SAMPLE CIPHERS

Stuck on ciphers? We here at the Agency understand that this may not be something everyone is familiar with. Here are some simple ones to get you started!

Numbered Key

There are numerous ciphers and codes you can choose to transmit your information in game. If you want the game to move a little faster, you might consider using a number system, where you provide the code words in a list of other words, with them placed in the position of your number code. For instance, your message is "Apple" and "Jam", and your code is 4. You provide your partner with two lists of five items: Salmon, Orange, Turkey, Apple, Cashew; Butter, Milk, Coffee, Jam, Cheese. In both lists, the correct word is in the fourth position. You could also give a compound number, like 41, which would indicate the fourth position in the first list and the first position in the second. This tells the recipient that their message is "Apple Butter."

For writers out there, you could provide a series of sentences with important terms in an applicable pattern (a common example might be 1st Word, 2nd Word, 3rd Word, or every 3rd word). Similarly, you could hide a message using every 5th letter, first letter of every word, and so on.

For harder variants:

ROT-13 (Caesar Cipher variant)

ROT-13 splits the alphabet in half and replaces the letter with the letter in the same position in the other half.

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

CIPHER = PVCURE

Atbash Cipher

The Atbash Cipher is another simple substitution cipher. This time we reverse the whole alphabet for our code.

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

CIPHER = XRKSVI

Keyed Monoalphabetic Substitution

A Mixed Alphabet Cipher makes things a little more complicated to figure out, but with enough time, can be fairly easy to create. You decide on a codeword—for instance, "xylophone". Now this time when you write out the alphabet, put the word "Xylophone" in front of the alphabet and put the remaining letters in order beside them. If the code word has a repeating letter, omit them in their latter spots when putting the word before the alphabet. So long as both you know the codeword, the message will be easy to decipher.

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

CIPHER = LAJEPM

Game Credits

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RULEBOOK

CODENAME: CARDINAL

TRANSMISSION SPIES

TOP SECRET

RULES OF ENGAGEMENT

EQUIPMENT

16 Cargo Cards
11 Destination Cards
16 Cargo Tokens
1 Board
12 Hazard Tokens
Paper and Writing Implements (Not Included)
Timer (Not Included)
A Biting Wit (Should be pre-programmed into player)

ROLES

Welcome to Transmission Spies, a game of ciphers and spies! In Transmission Spies, players pair off into teams and coordinate their efforts to complete missions and foil their opponents by cracking their codes. For each mission you play, your team will have an **Agent** and a **Dispatcher**.

The **Agent** plays offense—moving pieces around the game board to complete their mission to get the specified Cargo to a particular Destination, communicated to them via an encrypted message by the Dispatcher.

The **Dispatcher** is in charge of encrypting a message to pass the Cargo/Destination mission on to their **Agent**, and decrypting the other team's mission.

SETUP

Place 15 Cargo tokens at random around the nodes of the map. They do not need to be specifically on cities. Shuffle and place the Cargo and Destination in their respective piles to the side of the game board. Decide for each 2-player team who will be Dispatcher and who will be Agent (the roles will be changing at the end of each round). If in doubt, choose the eldest member of each team assuming the role of the Dispatcher. Place the red hazard tokens in front of the Dispatcher for Team CARDINAL and blue in front of RAVEN.

OBJECTIVES

Players can end a round by completing one of two objectives: delivering your Cargo to its Destination **OR** correctly placing an accusation of the other team's cargo and destination.

Optimally, players should aim for covert strategies, clever encryptions, and careful observation. For spies, intelligence is key in more than one way!

START YOUR MISSION—ENCRYPTION PHASE

The Dispatcher will have five minutes at the start of the game to decide on a cipher and deliver the key for the cipher to the Agent so that their later messages can be understood. After delivering the key, the Dispatcher will draw their mission—1 Cargo Card and 1 Destination Card (unless playing the Simultaneous Mission Variant).

IMPORTANT: After drawing the Cargo and Destination card, the Dispatcher should check if that Cargo is within two nodes of the Destination. If so, the Dispatcher must redraw his mission cards.

