



TURING'S LAIR

Embark on a journey through the enigmatic world of codes and ciphers, where every symbol holds a secret, and every puzzle conceals the key to unraveling hidden truths. In Turing's Lair, you'll step into a realm where the mind is your greatest weapon, and logic is your guide. Prepare to decode the mysteries buried deep within encrypted messages, navigate the shadows of secrecy, and uncover a world where information is power. Here, every cipher is a challenge, every clue a step closer to revelation, and every misstep could lead to obscurity.

Round 1 :

In this round, delegates will play a game of cards, but with a cryptic twist. The deck of cards used in this round would involve no Kings, Queens, or Aces, instead, they involve various ciphers and mystery cards. Your job: Decrypt the cipher you draw from the deck within the time given. Only the quickest of decoders will come out on top.

Teams will be given two skips

Delegates per team: 2

Round 2 :

You will be led into a room with 8 cases, each with an item of varying rarity or price. Within 3 minutes, you must solve enticing riddles and mind-bending puzzles to open these cases. Be silent, but be quick, because only the best teams will proceed to the final round.

Delegates per team: 3

Round 3 :

Lmv nliv gdrhg orvh zsvzw. Blf'oo mvvw gl yv hszik, gsrmp uzhg, zmw nlhg rnkligzmgob: wvxlwv. Zm fmvckvxgvw xszoovmtv zdzrgh, dsviv lmob gsv yvhg zmw yizevhg droo irhv gl gsv glk. Yizxv blfihvoevh,zmw tllw ofxp.

Delegates per team: 3

LIST OF CIPHERS

Caeser
Atbash
ADFGX
ADFGVX
Railfence
Playfair
PigPen
Tic Tac Toe
Route Cipher
Base 64
Caeser Box
4 Square Cipher
Hill Cipher
Morse Code
ASCII to Text
Braille
Vigenere