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## Level 1



### Anytown Field Office

Karena membutuhkan 4 subnet, maka subnet mask di set dengan 255.255.255.192.

**Anytown Field Office Floorplan**  
Approved Feb. 15

**Troubleshooting Game**

Score: 0  
Time: 0:14  
Moves Left: 7  
Problem name: Anytown Field Office

**Work order:**  
First check the subnet mask. Then ensure if all the subnets are working

Subnet Mask: 255.255.255.: 192 SET

Subnets	Devices	Location
4	8	Sales and Promotions

Network (IP) address: 192.168.1. SET  
Broadcast (IP) address: 192.168.1. SET  
Router Interface (IP) address: 192.168.1. SET

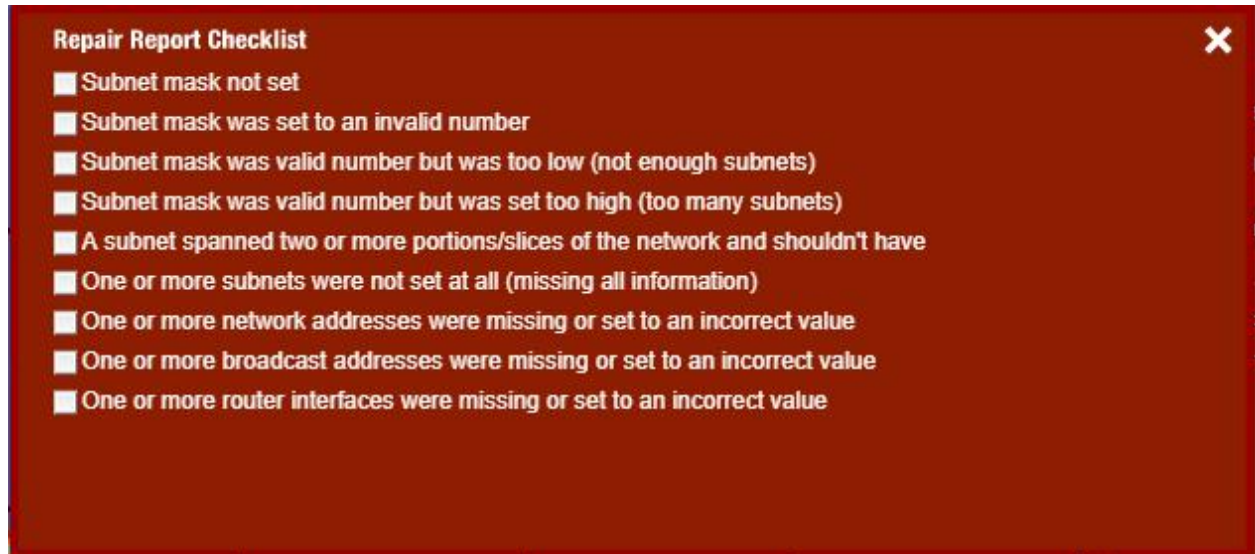
Repair Report:  
Pause Game  
Music On  
Change Music  
End Problem  
End Game

## Sales & Promotion

Network Address 192.168.1.192

Broadcast Address 192.168.1.255

Router Interface Address 192.168.1.254



Repair Report Checklist diisi : 2 dan 6

## Burbsville

Karena membutuhkan 4 subnet, maka subnet mask di set dengan 255.255.255.192.

**Troubleshooting Game**

Score: 500  
Time: 2:35  
Moves Left: 9  
Problem name: Burbsville  
Work order: It's possible the subnet mask is set wrong to start with.

**Repair Report**

|| Pause Game  
--- Music On  
<< >> Change Music  
🕒 End Problem  
✖ End Game

Subnet Mask: 255.255.255.128 SET

Subnets	Devices	Location
2	0	On-Site Warehouse

Network (IP) address: 192.168.1. SET  
Broadcast (IP) address: 192.168.1. SET  
Router Interface (IP) address: 192.168.1. SET

### District Manager

Broadcast : 192.168.1.191

Router Interface : 192.168.1.190

### On-Site Warehouse

Network Address : 192.168.1.192

Broadcast Address : 192.168.1.255

Router Interface Address : 192.168.1.254

Repair Report Checklist : 3,5,6,7,8, dan 9

### Metropolis

Karena membutuhkan 8 subnet, maka Subnet Mask di set dengan 255.255.255.224.

**Troubleshooting Game**

Score: 900  
Time: 8:46  
Moves Left: 9  
Problem name: Metropolis  
Work order: Sometimes people forget to fill in all the information because they're rushing.

**Repair Report**

- 0: [X]
- 1: [O]
- 2: [O]
- 3: [O]
- 4: [O]
- 5: OPEN
- 6: OPEN
- 7: OPEN
- 8: OPEN

**Metropolis Field Offices: Floorplan as of April 16**

Rooms and Status:

- District Manager: [O]
- Local Marketing: [O]
- Local Engineer Staff: [O]
- Office Support Staff: [X]
- Local IT: [X]
- Meeting Room: [O]
- Sales Support Staff: [O]
- On-site Storage: [X]

Subnet Mask: 255.255.255.224 [SET]

Subnets	Devices	Location
8	0	Meeting Room

Network (IP) address: 192.168.1.160 [SET]  
Broadcast (IP) address: 192.168.1.191 [SET]  
Router Interface (IP) address: 192.168.1.190 [SET]

