

Puzzle 1

Puzzle 1: Freedom Written on The Land

Waves tapped gently against the shores of Lattakia, carrying more than the smell of the sea. Half-buried in the wet sand, something caught the sun—a glass bottle. Inside was a rolled message. The message says:

- From **Idlib** to **Latakia**, from **Hama** to **Tartus**, the land writes its own memory.
- No ruler can silence it—roads and rivers remain, etched in **open** lines.
- Between every **street** and every horizon, **maps** unfold their quiet truth,
- If you follow the map with care, you'll find truth drawn in every line.

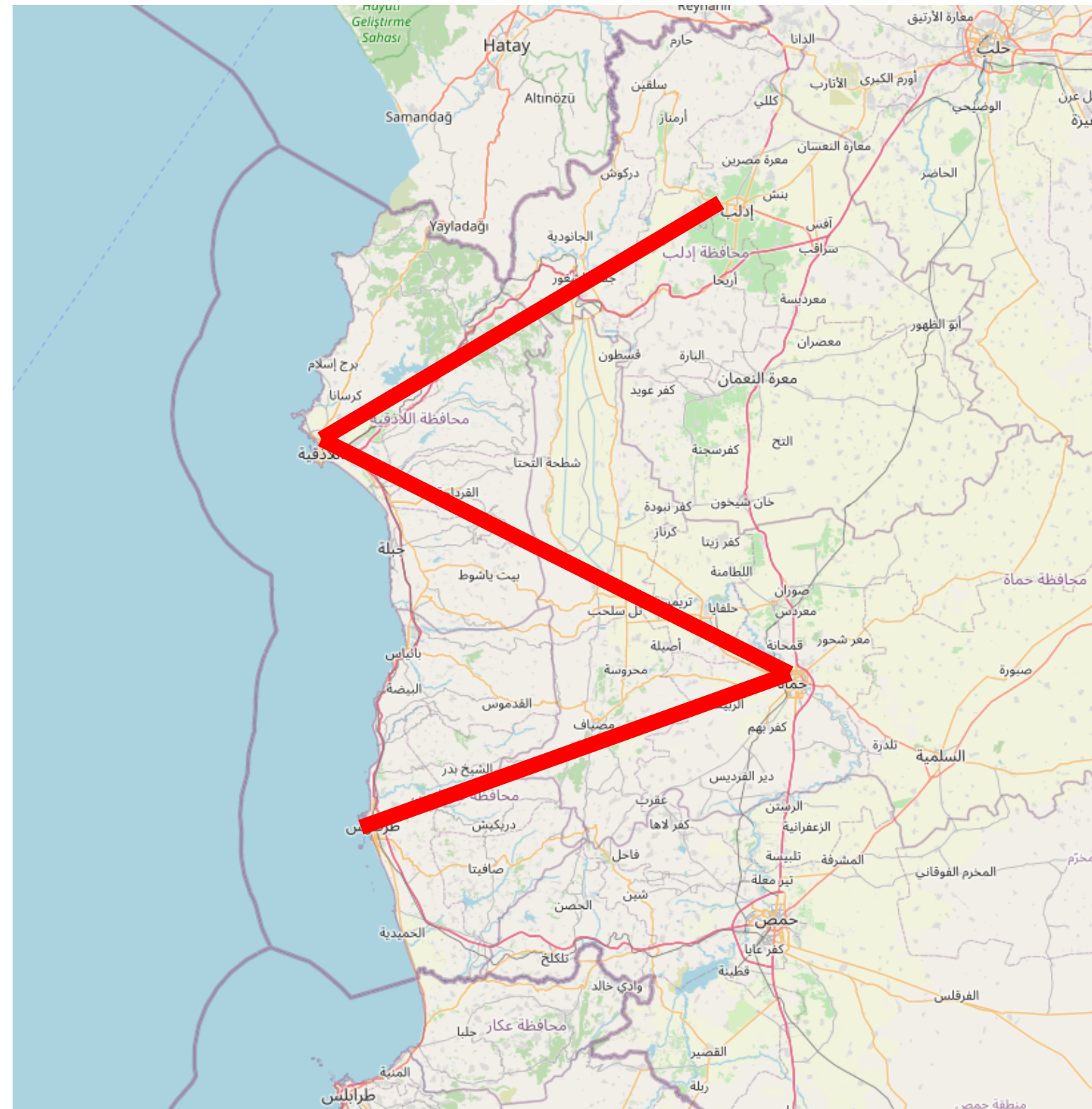
Puzzle 1

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Puzzle 1



Puzzle 1

Answer is

S

Puzzle 2

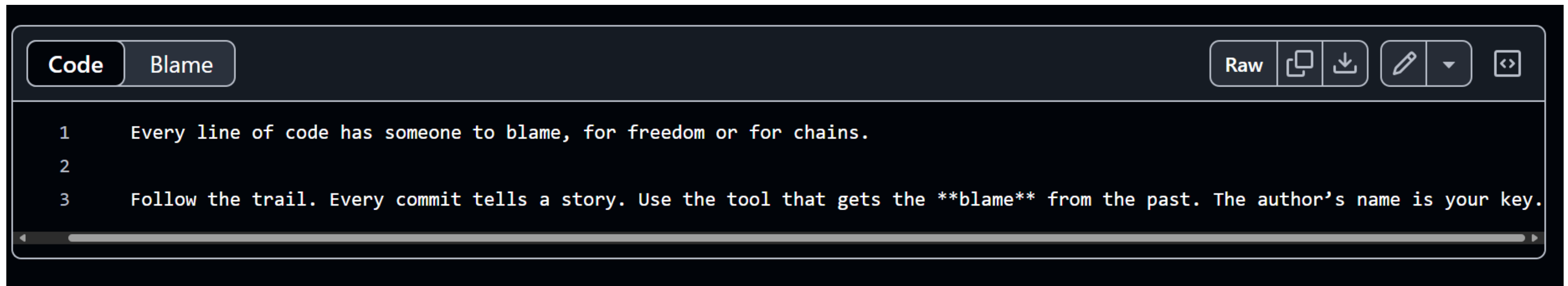
Puzzle 2: Get me someone to blame!

You walk through the old city of Aleppo. The narrow, ancient streets are quiet until you hear the sound of rushing water that pulls you toward the *riverside*. The water sparkles, but across it sits *the cursed forest*—it's silent, dark, and people avoid it.

You step inside the trees. Darkness quickly covers the path, and branches twist above you like claws. Then you see a moss-covered stone with a *script* carved into it. You know something important must be hidden inside!

