Enfishers Ema



fishersenigma.com

Overview:

Fishers Enigma is a puzzle-based augmented reality game where you move through stages by finding passwords to get your team to the end as fast as possible. On the starting date at exactly noon, the password for the first stage will be released and the competition will begin. There will be seven total stages in this event.

Team IDs:

On the website, there is the input box that says, "Team ID". A Team ID is a unique code that each team has. This code is used to verify the identity of the people attempting to enter a password. Along with this, it is also used to automatically keep track of what stage you are at to update on the leaderboard. Please do not share this code with anyone but your team members. This code is required when attempting to enter a password. The Team ID will be given out to each team the day before the event.

Passwords:

As mentioned, in order to move on to the next stage, you must obtain the password for the stage you are currently at. Sometimes this password might be explicitly described in the stage, while other times it may require research and different methods of obtaining it. Your Team ID and password for the next stage will always be entered together. If the password you entered on the main page is incorrect, you will be taken to a 404 page. Simply go back to the main page to guess again. *There is no penalty for guessing passwords*.

Leaderboard:

Team IDs allow the website to automatically update a live leaderboard of what stage everyone is at. This can be found under the "Leaderboard" tab after clicking the three-bar symbol on the top left corner.

Hints:

The hint system will be easy this time will be straightforward. Every team receives two hints that can be used at any stage. *You may receive only one hint per stage*. To get your hint, simply text me (+13174039904) asking for it and what stage you want the hint for. I will be keeping a written log of the hints each team has left.

Cheating:

Of course, no cheating of any kind will be tolerated. This includes: sabotaging another team, stealing a team's ID, skipping ahead in stages, manipulating the website in any way, causing a stage to be unbeatable for other teams, etc. There is one stage in this event that could be changed by a team to make it unbeatable for other teams. In order to prevent this, I have set up a bot to monitor the teams that access this resource. If anything changes that will cause the stage to be unplayable, the team responsible will be disqualified from the event and all future events.

Recommendations:

- Communication with other teams is okay; however, understand that no prize money can be split between teams.
- Stage names can help... a lot...
- A computer is <u>STRONGLY</u> recommended for this event. There will be stages where a computer is the only tool that can be used to solve it. Along with this, a phone or tablet might have crucial formatting errors.