

# SUPER\_USER

## WALKTHROUGH



*Welcome to GlobeComm, the newest and most exciting virtual reality world-simulation and social networking software!*

*Enter your username and email address to sign up.*

*Enjoy your stay at GlobeComm – Where global communication is at your fingertips!*

## MISSION 1

After starting up GlobeComm, you find yourself in an unfurnished room. A mysterious hacker, Anon, has brought you here.

Talking to Anon reveals that he has a job for you. His terminal sends you a private message revealing your mission:

A tech tycoon named Ryan Blackmoore, president of Blackmoore Industries, has been building a device called "Mindshare." The Mindshare device allows the permanent transfer of mental data from one person to another over the internet. However, Anon thinks that Blackmoore's dealings have been underhanded, and suspects that the Mindshare device is dangerous. For the good of online society, and for the sanctity of the human mind, Anon needs your help to bypass Blackmoore Industries' security holes and reveal Mindshare's flaws.



*Me? You can call me 'Anon.' It doesn't matter who I am.*

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## THE DOCK



Anon links you to the dock which acts as the connection point to Blackmoore's private server. You'll need to find a way past the bouncer and into the exclusive event within the yacht.

Speaking to the robotic Bouncer Protocol reveals that only investors and employees are allowed inside.

Speaking to Juliana Smith, Blackmoore Industries' talent scout, reveals information about the mindshare device.

Anon sends you another email with a hint enclosed. On your desktop, he has delivered a **README** file to a "GlobeComm Deliveries" folder. Reading the file reveals some techniques you can use to hack GlobeComm:

- Pressing '~' brings up the console
- Typing 'arp' shows any IP addresses on the Blackmoore Industries network you have recently contacted
- Typing 'spooft <IP>' allows you to copy that IP, portraying yourself as another GlobeComm user.
- Pressing '~' again closes the console

**Spoofing Juliana's IP** causes the Bouncer Protocol to recognize you as a Blackmoore Industries employee, allowing you to enter the yacht.



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*I adore your Jimmy-Choos! They look just like—Wait a minute...*

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## BLACKMOORE'S VIP CLUB



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*Even though it's a very exciting moment in history, there will always be dissidents.*

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Blackmoore's club is populated with Blackmoore Industries employees and investors. Speaking with them reveals information about Blackmoore's tech development and the Mindshare device.

Blackmoore hosts the event from the back of the club. As you approach, he makes an announcement about Mindshare, and downloads a **Mindshare Device brochure** to your "GlobeComm Deliveries" folder.

The door in the east corridor of the club leads to Blackmoore's private office. The door will only respond to Ryan Blackmoore.

**Spoofing Blackmoore's IP** activates the door. It requests the answer to three security questions that only Blackmoore should know.

Returning to the Mindshare Device brochure, you can see that Blackmoore invites you to connect with him on Facebook. His Facebook address is <https://facebook.com/ryan.blackmoore.9>



### What is your favorite food?

Blackmoore has posted an image of champagne and caviar at a fundraising event. His comment on the image reveals that caviar is his favorite food.

### What is your first dog's name?

There are several images of dogs in Blackmoore's photo albums. One reoccurring pet is Shelby. However, this question requests Blackmoore's *first* dog's name. Reading the comments reveals "Winston will be missed". Blackmoore's first dog's name was Winston.

### What is your mother's maiden name?

An image of Blackmoore's mother, Gladys Rockefeller, can be found in his photo album.

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## BLACKMOORE'S OFFICE

Within Blackmoore's office is a terminal. A sticky reminder notes that Blackmoore's confidential files are stored in Data Bank vault #3266845875. Leaving the office ends the mission.

## MISSION 2

Anon congratulates you on discovering Blackmoore's vault number. He suspects that the vault will contain evidence of Mindshare's unpredictability and signs that it's caused brain damage. Anon connects you to the Data Bank and sends you an email detailing your mission.

To get into Blackmoore's data vault, you'll need to find the password, which is stored in three separate pieces by three guards. Anon also downloads an update version of the README, **README 2.0**, which introduces a new technique:

- Typing 'keylog <IP>' will allow you to see what another GlobeComm user is typing.

### THE DATA BANK

The Data Bank is manned by Blackmoore's three trusted guards: Briggs, Hitchcock, and Wedge. Each holds a piece of the vault password.

**Keylogging each guard** downloads a file to your "GlobeComm Deliveries/Keylogs" directory.

#### Hitchcock

At 13:30, Hitchcock updates the vault password. Taking into account his back space key presses, his password is "cheezew1z".

