

ENIGMA

BEYOND CODE



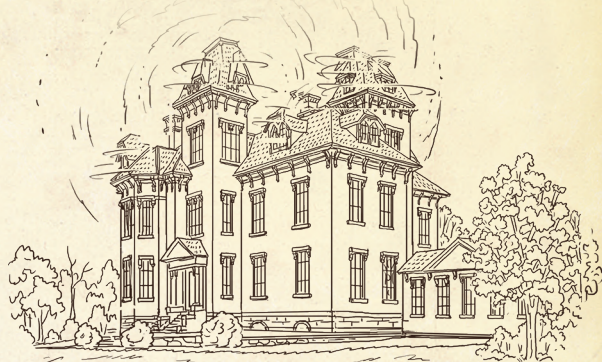
GAME RULES

World War II is upon us. Germany uses the Enigma rotor cipher machines far and wide. The breaking of the Enigma code gives the Allies an advantage in the war. But this is just one side of the coin.

The Enigma code is linked with Chaos – a non-measurable force lurking beyond the boundaries of our reality. Each time an Enigma machine is used, it brings closer the day when Chaos will break into our world. Decrypting the code will prevent its invasion and save humanity.

An 'Agency' operates in a secret heavily-guarded Victorian mansion in the London suburbs. It has been opposing the supernatural for centuries. To break the Enigma code, the Agency has gathered the world's best cryptology experts together. You are one of them.

Your mission is to break the Enigma code as soon as possible while wandering throughout the mansion with its ever-changing layout. At least, you tell others so. In fact, you might be pursuing *completely different goals*...



Components



Game Goal and Process

Enigma. Beyond Code is a lightning-fast game of deduction. Each game takes 5–10 minutes. Sometimes, victory is obtained by luck – but, in most cases, it depends on your ability to understand the motives of the players and locate the cards you need – while keeping others away from the cards they are looking for.

Enigma. Beyond Code unfolds in full after a few games, once the players grasp the basics and feel comfortable with the game.

Each player receives a Character card – a cryptology expert arrives at the Agency's Mansion to break the Enigma code. But only a few are true experts, while others are masterfully pretending. Each has a unique secret Mission.

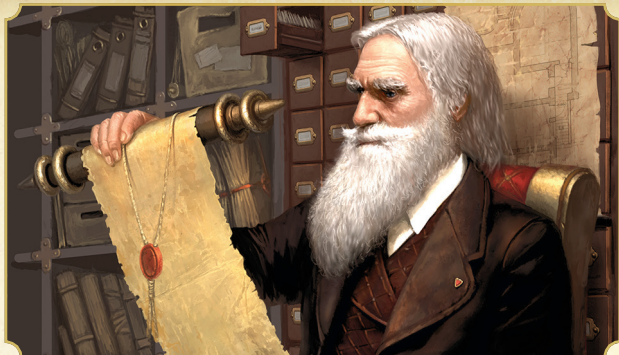
Players peek at Mansion cards in turns – each card represents a room or an object inside the Mansion. The invited experts work as a team – and so, after looking at a Mansion card, you must tell others what the card is. You may either lie or tell the truth. If you are not caught in a lie, then you execute the effect of the card you've named.

The winner is the player who accomplishes their Character's Mission first. But if no one finishes within the time limit, Chaos breaks into our world, and all players lose.

It is recommended to play **Enigma. Beyond Code** until someone wins 3 times. You may also play single games disregarding previous wins.

Setup

Setting up a game involving 2–5 players is described below. 2-player games have some differences (see “2-player Game” on page 10). **The Face to Face with Chaos Solo** mode rules are completely different and provided at the end of the rules.



Agency's Mansion

Find the Solowork card and put it back in the box – it is used in Solo games only. Now you have 9 Mansion cards.

Shuffle all 9 Mansion cards and put them on the table face-down to create a 3x3 square (1).

Time Keeper

Choose a player to become the Time Keeper in the first game.

The Time Keeper takes the Time sheet and puts it in front of them with the 6-slot side up (the reverse side is used in the Solo mode) and places the Time token on the left-most slot (2).

Tokens

Put the Chaos Breakthrough token on the table, with side “1” up (3).

Put Decryption, Chaos, Silence, and Triumph tokens on the table. This is **the Supply** (4).

When there are less than 5 players, you may return the unused tokens to the box. You need the same quantity of Decryption, Chaos, and Triumph tokens as there are players, and one less Silence token.

Give a Reference sheet to each player (5).

