



ATTN: New Ingress Agent

**MESSAGE: Included inside is
sensitive NIA intelligence
critical to your success as an
Ingress Agent**

Part I. Initial Briefing

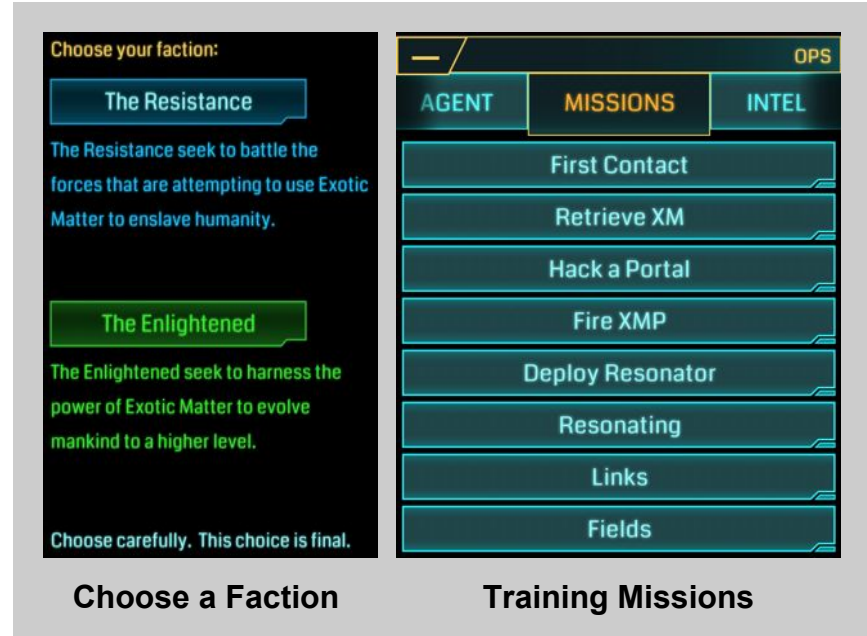
Your mission is to defend the human race from a malevolent unknown energy or, depending on your perspective, to assist in an enlightenment of mankind by harnessing this energy. This is accomplished by aligning with either the **Resistance** or the **Enlightened** faction. You will strive to discover **Portals** and link them to create **Control Fields** over geographic areas to influence the population within. The tally of minds (**Mind Units**) under the control of each faction is tracked constantly on the Intel map.

Your ultimate goal is to work with other members of your Faction around the world to secure or liberate the entire world.



Part II. New Agent Checklist

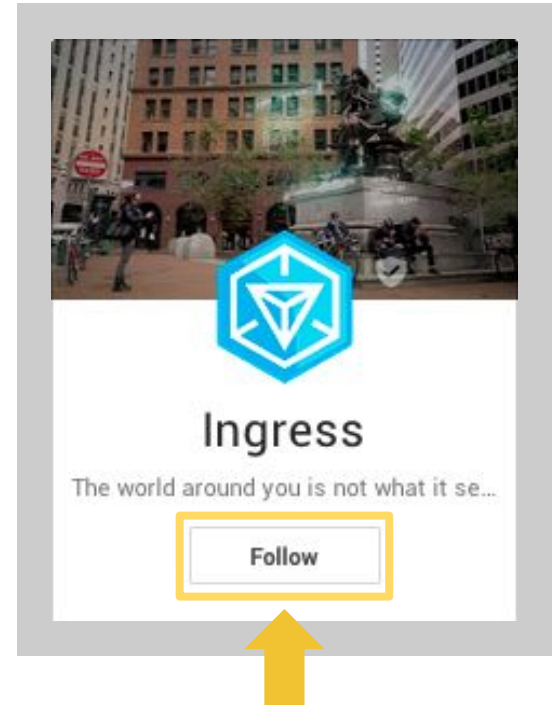
1. Choose your Codename.
2. Choose a [Faction](#). Choose carefully. This choice is **final**.
3. Familiarize yourself with the [Scanner](#).
4. Review the [Agent Protocol](#).
5. Review [Vocabulary Briefing \(Glossary\)](#).
6. Complete Training Missions.
7. Go outside, walk around, collect XM, Hack Portals, earn [Access Points](#) (AP).
 - You “level up” by earning Access Points (AP). Leveling up grants you access to use more powerful items and, ultimately, allows you to take over more Mind Units to further your faction’s cause.



