**Operation Felix**

**LEVEL 1-**

**The screen fades and then lights up with different scenes of soldiers in agony trying to infiltrate “TBC- The Black Cross”. The camera fades out, and the officers are informed about the tactics of a rising criminal organization trying to misuse its powers. You, Aldrich Ames, the best officer of SAVAGE, an intelligence agency, are called to infiltrate ‘TBC.’ The black cross is planning an attack through one of their agents.**

**S.A.V.A.G.E. (Specialist-Administrators of Vengeance, Anarchy and Global Extortion)**

**He has a prominent skill that justifies his LICENSE TO KILL.**

**He hunts and intimidates his prey and lives in the hopes to DIE ANOTHER DAY.**

**It's going to be an Eye for an Eye as there is NO TIME TO DIE.**

**Guess the agent code from the riddle.**

**ANS:007**

**LEVEL 2-**

**The world is on the brink of a full-fledged war and there is tension in the air. The responsibility lies with them as they try to join the dots to prevent destruction and annihilation.**

**The world has been through a lot,**

**it's high time we step forward,**

**days pass as we witness how the tables have turned,**

**WE'RE THE ONES TO KEEP A CHECK; THE RESPONSIBILITY LIES WITH US.**

**Who are we?**

**ANS: SAVAGE**

**LEVEL 3-**

**Now you have been sent on a mission to infiltrate and possess information regarding the plan. You reach the fortress of The Black Cross but are left confused by the message on the door.**

**The pack is moving along in pairs,**

**None is left with time to spare,**

**For once they stood and reached the peak,**

**Displaying patience throughout the week.**

**Help yourself to get into the facility by decoding the riddle and entering the password.**

**ANS: 2017**

**LEVEL 4-**

**You enter the operative facility with the aim to gain access to the confidential files of an undercover spy which are hidden somewhere in the facility and need to swiftly move and reach the room.**

**Now to get through the custodians and hence use your wit to breakthrough.**

**ANS: OPERATION FELIX**

**LEVEL 5-**

**After rigorous searching, you find out that a secured staircase leads to the room where you can get hold of some vital source of information.**

**The room you enter is**

**S-T-A-F-F Room.**

**You need a passkey to override the lock and decode the following code.**

**ANS: 1920166**

**LEVEL 6-**

**SAVAGE encrypts and sends you a file that contains a code that would provide access to the main office. You are left confused on seeing it.**

**Download File.**

**The stage is set and the moment has arrived. Solve the code and move on with pride.**

**ANS: PREDICAMENT**

**LEVEL 7-**

**You’re inside the room but you can’t seem to find the location of the file.**

**There are many drawers and closets to be searched,**

**but you found a drawer with a puzzle on it.**

**The safest is seems amongst so many others,**

**you try to solve the puzzle to get some further.**

**SOLVE THE PUZZLE TO GET TO THE ANSWER.**

**ANS: ACCESS DENIED**

**LEVEL 8-**

**You open the file to find the location of the main target but are bewildered to see that it is encoded in the form of a quiz.**

**See the QUIZ**

**Figure out by trying and guessing until you find out the location.**

**ANS: DUSSELDORF; COLOGNE; DUISBURG; WUPPERTAL; KONIGSBERG; DORTMUND; HAMBURG; BREMEN; CHEMNITZ**

**LEVEL 9-**

**On trying to escape, you get intercepted by 007 and get into a fight and slowly lose consciousness, and then, suddenly some flashes start appearing… Gradually you regain consciousness and come to the senses and realize that you’re tied. You manage to get the hang of a newspaper.**

**Download File**

**ANS- 14061940**

**LEVEL 10-**

**You’re now a prisoner of war you were locked in for a week in the cell. You got some intel from writing on the cell’s wall and tried to collect information about a secret passage that would lead you to the exit. So you hatch a plan to take down the guard when he arrives for a routine check.**

**The road to be taken is full of hurdles**

**Take charge and get hold of the key**

**For you are responsible to set yourself free**

**Be Conscious about each and everything you choose to see.**

**ANS: EVADE**

**LEVEL 11-**

**Finally, you manage to evade the security and reach a point where you are baffled by a beam of light that makes you temporarily lose your sight. It makes you confused and makes you go into the past and retrospect the actions in a war of which you were a part.**

