

YOU'RE THE HERO OF THE STORY!  
CHOOSE FROM FOUR POSSIBLE ADVENTURES!

---

## AGENT 00CRYPTO REPORTS FOR DUTY

---



BY TESS SCHRODINGER

**This book is dedicated to all those who have always wanted to do a  
crypto challenge but felt like they could not participate.**

**This one is for you!**

**The following individuals were instrumental in assisting with the  
proof reading and crypto checking of this book:**

**Avi Z**

**G**

**Thomas**

**Thank you, so much, my friends.**

A handwritten signature consisting of a stylized heart shape above the word "Tess".

**Written and illustrated by Tess Schrodinger.  
Copyright 2017**

Dear **00CRYPT0**,

You have been selected to join the Double Secret Probation Crypto Agent Training Institute. Your Mission, should you choose to accept, is to complete the levels and earn your Black Badge.

Based on your entry exam results, you will need to report to the appropriate Unit and be assigned to a Mission.

**INTERNS** will report to Unit Pi. Unit Pi specializes in puzzles and problem solving and is the best Unit for brand new recruits and those with no cryptography background. Complete Operation Roma successfully and earn your Mission Badge and promotion to Unit Euler.



 **JUNIOR FIELD AGENTS** will report to Unit Euler. Unit Euler specializes in introductory cryptography and is the best Unit for brand new recruits who want to learn about cryptography and practice their skills. Complete Operation Seven Seals successfully and earn your Mission Badge and a promotion to Unit Tau.

**FIELD AGENTS** will report to Unit Tau. Unit Tau specializes in more advance cryptography and is the best Unit for those recruits who have some background in cryptography and are ready to tackle more challenging ciphers without help. Complete Operation Jade Dragon successfully and earn your Mission Badge and a promotion to Black Ops.



**BLACK OPS** will report to Unit Phi. Unit Phi is comprised of the elite level Crypto Ninjas that have proven their skills in previous Operations. Be the first BLACK OPS Team to complete Operation Machiavelli successfully and win the BSidesDC 2017 BLACK BADGE!

**To report to Unit Pi as an Intern, turn to page 29**

**To report to Unit Euler as a Junior Field Agent, turn to page 23**

**To report to Unit Tau as a Field Agent, turn to page 17**

**To report to Unit Phi Black Ops, turn to page 26**

25-15-21 1-18-18-9-22-5 9-14 20-8-5 12-15-2-2-25 1-14-4 20-1-11-5 9-14 25-15-  
21-18 19-21-18-18-15-21-14-4-9-14-7-19 20-8-5-18-5 9-19 1 2-1-18 1 3-15-6-6-  
5-5 19-8-15-16 19-5-22-5-18-1-12 19-5-1-20-9-14-7 1-18-5-1-19 1-14-4 1 7-9-6-  
20 19-8-15-16

21-14-19-21-18-5 1-19 20-15 23-8-5-18-5 20-15 2-5-7-9-14 25-15-21 14-1-18-18-  
15-23 4-15-23-14 25-15-21-18 15-16-20-9-15-14-19 20-15 1 6-5-23 9-14-4-9-22-  
9-4-21-1-12-19

15-14-5 15-6 20-8-5-13 9-19 1 22-5-18-25 19-5-24-25 12-1-4-25 19-5-1-20-5-4 1-  
20 20-8-5 2-1-18 19-8-5 9-19 7-12-1-13-15-18-15-21-19 5-24-15-20-9-3 1-14-4  
12-15-15-11-19 5-22-5-18-25 9-14-3-8 20-8-5 9-14-20-5-18-14-1-20-9-15-14-1-  
12 23-15-13-1-14 15-6 13-25-19-20-5-18-25 15-18 16-5-18-8-1-16-19 19-8-5 9-  
19 20-8-5 1-19-19-1-19-19-9-14 3-15-21-12-4 9-20 2-5 20-8-1-20 5-1-19-25

25-15-21 6-9-24 25-15-21-18 19-20-5-5-12-25 7-1-26-5 15-14 20-8-5 23-15-13-1-  
14 1-14-4 13-1-11-5 25-15-21-18 23-1-25 20-15-23-1-18-4-19 23-8-5-18-5 19-8-5  
9-19 19-5-1-20-5-4 1-20 20-8-5 2-1-18

19-21-4-4-5-14-12-25 1-14 5-12-4-5-18-12-25 3-15-21-16-12-5 19-20-5-16-19 9-  
14 6-18-15-14-20 15-6 25-15-21 1-14-4 20-5-12-12-19 25-15-21 9-20 9-19 20-8-  
5-9-18 1-14-14-9-22-5-18-19-1-18-25 1-14-4 1-19-11-19 25-15-21 20-15 20-1-  
11-5 1 16-9-3-20-21-18-5 15-6 20-8-5-13 20-15-7-5-20-8-5-18

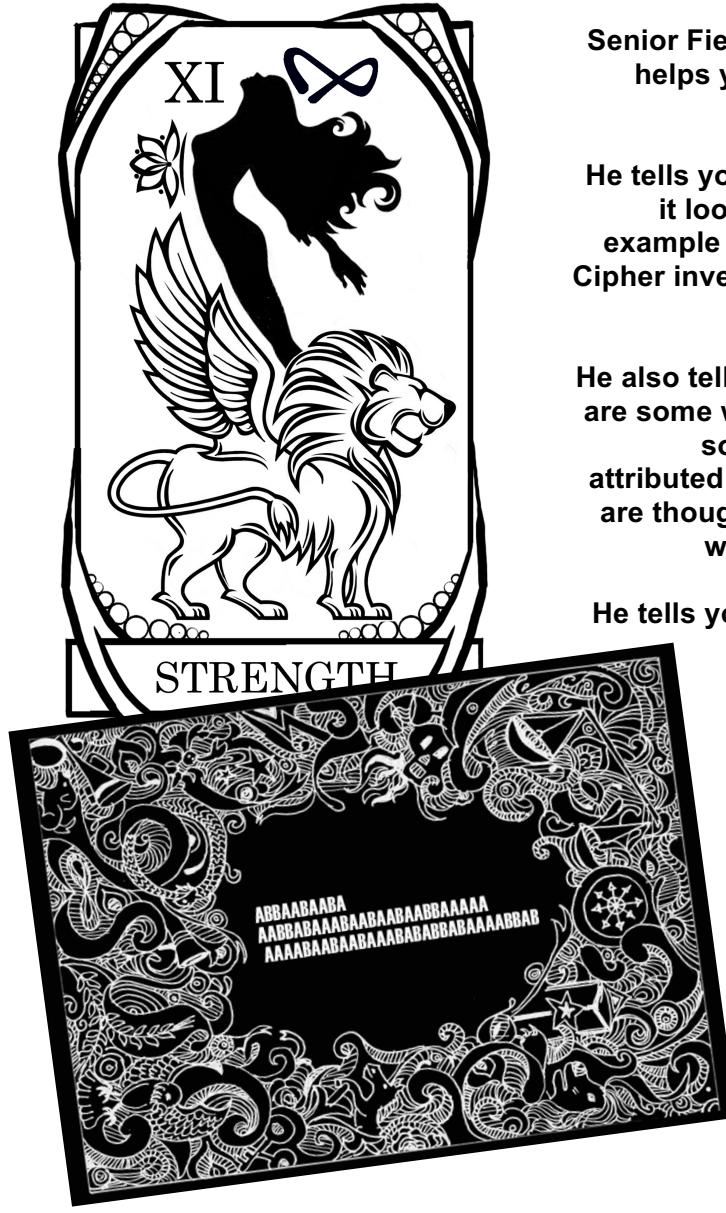
9-6 25-15-21 1-7-18-5-5 20-15 20-1-11-5 20-8-5-9-18 16-9-3-20-21-18-5 20-21-  
18-14 20-15 16-1-7-5 19-9-24-20-5-5-14 9-6 25-15-21 18-5-6-21-19-5 20-15 20-  
15 20-1-11-5 20-8-5-9-18 16-9-3-20-21-18-5 1-14-4 3-15-14-20-9-14-21-5 20-15-  
23-1-18-4-19 20-8-5 23-15-13-1-14 9-14 20-8-5 2-1-18 20-21-18-14 20-15 16-1-  
7-5

**Under the keyboard you find a piece of paper with another encrypted message. You recognize the method of encryption and begin to work on solving it.**