<https://github.com/Techies-sy/software-freedom-day-puzzle-2>

Puzzle 2



The image shows a screenshot of a code editor interface. At the top, there are two tabs: 'Code' and 'Blame'. To the right of these tabs are several icons: a 'Raw' button, a copy icon, a download icon, an edit icon, a dropdown arrow, and a code icon. The main area of the editor displays three lines of text in a monospaced font. Line 1 reads: 'Every line of code has someone to blame, for freedom or for chains.' Line 2 is empty. Line 3 reads: 'Follow the trail. Every commit tells a story. Use the tool that gets the ****blame**** from the past. The author's name is your key.' A horizontal scrollbar is visible at the bottom of the editor area.

```
1 Every line of code has someone to blame, for freedom or for chains.  
2  
3 Follow the trail. Every commit tells a story. Use the tool that gets the **blame** from the past. The author's name is your key.
```

Puzzle 2

```
LOQ@DESKTOP-MBCK4VJ MINGW64 ~/Desktop/freedom-software-day-puzzle-2/Riverside/The Curs
$ git blame the\ script.txt
bb652835 (FEDORA 2025-10-03 23:44:59 +0300 1) Every line of code has someone to blame,
s.
bb652835 (FEDORA 2025-10-03 23:44:59 +0300 2)
bb652835 (FEDORA 2025-10-03 23:44:59 +0300 3) Follow the trail. Every commit tells a s
ets the **blame** from the past. The author's name is your key.
```

