



# WELCOME TO TOM CLANCY'S THE DIVISION™

You have been selected to take part in the first Beta test for Tom Clancy's The Division. We are incredibly thrilled to count you among 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 new skills and weapons that are made available to you.

**ATTENTION**  
RECRUITMENT AREA

Three orange icons representing agents, each with a white letter 'D' on its chest. They are arranged in a horizontal row to the right of the text "ATTENTION RECRUITMENT AREA".



# BETA

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 beta, you will be able to level your characters up to **level 8** and **Dark Zone Rank 12**. These level caps are for beta 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 beta, the game client (voices, subtitles, and interface) will be available in English, French, Italian, German, Italian, Spanish, and Japanese.



## WARNING QUARANTINE AREA



# OPEN BETA - PATCH NOTES

## IMPROVEMENTS



### Interface

- ▶ Tutorial video is now available to view from the character select screen

### Gameplay

- ▶ A new main mission is available: Subway Morgue
  - Encounter The Cleaners mass grave while trying to restore power to the city
  - Rescue the missing Engineer, Paul Rhodes
- ▶ Unlock an additional wing in the Base of Operations
  - Unlock a new skill: The Deployable Turret
- ▶ Many cheating issues have been resolved since the Closed Beta. All of them will be resolved by launch on March 8th as we continue to monitor and take action accordingly



### Dark Zone

- ▶ New high end weapons are available in the Dark Zone
- ▶ The time between Dark Zone chest spawns has been greatly reduced
- ▶ Non-player enemies in the Dark Zone have increased in number significantly
- ▶ Non-player enemies in the Dark Zone have been buffed slightly
- ▶ The Manhunt timer now pauses instead of refreshing while in combat as a level 5 Rogue Agent
- ▶ The reward for surviving as a Rogue Agent has been increased to 1.5 times the kill bounty
- ▶ The health bars for Agents in the Dark Zone now only turns red when they become Rogue
- ▶ A new warning icon has been added to indicate an Agent who has shot another player but has not done enough damage to go Rogue
- ▶ Dark Zone experience gain has been adjusted slightly
- ▶ Dark Zone funds gain has been adjusted slightly
- ▶ Disabled the option to transfer Dark Zone brackets as a Rogue Agent (this stops players using bracket transfer to escape after becoming Rogue)
- ▶ Removed some ropes that allowed players to reach areas that gave them an unfair advantage

### Performances

- ▶ Fixed multiple stability issues that caused players to crash
- ▶ Further server optimizations and improvements

## BUG FIXES

- ▶ Fixed bugs that allowed players to become invisible to other players
- ▶ Fixed an exploit with the Ballistic Shield Skill that allowed players to become invincible
- ▶ Fixed stat mismatching that occurred occasionally between vendor inventory and player inventory when an item was purchased
- ▶ Adjusted player movement speed when running with a grenade in hand
- ▶ Fixed a bug that caused other player's name and health bar to no be visible in the Dark Zone
- ▶ Fixed some weapon mods that resulted in incorrect stat values when equipped
- ▶ Fixed a bug where some weapons didn't appear as contaminated when obtained in the Dark Zone
- ▶ Fixed a bug with rewards claim-vendor that caused stacks of consumables to decrease under specific circumstances
- ▶ Fixed a bug where the stats display was not updating when browsing vendor inventories
- ▶ Fixed a very rare bug that prevented players from being able to fire or switch their weapons
- ▶ Added missing dialogue lines in "Missing Persons: Heather Lau - Side mission"
- ▶ Several environment fixed to prevent players from falling through the world in specific places
- ▶ Fixed a bug where the screen would turn red after using a healing kit or respawning in certain conditions
- ▶ Server optimizations and improvements (players will receive less connection errors now)
- ▶ Multiple localization fixes and improvements
- ▶ Additional polish & bug fixes too numerous to mention!



MAKE SURE YOU KEEP THEM COMING DURING THE BETA!



# YOUR MISSION

You are an agent of **The Division**, while leading a seemingly ordinary life you are a part of the covert unit that operates independently to save society. A devastating pandemic swept across New York City, shutting down fundamental services one by one. You have now been activated as part of the second wave in order to save what little remains in a locked-down Manhattan. 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.



