



#EX05
DAY ONE
ANOMALY INTEL

Background and Potential Impact

Analysis ongoing.

Types of Anomalies

#EX05 will consist of three variant forms of Anomalies:

- Primary Anomalies x 5
- Satellite Anomalies x 11
- Ancillary Anomaly x 1 (Houston)

The #EX05 Primary and Satellite Anomalies follow identical structures. The Ancillary Anomaly is a variant with a unique structure. As such, information which clarifies the nature of the Ancillary Anomaly (Houston) is included separately near the end of this document.

Structure of Anomalies

Anomalies in #EX05 will unfold over the course of four hours and will consist of three phases.

Each phase will last approximately one hour. The phases will be separated by half hour cooldown windows that the Factions may leverage for rest, reorganization or as they see fit.

Each phase will be worth 100 Anomaly Points, and these Anomaly Points will be allocated as a percentage to each Faction based on their performance within that phase. As such, the Anomalies will have a total value of 300 which will be divided between the Factions.



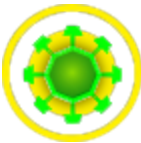


An individual Anomaly's winner will be determined based on the cumulative score of all three phases.

Anomaly Zones

The Anomalies will take place within a predefined set of Portals known as the Anomaly Zone. An Anomaly Zone is a finalized selection of Portals which is usually within a proposed and agreed upon 'Playbox,' a section of a city that has been identified and submitted by a Cross-Faction group of POC (Point of Contact) Agents within that city. Anomaly Zones could include many hundreds of Portals and may span several kilometers (depending on the expected scale of the Anomaly).

The Anomaly Zones will be marked with 'Portal Ornaments' in the Scanner and on the Ingress Intel map during the Anomaly. Prior to the Anomaly maps indicating the zones and Phases may be made available.

Sections of an Anomaly Zone may be inactive or active, depending on the phase. In the event that a section is active, this will usually be indicated by the presence of Portal Ornaments.

| Examples of 'Ornamented Portals' | |
|---|---|
|  <p>Phase 1 Active Anomaly Portal <i>(shown with Neutral Portal)</i></p> |  <p>Phase 1 Volatile Portal <i>(shown with Neutral Portal)</i></p> |
|  <p>Phase 2 Enlightened Research Node <i>(shown with Enlightened Portal)</i></p> |  <p>Phase 2 Resistance Research Node <i>(shown with Resistance Portal)</i></p> |
|  <p>Phase 3 Active Anomaly Portal <i>(shown with Neutral Portal)</i></p> | |

Phase One will take place within approximately 50% of the Anomaly Zone. Phase Three will take place within the other 50% of the Anomaly Zone. As such, it may be useful to think of the Anomaly Zone as being divided into two distinct sections, one for phase one and another for phase three. Phase two would encompass both these sections.

Approximately one week prior to the Anomaly, all potential Phase 1 and Phase 3 Portals will be Ornamented for 48 hours. This will allow the Cross-Faction Anomaly POC group the opportunity to verify the Anomaly Zone.

The final Anomaly Zone Portals that will be in play and Active during the Anomaly will be Ornamented a few hours prior to the start of each Anomaly.

Anomaly Times

For the purpose of this document, the structure of time within an Anomaly is based upon the Anomaly Start time (in hours and minutes). For example, 1:00 indicates one hour after the Anomaly begins.

In the list below, (P) indicates a Primary Anomaly, (S) indicates a Satellite Anomaly and (A) indicates the Ancillary Anomaly.

