Educational gaming project - “Cyphers Game”

The game presents not-so-well known achievements of Polish cryptologists. They played a significant role in the Polish-Bolshevik conflict and changed the course of the war, in which Poland’s freedom was at stake. Players will try to break Bolshevik code and neutralise enemy armoured trains. These are all documented historical events, the recreation of which was carefully consulted with historians of the Institute of National Remembrance. With their guidance, the main characters of the game were brought to life and all details (such as vehicles, interiors, furniture, equipment or costumes) were recreated. The entire experience is complemented by a finely composed soundtrack. All this makes “Cyphers Game” extremely realistic and allows the players to feel the true atmosphere of these days’ conflict.

Actual places, actual events. Immersive meeting with history.

The game is divided into 3 missions which present actual influence of Polish cryptology on the victorious end of the Polish-Bolshevik war. The game includes stealth and action elements, as well as extensive logical puzzles.Every location present in the game was prepared on the basis of source materials and recreated with the use of historical exhibits. Each mission presents actual events and challenges faced by the officers of the radio unit during Polish-Bolshevik conflict.Stepping into the reality of the 1920 war, the player takes part in key actions that influenced the outcome of the Battle of Korosten. It is an opportunity to experience an immersive history lesson, which translates into better understanding of events during the conflict from 100 years ago.

“Cyphers Game” is available for PC, VR and mobile devices

You can play “Cyphers Game” on your PC or laptop with Windows OS, VR devices and even on mobile devices with Android or iOS systems.Thanks to the multi-platform nature of the production, you can enjoy the game the way you like.

Learn more about “Cyphers Game”

Download lesson scenariosDownload interesting lesson scenarios using the “Cyphers Game” educational project of the Institute of National Remembrance, relating to Polish intelligence from the period of the Polish-Bolshevik war of 1920. The scenarios discuss issues of communication, encryption and propaganda. To make the most of the scenarios, we recommend downloading “Cyphers Game” for free from the Steam platform and letting your students play it.



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Cyphres

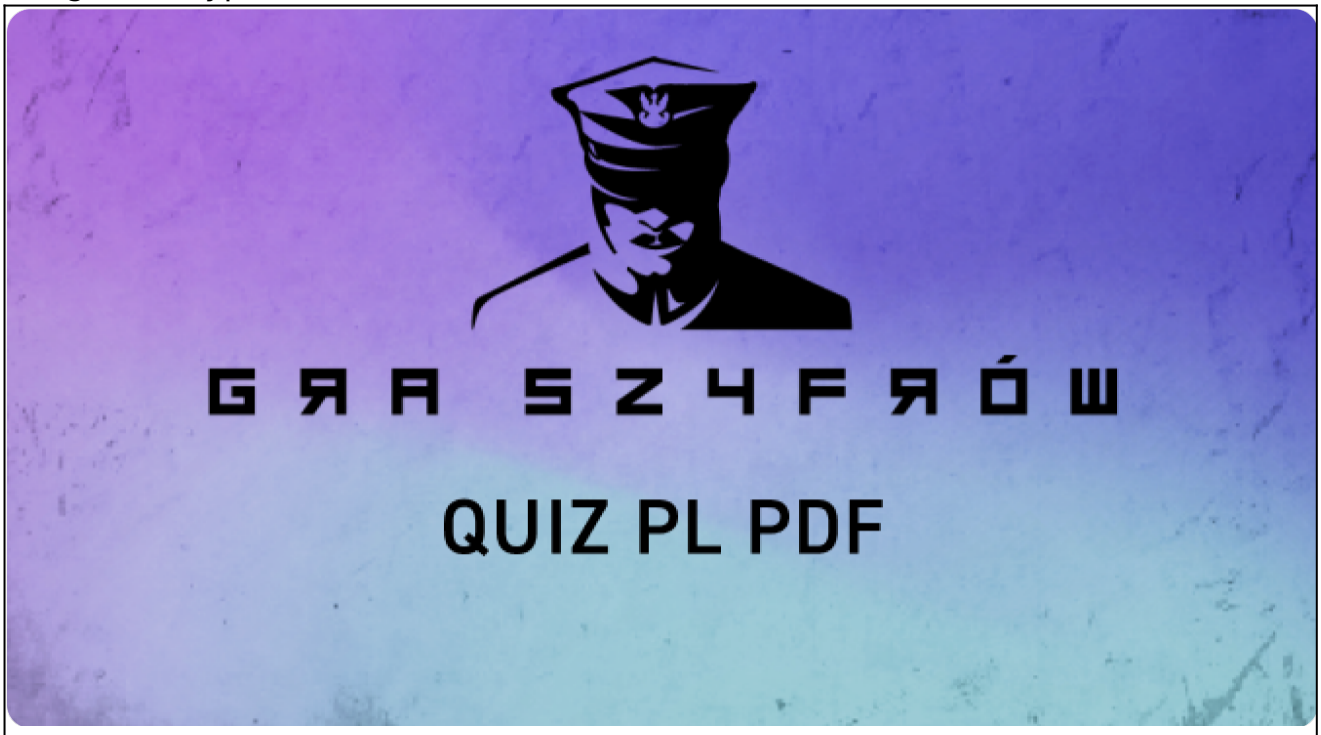
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Propaganda

