timeline of notifications showing when and which of your Portals were under attack.

2 COMM RANGE

Slide this arrow along the bar to set the distance in which you want to see activity. The shortest range is ‘5km’, and the farthest is global.

3 TRANSMIT MESSAGE

Type a message here to start communicating with other Agents in your area.



PRO-TIP: SEND MESSAGE

Type an @ symbol in front of any Agents name to message them directly, or tap and hold on their Agent name and press “Send Message”.

COMMUNITY

Connect with other nearby Agents

CONNECT

Ingress is social and full of diverse communities. Introduce yourself on Faction COMM and let local Agents know you’re interested in connecting with the **local Ingress community** to meet fellow Agents and share game strategies.

EVENTS

- Agent-organized Ingress events are a great way to meet new people in your area.
- Check with your local community to see if they have any upcoming meetups planned.
- Agents occasionally host “First Saturday” events to welcome and help new Agents level up. Check www.ingress.com/events to see if there are any events near you.



RESONATORS

Use Resonators to capture and power up an **Enlightened** Portal. You can deploy a maximum of eight Resonators on a neutral (**grey**) Portal. The Resonator slots can be viewed on the Portal screen. To deploy, tap the large DEPLOY button. Your Resonator inventory will then appear and you will be able to deploy. Resonators come in levels of increasing power, from one to eight. However, you can only use items that correspond to your current level or lower.



LIMITS

There are limits to the number of Resonators a single Agent can deploy, based on the Level of the Resonator. The graphic below shows the Resonator Level, corresponding color, and the quantity you are able to deploy on a single Portal. The Portal's Level is based on the average Level of all the Resonators deployed.

RESONATOR LEVEL

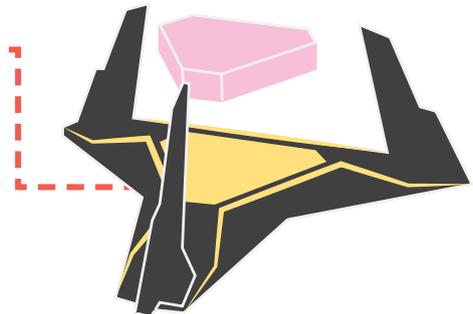


To create a High Level Portal, other Agents from your Faction will need to deploy or upgrade with Resonators of a higher Level. Portals can reach a maximum of level eight (L8), which requires eight Agents to complete.

WEAPONS

XMP BURSTER

These weapons are used to neutralize blue **Resistance** Portals. Like Resonators, Xmps come in a variety of Levels, from one through eight. Higher level Xmps have a wider range of fire and can do more damage. As you reach higher Access Levels, you will acquire stronger weapons.



PRO-TIP: FIRING DISTANCE

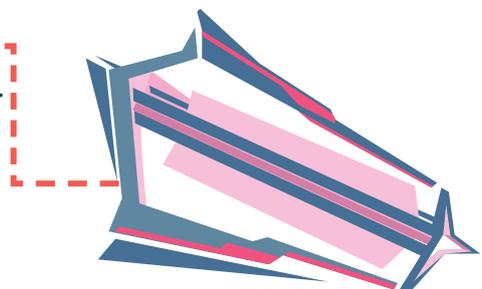
Stand on top of the Resonator you wish to destroy. The closer you are, the more effective your Xmps will be. This is especially true of the Ultra Strike weapon.

ULTRA STRIKE

If the Xmp is like a shotgun blast, then the Ultra Strike is a sniper shot. Ultra Strikes are good for targeting individual Resonators and destroying Portal Mods.

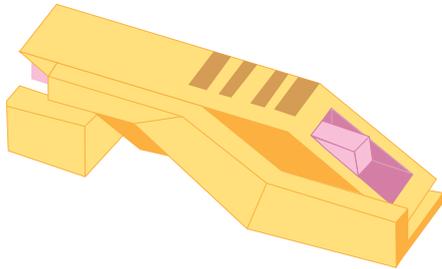
PRO-TIP: DESTROY MODS

If you stand directly on top of the enemy Portal, Ultra Strikes can be fired to destroy defensive Mods, like Portal Shields.



PORTAL KEYS

Hack Portals to collect Portal Keys. To access your Portal Keys, tap OPS in the top right corner of your Scanner. Tapping on ALL in the lower left reveals your inventory categories, including Portal Keys.



RECHARGE

Portal health decays over time. To prevent a friendly Portal from fully decaying, select the Portal and tap RECHARGE to transfer your stored XM to the Portal.