**New York City** is being overrun by hostile groups that are taking advantage of the crisis. Beware of the rioters who roam in packs through the city, preying on the weak. Fight against the Cleaners who wear hazmat suits and wield flamethrowers, set on cleaning New York from the virus by burning everything and everyone.

Enter the **Dark Zone**, a walled-off quarantine zone in the middle of Manhattan where you will find some of the most dangerous enemies and agents corrupted by temptation and greed, making it the most dangerous and hostile environment in the game. Team up with other players to take down your enemies and extract high-end loot via helicopter. It's your choice to collaborate with other agents, or to attack them and steal their loot.

## PC SPECS



Before installing Tom Clancy's **The Division** on your PC, make sure that it matches the following requirements, for a smoother experience.

### MINIMUM CONFIGURATION:

OPERATING SYSTEM: Windows® 7, Windows® 8.1, Windows® 10 (64-bit versions only) • PROCESSOR: Intel® Core™ i5-2400 | AMD FX-6100, or better • RAM: 8GB • VIDEO CARD: NVIDIA® GeForce® GTX 560 with 2 GB VRAM (current equivalent NVIDIA GeForce GTX 760) | AMD Radeon™ HD 7770 with 2 GB VRAM, or better - See supported List\* • HARD DISK: 40GB • OPTICAL DRIVE: DVD-ROM Dual Layer • PERIPHERALS: Windows-compatible keyboard, mouse, headset • Broadband connection with 256 kbps upstream, or faster

### RECOMMENDED CONFIGURATION:

OPERATING SYSTEM: Windows 7, Windows 8.1, Windows 10 (64-bit versions only) • PROCESSOR: Intel Core i7-3770 | AMD FX-8350, or better • RAM: 8GB • VIDEO CARD: NVIDIA GeForce GTX 970 | AMD Radeon R9 290, or better - See supported List\* • HARD DISK: 40GB • OPTICAL DRIVE: DVD-ROM Dual Layer • PERIPHERALS: Windows-compatible keyboard, mouse, headset • Broadband connection with 512 kbps upstream, or faster

\*Supported NVIDIA cards at time of release: GeForce GTX500 series: GeForce GTX560 (2 GB VRAM) or better • GeForce GTX600 series: GeForce GTX660 or better • GeForce GTX700 series: GeForce GTX760 or better • GeForce GTX900 Titan series: GeForce GTX960 or better • Supported AMD cards at time of release: Radeon HD7000 series: Radeon HD7770 (2 GB VRAM) or better • Radeon 200 series: Radeon R7 270 or better • Radeon 300/Fury X series: Radeon R7 370 or better.