The actual Anomaly Start times differ per city, and are as follows:

Region: Asia Pacific

| <u>City</u> | <u>Anomaly Start Time</u> | <u>Time Zone</u> | <u>UTC Offset</u> |
|---------------|---------------------------|------------------|-------------------|
| Osaka (P) | 11/4/2017 14:00:00 | JST | +9 |
| Chennai (S) | 11/4/2017 10:30:00 | IST | +5.5 |
| Cebu City (S) | 11/4/2017 13:00:00 | PHT | +8 |

(Each of the above start times corresponds to 11/4/2017 5:00:00 UTC)

Region: Europe, Middle East, Africa

| <u>City</u> | <u>Anomaly Start Time</u> | <u>Time Zone</u> | <u>UTC Offset</u> |
|-------------|---------------------------|------------------|-------------------|
| Berlin (P) | 11/4/2017 14:00:00 | CET | +1 |
| Belfast (S) | 11/4/2017 13:00:00 | GMT | 0 |
| Zagreb (S) | 11/4/2017 14:00:00 | CET | +1 |

(Each of the above start times corresponds to 11/4/2017 13:00:00 UTC)

Region: Americas

| <u>City</u> | <u>Anomaly Start Time</u> | <u>Time Zone</u> | <u>UTC Offset</u> |
|-----------------|---------------------------|------------------|-------------------|
| Boulder (S) | 11/4/2017 13:00:00 | MDT | -6 |
| Panama City (S) | 11/4/2017 14:00:00 | EST | -5 |
| Houston (A) | 11/4/2017 11:00:00 | CDT | -5 |

(The start times for Boulder and Panama City correspond to 11/4/2017 19:00:00 UTC)

(The start time for Houston corresponds to 11/4/2017 16:00:00 UTC)

The Anomaly (Primaries and Satellites):

| | |
|--|-----------------------|
| Phase 1: Portal Battle Fight to control active Anomaly Zone Portals and higher value 'Volatile' Portals four times over the course of the hour. | ~0:00 to ~1:00 |
| <i>Cooldown:</i> | <i>~1:00 to ~1:30</i> |
| Phase 2: Shard Shuttle Use Links to move Shards to Faction-Specific Research Nodes over the course of the hour. Quickly transport Shards to as many Faction-Specific Research Nodes as possible to maximize points. | ~1:30 to ~2:30 |
| <i>Cooldown:</i> | <i>~2:30 to ~3:00</i> |
| Phase 3: Link Frenzy Create as many Links as possible using active Anomaly Zone Portals four times over the course of the hour. | ~3:00 to ~4:00 |

Phase One: Portal Battle

| | |
|--------------------------|--|
| Duration | 1 hour (0:00 to 1:00) |
| Active Portals | 50% of Anomaly Zone (Phase one section) |
| Measurements | 4 (every 15 minutes, 2 minute window) |
| Portal Values | 1 (Active Portals) 5 (Volatile Portals) |
| Anomaly Points available | 100 |

The Portal Battle will unfold first, and will last ~one hour.

Approximately 50% of the Anomaly Zone will be active for this phase of the Anomaly -- these Active Portals will retain ornaments which will be visible in the Scanner and on Intel.

Four Measurements will occur, at the 15, 30, 45 and 60 minute marks. The Measurements will take place within a randomized 2 minute window following the above mentioned times (eg. between 0:15 and 0:17, and between 0:30 and 0:32).

At each Measurement, Portal Ownership (only) will be measured. Each Active Portal will have a value of 1.

A subset of the Active Portals, the 'Volatile' Portals, will become visible with distinct ornaments approximately five (5) minutes prior to each Measurement window. Volatile Portals will have a value of 5. A different set of Volatile Portals will be active at each Measurement.

100 Anomaly Points will be available during the Portal Battle. These will be allocated as a percentage based on the maximum score accrued by each Faction across the four Measurements.

The highest Enlightened score achieved during any of the four Measurements will be paired against the highest Resistance score

achieved during any of the four Measurements, and the 100 Anomaly Points will be distributed as a percentage based on that pairing.