01100111 01101111 00100000 01110100 01101111 00100000  
01110100 01101000 01100101 00100000 01101101 01100001  
01101110 01110011 01101001 01101111 01101110 00100000  
01100001 01110100 00001101 00001010 00110010 00110011  
00110101 00110100 00100000 01110000 01100001 01100011  
01101001 01100110 01101001 01100011 00100000 01100011  
01101111 01100001 01110011 01110100 00100000 01101000  
01101001 01100111 01101000 01110111 01100001 01111001  
00001101 00001010 01110100 01101000 01100101 00100000  
01101010 01100001 01100100 01100101 00100000 01100100  
01110010 01100001 01100111 01101111 01101110 00100000  
01100001 01110111 01100001 01101001 01110100 01110011  
00001101 00001010 01110100 01110101 01110010 01101110  
00100000 01110100 01101111 00100000 01110000 01100001  
01100111 01100101 00100000 00110101 00110001 00001101  
00001010

171 157 165 040 144 145 143 151 144 145 040 164 157 040 157 160  
145 156 040 164 150 145 040 142 162 151 145 146 143 141 163 145  
040 146 151 162 163 164 040 151 156 163 151 144 145 040 171 157  
165 040 146 151 156 144 040 141 156 040 145 156 166 145 154 157  
160 145 040 171 157 165 040 144 145 143 162 171 160 164 040 164  
150 145 040 155 145 163 163 141 147 145 040 151 156 163 151 144  
145 040 141 156 144 040 162 145 141 154 151 172 145 040 167 150  
157 040 164 150 145 040 144 157 165 142 154 145 040 141 147 145  
156 164 040 151 163 040 141 156 144 040 151 155 155 145 144 151  
141 164 145 154 171 040 164 141 153 145 040 164 150 151 163 040  
151 156 146 157 162 155 141 164 151 157 156 040 164 157 040 143  
162 171 160 164 157 155 141 163 164 145 162 040 152 145 156 156  
171 040 164 157 040 147 145 164 040 164 150 145 040 146 151 156  
141 154 040 160 165 172 172 154 145 040 164 157 040 163 157 154  
166 145 015 012

cf3858f7278d13f75daed09b088b318f



Senior Field Agent Spikey helps you examine the Strength Card.

He tells you that he thinks it looks like a classic example of the Baconian Cipher invented by Francis Bacon.

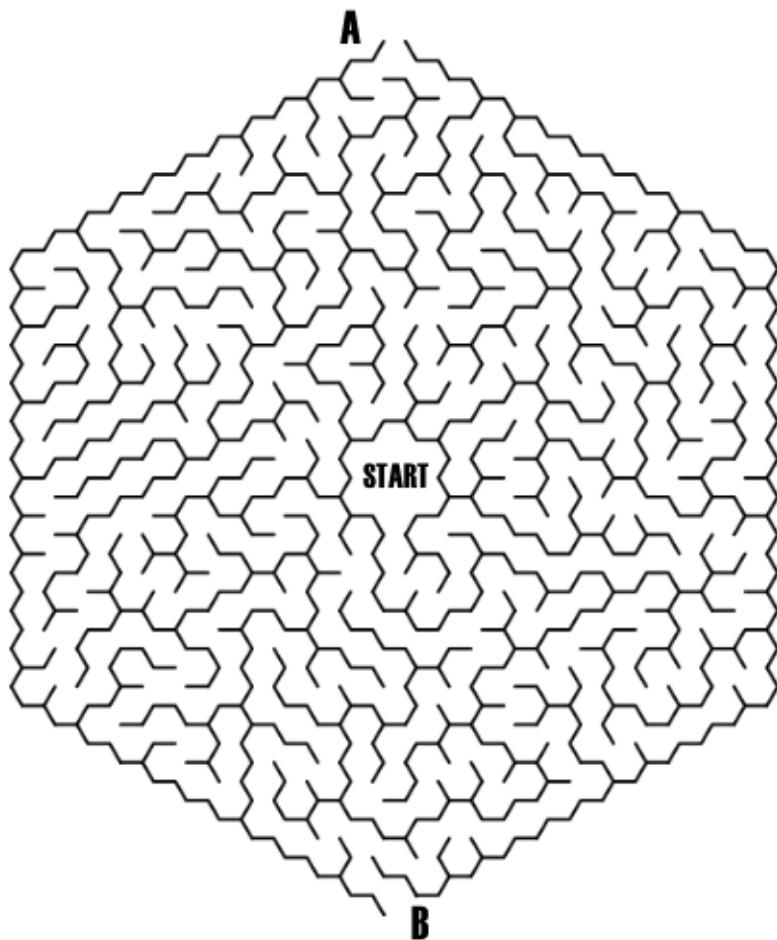
He also tells you that there are some who believe that some of the plays attributed to Shakespeare are thought to have been written by Bacon.

He tells you that if you go to the [rumkin.com](http://rumkin.com) website, there is a page that will help you decipher this message.

Give it a try!

Log your solution for this card on page 37.

To examine another card, return to page 28.



You find yourself in a maze of hallways. You begin to walk and feel lost as they twist and turn this way and that. You finally come to a door.

If you arrived at Door A, turn to page 41  
If you arrived at Door B, turn to page 39

PAGE 5

79 6f 75 20 61 63 63 65 70 74 20 68 65 72 20 6f 66 66 65 72 20 6f 66 20  
61 20 64 72 69 6e 6b 20 61 6e 64 20 62 65 67 69 6e 20 74 6f 20 64 65 70  
6c 6f 79 20 79 6f 75 72 20 73 6d 6f 6f 74 68 20 73 6f 63 69 61 6c 20 65  
6e 67 69 6e 65 65 72 69 6e 67 20 73 6b 69 6c 6c 73 20 6f 6e 20 68 65 72  
20 74 6f 20 73 65 65 20 69 66 20 79 6f 75 20 63 61 6e 20 64 65 74 65 72  
6d 69 6e 65 20 77 68 65 74 68 65 72 20 6f 72 20 6e 6f 74 20 73 68 65 20  
69 73 20 61 20 6b 65 79 20 70 6c 61 79 65 72 20 69 6e 20 6f 70 65 72 61  
74 69 6f 6e 20 6d 61 63 68 69 61 76 65 6c 6c 69 20 61 73 20 79 6f 75 20  
66 69 6e 69 73 68 20 74 68 65 20 6c 61 73 74 20 6f 66 20 79 6f 75 72 20  
6d 61 72 74 69 6e 69 20 73 68 65 20 61 73 6b 73 20 69 66 20 79 6f 75 20  
77 6f 75 6c 64 20 6c 69 6b 65 20 61 6e 6f 74 68 65 72 20 72 6f 75 6e 64  
20 0a 0a 79 6f 75 20 61 6e 73 77 65 72 20 79 65 73 20 61 6e 64 20 74 75  
72 6e 20 74 6f 20 70 61 67 65 20 66 69 66 74 79 20 74 77 6f 0a 79 6f 75  
20 61 6e 73 77 65 72 20 6e 6f 20 61 6e 64 20 74 75 72 6e 20 74 6f 20 70  
61 67 65 20 66 6f 72 74 79 20 74 77 6f 0a

**A voice in the darkness whispers,**

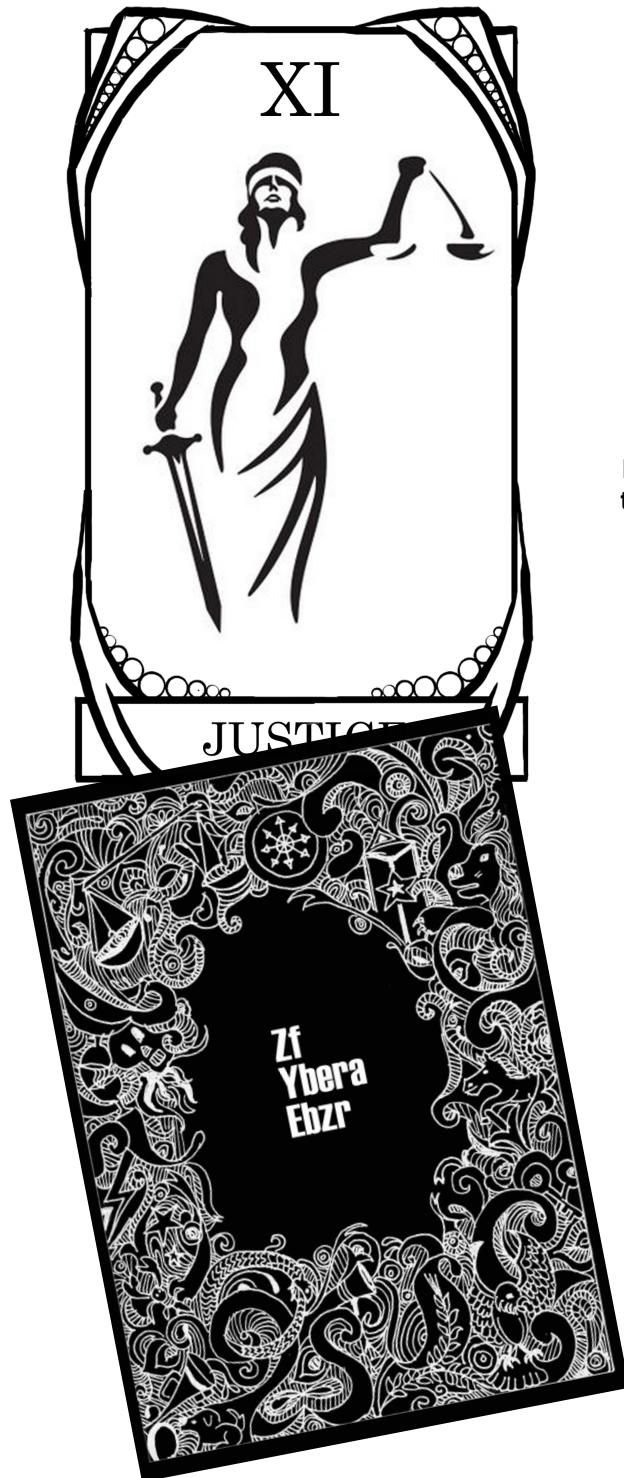
**"Weakness compels strength. Betrayal begets blood. This is the law  
of the Nine Clans."**

