

# INGRESS PRIME



DECLASSIFIED ANOMALY INTELLIGENCE

004 / 004

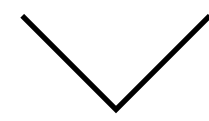
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## ANOMALY RULES

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DO NOT  
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TS-OSIRIS-ABADDON



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### *JUMP TO SECTION*

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# OVERVIEW

Agents are competing for victory in Abaddon Prime, in order to claim final control of the Osiris Universe for their Faction. Over three hours, the Factions will be competing in four simultaneous competitions. As an Agent, you will be able to participate in any or all of these competitions.

All Agents registered and participating in the Anomaly will be recognized by the NIA with an in-scanner Abaddon Prime medal, and will receive double AP (awarded later) for their actions during the Anomaly. There will also be a global 1.5x AP multiplier during the entire anomaly period, so participants will receive a total of 3x AP.

The Faction which wins Abaddon Prime will claim dominion over the Osiris Universe's future. Among other effects, any member of the winning Faction who took part in any Osiris Sequence Anomaly (and received an anomaly medal) will receive the exclusive Osiris Sequence victory medal as well.

# OSIRIS UNIVERSE KEY ADVANTAGES

Over the course of the year, Agents have been competing in XM Anomalies to gain key advantages for this final battle.

## **CARRIE CAMPBELL'S JOURNAL (ENLIGHTENED):**

Carrie's Journal is filled with glyphs and intelligence for the future. Carrie will help interpret these glyphs for one chosen anomaly site, resulting in foreknowledge of one measurement period at that site, identifying all of one type of ornamented portals (shard research portals, volatile portals, or artifact portals) for that measurement period at that site.

## **HANK JOHNSON (RESISTANCE):**

Hank Johnson embodies the Explorer. Agents will be able to choose one anomaly site for Hank to come to, and guide his travel through the city. At that site, Hank will help uncover otherwise-unknown Artifacts: wherever he goes, around him, portals that would not otherwise release Artifacts will temporarily drop Artifacts (despite not being ornamented as Artifact Portals).

## **DARSANA LENSES (ONE ENLIGHTENED, ONE RESISTANCE):**

The Darsana Lenses are each one-time use visions of future neutralized portals: they can be activated once (over the course of the entire anomaly series) in order to neutralize (in a cascading basis) all the enemy faction portals at one Anomaly site. This may take several minutes until its effects subside. It should be noted, some researchers believe that XM concentration at extremely contested portals may be sufficient to deflect the effect of the lens.

## **OSIRIS STONE (IN COMPETITION):**

Unknown. It may actually be the key to opening a path to a new universe, rather than affecting control of this one...

As Faction leaders choose how to use these advantages, their choices will be recorded in the [Abaddon Prime Rules FAQ](#).

# ANOMALY RULES

Each site's Anomaly runs for three hours. The Capture Battle and Shard Battle competitions will have measurements every 20 minutes (9 "measurement periods"), and the Artifact Collection and Unique Portal Hacks competitions will be measured at the end.

## LOCAL TIME

PERIOD 1: 20 MINUTES	14:30-14:50 (2:30PM-2:50PM)
PERIOD 2: 20 MINUTES	14:50-15:10
PERIOD 3: 20 MINUTES	15:10-15:30 (3:10PM-3:30PM)
PERIOD 4: 20 MINUTES	15:30-15:50
PERIOD 5: 20 MINUTES	15:50-16:10
PERIOD 6: 20 MINUTES	16:10-16:30 (4:10PM-4:30PM)
PERIOD 7: 20 MINUTES	16:30-16:50
PERIOD 8: 20 MINUTES	16:50-17:10
PERIOD 9: 20 MINUTES	17:10-17:30 (5:10PM-5:30PM)

## INDIVIDUAL SITE COMPETITIONS

Each individual site has four competitions. These competitions will determine the victor at that site and contribute to the overall Faction victory for final control of the Osiris Universe.

Factions winning some competitions (such as the Shard Battle) will also have specific additional effects (e.g., determining the alignment of key researchers).