Part II. New Agent Checklist

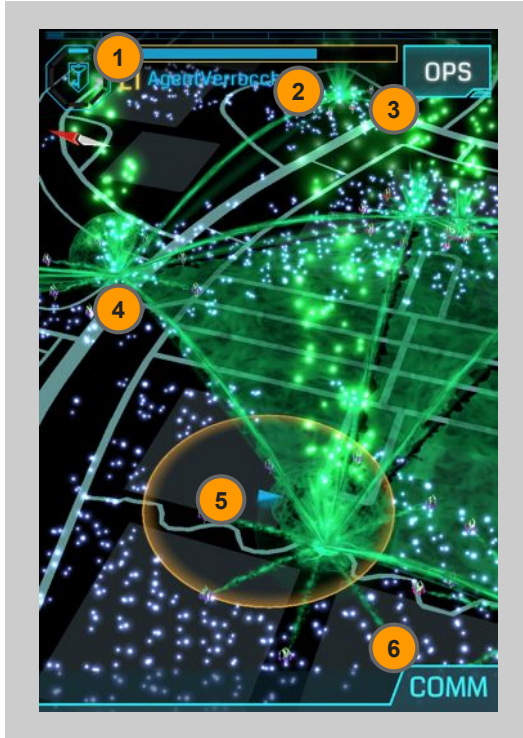
8. Connect with other players via [G+](#) (click “Follow” button on the right), [COMM](#), [Facebook](#), etc. New Agents who team up with more experienced players experience the most success!
9. [Suggest new Portals](#). In general, [Portals](#) are cool and interesting places and objects that must be safe and accessible to the public. If you are having trouble finding Portals near you, check the [Intel Map](#) to view Portals anywhere in the world. Zoom in to view unclaimed (grey) or Level 1 Portals so you can start deploying Resonators and Hacking for Items.

Expert Tip: If there are no Portals close to where you live, you can always suggest new Portals to fill out the area around you, provided that the submissions meet our [Candidate Portal Criteria](#). You will also receive an AP bonus if your Portal submission becomes accepted.



Part III. Scanner Overview

The Scanner is the core technology of your phone. It can detect Portals and interact with Exotic Matter (XM) and XM constructs such as Resonators and XMPs.



1. **Access Points (AP) and Level:** The number of bars around your avatar represents your current level. Your AP meter is shown in the bar above your XM meter. As you gain AP, this meter fills up.
2. **Exotic Matter (XM) meter:** XM powers your scanner and allows you to take actions (Hacking Portals, Deploying Resonators, Linking Portals, etc.) Walk around to gather XM. XM is visible as glowing particles on your Scanner.
3. **OPS menu:** Touch **OPS** to access your Inventory, Agent profile, training missions, and other Scanner settings.
4. **Portal:** An XM construct that supplies items when hacked. Link 3 Portals to form a Control Field. Resistance Portals are blue, Enlightened Portals are green, and neutral Portals are grey.
5. **Agent position and action range:** Your position is indicated by a blue or green arrow. The circle around you is your action range, which indicates the area where you can take action (e.g. a Portal must be in your action range to hack it).
6. **COMM:** Communicate with other agents by swiping up on the COMM tab.

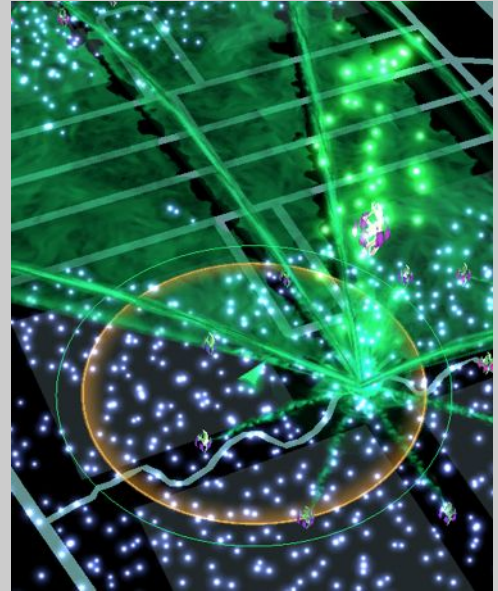
Part IV. Basic Gameplay: Build Inventory

Hack Portals

- Hack friendly Portals to acquire items (XMPs, Portal Keys, etc.) These can be used to capture and link Portals. Friendly Portals are ones owned by your [Faction](#). Resistance Portals are blue and Enlightened Portals are green.
- You must wait a few minutes between consecutive hacks to allow the Portal to “cool down.”
- You can hack a limited number of times before a Portal burns out and needs a few hours to reset.
- You do not receive AP for hacking friendly Portals, only enemy ones.

