

Crypt-Turing

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You and your military squad have been placed on the front line of the battle against the other military. In order to succeed in your mission and win the war, you must decipher the codes sent by your spy to figure out the whereabouts of the enemy in the map, and then take the best course of action to capture their home base, making sure all of your divisions are safe and well. Decipher the binary code and plan your strategies as fast as you can as time will always run out for your squad and for you.

Components



2x Maps for each team



2 boxes



12 pieces
4 of each type



1x "Crypt-Turing" Unity App



8x divisions strips
(4x per team)

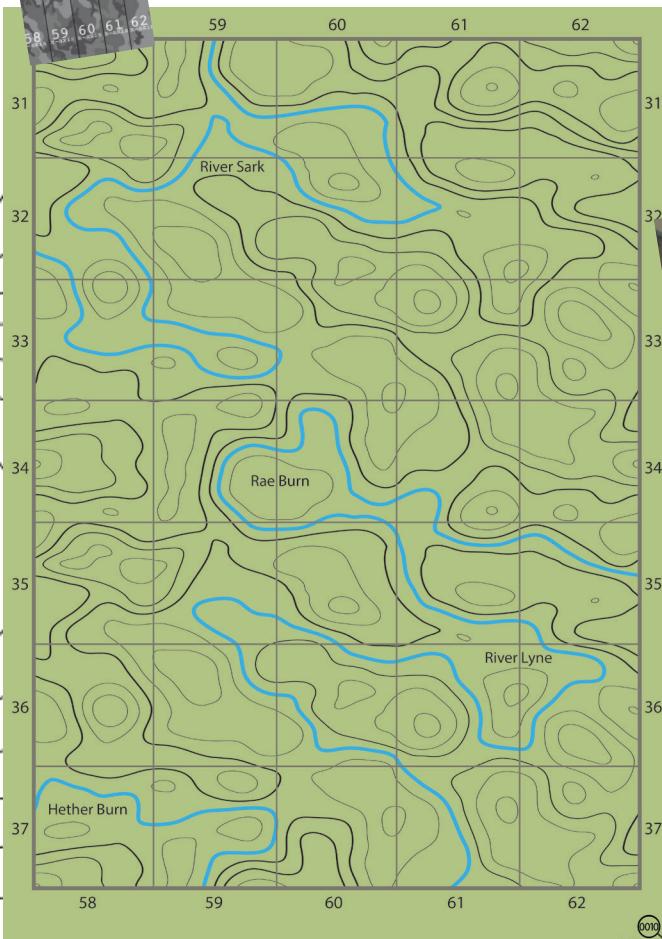


2x cypher cards
(1x per team)



10x x-position cards
(5x per team)

x-axis values



y-axis
values



The Map



Home Base piece

Represent your base and enemy base on the map

To read the map you must start with the x-axis and then y-axis.



Solid piece Dusted Piece

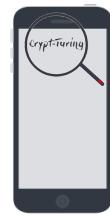
Your piece or can represent your enemy



0	0	0	0	0
1	0	0	0	1
2	0	0	1	0
3	0	0	1	1
4	0	1	0	0
5	0	1	0	1
6	0	1	1	0
7	0	1	1	1
8	1	0	0	0
9	1	0	0	1
A	1	0	1	0
B	1	0	1	1
C	1	1	0	0
D	1	1	0	1
E	1	1	1	0
F	1	1	1	1

The Card

binary version of the number



The App

Used to translate binary code to whole integer numbers.

History Fact:

During World War II the army used machines to decypher codes to find out enemy co-ordinates. Alan Turing was a prominent cryptologist who cracked the famous Enigma machine, which was the hardest code to crack. Crypt-Turing will give you the sensation of what it feels like to win a war through hacking.

The App



(a)



(b)



x - axis

y - axis

(c)

TIME: 40.0

coordinates

(e) STATUS REPORT

ERRORS: 0

(d)

(f)



(g)

Key: P (Pause)



(i)



(a) - Menu icon

(b) - The amount of time given to the intel division to decypher the code

(c) - The time left for the whole team to work together before the time runs out and the other team takes their turn.