## CAPTURE BATTLE

*Agents are trying to capture Anomaly Zone portals and control them. The more portals, the higher the Faction score.*

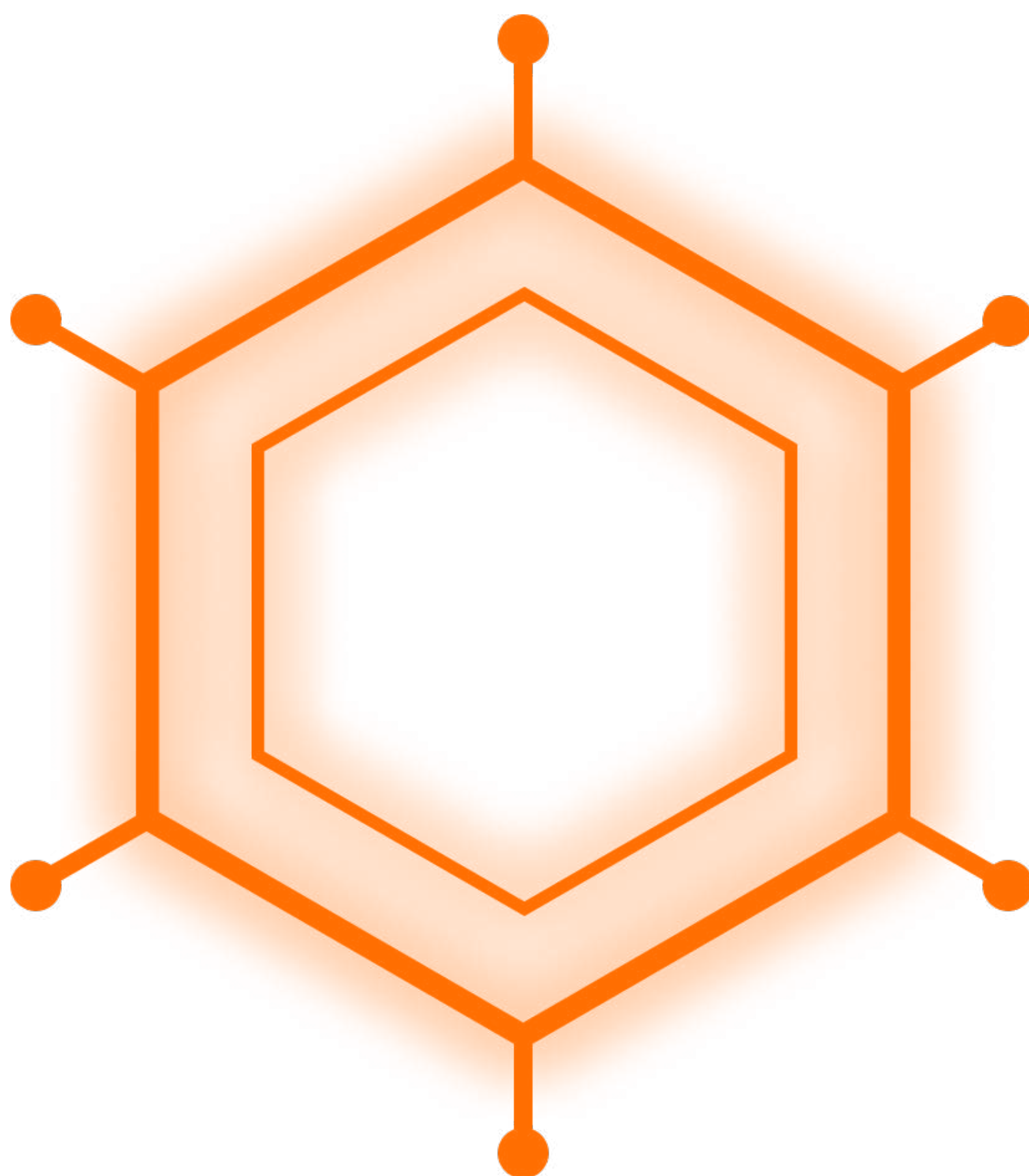
**DETAILS:** All Anomaly Zone portals will be in play. A portion of Anomaly Zone portals will be "volatile", and worth 2 extra points for capture (for a total of 3). Which portals are volatile will change during the anomaly.

