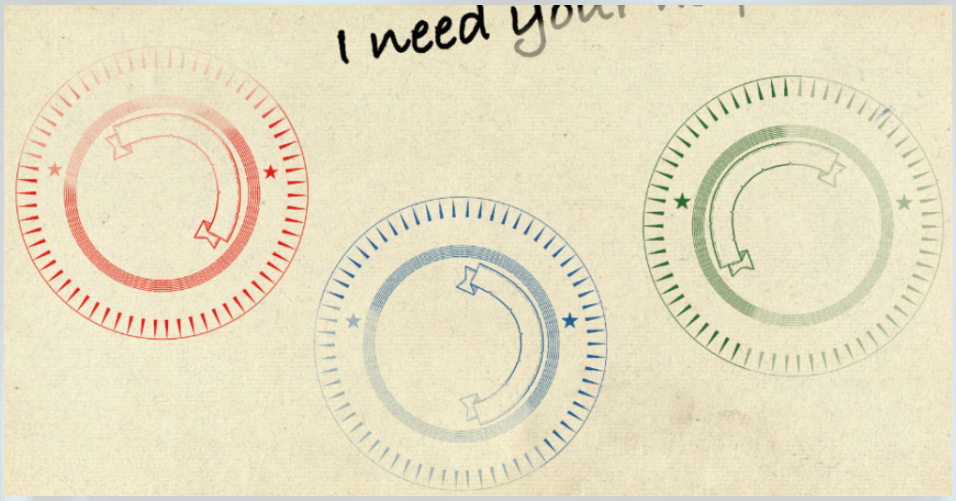
1. Rotating symbol
   You have this note at the beginning of the game. It has three differently-colored stamps:

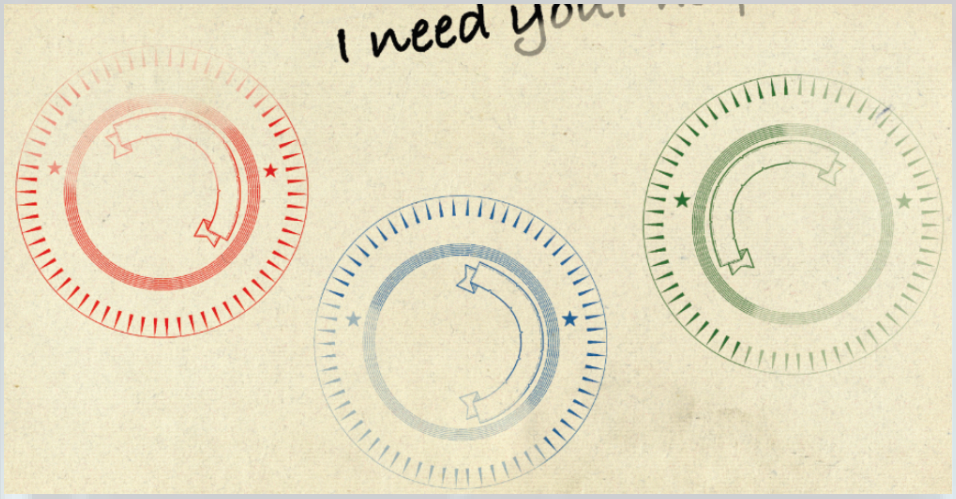


   A sticker on the plastic case:



   The three colored stamps repeat parts of the emblem of the sticker.
   notice that on these three stamps on the inner part of the emblem is rotated. Now imagine, where the arrow on the emblem would point, if its central part is rotated.



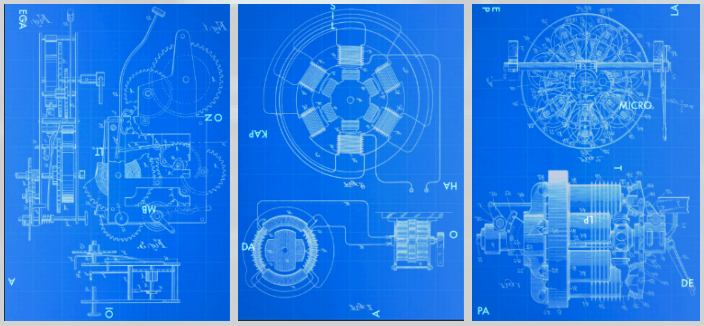


The arrow points to three digits. The color of each stamp corresponds to the one of the colored dials of the lock, holding the plastic case shut.

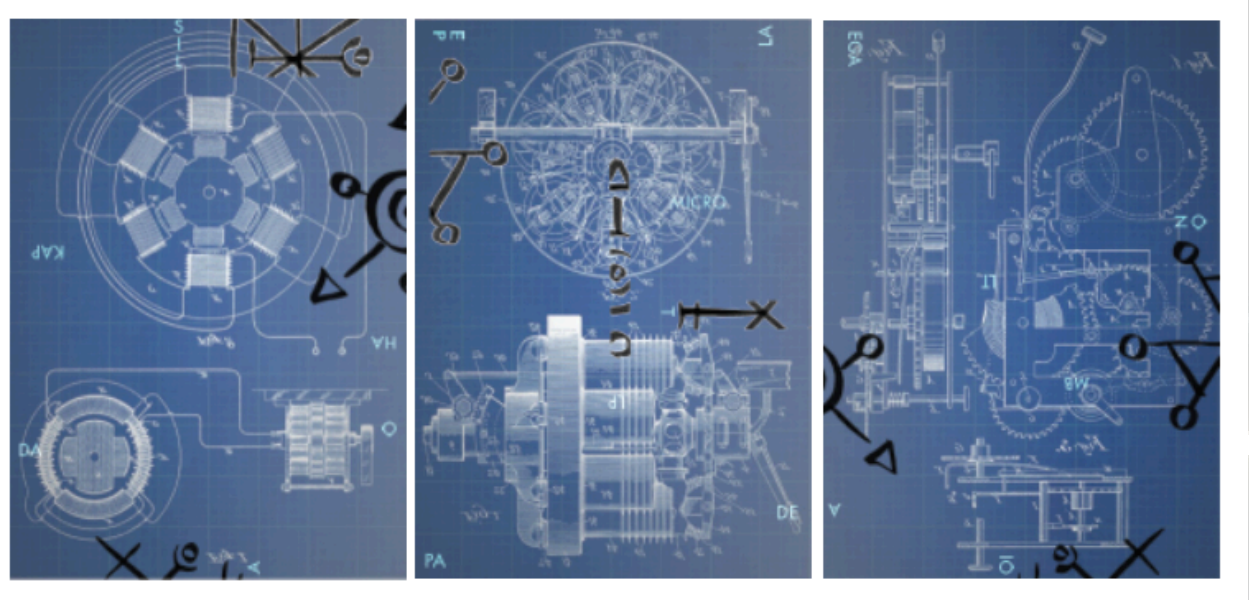
Answer: 510

2. Operation "Vetruvian": UV blueprint
   In this puzzle find the code for Evidence bag 1.(red lock)

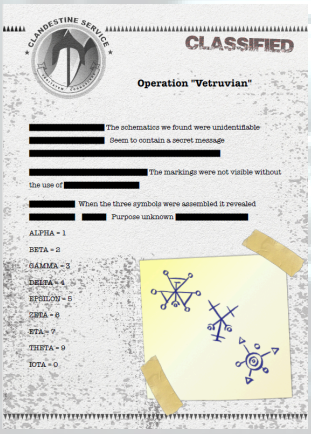
   In the case, find three blueprints and a UV-blacklight



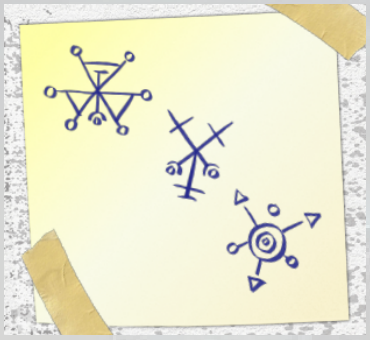
   In UV you can see pieces of strange symbols on the blueprints.



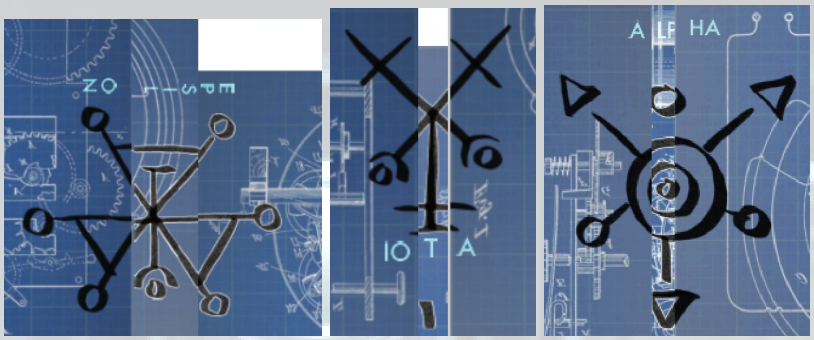
consult the file on operation "Vetruvial", found in the plastic case.



In this file there is a picture of three symbols:



Now shine the UV light on the blueprints and assemble these three symbols, by putting the blueprints together so the UV lines connect.
Each time the players assemble another UV symbol, the letters, that are written all over the blueprints, will align to form a word.



The three resulting words are: EPSILON, IOTA, ALPHA,

There is a list of greek letters in the file on operation "Vetruvian":

ALPHA = 0
BETA = 1
GAMMA = 2
DELTA = 3
EPSILON = 4
ZETA = 5
ETA = 6
THETA = 7
IOTA = 9

Answer: 490

3. Operation "Whirlwind": Call signs
   Here you need to find the code for the journal.

Journal:
Sum of IDs of Agents Laslo and Capri (suspects, operation "Whirlwind").

find a file on operation "Whirlwind".
It consists of several pages.
One gives the list of names of five locations and four agents that were in those locations.

