ABOUT THE GAME

In the last couple of years city games have gained in popularity and city spaces have become a game board for players to compete on.

The present game is a specific type of a city game, since it can be played individually. As stated by the principle 'sightsee playing - play sightseeing' the participants of the game set off to play in the field and solve the tasks. The game can be played individually as well as in teams. The winners register via the Internet to win prizes.

Setting the plot in the historical reality is undoubtedly a great value of the game allowing to show Poznan in contemporary and historical dimensions.

A BIT OF HISTORY

In 1929 in Poznan a historic event took place. The Polish military intelligence organised a cryptology course for mathematics students of Poznan University. Three years later three participants of that course managed to do what until that moment had been considered impossible - they broke the code of the German cipher machine Enigma.

That incident not only influenced the course of events of World War II helping the allies to win but it was also a milestone in the history of cryptanalysis, which since then has become an art closely linked to mathematics.

The events the game is based upon were all set in the scenery of Święty Marcin Street - the course took place in the rooms of the castle, at the time housing the Departament of Mathematics of Poznań University. Nowadays there is a monument to the cryptographers in front of the building. A branch of the Cipher Bureau, where the mathematicians worked after completing their course, was housed in a (non-existent today) building on the corner of Kościuszki and Święty Marcin Streets that used to be a command centre.

THE GAME PLOT

You are now an agent of the Polish military intelligence. Your superiors entrust you with an extremely important task. It's 1929 and a cryptology course for young mathematicians is about to begin, meanwhile a Polish spy operating in the enemy's headquarters reports that the enemy's secret services are beginning to get interested in the training planned. It is obvious that there has been a leak. A coded dispatch sent from Poznan to Berlin has been intercepted by the radio monitoring team. Breaking it can help to expose the traitor. **An agent wearing a white hat will give you the details. Let's do it!**

Radio monitoring. Dispatch No 485/1929

A L I I O A S S E O C F I O Q L K Q B S T P V B Y S E O T Q T

B I S F J O B S S E O Z L L R Y S E O I F L K A B D O R P

F K D S E O I F Q S L C S E O Q S T V O K S Q Q O I O

A S O V W B S A E L T S C L P S E O S B F I B P O Q

In order to be able to decode the message you need to find out how the letters of the open alphabet have been changed to create the cipher alphabet.
Luckily you can combine the analyst's good advice with tips and hints from befriended agents from allied countries as well as operational files to help you succeed. Good luck!
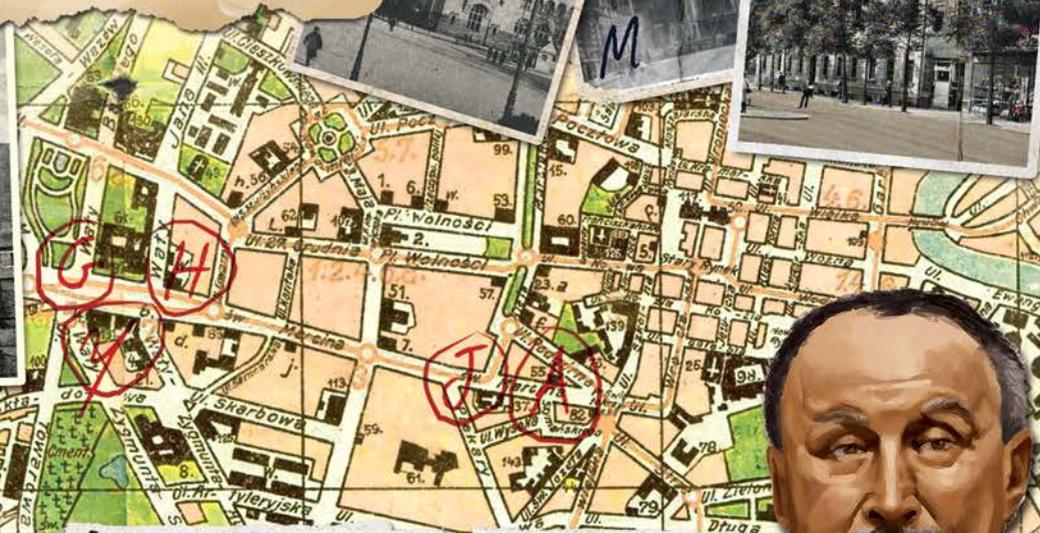
Hello allies, our agent has handed us this map of the centre of Poznan and these photos. For safety reasons he wrote only these strange letters but we know that they are some clues related to the German cipher. The red ink on the map indicates the characters of the cryptogram and the blue ink on the photos the decoded ones. The question is: how to link them? Can you recognise these places?

