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Welcome to Tom Clancy's The Division™ Alpha

You have been selected to take part in the first public Alpha test for Tom Clancy's The Division. We are incredibly thrilled to count you amongst our players, and we can't wait to hear your thoughts after you've spent some time playing our game!

As you're about to set foot in the chaotic streets of Manhattan, take a moment to read this guide. It will provide you with a lot of information on how to become a better agent, and master the skills and weapons that are made available to you.



ATTENTION
RECRUITMENT AREA



Xbox One Alpha



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In the coming days, you will have the opportunity to test a small part of the final game which will be released worldwide on **March 8, 2016** for Xbox One, PC, and PlayStation 4. You will also play an important role by providing additional feedback on other aspects of the game in the final weeks before launch.

In this Alpha, you will be able to level your characters up to **level 8** and **Dark Zone Rank 12**. These level caps are for Alpha purposes only and will be different in the final game.

You will be able to choose a male or female character when you start, and you will be able to randomly generate their appearance from a limited set of appearance options. In the full version of the game, you will be able to fully customize your Agent's appearance.

In this Alpha, the game client (voices, subtitles and interface) will only be available in English. However multiple languages will be available in the final game.



WARNING QUARANTINE AREA



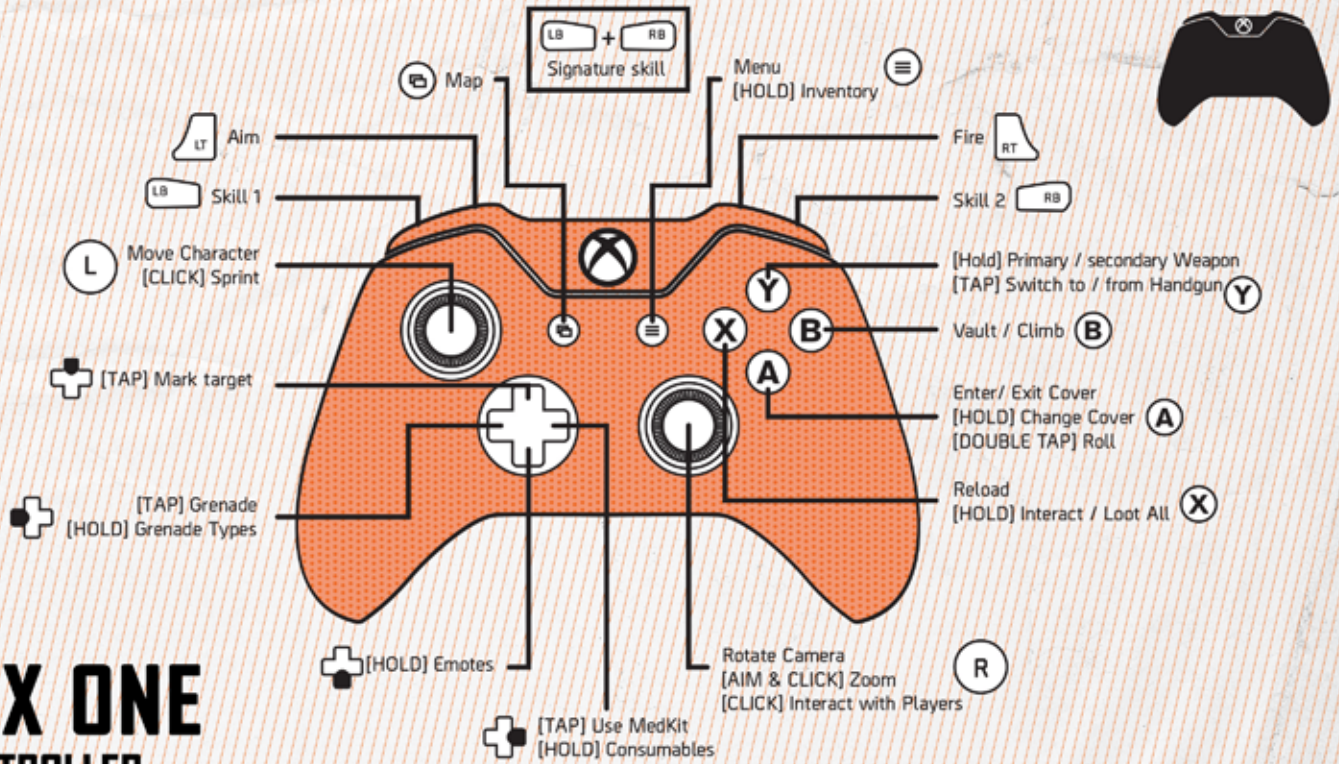
Your Mission

You are an agent of The Division. You have been activated as part of the second wave of agents, sent to a locked-down Manhattan to save what little remains of civilization after a devastating pandemic sweeps through New York City. Alone, or teaming up with other Division agents, your mission is to restore order, investigate the source of the virus, and take back New York.