(d) - The number of errors that the intel division have made

(e) - Error and feedback message

(f) - Clear button

(g) - To start playing the game, the will be active once the play button is pushed

(i) - Press the letter P to pause and to resume to the game

(j) - Binary input fields

Hint:

For the binary input field press:

"0" / "1" + "ENTER" + "Arrow key right"

or

"0" / "1" + <click on the box> + "ENTER"

Main controls:

Enter key

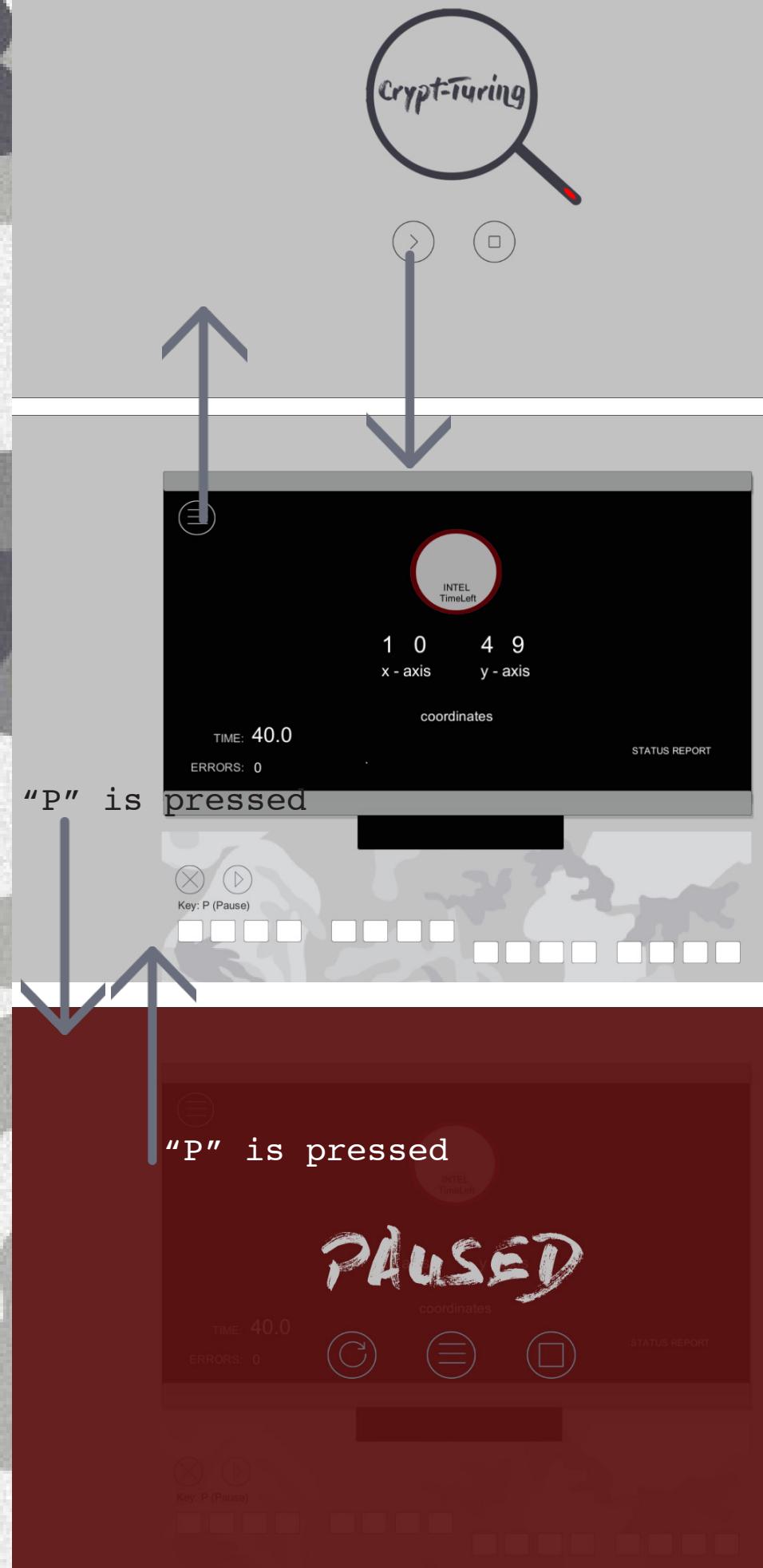
P key

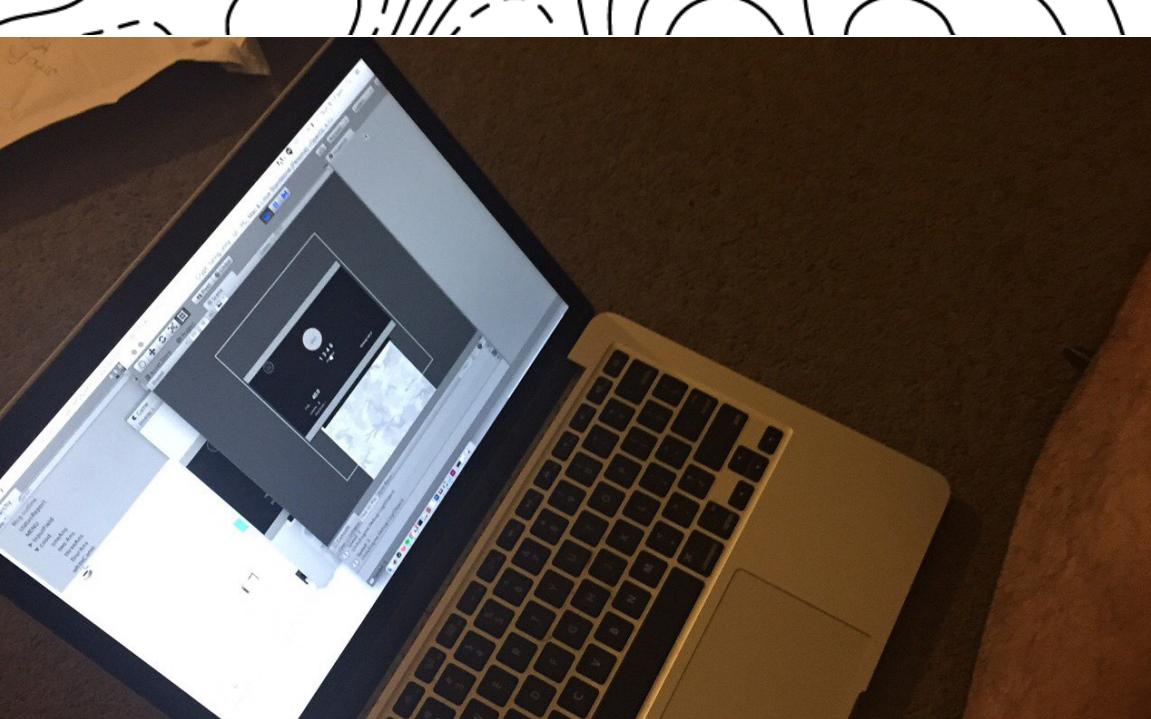
Arrow right key

0 key

1 key

App Mapping





Goal

Cypher the binary code to know the coordinates of the enemy, and strategies the best course of action to capture the enemy's base before the enemy captures yours or capturing some of your divisions.

Setup



Start:

Each division has a fixed start y-position which is identified in their card, they have to shuffle the x-position cards and pick one of the cards to determine their final x and y start positions.

The person who receives the:

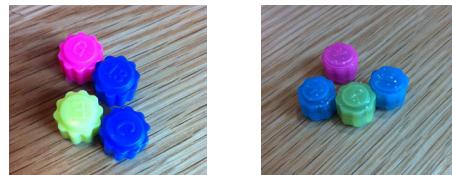
Intel division = is the only person who can use the Crypt-Turing app, the other members may look at the computer screen of the intel, can only move the intel (yellow) piece.

Spy division = must go to the other team and is not allowed to walk back to their original team while the game is still being played, there is no need for the spy to pick a x-position card.

Medic division (pink box) = can only move the medic (pink) piece.

Field division (blue boxes) = can only move the field (division) piece, must pick two x-position cards for the two piece.

Home Base = Can be placed anywhere in the map, the decision is in your hands.



Solid piece Dusted Piece

Choose which piece you want to represent your team and the enemy team

Gameplay

Players are free to move anywhere in the map but the starting positions are fixed for the start round. Each team takes one-turn, they deliberate on which division to move to accomplish their goal and then the other team can make their move. Each team performs the following actions in order on the turn:

Spy, Decode, Move, Battle

- a. **Spy** sends the co-ordinates of the enemy to ground team using the binary cypher.
- b. Intel **decodes** the co-ordinates of the enemy given by the spy using the decoder.
- c. Ground team **moves** either the field/medic/intel team as see fit to succeeded the task as fast as possible.
- d. [optional] Battle if the enemy and one of your military team are in the same location, the **battle** begins, the fastest team to decode the password of the canon wins the battle.

Battle

When an enemy division is on the same block with your division.

Each team will choose one number and asked the other team which number it is.

For example

Team A: "0010 is what number?"

Team B: "10"

Team A: "Incorrect, we win"

If lose: Here team B loses therefore the division in the box is taken out of the map unless the medic heals that division.

If win: Team B will do the same to Team A, repeat this until a team loses.