**MEASUREMENTS:** There will be nine Capture Battle measurements, at the end of each 20 minutes during the Anomaly Period (i.e., at 20 minutes, 40 minutes, 60 minutes, 80 minutes, 100 minutes, 120 minutes, 140 minutes, 160 minutes, and 180 minutes after the start). Each measurement window is two minutes wide (measurement could happen up to one minute before or after).

**SITE SCORING:** At each Capture Battle measurement, a Faction's score will be 3 points for each Volatile Portal they control, plus 1 point for each other Anomaly Zone Portal they control. The final raw score for each Faction will be its maximum score from any of the Capture Battle measurements during the Anomaly Period. 100 scoring points will be distributed between the Factions, proportional to their final raw score.

**ORNAMENTS:** Portals for the Capture Battle competition will be ornamented as follows:

Volatile:





## SHARD BATTLE

*Agents are trying to make links to bring Shards to their Faction's Research Portals. The more Shards claimed, the higher the Faction score.*

**DETAILS:** During measurement periods in the Anomaly Period, Shards will materialize on Anomaly Zone Portals. Certain Portals will be marked as Research Portals for each Faction. Approximately every 3 minutes (up to 1 minute before or after) after the start of a measurement period, all Shards will attempt to jump. In other words, they jump at approximately 3 minutes, 6 minutes, 9 minutes, 12 minutes, 15 minutes, and 18 minutes after the start of each measurement period; the exact times might be 2:38, 6:02, 8:12 minutes after the start of the measurement period.

Shards will jump along existing Portal Links from their current Portal, if the linked portals are Portals L4 or higher (both the current portal and linked portal must be L4 or higher). At the end of each measurement period, Shards are expected to dematerialize (and may immediately rematerialize at another Anomaly Zone Portal). Research Portals are expected to change at the start of each measurement period. Shards will continue to jump after having reached a Research Portal, so may be able to reach multiple Research Portals within a measurement.

Shards will not backtrack to any Portal they were present on within the previous 7 minutes. If multiple viable Links exist, a Shard may travel on any one of those Links. If multiple Shards are present on a Portal, they may each jump along different Links.

While Shards and Research Portals will only materialize on Portals within the Anomaly Zone, once manifested, Shards may travel to any Portal within the Portal network. Should circumstances require, such as due to the interference of bad actors, NIA operators will manually move Shards to a Portal of their determination within the Anomaly Zone.

**MEASUREMENTS:** There will be nine Shard Battle measurements, at the end of each 20 minutes during the Anomaly Period (i.e., at 20 minutes, 40 minutes, 60 minutes, 80 minutes, 100 minutes, 120 minutes, 140 minutes, 160 minutes, and 180 minutes after the start). Each measurement will consider movements onto Research Portals within the measurement period.

**SITE SCORING:** At each Shard Battle measurement, a Faction's score will be 1 point for each different Research Portal each Shard has arrived at, during the previous measurement period. In other words, each time a Shard lands on a Faction's Research Portal that it has not visited previously, it will be scored for 1 point. It will be scored regardless of which Faction controlled the Research Portal. If the same Shard visited a Research Portal more than once during the previous 20 minutes, it will still only gain 1 point. It is not expected that Shards will materialize on Research Portals; but if a Shard starts on a Research Portal but does not move to it, it will not be counted for that Research Portal during that measurement period.