Watch Out! You'll gain some AP by hacking enemy Portals, but you will likely get attacked by the Portal which may drain much of your XM.

Expert Tip: Remember to replenish XM (energy) by walking around so you are able to continue to take actions.



Hacking a Portal

Part IV. Basic Gameplay: Leveling Up

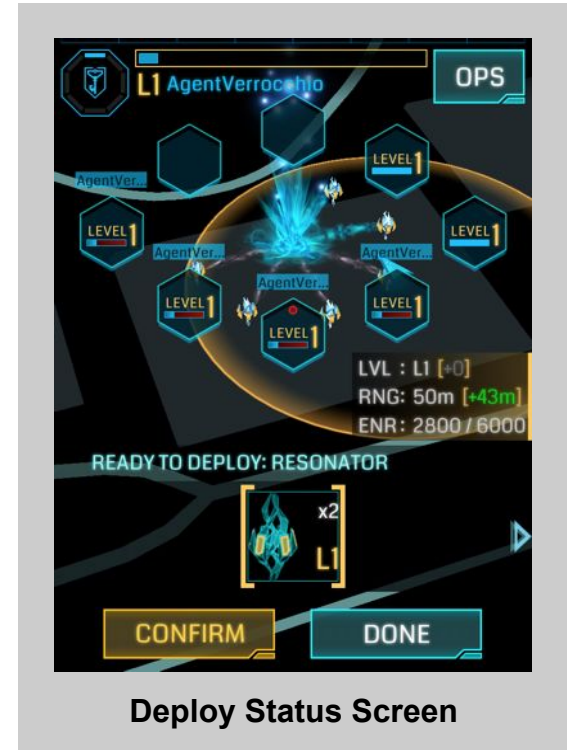
Capture Portals

- If you don't see any Portals in your Scanner, you will see a vector pointing you to the nearest Portal.
- Select a Portal, then touch **Deploy Resonator**. Fill all open slots to power up the Portal. Each Resonator deployed grants AP.
- Grey Portals are “neutral” and have not been claimed yet. Try to claim and power up as many of these as possible.

Recharge Resonators on friendly Portals

- If the Resonators on a friendly Portal aren't at 100%, you can power it up by transferring your XM to it.
- If you own the Portal key to a friendly Portal, you will be able to [remotely recharge](#) it without being near it.

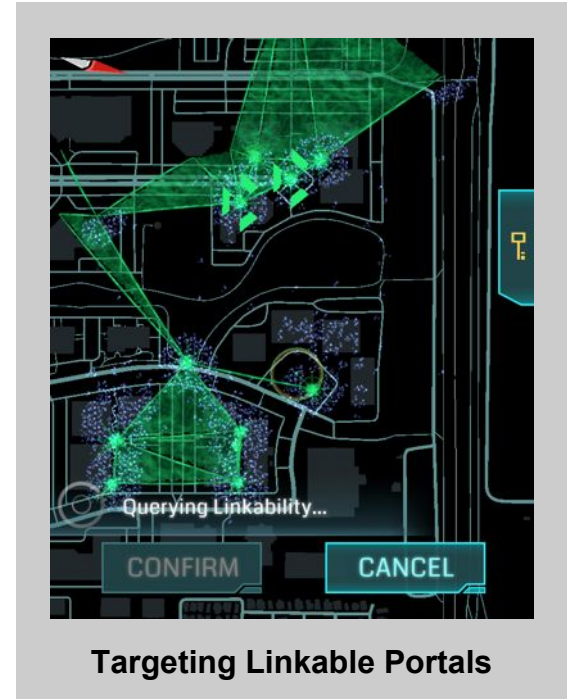
Expert Tip: To make it more difficult for enemy agents to destroy your Portal, place Resonators as far as possible from the center of the Portal. Do this by standing with the Portal at the edge of your action range and then deploy.