Characters

If this is your first game or it involves novice players, it is strongly recommended to play with the simplified set of Characters. After mastering the game – switch to the standard set of Characters. You may do this even between games when playing first to have 3 wins.

In a 2-player game, special rules for choosing Characters apply (see page 10).

First Games – Simplified Character Set

Game Setup: Take both *Decrypter* cards, both *Dark Messiah* cards, and a *Wanderer* card – 5 cards in total. Return the remaining Character cards to the box.

Before each game: Shuffle these 5 cards and deal 1 card to each player face-down (6). If there are less than 5 players,

some Character cards will remain. Put them aside without looking at them – you won't need them until the next game.

Secrecy above all! Don't let others figure out your Character. Otherwise they will do their best to disrupt your plans!

Standard Character Set

Game Setup: Take one *Decrypter* and one *Dark Messiah* cards (male or female – your choice!). Return the remaining *Decrypter* and *Dark Messiah* cards to the box. Next, take all other Character cards: the *Wanderer*, *Saboteur*, *Medium*, *Archivist*, and *Ghost*.

Before each game: Shuffle all Character cards and deal 1 card to each player face-down (6). Put the remaining Character cards in a stack without looking – they are required for the *Ghost* (7).



Setup for a 3-player game. You are ready to play!

The Time Keeper Starts First

The **Time Keeper** begins the game. Before their first turn, the Time Keeper *always* moves the Time token one slot forward (clockwise to the right) on the Time sheet. If this is the last slot (with the faint hourglass), the game ends.

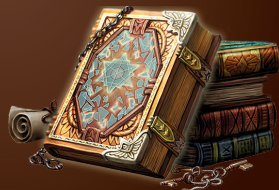


Starting from the Time Keeper, players take their turns one by one in clockwise order. When the turn returns to the Time Keeper, they always move the Time token one slot forward *first* and only then take their turn.

BETWEEN GAMES

After a player wins the game or time expires, perform the steps described in the “Triumph and Abyss of Defeat” section. Then:

1. Reshuffle the 9 Mansion cards and put them on the table face-down to create a 3x3 square.
2. The player sitting to the left of the previous Time Keeper becomes the new Time Keeper. This player takes the Time Sheet and places the Time token on the first slot.
3. Return all Decryption, Chaos, and Silence tokens to the Supply.
4. Reshuffle and deal Character cards as described in “Setup”.



Your Turn

1. **Name a Mansion card and, if not caught in a lie, execute its effect.** This is the mandatory part of your turn.
2. **You may attempt to accomplish your Character’s Mission.** This is optional and can be done either before or after naming the Mansion card.

MEMORY OR NOTES?

In **Enigma. Beyond Code** it is necessary to remember the location of Mansion cards. Some players may easily memorize them, while others prefer to take notes (recommended).

The game comes with 5 notepads, one per player. The page is divided into 9 areas – matching the 9 Mansion cards on the table. The lines inside each area are used to record card names (or your best guess). Next to the eye icon, you can write the player who saw the card. The Chaos and Decryption symbols in the upper-right mark the Library card effect. Use the notebook cover as a screen when you are writing.



If you run out of notebook pages, you can use anything to take notes (a sheet of paper, mobile device, etc.). You may also scan and print the last page of the Theme Guide with the notepad pages.



Name a Mansion Card



Choose any of the 9 Mansion cards. If this card is face-down, secretly peek at it and return back to its place without showing it to the other players. If the card is face-up, it's enough to simply point at it.

Therefore, a face-down card remains face-down, while a face-up one remains face-up. In the beginning, all Mansion cards are face-down.

Then you tell the other players what card it is. You may either lie by naming *any other* Mansion card or tell the truth.

It is reasonable to lie about face-down cards only. But if all other players have Silence tokens, you may fearlessly lie about face-up cards, as no one can doubt your words!

You've named the card – now, one of 2 scenarios takes place.

Scenario One. “Truth!”

Everybody trusts your words. In that case, **you execute the effect of the card you've named.** It does not matter what card it is in reality.

Scenario Two. “Lie!”

Another player doubts your words and checks the same Mansion card. Now,

If you've honestly named the card, the doubtful player takes a Silence token as a penalty for the false accusation.

Now everybody knows what card it is, so there is no sense in keeping it secret – place the card face-up! **Then you execute the effect of the card.**

If you've lied about the card, the doubtful player tells everyone. You take a Silence token for being caught in a lie and *immediately* pass the turn to the next player. You do not execute the card's effect or do anything else.