Stage 1 - Fest, Laslo, Echo, Mank

Stage 2 - Fest, Laslo, Perry, Mank

Stage 3 - Fest, Laslo, Theta, Capri

Stage 4 - Fest, Theta, Vogel, Echo

Stage 5 - Theta, Vogel, Mank, Capri

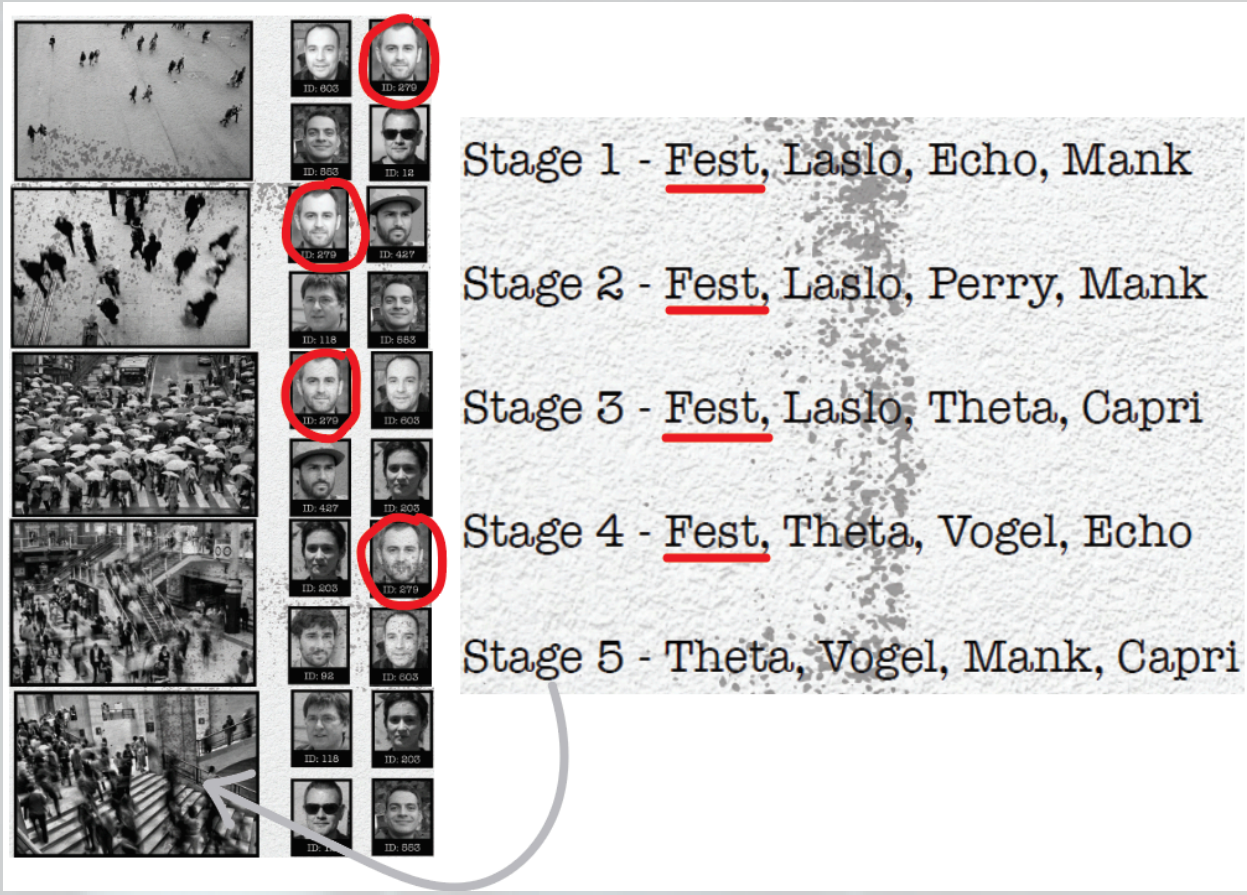
The other pages have the pictures of the locations and the portraits of the agents.



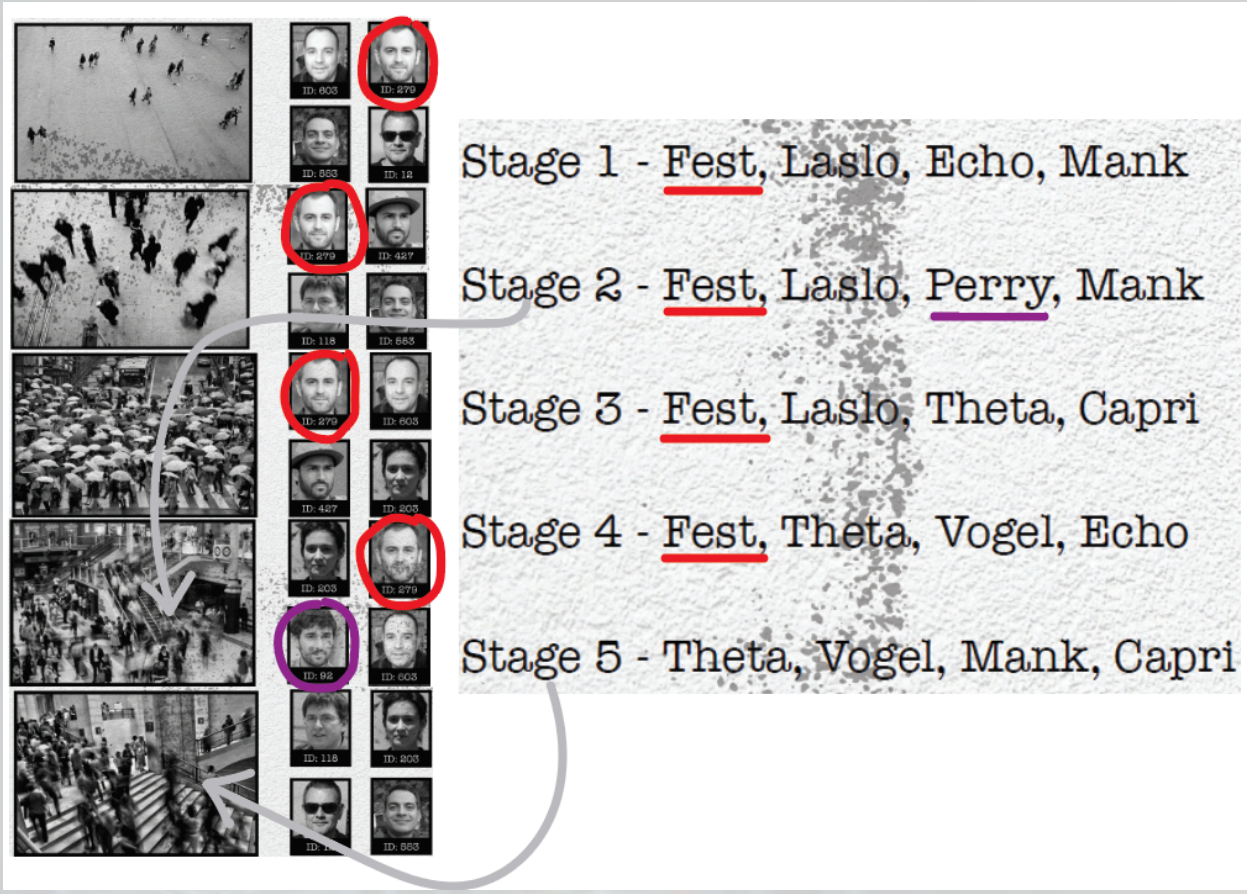
The players need to match the names of the against to their faces.
There are multiple ways to deduce which agent is which, here's one.

- Notice that only one agent name (Fest) appears in the list 4 times. And only one portrait appears four times. Now you know what Fest looks like, and the photo

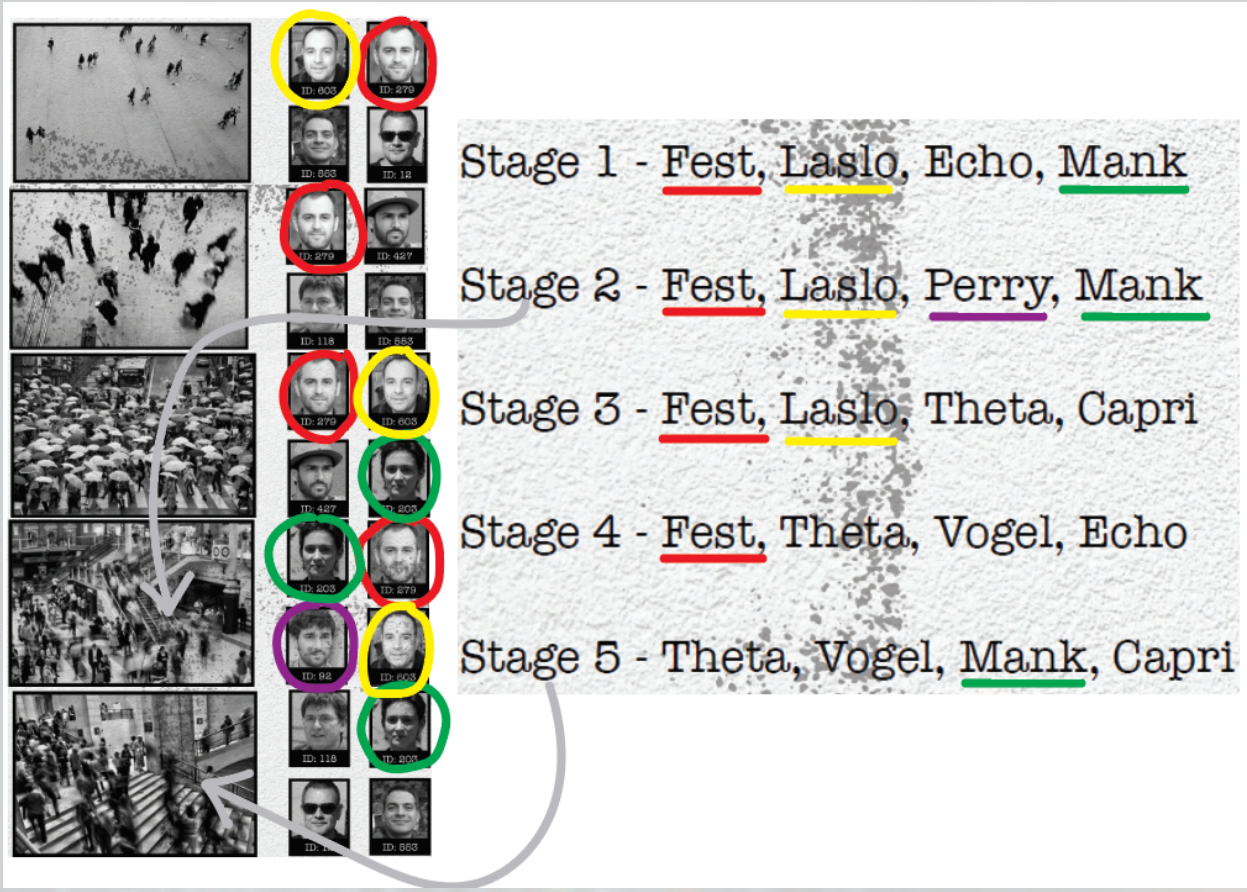
where he's not present is Stage 5.



