

The extended version of the “Cyphers Game” premieres on 6 December

To date, the “Cyphers Game” has already been downloaded from the STEAM platform by more than 100,000 players. Bolshevik cyphers are being broken by both Polish and foreign players from the US, UK and China. The latest version of the “Cyphers Game” will not only be enhanced with sign language (Polish and American), but also with an additional level whose complexity and gameplay time is almost equal to the entire previous gameplay!



As part of the new mission, the player's role will be to enter the railway tunnel, find the correct path in the adit, solve puzzles to finally blow up the Bolshevik train – this is a development of the storyline with Stefan Kajderowicz in the main role. In addition, a mini-game involving transmitting a message in Morse code has been added to the first mission and the Delegate cypher puzzle has been extended. We estimate that the whole thing will extend the gameplay by about 1.5 h! The soundtrack has also been expanded, with Przemysław Treszczotka in charge once again.

The “Cyphers Game” is a gaming project developed as an FPP (first person perspective) game, consisting of five missions. They cover the course of the Polish-Bolshevik War and the influence of Polish cryptology on its victorious outcome. Each player can break Bolshevik cyphers and destroy a Soviet armoured train. Dozens of young people take on the role of authentic soldiers in the 1920 Polish-Bolshevik war, put in motion complex communication devices from 100 years ago and save Europe from communist oppression.

The solutions used in the game were based on source materials or were accurately reproduced from historical artefacts. **The players' missions are documented historical events, and each character has a different task that is crucial to the outcome of the battle.** This first-person 3d game with stealth elements and elaborate riddles introduces the player into the world of the war that defined Europe. Its plot begins at the end of 1920, during the battle for Korosteń – a key railroad junction and technical and supply base.



The world premiere of the “Cyphers Game” took place at the end of April 2022 at PAX East in Boston – one of the largest gaming trade shows in the world. In addition, the project was presented at various events from the world of electronic entertainment, including PAX West, Gamescom and Perspektywy Women in Tech Summit.

By the decision of the Minister of Education and Science, Przemysław Czarnek, the “Cyphers Game” was added to the curriculum as recommended content. In this way, it will become part of the educational programme in Polish schools and both teachers and students will have the opportunity to play it.



The game can be downloaded free of charge from the STEAM platform, Play Store and AppStore. It runs on VR goggles, Windows PCs and mobile devices supported by iOS and Android.



CYPHERS GAME





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