

Ingress Presentation
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May 11, 2013

- What is Ingress?
 - Massively multi-player (50,000 players worldwide currently)
 - Online (Internet-based)
 - Augmented reality game (virtual objects are overlaid on the real world, viewable via the phone app)
 - Made by Google's "Niantic Labs"
- Who can play?
 - Anyone with an Android phone
 - Currently in "closed beta", need an invite
- How do you play?
 - Download app to your phone
 - Play through training program
 - Choose a "faction"
 - Find portals
 - Portals are persistent items in game
 - Portals are found worldwide
 - Typically on "points of interest": art, museums, libraries, etc., placed by Niantic based on suggestions submitted by players.
 - www.ingress.com/intel has a map: need an account to access it
 - Move within range of a portal, actions include:
 - Hack to get resonators, XMPs, keys, power cubes, media
 - Deploy "resonators"
 - Upgrade resonators
 - Recharge
 - Link to another portal you have a key for
 - Connect three portals in a triangle to form a "field"
 - Attack with XMPs to destroy "enemy" resonators
 - Join your faction's local G+ group and other open Ingress groups
- Why play?
 - Exercise
 - See new things
 - Meet (many) new people
 - Events
 - Large fields
 - High level portals