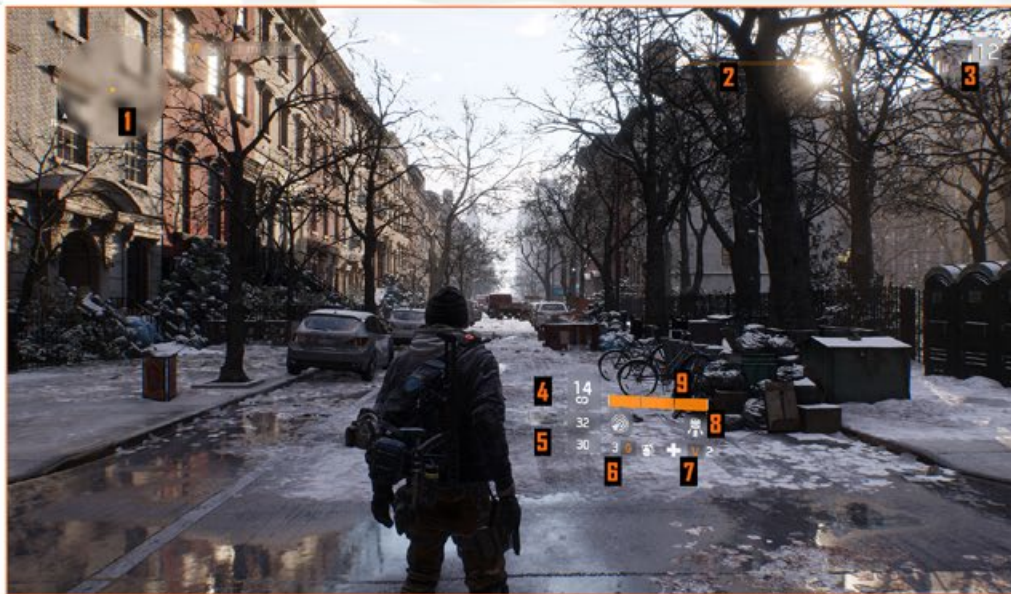
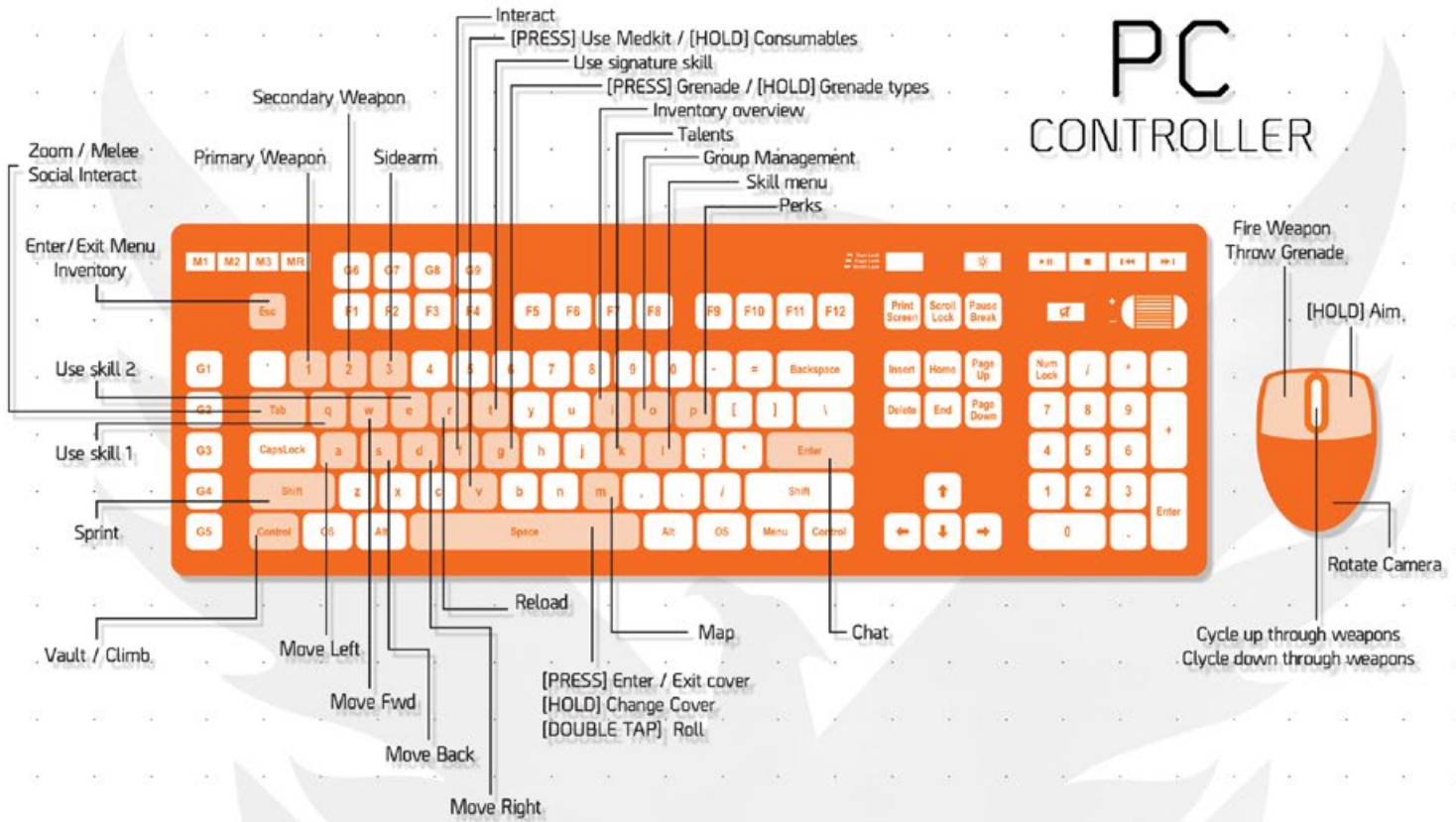
Notebook support: Laptop models of these desktop cards may work as long as they are on-par in terms of performance with at least the minimum configuration.