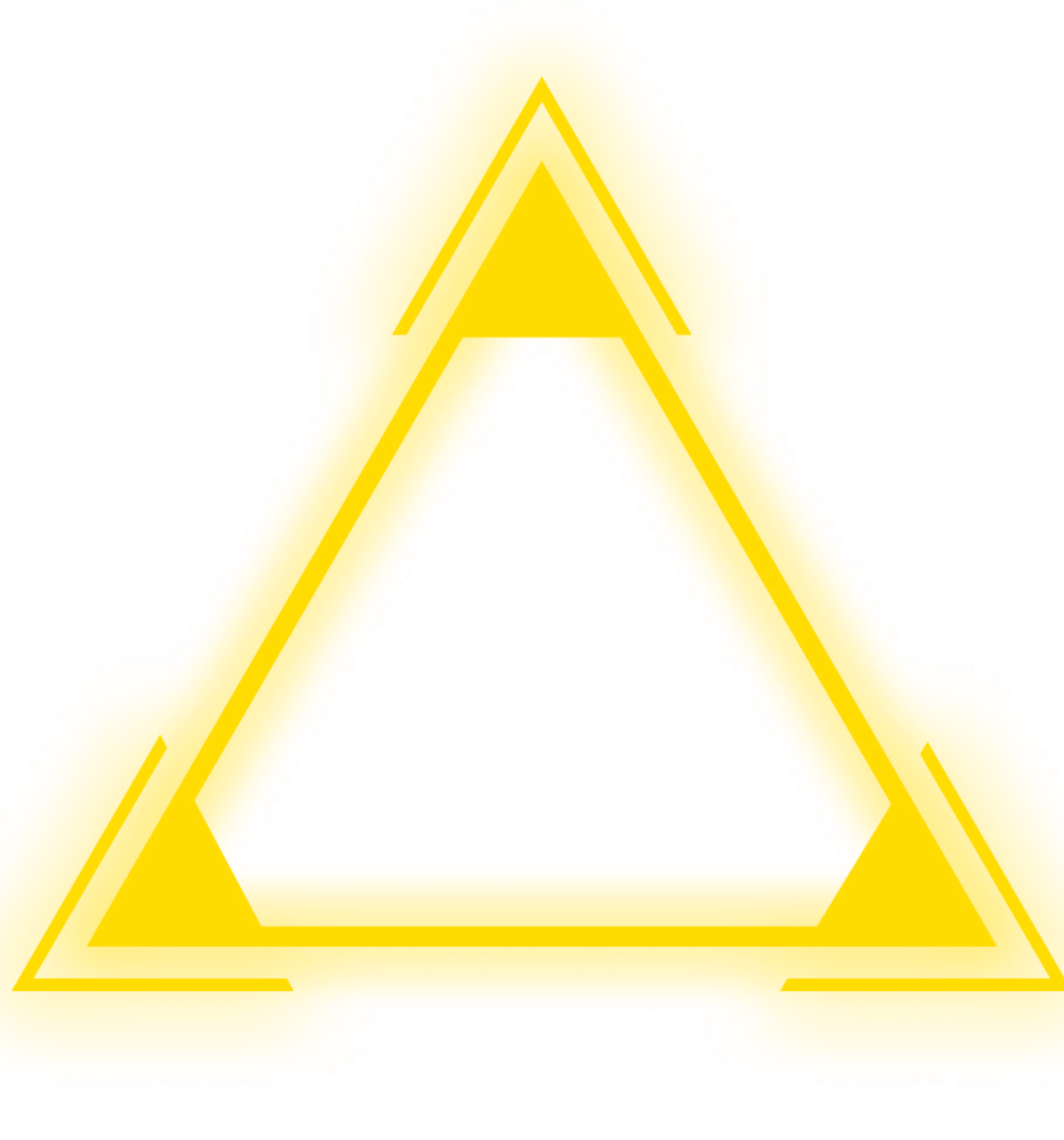
The final raw score for each Faction will be its maximum score from any of the Shard Battle measurements during the Anomaly Period. 100 scoring points will be distributed between the Factions, proportional to their final raw score.

**ORNAMENTS:** Portals for the Shard Battle competition will be ornamented as follows:

Resistance Research Portal:



Enlightened Research Portal:



**ADDITIONAL OUTCOMES:** The Faction which wins the Shard Battle competition at each city will have reassembled the essence of one of the key Niantic researchers, and will align their loyalty to their Faction. The predicted associated researchers are:

Kaohsiung: Enoch Dalby

Amsterdam: Stein Lightman

Chicago: Oliver Lynton-Wolfe



## ARTIFACT COLLECTION

*Agents are trying to collect Artifact media items, hacking them out of ornamented Artifact Portals and trading them to collect full Sets. The more Artifacts and Sets, the higher the Faction score.*

