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Ingress field guide

Join the local Community Ingress This is very important because it will give you greater enjoyment of the game and you will meet many new friends who want to help you succeed. If you are a member of an enlightened team, you have access to millions of other players who are willing, willing and able to help learn the game and progress. There's a few in your town. I assure you. All you have to do is find them, or admit them when they find you. Often, if they see you playing, they will send you an invitation through your COMM to join your local chat rooms. You will have the opportunity to attend games and other meetings. Team Up Going solo is fun, but merging to Ingress together brings another dimension of fun and collaboration to help you move forward. Master slow Hack Also known as Glyph Hack. If you press and hold the HACK button, a series of 1 to 5 glifev will appear. You are expected to draw glife in the same order in a very short period of time. You deserve extra equipment for every glyph you get right. If you get them all right you will also have a time bonus that gives you even more equipment. You have nothing to lose. Even if you only get one glyph, you get more equipment. You're going to suck at first. Don't worry about it. The better you're going to be, the more you're going to pick for the glife. When you're better off looking at the results of the glife intrusion, it gets boring. You can hit DONE at any time to move on without losing any bonuses you've earned. Hacking Keys The time you can quickly hack a portal for which you currently do not have a key, you can receive a 0 or 1 key. If you slowly hack the portal (regardless of whether you currently have 1 or more keys) you can request more keys. At the beginning of your glife hack, before glife appear, draw more glife. While this does not provide you with a key, you will get between 0 and 3 keys. If you absolutely don't want any keys, draw Less glife instead. Master slow attack If you press and hold the FIRE button you earn up to 20% increase in attack intensity. You're going to catch up with that fast. It's all in time. UltraStrikes should only be used when you stand at the top of the UltraStrikes portal are designed to be used to pop mods off portals. Before use, make sure that you are standing at the top (or very close) of the portal, otherwise they will be delayed. They are also effective in killing particularly stubborn individual resonators one by one but you must stand directly on top of the resonator before firing. Use heat sinks to get another pick that you ever need to try to get another key and do not want to wait 5 minutes to be able to hack again, insert heat sink into an empty mod slot. This will give you another hack immediately. Heat Sinks also resets your portal hack number to zero and reduces the time between hacks for all. Use the Intel Map Ingress app This you can run the app on your smartphone and computer. Although rastra as a view of the map of the world, you can quickly drill down to see all the portals, fields and links for your local area all other areas you want to explore. Using Quantum Capsules Correctly Affectionately known as Redcaps, Baby Makers, MUFUGs and Mammias, these very rare blue-purple-colored capsules will store up to 100 objects and will duplicate objects that they place in them over time. Rare items take more time to replicate than normal elements, and very rare items will never happen again. Quantum capsules work best when you keep 90 - 98 items in them. But once the sum is equal to 100, they will no longer produce. They will also not produce if your total items in total inventory exceed 1999. So clean them up in the skasional. Full service Suality through the first 8 levels requires only operating points (AP). Level 9 to 16 requires earning a badge next to the AP. Using the full service model of the game game will allow you to progress faster. Almost every activity is awarded by the AP and adds promotion to one or more badges. Here's what to do when it comes to the portal (aware of course that you can have a hard time with some of these items until it gets stronger): 1. Glyph Hack portal: Earn equipment, bonus tool, AP for successful glife, and 100 ap bonus if it is a hostile portal. 2. Destroys the portal if it is a hostile portal. Earn 75 AP per resonator, 187 for each connection, and 750 for each box destroyed. 3. Upgrade the portal. Earn 125 AP for each installed resonator, plus 500 AP bonuses for first rezoner (#1) and 250 AP for rear resonator (#6). You can also upgrade the weaker rezonators of another agent, for which you earn 65 AP. Where possible, avoid the error of creating weak portals. The more you get away from the portal during rezoning, the better. Portals are much stronger when they have a larger pattern of stellar eruption. Portals that are resonated while standing near or at the top of the portal are weak. The act of making weak portals is called Pineappling or Campfiring. 4. Mod portal. If slots are available, add offensive or defensive options. You are allowed to add up to 2 testicles. Each mod added earns 125 AP. 5. Connect the portal. Earn 313 AP for each connection and 1250 AP for each triangular control field you make. 6. Fill the portal. Earn 65 AP per --- regardless of whether the time is saving boost charge all or slower charging all. The full charging portal will use the same amount of XM resources in both directions, but if you want to significantly increase your AP during charging, then the slower and more mucot charging, the more AP you earn. Many agents skip several of these steps because they can be time-consuming --- it's certainly fun to simply destroy portals --- and continue, but they miss the important AP --- promotion to the badges that are required for higher levels. For example, if you destroy the entire hostile portal and place 1 rezonator in it to enforce it, you will earn 1,225 AP (plus points for all links and destroyed fields). If you take a little more time to completely Your AP's new portal will almost double to 2,350 AP. Throw links and create fields and your points grow exponentially. Ingress can be played little or large, there are no time limits. It's all counted, and every bonus is important. Does missions usually take a long time to discover that missions even exist. Missions are badges that can be earned (with the AP and the gear that is earned in the process) by hacking the specific portals found in the mission. Missions are usually fun and often lead you to places you wouldn't normally discover. You can find a list of nearby missions by pressing the button