LINKING

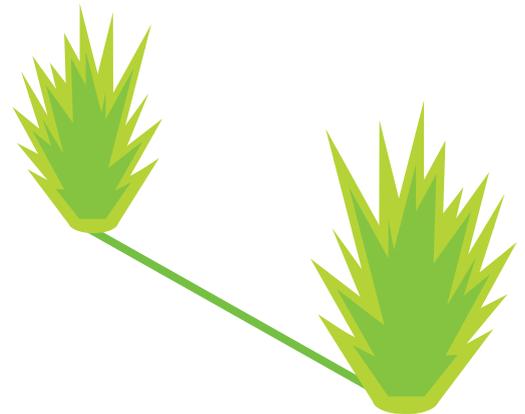
To create a Link, you will need a Portal Key to the Portal you want to link to. To link, select a Portal and tap LINK to view a list of linkable Portals.



NO LINKABLE PORTALS

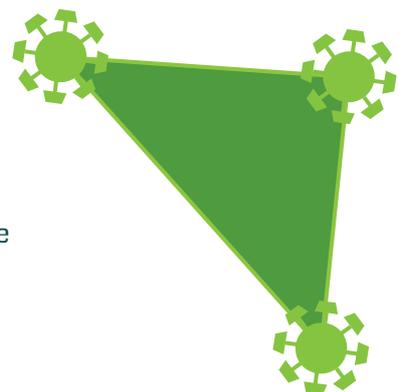
Keep in mind there may not be any linkable Portals available. The most common reasons are:

1. Portals can only be linked when they have Resonators in all eight slots.
2. The Portal is under a Field.
3. An existing Link intersects and blocks your Link path.
4. The Portal you want to link to is out of range or too far away.
5. Any given Portal can only have a maximum of eight outgoing Links.



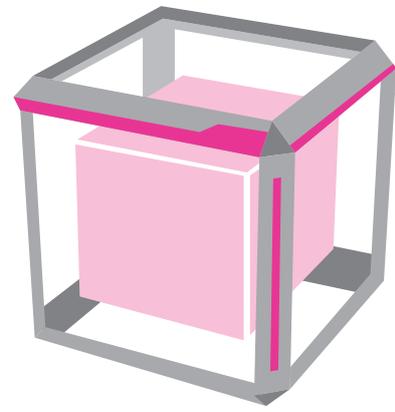
FIELDING

Link three Portals together to create Control Fields, which earn you AP and capture the underlying Mind Units (MU) for your Faction. Mind Units measure the approximate human population living under your Control Field.



POWER CUBES

Most Portal actions, like hacking enemy Portals or deploying Resonators, require using your stored XM. Running out of XM will knock your Scanner offline. Resume walking or use Power Cubes to refill your XM Container.



PRO-TIP: HIGHER LEVELS

Higher Level Power Cubes provide more XM. The higher your Level, the more XM you can store.

MODS

There are various types of Mods with different purposes. Some defend against attacks, others enhance hacking abilities. Access or deploy Portal Mods by tapping 'MODS' from the Portal screen. Each Portal has four available Mod slots, and each Agent can deploy up to two Mods per Portal.

SHIELDS

Shields are used to defend your Portal against enemy attacks. Shields can be Common, Rare, Very Rare, and Very Rare AXA. The rarer the shield, the better defense mitigation it provides.

MULTI HACKS

You can hack a limited number of times before a Portal burns out and needs a few hours to reset. Multi-Hacks increase the number of times a Portal can be hacked before it burns out.

HEAT SINKS

Portals typically need a few minutes between consecutive hacks to allow the Portal to "cool down." Heat Sinks reduce the cooldown period of the Portal so you can hack more frequently in a shorter period of time.

PRO-TIP: PORTAL RESET

In addition to reducing the cool down period, Heat Sinks also reset a Portal's burnout. If you've burnt a Portal out by hacking it too many times in a short amount of time, throw on a Heat Sink to get several more Hacks right away. This only works for the Agent that placed the Heat Sink.

FORCE AMPS, TURRETS, AND LINK AMPS

- Force Amps increase the force of Portal attacks on enemy Agents.
- Turrets increase the rate at which a Portal attacks enemy Agents. Used in combination with a Force Amp, the Portal will attack harder and more often.

COMMON



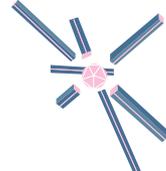
RARE



VERY RARE



RARE



CAPSULES

These containers are used to store up to 100 inventory items for safe keeping, or to transfer multiple items to another Agent. After loading a Capsule with items, drop the Capsule for another Agent to acquire.



