Exercise 5: Game

Purpose: Rules for Binary Colding Relay Challenge

Number of Players: Up to 12 teams of two players each (transmitter and receiver).

Game Components:

- Binary-coded file containing words or phrases.
- Encoding device and decoding sheet.
- Pads, ASCII sheet and pens for notetaking.
- Timer (digital clock or stopwatch).

Gameplay:

- Divide the teams into two separate pairs, each consisting of a transmitter and a receiver.
- The transmitter will receive the binary-coded file password from Team Assistant.
- The transmitter must decrypt the file using their password to obtain the original words or phrases.
- The receiver will listen observe the transmitter's output and record the result on their pad.
- When the transmission stops, the receiver shows their results to the Team Assistant for confirmation.
- If the result is incorrect, the team must repeat the challenge until an accurate result is obtained.
- After a predetermined time limit, the teams will swap roles and repeat the challenge.

Winning Conditions:

- The team that decodes the most words or phrases with accuracy wins.
- In the event of a tie, the team that completed the challenge in the shortest time wins.

Gameplay Timing:

- Each round should lasts no more than 5 minutes or the first team done.
- If a team fails to decode all messages within this time limit, their correct messages are scored.

Scoring:

- Each correctly decoded word or phrase is worth one point.
- Teams with the most points at the end of all rounds win.

Penalties and Disqualification:

- Any team that intentionally provides incorrect information to confuse their opponents will be disqualified.
- If a team fails to follow game rules, they may be subject to penalties or disqualification by Team Assistant's decision.

Game Safety:

- Players must be mindful of their surroundings and avoid distractions during gameplay.
- Teams should not use electronic devices other than decoding devices during gameplay.
- Any physical altercations between teams will result in immediate disqualification.

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Encoding Example

ASCII '**a**'

0110 0001

HIGH   0 1 1 0

SOLID   BLINK SOLID SOLID BLINK

LOW   0 0 0 1

BLINK   BLINK BLINK BLINK SOLID