- Only one name appears once, and only one portrait appears once. That helps identify which photo is Stage 2.



- Now, in stage 2 you know 2 names. The other two - Laslo and Mank, both appears three times in the file, but only Mank is in Stage 5. So we know who Mank and Laslo are.



- Now you need to find Capri. We've identified Fest and Laslo, and we can see that stage 3 has them both, without Mank.



Stage 1 - Fest, Laslo, Echo, Mank

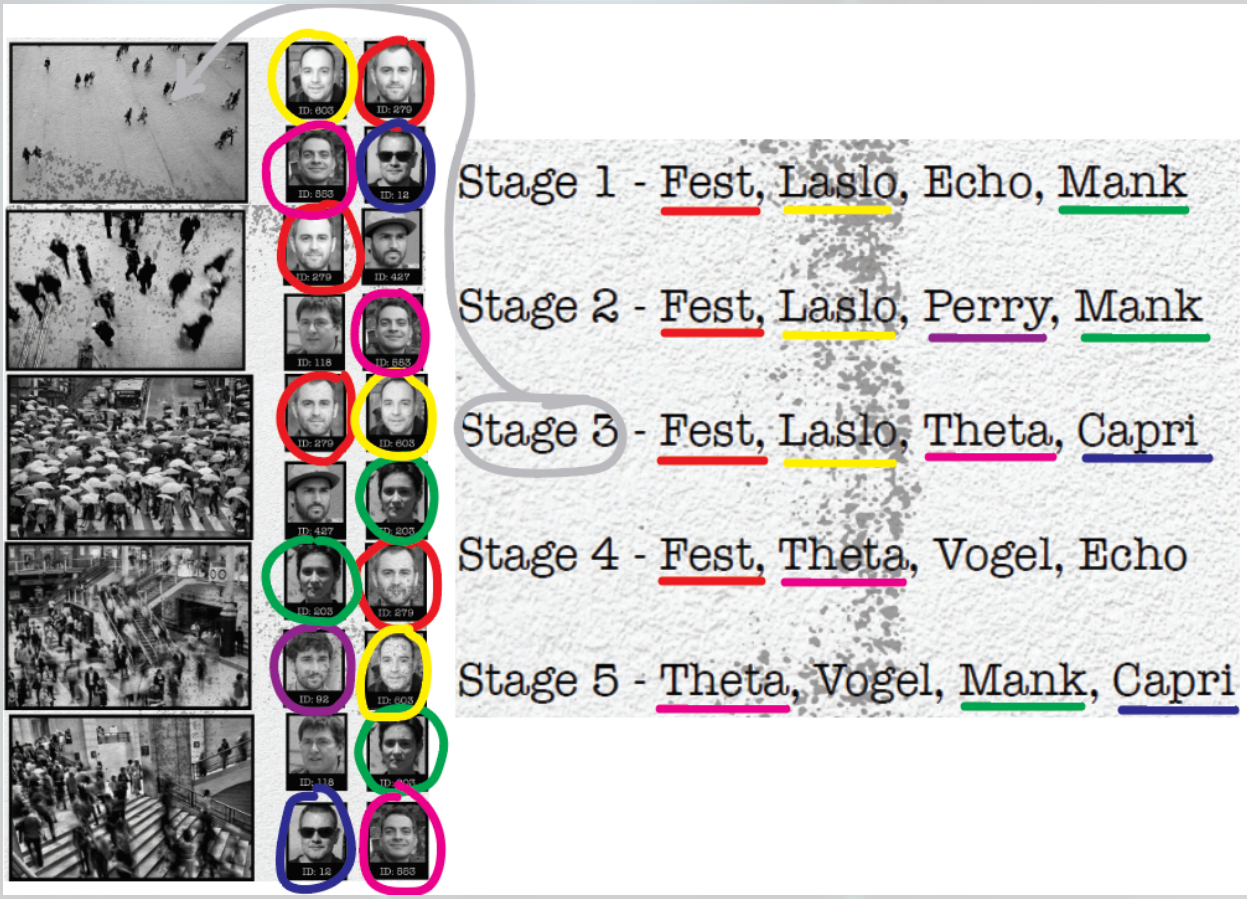
Stage 2 - Fest, Laslo, Perry, Mank

Stage 3 - Fest, Laslo, Theta, Capri

Stage 4 - Fest, Theta, Vogel, Echo

Stage 5 - Theta, Vogel, Mank, Capri

- One of the unidentified portraits in stage 3 is Capri, the other - Theta. Theta appears three times, Capri only two, so it's easy to id them.



Here are Laslo and Capri.



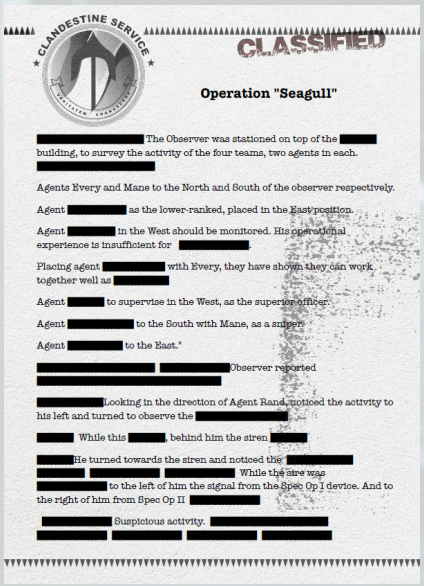
Now all you need to do is add up the IDs.

Answer: 615

4. Operation "Seagull"
   Getting the code for Evidence bag 2. (yellow lock)

Evidence bag 2:
Sum of the IDs of agents that came under suspicion during operation "Seagull".

Consult the file on operation "Seagull".



CLANDESTINE SERVICE

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Operation "Seagull"

[redacted] The Observer was stationed on top of the [redacted] building, to survey the activity of the four teams, two agents in each. [redacted]

Agents Every and Mane to the North and South of the observer respectively.

Agent [redacted] as the lower-ranked, placed in the East position.

Agent [redacted] in the West should be monitored. His operational experience is insufficient for [redacted].

Placing agent [redacted] with Every, they have shown they can work together well as [redacted]

Agent [redacted] to supervise in the West, as the superior officer.

Agent [redacted] to the South with Mane, as a sniper.

Agent [redacted] to the East.*

[redacted] Observer reported [redacted]

[redacted] Looking in the direction of Agent Rand, noticed the activity to his left and turned to observe the [redacted].

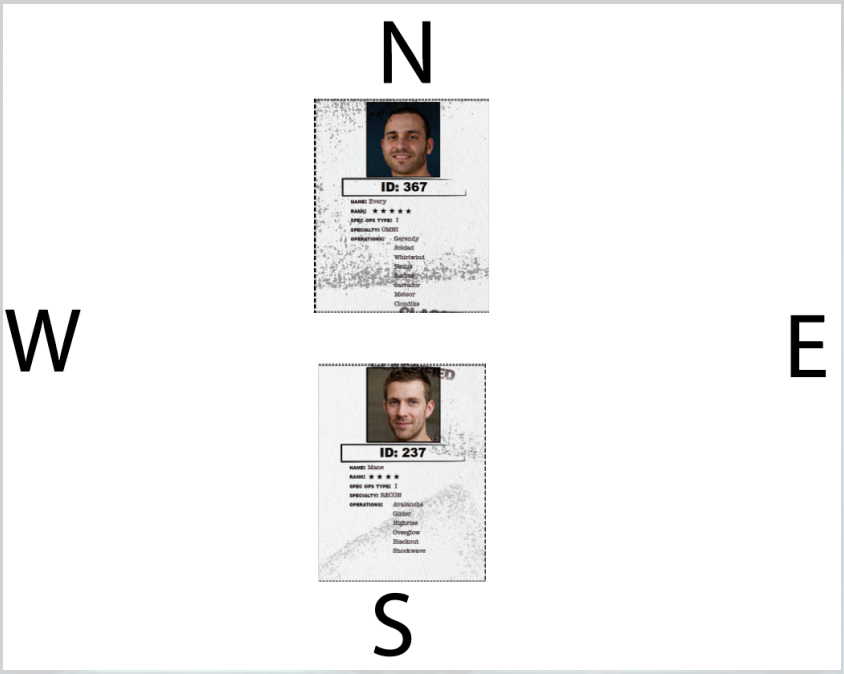
[redacted] While this [redacted], behind him the siren [redacted]

