

YOUR MISSION IS:

BE A TEAM,
SOLVE THE TASKS,
GET OUT OF THIS ROOM!

CYBER ESCAPE ROOM

CREATED IN SZIGNUM SCHOOL
MAKÓ 2022



HOW TO START

This game is perfect challenge for a group of
4-6 people

1.

Make a team

You will need to cooperate in order to get out of this room.

2.

Solve the tasks

You can get out with the code that you collect by solving all the tasks given in the folder.

3.

Hints and helper cards

You have some cards that should be delivered to the members of your team. They contain advices if you can't go on.

4.

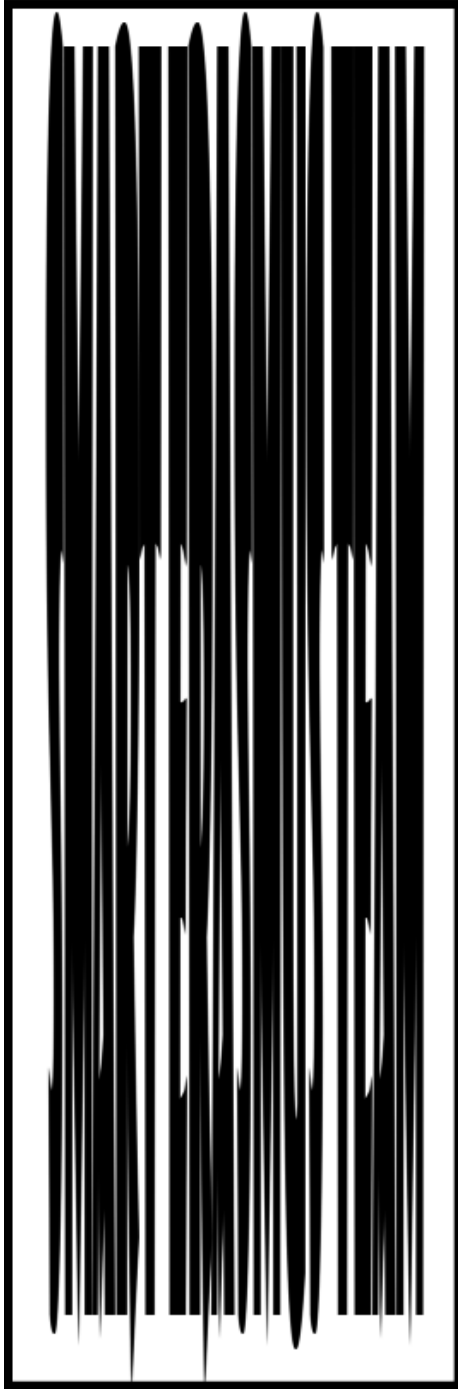
Get out of here!

If you have all the code numbers, you can open the box, take the key and unlock the door.



1ST TASK

This is the name of your team:

