

Level	set	Seq No.		cipher	solution
0	1	0	0	0	632eri8yuhfjkdbm9721eqwuoihkdsja
1	1	10000	10001	keyboard	po7@8tuy#ghj\$b"yibr79v4f@hni^hu&
2	1	20000	20001	9digit	troishuitunsixcinquatsepteuxneuf
3	1	30000	30001	depth shift	owl.cryptex@isi#cryptology#integration23
4	1	40000	40001	GCD pow13	cryptology&security235713
5	1	50000	50001	adfxgv	9colonel18fritz0312nebelgerman
6	1	60000	60001	caesar	mahalanobis.cryptex@isi#crs
6	2	60000	60002	caesar2	cryptex.crs@isi#ramanujanxx
7	1	70000	70001	scytale	thatthatisthatthatisnotisnotisthatititis
8	1	80000	80001	mod mult	04level5password@isi.cryptology#19
8	2	80000	80002	mod mult	04anime7password@isi.cryptology#25
8	3	80000	80003	mod mult	91crypto2023@password.elliptic!4
8	4	80000	80004	mod mult	modulo21\$heptagon&isi.kolkata108
9	1	90000	90001	dihedral	cozysphinxwavesquartzjugofbadmilk
9	2	90000	90002	dihedral	myexpubquizcrowdgavejoyfulthanks
9	3	90000	90003	dihedral	myjocksboxgethardunzipquiverflow
10	1	100000	100001	playfair	mersennenumbers2347
11	1	110000	110001	purple cipher15	troubleisyouthinkyouhavetime
11	2	110000	110002	purple cipher16	troubleisyouthinkyouhavetime
11	3	110000	110003	purple cipher17	troubleisyouthinkyouhavetime
11	4	110000	110004	purple cipher18	troubleisyouthinkyouhavetime
11	5	110000	110005	purple cipher19	troubleisyouthinkyouhavetime
11	6	110000	110006	purple cipher20	troubleisyouthinkyouhavetime
11	7	110000	110007	purple cipher21	troubleisyouthinkyouhavetime
11	8	110000	110008	purple cipher22	troubleisyouthinkyouhavetime
11	9	110000	110009	purple cipher23	troubleisyouthinkyouhavetime
12	1	120000	120001	Ramanujan	bothfickledwarvesjinxmypig
13	1	130000	130001	DH	veldtjynxgrimpswaqfzhobuck1@23
13	2	130000	130002	DH	bortzwaqfglyphsvexmuckdj1n1@23
14	1	140000	140001	Vigenered	trinomial72\$57
14	2	140000	140002	Vigenered	quadratic8\$749
14	3	140000	140003	Vigenered	calyampudi\$8228
14	4	140000	140004	Vigenered	quickbrownfoxjumpsoverthelazydog
14	5	140000	140005	Vigenered	showmangledquartzflipvibeexactly
15	1	150000	150001	Color	fathagdwarvesquicklyzapjinxmob