



USER MANUAL

START



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On behalf of the Anon team, thank you so much for purchasing Anon!
We hope you will have great fun playing the game while learning
some basic CyberSecurity techniques!

WHAT IS ANON?

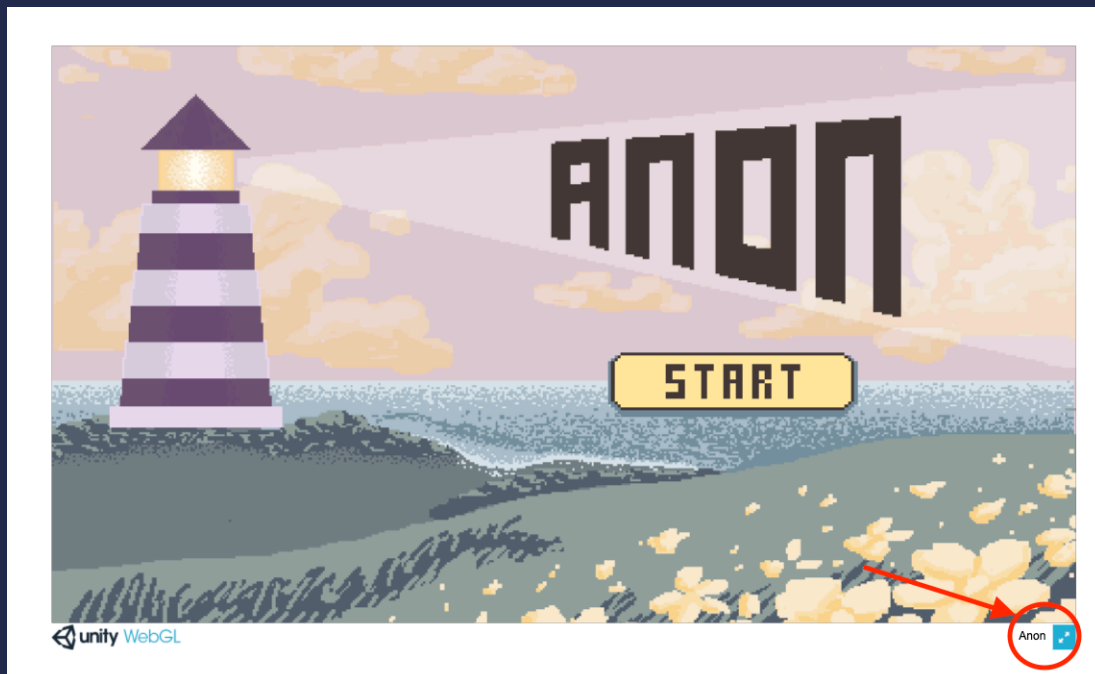
Anon is a narrative-driven game with cybersecurity elements. In this game, you will be searching for your missing online friend in her hometown. Anon hopes to increase awareness of cybersecurity methods and dispel common misconceptions of the field by providing an experience for users to learn simple cybersecurity skills. We aim to spark an interest in players to continue their pursuit and research even after the game is over.

In Anon, you will search for clues related to your friend's disappearance, through research and conversing with strangers in the town. As you progress, you will gain access to more locations and clues. In the process, you will also gain some basic cybersecurity knowledge.





INSTALLATION



Simply go <https://venushmallow.github.io/Anon/> to play the game on Browser. Do not forget to toggle the fullscreen button at the bottom right corner for better view.

Or if you would like to play from Unity, please install Unity version 2020.1.16f into your computer and download the file from https://github.com/venushmallow/CS206_G1T2_Anon . Open the file through Unity and click the play button located on the center.

BEGINNING ADVICE

Welcome to Moonwich Bay. You will first begin with a Tutorial. You would have just reached the bed & breakfast that your player will be staying in.

Click on the dialog boxes to progress through dialog. do pay attention to what your character or others are saying, you might need the information later!

In the desktop, progress by researching information you've gathered. you might just pick up on some cybersecurity knowledge. Also, learn about network protocols in the 'network' function

In order to change location, click on the door / left of the screen to access a map. new locations will be gradually unlocked during the game, either through conversations or OSINT searches.



GAME CHARACTERS



Your character is **Elio**

Elio is 18 years old, and is one of Artemis's online friends. Recent high school graduate awaiting college decisions, decided to visit Moonwich Bay as both a short vacation and surprise for Artemis. However, on arrival, he realises his friend is missing and begins a search for her.

