HULONG
TRANSGLOBAL INDUSTRIES, CORP.

AEGIS NOVA

DECLASSIFIED

ANOMALY IMPACT PROJECTION
#AEGISNOVA: TOKYO
JULY 16 2016

ANOMALY CLASS:	Aegis Nova Mega-Anomaly
ANOMALY TYPE:	Hybrid (Cluster Battle + Flash Shards)

Number of Clusters:	4
Number of Measurements:	4

Approximate Number of Portals per Cluster:	333
Number of Shards per Hour:	80
Number of Shard Targets per Faction:	20

TIME (JST - UTC+9)

Measurement 1 (approximate):	15:00
Measurement 2 (approximate):	16:00
Measurement 3 (approximate):	17:00
Measurement 4 (approximate):	18:00

ADDITIONAL INFORMATION

Ticketing/Event Details:	events.ingress.com/xmanomalies/aegis-nova/Tokyo
Faction Contacts:	bit.ly/AegisNova-POCs
GORUCK Ops Details:	bit.ly/goruckxingress
HulongTransglobal:	bit.ly/hulongtransglobal

BACKGROUND

During the Obsidian Anomalies, the Enlightened created a powerful XM construct known as the Obsidian Shield. Intended to block the N'zeer's influence over humanity, it did something else instead. XM vanished from the Portal Network, and in the weeks that followed, ADA and OLIVER LYNTON-WOLFE worked to end the XM drought. In doing so, they gained an extraordinary level of power that many considered dangerous.

During the May 28 Aegis Nova Anomalies, the Enlightened enacted an ambitious plan to strike back against ADA. KLUE and ADA had previously shared a consciousness for some time. Using the energy from the Anomalies, Roland Jarvis probed deep into

Klue's mind searching for fragments of the AI that remained within Klue's consciousness. With these fragments, the Enlightened leader known as THE ACOLYTE began working to develop a unique vector of attack against ADA, one built upon the AI's most secret vulnerabilities.

During the June 25 Aegis Nova Anomalies, JAHAN, a prominent Resistance leader, attempted to strike back. The deceased XM researcher, NIGEL MOYER, had discovered a way to convert the Aegis Nova shield (also known as the Obsidian Shield) into a targeted XM weapon. Jahan hoped to build and use this weapon to strike at Jarvis before the Enlightened plan could come to fruition.

Jahan needed to obtain NIGEL's research. He had encrypted it prior to his death, and most of the encryption key was lost when he perished. Some had suggested that the energy from an XM Anomaly could be used to access the Ultimate, a transdimensional information structure that contains the identity and memories of all those who have interacted with the Portals. On June 25, the Resistance attempted to access Nigel's memories in order to weaponize the Aegis Nova Shield. They failed.

The Resistance now have only one chance to stop the Acolyte's plan against ADA. In order to launch her attack against ADA, the Acolyte needs to use the energy from the July 16 Mega-Anomaly in Tokyo. If the Resistance can control this Anomaly, they may be able to minimize the amount of damage the Acolyte can cause to the AI.

For the Resistance, this is their final chance to help ADA. For the Enlightened, this is a critical moment: An opportunity to launch a sophisticated and potentially devastating attack against the Artificial Intelligence.

For further details, see investigate.ingress.com

AEGIS NOVA HYBRID ANOMALIES OVERVIEW

The Aegis Nova Hybrid Anomalies will be fought on two fronts: A concurrent battle for control of specially marked Cluster Portals, and through the control and capture of Flash Shards.

All aspects of the Anomaly will take place within a defined region of a city referred to as the Anomaly Zone. Cluster and Shard Battles will have approximately the same total points available to be scored.

Maps defining the complete Anomaly Zone as well as each Cluster's boundaries will be revealed prior to the Anomaly.

TOKYO CLUSTERS

In Tokyo, due to the scale of the Anomaly, Clusters 1, 2 and 3 are spread across multiple areas. For all intents and purposes these separate areas can be considered a single large Cluster with a few gaps within it. There is no impact to the Anomaly beyond the physical distribution of Portals across a wider region.

CLUSTER BATTLE

The Cluster Battle will be waged within four (4) large Clusters of Portals inside the Anomaly Zone. Each Cluster will be active for approximately one hour.

Over the course of each hour leading up to a ten (10) minute window known as the Measurement Window, Agents will fight for control of the Active Portals in the Cluster, and will attempt to build Links and Fields using these Portals for additional points. Links and Fields anchored by multiple Active Portals will only be counted once. Not all Portals in a Cluster will be Active for a Measurement. Only those identified by a visual mark (as described on the next page) are considered Active.

The Active Portals will be visible on Intel and in the Ingress Scanner. They will be marked with a colored ring around the Portal as indicated below:

⬤ C1   ⬤ C2   ⬤ C3   ⬤ C4
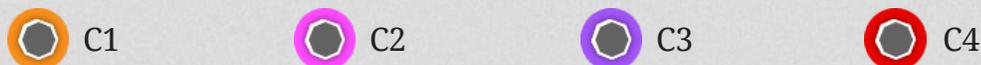
At the Measurement Time, a predetermined moment in the Measurement Window, the state of all Cluster Portals will be measured. The following aspects of the Portals within the Cluster will be measured: Faction Ownership. Number of Connected Links. Number of Connected Fields.

