Vote for the "Cyphers Game" in the Historical Event of the Year plebiscite!

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We are pleased to announce that the "Cyphers Game" has been qualified for the next stage of the Historical Event of the Year plebiscite. You can vote for our project, which has been nominated in the "Education" category, until 15 June this year.

The "Cyphers Game" is a gaming project developed as an FPP (first person perspective) game, consisting of three missions. They describe the course of the Polish-Bolshevik war and the influence of Polish cryptology on its victorious finale. Each user can break Bolshevik codes and destroy a Soviet armoured train. So far, tens of thousands of young people have become authentic characters from the Polish-Bolshevik war of 1920, set in motion complex communication devices from 100 years ago and saved Europe from communist enslavement. The high educational value of the project has been recognised by the Ministry of Education and Science, which resulted in the game being added to the curriculum as recommended content under the "Games in Education" campaign.

We encourage you to vote for the "Cyphers Game" on the official website of the Polish History Museum -> Historical Event of the Year 2020 (muzhp.pl) The announcement of the results combined with an official gala will take place in June this year.

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