[redacted] He turned towards the siren and noticed the [redacted] While the siren was [redacted] to the left of him the signal from the Spec Op I device. And to the right of him from Spec Op II [redacted]

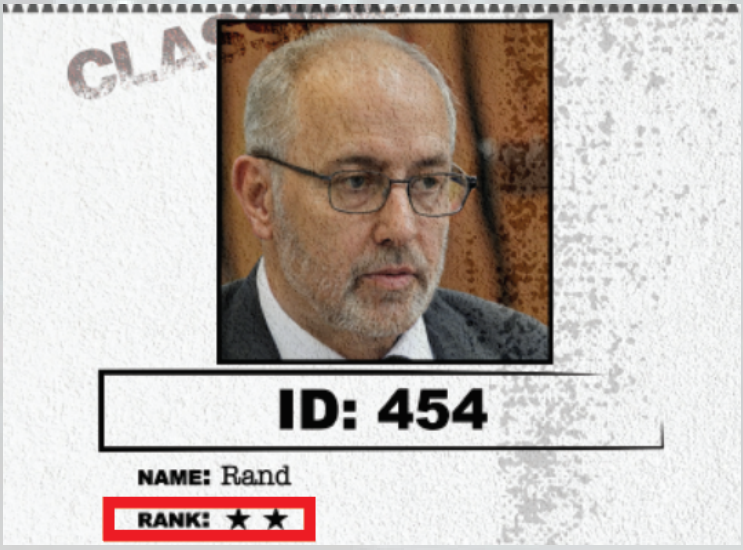
[redacted] Suspicious activity. [redacted]

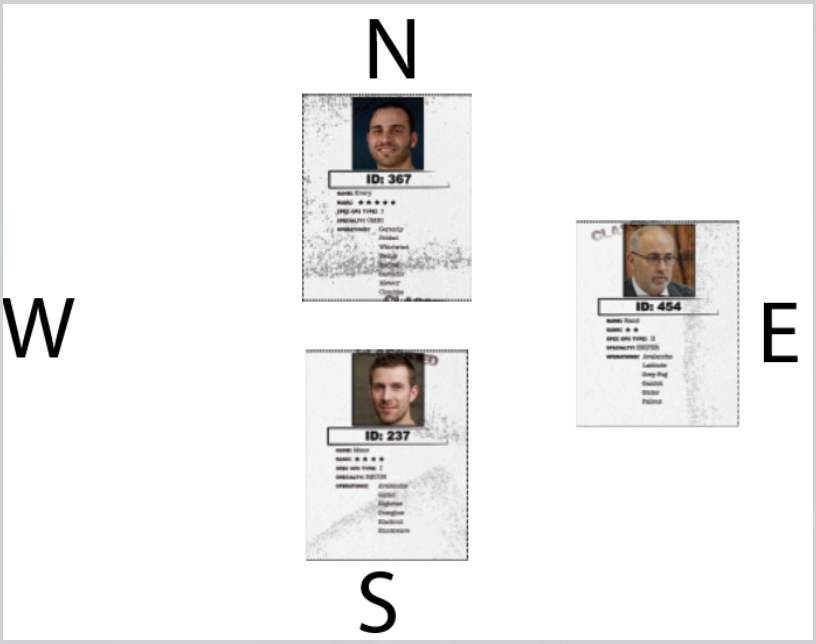
The text gives you directions on how to place dossiers of agents, which they also find in the plastic case.

- "*Agents Every and Mane to the North and South of the observer respectively*"

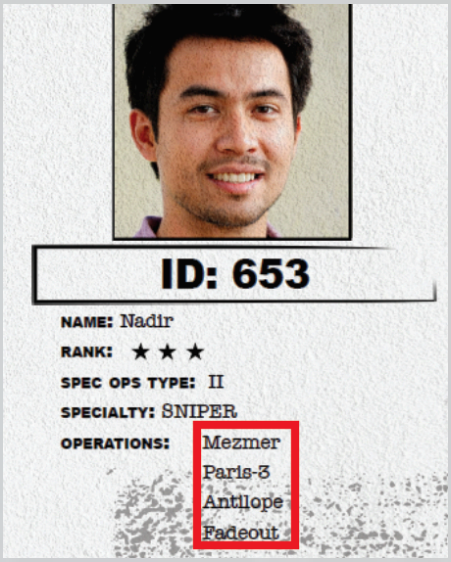


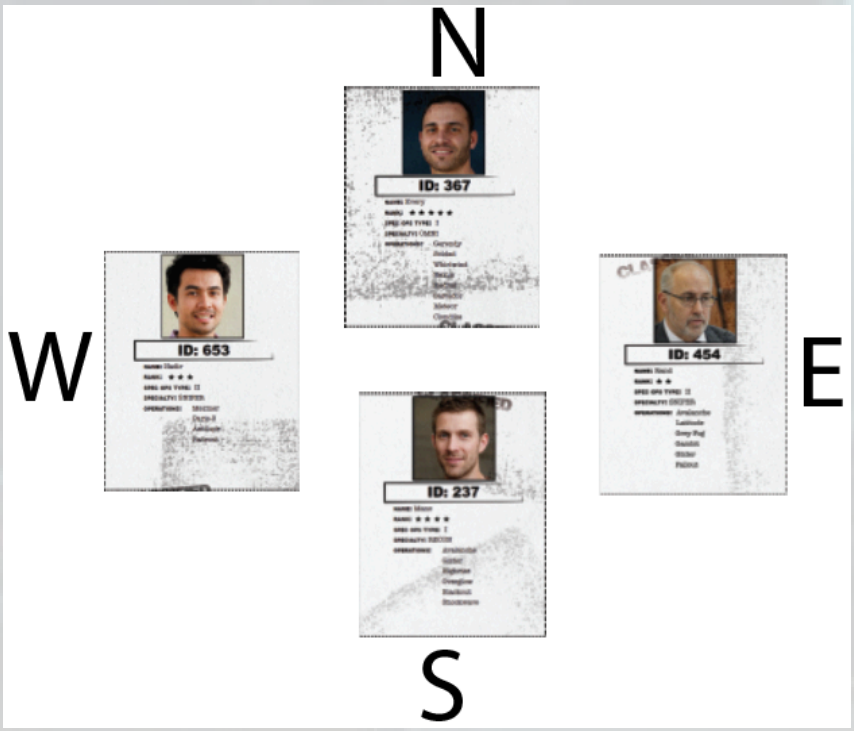
- *"Agent [redacted] as the lower-ranked, placed in the East position"*
  The players need to find the agent with the lowest rank.



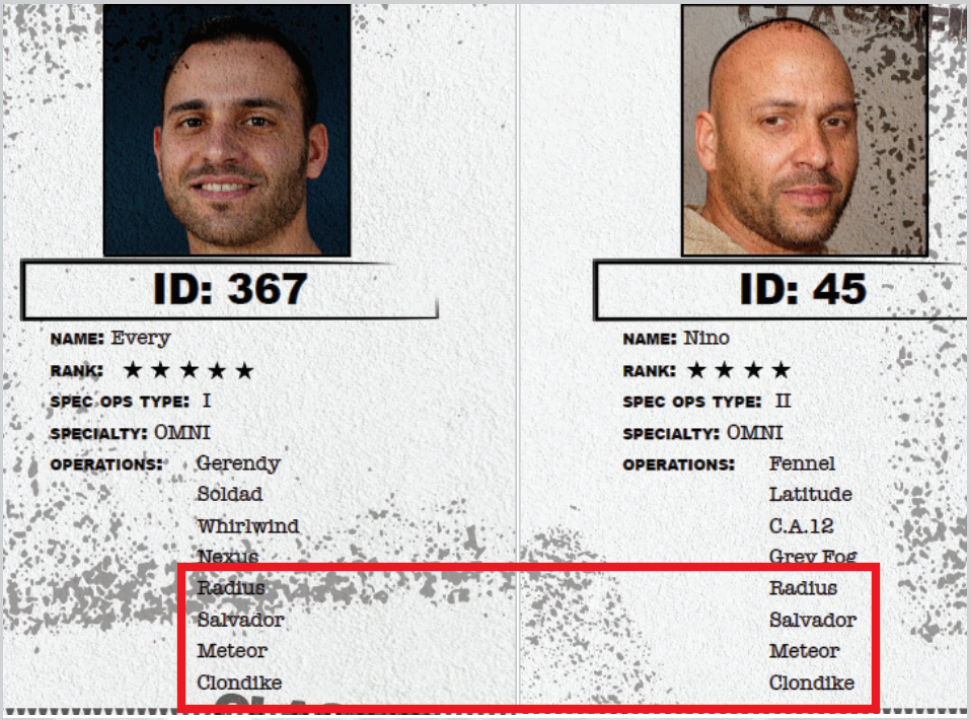


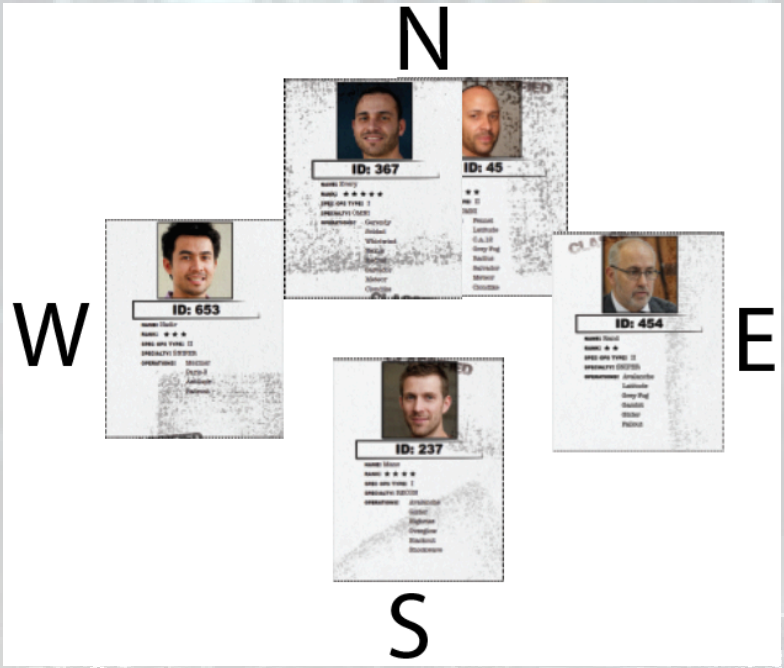
- *"Agent [redacted] in the West should be monitored. His operational experience is insufficient"*
  find the agent with the lowest operations count.



