CODE RED!

Storyline

PAGE 1:

With typing animation following text appears:

Welcome! My dear agents. The terror awaits for you. I have planted a bomb in your beloved city of dreams. The time is ticking and I am giving you a challenge, a game to play. I can't tell you exactly where the bomb is, but I'll give you a hint, it's ticking and will explode in x units of time.

You see, I just want to play a game with you, to see if you're good enough to save the city from my evil plan. I'll be your guide and your opponent at the same time. It's simple, find the bomb and defuse it before it goes off. Save the city of dreams from becoming the city of screams, but I must warn you, I am not your regular everyday normal terrorist. I'm the mastermind behind this, the one who will watch as the city crumbles at my feet.

So, go ahead, press the button below to start the game. The curtain raises and the clock is ticking. Tick! Tock! Tick! Tock!! The city is waiting for its fate to be decided, and I'm waiting for my next challenge. The time is now, make your move. The game is on!!

There is a button below labelled "Start".

PAGE 2:

There is login page with two fields "Agent/Team Id" and "Password"

Hint: "Hidden in plain sight, the key to unlocking my secrets lies within the code written in black and white."

Level Solution:

The password will be hidden in the HTML file that player has to find via inspecting the page. The password will be a long string resembling to a hash code so that it will be difficult to share with the other participants.

PAGE 3:

The following text appears:

Oh!! Congratulations!! You have cleared ONE level. I was just being sarcastic. Don't get cocky. The bomb is still ticking. Well the next level is just a cruel trick to mess with your funny little brains. So, go ahead. "Click".

There is a next button

PAGE 4:

This is a floating button level there will be a button on the page labelled "Next Level"

Hint: "When distance is the game, seek the warmth for the short, but for the long, it's the cold that will bring the gain."

Level Solution:

There is a hard coded end point (x, y) if the button reaches that while randomly going around it will stop and become clickable. Also based on the button's distance from the actual coordinates the color will change so the user may get some idea shorter distance -> warmer color and longer distance -> colder color

PAGE 4:

With typing animation following text appears:

Greetings, agents, well done for making it this far. I must say, you're proving to be quite the challenge. But, let's not get ahead of ourselves. There's still much to do and die. To that end, I have sent one of my associates to a location in Mumbai. He will have more information for you and will meet you at 18:00. I could tell you exactly where he will be waiting, but where's the fun in that? The challenge is for you to find him. To help you along, I'll give you a clue.
"Where the sea meets the city at the very south, and time stands still at six, a man lies waiting, for those who can crack the mix."
Use this clue wisely, agents. The clock is ticking, and time is running out. Good luck, you really need it.

PAGE 5:

Hint: Time is a factor!

The level has a form to fill in which you have the co-ordinates to fill and a submit button.

Level Solution:

The level will be passed only if you fill in the right co-ordinates and set the system time to 18:00.

PAGE 6:

With typing animation following text appears:

You have met my associate and he has given you an envelope. What's inside, you wonder? Open it up, and you'll find four cards. They may look gibberish to you but they have the potential to save your city. But it also has a letter in it, the letter says:

In a game of wits, a level lies,

In a game of wits, a level lies,

Divided into fragments, cryptic in disguise.

Letters to numbers, a departure time to glean,

Beware of ASCII, or you'll be caught in between.

Four numbers reveal a station's name,

Decode them with care, it's not just a game.

For the second station, three numbers will do,

Another code to crack, before you're through.

Once you have these fragments, you're not quite done,

Go to the internet, and find a train that's one.

Departure time, station codes, and arrival all in line,

Find the train that fits, and the bomb you'll undermine.

There is a button below labelled "Next Level".

PAGE 7:

Train level

Hint: 1-A1Z24-2-ASCII

PAGE 8:

With typing animation following text appears:

- You would be wondering why the four numbers? What shall we do with those? I will riddle you that
- "Four numbers that chug along, on tracks that lead to where you belong, the key to the next stage, lies with the trains that turn the page."
- Here's another clue
- Four digits to combine and a T9 code to apply, what's left is the same, but in a different shape.

There's a button labelled "Turn the page".

PAGE 9:

There will be a masked file for which we require a password to download.

The four number found in the previous level are written on the page on the top in digital font

Hint: Nokia has the strongest keypad

Level Solution:

The solution is to combine those 4 numbers to form a bigger number and then convert it into letters by using T9 cipher and 1 remains 1 and 0 remains 0. Once you put the password in the input box you get the file downloaded.

PAGE 10:

With typing animation following text appears:

As you've managed to make it this far, I'm both glad and sad to inform you that the game is far from over. The bomb is still ticking, and time is running out. Remember to save the file you received, as it will come in handy later on.

The next level will reveal the location of the bomb, but it won't be easy. Three pies in hand, and a sentence to find, it's a puzzle for the cunning and a challenge for the mind. Each pie represents a dual code, a clue that must be revealed, with three positions in a sentence, by which it's concealed. To decode the message and locate the bomb, you must place your trust in what3words.com. Remember, it's a must to find the location before it's too late.

PAGE 11:

Location level

Hint: Computer language

As you have reached this far, I must admit I am impressed. But don't think the game is over yet. I still want to see the city burn in flames. The next task will be even more enjoyable for me, but definitely not for you. Now that I have revealed the bomb's location, it's up to you to go find it. The question is, once you have found it, how will you defuse it? Keep in mind, it won't stop ticking on its own. One mistake, and the entire city will be blown to smithereens. So, the question is, are you ready to defuse the bomb?

There's a button labelled "defuse".

Bomb Level:

The bomb will have three panels

First: This panel will have a digital slider and an indicator, which will blink and give out a morse code

Solution: The morse code will be translated into a word, and the using the document that will get downloaded, the specific word will lead to a specific frequency which the contestant can input using a digital slider.

Second: This panel will be having a button that will either say PRESS, HOLD or DETONATE and will be of one of the three colors: Red, Blue and Yellow.

Solution: The contestant will have follow the instructions given in the manual downloaded to clear this level. It is basically a bunch of if conditions.

Third: This panel will be having four symbols of Pigpen Cipher.

Solution: In the pigpen cipher, every symbol translates to a letter, so the contestant will have to translate all the symbols into alphabets and press them in an alphabetical manner.