As an example, at an Anomaly where the four Measurements returned the following:

| | | | |
|---------------|------------------------|--|------------------------|
| Measurement 1 | ENL: 45 | | <u>RES: 114</u> |
| Measurement 2 | ENL: 111 | | RES: 37 |
| Measurement 3 | ENL: 99 | | RES: 102 |
| Measurement 4 | <u>ENL: 120</u> | | RES: 22 |

The Maximum ENL Value of 120 would be paired against the Maximum RES Value of 114.

The final score pairing would be 120 ENL to 114 RES, and the 100 Anomaly Points would be distributed as a percentage: ENL 51.28 to RES 48.72.

Phase Two: Shard Shuttle

| | |
|--|---|
| Duration | 1 hour (1:30 to 2:30) |
| Number of Research Nodes | Between 4 and 32 per Faction, depending on city |
| Number of Shards | Between 11 and 91, depending on city |
| Jump frequency | 5 minutes |
| Minimum Level | 4 |
| Value of a Shard's visit to a Unique Research Node | 1 |
| Anomaly Points available | 100 |

Prior to the beginning of Phase two, Faction-Specific Research Nodes will manifest within the Anomaly Zone. These Research Nodes will be represented by Yellow ornaments for the Enlightened Research Nodes and Red for the Resistance Research Nodes. At approximately 1:20, Shards will spawn in the Anomaly Zone.

From 1:30 until 2:30, the Shards will attempt to jump along Portal Links between Portals L4 or higher every five minutes. They will continue to do so until the end of Phase two.

The jumps will take place within a 1 minute window. An example, the first jump will take place between 1:30 and 1:31, the second between 1:35 and 1:36, and the last between 2:30 and 2:31.

Shards will not backtrack to any Portal they were present on within the previous 13 minutes. If multiple viable Links are present, a Shard may travel on any one of those Links, and if multiple Shards are present on that Portal, they may each jump along different Links.

Each Anomaly will have between 4 and 32 Research Nodes per Faction and between 11 and 91 Shards. The details are outlined below:

| City | Research Nodes per Faction | Total Shards |
|-------------|----------------------------|--------------|
| Osaka | 32 | 91 |
| Chennai | 4 | 11 |
| Cebu City | 4 | 11 |
| Berlin | 29 | 91 |
| Belfast | 6 | 21 |
| Zagreb | 4 | 11 |
| Boulder | 6 | 21 |
| Panama City | 4 | 11 |

Shards and Research Nodes will manifest on Anomaly Zone Portals, however, a Shard, once manifested, may travel to any Portal within the Portal Network.

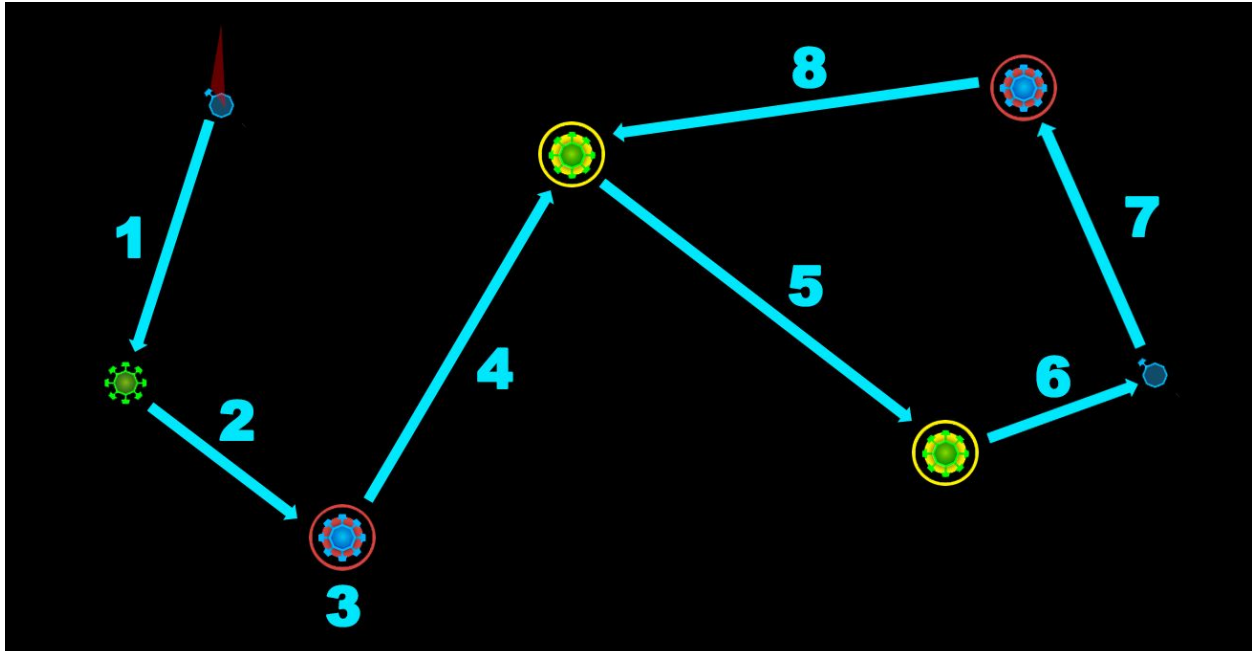
Following each Jump, the Research Node Portals will be measured for the presence of Shards.