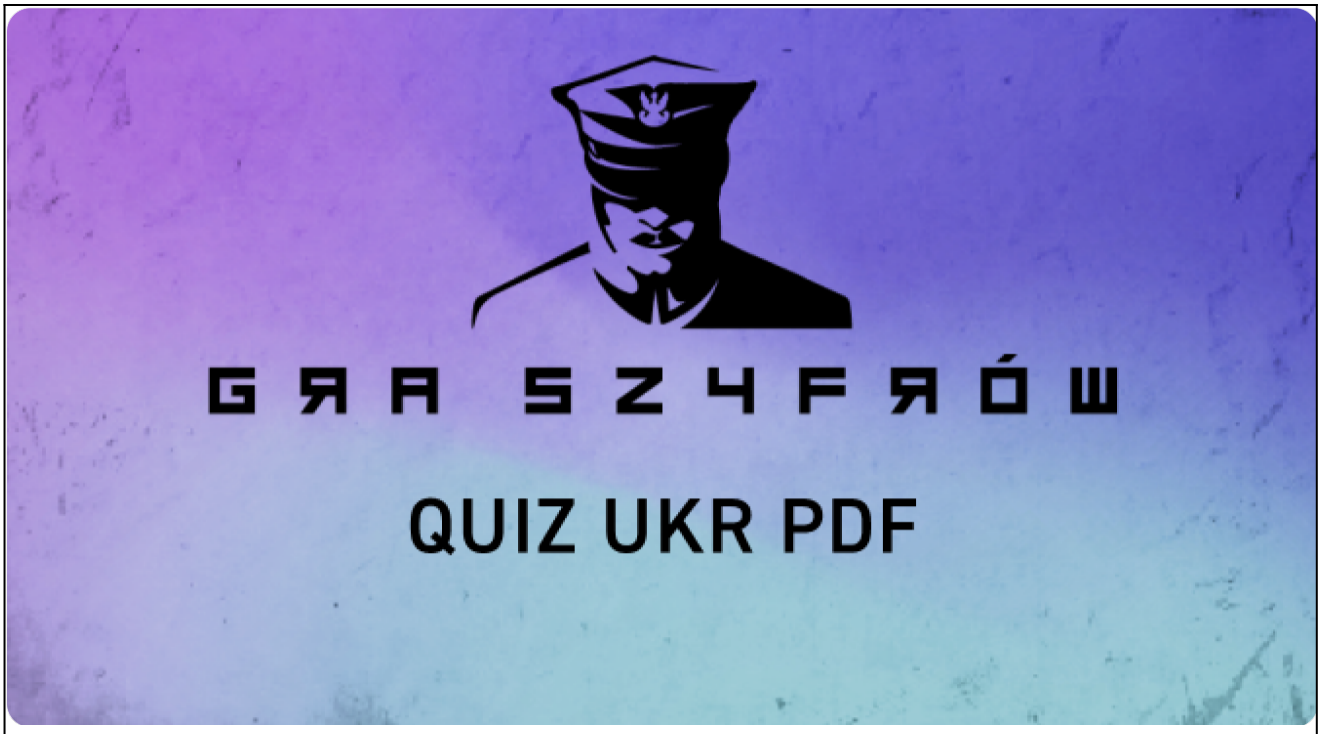
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Thanks to quizzes, you can check students' knowledge acquired during lessons using the " Cyphers Game”.



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