The doubtful player returns the card to its place. It is not turned face-up, and the doubtful player does not tell others what card it is. They know that you've lied, but the card remains secret.

The first voice decides! If 2 or more players have doubts, the player who rings the alarm first checks the named card. If it's hard to determine who was first, the one who is closer clockwise checks the card.



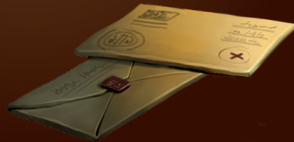
TRUTH AND LIES

You may lie only when you name a Mansion card.

In all other situations, you always tell truth – even if it does not benefit you. For instance, when you check a card named by another player, execute the effect of Library card, or accomplish your Character's Mission.

This applies to gameplay only. The players are free to say whatever they want when discussing which card is where or what Characters others may have!

There is one exception to this. If you discovered another player's Character, please keep it secret. It's much more fun for the players to guess for themselves!



Accomplish Your Character's Mission



During your turn, you may reveal your Character card and attempt to accomplish his or her Mission. You may do this either before or after naming the Mansion card and/or using a Decryption token.

If you manage to fulfill all conditions of your Character's Mission, you win the game! Proceed to the "Triumph and Abyss of Defeat" section. If you fail, you are eliminated from

the game (until the next one). Leave your Character card on the table face-up, and the game continues.

If the Time Keeper is eliminated, they retain the honorable duty to watch over the time.

The Merciless Time

Time is over as soon as the Time token reaches the last slot on the Time sheet. *Immediately* proceed to the "Triumph and Abyss of Defeat" section.

No actions may be performed.

Time may expire either before a Time Keeper's turn or because of the Tome of Order and Chaos card.



Silence, Decryption, and Chaos Tokens

In the course of the game, players get **Silence**, **Decryption**, and **Chaos** tokens.

Single Token Rule

You may have only one token of each type. If any effect tells you to take the second Decryption or Chaos token – you simply do not take it.

Silence

You take a Silence token if you were caught in a lie or if you falsely accuse another player of lying. You temporarily become in custody of the mansion security guards. All your words are put in doubt, and you are prohibited from any actions.



What happens when you get a Silence token:

- 🕒 **End of the turn.** After getting a Silence token during your turn, you *immediately* pass the turn to the next player. You keep the Silence token.

- 🌀 **Speechless.** You may not challenge the words of another player naming the Mansion card – even if that player is lying about a face-up card.
- 🌀 **Watching only.** During your turn, you secretly peek at one of the face-down Mansion cards – but neither name it nor execute its effect. Then you *immediately* pass the turn to the next player and only then return the Silence token to the Supply.

A silenced player may not accomplish their Character's Mission, use a Decryption token, or cancel the effect of Enigma Machine card by discarding a Chaos token.



SILENCED PLAYERS SHOULD KEEP SILENT!

If you have a Silence token, you should remain silent in all game situations. Even if another player is lying about a face-down card you know, you cannot suggest others check it!

Decryption



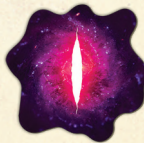
You may receive a Decryption token by the effects of Mansion cards. This represents the progress of your Character in breaking the Enigma code.

During your turn, you may use your Decryption token (return it to the Supply) to name a Mansion card. This is the same as described in the “Name a Mansion card” section (see page 6). You may do this either before or after naming a Mansion card as the normal part of your turn.

There are two restrictions to this.

- 🌀 You may use the Decryption token only if you had it *before your turn*, **AND**
- 🌀 You may use it to name a *face-down* Mansion card only.

Chaos



You may receive or lose a Chaos token by the effects of Mansion cards. The Chaos represents an intervention of the chaotic power into your Character's mind. It affects your Character's mental state, however it

opens new possibilities.

Many Mansion cards work differently for players with a Chaos token or without it. In addition, a Chaos token may be returned to the Supply to cancel both effects of Enigma Machine card.



Time Runs Out



➤ The first time a game ends without any winners, turn over the **Chaos Breakthrough** token – so that the “II” side is up. If it happens a second time, then all players have ultimately lost.

When the players are experienced enough, Chaos rarely wins – but in your first couple games, this may be a serious challenge! You may agree that you all lose after the 3rd – not 2nd – Chaos Breakthrough. Put the Chaos Breakthrough token aside during the initial setup. Place it with the “I” side up in a visible place after the 1st Chaos victory.

