



ARCANE GAME

Episode 1 - Unnamed Universe

1. The Classic

Sun + Flower = Sunflower

2. This is the spot

In Hall D, close to the Streamer Avenue, there is a note that says The password is **FUDGE**.

3. To overlap, or to not overlap

The task has 8 chained 7-segment-displays, with one letter per 7-segment. The first letter is green, the second letter is red and so one. If a previous letter overlaps with the current, those segments become yellow. Following these rules, you get the answer **pushball**.

4. Speed Needs No Translation

The title, and the text in japanese hints to the Tokyo district of Glitched. Close by there are some arcade games, and around the corner is a camera icon taped to the wall. Above it is a litte contraption that shines IR light through a paper, and you can read the word **frond** if you look at it with a camera (which can see UV much better than your own eyes).

5. Time for some fresh air

Read the poems, and figure out that it is about the food court outside, where there is also a small dj booth and some music among the trees. At the corner of the dj booth, there is a 3x2 display LED array which draws letters one at a time, giving the answer **escape**.

6. Arrange the lights

Completing the game in par gives you the answer **jamming**.

7. Simon says

The flashing light on the box repeats a pattern. It is morse code, but this is irrelevant. You are supposed to replicate the light, which is marked as output on the box to the light sensor, which is marked as input. Easiest way to do this is to have a surface in front of the light which reflects the light to the input. A cupped hand works. The display shows your progress and if you manage to replicate the entire pattern the phrase **bill haley and comets**

8. Art review

Upload images to pass all checks. The last check wants the user to place "**reaction**" in the EXIF data. Completing this step just finished the art review. Reaction is the answer.

9. I like the way you move it

The blocks and colors are references to the different districts at the glitched event. If you "walk" or draw a line between each district, each line draws a single letter. The first being S. All the letters together from the word **SOJOURNING**.

10. Bring a friend

Use the map in the task to find a display showing a blue sine wave, and some buttons seemingly randomly placed in proximity to the shower corner in the D hall. By pressing each button, a number and letter will be shown on the display. By ordering the letters in the the order of the numbers, you'll get the word smooth. This is however not the answer.

On each button, there is a symbol, with a corresponding instruction given in the task. Using this instruction, the numbers and letters shown by the display can be converted into a new set of numbers and letters, which in turn leads to the word **optics**.

11. Clockdrawer

The title of the task, and the three explained operations at the end of the text gives you a system that "draws letter": - Any number is a reference to a direction as shown by an analog clock

- Numbers separated by "." means that the next line starts where you just ended (don't lift the pen)
- Numbers separated by "+" means that the next line starts somewhere else (lift the pen)
- Numbers separated by "/" means that the direction starts with the first number, and ends with the second number, and they are connected by some curved line segment - all other lines are implied to be straight.

A space means a new letter, and a newline means a new word.

Using this system you can convert the pretty long text by some search and replace into a quote from the book [mary poppins](#).

12. Lively Object

Following the description in the task, you are led to the point where the lobby south meets hall D. Looking from hall D you can see a mechanical contraption with slowly moving parts, and some shining colored lights. It also has a counter that displays a value between 0 and 360, that represents degrees of motion in the motion cycle.

Film or photograph the device at the correct degrees given by the numbers in the task, then draw lines between the colors at each given point. Each line in the instruction in the task will then turn into a shape that resembles a letter, and together these letters form the word [cord](#).

13. Glitching core

The user is presented with a dungeon crawler. Users can find all available instructions by typing "help". Following the path to the north west, you can examine something in the corner at the dead end. There you get "XI - I". Going back and following the path to the north east, you will end up in the shifting maze core. There is a sequence of PI. Solve it to unblock the path and continue. Then you can pass along to the fragmented archive in the north. There you can examine the terminal, you get a few strange words. By anagram solving these, you get "corrupt glitch puzzles", which unlocks the path. Then you'll arrive at the "clockwork room". By using the equation you found in the corner at the dead end previously (solve X), the path unlocks further. You then arrive in the mirror entrance. There you can examine the mirror, and then examine code, which will give you a binary code which spells out HELP in ascii. Continuing further to the glitching mirror, you can do "solve help", which unlocks the core. There, can examine terminal, then examine streams, to get a grid of letters, along with the direction "NORTH". Realizing that your starting position is the asterisk, you align the maze structure you walked to get to the core, with the grid. This spells out the answer [yellow hammer](#).