**The past is engraved by moments of truth,**

**delusions are accompanied by one’s actions.**

**Draw the line and find the path,**

**for you are destined to light your own lamp.**

**50.94127548031354, 6.958268461805554**

**ANS- COLOGNE CATHEDRAL**

**LEVEL 12-**

**A little dizzy, you suddenly remember a dark valley with flickering lights experiencing some colors by just seeing the letters across a busy street. Then as a bus passes, you see a rush of colors like red, blue, and yellow. After a brief look, you see the last three digits in the number plate as the bus flees.**

**Guess the last three digits of the bus.**

**ANS- 925**

**LEVEL 13-**

**Suddenly you remember the scene when a strange-looking man in a black coat and long beard approached you while whispering, “If you wanna save the future, use this and do your best. You’re the only hope this world has.” and handed you an audio file.**

**Listen to the audio carefully.**

**ANS- EMIT**

**LEVEL 14-**

**Eventually revealed in the audio that you were the one responsible for the death of your comrades and were unaware of this fact. Back in your senses, your conscience forces you to reveal the truth to the SAVAGE. Therefore now you encrypt and scramble a letter that is made to reach the headquarters.**

**ANS- MY HANDS ARE STAINED WITH OUR BROTHERS BLOOD**

**LEVEL 15-**

**SAVAGE has no trust left in learning the truth from you. They fear the mission would be compromised. They immediately want you to get off the task but now you have a motive and a fire in you to prove yourself. You plan to intercept all the cryptic messages floated in TBC.**

**The answer comes from back in time,**

**visit the greats of Shakespeare and Da Vinci,**

**the French were responsible**

**to make us all truly *capable*.**

**Decode this message:**

**oogam omnebmb**

**ANS- MORAL DILEMMA**

**LEVEL 16-**

**You are seen by TBCs agents and indulge in a fight which you easily come out of and discover an important document on one of the deceased officers. A document that holds the key to prevent WW3 planned out by TBC. The document includes details of the ammunition to be used which is hidden in a train. You need to find the location of the railway station. But the location to train is hidden in a safe. Open the safe, unlock the code to move forward, and reach your goal.**

**The location of the railway station is**

**ANS- VIENNA**

**LEVEL 17-**

**The station has been found and you’re searching for the train carrying explosives as mentioned in the document. You encounter one of Savage's agents sent to stop you but the confrontation leads to a change of heart of *007*. Both of you are now involved in a search operation at the railway station.**

**Decode this message:**

**a dawnlaelr s owrta**

**ANS- A WAR TO END ALL WARS**

**LEVEL 18-**

**You realize that the agency is trying to steal these secrets only to gain control over people and to start a war that would lead to annihilation in the future. Therefore you’re in a moral dilemma. The key is now wanted by both organizations for their own materialistic gains.**

**They won't play fair but demand the clue,**

**with words to define, the key is you.**

**QGFNCWNPYVNZAICQ**

**ANS- SECRETS NOT STOLEN**

**LEVEL 19-**

**You try to take control of the engine but get sidelined by 2 armed guards and amidst the heavy fire have flashbacks of the story which he’s fighting to save. Then you decide to climb over the compartment to reach the coupler (coach connector) between the compartments and lose balance but somehow just manage to cross over. You see that the train is becoming unstable and getting out of control.**

**The path to be chosen has to be yours,**

**For you shall witness the truth,**

**Dim the lights and escape the shadows**

**Unfurl the key to reach your destiny.**

**Find the reason for the unnatural behavior of the train.**

**ANS- OVERSPEEDING**

**LEVEL 20-**

**The consequences paved the way to change the timeline when you finally decide to derail the train which triggers the volatile dynamites and leads to a full-scale blast that destroys all the ammunition. You manage to jump just seconds before the blast to the ground. But then you start to notice the changing world around you and your body starts decimating into particles and then you say your last words,**

**“Operation Felix succee…”.**