For an up-to-date list of supported hardware, please visit the FAQ for this game on our website: <http://support.ubi.com>



# CONTROLS & INTERFACE

## PC 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

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 ( Esc ESC Key - ABILITIES), and select a Skill to equip.  
You can then use Q and E 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 ( Esc ESC Key - INVENTORY)


# AGENT CHECKLIST




## 3.

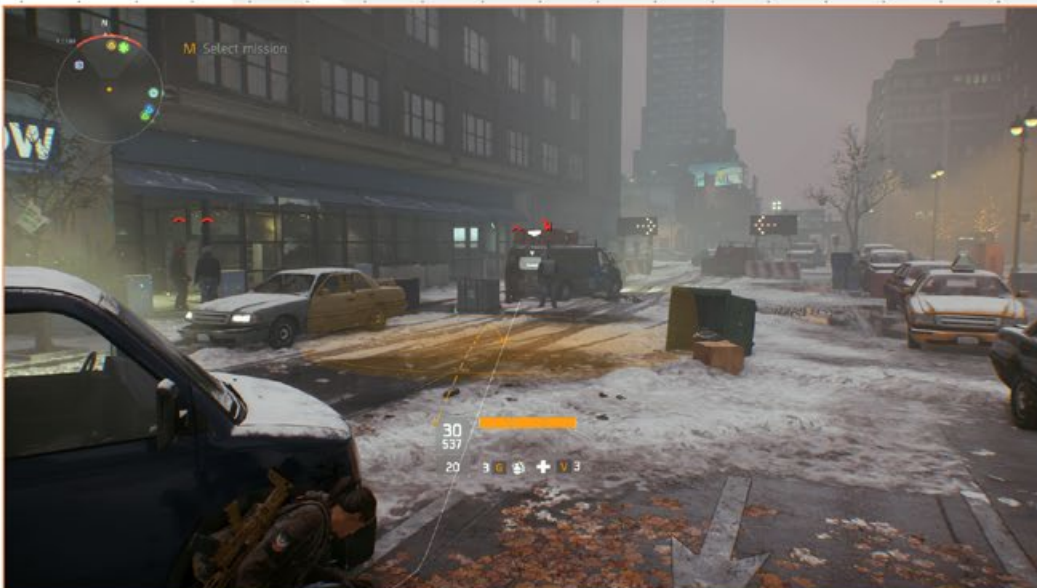
Learn how to take cover:

Press  SPACE to take cover.

Hold  SPACE to move from cover to cover.





While in cover, double tap

 SPACE to quickly roll away from your cover, or press C to hop over it.



## 4.

Use a Grenade:

Learn how to use grenades by throwing one in the world. Press  to select your grenade, then aim with your mouse, and launch by clicking the LEFT MOUSE  or cancel by clicking the RIGHT MOUSE . Hold  to browse through various grenade types. You can select the one you want with your mouse.



READ IN CASE OF EMERGENCY!

# AGENT CHECKLIST



## 5.

### Use a Medkit:

Press **V** to use a Medkit and regain some health. Hold **V** to browse through various consumables options



## 6.

### Consider teaming up:

Press **Tab** 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 teammates. You can revive them if they're down by pressing **F**.



## READ IN CASE OF EMERGENCY!





## BUILDING YOUR DIVISION AGENT

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

The Beta 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 ( **ESC** Key - INVENTORY) for new and more powerful items and mods to equip.