Once they have chosen a valid mission, the Dispatcher should encode the information in a message for the Agent.

1. Ciphers should be no longer than 8 words long. If a city's name multiple words, then it still only counts as one word. If your cipher utilizes images, they are considered as individual words.
2. The messages **must** remain visible throughout the entire movement phase.
3. Ciphers should be written in the Roman alphabet (ABCD) unless otherwise discussed.

Code Example: The Key to the code is "33." After the Dispatcher draws their mission, they see that it is, "Take the Hostage to Tokyo". So they may write:

London Cairo Tokyo Toronto
Knife Blueprints Hostage Gun

The Agent, knowing the key of "33", will know the correct mission (third word in each line). More code and cipher types are described at the end of the documentation.

After both Dispatchers have prepared their messages, they will simultaneously reveal them at the table and the Agents will begin moving Cargo Tokens around the map, while the Dispatchers will work on deciphering the other team's code.

PLAYING THE MAP—MOVEMENT PHASE

Starting in alphabetical order, Agents will alternate moving pieces on the map. The following restrictions are placed on movement:

1. Only one Cargo Token can be moved per turn, and it can only move one node or city along a connection route.
2. If your team has a Hazard (defined below) declared for that city, you cannot move a token into the city, but you may move a token out of the city or place a winning move if your Cargo is meant to arrive in that city.
3. A Cargo Token can only be moved onto a node that is empty.
4. A token cannot be moved twice consecutively. For example, if Team RAVEN moves the Knife to Cairo, then Team CARDINAL is not allowed to move the Knife on the next turn.
5. If a team accidentally places the Mission Cargo Token for the opposing team on the correct destination, then the opposing team wins the round by default.

ACCUSATIONS

At any point during the movement phase, if a Dispatcher believes that they know what the Mission for the opposing team is they can make an **Accusation**, by stating what they believe the opposing team's Mission is. If the Accusation is correct, the Dispatcher's team will snatch victory by nullifying their opponent's mission. If they are incorrect, the city they singled out is now hazardous to their own team! This is indicated by placing their team's colored hazard token on it, and their Agent will no longer be able to move Cargo Tokens into or through that city.

If the Dispatcher chooses to name that same city again in a subsequent accusation, they must place more hazard tokens on the city, even though the effects do not change due to multiple hazard tokens being present. If a Dispatcher uses all six of their team's Hazard tokens, the mission ends and that team forfeits a win.

NEW MISSIONS

After a team has completed their objective or foiled their opponent's, the movement phase will come to an end. At this point, teams moving on to play another mission should swap roles. It is generally recommended that each game include at least two missions to allow both members of a team to be in each position. The map can be reset or left in its configuration from the last round, and the encryption phase will begin again.

MISSION VARIATIONS

If players wish for a little added difficulty, you may choose to run advanced missions in one of these variations.

SIMULTANEOUS MISSION VARIATION: In this variation the Dispatcher will draw 2 Cargo Cards and 2 Destination Cards and, while they are still face-down, pair a Cargo and Destination. A single message sent at the start of the Movement Phase should indicate both goals. To complete a mission, both of the goals must be met at the same time—if a met goal is undone by the opposing team moving the cargo during their turn, the token must be returned before the mission is completed. In making accusations, a Dispatcher must be able to identify BOTH goals.

MULTI-STEP MISSION VARIANT: In this variant, when a team completes their goal, rather than declaring victory, the Dispatcher will remove her former message from the table and initiate a second Encryption Phase. During this phase, all players must step away from the table temporarily so that the key to the cipher can be changed, a new set of mission cards pulled, and a new message encoded. When this new message is ready to be revealed, the Movement Phase will resume, this time with the winning team working on a new mission. Hazards will not be reset, however if the second destination of a team is a zone they have a hazard token on, they will be able to move their mission's cargo token to the city as a game-winning move. The map does not reset during this inter-mission. If the second team completes their first mission after the first team begins their second, the game will pause again to permit them to arrange their new mission. An accusation in this mode only needs to name the current mission's goals.