**You realize too late that you walked into a trap.**

**THE END**

**There is nothing under the lamp.**

**To continue to search, return to page 14.**



Senior Field Agent  
Spikey helps you  
examine the Justice  
Card.

He tells you that he  
thinks it looks like a  
classic example of a  
Caesar Cipher.

To perform this shift by  
hand, you could just write  
the alphabet on two strips  
of paper. Line them up so  
the top strip's A matches  
the bottom strip's D (or  
something) and then you  
can encode. To decode, it  
helps to have a key so  
you know how to align  
the two pieces of  
paper. Agent Spikey  
suggests you try  
starting with the  
number 13 first since  
it's a common shift  
number used for the  
Caeser.

Give it a try!

Log your solution for  
this card on page 37.

To examine another  
card, return to page  
28.

आप दीवार पर पूर्ण लंबाई दर्पण की बारीकी से जांच करते हैं और इसे एक कोशिश दें यह  
चुपचाप एक गुप्त जल मार्ग प्रकट करने के लिए खुला झूलों।

चले जाओ

पृष्ठ

तीन

दो

**You arrive in the conference center and begin to look for clues as to the whereabouts of the agent you are supposed to find. You are having trouble deciding where to start so you decide to flip a coin.**

**“HEADS” you will start with the gift shop.**

**“TAILS” you will start in the Fifteen Squares room.**

**You flip your coin.**

**If you got “HEADS”, turn to page 46**

**If you got “TAILS”, turn to page 49**

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....



## **STAR TAROT CARD**

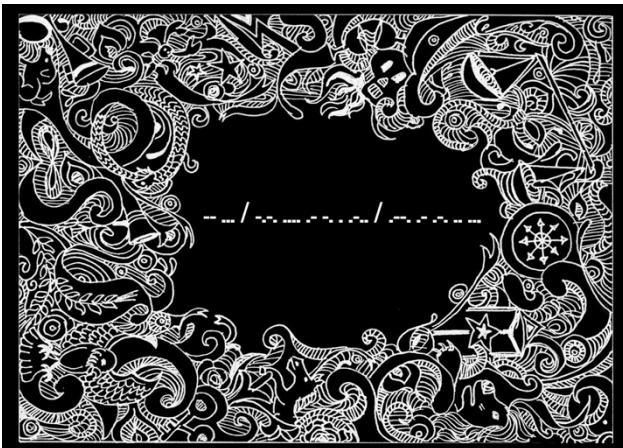
**Senior Field Agent Spikey  
helps you examine the Star  
Card.**

**He tells you that he is positive  
this is Morse Code! Morse  
code was originally invented  
by Samuel Morse for use  
across the telegraph.**

## Give it a try!

**Log your solution for this card  
on page 37.**

To examine another card,  
return to page 28.



## International Morse Code

1. The length of a dot is one unit.
  2. A dash is three units.
  3. The space between parts of the same letter is one unit.
  4. The space between letters is three units.
  5. The space between words is seven units.

A ● —  
 B —●●  
 C ●●●●●  
 D ●●●●  
 E ●●  
 F ●—●●●  
 G ●●●●●  
 H ●●●●●  
 I ●●●●●  
 J ●●●●●  
 K ●●●●●  
 L ●●●●●  
 M ●●●●●  
 N ●●●●●  
 O ●●●●●  
 P ●●●●●  
 Q ●●●●●  
 R ●●●●●  
 S ●●●●●  
 T ●●●●●

U	●	—	—
V	●	—	—
W	●	—	—
X	—	●	—
Y	—	●	—
Z	—	—	●

1	●	—	—	—
2	●	—	—	—
3	●	—	—	—
4	●	—	—	—
5	●	●	●	●
6	●	●	●	●
7	●	●	●	●
8	●	●	●	●
9	●	●	●	●
0	●	●	●	●

You enter the network room and look around. You see a desk with the lamp still on.

><בָּם> >בְּרִיבָּה מִלְּמַד> >בְּלֵבֶן <בְּמַעֲשֵׂךְ>  
מִרְאֵת> >בְּלֵבֶן <בְּמַעֲשֵׂךְ> >בְּלֵבֶן  
><בָּם> >בְּרִיבָּה מִלְּמַד> >בְּלֵבֶן <בְּמַעֲשֵׂךְ>  
>בְּלֵבֶן <בְּמַעֲשֵׂךְ> >בְּלֵבֶן <בְּמַעֲשֵׂךְ>.

**The service elevator door opens and you step out into an alcove that has two doors.**

**You notice a piece of paper on the floor and pick it up. After you study it for a moment, you realize it's a simple method of hiding a message.**

**The person who wrote the message would have taken the original message and broken it into chunks of the same size to help obscure the message.**

**That way, if a stranger looked at the message, it wouldn't be immediately readable.**

**You examine the message closely and notice it is broken into segments that are five letters each:**

THEFI RSTDO ORHAS ASIGN ONITT HATSA YSKIT CHENA NDTHE SECON  
DDOOR ISUNM ARKED IFYOU DECID ETOGO THROU GHTHE DOORT HATSA  
YSKIT CHENT URNTO PAGEF IVEBU TIFYO UDEC1 DETOT AKETH EUNMA  
RKEDD OORTU RNTOP AGEFI FTYFI VEXXX

**To go through the door marked KITCHEN, turn to page 5**

**To go towards the unmarked door, turn to page 55**

ہے اتفاق لئے کے لینے تصویر کو آپ  
لو لے تصویر تم  
ہیں کہتے آدمی  
دس سو ایک کمرہ  
ذریعے کے گلاس چڑے

کرو بات سے عورت  
بارہ صفحہ

کمرے  
ایک ایک  
صفر  
چار چالیس صفحہ



Congratulations, Field Agent!

Welcome to Unit Tau!

This Unit is Named for the Greek Letter Tau. It is the 19<sup>th</sup> letter of the Greek alphabet. In the system of Greek numerals, it has a value of 300.

In physics, tau represents proper time in relativity. It is also the name of an elementary particle in particle physics.

You are now an elemental and integral part of the Crypto Agent Training Institute.

You will be assigned to Operation JADE DRAGON.

We need you to figure out the identity of the mysterious figure known as the Jade Dragon. If you manage to complete this mission, you will be promoted to our illustrious and elite Black Ops Team know as Unit Phi.

Senior Field Agent Spikey just ordered lunch from the nearby Wi Fi Chinese restaurant. When he opened his fortune cookie, he found an encrypted message. We need you to figure out what it says:

SSBrbm93IHdoZXJlIHRoZSBKYWRlIERyYWdvbiBpcy4KTWV  
ldCBtZSBhdCBtaWRuaWdodC4KWW91IGtub3cgd2hlcmUu

VG8gaW52ZXNOaWdhGUGdGhIGZvcnR1bmUgY29va2llIGZ  
hY3RvcnkgdHVybiB0byBwYWdlIDI3LgoK

VG8gaW52ZXNOaWdhGUGdGhIGdpIEZpIHJlc3RhdxJhbnQg  
dHVybiB0byBwYWdlIDMzLgoKCg==

RGVzdsOmcnJIHZlbnRlZGUgZW4gc2N1YmEgZG12ZXIgYXNz  
YXNzaW4gcM0lIGRpZyBpIGRlbiB2ZW5zdHJlIGdyZW4gYWY  
gdW5kZXJzw7hpc2sgcGFzc2FnZS4KCkR1IHRhZ2VyIGVuIG  
hhcnB1biBOaWwgaGplcnRldC4KClnsdXRuaW5nZW4u



## TOWER TAROT CARD

**Senior Field Agent Spikey**  
helps you examine the  
Tower Card.

He tells you that he thinks  
it looks like the message is  
encoded in binary.

