

An Encrypted Kidnapping



You and your friends, all former IDF intelligence officers, decided to take a well-deserved trip to **Thailand** after completing your service. Among your group is Amir, known for his strategic brilliance and unmatched dedication. But during an excursion to a remote area, Amir has gone missing under mysterious circumstances.

The group is in shock when Amir doesn't return after exploring a nearby village. While searching for him, you stumble upon his backpack. Inside, you find a strange device containing encrypted messages and a Wireshark capture. Before you can make sense of it, a chilling message arrives from a sinister villain who seems to thrive on riddles and mind games:

"Your friend is with me. Solve my riddles, and perhaps you'll see him again. Your time is running out."

wireshark capture attached in files



(The message reads: "XLLRMYQQKKK, FNB LBCW, GNmQKaLGX?v=VOizSGFEHU")

As you and your team work frantically to crack the code, another message from the villain strikes fear into your hearts:

"Tick-tock, tick-tock. The clock is ticking. Find the secret "map" through the "traffic" to decrypt the message, or in 24 hours, say goodbye forever."

It's clear now: the Wireshark capture holds the map that will help decrypt this message. The clock is ticking. It's up to you and your team to crack the code, uncover the hidden message, and save Amir before time runs out.

GOOD LUCK!