Part IV. Basic Gameplay: Leveling Up

Link Portals together: you'll need the Portal Key for the destination Portal (obtained from hacking)

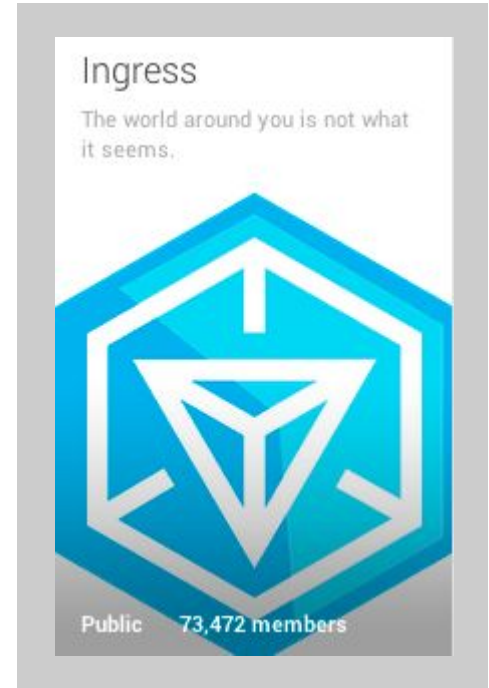
- To verify if Portals can be linked, select a Portal from the Scanner, touch **LINK** and it will display the map view with any linkable Portals around you. Linkable Portals are indicated with a spinning red dial around it. Select a destination Portal and the Link will be established.
 - Both Portals need to have Resonators in all eight slots before you can link them.
 - Portal Keys can be obtained by hacking both friendly and enemy Portals. Keep enemy Portal keys in your inventory so that you may link the Portal if it becomes owned by your faction in the future.
 - Creating a Link consumes the key and it will be removed from your inventory.
 - Your Links cannot cross any other Links.



Part IV. Basic Gameplay: Team Work

Part of the fun of playing Ingress is meeting other Agents in the field. Here are some tips to get you started:

- Introduce yourself in COMM because higher level Agents are eager to help newbies learn how to play and will help you level up. You can say something like the following:
“Hi, just started playing, anyone around to help me out?”
- A public COMM message is broadcasted when you complete your first Portal action, so other Agents may introduce themselves to you over COMM.
- Ask in COMM if your local player community has a [G+ community](#) you can join. This will help you meet and strategize with other players of your faction to seek out areas where you can make an impact and gather AP.
- Join the [Ingress G+ Community](#) to connect with players all over the world.



Part V. Advanced Gameplay: Build Inventory

Continue hacking Portals

- Find a cluster of Portals. Some agents refer to clusters of friendly Portals as “farms.”

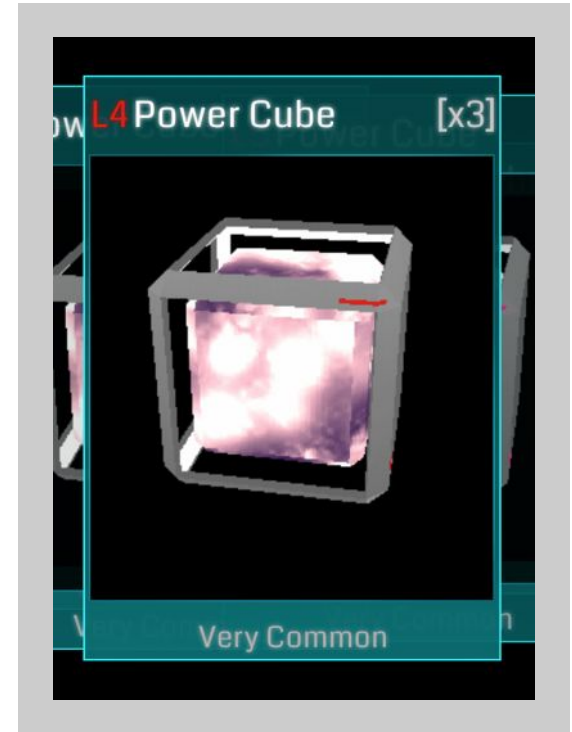
Save Power Cubes and use at strategic times

- Power Cubes will help replenish your XM when you're running low and are especially helpful when you're attacking enemy Portals.

Solve hints for passcodes

- Find clues posted on [Google+](#).
- Passcodes grant you items (XMPs, Resonators, etc.) and XM.

Expert Tip: You can only use items that are at or below your current level. (e.g. At Level 2, you may deploy Level 2 Resonators but cannot deploy Level 3 or higher until you reach that level).