Special situation. Sometimes all players, except for one, fail to accomplish their Missions and are eliminated. Then the remaining player plays out the game to the end and may lie freely while naming Mansion cards as no one can accuse them of lying!

Triumph and Abyss of Defeat

The game is over when one of the players successfully accomplishes their Character's Mission or when time expires.

- A player, who has successfully accomplished their Character's Mission, *immediately* wins the game. As for the fate of the world – it depends on the Character whose Mission was accomplished (see *Theme Guide*).
- If time expires, the Saboteur wins. If there is no Saboteur in the game or he has a Silence token, then Chaos consumes the world and all players lose.

When you are playing single games – simply start a new game.

If you are playing first to 3 wins, then the rest depends on who has won.

Player's Victory



➤ The victorious player takes a Triumph token and puts it near them with the “I” side up. After winning their second game, flip the token to the “II” side. After their 3rd victory, the player is the ultimate winner... only if Chaos hasn't consumed the world yet.



STORY AND REFERENCE

See the first part of the Theme Guide for detailed descriptions of Character and Mansion cards.



GAMEPLAY EXAMPLE



See a detailed example of an Enigma. Beyond Code game in the second part of the Theme Guide.

2-Player Game

A 2-player game has 2 differences from a game involving 3–5 players: the Character set and effects of Scherbius Phantom card.

Setup: Characters

First games – Simplified Character Set: Take both *Decrypter* cards, both *Dark Messiah* cards, and *Wanderer* and *Saboteur* cards – 6 cards in total.

Standard Character Set: Same as with 3–5 players (see page 4) – 7 cards in total.

In both cases: Shuffle the Character cards. Deal 3 cards to each player. Each player chooses one and puts the rest on the table face-down. Shuffle the remaining Character cards to create a Character stack.

During the Game: Scherbius Phantom



When executing the 2nd effect of Scherbius Phantom card, you do not exchange Characters with the other player. Instead, you take a new Character from the top of the Character stack and *after* that discard your previous Character face-up near the stack. Shuffle the discarded cards if the stack runs out.

Reasonable Secrecy

In a 2-player game, it is recommended to reveal the Mansion card any time someone is accused of lying, regardless if they were telling the truth or not. There is no point in keeping the card face-down as both players know exactly what card it is after checking.



Game Variant: Gradual Addition of Characters

This mode is designed for 2–5 experienced participants playing first to have 3 wins. The 2-player game has a minor distinction (see the end of this section).

The first game. Take both *Decrypter* cards, both *Dark Messiah* cards, and *Wanderer* card. Shuffle these 5 cards and deal 1 card to each player (similarly with the first games setup). Put aside the remaining 4 Character cards (*Saboteur*, *Medium*, *Archivist*, and *Ghost*). They are considered to be **outside the Mansion**.

The second game and on. First, make changes in the assortment of Characters as showed in the table below. Then follow the **Standard Character Set** rules (see page 4).

After 4 or more games, all 7 Character cards should be in play – 1 card of each Character. Of course, provided that no one wins 3 times and the 2nd **Chaos Breakthrough** has not happened!

2-player game. As long as there are 5 Characters in the game, each player takes only 2 Character cards to choose from.



First time Decrypter wins: Remove his or her card from the game. If the **Saboteur** is still *outside the Mansion*, add him.



First time Dark Messiah wins: Remove his or her card from the game. If the **Medium** is still *outside the Mansion*, add her.



First time Wanderer wins: If the **Archivist** is still *outside the Mansion*, add him.



Second win for Decrypter, Dark Messiah, or Wanderer – or another Character wins: If the **Ghost** is still *outside the Mansion*, add her. Otherwise randomly add the **Saboteur**, **Medium**, or **Archivist**.



If a **Chaos Breakthrough** occurs, the assortment of Characters in the next game remains unchanged.

FACE TO FACE WITH CHAOS

Playing Solo

The Solo mode allows to test your luck and intelligence in a direct confrontation with Chaos. Playing as different Characters, you must win 3 times in a row before the time expires with Chaos breaks into our world.

Face to Face with Chaos is an original addition to **Enigma. Beyond Code**. The games are more luck-dependent and

even faster than the base game. You may win in 10 minutes, and it takes even less time to lose!

Setup


Agency's Mansion

Find the Teamwork card and put it back in the box – it is used only in 2–5 players games. You now have 9 Mansion cards.



Shuffle all 9 Mansion cards and put them on the table face-down to create a 3x3 square (1).