# ATTENTION!

DISCOVER THE SECRETS

## 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 Beta, you will have access to **several missions and objectives**, all equally important. Open your map ( **M** ) to see what objectives are available to you.



# WARNING!

DO NOT DISTURB  
GAME AT PLAY



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 can be rewarding.** But 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 on 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 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 them to steal the loot you have recently acquired in the Dark Zone and attempt their 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**. A white skull will appear next to their nameplate, making them easier to identify by other players. The more agents they kill, the higher Rogue level they reach. By defeating a Rogue agent, not only will you get to take the loot they acquired from other players, but you will also **receive a bounty** based on their Rogue level.



# FEEDBACK AND BUG REPORT

Your feedback and insight is crucial to helping us make this game even better and we are extremely excited to hear what you think! Join us over on our Twitch stream and let us know in chat, tweet at us, join the discussion on our official forums, or send us a nice letter in the mail!

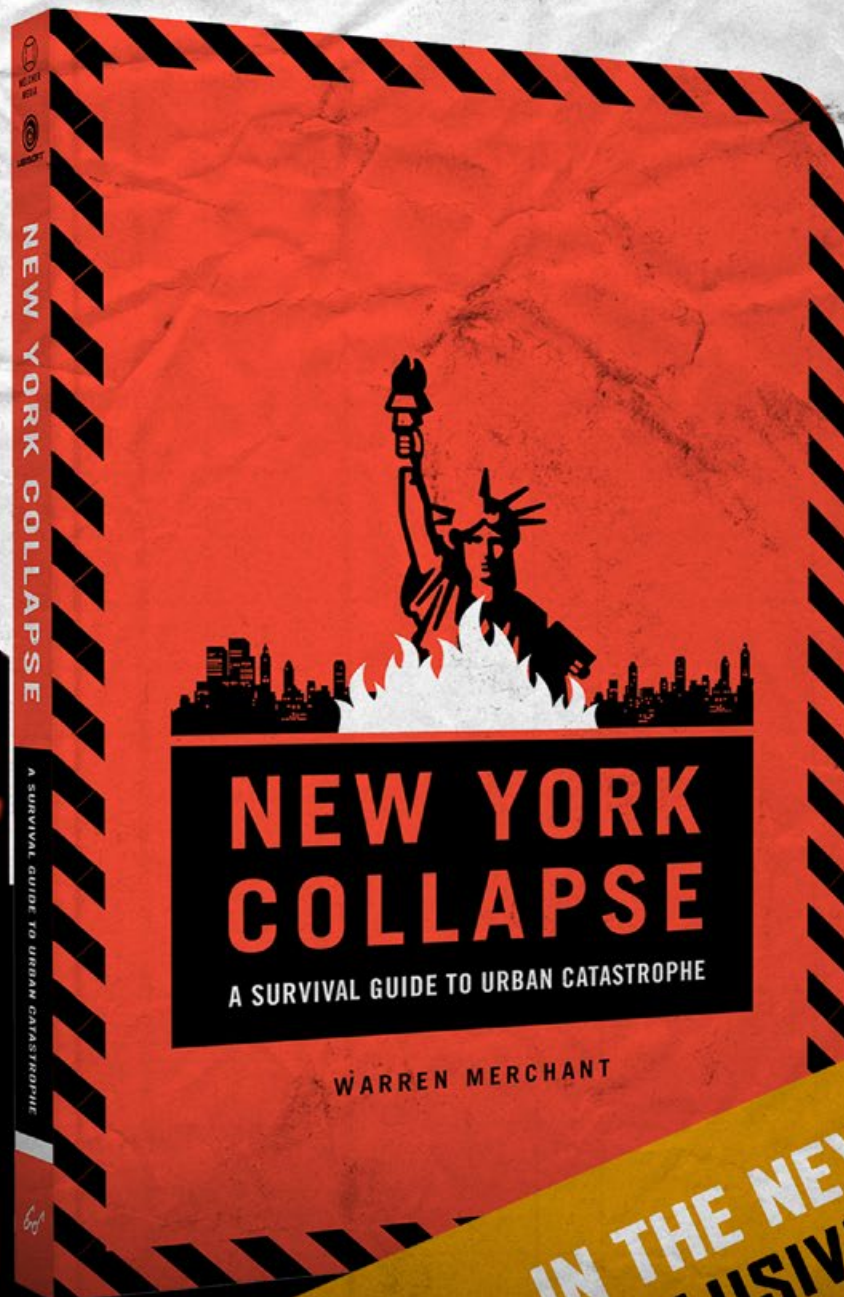
It is also important that we know of any issues or bugs that you experience during your gameplay! Head over to our official forums to describe your issue or get in contact directly with our official support!



