**Escape Room**

**So You Want to Be a Spy?**

I am happy to report that students, faculty and staff at Grinnell College have begun learning how to incorporate stronger information security (infosec) measures in their offices, classes, labs, rooms, and digital presence.

Though improvements have been made, we have heard from one of our contacts that a spy by the name of Dale Stuart has infiltrated Grinnell College and has begun collecting data on members of the community in the hope of hacking individual accounts. Dale hopes to find account information through phishing attempts and social media. Once an individual account is hacked, then Dale has access to all the campus locations that individual can access. Your mission is to find out what information Dale has collected. Our source says that Dale is keeping the information on a file called “Top Secret File”

In order to access the file, you will need to determine Dale’s username, password, and find the file called “Top Secret File” before Dale returns in 40 minutes. Note: Dale’s account will be locked after 5 failed attempts so be relatively sure you know of the password before making an attempt.

**Escape Room– So you want to be a spy?**

Escape Room Rules and Tips

* You have 40 minutes to accomplish your mission.
* Everything you need to solve the puzzles are in the material in front of you.
* Communication and team work are essential.
  + Everyone brings unique gifts and skills to the process.
  + If you find a new clue, let the rest of the team know about it.
  + All the puzzles are solved with critical thinking, not brute force. You don’t need to take anything apart.
* The process is not linear.
  + The current puzzle(s) may need help from future discoveries.
  + If you are stuck, maybe you have not found all the clues.
  + Multiple puzzles can be worked on simultaneously.
  + Subgroups may work on different puzzles.
* Hint cards.
  + Each group gets three hint cards.
  + You can choose to use them if you are stuck.
  + If the facilitator thinks a group could benefit from a hint, they will ask if you want the hint. The group then decides if they want to use a hint card.
  + Using hint cards does not affect your time
* When you think you have the username and password, try logging in on the computer.
* This escape room is offered multiple times on campus.
  + You are only able to participate in this specific escape room once.
  + Please keep the clues, solutions for puzzles, and combinations to yourself so others can enjoy the game after you.

*Good Luck & Have Fun!*