Can you hack it?

# Scenario

Welcome to “Can you hack it?” a cybersecurity awareness escape room. You and your team are a group of hackers who will be using social engineering techniques to solve the many challenges of the room.

You have found that the local coffee shop is a popular hangout for Grinnell College students, faculty and staff. You hope to gain access to the campus network by lifting an electronic device while at the coffee shop. Once you get the device, you will have to figure out the pin or password. However, using the techniques available to you as a social engineer, that should not be a problem.

Your objectives will be to figure out the pin code for a smart phone, find a specific app on the phone and decrypt the final document. Good luck!

# Escape Room Rules and Tips

* You have 40 minutes to accomplish your mission.
* Walk around, observe, and find information, tools, keys, and hints.
* Everything you need to solve the puzzles is in the room.
* Communication and teamwork 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 do not 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
* This escape room will be 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!*