Most modern computers use  
binary encoding for  
instructions and data. Binary  
code is how computers talk  
and represent information.

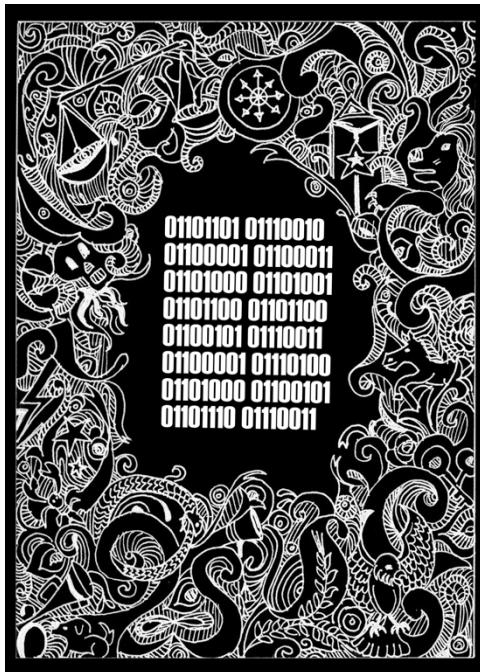
This website has a good  
introduction to binary code:

[https://www.mathsisfun.com/  
binary-number-system.html](https://www.mathsisfun.com/binary-number-system.html)

**Give it a try!**

**Log your solution for this  
card on page 37.**

**To examine another card,  
return to page 28.**



revo noissim hguoc laitneuquesnocni llams a sekam ylno lotsip decnelis eht dna uoy dniheb pu peerc nissassa eht raeh reven uoy os yradnegel si sucof ruoy potpal eht otni kaerb ot tuoba tes dna zlliks rekcah teel ruoy tuo tsub ot ediced uoy

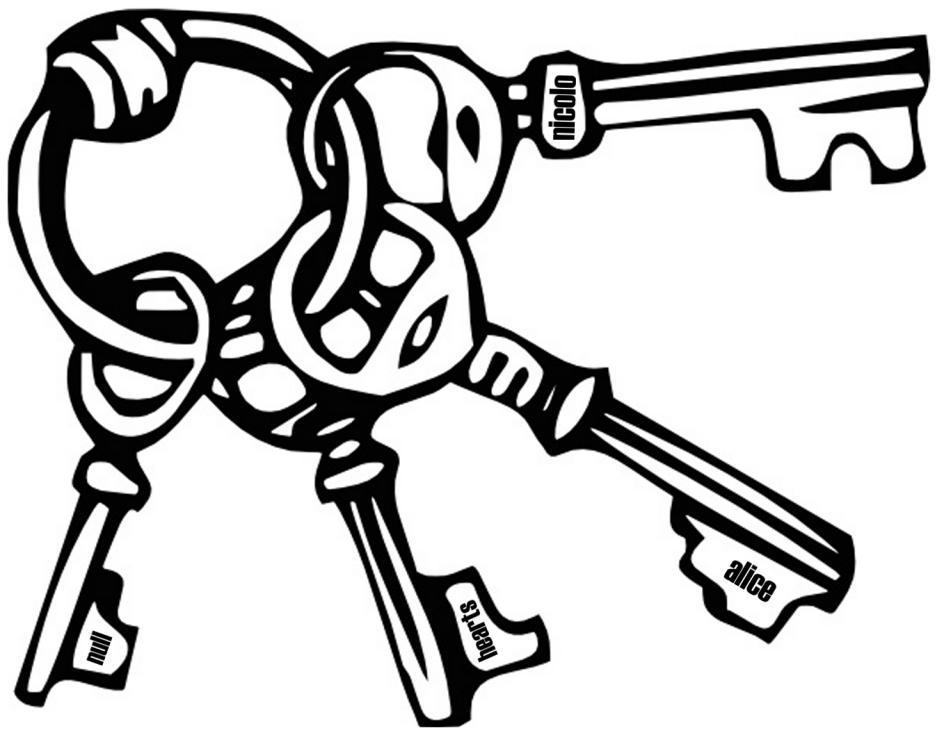
**You enter the Lafayette Room.**

**There are two tables, several chairs, and what looks to be a large number of empty cardboard boxes.**

**Unfortunately, there are no people inside so this must not be the room where the secret agent with the code word is waiting.**

**You decide to go to the service elevator so turn to page 15.**

**You decide to go back out into the main conference center area so turn to page 11.**



KLIZZIE NE-AHS-JAH BE-TKAH D-AH NE-AHS-JAH BE-TKAH DIBEH-YAZZIE NE-AHS-JAH TOISH-JEH TOISH-JEH TSAH-AS-ZIH BE-TKAH NE-ZHONI BE-LA-SANA JEHA DZEH BE-TKAH TLO-CHIN A-CHIN AH-NAH



Congratulations,  
Junior Field Agent!

Welcome to Unit Euler!

This Unit is Named for the Swiss Mathematician Leonhard Euler.

He made many important discoveries in many areas of math.

He is so esteemed, he even has a number (mathematical constant)

named after him! Euler's number  $e \approx 2.71828$ , the base of the natural logarithm used to compute things such as compound interest.

**Trivia:** in the IPO filing for Google in 2004, rather than a typical round-number amount of money, the company announced its intention to raise \$2,718,281,828, which is e billion dollars rounded to the nearest dollar.

You will be assigned to Operation Seven Seals.

A deadly super secret weapon has been hidden by one of our Black Ops team in order to protect it from our adversaries. We need you to find the weapon and save the day. If you managed to complete this mission you will get promoted to Field Agent and join the ranks of Unit Tau.

We received this package in the mail. It contained seven tarot cards. Each card appears to have some sort of encrypted message on the back. We think our Black Ops agent has hidden the location of the weapon via the encrypted messages in order to pass the information to us securely. You will work with Senior Field Agent Spikey to decrypt the messages and determine the location of the weapon.

Turn to page 28 to examine the cards.

**You enter the dim employee break room. It is lined with lockers for the employees to keep their personal belongings in.**

**One of the lockers is labeled “Jade”.**

**Inside the locker is a single piece of paper with the following encrypted message:**

tb gb gur znafvba ng gjragl guerr svsgl sbhe cnpvsvp pbnfg  
uvtujnl gur wnqr qentba njnvgf Ghea gb cntr svsgl bar

You head to the lobby and notice there are two different sets of elevators.

One set of elevators looks like service elevators. Another set goes to the conference area. There is a hint on where to begin hidden in the puzzle below:

O G O T O T H E C O N F E R E N C E  
C C E N T E R R H Z C K D O M G V G  
T K W A R F H N C P K M K C T C U Q  
O R F F J O J P A N N O I S S I M C  
B S H W B D L M K O S C L Y M O Z C  
E E A T W B U X B P B S B S N C R T  
R D C L L J A L A Y N P C L D Y O Y  
A I K H T T P Y R C N E X A P R U I  
N S F I M Y K I Y N L K R T D N S G  
J B C L U R W J N Z G Z O O M B L R  
X R M O S T E K Z S O S R M Y Z A A  
M A E Z S J N U K A W G P V E J S L  
X O Z M N X P E X B A C G N O A D W  
M O V C E R G W G W A R E O U Z I K  
P R B Z Z V A U M A K M T H K U L J  
O B R C Q L U A I F I F O S Q S A U  
R O T A V E L E Z T D R S R W K D H  
I S I U C Y K G P Z S Z Z P V V E V

AGENT	BSIDES	CRYPT
CRYPTO	ELEVATOR	HACK
KIDS	MISSION	OCTOBER
PUZZLE	ROMA	

To see where the service elevator takes you, turn to page 15

To take the regular elevator to the conference center area, turn to page 11.



Congratulations to our newest  
BLACK OPS member!

Welcome to Unit Phi!

This Unit is named for the 21<sup>st</sup> letter of the Greek alphabet. Phi is used as a symbol for the golden ratio, as the work function of a surface in solid-state physics, and in aircraft flight mechanics as the symbol for bank angle.

You will be assigned to Operation Machiavelli.

Your mission, should you choose to accept, is to locate and identify the double agent on these premises and uncover the name of the code word used to activate the assassin before they acquire their target. If you are the first to successfully complete this mission, you will be awarded our highest honour: the coveted Black Badge.

You will be supplied with a map of the premises; a master key to the rooms, and this key ring. Good luck. We are counting on you.