AGENT STATS

1 MEDALS
Medals recognize Agents' achievements and contributions to Ingress. There are five Medal tiers: Bronze, Silver, Gold, Platinum and Onyx.

2 MISSION BADGES
Earn a unique Mission Medal for each mission you complete. Missions can be found by tapping OPS and selecting the MISSIONS tab.

3 SORT STATS
You can sort your Agent Stats by time. See your activity by week, month or all time. The NOW tab shows how many Portals, Links, Control Fields and MU you currently control.

4 AGENT STATS
View your discovery, health, building, combat, defense, missions, and resource gathering Agent Stats.

LEVELING

Each Level is progressively harder to achieve. Levels 1 - 8 (L1 - L8) are graded on AP alone, while Levels 9 - 16 (L9 - L16) use a combination of AP and Medals.

Level 1-8 requirements:

LVL 1	LVL 2	LVL 3	LVL 4	LVL 5	LVL 6	LVL 7	LVL 8
0 AP	2,500 AP	20,000 AP	70,000 AP	150,000 AP	300,000 AP	600,000 AP	1,200,000 AP

Reaching L9 - L16 increases your XM storage and max Portal Recharge distance.

Level 9 - 16 requirements:

LVL 9	LVL 10	LVL 11	LVL 12	LVL 13	LVL 14	LVL 15	LVL 16
2.4M AP	4M AP	6M AP	8.4M AP	12M AP	17M AP	24M AP	40M AP

4	5	6	7	7	2	3	4
1	2	4	6	1			2

Ingress Agent Guide

REGIONAL SCORING

Open your Scanner and tap OPS > INTEL to access the Global and Regional view of **Enlightened** and **Resistance** Mind Units.

GLOBAL

The aggregate **Enlightened** and **Resistance** Mind Units across all Cells around the world.

ENL 291M

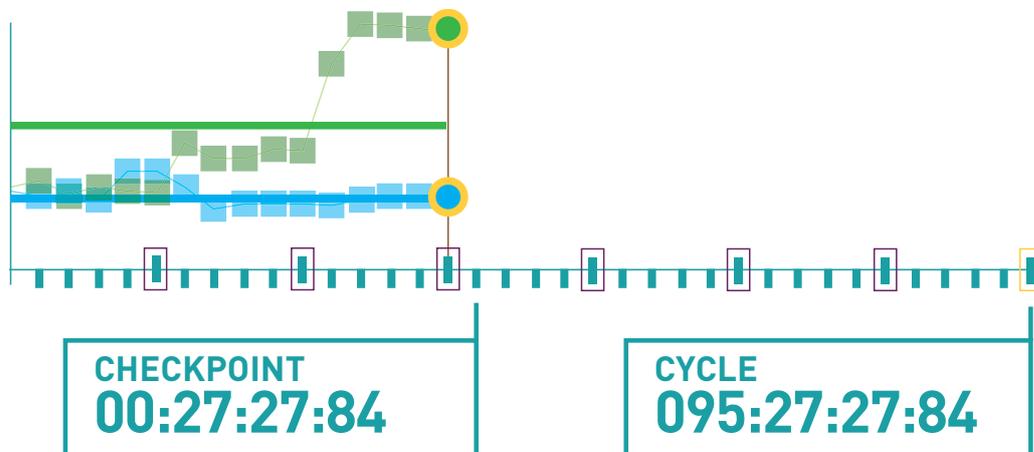
RES 278M

REGIONAL

- Tap REGIONAL SCORES to view the Top 3 Agents and Regional Score for the Cell you're currently located in.
- Tap CELL ACTIVITY to view Regional Scores for nearby Cells.
- Tap SEE OTHER AGENTS to access a leaderboard of the Top 50 Enlightened and Top 50 Resistance Agents in your Cell.

CHECKPOINTS AND CYCLES

Scoring Cycles last 175 hours. After a Cycle concludes, the Regional Scores are restarted and reset to zero. Checkpoints are Measurement Times that occur every five hours. All Fields standing at the Checkpoint will contribute to the overall Regional Score.