Episode 2 - Distant Domain

1. Cans

Reading each coca cola can as 1, and each fanta can as 0, and then translate it from binary to ascii in the order of the gif, gives an answer "emigrants", which triggers a "Yes!". If you instead order the images so the red bull can goes from left to right, you instead get the final answer **streaming**.

2. Chain of command

The sound given is a clip of 7 songs. The artist of each song contains a number (e.g. avenged sevenfold). If you order the songs by the number within the artist, and take the first and last letter of each song (as hinted by the task), you get the answer **assert pest bean**.

3. Scan and Pan

The text and image gives you a location to a place outside where you can stand at a little bridge and see the dead tree. Under the bridge (Red hot chilli peppers reference) there is a note with a QR-code. Scanning that code, you'll get a text file with some more data.

In that data there is first one example of four coordinates, and the four letter word that those coordinates represent. The method is to use the coordinates in the QR-code, and at each position looking for a braille character.

Using the second part of the text file you'll get the ten letter word Domboshamba.

4. Glitched Language of Freedom

Each line has a word that can be written with one letter less, if you choose American English compared to British English. Each of the changed letters form the word **ISOLATE**.

5. Slitherlink

After solving the slitherlink using standard honeycomb rules, one should look at the "horizontal lines" in the slitherlink (as hinted by the task). There are four rows of 8 "honeycomb cells" each. These can be interpreted as binary numbers (think of them like clock pulses), where high means 1, and low means 0. E.g. the first row is 01010101. The hint also suggests that you should go back and forth, which means that the second row should be read from right to left (since you follow the line). You can then translate these binary numbers into the final answer (using ascii), to get the answer **ugly**.

6. Not by Louis

The first part of the text hints you to a place outside with a large sign that matches the directions and halls mentioned. There, you will find a little box with some tactile writing engraved to the inside. It is however not (as the title hints) braille.

Instead, use the second part of the text to go from elmia to elia, which in this case means the typing system ELIA Frames. Now you can use this system to read the word **carotene** from the little box.

7. Wordln't

The game consists of 5 wordle levels.

The first one is a normal wordle.

The second one is 5 tones, each representing a letter (a-g).

The third one has reversed feedback, i.e if the first letter is correct in the word, the last letter in the wordle is indicated as the correct one.

The fourth one gives no feedback if the letter is in the correct position or not.

The fifth one caesar shifts the answer one step each time the user provides an answer.

