

Cicada 3301 and the Elite Universe *Potential Shared Origins of Two Mega Mysteries*

Cicada 3301 and the Elite Universe are tales where the truth is revealed only to those "...with eyes to see". Secrecy is maintained through encryption, privacy, symbolism, and varying forms of hiding something in plain view. Cicada 3301 is perhaps the Internet's biggest mystery. The Elite Universe features perhaps the biggest mystery in gaming - a mystery known only by the name "Raxxla" that started in the 1970s and has been running ever since. We are only told that it exists and finding it will be worth the effort but "there will be no hints". At this point, that is the same situation faced by Cicada 3301. Perhaps we can help each other...

ALL THINGS SHOULD BE ENCRYPTED...

Cicada 3301 and Elite Dangerous shared beginnings: 3301 and 2012/2014

So, let's start at the most obvious part of all this: 3301. In Elite Dangerous, the beta period happened December 16, 3300 (IRL date of 2014). The game really launched on January 1st, 3301 (IRL 2015). The pre-Kickstarter-era and promotional period for the game started in 2012. Everything of significance happens 3301 onwards.

Cicada 3301 was meant, I believe, to train those "with eyes to see", what exactly was necessary for what was coming. Similarly, Elite was a training ground for Cicada 3301 for the same reasons. Both share puzzles requiring similar skill sets: abstraction, understanding complex systems, analysis of sound and video for hidden information, etc

The thing you have to understand: Elite's puzzle is ultimately harder for "there will be no hints".

ESOTERIC SECURITY - ALL THINGS SHOULD BE ENCRYPTED

Transport Lakon Baker Gamma Sierra Heavy feat. Brainfuck (esoteric programming language)

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The above text is actually an English sentence and describes an exact location in-game:

Thoth 1a

A Listening Post can be found in orbit of Thoth 1 a in a signal source entitled "Distress Beacon".

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That said message can be hidden in images (either via symbolism or steganography), sound (steganography, buried audio stream, audio spectrography, reversing audio, and probably a few others), and then there is your garden varieties of encryption involving transpositional and symmetric-key cryptography, asymmetric key cryptography, and cryptographic hashes. In short there are a lot of ways to hide information in very public ways. This doesn't even get into cultural tricks such as shibboleths to bury information obviously.

The lessons of Elite Dangerous may be applicable to Cicada 3301. I also wouldn't strictly speaking rule out a shared origin especially as a way to train people how to think. The odds of finding RAXXLA make most things look easy by comparison. Elite Dangerous features 400 billion star systems with trillions of planets and moons. We don't know what it is merely that it exists and there will be no hints. Finding it will be absolutely worth the efforts. If they aren't connected we have a hell of a lot of unexplainable coincidences.

The plan: analyze the unknown pages using all available clues under the assumption we have the key already but that is obscured in some fashion. If it is like Elite Dangerous, literally everything may be a hint. Images and symbolism can be a path forward. Rune sets, etc. Cryptography isn't just encryption. To beat something like this you have to think like hacker. Technology is but one tool in that arsenal. Technology, though, has its limits.