

WWW.CODEBREAKERS.EU



BREAK THE CODE!



The web cryptology game CODEBREAKERS.EU is starting soon! Everyone can play a role of an intelligence agent and win valuable prizes! Just register a team and ... join the game!

WHAT WILL IT BE LIKE?

Basic information about the game is already available on the website www.codebreakers.eu where every week, starting from 10 December, there will appear a lecture** on one of the issues related to the art of ciphering and decryption. The first lecture will be published earlier together with an example of a set of tasks available for everyone visiting the website. Next ones will be accessible for those who will register their team in the game and answer a question under an analysis of a previous code.

Two best teams who will meanwhile use the fewest hints and be the first to solve the last puzzles will be qualified for the finals which will be held in Poland i.e. where the history of breaking the Enigma code began. This unique trip will be a part of the prize apart from high grade electronic equipment.

WHY DO WE PLAY?

Several dozen years ago three young men did the impossible - broke the Enigma code - a German cipher machine regarded as impossible to be crypto-analysed. A few years later, when the 2nd World War broke out, this achievement enabled the Allies to monitor a large part of German correspondence and to a considerable extent made it easier to defeat Nazi Germany.

To recall these significant facts a web cryptology course is organised. Winners of the game will receive in-kind prizes and all of its participants can expect a fascinating adventure and feel like real intelligence agents.

HOW TO JOIN THE GAME?

From 10 November you will be able to register 3-person teams. Each team will receive an e-mail with confirmation of the registration. Everyone over 16 years old* is welcome to take part.

ORGANIZERS



WIELKOPOLSKA
REGION



YOU CAN BECOME an intelligence agent,
GATHER A TEAM and join the online game
GET TO KNOW CODES, 'break enemies' messages
BE THE BEST, win the main prize!

TOP SECRET

* Lectures and tasks are available in English. On the website you can also read in particular national languages a brief summary of the action.

** Game rules are on the website: www.codebreakers.eu.

CODEBREAKERS.EU CRYPTOLOGY GAME RULES

§ 1. Organisers

1. The CODEBREAKERS.EU cryptology game is organised by Polish governmental institutions: Marshal Office of the Wielkopolska Region and Office for War Veterans and Victims of Oppression.

§ 2. Modalities of participation

1. Participants are organised in teams. All registered teams must consist of 3 persons (hereinafter referred to as the Team) to be participate in the game.
2. Only persons who are at least 16 years of age may participate in the game.
3. Every person of 16 years of age and more can participate in the game, however, the competition for the main prize will not be accessible for Polish and non-Europe residents. If any such persons have a leading position in the game, they will be awarded consolation prizes.

§ 3. Applications

1. Game participants will be accepted throughout the duration of the course (starting from 10 November 2011) via online applications at www.codebreakers.eu. The application should include the participant's name, date of birth, country of residence as well as contact address and e-mail of the team leader.
2. All and any personal information submitted in the registration process should be true and accurate. This information will be used for identifying the winners and awarding prizes.
3. The submitted information can be changed with the help of the website administrator.

§ 4. Game Rules

1. The game will be started on 10 December 2011 at (19.29) when the first course lecture is published.
2. The aim of the game is to place Enigma rotors on the Home Page so that the word ENIGMA appears in the middle.
3. Subsequent lectures will be published at 19.29 on 14 and 28 December 2011, 11 and 25 January 2012, 8 and 22 February 2012.
4. Each lecture will be followed by a relevant summary task.
5. The final task will consist of three riddles. Two of them will be about the code discussed in the lecture, and the third one will concern the code described in all preceding lectures. Each riddle must be solved by a different member of the team.
6. The correct answer will automatically change the rotor assigned to a given lecture by one place. After all three questions are answered, the rotor will move to the appropriate place and the rotor assigned to the next lecture will be activated.
7. Short clues will be given after a definite period of time following the lecture to help the unsuccessful teams solve the riddle.
8. *The team to have completed all the tasks before the first clue is published will receive a time bonus of 3 minutes. The same applies to any other clues. The team to have answered before the 2nd clue (and after the 1st clue) is published will receive a bonus of 2 minutes. In the case of the 3rd clue – 1 minute. The bonus will be added to the time available for breaking the last code message in the game. Thus, any team may prevail or fail as a result of their bonus.*

§ 5. Prizes

1. The two best teams will receive high-quality electronic equipment and an invitation for a 3-day trip to Poland where the final urban cryptology game will be held. In finals will also participate third team that wins the cryptology tournament for high school students, organised on 12 November 2011 in Poznań by the Marshal Office for the Wielkopolska Region.

2. The teams with top positions will receive consolation prizes, however, they will not enter the grand finals in accordance with § 2 (3).

§ 6. Selecting winners

1. Winners will be selected automatically by the game operating system. The results will be checked and approved by the game committee.
2. *The results will be calculated with the time bonuses referred to in § 4 (8).* The best teams to have first completed the task referred to in § 4 (2) will be invited to the finals.
3. The final winner of the game will be selected during the finals referred to in § 5 (1).
4. The organisers will also select the second and third teams.
5. The results of the internet game will be published at latest by 7 March 2012.
6. Prizes will be awarded during the finals in Poland.

§ 7. Miscellaneous

1. These rules can also be viewed at www.codebreakers.eu.
2. All and any matters related to the Game and not regulated in these rules will be decided by the Organisers.
3. The Organisers reserve the right to reschedule, extend or stop the game for important reasons. The participants will be notified thereof by e-mail.
4. The Organisers reserve the right to modify the rules for important reasons.
5. The Organisers will not be liable for any problems due to any hacker attacks on the game server. Such situations will be resolved on an ongoing basis as necessary.