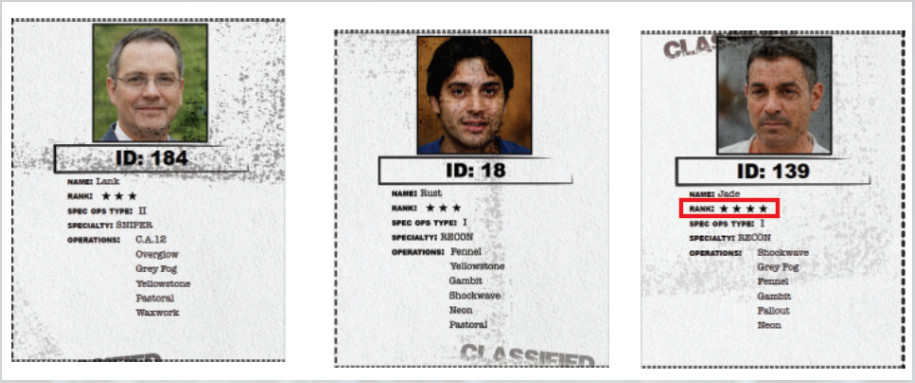


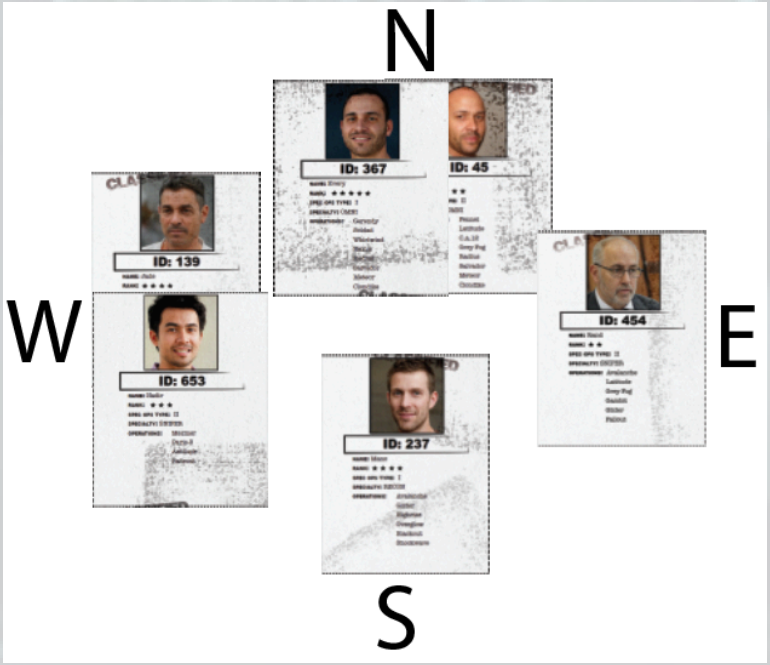
- *"Placing agent [redacted] with Every, they have shown they can work together well as [redacted]"*
  Now find the agent who has a lot of operations in common with Every.



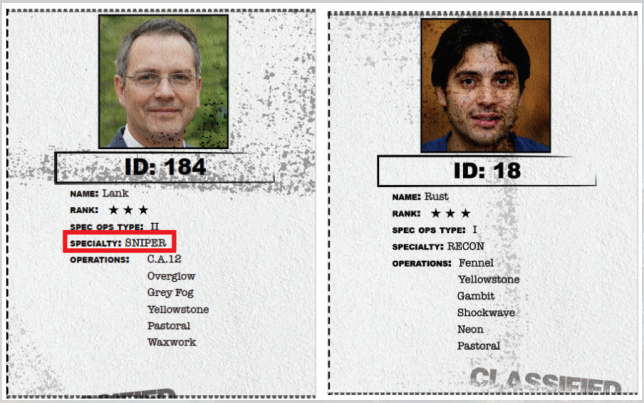


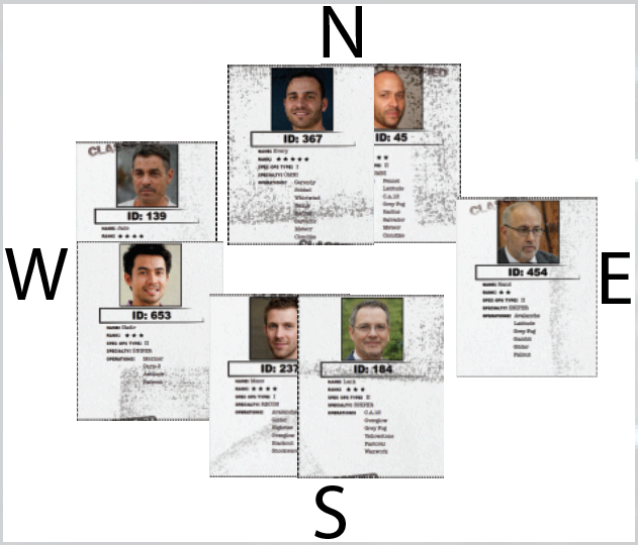
- *"Agent [redacted] to supervise in the West, as the superior officer"*
  The agent in the west has three-star rank. Out of the remaining agents only one outranks him.



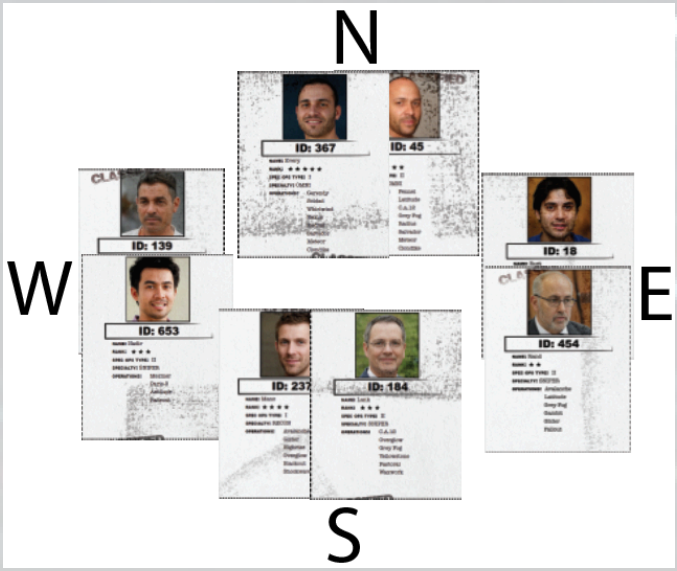


- *"Agent [redacted] to the South with Mane, as a sniper"*
  Only one of the remaining agents is a sniper.



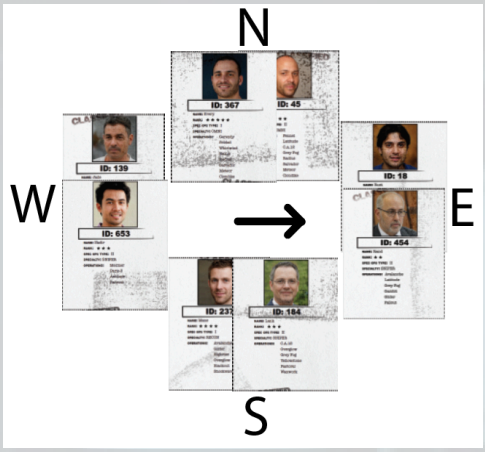


- *"Agent [redacted] to the East"*

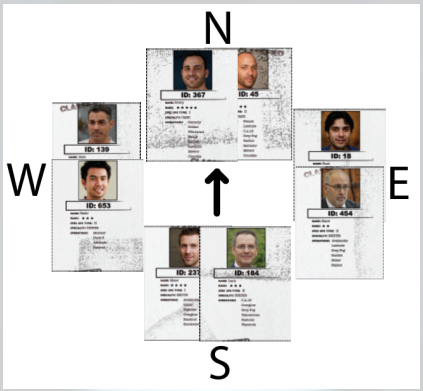


Now, follow the second part of the file.

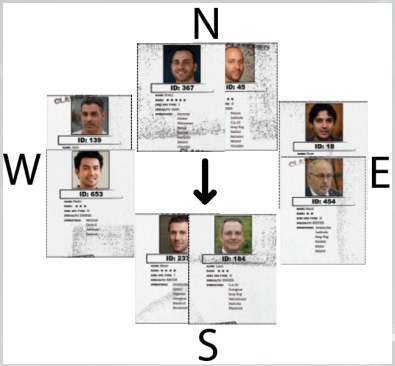
- *"Looking in the direction of Agent Rand"*
  So here's the initial position, looking towards Rand.