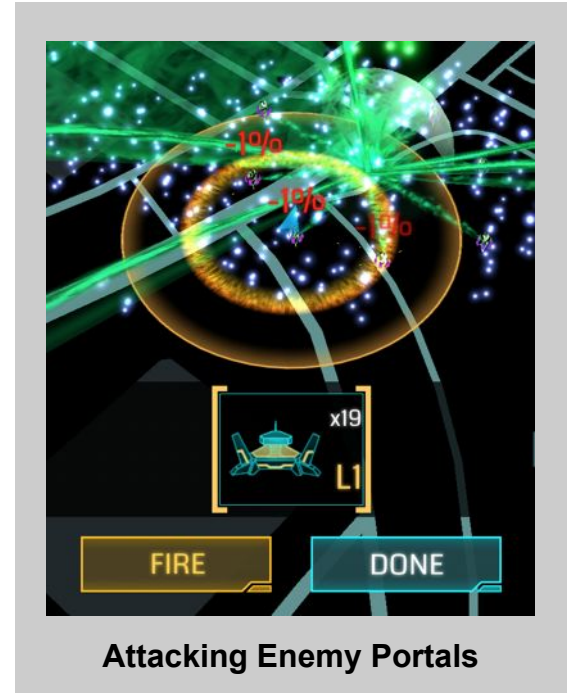
Part V. Advanced Gameplay: Leveling Up

Create small **Control Fields** by linking three portals together to form a triangular field, which captures the underlying population (scored as “Mind Units” for your Faction).

- Be strategic about which Portals you link together so you get the AP from each Link as well as the AP boost from creating a Control Field by closing the triangle.
- Creating Links and Control Fields yield the biggest AP gains.

Destroy enemy Portals

- There are two ways to fire XMP bursters:
 - Long press on the Scanner and select **Fire XMP**
 - **OPS** > select the XMP you want to use > **Fire**
- Level 1-2 XMPs are low-powered. With these, we recommend attacking only Level 1 enemy Portals or teaming up with a higher level player to attack Level 2+ Portals. The higher the Portal strength, the harder it will be to destroy it, requiring higher level XMPs with more destructive impact.

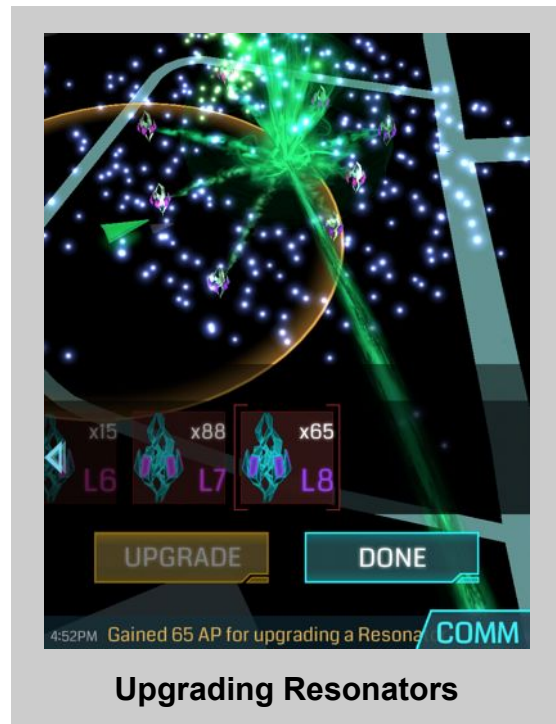


Part V. Advanced Gameplay: Leveling Up

Upgrade Resonators

- Once you have reached Level 2, you can upgrade Level 1 Resonators to Level 2 on friendly Portals by doing the following:
 - Touch the Portal you'd like to upgrade.
 - Select **Upgrade Portal** from the Portal menu.
 - Touch the Resonator you'd like to upgrade.
 - Touch **Upgrade** > select a Level 2 Resonator > **Upgrade**
- You may only upgrade Resonators up to your level (e.g. You can't upgrade a Level 2 Resonator to a Level 3 Resonator if you're still Level 2, even if it's in your inventory)

Expert Tip: You can place a max of four Level 2 Resonators on a Portal. For more details, see *Reference: Resonator Limits*.



Part IV. Advanced Gameplay: Team Work

Player Meetups and Anomalies

Players all around the world are connecting and meeting up in person to play Ingress. Some are planned by Niantic Labs while many others are organized by local players. The large scale Niantic-organized events are known as **Anomalies**. To find out when and where the next Anomaly is, follow the [Ingress G+](#) page and look under “Their Upcoming Events”. To get plugged into player-organized meetups, join your [local Ingress community](#).