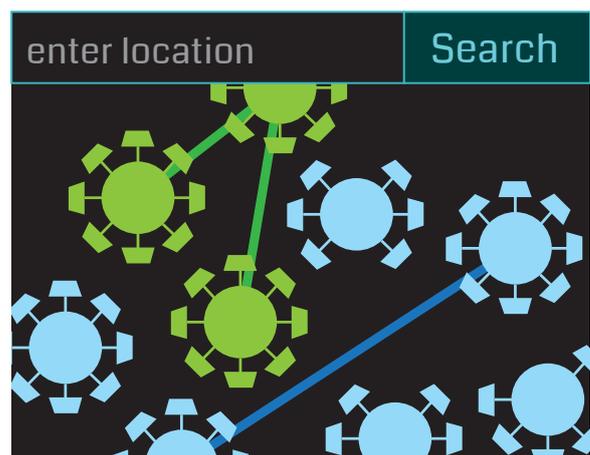


INTEL MAP

Access the Intel Map at www.ingress.com/intel to view Portals, Links, and Fields at any location worldwide, and plan Fields you'd like to create.

PRO-TIP: PASSCODES

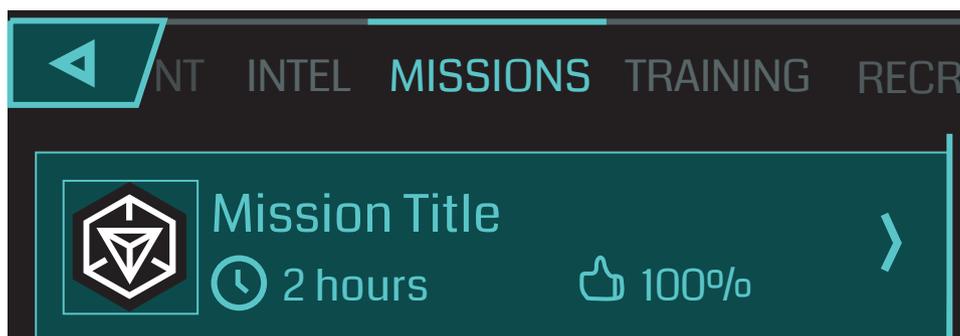
Redeem passcodes obtained through the Niantic Project and other sources by tapping the padlock icon.



Ingress Agent Guide

MISSIONS

Missions are a great way to explore and discover hidden gems near you. Ingress Missions challenge Agents to locate key Portals or Waypoints, decipher clues, guess passphrases and take specific Portal actions. To see the top Missions closest to your location, tap OPS > MISSIONS. This will show the Mission titles, Medals, average time to completion and Agent rating.



OBJECTIVES

Missions may prompt Agents to do one or more of the following:

- 1 VIEW THIS FIELD TRIP WAYPOINT**
View the Waypoint details and read the information provided.
 - 2 HACK THIS PORTAL**
 - 3 INSTALL A MOD ON THIS PORTAL**
Installing any Mod will count as successful completion of this objective; if the Waypoint is not currently owned by your Faction, you will need to capture it first to install a Mod.
 - 4 CAPTURE THIS PORTAL FOR YOUR FACTION**
If the Portal is already controlled by your Faction, deploy a Resonator or Portal Mod to upgrade the Portal.
 - 5 CREATE LINK FROM THIS PORTAL**
Creating any Link out of the Waypoint will count as successful completion of this objective. If the Waypoint is not owned by your Faction, you will need to capture it first to create a Link.
 - 6 CREATE A FIELD WITH THIS PORTAL**
Creating any Field will count as successful completion of this objective; however, the Field must be closed from that Waypoint (i.e., it's not enough if the Portal is just one of the anchors of the Field).
 - 7 ENTER THE PASSPHRASE**
To complete this objective, you will need to enter a passphrase using the provided clue. The password must be entered exactly the way the Mission author entered it, so pay close attention to any instructions in the clue!
-

Ingress Agent Guide

EVENTS

FIRST SATURDAY

Agents often host events to help support new recruits and promote Cross-Faction relations, typically on the first Saturday of the month (“First Saturdays”). These events usually include a meet-and-greet at a cafe, where veteran Agents are paired with new recruits to introduce them to the Scanner, provide tips, and help the newer Agent gain AP to level up. At the end of the day, the Levels and AP gained from Enlightened and Resistance Agents are tallied to determine winning Agents.



ANOMALIES

Anomaly events are concentrated surges of XM that attract thousands of Agents to key Anomaly Sites around the globe. These events typically include five hours of intense Portal activity, with both Factions battling for control of key Portals and Cells. The outcome of each Anomaly Series can change the course of the Ingress timeline and backstory. Check [ingress.com/events](https://www.ingress.com/events) to see if there is an Anomaly expected to occur near you.



CROSS FACTION MEETUPS

Agents organize social events to promote Cross-Faction relations. Ask your local community leaders if there are any Cross-Faction events in your area.