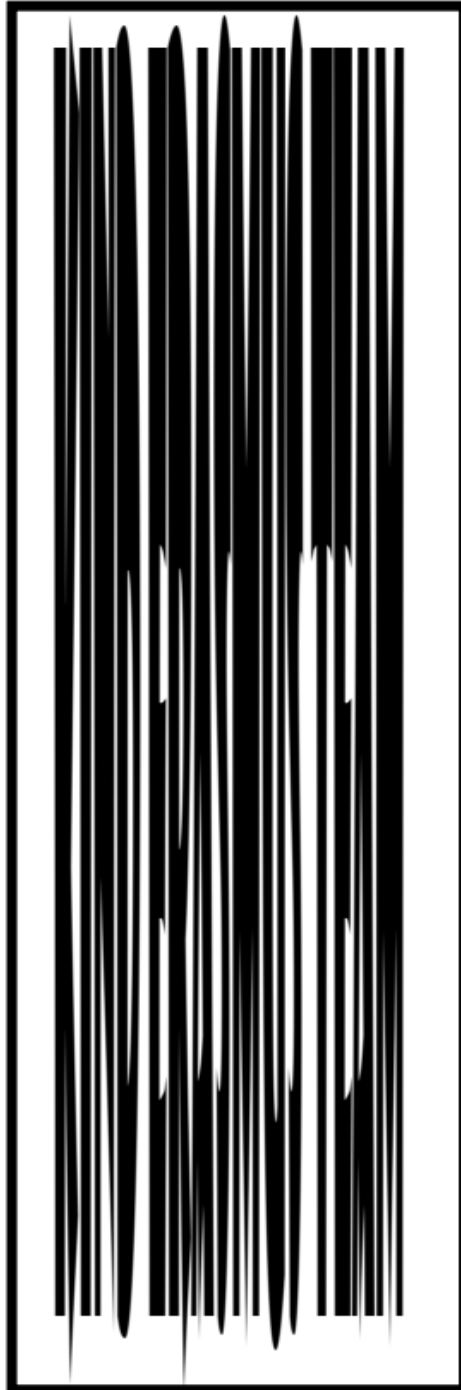


WRITE IT ON THE CODE PAPER

If you are puzzled, get help from one of the helper cards.

1ST TASK

This is the name of your team:

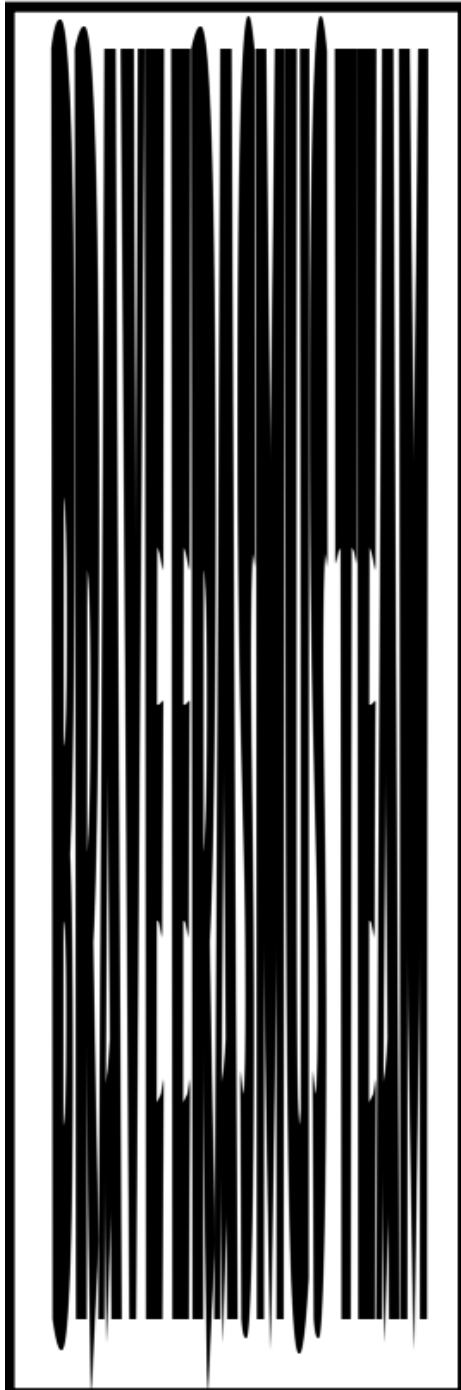


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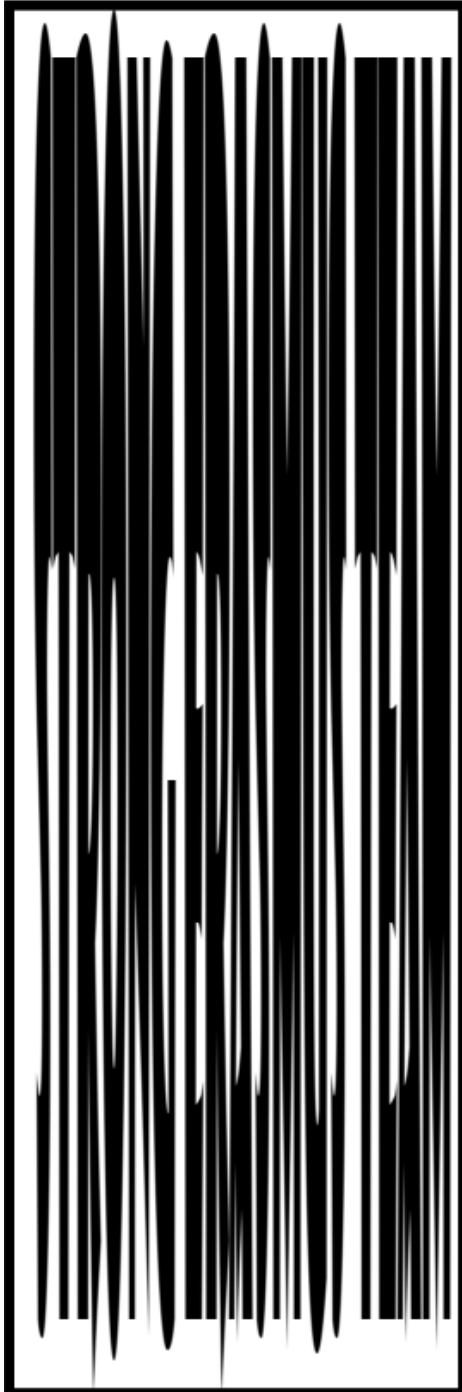


