Confirmed Details

First wave spread globally going east from North/South America. Starting from approx UTC 2022-11-13 01:00 AM and ending around Australia/New Zealand at approx UTC 2022-11-13 13:00 PM.

Second wave appeared to be at the beginning of the cycle, approx UTC 2022-11-19 ~15:20 PM.

Third wave appeared 15 hours later, approx UTC 2022-11-20 ~06:20 AM.

(Note these times may be plus/minus either side depending where in the world you are)time

Portal starts at L1, energy 25%

Randomly can upgrade to next level every 5 hours (referred to as checkpoint from now on) from initial spawn time, it will link to 0-5 nearby neutral portals (it will not turn a blue/green portal, or use an existing red portal), turning it red, at following maximum ranges:

(Note these ranges are assumed based on maximum seen and then rounding up, eg. Saw a L2 portal create a 493m link, assumes max range of 500m)

L2: 500m (500m verified)

L3: 750m (748m verified)

L4: 1000m (998m verified)

L5: 1500m (1496m verified)

L6: 2000m (1962m verified)

L7: 3000m (2995m verified)

L8: 5000m (4998m verified)

Links can cross link ENL/RES links and its own links. Agents cannot cross MACHINA links.

They can make over 8 outgoing links. Max observed : 42 (2023/02/16)

As it cannot link to existing red portals, it cannot make fields.

Newly created portals from spread follow all previous rules.

None of these actions appear in COMMS.

All this can happen under fields.

Hacking has a chance to zap for full XM, even from drone hacks.

Hacking yields normal low level gear (e.g. a P8 wont give L8 gear) but no keys.

Destroying the portal causes resonators & mods (up to VR) and portal keys to drop on ground, the higher the level, the more/better gear will drop (this info is sketchy at best, no hard data on drop rates yet if levels influence that). Note the portal will not have mods on it, despite dropping them. Resonators dropped correspond to what is deployed.

We

JARVIS/ADA acts by destroying the Machina on the portal.

No in-game alerts for destroying, but message does appear in COMMS intel.

If a portal is missing resonators, it can redeploy them and create new links when levelling.

If a portal is damaged it won't recharge unless levelling up at the next 5 hour tick.

Decay

Portals decay 5% every 24 hours, they won't recharge next 5 hourtick. <mark>Portals can die from this</mark>.

<u>Edit 2023-01-27</u>: the resonators of some (all?) portals stop decaying once they get under 5% energy

Initial spawns in unique s12 cells, minimum 40 portals (this is lowest so far). When the next set will spawn is unknown. Possibly the start of the next cycle?

~~Growth is restricted to a 3x3 of s14 cells centred on the initial spawn portal.~~

> Cluster with radius above 5km observed (minimal box 5x6 s12 cells)

Unknown Details - Contact @Breenzy or the chat group if you have details or confirmation

Can it make fields? From Level 1-8 no fields have been seen, and no linking to existing red has been seen (2 inbound links)

Battle beacon interactions. Unknown, please contact with detail, both Rare and VR required.

Link distance for portals 5, 7, 8, are unknown, hypothesised only.

Drop rates. Keys and items per level of portal.

Growth Hypothesis

Theory 1:

Only 1 portal in a "cluster" can level up during the same "tick".

A tick being defined as the rolling 5 hour period from a portal spawn.

eg. Portal spawned at 09:20 AM, the next tick would occur at 14:20 PM, then 19:20 PM and so on.

A cluster being defined as a portal that has levelled up + its direct children.

eg. Portal "Alpha" levelled up from 1 -> 2, and spawned 3 child portals (Bravo, Charlie, Delta).

Theory being only 1 of these portals can level up during the next 5 hour tick.

Alternatively, a "cluster" could be defined as only the direct children, so portal 1-A-1 and 1 of the child portals could level during the same tick.

Question, does the generation of direct child portals matter? Are they different clusters or the same?

Theory 2:
Same as theory 1 but each portal in a "cluster" can level up during the same "tick" with some (low) probability

LONG TERM STUDY OF A CLUSTER.

We have been monitoring a cluster that was pruned to a single L7 Machina portal that was showing as an L5 portal with six resonators with varying amounts of charges from an agent attack. This portal had about 100 neutral portals in close proximity and other neutrals within the range of the L8 link range (5,000m)
About 3 weeks in we have some general conclusions from this cluster's behaviour that might be applicable to other clusters.

- IF THERE ARE AVAILABLE NEUTRAL PORTALS IN THE AREA in about a week (7 - 9 days) you will start to see exponential growth of the cluster.
- So far we have NOT seen any Machina portal in this cluster decay and die. This is different than what had been observed before 1-15-23 where Machina portals were decaying and dying.
- In the first week the original seed and early child portals from it make links to the local area and start making longer links (over 3,800m).
- The first growth spurts create a lot of L1 portals that take about a week before some of those start levelling and linking.
- Growth in the total number of portals seems constant, only increasing (like the growth side of a bell curve)
- The number of new portals slowly goes up and down in more of a sine wave pattern. Spurts of new portals occur about once every 3 days.

Observation details:

On 1-15-23 the portal was L7 when I pruned all the
Machina in the cluster except this one. After pruning
it had 6 L7 resonators with varying charges - most had
21% charge from splash damage. It was shown as an L5
Machina portal with six L7 resonators. 24 hours later
on 1-16-23 it bounced up to an L8 portal, had all 8
resonators and created one link to an L1 portal. That
child portal was L3 on 1-18-23, L6 on 1-19-23, L7 on
1-20-23 and hit L8 on the evening of 1-20-23 (a little
less than 5 days after it had spawned.)

Machina Cluster Growth