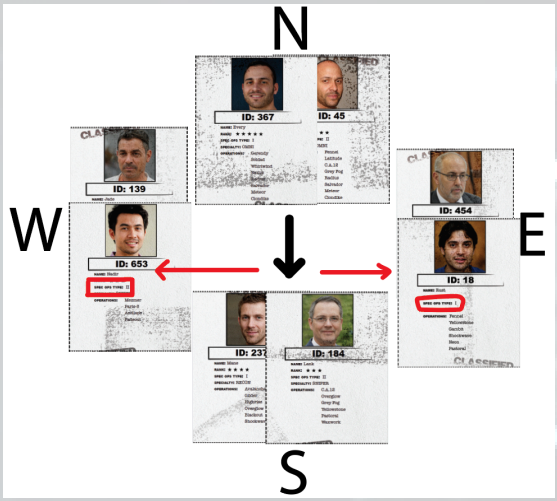
- *"noticed the activity to his left and turned to observe the…*

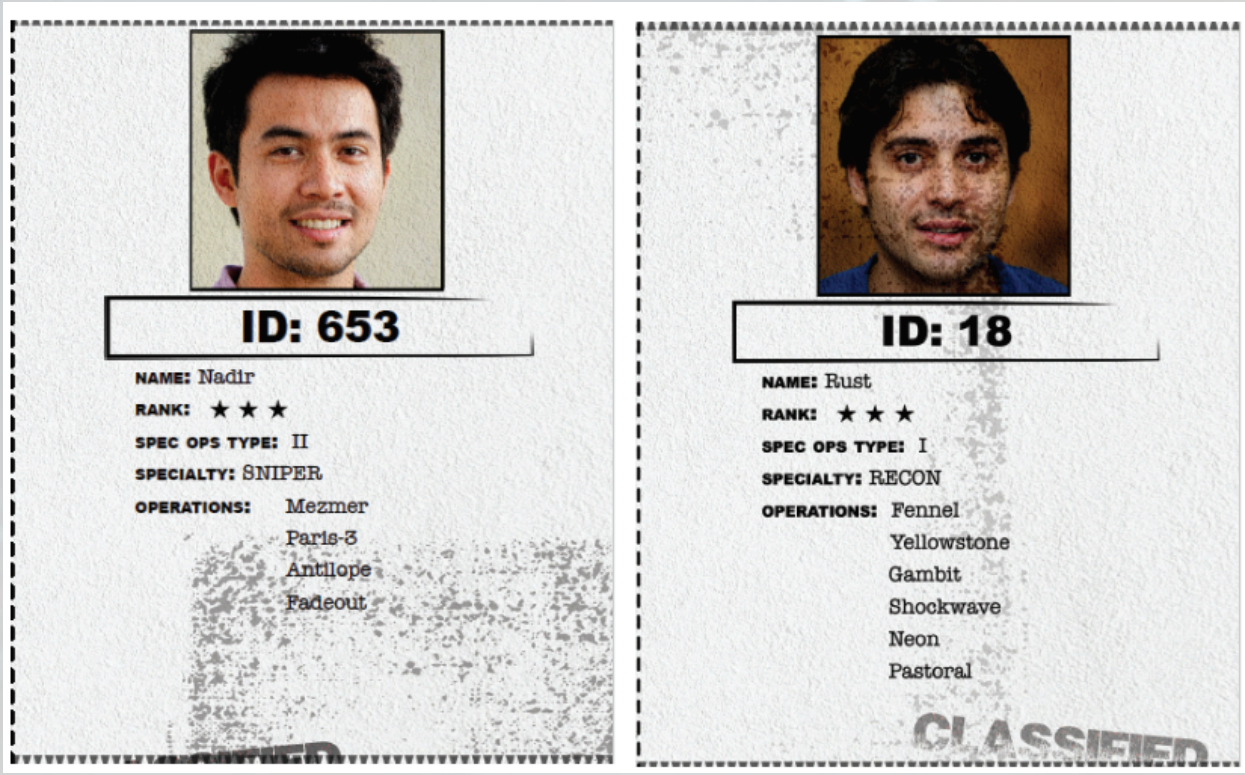


- *"behind him the siren <redacted> He turned towards the siren"*



- *"to the left of him the signal from the Spec Op I device. And to the right of him from Spec Op II"*





Now, add up the IDs.

Answer: 671

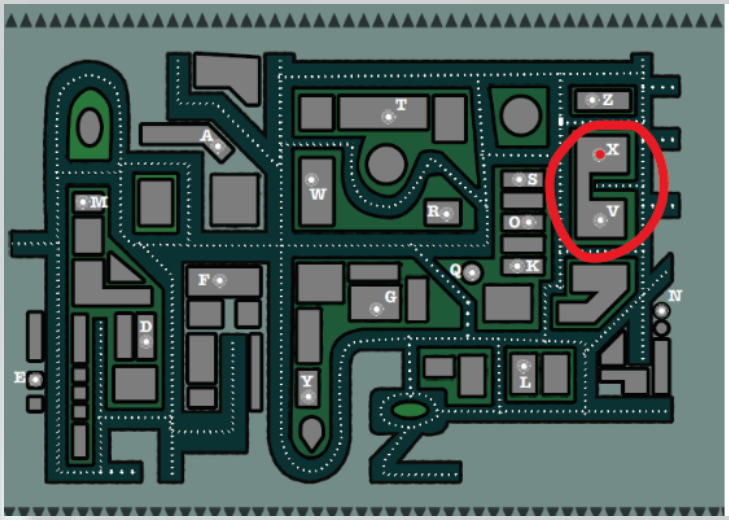
5. Map

For the first operation code, find these four buildings on the map.

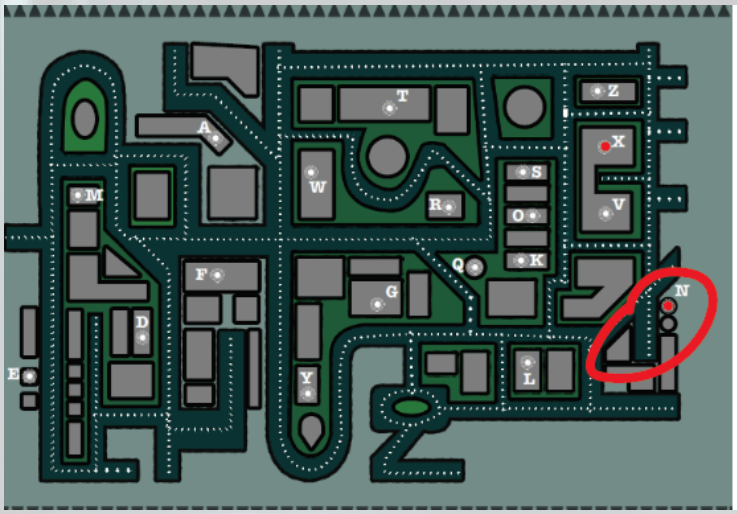
These are the four of the IFA safehouses I investigated. All abandoned. But if the map I intercepted is correct, these four safehouses spell out one of the operation codes.



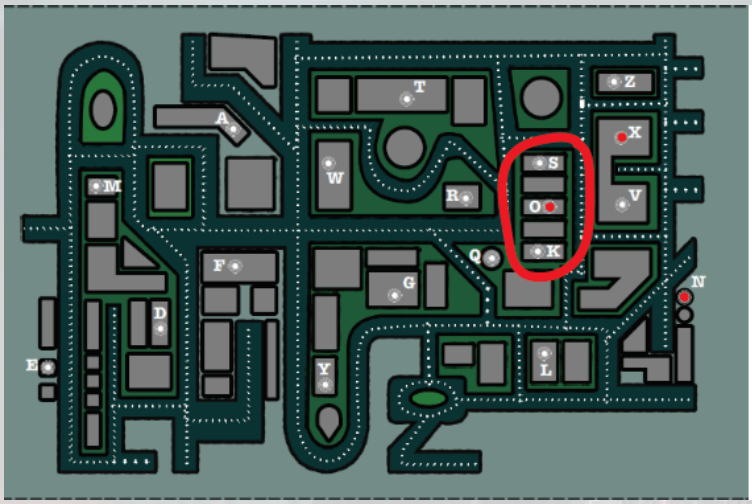
The building shapes and positions are unique. imagine these places from a top-down perspective.