INFORMATION IS VITAL!



# PREPARE TODAY SURVIVE TOMORROW



**IN THE NEXT PAGES**  
**EXCLUSIVE EXCERPT**  
FROM THE OFFICIAL STORY COMPANION

!!!!!! This is on the bag I got from the man who saved me.  
.....  
Exact same thing. Cannot be a coincidence.

It's the same bag. How could he know??



Division?

Have one that was Eva's. It doesn't have all the recommended loops, etc., but it'll have to do. I'll keep an eye out for something better.

### THE GO-BAG

Some kind of antenna?

A standard feature of any prepared household is the emergency supply kit, more colloquially known as the go-bag. All branches of the military use them, as do other federal agencies. The basic principle of the go-bag is that you always have at the ready

one thing you can grab that contains everything you'll need for the immediate future. — Sure, if I was home

Some people gather their emergency kits in a plastic tote or a duffel bag. I consider this a mistake. A **BACKPACK** is better for the simple and crucial reason that you can wear it with minimal effect on your balance while keeping your hands free. If you need to climb, run, or fight, you shouldn't have to drop all of your supplies to do it.

The exterior of your go-bag should have webbing to contain small items you need to keep close to hand. It should also have rings to attach carabiners and other hooks, so frequently used items are always available. Carabiners are also useful if you want to keep your go-bag off the ground, away from animals, or hung up somewhere out of sight, away from other humans. (In fact, carabiners should be considered part of the go-bag. You'll be amazed how often you'll use them to hang/fasten/connect things.)

When it comes to a go-bag's contents, there are a number of key items every authority agrees on, but you'll want to tailor your go-bag to your own needs. For example, if you have young children, you'll include things a single adult has no use for. In the next couple of pages, I'll offer inventory suggestions, beginning with the federal government's recommendations.

It's a clue. Deliberate. He left it so someone would find it. What else did he leave? — "Money will be toxic" — he knew — not just about the Bug, he knew about the Division.

THEORY: Bill was killed because he was working on a treatment, maybe without knowing that was the project. So that means the Dr. was, too. They were colleagues. Dr. told me that much. I'll ask Merch when I find him. I get more + more certain that he's left bread crumbs in the book for someone to track him down. But I can't write it all out because people are looking for me now. I've already had the book taken once. Can't risk the wrong people knowing what I know.

Merch, who are you? You knew this was going to happen. You knew... what else did you know?



EXPOSE SECRETS FROM THE GAME

HOW YOU SHOULD PREPARE

## THE FEDERAL GOVERNMENT'S RECOMMENDED "DISASTER SUPPLY KIT"

- Water—one gallon of water per person per day for at least three days, for drinking and sanitation
- Food—at least a three-day supply of nonperishable food
- Battery-powered or hand-crank radio and a National Oceanic and Atmospheric Administration (NOAA) Weather Radio with tone alert and extra batteries for both
- Flashlight and extra batteries
- First-aid kit
- Whistle to signal for help *HA! From who? Whom*
- Dust mask to help filter contaminated air and plastic sheeting and duct tape to shelter-in-place *Never worried about this until the Cleaners came along*
- Moist towelettes, garbage bags, and plastic ties for personal sanitation
- Wrench or pliers to turn off utilities
- Manual can opener for food
- Local maps
- Cell phone with charger, inverter, or solar charger
- Medications *No tampons??*
- Important papers *You can tell a man wrote this*
- Cash—as much as you can comfortably afford to keep aside



### THINGS ON THAT LIST THAT ARE A WASTE OF TIME IN A LONG-TERM SITUATION

- Batteries—If the batteries are going to die eventually anyway, why not use hand-crank models instead?
- Phone—It's going to die, and cell phone towers won't work as soon as the power goes out.
- Moist towelettes—This is a luxury item.