### Office Support Staff

Network Address : 192.168.1.96

### Local IT

Network Address : 192.168.1.128

On-Site Storage

Network Address : 192.168.1.224

Broadcast Address : 192.168.1.255

Router Interface Address : 192.168.1.254

Repair Report Checklist : 4 dan 7

**Level 2**



## Shipping and Receiving

**Troubleshooting Game**

Score: 2600  
Time: 0:06  
Moves Left: 10  
Problem name: Shipping and Receiving

**Work order:**  
Look to see if any of the expected values are slightly off.

**Repair Report**

0  
1  
2  
3  
4  
5  
6  
7  
8

Subnet Mask: 255.255.255. 192 SET

Subnets	Devices	Location
4	5	100-Nbr Storage

Network (IP) address: 192.168.1.124 SET  
Subnetmask (IP) address: 192.168.1.255 SET  
Router Interface (IP) address: 192.168.1.254 SET

### Dock 1

Network Address : 192.168.1.0

### Dock 2

Network Address : 192.168.1.64

Router Interface Address : 192.168.1.26

### Dock 3

Network Address : 192.168.1.128

### Dock 4

Network Address : 192.168.1.192

Repair Report Checklist : 7 dan 9

## Call Center

The screenshot displays the 'Troubleshooting Game' interface. At the top left, a blue floor plan shows four areas: 'Call Center Two' (green checkmark), 'Call Center One' (green checkmark), 'Call Center Training' (red X), and 'Entrance & Management' (red X). Below the floor plan is a progress bar and the text 'Call Center Floor Plan Approved October 30'. On the right, a red sidebar contains game statistics: Score 3300, Time 2:18, Moves Left 5, and Problem name 'Call Center'. A 'Work order' section provides instructions: 'Keep in mind that each subnet has a unique set of IP addresses allocated to it.' Below this is a 'Repair Report' section with buttons for 'Pause Game', 'Music On', 'Change Music', 'End Problem', and 'End Game'. At the bottom, a configuration panel shows 'Subnet Mask: 255.255.255.192' with a 'SET' button. A table lists subnets and devices for 'Call Center Two':

Subnets	Devices	Location
4	48	Call Center Two

Below the table, three IP address fields are shown with 'SET' buttons: 'Network (IP) address: 192.168.1.0', 'Broadcast (IP) address: 192.168.1.63', and 'Router Interface (IP) address: 192.168.1.62'. To the right of these fields is a vertical list of 9 ports (0-8) with corresponding device icons.

### Call Center Training

Network Address : 192.168.1.64

Broadcast Address : 192.168.1.127

Router Interface Address : 192.168.1.126

### Entrance and Management

Network Address : 192.168.1.192

Repair Report Checklist : 5,7,8, dan 9

## Manufacturing

The screenshot displays the 'Troubleshooting Game' interface. The main area shows a network diagram with four manufacturing sections: Widget Manufacturing (green checkmark), Cog Manufacturing (red X), Sprocket Manufacturing (red X), and Thingamajig Manufacturing (green checkmark). Below these are staging areas: Widget Staging, Cog Staging, Sprocket Staging, and Thingamajig Staging, all connected to a central Plant Foyer. The right sidebar shows game statistics: Score 3500, Time 5:50, Moves Left 10, and Problem name Manufacturing. The work order states 'Subnets must be distinct.' and a hint says 'Please keep this to eight (8) subnets'. The bottom left panel shows the Subnet Mask set to 255.255.255.224 and a table of subnets. The bottom right panel shows a Repair Report checklist with items 0 through 8.

**Troubleshooting Game**

Score 3500  
Time 5:50  
Moves Left 10  
Problem name Manufacturing

**Manufacturing**

Work order:  
Subnets must be distinct.

Please keep this to eight (8) subnets

Repair Report

Pause Game  
Music On  
Change Music  
End Problem  
End Game

Subnet Mask: 255.255.255.224 SET

Subnets	Devices	Location
8	24	Entrance and Management
Network (IP) address	192.168.1.132	SET
Subnet (IP) address	192.168.1.255	SET
Router Interface (IP) address	192.168.1.254	SET

0  
1  
2  
3  
4  
5  
6  
7  
8

### Cog Manufacturing

Network Address : 192.168.1.64

Broadcast Address : 192.168.1.95

Router Interface Address : 192.168.1.94

### Sprocket Manufacturing

Broadcast Address : 192.168.1.159

Router Interface Address : 192.168.1.158

Repair Report Checklist : 5,7,8,dan 9

## R + D Lab

Karena membutuhkan 8 subnet, maka subnet mask di set dengan 255.255.255.224.

The screenshot displays the 'Troubleshooting Game' interface. At the top left is a blue floorplan titled 'Research and Development Floorplan: Approved June 25' with rooms: Machine Shop, Product Development, Safety, Library, Testing Lab, Drafting, Lab Management, and Materials Lab. Each room has a red 'X' icon. To the right is a red sidebar with game statistics: Score 4200, Time 12:09, Moves Left 9, and Problem name 'R + D Lab'. Below the statistics is a 'Work order' section with text: 'Some values can look right at first glance but upon further review are incorrect. Do you see odd values which are still acceptable?'. At the bottom left is a configuration panel for 'Subnet Mask' (255.255.255.242) and a table of subnets. At the bottom right is a 'Repair Report' section with buttons for 'Pause Game', 'Music On', 'Change Music', 'End Problem', and 'End Game'.

Subnets	Devices	Location
0	4	

Network (IP) address	192.168.1. 0	SET
Broadcast (IP) address	192.168.1. 31	SET
Router Interface (IP) address	192.168.1. 32	SET

### Machine Shop

Router Interface Address 192.168.1.30

### Product Development

Router Interface Address 192.168.1.62

### Safety

Router Interface Address 192.168.1.94

### Library

Network Address 192.168.1.96

Broadcast Address : 192.168.1.127

Router Interface Address : 192.168.1.126