Puzzle 2

Answer is

FEDORA

Puzzle 3

Puzzle 3: Voices You Cannot Silence

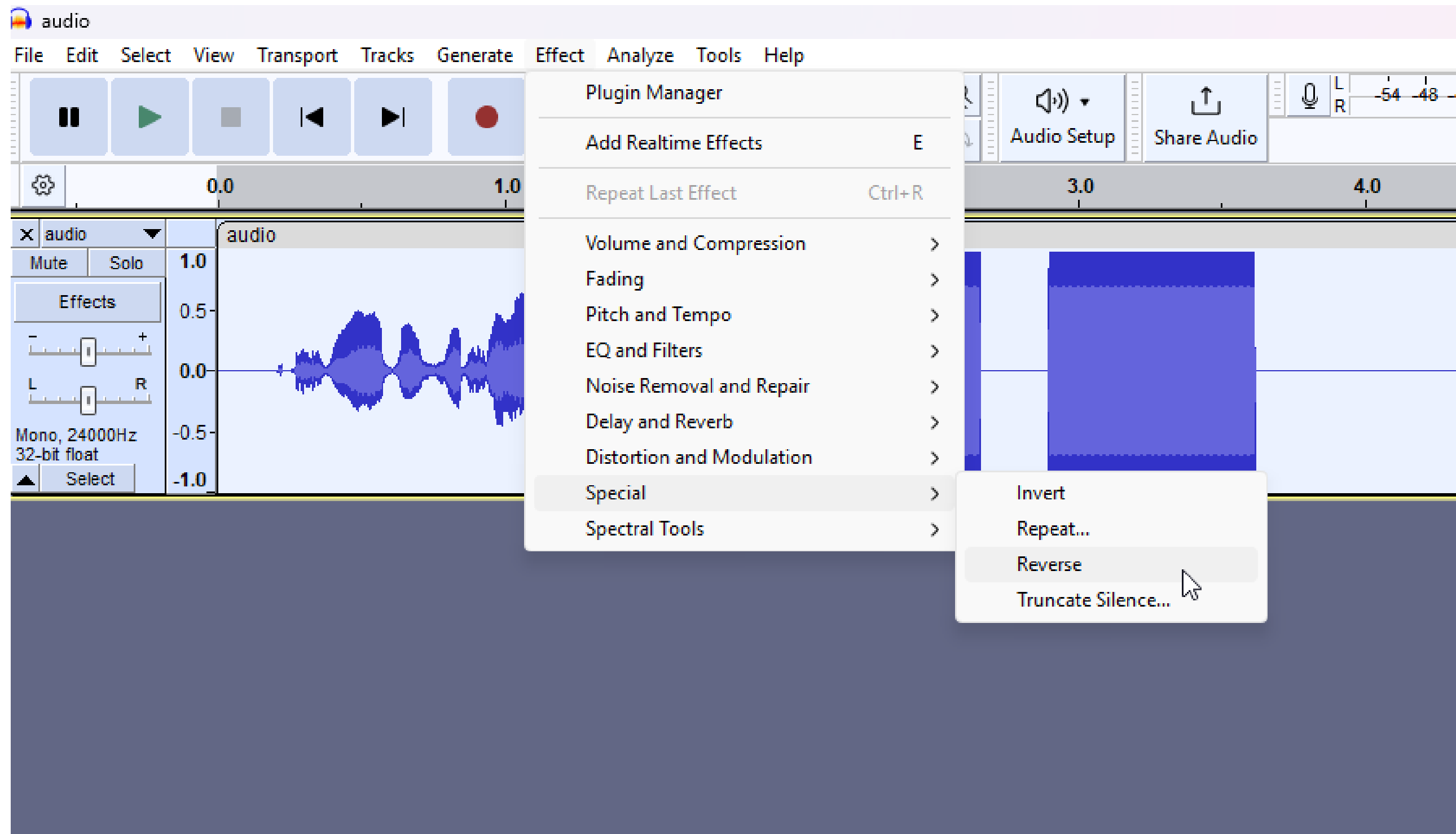
In a deserted alley of Homs, the wind carries the faint hum of old radio waves. A smuggled recording lies heavy in your hands, its surface scratched and worn from countless transfers.

You groan and mutter, “Oh, the **audacity** of these programmers, hiding their words in plain sound!” The shadows of the alley seem to lean closer as you strain to listen.

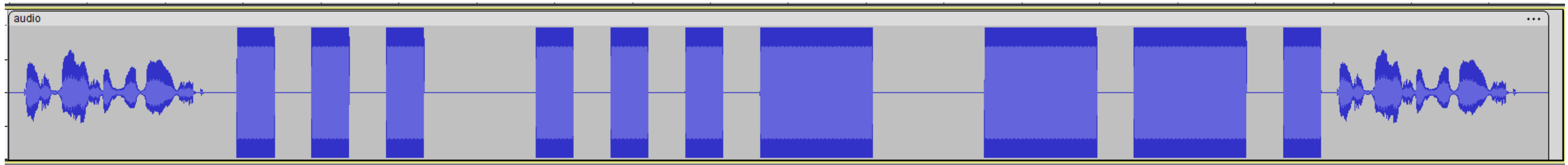
When you press play, the sound that emerges is not a message, but a rush of static and a strange, unsettling whisper that feels like words being sucked **backward** into the air. You realize the puzzle is not just in the sound, but in its very direction.