Controls & Interface



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XBOX ONE CONTROLLER



1. Minimap
2. Experience
3. Current level
4. AMMO in primary weapon
5. AMMO in secondary weapon
6. Grenades left
7. Medkits left
8. Skills equipped
9. Health



ATTENTION

Agent checklist



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Before taking back New York here's a list of the first things you should make sure to learn to help you better master the controls of the game:



1.

Equip a Skill:

Go in your Abilities panel (☰ MAIN MENU – ABILITIES), and select a Skill to equip.

You can then use **LB** and **RB** to use the skills assigned to them



2.

Have a look at your equipment:

Look at the pieces that compose your equipment, and remember to regularly look again for new pieces to equip

(☰ MAIN MENU – INVENTORY)



Agent checklist



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3.

Learn how to take cover:

Press **A** to take cover.

Hold **A** to move from cover to cover.

While in cover, double tap **A** to quickly roll away from your cover, or press **B** to vault over it.



While in cover, hold **A** to move to another cover



Press **A** while out of cover to take a cover position like this one




4.

Use a Grenade:

Learn how to use grenades by throwing one in the world.

Press **+** to select your grenade, then aim with your right stick , and launch with the right trigger  or cancel with **B**.

Hold **+** to browse through various grenade types. You can select the one you want with the right stick .



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Agent checklist



5.

Use a Medkit:

Press **+** to use a Medkit and regain some health.

Hold **+** to browse through various consumables options.



6.

Consider teaming up:

Press the Right Stick **○** when pointing at another player to open the interaction menu, and select "invite".

When playing in a group, always pay attention to the status of your team-mates. You can revive them if they're down by pressing **X**.



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BUILDING YOUR DIVISION AGENT

When first logging into the Alpha, you will be asked to create a character. While **manual customization** will be available in the full game, it has been locked for this Alpha. You will still be able to select the gender of your character and randomize appearance with **Y**.



The Alpha is a small slice of the full game; we have removed the beginning to avoid any spoilers. This means that your character will begin directly at level 4, with defined basic equipment. New weapons and equipment will become available as you explore the world and complete missions. You will also find Weapon Modifications, a crucial factor in customizing your weapons and perfecting your build. Make sure to regularly check your inventory (**≡** MAIN MENU) for new and more powerful items and mods to equip.




WARNING !
DO NOT DISTURB
GAME AT PLAY **!**

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Save what remains

Taking the city back will be done one street at a time. While following instructions and taking down key targets will help get a tactical edge on all those who stand in your way, saving what remains of civilization will also mean helping and protecting those who can't protect themselves. In this Alpha, you will have access to **several missions and objectives**, all equally important. Open your map () to see what objectives are available to you.



After unlocking your Base of Operations, you will receive your first Story Mission. Make sure to explore the entire map, as more Side Missions can be found and many Civilians will require your help! While venturing the streets, you will also encounter Roaming Groups of enemies, sometimes led by a powerful leader. Taking them down can lead to bigger rewards.



Entering the Dark Zone



The Dark Zone is where you will find the best loot of the game. But here it's every agent for themselves and you'll not only have to worry about enemy factions, you'll also have to contend with other players – rogue agents who may not think twice about taking you down.



In this PVP enabled area, the word caution will take a completely new meaning as you will not only encounter roaming NPCs, but may also have to face other groups of players, competing for the best equipment that the game has to offer.

Obtaining the best equipment in the Dark Zone will not be enough however, as you will need to extract it before using it. There are only a limited amount of extraction points in the Dark Zone. You will need to reach one of them, to initiate an extraction.

As soon as your flare has been shot, you will have to survive 90 seconds during which any other player can attempt to kill you, enabling him to steal the loot you have recently acquired in the Dark Zone and attempt his own extraction. Once the extraction is successful, your extracted items will be available in your stash in the Base of Operations.

Killing other agents comes at a cost. When killing a neutral player, an agent automatically becomes Rogue. His agent ring becomes red, making him easier to identify by other players. The more agents he kills, the higher Rogue level he reaches. By defeating a Rogue agent, not only will you get to take the loot he acquired from other players, but you will also receive a bounty based on his Rogue level.

THANK YOU FOR PLAYING!

