

Hello Soldier,

Welcome to the People's Volunteer Army. As a newly minted Radio Operator, your duty is to intercept incoming encoded transmissions, discover their hidden messages, and send artillery support onto enemy radio teams. Once a radio operator has received a message, they can either break the coded message using their computer terminal, or they can hand decode using the supplied cipher and tips sheets. Each message contains 3 types of vital information: *Codes, Code Words, and Grid Points.*

Codes are 5 digit numbers that can be distinctly picked out in a message. When a soldier has picked out the 5 digit Code, they can then compare it to recurring Code Words to see if there is a match.

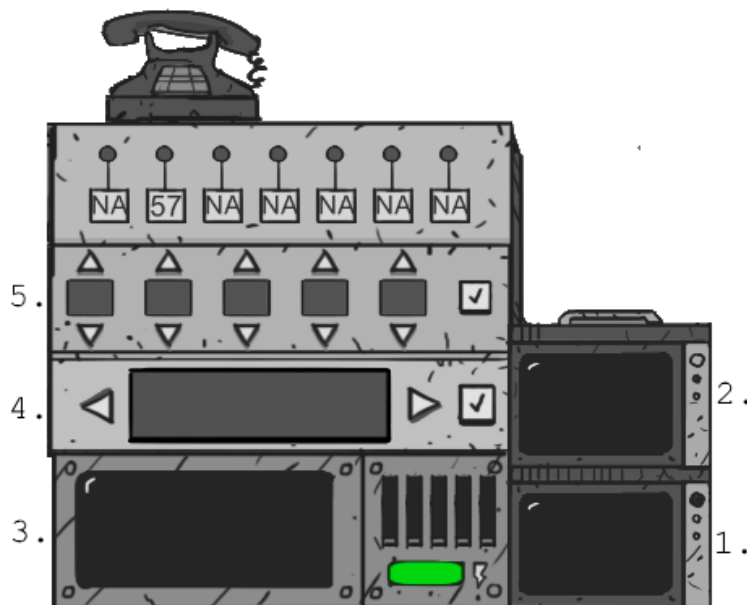
Code Words are short callsigns that soldiers in the field can use to request assistance. A Code Word must be accompanied by a Code for the Radio Operator to verify their identity.

Coordinates can be found as a stray set or single letter in a message. Coordinate Letters can be converted into usable grid points using the supplied ciphers.

Once a Radio Operator is confident in the message and coordinates they have received, they can mark points on the map to fire upon and send New Orders.

If the Radio Operator misses too many legitimate calls, or misses a requested enemy firing position, the Radio Operator may be counter fired on by other artillery groups. 3 Hits and a base can be destroyed.

Radio Operators are bestowed with a BCCP-300 Transmission Breaker for this task. Press in each vertical bar on the green lit battery module to power a module. Only three modules can be powered at a time.



1. Code Module - Displays active codes soldiers can use to verify their identities. Not all Codes match an active Code Word.
2. Code Word Module - Displays active code words. A Code Word must be paired with an active Code to verify the identity of the sender.
3. Word Cracker - Module that actively cracks sequence of encrypted code in messages. Works when powered.
4. Word Verifier - Module that displays green check when supplied with Valid Code Words.
5. Code Verifier - Module verifies active Codes. If a Code is verified with a matching Code Word, the transmission is safe.

When Deciphering communications from the battlefield, it is important to be able to spot, interpret, and convert Firing Coordinates.

Using Ciphers, soldiers are able to covertly send and receive grid points. Most noticeable as a lone letter in a code sequence.

	0	1	2	3	4
0	A	B	C	D	E
1	F	G	H	I J	K
2	L	M	N	O	P
3	Q	R	S	T	U
4	V	W	X	Y	Z

Firstly read across, then down, the coordinate "P" can be interpreted as grid x = 4 and grid y = 2. "I" and "J" share a space and may show up as either.

If you encounter communications such as "B+2" or "S+1+1", you will need to take whatever numbers those letters translate to; In this case, 1,0 and 2,3 then add 2 to the x of B and 1 to the x and y of S, equaling 3,0 and 3,4.

Hints and Tricks:

The quicker you memorize the codes and code words, the quicker you can sort through calls without the machine.

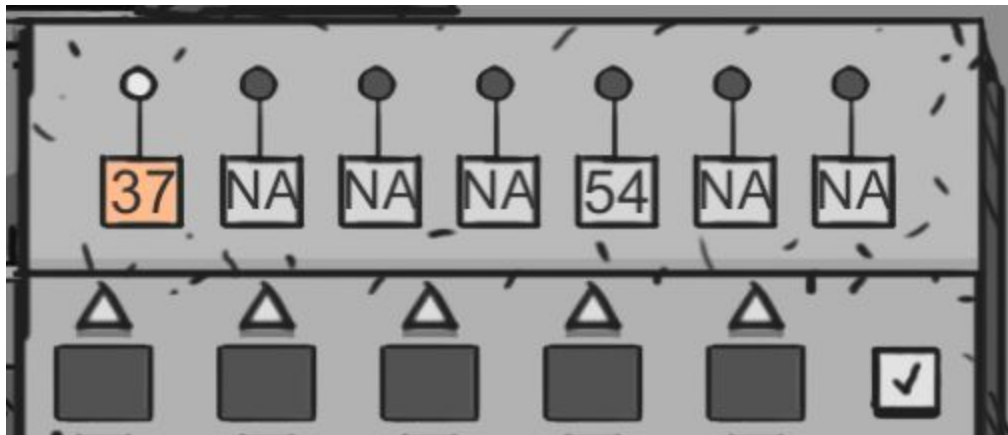


When there is a single code word, at least one code works with it, the rest could be incompatible.

If there are two code words, the codes on the left side will coincide with the left code words, and vice versa for the right.



Take your time, each transmission gives you 60 seconds to solve.
Just don't let them stack up.



If you suspect that a transmission may be a fake, send an empty map for orders. It's better to not fire than to accidentally hit civilians.