Audio file: <https://github.com/Techies-sy/software-freedom-day-puzzle-3/blob/main/audio.wav>

Puzzle 3



Puzzle 3



Puzzle 3

Answer is
SVG

Puzzle 4

Puzzle 4: Whispers Between the Pixels

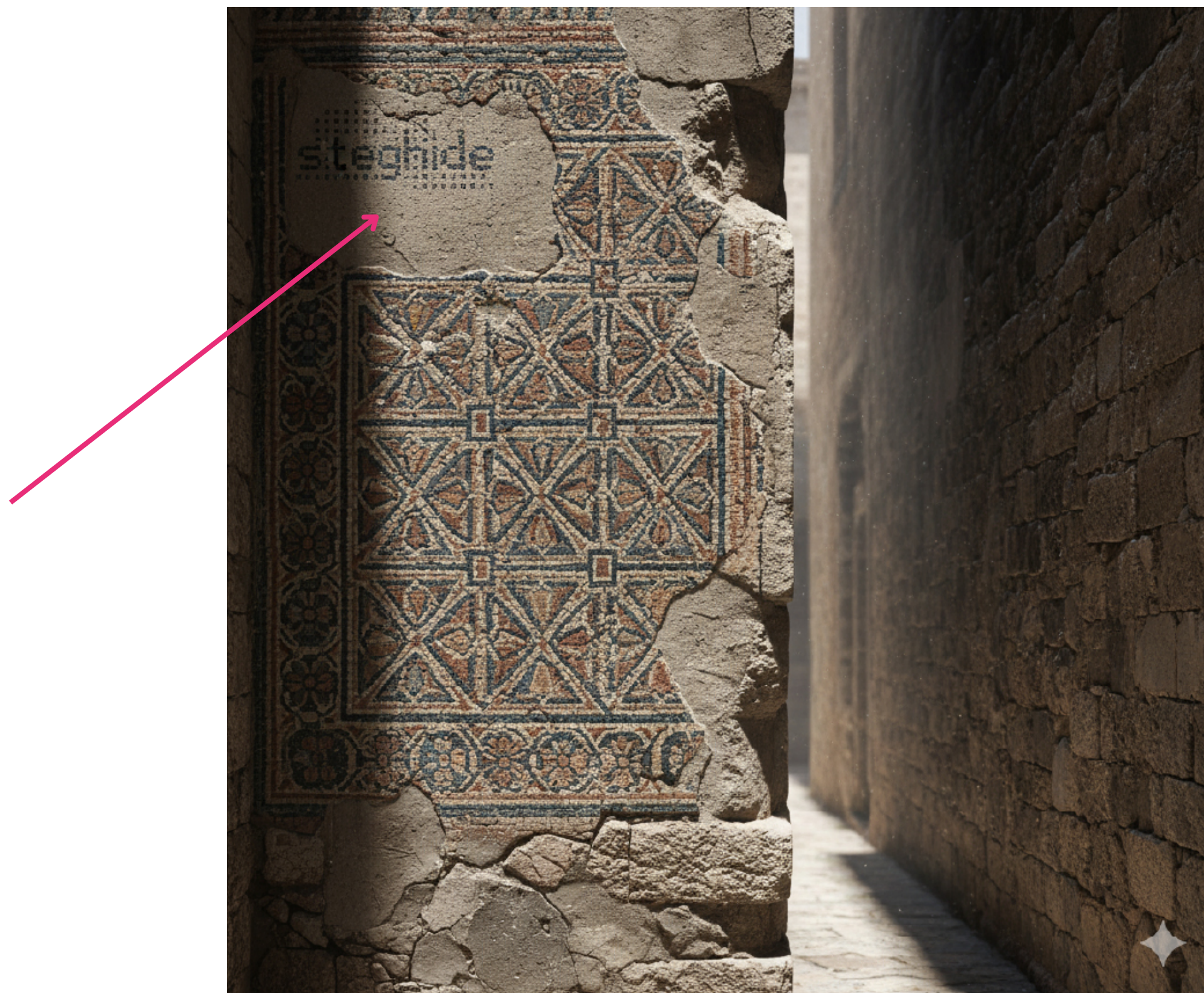
One day, while walking through the narrow streets of Damascus, you found an old mosaic. Its tiles shimmered oddly in the sunlight. When you wiped away some dust, you saw a faint message written in the corner:

- "Freedom hides in plain sight. If you know how to hide, you must also know how to get it back."
- **The key:** "freedom123"

A section of the mosaic does not look like simple art—it feels like a hidden hint, as if something is telling you how to get info out of it.

Image: <https://github.com/Techies-sy/software-freedom-day-puzzle-4/blob/main/img.jpg>

Puzzle 4



Puzzle 4

```
C:\Users\LOQ\Downloads\steghide-0.5.1-win32\steghide>steghide.exe extract -sf img.jpg  
Enter passphrase:  
wrote extracted data to "solution.txt".
```

Puzzle 4

Answer is

TOR

Puzzle 5

1 2 3 4

Puzzle 5: The Free Protocol

After hours of tracing whispers, uncovering hidden messages, and following breadcrumbs across Aleppo, Damascus, Latakia, and Homs, you finally sit before the collected fragments. Each puzzle gave you a single, glowing letter—marked in red, like a signal in the dark. That should uncover the FREE PROTOCOL!

Puzzle 5

Answer is

FOSS