Positions

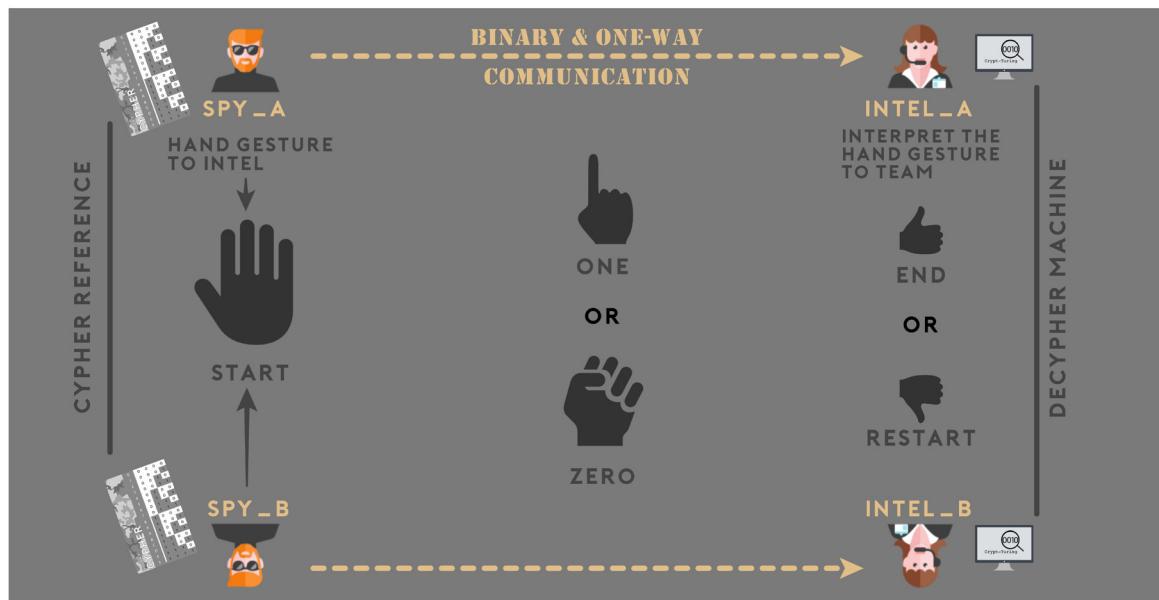
The Spy

The spy doesn't know the positions of their team but knows all the position of their enemy team.

The job of the spy is to inform the intel the positions of the enemy team, by giving them the co-ordinates which is found in the side of the map. It is the decision of the spy to tell which position of the enemy is the most threatening to their team so they can address the threat by giving them the x co-ordinate first and then the y co-ordinate [X, Y].

The spy cannot say the numbers they must do the hand gestures. Unless the player variant is 3, they say the numbers out loud. Another job of the spy is to make sure the enemy team doesn't cheat their way to winning.

The spy has the cypher card in their hand to help with the binary cypher, they are not allowed to show anyone their cypher card nor are they allowed to go near their original team.



[GROUND TEAM MEMBERS:

Since the ground team doesn't know which division the co-ordinates apply they must analyse and strategies their moves.
]

The Intel

Knows the position of their team and some of the positions of the enemy team since they decipher the co-ordinates the spy gives to the intel.

The intel can move up to two blocks in a turn.

If intel is captured, no one can decipher the code from the spy, unless the team has memorized the binary for the numbers. The game will still continue but it will be harder for the team as no one knows the enemy's co-ordinates. Spy becomes useless too unless the team remembers the codes. To make battles are recorded the Intel must still decode but cannot show the screen to the rest of the team.

The Medic

Can heal defeated divisions. If medic is taken out by the enemy's field or intel division, the other divisions can no longer be "healed". To heal any defeated division, the medic must be in the same box as the division.

The medic can only move to a square that is two squares horizontally and one square vertically, or two squares vertically and one square horizontally, like the letter shape "L".

The Field

Is the overall attacker in the game can attack anyone in the enemy team.

Can only move 1 block at a time.

The Home Base

This must be protected at all times, if captured the game is over.

Game end

The game ends immediately if one of the teams capture the other team's base or one of the teams no longer have active field devisions on the ground. The first team to capture the enemy's base wins the round.

Player variant

Minimum players = 3 players

Maximum Players = 8 players

3 players = 1 person as the spy for both teams (neutral player), 2 people as 2 different teams.

4 players = 2 teams with 1 spy and 1 ground division in each team.

5 players = 1 person as the spy for both teams (neutral player), in each team 1 intel player and 1 overseer for the field and medic divisions.

6 players = In each team 1 spy, 1 intel, and 1 overseer for the field and medic divisions.

7 players = 1 person as the spy for both teams (neutral player), in each team 1 medic, 1 intel, and 1 field player.

8 players = 1 spy, 1 intel, 1 medic, 1 field player for each team.