Time

Take the Time sheet and put it on the table with the Solo mode side up (it is marked by this symbol: ). Place the Time token on the first slot – it is marked with “1” (2).



You may want to reduce the difficulty: a) Time expires when the Time token leaves the last slot – not when it reaches it. This does not affect the number of Mansion cards you reveal between games. b) Don't discard Decryption and Chaos tokens between the games unless they were used to accomplish your Character's Mission.

Tokens

Take 1 Decryption, 1 Chaos, and 1 Triumph tokens. Take all 4 Silence tokens. Put the tokens nearby, thus, creating the Supply (3). Take the Solo mode Reference sheet (4).

Character Selection

Take a *Decrypter* card (any of the two), *Dark Messiah* card (any of the two), and *Wanderer* card. Shuffle the cards face-down, create a stack, and draw 1 card (5).

Put the rest of the game components back in the box.
Oh, wait! Place the Chaos Breakthrough token in a well-visible place with the “II” side up – just to remember who your opponent is (6).

Gameflow

Your goal is to win as each of the three Characters. After the 1st and 2nd victories, remove the Character who accomplished their Mission from the game. After the 3rd victory, you win the **Face to Face with Chaos** challenge!

Your Turn

Perform the following steps in sequence:



1. Choose any card that does not have a Silence token on it.

If the card was face-down, turn it face-up. If it is face-up, put a Silence token on it.

If there are no more Silence tokens in the Supply – take a Silence token from any other card.

2. If a Chaos token is depicted in the upper-right corner of the chosen card, move the Time token one slot forward (clockwise to the right). If the card shows a Decryption token or no token (Library), nothing happens.

3. Execute the effect of the chosen card. Unlike the game for 2–5 players, you may not lie.

The effects of *Enigma Machine*, *Scherbius Phantom*, and *Tome of Order* and *Chaos* cards are different in comparison with games for 2–5 players (see below). This is not shown on the cards – but reflected in the Solo mode Reference sheet. The effect of *Solowork* card is unique.

Unlike 2–5 player games, in the Solo mode you always reveal Mansion cards when you peek at them, not only when an effect directly instructs you to do so. Note that when you reveal a card by the effect of another card, you never move the Time token forward, even if it has a Chaos symbol in the upper-right corner.

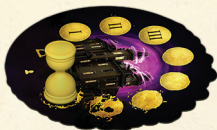
Before or after choosing a Mansion card, you may attempt to accomplish your Character's Mission. This is done following with the main game rules. If you succeed, you win the game. If not, you lose, and your progress is lost. Start over!

During your turn, you may use the Decryption token as described on page 8. However, in the Solo mode you may choose both face-down and face-up Mansion cards when using a Decryption token. But still you may not choose a Mansion card with a Silence token on it.

After finishing your turn, move the Time token 1 slot forward and start the next turn.

Time Expires

Time expires as soon as the Time token reaches the right-most slot on the Time sheet. If this happens, you lose the Solo game: Chaos breaks into our world, and nobody can stop it. Unlike a 2–5 player game, the Solo game is over after the very first Chaos Breakthrough. Your progress is lost. Start over!



Victory and Preparations for the Next Game

You should win 3 games without losing. The 2nd and 3rd games depend on the outcome of the previous one.

You may want to note how much time was left after the completion of each Character's Mission to learn the fate of the world after your final victory.

First Victory:

- Put the **Triumph** token in front of you with the "I" side up.
- Reshuffle the 9 Mansion cards and put them face-down on the table. Flip face-up as many Mansion cards as the number of slots remaining on the Time sheet between the Time token and the last slot. *For instance, if the token is on the 5th slot – reveal 2 Mansion cards.*



- Put aside the Character card whose Mission is accomplished. That Character does not participate in the game anymore. Reshuffle the 2 remaining Character cards (if necessary) and draw one.

- If you have Decryption or Chaos tokens, return them to the Supply.

- Place the Time token on the slot with "II".

Second Victory:

- Flip the **Triumph** token so that the "II" side is up.
- Reshuffle the 9 Mansion cards and put them face-down on the table. Flip one more Mansion card face-up than there are slots remaining on the Time sheet between the Time token and the last slot after the 2nd game. *For instance, if the token is on the 5th slot – reveal 3 Mansion cards.*
- Put aside the Character card whose Mission is accomplished. It leaves the game. Take the last remaining Character card.



- Take a Decryption token (or keep it, if you have it). If you have the Chaos token, return it to the Supply.

