CODE RED!

Storyline

PAGE 1:

With typing animation following text appears:

- You are a team of Agents who have received an anonymous intel. The intel goes as follows:
    - There's a bomb planted somewhere in your beloved city of dreams
    - I can't tell you where it is I can tell you only one thing that it will explode (x units) time
    - I am not your regular everyday terrorist. I just want to play a game with you.
    - The game is simple. You have to find the bomb and defuse it before it goes off.
    - I will be your guide and your opponent at the same time.
    - Save the city of dreams from becoming the city of screams
    - Press the button below to start the game. The curtain raises. The time is ticking...
    - Tick! Tock! Tick! Tock !!....

There is a button below labelled "Start".

PAGE 2:

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

The following text appears above the login form container:

"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:

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

The following text appears at the top:

"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 or 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:

- Nice you have made it till here.
- For more information I have sent one of my associates at a location in Mumbai
- He will meet you at 18:00
- I can tell you when he will meet you but that does count you have to find where he will meet you
- Here's 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."

PAGE 5:

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 met the associate and he has given you an envelop
- You open the envelop and find four cards in it
- There's also a paper strip in it containing a riddle
- The riddle is ""

There is a button below labelled "Next Level".

PAGE 7:

Train level – will be written later

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

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:

- I am very glad and sad that you made it till here
- But the game isn't over yet. The bomb is still ticking
- Save the file that you have received. It will be of use to you later on.
- A clue about next level will be written here

PAGE 11:

Level 6: Not ye decided

PAGE 12:

Prompt about level 7

PAGE 13:

Level 7: Not yet decided

PAGE 14:

With typing animation following text appears:

- Well, I am impressed. I didn't think that you will make it till here
- But I would still like to look at the city burning in the flames
- So, the next task will be more fun for me not for you
- Now that you know the location you can go find the bomb
- Once you have found it, how will you defuse it
- It won't stop ticking by itself
- One mistake will blow off the entire city
- 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.