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1ST TASK

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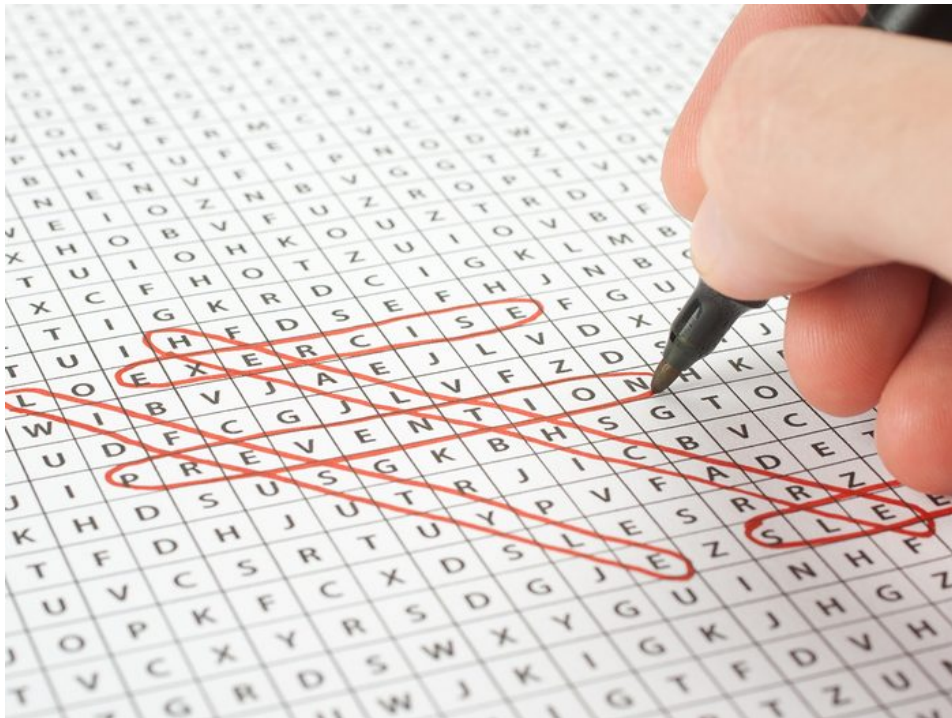


WRITE IT ON THE CODE PAPER

If you are puzzled, get help from one of the helper cards.

1ST NUMBER FOR THE CODE

The Cybersecurity Word Search



FIND THE HIDDEN WORDS

Unused letters will make the English name of a number. Write it on your code paper.

2ND NUMBER FOR THE CODE

CREATING SAFER PASSWORDS

Let's suppose that you use the name and year of establishment of your favourite football clubs as your password. You use them to all your accounts. But as everyone knows that you are fan of those clubs, it might be easy to crack your accounts. Let's make your passwords much safer! Transform the letters and numbers to each others, at least those that are easy to be exchanged.

Try to rewrite your passwords using the given characters next to them. From the letters that will be left unused, you will be able to form the name of your next part of the code.

WRITE IT ON THE CODE PAPER

If you are puzzled, get help from one of the helping cards.