Radio monitoring. Dispatch No 546/1929

4/6, 3/3, 5/6, 6/4 – 2/15, 4/19 – 4/23, 6/13, 5/12, 2/8, 6/9, 3/7, 2/10, 5/19,
6/6, 4/1, 5/8, 5/11, 2/2, 5/24 – 2/6, 2/12 – 4/1, 3/4, 5/1, 6/7, 5/11, 6/7

Based on my analilis I can say that it is a dispatch characteristic of the Italian secret service. It is some type of Ottendorf cipher based on an unknown plaque, of which each line and character in the line have been numbered. Locating the plaque would make it possible to break the message in the dispatch. The surveillance of Uberto Novini, an Italian businessman, can lead to finding the plaque. The files in the attachment.

Attachment No. 1

First name *Uberto*
Last name: *Novini*
Nationality: *Italian*
Status: *suspected*

Report: The subject left the building on św. Marcin Street at the end of Piekary.

He looked around slowly in every direction he could choose and then he approached a tenement house nearby where there is the number 1900 and the eye of providence above one of the windows on the second floor. He carefully examined all of the windows, then moved ahead and turned into the first street on the left, continuing walking until the first crossroads. He then turned left and kept walking ahead until he noticed two balconies with openwork stone railings one above the other. He approached them and turned right (looking from the perspective of a person standing on the balcony).

He didn't go far before turning right. He then passed one crossroad not changing the side of the street. When he reached the next crossroad he looked around carefully. He evidently did not notice that he was being followed because he took out a notepad and looking at the plaque fixed to the corner wall he began to write something down, counting down beginnig with the characters at the very top of the plaque.

Author: Szymon Dąbrowski, graphic design: Olga Niemczenko

Hello, allies:

I.   10 A. Fredry Str.
F.   1 K. Kantaka Str.
K.   18 Ratajczaka Str.
L.   38 Ratajczaka Str.
M. 38 Św. Marcin Str.
R.   39 Św. Marcin Str.
S.   45 Św. Marcin Str.
W. 69 Św. Marcin Str.
Z.   90 Św. Marcin Str.

T. A bearded man in a helmet
I.   Two female figures suporting the lintel
B. 19PUO5
O. A roaring lion
P. An owl above a window
N. A mandoline and a clarinet
W. A westbound ship
L. A palm on a checkered cartouche (an ornate table or a frame)
Z. Poultry (e.g. ducks & geese) on the left and right

Regards,
RB

Salut, dear friends – we don't know much. Two things, perhaps. We know from our experience that German dispatches end with the name of the author of the message. We have also received a tip from the Brits. It's extremely well coded (they are anxious not to get exposed). Unfortunately, we have yet not managed to decode it. They mention something about the colours of the letters but we are unsure of what it is about.

Closing remarks

1. You can write down the meaning of the successive letters of the alphabet on the right. When you work out all the letters and order them, you will quickly see what keyword you can expect to have been used by the cryptographer.

2. Remember that you don't need to know all the letters. After all, as an agent, you know the ropes of decryption and realise that e.g. it is easy to guess that between the letters T and E it is highly probable to get the letter H.

3. After breaking the message, try to reconstruct the key used to create the cipher alphabet. Submit the key via www.gryturystyczne.pl. If you answer correctly you will be able to download a personal certificate as well as take part in a prize drawing.

red letters

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Tourist game

CODEBREAKERS

ENIGMA
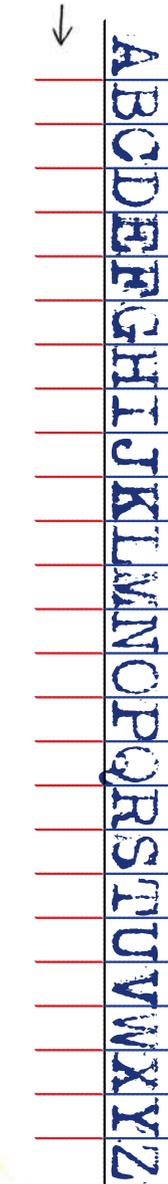
POZnan
*Miasto know-how

10+ PLAYER'S AGE

120' AVERAGE TIME