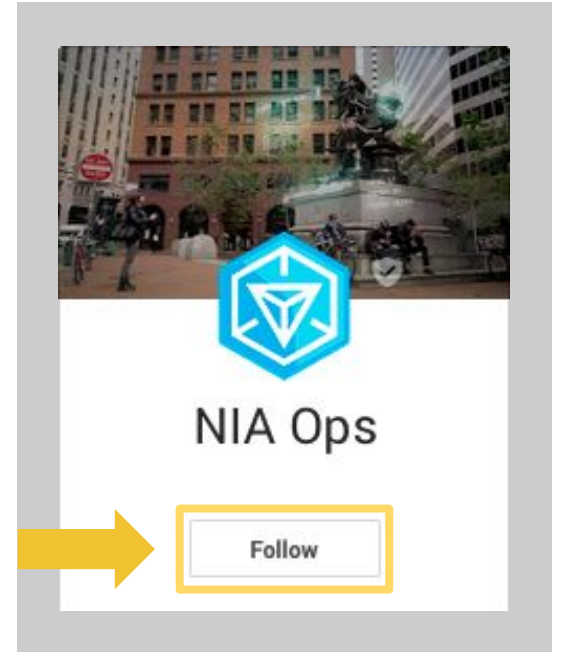
Player meetups happening around the world

Good Luck, Agent

This guide is only the beginning of your journey to becoming a seasoned Ingress Agent. If at any point you have further questions, please visit our [Help Center](#) for support.

To keep up to date with the latest support-related news and Portal submission information, please visit and follow the [NIA Ops G+](#) page.

We look forward to seeing you out in the field, Agent.



Reference: Glossary

Here is a short list of terms commonly used in Ingress. For the full Glossary, please visit the [Vocabulary Briefing](#) page on the Ingress Help Center.

Decay	Resonators will naturally decay and lose their XM health over time if they are not recharged.
ITEMS	An inventory of the game objects held by an agent. The ITEMS view is accessible via the OPS panel.
Mind Units (MU)	A measure of the human population that lives under a Control fields. The global score of Mind Units is shown on the INTEL view and on the Intelligence Map.
MOD	An object that can be installed to increase the power or capability of another object. For example, installing a Shield MOD on a Portal will increase the defensive power of the Portal.
Power Cube	Power Cubes contain XM and are obtained through HACKING. Using a Power Cube will transfer all of its XM energy to your Scanner XM health bar. They are one-time use, and any energy that is left over after your XM health bar is full will be lost.
Target	An action that will direct the agent to the targeted location or object.

Reference: Resonator Limits

Coordinate with other agents to place higher level Resonators in order to increase the power of a Portal. (e.g. it takes eight Level 8 players to create an L8 Portal)

Resonator level	Max allowed per Portal
L1	8
L2	4
L3	4
L4	4

Resonator level	Max allowed per Portal
L5	2
L6	2
L7	1
L8	1

Reference: Inventory Items



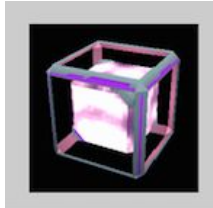
Resonator

XM object used to power-up a Portal and align it to a Faction



Xmp Burster

XM weapon used to destroy enemy Resonators and Mods and neutralize Portals



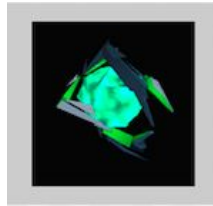
Power Cube

Store of XM that can be used to recharge the Scanner



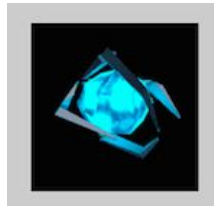
Portal Key

Used to link and remote recharge Portals



Jarvis Virus

Rare object used to reverse the alignment of a Resistance Portal



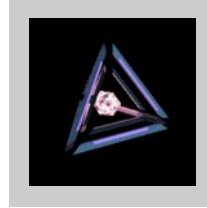
ADA Refactor

Rare object used to reverse the alignment of an Enlightened Portal

Reference: Inventory Items (Continued)



MOD: Portal Shield
Shields Portal from attacks



MOD: Link Amp
Increases Portal link range



MOD: Heat Sink
Reduces cooldown time
between Portal hacks



MOD: Multi-hack
Increases hacking capacity
of a Portal



MOD: Force Amp
Increases power of Portal
attacks against enemies



MOD: Turret
Increases frequency of Portal
attacks against enemies

END NEW AGENT INTEL.