*I carried mine until 2 days ago. Left it behind @ Drew + Miko's. Sentimental attachment.*



UNLOCK ACHIEVEMENTS  
WITH IN-WORLD  
COLLECTIBLE PAGES

- Important papers—They're only important if normalcy is going to be restored quickly. In the situations we're discussing, that's not going to happen.

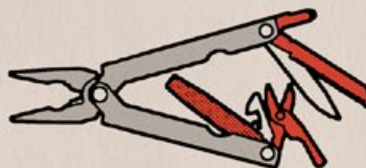
Outside a deli  
that's somehow  
still open

THINGS THEY DON'T INCLUDE THAT  
MIGHT KEEP YOU ALIVE LONGER



- Needle and thread—The tough kind that you can use to punch through leather, canvas... or skin.
- ✓ • Superglue—Useful for sticking things together, of course, and one of those things is skin. If you have a cut that would otherwise require stitches, quite often you can glue it together.
- ✓ • Multitool with pliers—  
The good ones have a small knife, screwdrivers, scissors, a file, and a hacksaw blade.
- Knife with a heavy blade—You'll need to cut something significant eventually, and your 2.5-inch multitool blade won't be up to it.
- Magnifying glass—Primarily as a backup means to start a fire, although it also can be useful in first aid.
- ✓ • Dental floss—It really deserves its own entry. See "Making Do" on page 119 for more details.
- ✓ • Monofilament fishing line—In addition to catching fish, you can use this to hang a tarp, stitch a wound, etc.
- Pry bar—Essentially, a pry bar multiplies your strength. In an ongoing catastrophe, you'll need to break a lock off a door or pull up nails at some point.
- Candles—Alternate source of light and dryer of wet clothing.
- ✓ • Matches and lighters—You can never possess too many ways to start a fire.
- Space blanket—It folds up into a package the size of a handkerchief but can keep you alive on a cold night.
- Binoculars—In a collapse environment, you're going to want to scout out an unfamiliar location before you approach it.

Where do you find a space blanket?  
I don't think there's a NASA store in



Times Square



SPOT THE SURVIVOR  
IN SIDE MISSIONS

HOW YOU SHOULD  
PREPARE



## AN ODE TO DUCT TAPE



You've seen jokes about it. You've seen teenagers make wallets out of it. You've used it for things it was never meant to be used for, but—surprise!—duct tape was designed to be used for everything! (Actually, I don't know if that's true, but it seems like it must be.)

Conceptualized and prototyped by a worried Navy mother, Vesta Stoudt, during World War II, it was put into production immediately. The new product was named "duck tape" because it was made from a fabric base of duck cloth. Duct tape got Apollo 13 home; it'll do your jobs too.

A bunch of consultants once ran numbers about what commodities would be the most valuable in a post-disaster situation where recovery was arrested and no outside help or supplies were coming. Their conclusion? Duct tape. Why? Because you can use it to seal windows against fallout, tape up wounds, hold together your shoes, patch clothing and gear, brace a sprained joint, turn a knife and stick into a spear, cover a blister. . . the list is practically endless.

Another thing they found out was the price at which the average person becomes willing to kill for a roll of duct tape. That price?

\$850.

Really.

*Toxic, right Merch?* ←

In some scenarios, a single roll of duct tape escalates in value to hundreds of dollars and becomes something people will kill for. That's the kind of situation we're trying to anticipate here.

There's also the question of when money becomes worthless, which we'll look at elsewhere in this book. It's my belief that, in a real collapse, you should get money out of your hands immediately, because it will quickly become worthless. I'll probably say that again somewhere else, just to make sure the message gets across. You should always keep cash on hand for short-term emergencies when no power means no ATMs, but in a long-term collapse situation, get money out of your hands quickly. Use it and forget about it.