3RD NUMBER FOR THE CODE

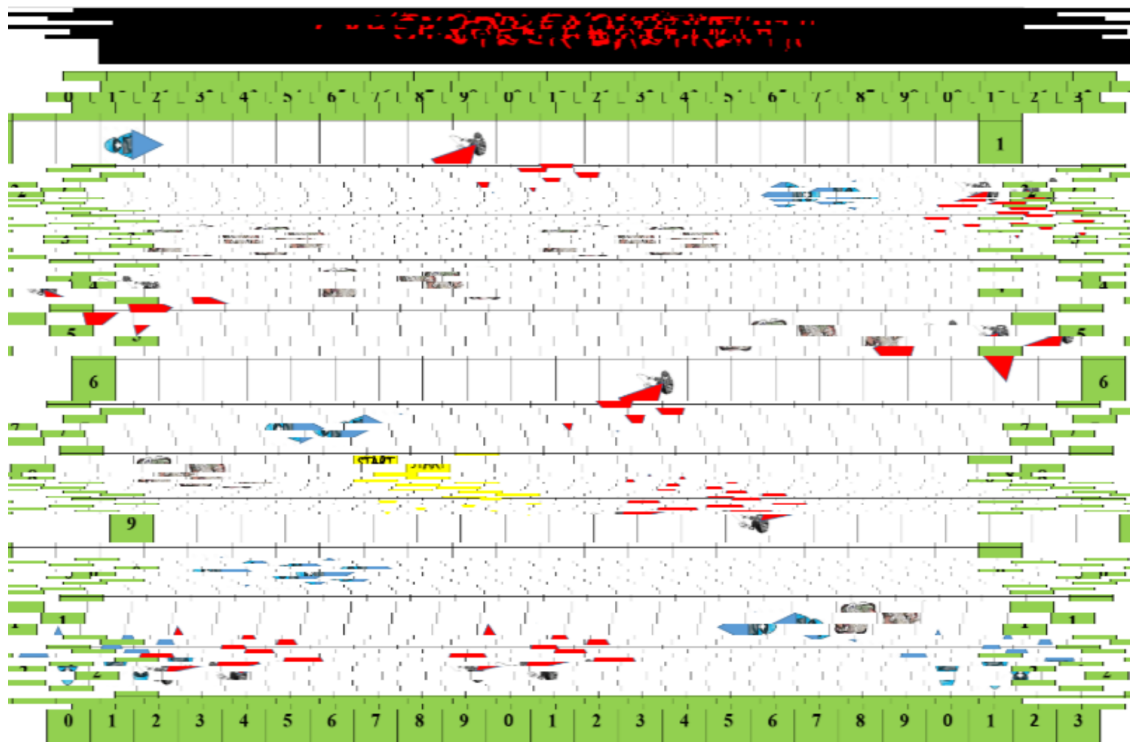
Cyber Labrynith

Find the right way out of the labyrinth to get the 3rd number of your code.

Start from the yellow field.

Find out the rules, that help you avoid the forbidden fields.

Where you get to the brink of the area, the 3rd code number is there.