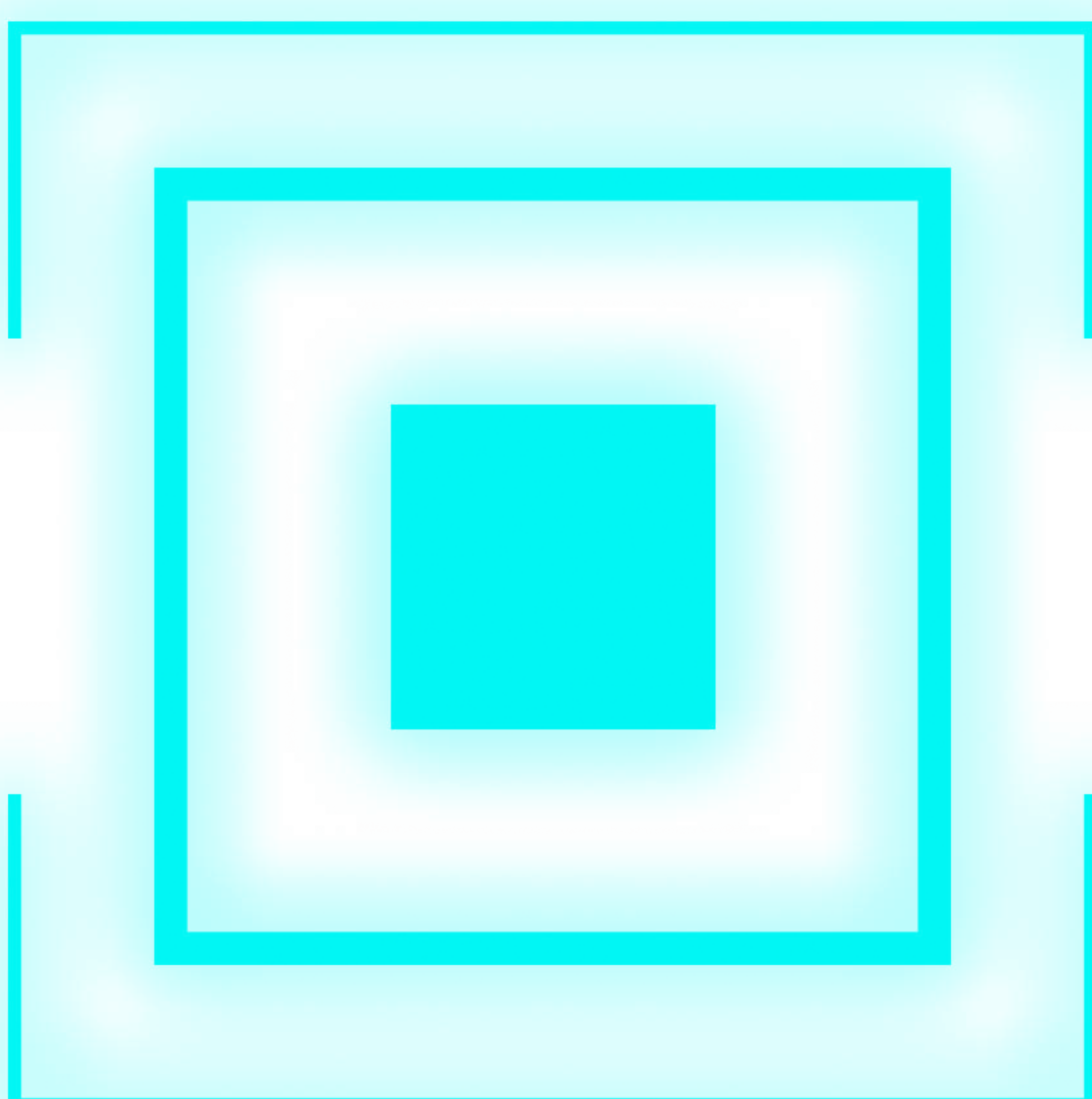
**DETAILS:** Various portals in the anomaly zone will briefly become active Artifact Portals and drop Artifact media items; while active, they will be ornamented as below. This period may be as short as a few minutes. Each Artifact belongs to a Set of Artifacts. There will be multiple Sets and multiple copies of each Set. For example, one Set might include Alpha, Beta, Gamma, Delta, and Omega Artifacts; and another might include Orange Triangle, Orange Square, Orange Pentagon, and Orange Hexagon Artifacts. Which Portals drop artifacts will change, and what Artifacts they drop will also change.

