**Base Storyline (Subject to updates)**

**Theme**: Serial killer puzzles with deep and immersive storytelling.

**Main Lore**

A tech-based crime syndicate released a folder of encrypted files, that it had stored using bulltetproof hosting . The syndicate disbanded right after the folder was made public. These files contain private information that the group collected by harassing thousands of people using botnets. If these files are leaked, the lives of so many people will be ruined. The people whose data was leaked had to work together to prevent the files from being decoded, but they also sought justice. Someone claiming to have been a member of the syndicate, identified that the syndicate hadn’t used homomorphic encryption, thereby intercepted and leaked data about the other members so that justice could be given to the victims. The details of these members were encrypted in puzzles, but every time someone tried to solve the puzzle and get closer to the organization’s members, they would be found dead. The people have to try and protect their data while trying to stay alive and get justice. Is it time for justice or is a dead man’s stick in the inventory?