A Shard present on a Research Node that it has not previously visited will be worth one point for the Faction that Research Node is aligned with (current Portal Ownership has no impact).

A Shard present on an ordinary (non-Research Node) Portal, or on a Research Node that it had previously visited will have no point value.

The following image illustrates the example journey of a single Shard across a number of Research Nodes and ordinary Portals over the course of 8 jump windows.

(It is assumed that the Portals changed Faction ownership as necessary so that the Links this Shard travels upon could be created).



1. Shard moves from an ordinary Resistance Portal to an ordinary Enlightened Portal. No point is scored.
2. Shard moves to a Resistance Research Node. The Resistance score 1 point.
3. Shard fails to jump and remains on the Resistance Research Node it has already visited. No point is scored.
4. Shard jumps to an Enlightened Research Node. The Enlightened score 1 point.
5. Shard jumps to a different Enlightened Research Node. The Enlightened score 1 additional point.
6. Shard moves to an ordinary Resistance Portal. No point is scored.
7. The Shard jumps to a different Resistance Research Node. The Resistance score 1 additional point.
8. The Shard jumps to a previously visited Enlightened Research Node. No point is scored.

In order to score the maximum possible points, the Factions must attempt to visit as many unique Research Nodes for their Faction as possible with as many Shards as possible.

100 Anomaly Points will be available to the Factions during the Shard Shuttle phase. These will be allocated as a percentage based on the total scores accrued by the Factions.

Following the final jump, both the Shards and Research Nodes will be cleared from the Anomaly Zone to prepare for Phase 3. During the Shard Shuttle window, interfering overhead Fields may spontaneously destabilize.

Phase Three: Link Frenzy

| | |
|--------------------------|---|
| Duration | 1 hour (3:00 to 4:00) |
| Active Portals | 50% of Anomaly Zone (Phase three section) |
| Measurements | 4 (every 15 minutes, 2 minute window) |
| Anomaly Points available | 100 |

The Final Phase of the Anomaly will measure Links connected to Active Anomaly Zone Portals. ~50% of the Anomaly Zone will be Active and marked with Portal Ornaments (the section not active in Phase one).

Four Measurements will occur, at roughly the 15, 30, 45 and 60 minute marks of the hour. The Measurements will take place within a randomized 2 minute window following the above mentioned times (eg. between 3:30 and 3:32, and between 4:00 and 4:02).

At each Measurement, the total number of Links connected to Active Anomaly Zone Portals will be measured.

These Links may be connected to other Active Anomaly Zone Portals or any other Portals within the Portal Network. Links anchored by multiple active Anomaly Zone Portals will only be counted once.