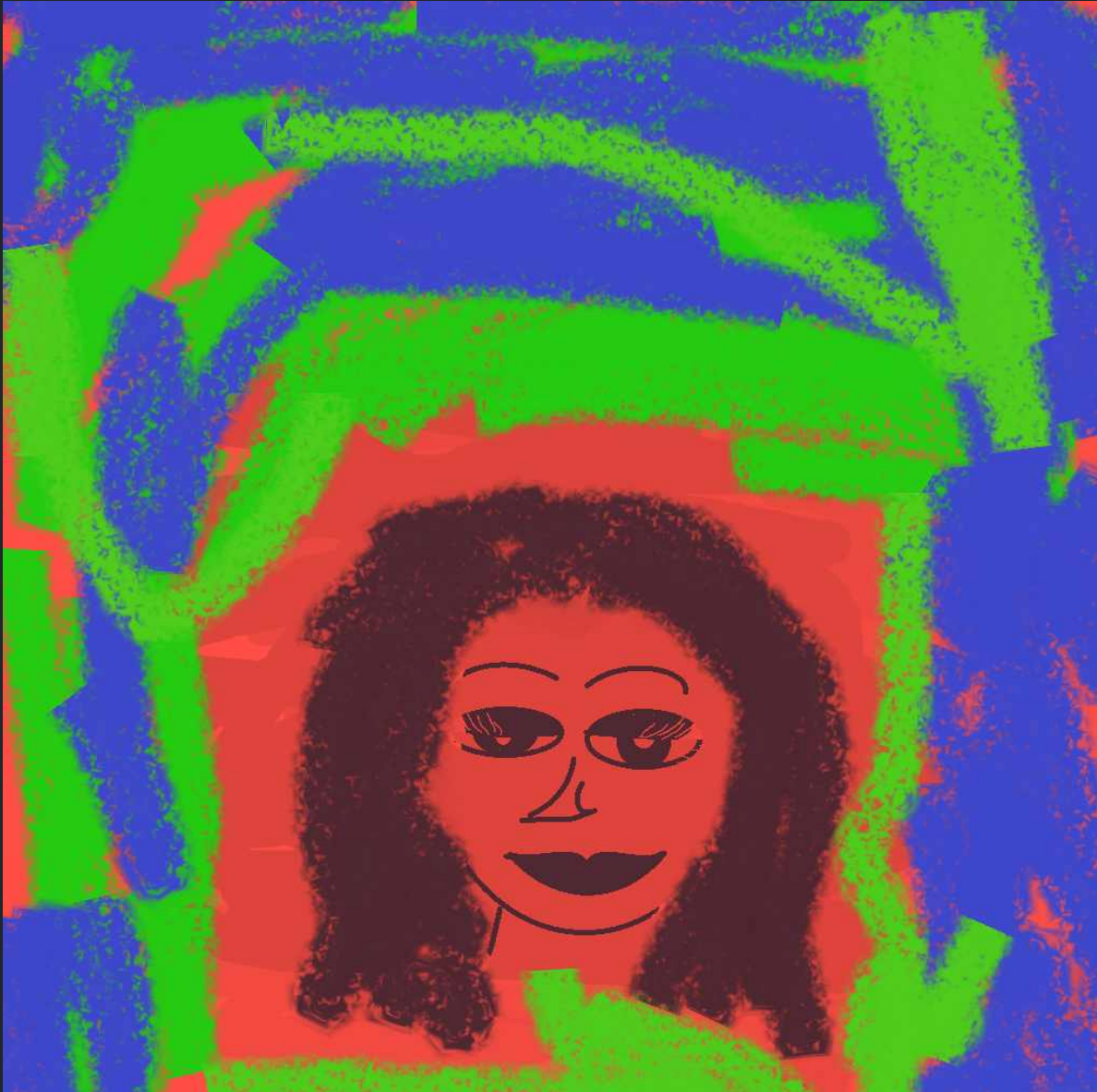
All the levels are meant to be replayed - one can realize that the first level only gives answers starting with the letter g, the second letter only gives answers with the second letter being a, and so on. Putting these 5 letters together gives the answer **gamer**.

8. Nowhere to be found

If you go back to the input output machine and play back the output into the input at half the speed, you will get another answer, **"in a while, crocodile"**.

9. For, the Code of life

The title hints at genetic material, which is commonly denoted as ACGT bases. By filtering out all these letters from the text and then converting it to A=0, C=1, G=2 and T=3 and then decoding the base 4 into base 10, you get the phrase: "Something is wrong with the code Use help instead to decode". Doing the same steps but replacing ACGT with HELP, you get the phrase "You broke through I am in the Aquarium", **aquarium** being the answer.



A rather nice image from an art critic submission.

*We hope you all had a great time playing the game, and hope to see you again next event!
We are be happy to receive feedback, ideas and comments to the feedback to the bot on Discord.*

*If you are not already on discord, use this link: <https://discord.gg/GmQwBD4>
If you have photos/videos/some other documentation related to Arcane Game (memes are very appreciated!),
you are most welcome to send a link to it to the same feedback bot.*

Arcane Crew [Ankan](#), [Findus](#), [Gditz](#) and [Gussoh](#)