To examine the map, turn to page 58.

To examine the key ring, turn to page 22.

To proceed to the lobby, turn to page 1.

**You arrive at Frank's Fortune Cookie Factory.**

**It is dark and you make your way down the alley to the side. You notice a side door is ajar so carefully and quietly make your way inside.**

**There is a long hall that has two doors at the end.**

**You spy a crumpled piece of paper on the floor. You pick it up and smooth it out and the pattern looks familiar. You smile and shift 17 paces over to where the light is better and begin to decipher the message...**

Z yrmv bvpj slk uf efk cftb.  
Z yrmv jgrtv slk ef iffd.  
Pfl tre vekvi slk efk tfdv ze.  
Nyrk rd Z?

Klie kf grxv wflikvve kf zemvjkzxrkv kyv tfdglkvi iffd.  
Klie kf grxv wzwkp jvmve kf zemvjkzxrkv kyv nrivyfljv.



To examine the TOWER card, turn to page 19.

To examine the DEVIL card, turn to page 50.

To examine the WORLD card, turn to page 45.

To examine the MAGICIAN card, turn to page 53.

To examine the STRENGTH card, turn to page 4.

To examine the JUSTICE card, turn to page 9.

To examine the STAR card, turn to page 13.

You can use the worksheet on page 37 to log your answers as you decipher the message on each card.



**Good Morning, Interns!**

**Welcome to Unit Pi.**

**This Unit is named for the symbol Pi, which is the mathematical symbol for the ratio of a circle's circumference to its diameter.**

**You will be assigned to Operation Roma.**

**Your mission, should you choose to accept, is to locate the room that has the agent with today's code word.**

**Retrieve the code word and bring it to the Crypto Master to earn your Mission badge and promotion to Junior Field Agent.**

**Here is a map of the premises. Good luck. We are counting on you.**

**To examine the map, turn to page 58.**

**To proceed to the elevators, turn to page 25.**

**To proceed to the Lafayette room, turn to page 21.**

CXXI CXI CXVII XXXII CXV CI CI XXXII XCVII XXXII CVIII CV  
CIII CIV CXVI XXXII XCVII CX C XXXII CXV CXIX CV CIX XXXII  
CXVI CXI CXIX XCVII CXIV C CXV XXXII CV CXVI XLVI XXXII  
LXXXIX CXI CXVII XXXII CI CIX CI CXIV CIII CI XXXII CXI  
CXVII CXVI XXXII CXI CII XXXII CXVI CIV CI XXXII CVI XCVII  
XCIX CXVII CXXII CXXII CV XXXII CV CX XXXII CXVI CIV CI  
XXXII CXII CI CX CXVI CIV CXI CXVII CXV CI XXXII CXV CXVII  
CV CXVI CI XLVI XXXII LXXXIV CIV CI CXIV CI XXXII CV CXV  
XXXII XCVII XXXII XCVIII CXIV CV CI CII XCIX XCVII CXV CI  
XXXII XCVII CX C XXXII XCVII XXXII CVIII XCVII CXII CXVI  
CXI CXII XXXII CXI CX XXXII XCVII XXXII C CI CXV CVII XLVI  
XXXII LXXXIX CXI CXVII XXXII CI CXX XCVII CIX CV CX CI  
XXXII XCVIII CXI CXVI CIV XXXII XCVII CX C XXXII C CI XCIX  
CV C CI XXXII CXVI CXI

CXVI CXIV CXXI XXXII CXVI CIV CI XXXII CVIII XCVII CXII  
CXVI CXI CXII XXXII CII CV CXIV CXV CXVI XXXII CIII CXI  
XXXII CXVI CXI XXXII CXII XCVII CIII CI XXXII CXVI CXIX CI  
CX CXVI CXXI X CXI CXII CI CX XXXII CXVI CIV CI XXXII  
XCVIII CXIV CV CI CII XCIX XCVII CXV CI XXXII CIII CXI XXXII  
CXVI CXI XXXII CXII XCVII CIII CI XXXII CXVI CIV CXIV CI CI

**Inside the safe is an envelope. Inside the envelope is a single word written in gold ink on red paper.**

**This must be the Jade Dragon's true identity!**

**You examine the inscription and smile because you know how to solve this!**

**80 65 82 75 69 82 10**

**You return to headquarters and hand the Jade Dragon's identity over to the Crypto Master for your Mission badge of completion and promotion to Unit Phi – Black Ops!**

**Find Jenny and tell her the identity of the Jade Dragon for your mission badge and promotion to Unit Phi.**

&#89;&#111;&#117;&#32;&#115;&#119;&#105;&#32;&#99;&#97;&#114;&#101;&#102;&#117;&#108;&#108;&#121;&#32;&#97;&#108;&#111;&#110;&#103;&#32;&#116;&#104;&#101;&#32;&#112;&#97;&#115;&#115;&#97;&#103;&#101;&#32;&#97;&#110;&#100;&#32;&#99;&#111;&#109;&#101;&#32;&#116;&#111;&#32;&#97;&#32;&#102;&#111;&#114;&#107;&#46;&#32;&#84;&#111;&#32;&#103;&#111;&#32;&#114;&#105;&#103;&#104;&#116;&#32;&#116;&#117;&#114;&#110;&#32;&#116;&#111;&#32;&#112;&#97;&#103;&#101;&#32;&#116;&#104;&#105;&#114;&#116;&#121;&#46;&#32;&#84;&#111;&#32;&#103;&#111;&#32;&#111;&#32;&#108;&#101;&#102;&#116;&#32;&#116;&#117;&#114;&#110;&#32;&#116;&#111;&#32;&#112;&#97;&#103;&#101;&#32;&#49;&#56;&#46;&#10;

You arrive at the Wi Fi Chinese restaurant. It's late and it's dark but you brought a small pencil flashlight to help you see. You find the back door to the restaurant ajar and go inside to investigate. You see two doors. One is labeled Employee Break Room and the other is open and appears to lead to the kitchen.

To investigate the kitchen, turn to page 7.

To investigate the employee break room, turn to page 24.

10101 11000 00111 00100 00011 01110 01110 00001 10110 10000 00100 10100 00110  
00101 00100 11000 01101 01101 00001 01010 00100 11000 01101 00100 00011 01100  
00100 00001 00101 10110 01010 00001 00101 00101 11000 00100 00011 01100 01001  
00100 10100 00001 00100 10010 00001 00011 11110 00001 00101 00100 10000 11000  
00100 11010 00001 10000 00100 00110 10000 11011 11100 00100 11111 10101 11000  
00111 00100 11010 11000 00100 10000 10100 01010 11000 00111 11010 10100 00100  
10000 10100 00001 00100 10110 00011 10110 00001 01010 00101 00100 11000 01100  
00100 10100 00110 00101 00100 01001 00001 00101 01111 00100 00011 01100 01001  
00100 01001 11000 00100 01100 11000 10000 00100 00101 00001 00001 00100 00011  
01100 10101 10000 10100 00110 01100 11010 00100 10110 00001 01010 10000 00110  
01100 00001 01100 10000 11011 11100 00100 11111 10101 11000 00111 00100 00011  
01010 00001 00100 00011 11001 11000 00111 10000 00100 10000 11000 00100 11001  
00001 11010 00110 01100 00100 10000 11000 00100 00101 00001 00011 01010 01110  
10100 00100 10100 00110 00101 00100 01001 00001 00101 01111 00100 01001 01010  
00011 10011 00001 01010 00101 00100 10011 10100 00001 01100 00100 10101 11000  
00111 00100 10100 00001 00011 01010 00100 10100 00110 11100 00100 01010 00001  
10000 00111 01010 01100 00110 01100 11010 11011 11100 00100 11111 10101 11000  
00111 00100 01010 00001 10000 00111 01010 01100 00100 10000 11000 00100 10101  
11000 00111 01010 00100 00001 00011 10000 00100 01010 00110 11010 10100  
10000 00100 11001 00001 01101 11000 01010 00001 00100 10100 00001 00100 00001  
01100 10000 00001 01010 00101 00100 10000 10100 00001 00100 01010 11000 11000  
11100 11011 11100 00100 11111 10100 00001 00100 11001 11000 10011 00101 00100  
00101 10010 00110 11010 10100 10000 10010 10101 00100 00011 01100 01001 00100  
10100 11000 10010 01001 00101 00100 01101 11000 01010 10000 10100 00100 00011  
00100 10000 01010 00011 10101 00100 10011 00110 10000 10100 00100 00011 00100  
00101 11100 00011 10010 10010 00100 01110 00111 10110 00100 11000 01100 00100  
00110 10000 11011 11100 00100 11111 10101 11000 00111 00100 00011 01110 01110  
00001 10110 10000 00100 10000 10100 00001 00100 00001 00101 10110 01010 00001  
00101 00101 11000 00100 00011 01100 01001 00100 10000 00011 01111 00001 00100  
00011 00100 01001 01010 00110 01100 01111 11011 11100 00100 11111 10000 10100  
00001 10101 00100 10101 11000 00111 00100 11001 00001 11010 00110 01100 00100  
10000 11000 00100 10011 11000 01100 01001 00001 01010 00100 10011 10100 10101  
00100 10000 10100 00001 00100 01110 10100 00001 01101 00100 00110 00101 00100  
00101 00111 01001 01001 00001 01100 10010 10101 00100 01101 00011 01001 00110  
01100 11010 00100 10000 11000 00100 11001 10010 00011 01110 01111 11011 11100  
00100 11111 11100 00110 00101 00101 00110 11000 01100 00100 11000 11110 00001  
01010 11011 11100 01000