T
Z
A
X
S
W
R
O
V
M
Q
K
F
G
N
D
E
Y
L

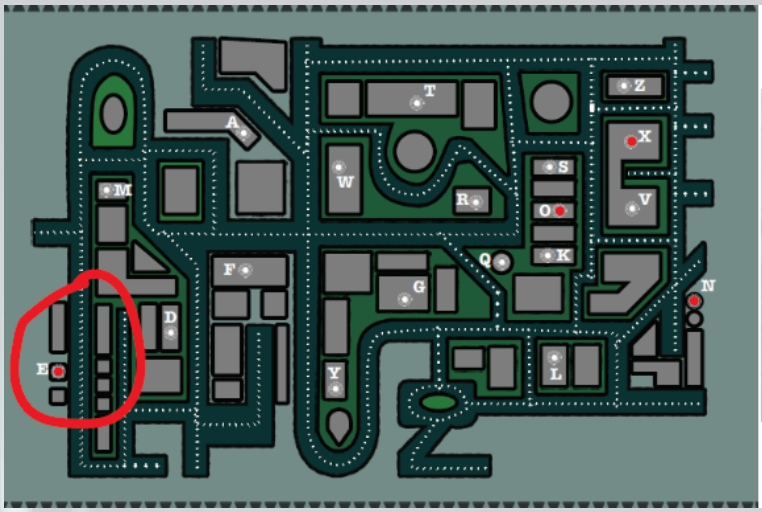


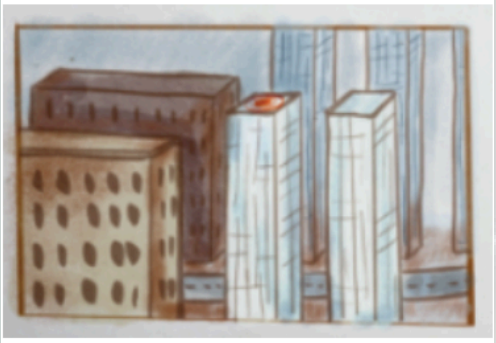

T
Z
A
X
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W
R
O
V
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Q
K
F
G
N
D
E
Y
L




T
Z
A
X
S
W
R
O
V
M
Q
K
F
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N
D
E
Y
L



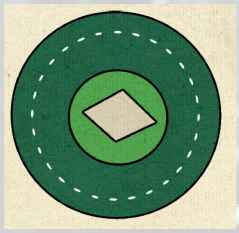




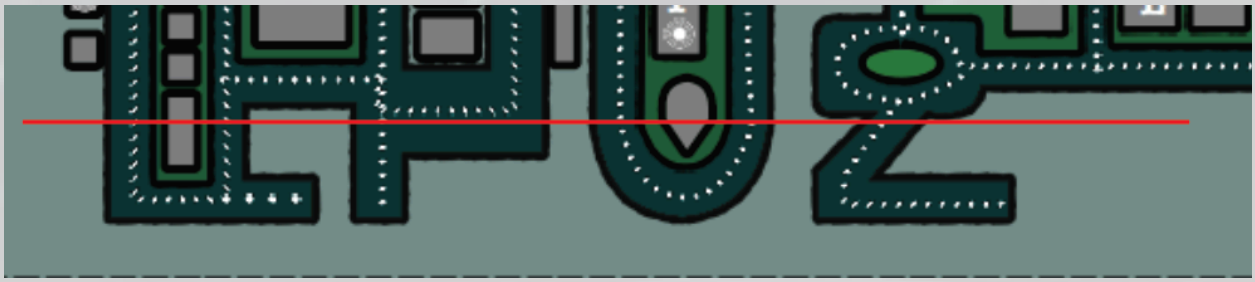
Answer: Operation code "XENO"

6. Mirror

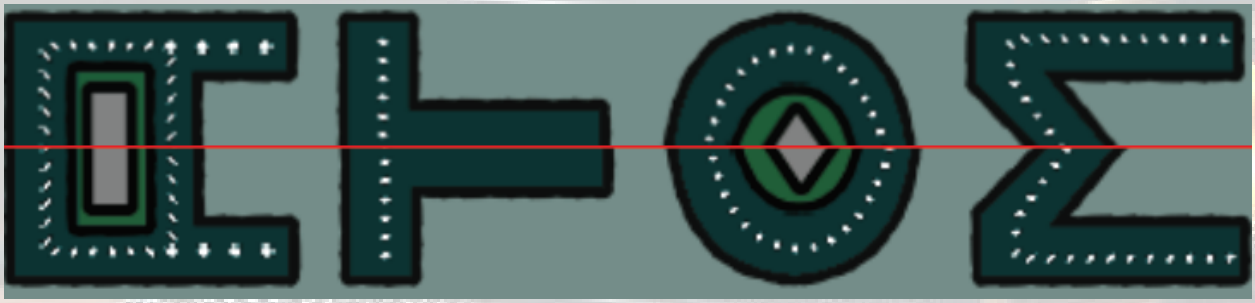
For the next operation code, you'll need to create this symbol from the note:



To do that, put the mirror on the map here:

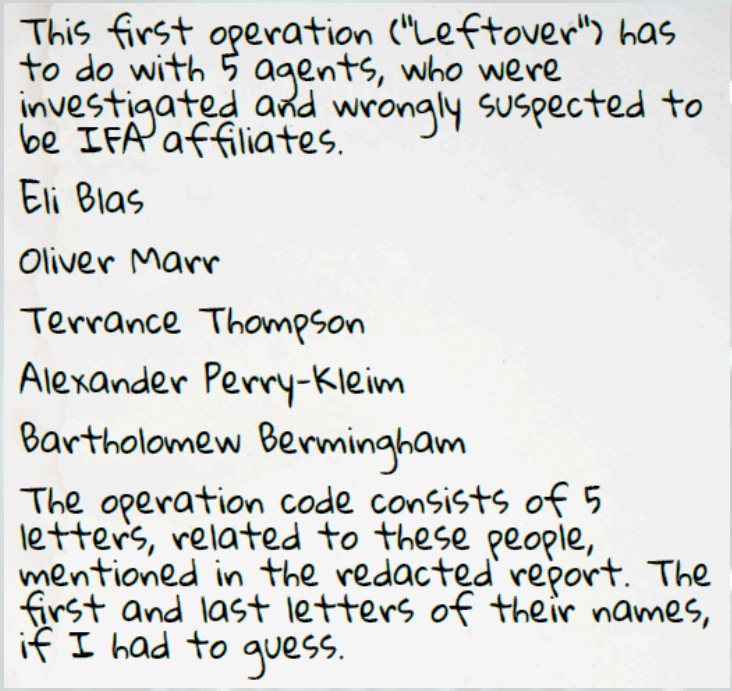


To get the word:

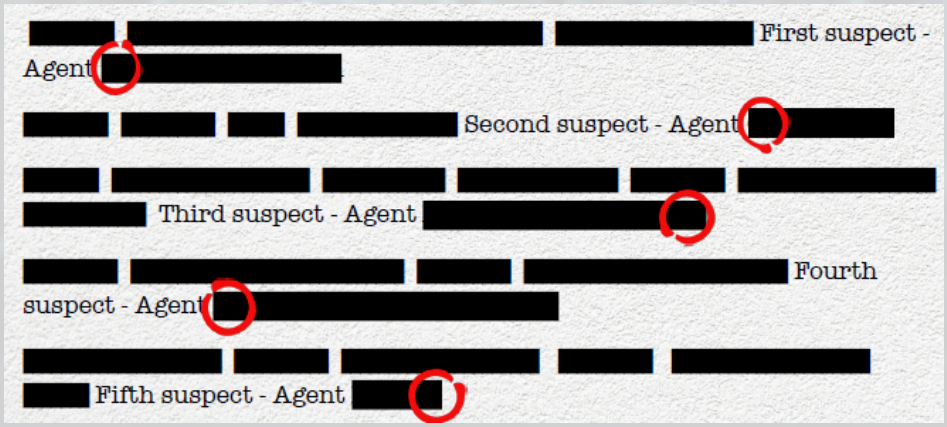


Answer: Operation code "ATOM"

7. Redacted



The file on operation "Leftover" has 5 redacted names with letters marked:



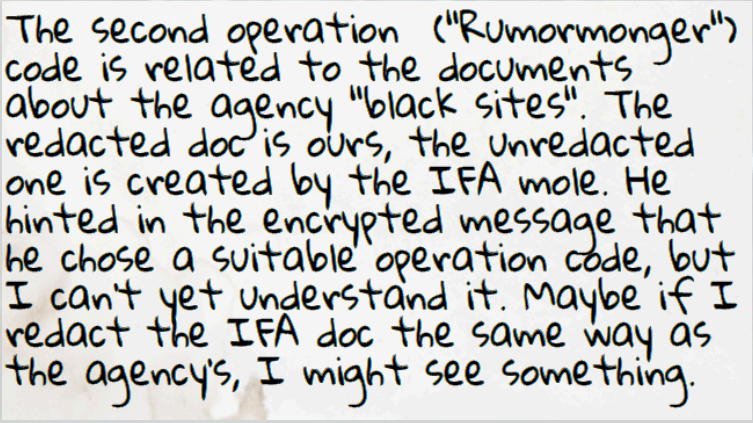
All 5 names of the suspects are of significantly different length, and the redacted parts in the documents are likewise different. So just by the length of the redacted, you can

figure out which name is behind the black block.

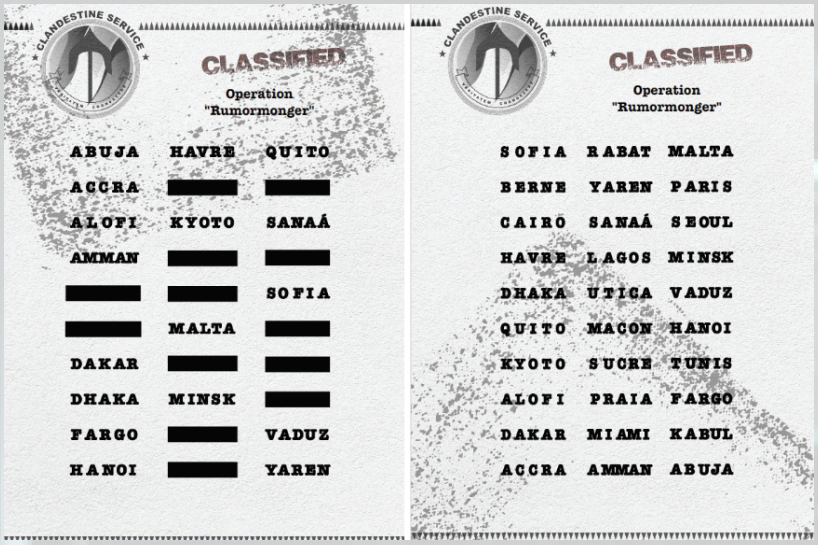


Answer: Operation code "TOMBS"

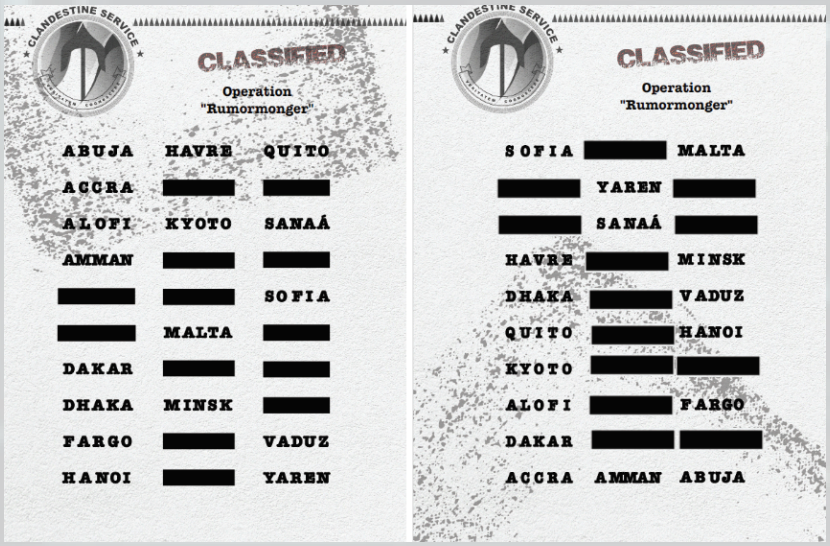
8. Unredacted



You'll notice there are two similar documents. One has a list of city names that is partially redacted, and the other full.