FIND HIDDEN IN-GAME ITEMS TO GRAB AND USE

12/24: Listening to the pirate radio gave us away. But I got my book back. Oh, and I'm alive. Merry Christmas to me. My gift to myself is this new red pen. No way I'm

Generally, anything that will help you make, repair, or customize objects in your environment is good to have in your go-bag. Anything else is optional. But I will suggest some specific things to have in your go-bag, beyond the inventory outlined above.

**A TIP:** Once you start carrying the go-bag, be very careful about how and where you put it down. This is my version of the old adage about never pointing a gun at someone unless you intend to shoot them (which I also believe). If you're in a situation where you think the go-bag is necessary, you have to act like it's necessary. It is the most important thing you can possess. If you lose it, you won't be able to count on finding anything to replace its necessities. People will try to steal it from you, and that will be a threat on your life. Be prepared to do what you must. (See "Fight Dirty," page 111.)

going back in there after the old one. I'd rather chance the Rikers Gang.



### Need VHF radio

The National Weather Service maintains a network of broadcast stations in the VHF frequency range. You can't pick them up with a normal radio, so it's a good idea to have a radio capable of VHF reception. Get a hand-crank model and you'll never have to worry about batteries.

The frequency of New York City's NWS station, KW035, is 162.550.

12/16: NWS still on the air, but the weather is the least of our problems.

The pirate radio guy is nuts, but I think he's got some good information too. He's saying the escapees from Rikers are staking out Hell's Kitchen + looking to expand from there. There are other gangs coming together too. And the Cleaners... my God, it's like they've all gotten a collective psychosis. Part religious fanatic, part homicidal maniac, part psychotic heat-freak. There are fires all over the city - again. At first people accidentally started lots of fires because they didn't know what they were doing. Now those people are dead, and survivors are learning not to burn their buildings down while they stay warm. At least most of them have learned. There aren't nearly as many fires as there were in the 1st week or so after the power started going out. The Cleaners are burning bodies too - clearly they have not read your book, Merch. I don't go anywhere without something covering most of my face. The cloth rags I breathe through are black @ the end of every day from the ash.

HOW YOU SHOULD PREPARE



DISCOVER THE GAME'S BACKSTORY

UNLOCK SECRETS FROM



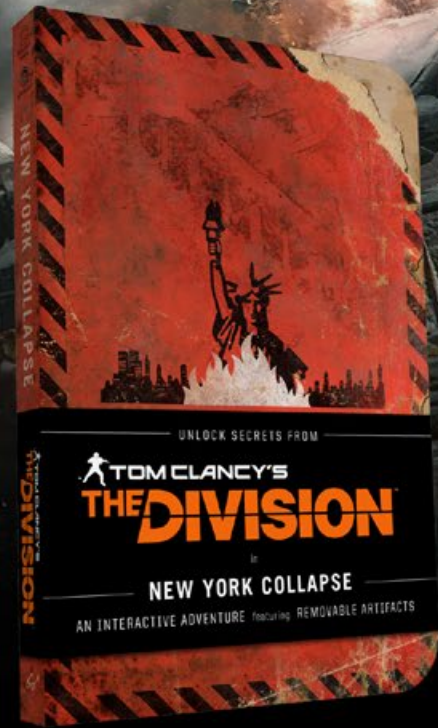
TOM CLANCY'S

# THE DIVISION™

IN

## NEW YORK COLLAPSE

A SURVIVAL GUIDE TO URBAN CATASTROPHE



Within this discarded survivalist field guide, written before the collapse, lies a mystery – a handwritten account of a woman struggling to discover why New York City fell. The keys to unlocking this survivor's full story are hidden within seven removable artifacts, ranging from a full-city map to a transit card. Retrace her steps through a destroyed urban landscape and decipher her clues to reveal the conspiracy at the heart of Tom Clancy's The Division.

Includes seven removable artifacts:  
A folded full-city map, a transit card, and more!



UBISOFT



MELCHER  
MEDIA



CHRONICLE BOOKS

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Pre-order it at [newyorkcollapse.com](http://newyorkcollapse.com)

THANK YOU FOR PLAYING

 **TOM CLANCY'S**  
**THE DIVISION™**  
**BETA**