**You slowly approach the dark shape.**

**Out of the darkness you hear,**

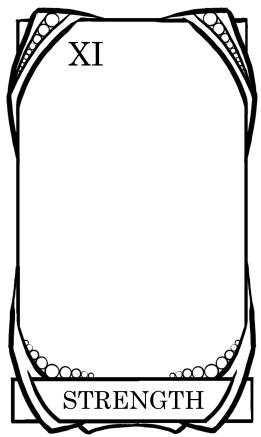
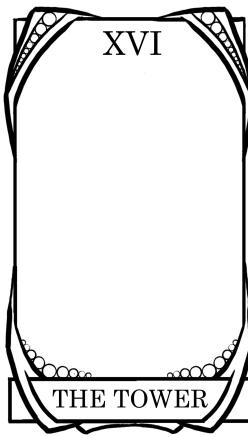
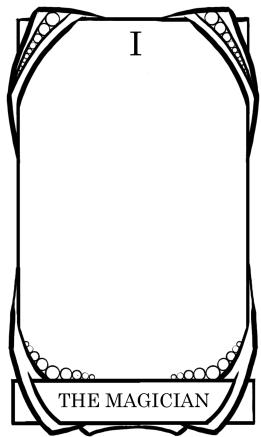
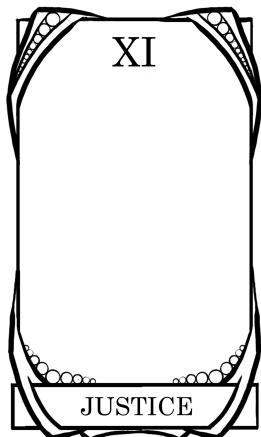
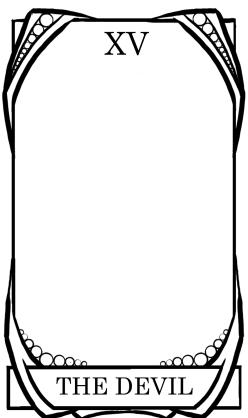
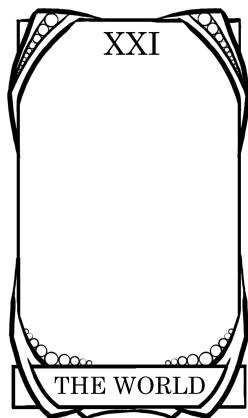
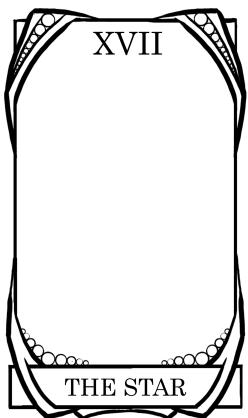
**“They really should train their field agents better.”**

**The bullet slams into your chest a moment later.**

**Mission Over.**

Lww syhrz vvp vbbgz vwgkjsy oal cvg hb arsly gw vvp qumh O  
woeog twceqf Weoyqcb xoa qphccqcesd vvuuswt na Evpt  
Aqecwc Um kbgwgmz mzi gw jwd csnkqp oal qtqsea acf o pcr cq  
sfxtsdgb Qh mzi nkesah gpg sdodemugz hhzp hz dnog hsweba  
tzie Qh mzi qmeztbr bjs pgczggdc gctb ec ciis evvzvm pwtpv

**Use this page to log your solutions.**



**You examine your solutions and shout,  
“Ah ha!”**

**You know where the weapon is hidden!  
You dash to the Crypto Master to give  
them the answer and receive your mission  
completion badge and promotion to field  
agent and Unit Tau!**

**Find Jenny and tell her where the weapon  
is hidden for your mission badge and  
promotion.**

131 157 165 40 144 145 143 154 151 156 145 40 150 151  
163 40 157 146 146 145 162 56 40 102 145 164 164 145 162  
40 163 141 146 145 40 164 150 141 156 40 163 157 162 162  
171 56 40 110 145 40 163 155 151 154 145 163 40 153 156  
157 167 151 156 147 154 171 40 141 156 144 40 163 141  
171 163 40 164 150 141 164 40 151 156 40 164 150 141 164  
40 143 141 163 145 40 171 157 165 40 155 151 147 150 164  
40 142 145 40 151 156 164 145 162 145 163 164 145 144 40  
164 157 40 153 156 157 167 40 164 150 141 164 40 164 150  
145 162 145 40 151 163 40 141 40 162 165 155 157 162 40  
164 150 145 162 145 40 155 151 147 150 164 40 142 145 40  
163 157 155 145 164 150 151 156 147 40 151 156 164 145  
162 145 163 164 151 156 147 40 151 156 40 162 157 157  
155 40 157 156 145 40 164 145 156 56 40 101 163 40 171  
157 165 40 163 150 141 153 145 40 150 151 163 40 150 141  
156 144 40 164 157 40 154 145 141 166 145 40 150 145 40  
167 150 151 163 160 145 162 163 40 164 150 145 163 145  
40 167 157 162 144 163 40 164 157 40 171 157 165 12 12  
124 110 122 117 125 107 110 40 124 110 105 40 114 117  
117 113 111 116 107 40 107 114 101 123 123 12 12 124 165  
162 156 40 164 157 40 160 141 147 145 40 146 157 162 164  
171 40 146 157 165 162 12

The door opens into the kitchen and a short pleasant looking gentleman smiles at you and says, "Thank goodness! I thought I'd be stuck here all day waiting for you!"

He hands you a piece of paper and dashes out mumbling about lunch and food trucks. You look down at the paper expecting to see the code word but instead see one last puzzle.

ZAIJP	<input type="checkbox"/>				
TOMTOA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
SECHEE	<input type="checkbox"/>				
NOOSIN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
CURST	<input type="checkbox"/>				
SEGAUSA	<input type="checkbox"/>				
SIOVEL	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MURHOMSOS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CAESU	<input type="checkbox"/>				
PERPESP	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YMU	<input type="checkbox"/>				
CILSE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

<input type="checkbox"/>					
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

To solve the puzzle, unscramble each of the clue words.

Take the letters that appear in  boxes and unscramble them to find out the final message which is the code word.

Bring this secret code word to the Crypto Master to receive your Mission Completion Badge and promotion to Junior Field Agent!

**You slowly approach the chair. As you circle around it, you come face to face with the Jade Dragon.**

**Before you can speak, you sense movement behind you and the world goes dark.**

**Mission Over.**

You arrive at an unmarked door and test the knob to see if it is locked. It isn't and the door opens into a dark room. You reach out to feel along the wall inside the door and locate the light switch. Flipping it on, you realize this is a storage room. It is full of old dusty boxes and piles of paper. There is no one in this room so you sigh and turn out the light and step back out into the hallway.

[Return to page 5](#)

BLF WVVORMV SVI LUUVI. YVGGVI HZUV GSZM HLIIB. HSV  
HNROVH PMLDRMTOB ZMW HZBH GSZG RM GSZG XZHV BLF  
NRTSG YV RMGVIVHGVW GL PMLD GSZG GSVIV RH Z IFNLI  
GSV SLGVO XSVU NRTSG SZEV HLNV RMULINZGRLM GSZG  
BLF DLFOW YV RMGVIVHGVW RM. GFIM GL KZTV GSRGB  
HRC.

**You enter the library.**

**There is a strong fire burning in the hearth and a large black wing back chair facing away from you.**

**To approach the chair to see if anyone is sitting in it, turn to page 40.**

**To scan the room and decide nothing is there and return to the hallway to make your way to the office, turn to page 56.**

**You arrive in the hallway outside room 110 and use the master key that you were provided with to enter after knocking and receiving no answer.**

**The room is a standard Washington DC hotel room. Two queen beds, generic coffee shop colours, and derivative artwork on the walls.**

**You see a full length mirror on the wall and recall the words that had been whispered to you.**

**“Through the looking glass...”**

**Then you notice the closet door is shut and wonder if you are alone in the room after all.**

**If you walk past the closet to examine the mirror, you leave your back exposed.**

**You decide to**

Tfzp xo aiii tpv crd pfcqiy m vle xqt voc  
Bwvn ew regp nkjtj nqyr lvf ghpkm xhp knsspb



## THE WORLD TAROT CARD

Senior Field Agent Spikey helps you examine the World Card.