The players need to take the full list and redact it, cross out the same names that are redacted int he first document.



The shape that appears on the page is that of a key.

Answer: Operation code "KEY"

9. Servers
   Follow the description of how the agent laid out the pictures of servers on the floor to map out their location.

IFA managed to compromise some of our servers. I had to recreate the data transfer process to find which of the servers were compromised.

I laid the server photos on the floor to map the grid out. It's just easier to visualize this way.

I laid down Server 1, then from it took two steps East and laid down Server 2.

That's about 10 miles between them, but that's irrelevant, I just want to make sure the map is more or less realistic.

Then, from Server 2 I took 4 steps North and found the place for Server 3.

Then 7 steps West - Server 4.

2 steps South - Server 5.

3 steps East - Server 6.

4 steps South - Server 7.

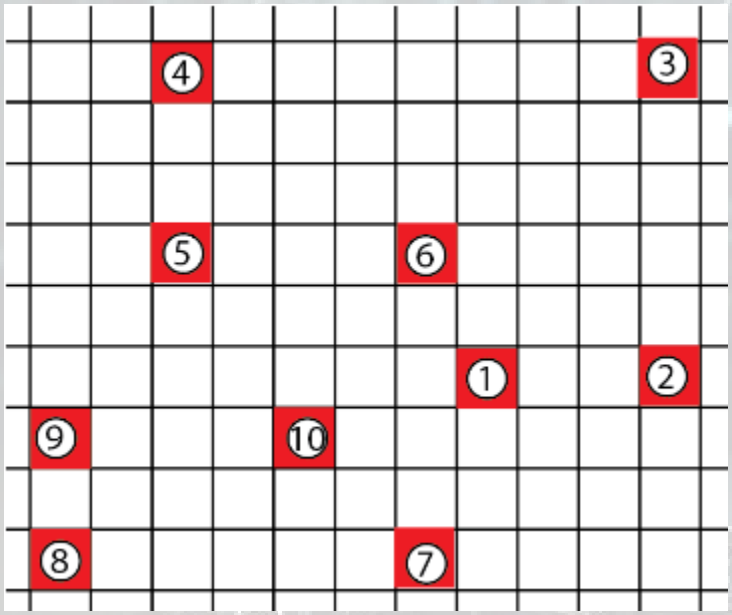
3 steps West - Server 8.

1 step North - Server 9.

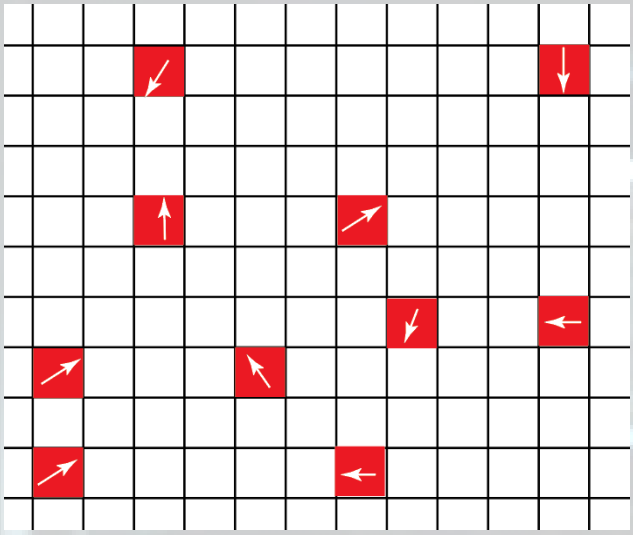
3 steps East - Server 10.

Then I followed the signal from Server 1. I think the last 4 servers in the chain are compromised. Their letter designations should spell out the operation code.

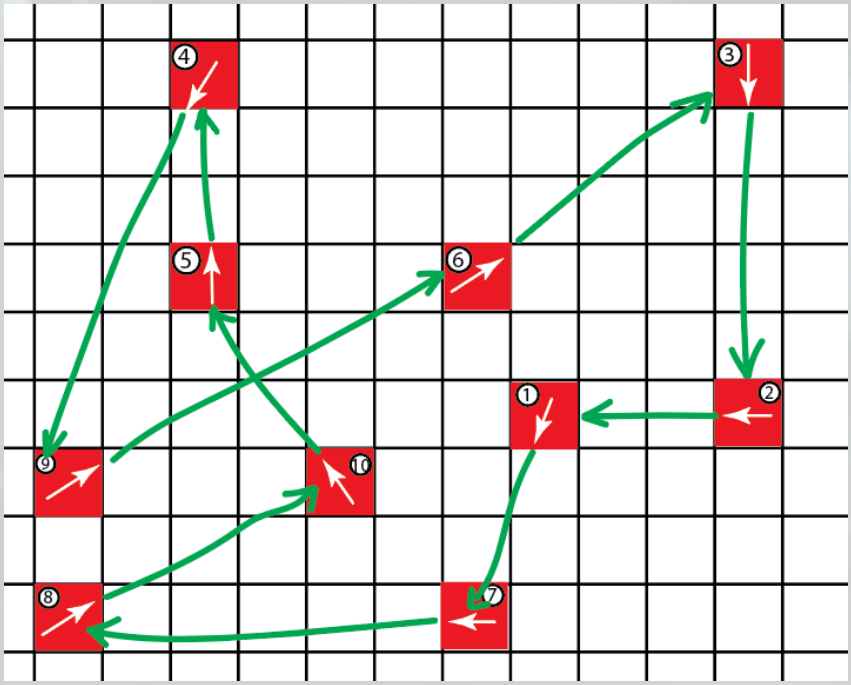
Here's the resulting position:



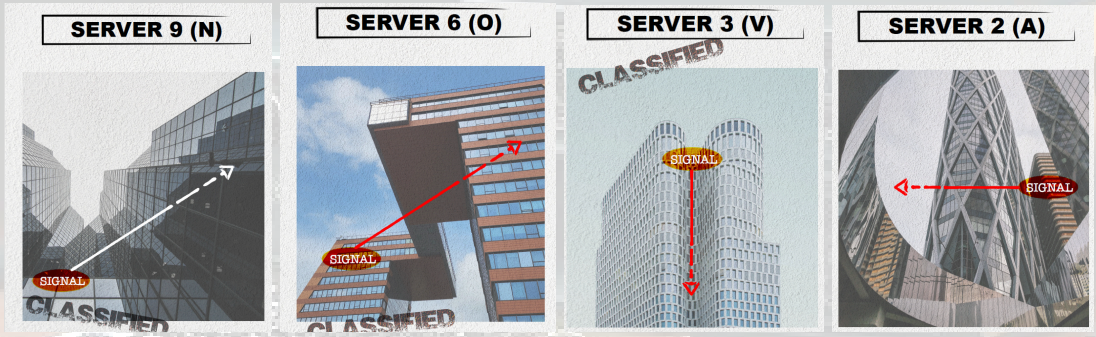
When the photos are laid out just like the description suggests, then from Server 1, you need to see where the arrow is pointing on each photo.



The arrows lead from one server to the next, all of them are connected.

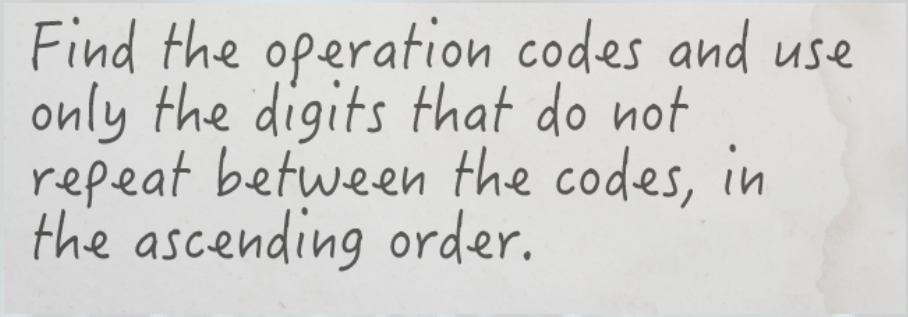


The last 4 are the servers the players need. Each of those has a letter on the photo.



Answer: Operation code "NOVA"

10. Reveal



The operation codes are in the journal. The players need to find all 5 and then see which digits don't repeat between them.
ATOM = 1825
KEY = 7945
NOVA = 3120
TOMBS = 5291
XENO = 6537

The players need to put these digits in the ascending order.

Answer: 0468
This opens the final bix!