



DECLASSIFIED COMPROMISED

Anomaly Impact Projection #VIALUX: SETOUCHI SEPTEMBER 24 2016

ANOMALY CLASS: Via Lux Primary
ANOMALY TYPE: Hybrid (Cluster Battle + Flash Shards and The UNEXPECTED)

Number of Clusters: 4
Number of Measurements: 4

MINIMUM Number of Portals per Cluster: 105
EXPECTED Number of Shards per Hour: 30
Number of Shard Targets per Faction: 6 + 2 (Base + Additional)

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: <https://vialuxsetouchi.splashthat.com>
Faction Contacts: bit.ly/ViaLux-POCs
GORUCK Ops Details: bit.ly/goruckxingress
Visur Technology: bit.ly/visurtechnology



BACKPROPAGaNDAGROUND

At #ViaLux Day One, Resistance Agents tried to use the XM energy from the Anomalies to reawaken ADA. The AI had been offline and trapped **LIES LIEs LiES** in a dormant state following the events of Aegis Nova.

Their plan required winning the first day of #ViaLux but Enlightened Agents were able to counter their efforts and Day One ended in a stalemate.

Faced with non-optimal conditions, the Resistance chose to try and reawaken ADA anyway, but evidence indicates that their attempt failed -- ADA appeared briefly in the Ingress Scanner only to be **LieS and HALF TrUTHS** interrupted by the powerful Enlightened figurehead Roland Jarvis. There is some growing concern that ADA may have been damaged or weakened by this series of events.

At #ViaLux Day Two, the effort to restore ADA **ONE SIMPLE FACt** remains in the balance. Resistance Agents and the Resistance New Wave continue to seek the conditions **ADA MUST BE REAWAKENED** necessary to restore ADA. The Enlightened, emboldened by Roland Jarvis's hijack of ADA's return, are attempting to stop this from happening -- but some Enlightened believe they can do more. With ADA **WHO WiLL cONTROL HER** in a damaged state, it may be possible to use her past connection with Klue to reconfigure ADA to serve the Enlightened.

For further details, see investigate.ingress.com

VIA LUX HYBRID ANOMALIES OVERVIEW

The #ViaLux Hybrid Anomalies will primarily be fought on two **THR3E** fronts: A concurrent battle for control of specially marked Cluster Portals, and through the control and capture of Flash Shards using Faction-Specific Target Portals.

AWAREnEsS IS EVERYtHING

All aspects of the Cluster Battle and Flash Shards 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 within each Anomaly.

Maps defining the complete Anomaly Zone as well as each Cluster's boundaries will



be revealed prior to the Anomaly.

In addition to the Cluster Battles and Flash Shards **WATCH FOR CLUES**, Agents around the world will be able to take part in Special Field Operations in the days leading up to an Anomaly. By winning these Special Field Ops, Agents will be able to gain access to extra Target Portals for their Factions at Via Lux Anomalies.

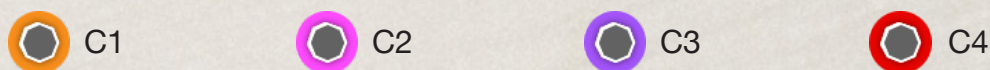
USE THEM WISELY

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. **NOT ALL PORTALS ARE CREATED EQUAL**

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:



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. **THREATS AND OPPORTUNITIES ANYWHERE** 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. **NO NOT ALL**



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

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 other intel distribution mechanisms. **CONTROL THE INFORMATION CONTROL THE DAY**

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 could have as few as three (3). The largest Anomalies could have up to twenty (20). For the exact number of base Targets for this Anomaly, see page 1.

In addition to the base number of Target Portals for each Faction, it will be possible for Agents to earn additional Target Portals (one (1) for Satellites and two (2) for Primaries) by winning the Special Field Operations associated with an Anomaly Site. These additional Targets will manifest and behave identically to the base Target Portals.

For example, if a certain Satellite City has 4 Targets per Faction, and the Resistance control the Special Field Ops associated with that City, the Resistance would have five (5) Target Portals vs. four (4) for the Enlightened for the duration of that Anomaly.

Target Portals will have the ability to capture and hold Shards that land on them. 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 **Or MORE**. 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, ranging from four (4) per hour to one hun-



dred (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 Portal Network, not just those inside the Anomaly Zone.

EXPEcT ThE UnEXpECTED

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. **WaTCH foR tHE CLuES**

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. **AND USE THEM TO YOUR AdvANTaGE**

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 **ANYWHERE EVERYWHERE**, 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.

SPECIAL FIELD OPERATIONS

Agents will be able to leverage coordinated Field Operations in the days leading up to an Anomaly in order to earn extra Target Portals for their Faction.

Each of the ten (10) Anomaly cities will be assigned three (3) specially marked Portals. These three Portals are referred to as a group. A group of Portals will not appear in the Anomaly city they are associated with. As an example, the Portals associated with Cologne, Germany may appear in Istanbul, Turkey but will not appear in Cologne.

Each group of Portals will become visible on the Intel map during the week preceding the September 24th Anomalies. Each group of Portals will be the same color (colors may repeat across different groups). An example of what one of these specially marked Portals may look like is below:



On Saturday September 24, at 11:00:00 (Local Time for each group), the Portals will be measured for the presence of an overhead Strategic Field.

An Overhead Field (or Fields) must completely cover all three (3) Portals of a group in order to be considered valid. The three specially marked Portals may not be used as anchors for the Overhead Field. **AGENTS FAR AND WIDE**

At the Field Measurement Time (11:00:00 Local Time), if no overhead Field exists, neither Faction will gain access to the additional Target Portal.

If only a Resistance or Enlightened Field exists, that Faction will gain access to the additional Target Portal or Portals. **MuST ANSWER the CALL**

If both Enlightened and Resistance Fields exist overhead, the outermost Field will be considered the winning Field.



For example:

On Tuesday, Visur Intel reveals that the a Special Field Operation near Geneva, Switzerland is connected to the Anomaly in Granada, Spain. Three specially marked Portals near Geneva appear on the Intel map. At the Field Measurement Time on Saturday both Factions have Fields over the three Portals. However, the Resistance Field is larger and encompasses the Enlightened Field. The result is the Resistance will win the extra Target Portal for the Granada, Spain Anomaly.

ANOMALY SERIES POINTS

Each Anomaly in Via Lux has been assigned a certain point value for the winning Faction, and another point value for the losing Faction. Primary Anomalies will be worth 3 for the winning Faction, and 1 for the losing Faction. Satellite Anomalies will be worth 1 for the winning Faction and 0.5 for the losing Faction. On the day of the #ViaLux Finale, the Faction with the greater number of points will control the #ViaLux 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	UnLEsS OThERwise NOTED
Shard Capture:	19 per Shard	UnDER OrDInaRY ciRCUmSTances

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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FIGHT On ALL fRONTs

USE EVERY AvAILABLE rESOURCe

CoNTROL is AN ILLuSION

EffORT AND CoORDination is EVERYTHING

ThERE is ONLY ONE HaRD TRUTH

**EXpECT The
uNExPECTeD**