100 Anomaly Points will be available during the Link Frenzy. These will be allocated as a percentage based on the maximum score accrued by each Faction across the four Measurements. The maximum number of Enlightened Links created during any of the four Measurements will be paired against the maximum number of Resistance Links created during any of the four Measurements, and 100 Anomaly Points will be allocated to the Factions as a percentage based on that pairing. (See Cluster Battle section for example)

Overhead Fields which interfere with Phase 3 of the Anomaly may spontaneously destabilize.

Anomaly and Series Scoring

The winner of an individual Anomaly will be determined based on the cumulative sum of the Anomaly Points accrued during all three Phases.

The #EX05 series will be scored based on individual Anomaly winners as well as performance on single Anomaly Days.

Each Primary Anomaly will contribute a value of 2 towards the series. Each Satellite Anomaly will contribute a value of 1 towards the series. The Ancillary Anomaly will contribute a value of 0.5 towards the series.

By controlling five or more of the eight Primary or Satellite Anomalies on an Anomaly Day, a Faction will earn 1 Bonus Point.

As such, 1 Bonus Point will be available on November 4th and 1 Bonus Point will be available on December 2nd.

If a Faction fails to control at least five of the eight Primary or Satellite Anomalies on an Anomaly Day, the Bonus Point for that day will not be allocated to either Faction.

In the event of a series tie, the summed Final Anomaly Scores across all Anomalies (including the Ancillary Anomaly) will be used as a tiebreaker.

In the event of a tie within a single Anomaly, the point value of the Anomaly will be evenly distributed to both Factions. A tied Anomaly will not count towards an Anomaly Day bonus.

Intel

It may be possible to obtain advance intelligence about some aspects of the #EX05 Anomalies, such as the Volatile Portals in Phase 1, or where Shards will manifest during Phase 2. Where, when and how this intelligence may be obtained is classified.

Structure of Ancillary Anomaly (Houston)

The Ancillary Anomaly in #EX05 will consist of a single Anomaly phase (a Portal Battle) followed by Operation Clear Field -- a service oriented series of missions and challenges coordinated by GORUCK cadre.

As such, the Anomaly Zone in Houston will consist only of a single ornamented group of Portals. Operation Clear Field will take place in a wider footprint across the city.

The Anomaly phase will last approximately 90 minutes. Operation Clear Field will last 4 hours. These two sections of the Anomaly will be separated by a cooldown window of approximately 90 minutes that the Factions may leverage for rest, reorganization or as they see fit.

The Portal Battle phase will be worth 100 Anomaly Points. Anomaly Points will be allocated as a percentage to each Faction based on their performance.

With the exception of the longer duration, the Portal Battle will function identically to a Primary or Satellite Anomaly's Portal Battle. Volatile Portals will be present and will have a value of 5. Measurement Windows will occur every fifteen minutes, and the highest Enlightened score across any of the six measurements will be paired against the highest Resistance score across any of the six measurements, with the 100 Anomaly Points being distributed as a percentage based on this pairing.

Operation Clear Field will not be measured. The winner of the Anomaly will be determined solely based on the score of the Portal Battle.

The Ancillary Anomaly will contribute a value of 0.5 towards the series. In the event of a tie, this value will be distributed evenly among the Factions.

The Ancillary Anomaly will not contribute to an Anomaly Day Bonus Point, however, in the event of a Series tie, its score will be included in the tiebreaker sum.

The Anomaly (Ancillary)

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|--|-----------------------|
| Phase 1: Portal Battle Fight to control active Anomaly Zone Portals and higher value 'Volatile' Portals six times over the course of an hour and a half. | ~0:00 to ~1:30 |
| <i>Cooldown:</i> | <i>~1:30 to 3:00</i> |
| Operation Clear Field Complete service and community oriented missions coordinated by GORUCK cadre. | ~3:00 to ~7:00 |