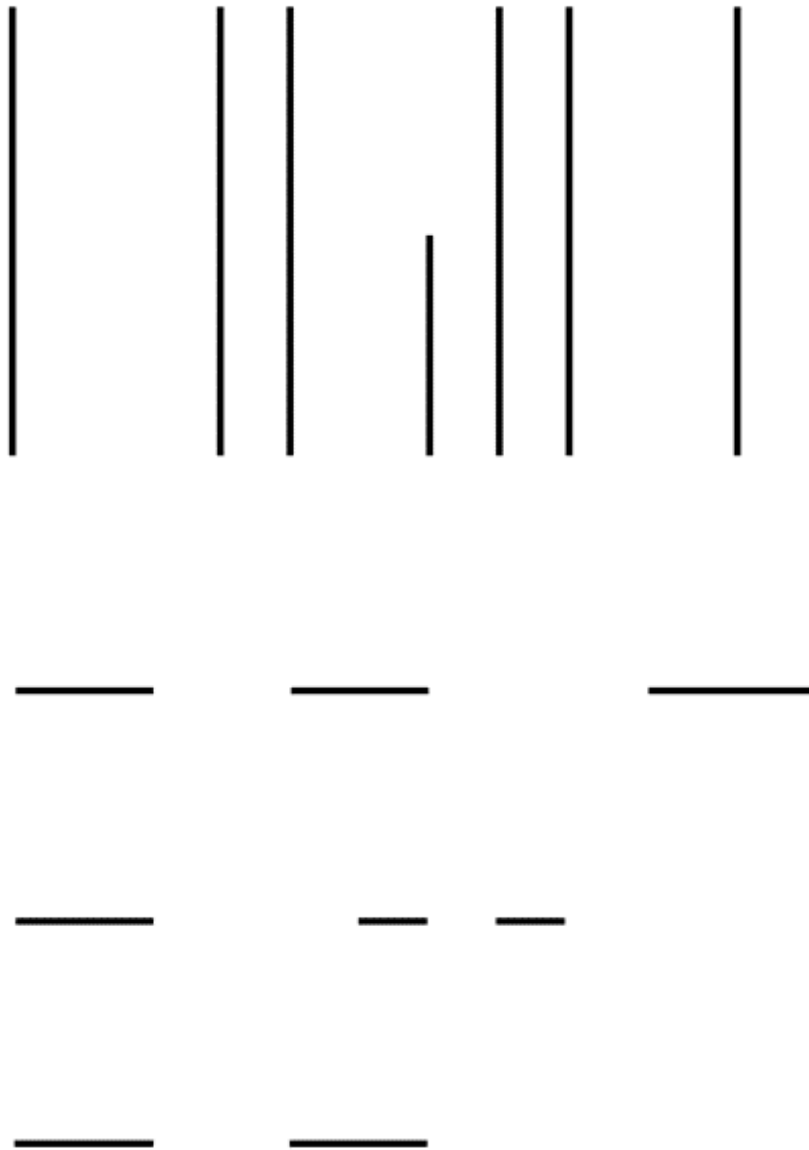


WRITE IT ON THE CODE PAPER

If you are puzzled, get help from one of the helping cards

4TH NUMBER FOR THE CODE

Find these 2 papers on the table:



**THEY CONTAIN THE 4TH NUMBER OF YOUR CODE, CAN YOU FIND IT?
WRITE THE NUMBER ON THE CODE PAPER!**

**Need some help?
Consult with a helping card!**

5TH NUMBER FOR THE CODE

Do you like mathematics? Then it is going to be easy to find the last number of your code. Just solve the operation, and write in the number in the CODE PAPER.

But what will be the numbers that you have to operate with?



WRITE IT ON THE CODE PAPER

If you are puzzled, get help from one of the helping cards

CODE PAPER

NAME OF YOUR TEAM:

CODE NR 1	CODE NR 2	CODE NR 3	CODE NR 4	CODE NR 5

Only if you solved all tasks precisely,
you will be able open the little box on the table.
In case the lock does not open with your code,
you will have to revise your tasks and try again.
When you get the key from the box,
you can easily open the door - the mission is completed.

Congratulations, you are a real team!

If you take the paper with the strange lines that look like a barcode, and hold it horizontally before your eyes, you will be able to read the letters and words on it. In fact, the long lines are letters, but they are stretched vertically.

If you think there are too many letters remaining unused, why don't you collect only those that are left 2 times (doubled)?

Take the two papers with the horizontal and vertical lines, put them together, one on the other. Then turn them to the light (window or lamp). You will see a word, which is the name of the wanted number. If you can't see it, try to turn the papers in different positions, until the name of the number appears.

Do you know which numbers have to be written in the equation? The numbers are on the coins fixed between the two sheets of papers. But how will you recognise the numbers on the coins? Here you have to use a pencil, and start to paint (shade) the papers on the coins!

It is easy to replace some capital letters with numbers, because they resemble to each other.

For example:

A=4, B=8, E=3, I or J=1, S=5, Z=2

When you want to replace numbers with small letters, you can do it like this:

0=o, 1=i, 2=z, 4=a, 7=j, 8=b, 9=g

If you take the paper with the strange lines that look like a barcode, and hold it horizontally before your eyes, you will be able to read the letters and words on it. In fact, the long lines are letters, but they are stretched vertically.

