**Narrative:**

**0 minutes**

* ***Player is hired by Saylor Twift’s security team to follow traces left by an anonymous hacker.***
* ***This hacker has been leaking her new singles, so we need to stop the hacker before the new album is released.***
* ***Players are said to be experienced in identifying potential cybersecurity risks.***
* ***Agency asks the players to think like hackers. (What would the hacker do to access this victim's intel?)***
* ***We have a tip on who the hacker might be. We took his briefcase while he was backstage attending a VIP event.***
* ***In the briefcase is a VIP badge***

*PUZZLE 1:*

* Team uncovers the lyrics (ones the hacker has already leaked). When the sheet is folded a certain way, a clue to reinspect the box is revealed.

*PUZZLE 1 ENDS*

*PUZZLE 2:*

* Player finds a pull tab at the bottom of the box, where the velcro is pulled up and a frame is found inside. This frame can be placed over several of the items provided earlier to reveal more clues. These collected clues allow the player to open the color lock.

*PUZZLE 2 ENDS:*

* Player opens colored lock. Includes vigenere cipher, maze circuit board, black light, URL to YouTube video.

*PUZZLE 3:*

* Player is given the paper with half a security image and a tiny url link to a youtube video. Here they are congratulated for their progress and are instructed to match up security footage to reveal the next tiny url link to the website.

*PUZZLE 3 ENDS:*

* ***Player gets into the hacker’s computer. Puts the goal within sight, but we need some extra information first.*** 
  + ***COULD MAYBE ADD ANOTHER BARRIER HERE IF THE PLAYERS MOVE TOO FAST***

*PUZZLE 4:*

* *Players need to decrypt the vigenere cipher to get the password hint. Which would be something along the lines of rhombussquaretriangle*
* *Players have been given symbols throughout the game that seemed like red herrings. They now are given a clue as a password hint which required them to put things together from the previous puzzles.*

*PUZZLE 4 ENDS*

*LAPTOP PHASE*

* Players gain access to the hackers desktop. They have to search through the files to find the TOP SECRET song lyrics file.

**MANY WAYS TO TRIGGER FINAL VIDEO:**

* **MAIN: Tickets to next concert - clickable seat/date**
  + **Agency ending - agency thanks them for their work**
* **ALTERNATE: click map for receipt**
* **Granny’s basement ending** 
  + **Call Granny for info on hacker**
  + **She reveals that her grandson lives in her basement**
  + **Now that we have his name and phone number, agency takes it from here**

**AGENCY -> CYBERSECURITY EDUCATION -> SAYLOR TWIFT GIVES YOU VIP PASSES**

**BACKUP NARRATIVE BELOW OUTLINE:**

**Narrative:**

**0 minutes**

* ***Player is hired by Saylor Twift’s security team to follow traces left by an anonymous hacker.***
* ***This hacker has been leaking her new singles, so we need to stop the hacker before the new album is released.***
* ***Players are said to be experienced in identifying potential cybersecurity risks.***
* ***Agency asks the players to think like hackers. (What would the hacker do to access this victim's intel?)***
* ***We have a tip on who the hacker might be. We took his briefcase while he was backstage attending a VIP event.***
* ***In the briefcase is a VIP badge***

*PUZZLE 1:*

* Team uncovers an expanded circuit board extracted from the hacker's previous laptop. Letters on the circuit board + vigenere cipher gives players access to the lockbox with a used gift card inside.

*PUZZLE 1 ENDS*

* ***Player is instructed to reinspect the box.***

*PUZZLE 2:*

* Player finds a pull tab at the bottom of the box, where the velcro is pulled up and a [[KEY OR SOMETHING]] is found inside. This key can be a number they have to manipulate to move forward.
* There will be symbols and a clue written in invisible ink.

*PUZZLE 2 ENDS:*

* ***NARRATIVE GOES HERE***

*PUZZLE 3:*

* Player is given the paper with half a security image and a tiny url link to a youtube video. Here they are congratulated for their progress and are instructed to match up security footage to reveal the next tiny url link to the website.
* Players are also given a black light.

*PUZZLE 3 ENDS:*

* ***Player gets into the hacker’s computer. Puts the goal within sight, but we need some extra information first.***

*PUZZLE 4:*

* *Getting clues from the song.*

*PUZZLE 4 ENDS:*

* ***NARRATIVE HERE***

*PUZZLE 5:*

* *Players have been given symbols throughout the game that seemed like red herrings. They now are given a clue as a password hint which required them to put things together from the previous puzzles.* 
  + *Could throw in red herring symbols and require the final answer to be more than the symbols as well.*

*PUZZLE 5 ENDS:*

* **Use the gift card and receipts to track the hacker's previous location. Players match the receipts’ times with security footage. Watch will have same time on it**
* **HALFWAY POINT: Hacker’s first name is revealed (insert funny name here). Use the hacker's name to unlock a lockbox with a URL.**
* **Rest of the puzzles are digital. Decipher his last name and inform the head of the government agency.**
* **Agency pursues the hacker. Contacts the victim and tells them what to do and what NOT to do.**