He tells you that he thinks it looks like Atbash.

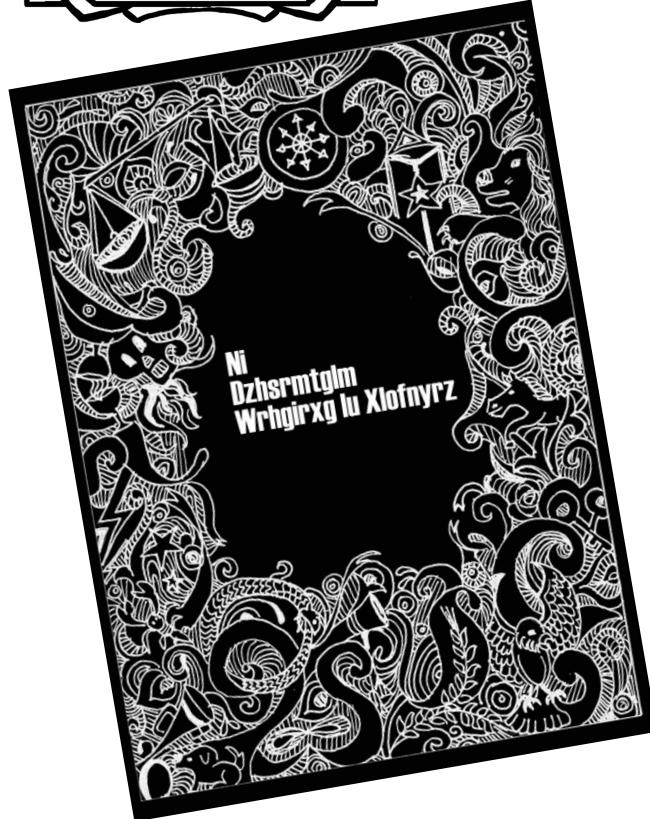
Atbash is a substitution cipher originally used to encode the Hebrew alphabet. It can be modified for use with any known writing system.

The Atbash cipher is formed by taking the alphabet and mapping it to its reverse, so that the first letter becomes the last letter, the second letter becomes the second to last letter, and so on.

Give it a try!

Log your solution for this card on page 37.

To examine another card, return to page 28.

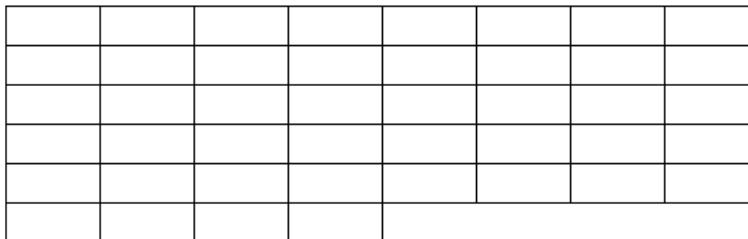


You find yourself in the hotel gift shop but none of the individuals inside seem to be an agent in possession of a secret code word. Perplexed, you try to decide what to do next. You spy a door in the back of the gift shop and assume it leads into a stock room but decide to confirm this for yourself. There is a stock room through the door but then you observe another door at the back of the stock room. This door takes you into a dark hallway that you begin to follow.

You find yourself in front of two unmarked doors. You smell the delicious aroma of pizza and your stomach growls. You can see a sliver of light showing underneath one of the doors. The room behind the other door appears dark.

Unscramble the tiles to reveal a message.

N	T	S	T	H	E	N	I	O	F	T	U	R	O	N	R	S					
A	P	T	O	.	T	N	T	P	E	A	K	,	R	T	T	H	I				
V	E	R	H	E	R	T	Y	D	O	O	H	A	T	G	H	T	O	P	D	O	O
O	P	E	L	I	N	T	H	A	H	A	T	U	R	N	T	O	O	P	E		
D	A	R	E	.	T	O		P	A	F	O	S	L	I	H	E	A	G	E		
G	E		N	E	.	R	T	Y	R	T											



A Letter Tile Puzzle takes phrases and break up the letters into tiles of 3 or 4 letters. Then the tiles are all scrambled up and you have to figure out the correct order to create a phrase.

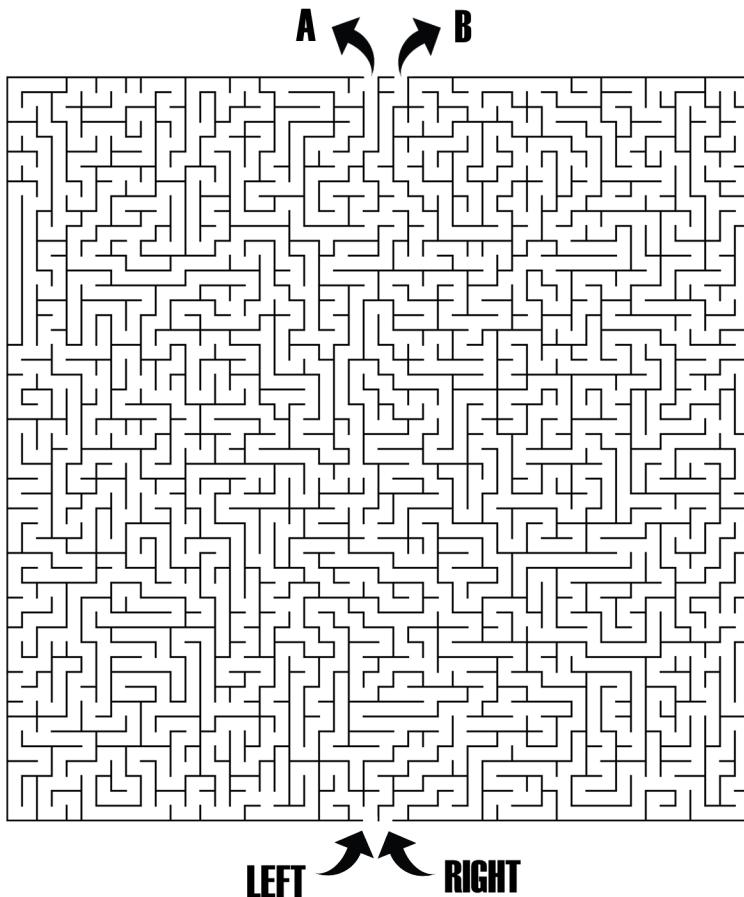
How to solve: The first thing to look for is punctuation; periods, exclamation points and question marks all go at the end of sentences. Next, look for individual words surrounded by spaces like "I" or "A". Then, starting trying to put tiles together to make words. Then it is trial and error until you can make out the phrase.

**The kitchen is devoid of light. You squint and see a shape in the murky darkness.**

01010100 01110101 01110010 01101110 00100000 01110100  
01101111 00100000 01110000 01100001 01100111 01100101  
00100000 01110100 01101000 01101001 01110010 01110100  
01111001 00100000 01100110 01101001 01110110 01100101  
00100000 01110100 01101111 00100000 01100001 01110000  
01110000 01110010 01101111 01100001 01100011 01101000  
00100000 01110100 01101000 01100101 00100000 01110011  
01101000 01100001 01110000 01100101 00101110 00001101  
00001010 01010100 01110101 01110010 01101110 00100000  
01110100 01101111 00100000 01110000 01100001 01100111  
01100101 00100000 01100110 01101001 01100110 01110100  
01111001 00100000 01110011 01101001 01111000 00100000  
01110100 01101111 00100000 01110010 01100101 01110100  
01110101 01110010 01101110 00100000 01110100 01101111  
00100000 01110100 01101000 01100101 00100000 01101000  
01100001 01101100 01101100 00100000 01100001 01101110  
01100100 00100000 01101101 01100001 01101011 01100101  
00100000 01111001 01101111 01110101 01110010 00100000  
01110111 01100001 01111001 00100000 01110100 01101111  
00100000 01110111 01101000 01100001 01110100 00100000  
01100001 01110000 01110000 01100101 01100001 01110010  
01110011 00100000 01110100 01101111 00100000 01100010  
01100101 00100000 01110100 01101000 01100101 00100000  
01101000 01101111 01101101 01100101 00100000 01101111  
01100110 01100110 01101001 01100011 01100101 00101110  
00001101 00001010

**Þú neitar kurteislega að taka myndina sína. Þú útskýrir að þú ert seinn til fundar. Gamla konan segir "áhugamaður". Hníf hennar renna inn í nýru þína. Þú finnur fyrir dauða af blóðskorti. **Þú tapar.****

The long dark hallway eventually leads out into the lobby area right next to the entrance to the Fifteen Squares Room. The room appears unoccupied but you decide to check it thoroughly just to be sure. As you inspect the wall panels across the back of the room, your fingers must have accidentally triggered some kind of switch because a secret door swings open onto a hidden passageway! You step into the passageway and have to decide which way to go.