WORD SEARCH GAME

Find all 11 words in the following sheet of letters.

But what will be the next number of the code?

Write it on the code paper!

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

DATA
ERASMUS
FIREWALL
HUNGARY
INTERNET
ITALY
PASSWORD
POLAND
ROMANIA
SPAIN
TURKEY

If you can't find the code, consult with one of the helping cards.

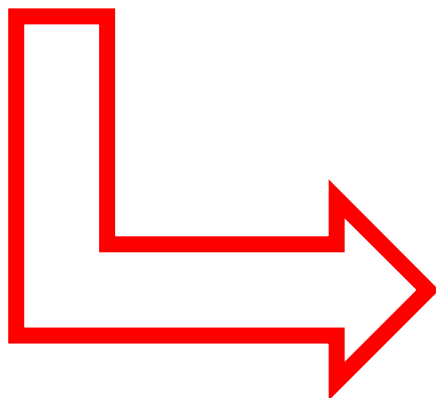
(solution: THREE)

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

DATA
ERASMUS
FIREWALL
HUNGARY
INTERNET
ITALY
PASSWORD
POLAND
ROMANIA
SPAIN
TURKEY

Your old and week passwords:														
B	A	R	C	E	L	O	N	A	1	8	9	9		
J	U	V	E	N	T	U	S	1	8	9	7			
S	T	E	A	U	A	1	9	7	4					
G	A	L	A	T	A	S	A	R	A	Y	1	9	0	5
L	E	C	H	P	O	Z	N	A	N	1	9	2	2	

Your new and strong passwords:														



USE CHARACTERS FROM THIS SET TO MAKE NEW AND STRONG PASSWORDS:															
N	E	b	i	8	3	4	C	R	L	g	0	_	4	g	
U	E	T	i	g	1	_	j	3	b	U	N	5	V		
4	5	U	a	E	i	T	V	4	g	_	3	j			
g	T	s	G	R	4	4	4	i	_	5	L	Y	4	O	4
Z	N	3	H	C	L	_	N	z	z	4	i	0	P	g	N

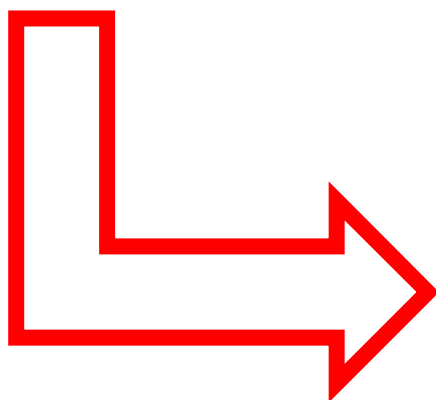


COLLECT ALL UNUSED CHARACTERS HERE TO GET THE NEXT PART OF YOUR CODE:

Solution:

Your old and week passwords:														
B	A	R	C	E	L	O	N	A	1	8	9	9		
J	U	V	E	N	T	U	S	1	8	9	7			
S	T	E	A	U	A	1	9	7	4					
G	A	L	A	T	A	S	A	R	A	Y	1	9	0	5
L	E	C	H	P	O	Z	N	A	N	1	9	2	2	

Your new and strong passwords:															
8	4	R	C	3	L	0	N	4	_	i	b	g	g	S	
1	U	V	3	N	T	U	5	_	i	b	g	j	E		
5	T	3	4	U	4	_	i	g	j	a	V	E			
G	4	L	4	T	4	5	4	R	4	Y	_	i	g	o	s
L	3	C	H	P	0	Z	N	4	N	_	i	g	z	z	N

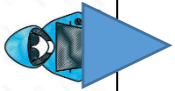
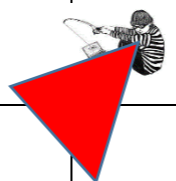
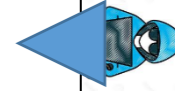
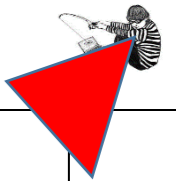