Only a fraction of the Cluster Portals will be marked and known at the beginning of the hour associated with the Cluster. The remaining Cluster Portals will be revealed in phases over the course of the hour leading up to the Measurement Window by being marked with a colored ring. All Cluster Portals will be revealed by the start of the Measurement Window.

All Cluster Portals will have the same Point value. Overhead Fields will not count as points toward scoring, and may spontaneously destabilize (see Detailed Flash Shard Mechanics section).

A hashed list of all Measurement Times, accurate to within approximately 30 seconds, will be publicly revealed prior to the Anomaly.

It may be possible to obtain advance intel about the identity of Cluster Portals by winning GORUCK Stealth-Ops and Urban-Ops (where available), through the Ingress Investigation, through other channels of information and via intel distribution mechanisms at certain Anomaly Sites.

FLASH SHARDS

Multiple Faction-Specific Target Portals will manifest inside the Anomaly Zone. The number of Targets per Faction will vary per Anomaly city. Small Anomalies will have three (3). The largest Anomaly could have up to twenty (20). For the exact number of Targets for this Anomaly, see page 1. Target Portals will have the ability to capture and hold Shards that land on them. These Shards will be considered captured by the Faction associated with that Target Portal. The current Faction ownership state of the Target Portals has no bearing on how Shards are counted or scored. Targets, once Manifested within the Portal Network, will not move. Every hour a fixed number of Shards will manifest from Portals in the Anomaly Zone not associated with the current active Cluster. Each Faction will have one hour to capture as many Shards as they can. All Shards will disappear near the end of the hour. At the start of the next hour a new set of Shards will manifest. This will occur four times during the Anomaly window. The same number of Shards will manifest each hour.

The number of Shards will vary per Anomaly city. Small Anomalies will have four (4) per hour. The largest Anomaly city could have up to one hundred (100) per hour. For the exact number of Shards per hour for this Anomaly, see Page 1.

Once manifested, the Shards will be able to move from one Portal to another via Connected Links as long as both Origin and Destination Portals are Level 4 or higher. The Shards will attempt to move along these Connected Links approximately every 10 minutes. A Shard can be moved to any Portal in the Ingress Portal Network, not just those Portals inside the Anomaly Zone.

Shards will manifest at approximately the 0 minute mark of the hour. The first jump will take place at approximately 10 minutes past the hour, again at approximately 20 minutes past the hour and so on. The Final Jump will take place at approximately the 50 minute mark. The captured Shards will then be scored and cleared. The next set of Shards will then manifest at approximately the 0 minute mark of the next hour. This process will repeat until the final hour of the Anomaly.

The Shards will be able to travel along one Link per jump window, and a Shard will not travel to a Portal it was present on during the previous jump window.

DETAILED FLASH SHARD MECHANICS

The Shards will attempt to travel on a Portal Link every 10 minutes. There is an approximately 6 minute wide jump window during which the Shards will attempt to travel, for example between 13:10 and 13:16, 13:20 and 13:26 etc.

If multiple viable Links are available for a Shard, it will randomly select one to travel on.

If multiple Shards and multiple Links are present on a single Portal, each Shard may travel along a different Link.

In the event that a Shard fails to travel along a connected Link twice consecutively (i.e. 2 jump windows), it may randomly teleport to any nearby Portal at the following jump window if no viable Link is present.

Due to the extremely high energy state of the XM Shards, Fields over the Anomaly Zone may suddenly destabilize.

A hashed list of all Portals where Shards and Targets will manifest will be released prior to the Anomaly.

It may be possible to obtain advance intel about the identity of Portals where Shards will manifest by winning GORUCK Stealth-Ops and Urban-Ops (where available), through the Ingress Investigation, through other channels of information and via intel distribution mechanisms at certain Anomaly Sites.

If a Shard movement is found to have been the result of actions by a rogue Agent, NIA operators may cause that XM Shard to return to a previous known location.

ANOMALY SERIES POINTS

Each Anomaly in Aegis Nova has been assigned a certain point value. Primary Anomalies on May 28 and June 25 will be worth 2 each. Satellite Anomalies on those days will be worth 1. The Finale Mega-Anomaly in Tokyo on July 16th will be worth 5. On the day of the Aegis Nova Finale, the Faction with the greater number of points will control the Aegis Nova series.

A coordinated, team-based approach is recommended. A resource to help Agents find their Faction Points of Contact is available on Page 1 of this document.

ANOMALY SCORE VALUES

Portal Ownership: 5 per Portal
Shard Capture: 22 per Shard

Bonus for Links connected to Cluster Portals*:

Between 20 and 39 Links standing: 5% of Faction's Cluster Points this Measurement
More than 40 Links standing: 10% of Faction's Cluster Points this Measurement

Bonus for Fields connected to Cluster Portals:

Between 20 and 39 Fields standing: 10% of Faction's Cluster Points this Measurement
More than 40 Fields standing: 20% of Faction's Cluster Points this Measurement

Links and Anchored Fields must be connected to Active, Marked Cluster Portals at time of Measurement. Links and Fields anchored by multiple Active, Marked Cluster Portals will only be counted once.

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