- Put the Time token on the slot with "III".

Third Victory:

Congratulations! You have achieved the ultimate victory!



Chaos has been stopped. To learn what happens to the world, read the story of the Character who has accomplished their Mission with the maximum reserve of unspent time. If 2 or all Characters are tied, the one who accomplished the Mission first, determines the fate of the world.

Mansion Cards. Changes in Solo Mode



Tome of Order and Chaos: You may prevent the advancement of time by this card's effect, if you return the Chaos token to the Supply. This does not cancel the time advancement occurring when you choose this card.



Scherbius Phantom: When executing its 2nd effect (exchange of Characters) *in the 1st game*, randomly draw one of the 2 Character cards set aside and place your card face-up nearby. If you choose Scherbius Phantom again, take the remaining Character and shuffle the other two to create a new stack.

In the 2nd game, you simply swap the 2 Characters.

In the 3rd game, this effect is not executed.



Enigma Machine: When executing the 2nd effect of Enigma Machine card, reshuffle only face-up cards (if the only revealed card is Enigma Machine, just flip it face-down). Return Silence tokens from these cards to the Supply if there are any on them.



Solowork (*replaces Teamwork*): Similar to Teamwork, this card has 2 effects to choose from. *1st effect*: you either have to take a Chaos token or return it to the Supply. *2nd effect*: you may immediately choose another Mansion card with no Silence token and fully execute its effect (including Time advancement if this card has the Chaos symbol).

CARD SAFETY

In Enigma. Beyond Code, it is extremely important that back sides of all cards look identical. Therefore, the box contains 20 card sleeves, 2 blank Character cards, and 2 blank Mansion cards.

We recommend you put the cards in sleeves right after opening the box. Next, if a card is damaged during a heated game session – you may replace it using a blank card. Alternatively, the blank cards may be used to create your own Character or a new Mansion card!

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GAME RULES SUMMARY

Game Process

Players take turns one by one clockwise, until one of them accomplishes their Character's Mission or time expires.

The Time Keeper takes the first turn. Before every Time Keeper's turn, including the first turn, they move the Time token 1 slot forward.

During your turn, you must **name a Mansion card**. Either before or after this you may attempt to **accomplish your Character's Mission**.

Name a Mansion Card

Choose a Mansion card. Is it face-up?

YES

NO

Name the chosen card.

Secretly look at it and return back to its place. **Then name a Mansion card.** You may either lie by naming *any other* Mansion card or tell the truth. **Did other players believe you?**

YES

NO

Execute the effect(s) of the card you've named.

The player who was first not to believe you secretly checks the same card. **Did this doubtful player catch you in a lie?**

NO

YES

You honestly named the card. The doubtful player takes a Silence token. Return the card to its place face-up.

You lied about the card. The doubtful player tells everyone. Take a Silence token and pass the turn. The card remains face-down.

Accomplish Your Character's Mission

During your turn, reveal your Character card and attempt to accomplish all requirements written on the card. **Did you succeed?**

YES

NO

You immediately win the game (see "End of Game").

You are eliminated from the game until the next one.

Tokens

You may never have more than 1 token of each type.

You receive a **Silence** token if you were caught in a lie or falsely accused another player of lying.




❷ If you start your turn with a Silence token, secretly look at a Mansion card. Do not name it nor execute its effect(s). Then immediately pass the turn, and finally discard the Silence token (put it back in the Supply).

❷ When you have a Silence token, you may not accomplish your Character's Mission nor use a Decryption token. Also, you cannot accuse another player of lying (and check the card) and cannot discard a Chaos token to cancel the Enigma Machine's effects. Finally, you are not allowed to accuse someone of lying – as you are silenced!

During your turn, you may use (and discard) a **Decryption** token if you had it before the start of this turn. This allows you to name a Mansion card, but you may choose a face-down card only.



 Some Mansion cards work differently when you have a **Chaos** token. Also, you may use it to cancel both effects of Enigma Machine.

End of Game

You accomplished your Character's Mission

You have won!

When playing first to have 3 wins, mark your victory with a Triumph token. If this is your 3rd victory – the game is over, as you are the ultimate winner.



Time expires

The Saboteur wins (if he is present and does not have a Silence token). Otherwise, **Chaos Breakthrough** happens.

❷ Single victory games: all players lose.

❷ Playing first to have 3 wins: flip the Chaos Breakthrough token to its "II" side. If it is on the "II" side already – all players lose.