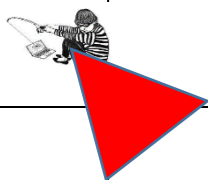


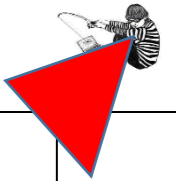
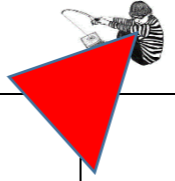
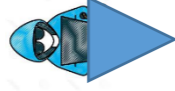

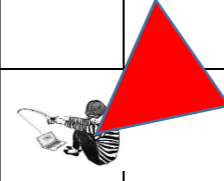
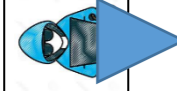
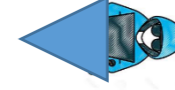

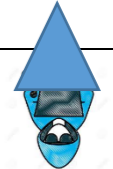
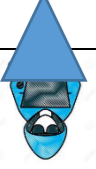
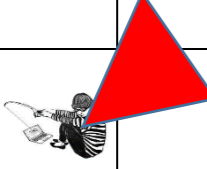
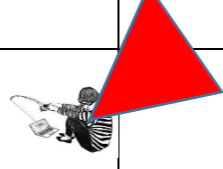


USE CHARACTERS FROM THIS SET TO MAKE NEW AND STRONG PASSWORDS:															
N	E	b	i	8	3	4	C	R	L	g	0	_	4	g	
U	E	T	i	g	1	_	j	3	b	U	N	5	V		
4	5	U	a	E	i	T	V	4	g	_	3	j			
g	T	s	G	R	4	4	4	i	_	5	L	Y	4	O	4
Z	N	3	H	C	L	_	N	z	z	4	i	0	P	g	N



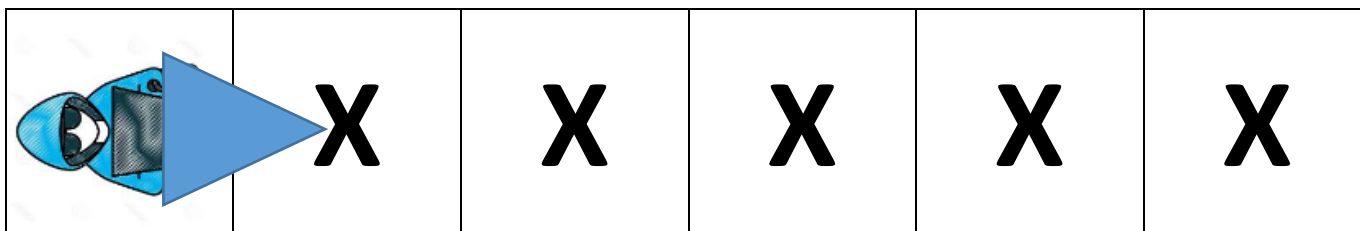
COLLECT ALL UNUSED CHARACTERS HERE TO GET THE NEXT PART OF YOUR CODE:

CYBER LABYRINTH

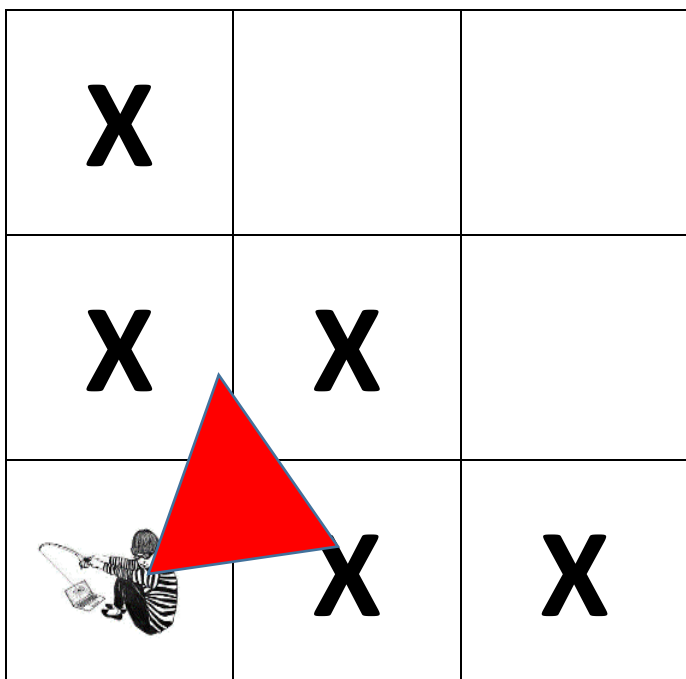
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	
1																						1		
2																							2	
3																							3	
4																								4
5																							5	
6																							6	
7																								7
8									START															8
9																							9	
0																								0
1																							1	
2																								2
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	