**MEASUREMENTS:** There will be one measurement, at the end of the Anomaly Period. At this time, Artifacts will begin being tracked for Agents. This can take up to an hour for any individual Agent, so Agents should make sure to keep their Artifacts in inventory for up to an hour after the Anomaly Period. Only Artifacts directly in Agents' inventories will be counted (Artifacts in capsules will not be counted). Only registered and checked-in Agents will be counted.

**SITE SCORING:** Only registered and checked-in Agents will be counted. Each Agent's score will be 1 point for each different Artifact they hold, plus 10 points for each different complete Artifact Set. If an Agent has multiple copies of an Artifact, or multiple copies of an Artifact Set, it will only count once. The Faction's final raw score will be the average of all their Agents' scores. 100 scoring points will be distributed between the Factions, proportional to their final raw score.

**ORNAMENTS:** Portals for the Artifact Collection competition will be ornamented as follows:

Artifact Portal:





## **UNIQUE PORTAL HACKS**

*Agents are trying to hack many different Portals in the Anomaly Zone. The more portals hacked, the higher the Faction score.*

**DETAILS:** During the Anomaly Period, each registered and checked-in Agent will have the number of unique Anomaly Zone Portals they hacked counted. A Portal will be counted even if the Agent had already hacked that Portal before the Anomaly Period.

**MEASUREMENTS:** There will be one measurement, at the end of the Anomaly Period. Each Agent's hacks over the Anomaly Period will then be counted, and the Faction score computed. Only registered and checked-in Agents will be counted.

**SITE SCORING:** The final raw score for each Faction will be the average from all of its Agents, after the highest and lowest 15% of Agent scores have been removed. The Faction with the higher final raw score will win the entire competition, gaining the full 65 scoring points.

**ORNAMENTS:** Any ornamented portal is valid for the Unique Portal Hacks competition.



# TOTAL SCORING

## INDIVIDUAL SITE TOTAL

The point total for a site is 365 scoring points, split as follows:

### *100 scoring points: Capture Battle*

Distributed proportionally to Capture Battle final raw score (maximum score at any measurement)

### *100 scoring points: Artifact Collection*

Distributed proportionally to Artifact Collection final raw score (average at end of Anomaly Period)

### *100 scoring points: Shard Battle*

Distributed proportionally to Shard Battle final raw score (maximum score at any measurement)

### *65 scoring points: Unique Portal Hacks*

Winner take all, all 65 points to the Faction with the higher Unique Portal Hacks final raw score (average over Anomaly Period)

The Faction which claims more scoring points is the victor for that site.

## GLOBAL COMPETITION

There is no global competition element for this anomaly series.

## ENTIRE SEQUENCE

Winning the first city in the series (Kaohsiung) will be worth 1 city point; the second (Amsterdam) worth 1 city point; and the final (Chicago) worth 2 city points. The winner of the Abaddon Prime series, and thus the Osiris Sequence, is the Faction which wins the most city points from the three Abaddon Prime sites. If there is a tie in number of city points, the Faction with the highest total score points across all three cities will be the winner.