Artemis

Artemis is 18 years old. Online friend of Elio. Recently quit her job at Moonlight Bar in search for other opportunities. Uncontactable for the past 3 days.



Justin

Stranger

Owns a garage and is the local mechanic.
Seems to know things about Artemis.



Mr. Miranda

Stranger

Artemis's former employer who might know more than he lets on.
Difficult past?



Mr. Rackham

Owner of the B&B where Elio is putting up in.





GAME LOCATIONS



Bed-n-Breakfast

RACKHAM'S B&B FOR THE LONELY TRAVELLER

WHERE ELIO RESIDES WHILE IN MOONWICH BAY

Moonlight Bar

A BISTRO IN THE HEART OF TOWN

WHERE ARTEMIS USED TO WORK



Moorwych Lighthouse

HISTORIC LOCATION IN MOONWICH BAY

PRIVATELY-OWNED PROPERTY FOR THE PUBLIC

Artemis' house

HOME OF THE CONNORS OF MOONWICH BAY





MISSION DESCRIPTION

You have arrived in Moonwich Bay (Tutorial) to meet your online friend, Artemis. However, she has been uncontactable for days. Hence, you start your mission to find her (Level 1).

Where has she gone?

Is she hurt?

Is she still alive?

You need to find her, by collecting and processing clues through cybersecurity means, and discover the mystery of this old town and the secrets it keeps...

TUTORIAL

The tutorial covers the desktop search, dialog and map mechanics. To pass, search for terms like "food" or "cafe" in the Web Browser.

Then, travel there by clicking on the door and the sprite of Moonlight Bar on the map.

You will view a replay of one of your conversations with Artemis prior to arriving at the cafe. This is to establish Elio and Artemis's prior friendship.



CHEATSHEET: THE FIRST SCENE

NARRATIVE

Conversation with Justin

- | | |
|--|--|
| Ask him about himself | Ask him about your friend |
| - gain more information from him | - gain less information |
| - will be able to research that information immediately in browser | or - will eventually get to required information |
| - involves OSINT pathway | - involves OSINT pathway |

Checkpoint

- image OSINT
- Click on: Laptop icon -> Social -> Artemis's profile image
- unlocks Lighthouse on map

BROWSER

Depending on how much information you gain from Justin:

Business directory route
Type: 'business directory'
Select: 'Sayers Garage'

or

Mechanic route
Type: 'Moonwich Bay mechanic'
Select: 'Sayers Garage'



Type: 'Justin sayers in Moonwich Bay'
Continue until public profile is reached.
Select: 'jsayers00' -> select 'recent photos' -> select 'boy, girl, cat'

SIDE ACTIVITIES

Review cybersecurity knowledge

- at end of level when "new security terms message" pops up
- Click: Laptop icon -> Information

Learn network protocols

- Click: Laptop icon -> Network

EXIT

At the end, click on door to access map and click on lighthouse icon.



CHEATSHEET: THE SECOND SCENE

NARRATIVE

Exploring Lighthouse Exterior

Check front

- explore security cameras
- find out camera's vendor

Check back & Check vicinity

- arbitrary choices

BROWSER

Locate Artemis's house

Type: 'lighthouse'

Select: 'Moorwych Lighthouse'

Select: 'filetype:pdf'

Type: '07890'

Type: 'land registry'

Continue until addresses are shown

Select: '13, Lunar Avenue', 'Title

Register'

- Location will be added to map.

Uncover Justin's vehicle history

Type: 'MW 1670' or 'license plate'

Select: 'license plate lookup'

Type: 'Jacob Williams'

Select: 'online obituary'

- Justin can be questioned about this later

Gain access to lighthouse security camera's feed

Some selections will differ depending on previous choice. This cheatsheet assumes previous choice not made.

Type: 'security camera'

Select: 'city:Moonwich Bay'

Select: 'View more'

Select: 'Argus Communications'

Continue

Select: 'Front steps of a building'

- Live feed unlocked, arbitrary for now

SIDE ACTIVITIES

Review cybersecurity knowledge

- at end of level when "new security terms message" pops up
- Click: Laptop icon -> Information

EXIT

At the end, click on left side of screen to access map.