TO GET OUT OF THE CYBER LABYRINTH, YOU HAVE TO AVOID THE FIELDS COVERED WITH AND CONTROLLED WITH THESE BAD GUYS:

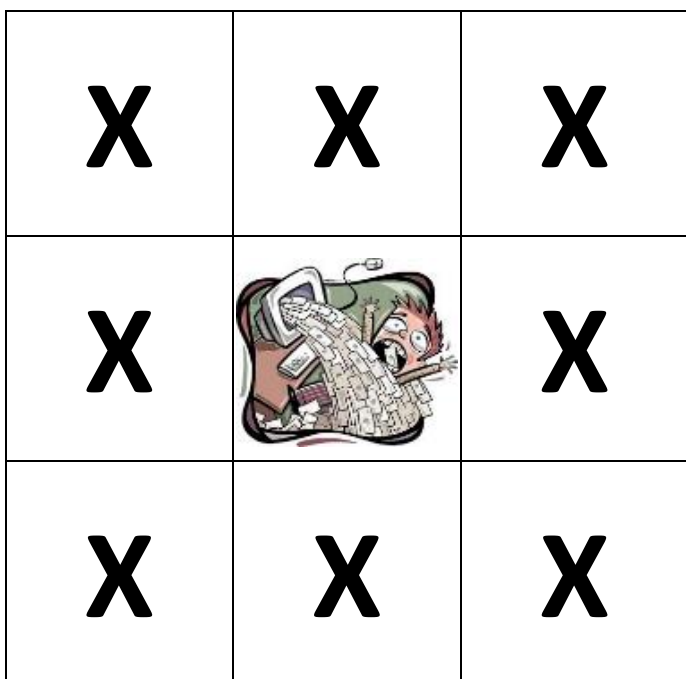
1. HACKER – IT ATTACKS IN ONE DIRECTION SIGNED WITH BLUE ARROW, IT COVERS 5 FIELDS FORWARD AND THE ONE HE IS POSITIONED AT. YOU MUSTN'T STEP ON THESE PLACES.



2. PHISHING – It collects your data from a special range: in direction indicated with the red triangle. You can't step on the fields under his control, as marked here with X-es.



3. SPAMMER – IT SENDS HIS UNWANTED E-MAILS IN ALL DIRECTIONS, SO YOU ARE NOT ALLOWED TO STEP ON FIELDS AROUND HIM.





$$\underline{\hspace{2cm}} + (\underline{\hspace{2cm}} : \underline{\hspace{2cm}}) - (\underline{\hspace{2cm}} + \underline{\hspace{2cm}}) - (\underline{\hspace{2cm}} * \underline{\hspace{2cm}}) - \underline{\hspace{2cm}} - \underline{\hspace{2cm}} - \underline{\hspace{2cm}} = \boxed{\hspace{2cm}}$$

IF YOU NEED HELP, CONSULT WITH ONE OF THE HELPER CARDS!

$$\underline{\hspace{2cm}} + (\underline{\hspace{2cm}} : \underline{\hspace{2cm}}) - (\underline{\hspace{2cm}} + \underline{\hspace{2cm}}) - (\underline{\hspace{2cm}} * \underline{\hspace{2cm}}) - \underline{\hspace{2cm}} - \underline{\hspace{2cm}} - \underline{\hspace{2cm}} = \boxed{\hspace{2cm}}$$

THIS IS THE 2ND SHEET THAT IS STICKED UNDER THE 1ST ONE.

USE DIFFERENT COINS AVAILABLE IN YOUR COUNTRY TO GET THE NUMBERS OF THE EQUATION.

STICK THEM ON THIS PAPER IN THE RIGHT ORDER SO THAT YOU CAN GET A SIMPLE NUMBER (0-9).

YOU CAN CHANGE THE STRUCTURE OF EQUATION IF NEEDED.