

TURING'S LAIR

Turing's Lair is shrouded in mystery and ciphers, where delegates are not only tested on their ability to solve ciphers, but also their creativity, problem solving skills, intuition and their ability of coherent theorization. Delegates are placed in an Alternate Reality Game (ARG), and are expected to piece together a complete story using hints and clues obtained by solving puzzles and ciphers. Each round will have them acting as investigators, where every single clue and piece of evidence is a step closer to revelation, and every little misstep could lead to complete confusion. In the end, they are expected to reconstruct a chronological order of events. No phones are allowed and delegates must use laptops or tablets.

Delegates per team: 2

Round 1 :

Delegates are provided with a Youtube Video, hidden ciphers and links to additional media (i.e Google Docs, Audio Files). Your job is to apply your cryptography knowledge, and solve hidden puzzles and ciphers to gain more information. 1 ½ hours will be alotted to complete this round. The final submissible is a compiled story, either in bullet or paragraph form, along with all evidence collected, and complete working of ciphers solved. Any submissions after the time limit will be disregarded.

This is an elimination round.

Round 2:

With the story already established, in this round delegates are given a second video. You are expected not only to perform cryptographic analysis, but also to manipulate audio and photo evidence. Information from Round 1 may also be used to solve new clues and improve previous theories. Delegates are given 1 ½ hours, at the end of which an updated storyline, supporting evidence, and working of ciphers is expected.

This is an elimination round.

Round 3:

Delegates will go team-by-team, with each team presented with an Enigma Machine. Your findings in the ARG from the previous round will present you with the settings and algorithm for the machine. If delegates have gathered all required information, and decoded it correctly, they can use the machine to solve the final puzzles. The final submission should consist of a complete timeline and story of events, along with a presentation and/or video, and marking will be done accordingly.

LIST OF CIPHERS:

Atbash
Caesar
Pigpen
Railfence
Bacon
Morse
ADFGVX
Vigenere

REQUIRED SOFTWARE:

Audacity
Photo Editing Software

R zn vevibdsviv zmw ml dsviv zg gsv hznv grnv.
R zn gsv vmgrgb gszg ulooldh