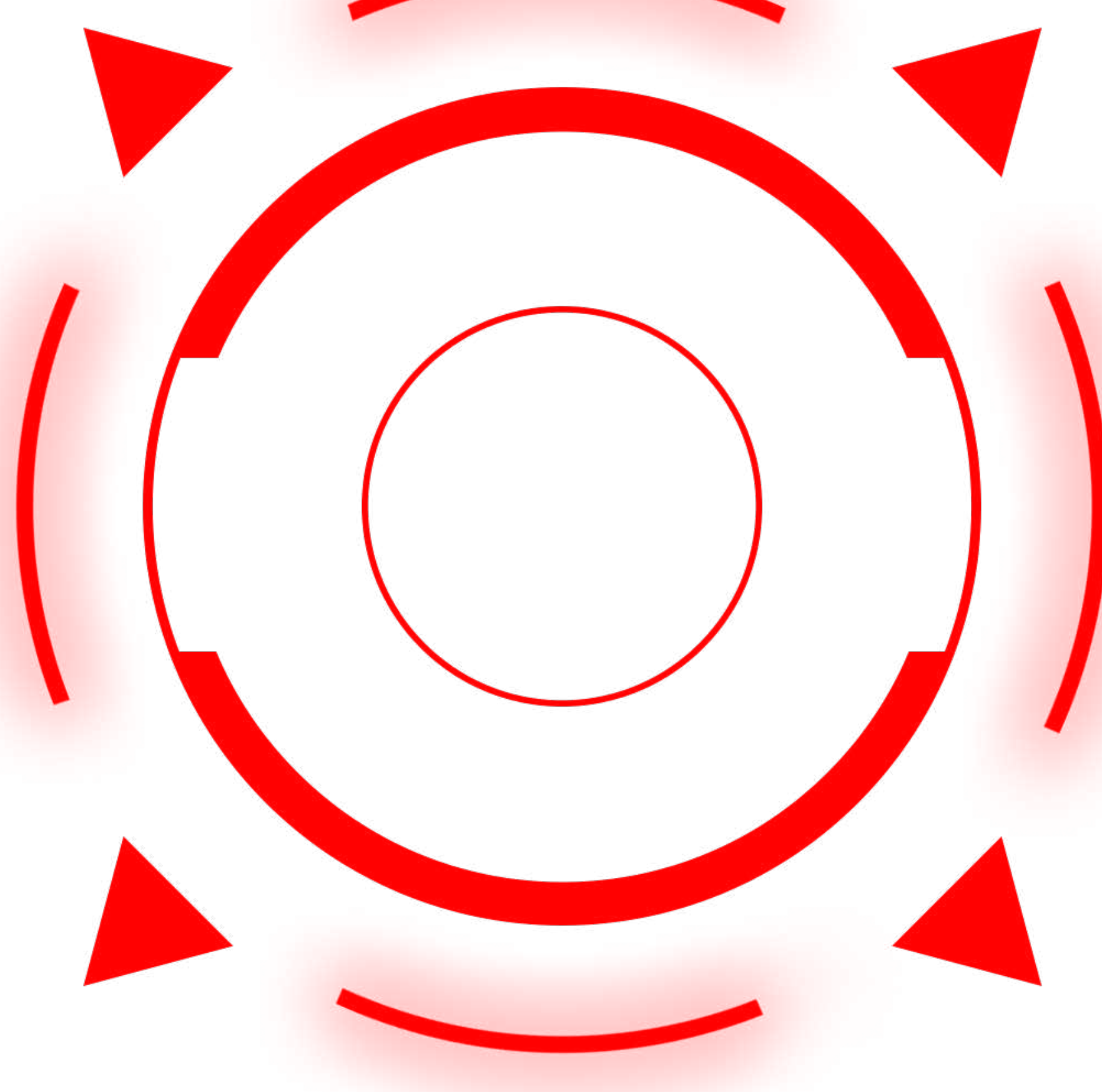
## FIELD PREPARATION

All portals within the Anomaly Zone will be ornamented during the anomaly. Portals within the Anomaly Zone will become neutral shortly before the Anomaly (approximately 20 minutes to 90 minutes before) -- though they may be quickly recaptured. This will not change the inoculation period.

During the Anomaly, fields and links using portals outside the Anomaly Zone and crossing into the Anomaly Zone may spontaneously de-materialize when detected. This includes fields which cover a large part of the Anomaly Zone, even if they do not cover the entire Anomaly Zone. Links which partially or completely cross the Anomaly Zone may also de-materialize.

## ORNAMENT SUMMARY

Anomaly Zone Portal with no additional function (Capture Battle, Unique Portal Hacks):



Volatile (Capture Battle):



Resistance Research Portal (Shard Battle):



Enlightened Research Portal (Shard Battle):



Artifact Portal (Artifact Collection):