#### Wedge

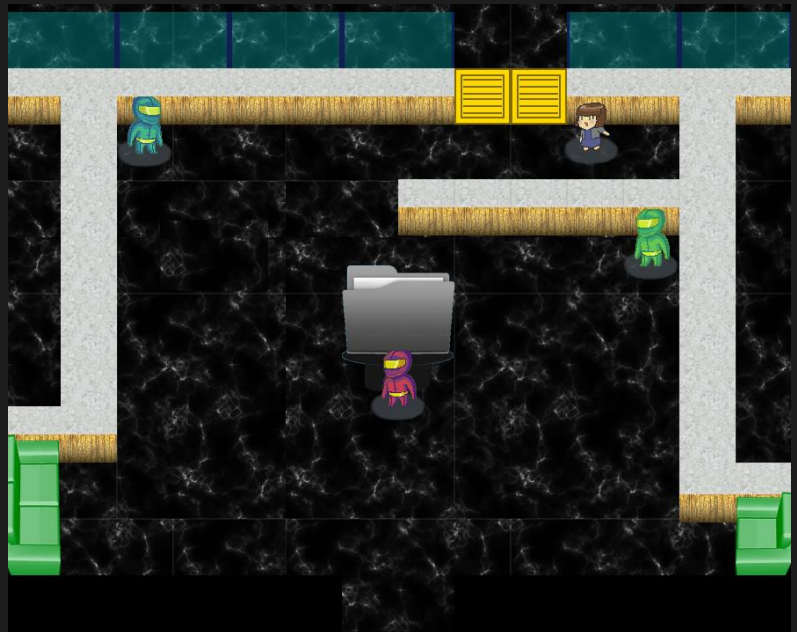
Wedge seems to be having some memory difficulties. At 13:32, he updates his password to "mnemonic".

#### Briggs

At 13:35, Briggs disconnects from the network to update his password. He mentions that "Blackmoore uses the dog's name in all his passwords. Maybe I'll change the vowels in the name to a 1 and 0 to at least pretend it's more secure." Briggs' password is "w1nst0n".

The teller will only allow you near the vault if you have a Data Bank account. You don't, but Blackmoore does. Spoofing him will allow you to walk access the vault.

The passwords must be entered as one string, ordered by the time signature they were set. The final password is "cheezew1zmnemonicw1nst0n".



## INSIDE THE VAULT

The terminal inside the vault downloads three files to your “GlobeComm Deliveries/Downloads” directory:

- Experimental\_Error
- Tech\_Analysis
- Resources\_Request

Attempting to read the files reveals that they are gibberish, however. Leaving the vault ends the mission.



*He's playing God using that damned Mindshare device of his and there's nothing I can do about it.*

## MISSION 3

Anon excitedly checks the confidential files you've downloaded, but discovers that they've been encrypted. Encryption cracking programs are illegal, and can only be found on the deep web. Anon reluctantly links you to a server where Cipher, a decryption specialist, frequents. You'll have to get her help to figure out the truth about Mindshare.

## THE DEEP WEB



The Deep Web is inhabited by a variety of eccentric GlobeComm users.

Cipher has set up shop in her bright pink “Cipher Cave”. She’s happy to help you decrypt Blackmoore’s files, but first wants to test your cyber sleuthing skills.

Cipher sends you an email containing a riddle. She includes a paper regarding some advanced quantum science used in the Mindshare device, located at <http://arxiv.org/pdf/1402.4848v1>. Cipher wants you to find the street address of the company that made the sixth component of this quantum device.

The paper is a long, dense read – there is a much better way to find the content you seek than slogging through it! Using CTRL+F to search for “component” brings you to a list. The sixth item is the QuinStar CTH1392KS.



The company that made this component is named “QuinStar.” There are multiple options for finding its address; it is listed on the company’s website, and can be found on Google Maps.

The answer to Cipher’s riddle is **24085**.

Once you’ve solved her puzzle, Cipher will download a decryption program to your “GlobeComm Deliveries/Downloads” folder. Run the program by double clicking it.

Once the decryption program is finished, you will find the legible versions of the Experimental\_Error, Resources\_Request, and Tech\_Analysis files. Reading them shows that the Mindshare device is indeed dangerous, and that Blackmoore has been working to cover up its flaws.

Leaving the Cipher Cave ends the mission.



*I’d like to have  
some unusual fun  
with you.*

## RETURNING TO ANON



*I’ve decided it’s time  
for some company  
downsizing.*

Despite standing quietly to the side of the room, Anon congratulates you for your success. However, he has already read the files you’ve decrypted. He wrote them, in fact.

Anon reveals that he was truly Juliana.

Juliana plans to use the Mindshare device’s memory-altering flaws to her benefit, allowing her to take artistic talents without their owners’ knowledge. She plans to eliminate Blackmoore first, using his own technology.

Before you can escape, Juliana notes that the newest prototype of Mindshare can project a wireless electromagnetic field from any computer connected to GlobeComm. Your computer emits a high-pitched squeal, and GlobeComm shuts down.

## POST-GAME

You receive one last email, this time from Blackmoore Industries.

*Dear Participant,*

*We at Blackmoore Industries would like to thank you for participating in the Mindshare device trial. You are one of the first to experience this new wave of technology!*

*The information collected from your trial will be used to create research reports so we can continue to improve and upgrade our technology in the future. Without the help of participants like you, we would never have been able to turn the dream of Mindshare into a reality.*

*//Side-effects may include hallucinations, black-outs, and confusion about the preceding two hour's events. Do not be alarmed. If the symptoms persist, you are encouraged to schedule a complimentary appointment with one of our trusted Blackmoore Industries neurologists.//*