at the bottom of your scanner, which looks like a Death Star thermal exhaust port, and then MISSIONS towards the bottom left of the next screen. Farming Farming is an act of getting tools out of one or more portals, or from a large concentration of nearby portals. Finding a farm is similar to finding an oasis because it allows you to reuse with a high --- regardless of the color of the portals. Farms are usually located --- parks, campuses, cemeteries and corporate areas --- although any concentration of 3 or more level 8 portals will allow you to quickly hack a lot of quality equipment. The ownership of the Agent portals that last captured the portal is the current owner of the portal. When you first start, it's common to get a little possession of the portals you caught. Even if being the protector of your portals isn't a bad thing, there's too much possession. The portal itself does not belong to anyone. He's always in the game. In addition, if the portal changes color, you will gain more points when you recapture it and throw new links and fields. Image Portal When the portal first comes online, the representative who submitted the portal is also attributed to the image of the portal, and the name of the representative is linked to the portal. Some of the portal pictures are beautiful, others are incredibly shitty. If you can take a better picture, you can get credit for it. Each agent can record and submit a new image for any portal. Tip: The current Ingress portal display requires landscape shooting to work best. Once your new picture is taken, it will be available to all agents to vote for it. The image with the most votes becomes the new portal image. Don't forget to vote for your pictures. Often it takes only 1 or 2 votes to become a new portal image. The use of Specialty Gear Mods New mods are being introduced professionally. Collect them until you learn how to deploy them optimally. LockersKey key lockers are special capsules that can be purchased at the Ingress store. There's no need to spend money until you find out you've routinely hit up against the 2,000 stock limit. These capsules will hold up to 100 keys each, but they count as just one item in your inventory. There is a limit of 5 key capsules per player and cannot be released, recycled or marketed. Note: Keys that reside in the lock are not available to play until it is retrieved. Frackers Portal Frackers (a.k.a. Frackers and Powerups) can also be purchased at the Ingress Store. They double the output of any portal for 10 minutes. Most frackers are installed on Level 8 portals with very rare intrusions of the fashion (Multi-hack and Heat Sink) already in place to speed up the time between hacks and increase the number of intrusions allowed. They are often distributed on farms. The Frackers are best used when there are two or more enlightened players. They cannot be boiled, recycled or marketed. Note: When Fracker's 10-minute deadline is exhausted, the portal breaks with the loss of 50% of its XM. Before you leave, make sure that you fully fill the friendly portals. ApexAccess Point Exploits or Apex Boosts can be activated to double all AP earns for 30 minutes, and you can fold them. If you activate more than one at a time when one Apex expires, the next one will automatically keep the clock running for another 30 minutes. These are especially effective in significantly increasing your AP deserving if you activate them directly before slowly filling a large batch of keys, or in the construction, integration and glife of large-scale portals. Politeness is not the rule that you have to do any of this. Your specific circumstances and local traditions can actually impose the game. These are the politeness that need to be thought of when playing. If you encounter a level 8 cross farm (which can be easily identified with an abundance of intrusion mods, a relative lack of defensive fashions and a general lack of connections and fields), DO NOT blow up any of the farm portals, DO NOT throw links from portals and DO NOT link to portals. Instead, consider yourself lucky to have discovered the farm and muse it for all the equipment you can wear! If you don't like the color of the portal, it's fair game for ADA or Jarvis portals (keep in mind that hacking portals of the opposing group lets you 100 additional AP per hack). When you arrive at the amic friendly portal level 7 or level 8, which has installed 2 or 3 Rare or Very rare mods, do not add frequent mods. Agents built a portal with stronger fashions on purpose. Please honor them by adding rare and very rare fashions. When you are hacker-friendly portals, please take the time to upgrade the resonators and throw a little filled your way. In general, if it shows, throws no mantra for connecting portals. Unless strategically thrown, a long random connection that is not part of your plan to make the box, is considered a bad game because it blocks local agents from building fields. You get the same points for throwing small links as you do for throwing long. Try to keep them tight. If you need to destroy a high level of a fully seasoned friendly portal because you are working in a large area or you want a field in an area that is currently covered with a large field, try first contacting the portal owner to head them up and/or ask permission. You can contact them via COMMS &t; CHAT &t; They'll appreciate the announcement, and you'll usually get no resistance. If possible, make sure that you restore the portal later. It is also acceptable to restore it heavily, but with 1 resonator missing, so someone will not accidentally throw it to them. The next time local agents stop at the portal, they'll add their own upgrades and appreciate your 7th-century rezoning. Do not attack the portal while it is hacked. This could be seen as a strategic sink. These days it's really just a bad sporty way, because frackers are expensive and fracking usually involves entertaining, easy-gathering agents. Instead, the secret glyph-hack portal can be so generously fracked or introduce yourself and join the party. It's not treacherous to be nice to players from the other side. (Just because they're poorly chosen doesn't mean they don't want to join you for a beer). Major No-No's This is completely forbidden to do any of this. Not only do you cheat, it's in direct violation of the Ingress Prime Terms of Service and you'll be banned when you get caught. You may not have more than 1 Ingress account or agent name. You cannot deploy from an account that is not yours. You cannot use any software or applications that increase or insert into the game. Play.

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