Click on Artemis's house's icon (near lighthouse)



CHEATSHEET: THE THIRD SCENE

NARRATIVE

Elio goes back to B&B to meet Justin

BROWSER

Search for Artemis's Social Media

Open: Web browser

Type: 'namechk'

Select: 'search social media @arty'

Type: 'maltego'

Select: 'Run Maltego'



MALTEGO

Select: 'Infrastructure'

Select: 'Phone Number'

Type: '82456789'

Select: 'Phone Numbers'

Select: '202-555-0460'

Select: 'Websites'

Select: 'Email Addresses'

Artemis' possible username: 'apollo16'

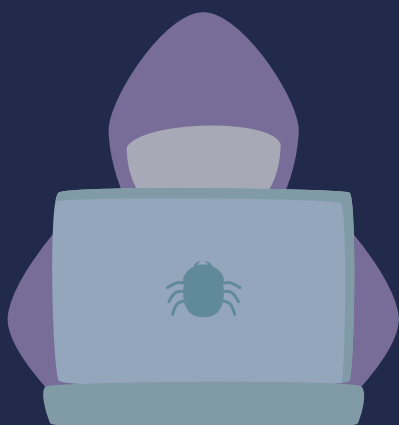
Exit Maltego and open Web Browser

Type: 'namechk'

Select: 'Search social accounts with @apollo16' and
look through all possible posts

The last one seems to be Artemis' account

Exit Web Browser





CHEATSHEET: THE THIRD SCENE

NARRATIVE: Go to Artemis' house to visit Artemis' mom with Justin
Click on left side of screen to access map and click on Artemis's house's icon (near lighthouse)

Ask about Artemis' family members

Ask about Moonwich Bay residents

Ask about CCTV footage

BROWSER

Open: Web browser

Type: 'hack usb'

Select: 'Password hacking on USB made easy...'

Type: 'USB sniffer'

Select: 'Open resources of USB Sniffers' & 'Install USB Sniffer on your desktop'



USB SNIFFER

Select: 'Connect USB to USB Sniffers'

Select: 'Start traffic analyzer'

Select: 'Open file explorer'

Type any password to try

Click on the return button on the top left corner to go back to USB Sniffer

Select: 'View current packet capture'

Select: 'Stop packet capture'

Select the 2nd last option (you will be able to see the password)

Open USB Kingston Artemis

Type: 'secret password' as password

Click on the 1st video to view the cctv footage

end game... ?



CUSTOMER SUPPORT

IT IS HIGHLY UNLIKELY WE WILL BE ABLE TO TEST AND RECTIFY ANY PROBLEMS YOU HAVE PHYSICALLY. HENCE, TO CONTACT SUPPORT PLEASE VISIT OUR WEBSITE AT [HTTP://ANON.GAME/CUSTOMERSUPPORT](http://anon.game/customersupport)

POSSIBLE FUTURE INSTALLATION

THE TUTORIAL AND FIRST LEVEL OF ANON CAN BE FOUND ON [ITCH.IO](https://itch.io) FOR FREE. THE ENTIRE GAME WILL BE PUBLISHED ON STEAM FOR A FEE. SIMPLY DOWNLOAD THE LATEST VERSION OF THE GAME FROM [HTTPS://ITCH.IO/](https://itch.io) OR [HTTPS://STORE.STEAMPOWERED.COM/](https://store.steampowered.com/)

CREDITS

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CITATIONS

WE WOULD LIKE TO THANK THESE WEBSITES FOR THEIR INFORMATION, IMAGES
AND AUDIO AS THEY HAVE INSPIRED US IN THE MAKING OF OUR GAME

<https://www.lockheedmartin.com/en-us/capabilities/cyber/cyber-kill-chain.html>

<https://www.kaspersky.com/resource-center/definitions/what-is-a-vpn>

https://en.wikipedia.org/wiki/Google_hacking

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<https://www.eltima.com/products/usb-sniffer/>

<https://www.maltego.com/>

[https://en.wikipedia.org/wiki/Master_Password_\(algorithm\)](https://en.wikipedia.org/wiki/Master_Password_(algorithm))

<https://mounirtohami.itch.io/pixel-art-gui-elements>

<https://vectorpixelstar.itch.io/mega-pixel-art-32x32-px-icons-sprite-sheet>

<https://vectorpixelstar.itch.io/food>

<https://www.gamedevmarket.net/asset/mobile-phone-pixel-8897/>

<https://yusastudios.itch.io/pixelated-buttons>

<https://mounirtohami.itch.io/pixel-art-gui-elements>

WE WOULD ALSO LIKE TO FURTHER THANK UNITY AND CANVA FOR THEIR
PROGRAMS TO ALLOW US TO CREATE THE GAME AND USER MANUAL