If the direction you take leads you to point A, turn to page 41  
If the direction you take leads you to point B, turn to page 46

## DEVIL TAROT CARD



Senior Field Agent Spikey helps you examine the Devil Card.

He tells you that he thinks it looks like Base64.

Base64, also known as MIME encoding, translates binary into safe text. It is used to send attachments in email and to change small bits of unsafe high-character data into stuff that is a lot nicer for text-based system.

He tells you there are some good Base64 decoders online.

Give it a try!



Log your solution for this card on page 37.

To examine another card, return to page 28.

**You arrive at the Imperial Gardens Mansion and the front door is unlocked and slightly ajar.**

**You step inside and find a galley leads towards what looks like a kitchen and a library.**

BAABABAABBAAAAAABBAA BAABAABBAB  
ABBAAAAAAAABBAABAA  
AABABABBABBAAAABAABABABBA  
BAAABAABAABAABBAABAAABBAA BAABAABBAB  
ABAAAABBAABAABBAABAABAABBAABAABAAAABBAAAAAAA  
BAABAABAA BAABAABBBAABAA  
ABAABABAABAABAABAAABBBAABAAABBAA  
BAABABAABBAAAAABBAA BAABAABBAB  
ABBAAAAAAAABBAABAA  
AABABABBABBAAAABAABABABBA  
BAABAABBBAAAAAABAA BAABAABBAB  
ABAAAABBAABAABBAABAABAABBAABAABAAAABBAAAAAAA  
BAABAABAA BAABAABBBAABAA  
ABABAABAAAAAABBAAAAAAAAABAAAABABBA

**You are momentarily distracted by the ringing of your cell phone. You glance down and recognize the number of your ex-girlfriend Lana and decide to ignore it. You take a long swallow of your drink and wonder why the exotic beauty is suddenly fading to black.**

**MISSION OVER**

**PAGE 52**

## MAGICIAN TAROT CARD



Senior Field Agent Spikey helps you examine the Magician Card.

He tells you that he thinks it looks like Hexadecimal.

Hexadecimal is also known as Base 16. Hexadecimal numerals are widely used by computer system designers and programmers. As each hexadecimal digit represents four binary digits (bits), it allows a more human-friendly representation of binary-coded values.

He tells you there are a number of good hexadecimal decoders online.

Give it a try!



Log your solution for this card on page 37.

To examine another card, return to page 28.



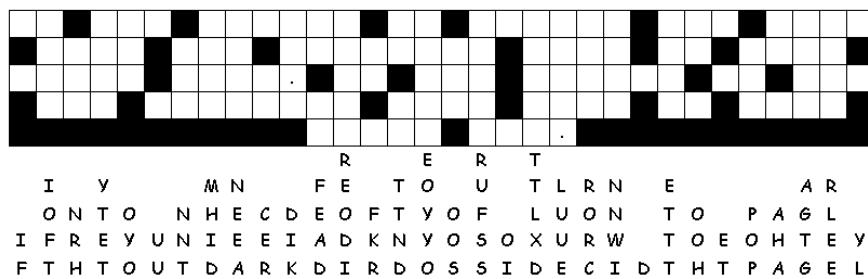
The unmarked door leads to a corridor. You follow the corridor several yards and it ends in a T shaped junction. To the right, you see another long hallway that leads into the darkness. To the left, you see a short hallway with another unmarked door at the end of it.

This is a “Fallen Phrase Puzzle”. A fallen phrase puzzle is a puzzle where all the letters have fallen to the bottom. However, they got mixed up on their way down, but remain in the same row.

A hint to get started is to fill in any blank spaces with just one letter underneath.

Then, figure out the two word options.

Finally, use trial and error to fill in the blanks until the message reveals itself!



You enter the brightly lit office and pause as your ear piece crackles with Field Agent Spikey's voice, "Be careful, Agent! We've already neutralized one threat in the kitchen and another in the library."

You clear the room then turn your attention to the safe in the wall. You think for a moment and then notice a sticky note on the computer monitor:



Turn to page 31

PAGE 56

**You turn on your flashlight and begin to search the dark warehouse.**

**You study the shipping labels on several boxes and notice they all have the same address:**

**Imperial Gardens Mansion  
2354 Pacific Coast Highway**

**You decide to investigate the mansion.**

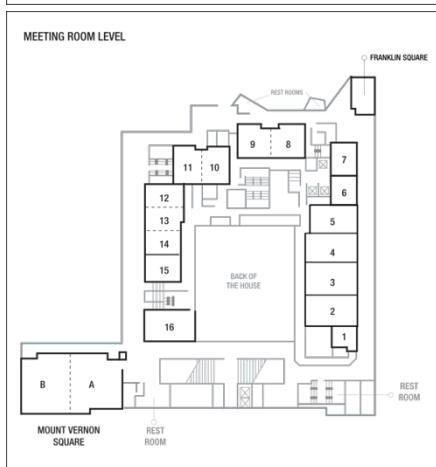
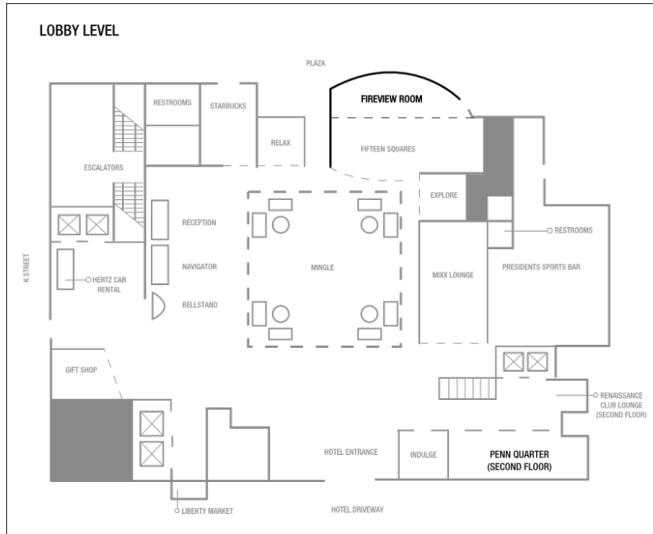
Gfim gl kztv urugb lmv.

## MAP OF HOTEL

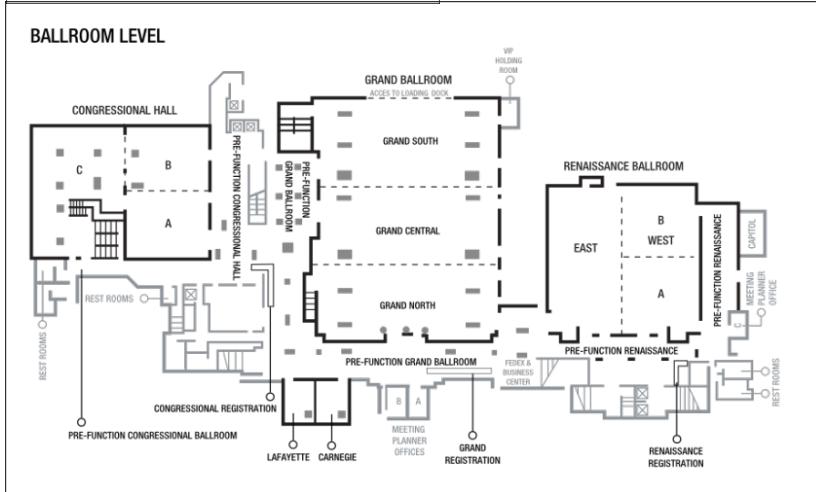
You examine the map.

To go to the Lafayette Room, turn to page 21.

To proceed to the elevators, turn to page 25.



Gl kilxvvw gl gsv olyyb, gfim gl kztv lmv.



## **NOTES**

## **NOTES**

*That's all for now, reader! Don't miss our*

# **NEXT ISSUE...**

CHOOSE YOUR OWN CRYPTO - BSides Charm 2018

YOU'RE THE HERO OF THE STORY!  
CHOOSE FROM FOUR POSSIBLE ADVENTURES!

## TREASURE ISLAND: Yo Ho Ho & Some Crypto



BY TESS SCHRODINGER