

# ENIGMA

BEYOND CODE



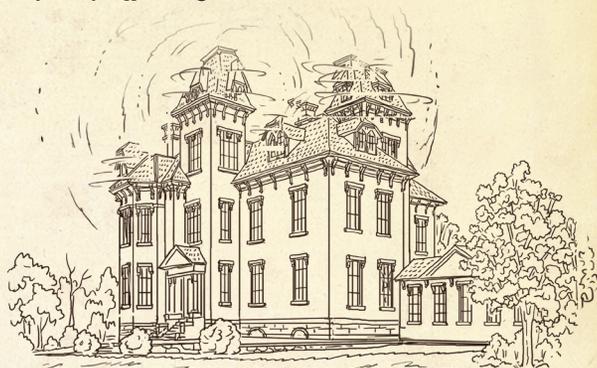
GAME RULES

**W**orld War II is ongoing. Germany broadly uses Enigma rotor cipher machines. 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 based on Chaos – a nonmeasurable force lurking beyond the boundaries of our world and eager to consume all its flesh. The code decryption would stop the Chaos invasion into our world.

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

Your mission is to break the Enigma code as soon as possible while wandering inside the mansion with everchanging layout. At least, you tell others so. In fact, you might pursue *completely different goals*...



## Components



## Game Goal and Process

**ENIGMA. BEYOND CODE** is a game of deduction; each play takes 5–10 minutes. Sometimes, victory is gained by luck – but, in most cases, it depends on your ability to understand motives of other 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, when the players grasp the basic mechanics and start feeling comfortable in the game.

In the beginning, each player receives a Character card – a cryptology expert arrives to the Agency's Mansion to break the Enigma code. But only one of them is the true Decrypter – others are just masterfully posing as cryptologists. Each of them has a unique secret Mission.

To accomplish the Missions of their Characters, the players view Mansion cards in turns; each of these cards represents a room or an object inside inside the Mansion.

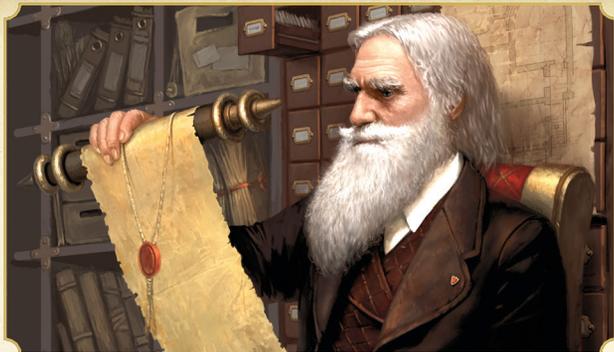
The invited experts work as a team – therefore, upon looking at a Mansion card, you must tell others what is 'there'. You may either lie or tell the truth. If you are not caught in a lie, then you execute the effect of the card you've just named.

The player, who has accomplished his/her Character's Mission first, wins the game. But if no one fits in the time limit, Chaos would break into our world, and all players lose.

It is recommended to play **ENIGMA. BEYOND CODE** up to three victories. You may also play single games disregarding previous wins.

## Setup

Preparations for a game involving 2–5 players are described below. The game for 2 players has some differences in the Character selection and effects of Scherbius Phantom card (see the chapter "Game for Two Players" on page 10). The **Face to Face with Chaos** Solo mode rules are different and provided in the end.



### Agency's Mansion

Find and return to the box Sole Work card – it is used in the Solo mode only. Now you have 9 Mansion cards.

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

### Time Keeper

In any way you like 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 him/her with the 6-slot side up (the reverse side is used in the Solo mode). Then the Time Keeper places the wooden Time token on the most left slot **(2)**.

### Necessities

- Put the Chaos Breakthrough token on the table. The side with figure "1" must be up **(3)**.
- Put Decryption, Chaos, Silence, and Triumph tokens on the table. They are considered to be **the Supply (4)**.

If the number of players is less than 5, then the extra tokens may be put back to the box. The number of required Decryption, Chaos, and Triumph tokens is equal to the number of players. The number of Silence tokens is less than the number of players by one.

- Give a Reference sheet to each player **(5)**.

## Character Selection for 3–5 Players

If this is your first game or it involves novice players, it is strongly recommended to play a few games with the simplified assortment of Characters. After mastering the game, you may switch to the standard set of Characters. This may be done even between games when playing for up to three victories.

The Character selection for 2 players is described in detail in the chapter “Game for Two Players” on page 10.

### First Games. Character Selection

**In the beginning:** Take both *Decrypter* cards, both *Dark Messiah* cards, and a *Plane Traveler* card. You have got 5

cards in total. Put the remaining Character cards back to the box.

**Before each game:** Shuffle these 5 cards and deal 1 card to each player (6). If the number of players is less than five, some undistributed Character cards would remain; put these cards aside without viewing – you won’t need them until the next game.

*Secrecy above all!* Don’t let others figure out your Character. Otherwise they would do everything to disrupt your plans!

### Standard Character Selection

**In the beginning:** Take one *Decrypter* and one *Dark Messiah* cards (it is up to you whether to pick male or female Cha-



Game for 3 players. Everything is ready!

## BETWEEN THE GAMES

After the victory of one of the players or time expiry, perform actions described in the chapter “Triumph and Abyss of Defeat”. Then:

1. Reshuffle the 9 Mansion cards and put on the table face-down to create a square 3x3 cards in size.
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 the “Setup” chapter.



## MEMORY OR NOTES?

ENIGMA. BEYOND CODE requires the players to remember the location of Mansion cards. Some people can easily keep this information in memory, while most players prefer to take notes.

Prior to the playing, you may decide whether it is permitted to take notes. If this is permitted, you may use any method you like (a sheet of paper, mobile device, etc.). You may also scan and print the last page of the Theme Guide with Memory Sheets.



acters). Put the remaining *Decrypter* and *Dark Messiah* cards back to the box. Next, take all other Character cards: the *Plane Traveler*, *Saboteur*, *Soul Devourer*, *Archivist*, and *Ghost*.

**Before each game:** Shuffle 5 cards without viewing them – *Plane Traveler*, *Saboteur*, *Soul Devourer*, *Archivist*, and *Ghost*. Out of these cards, take 1 card less than the number of players is (e.g. 3 cards for 4 players).

Then shuffle the taken cards together with *Decrypter* and *Dark Messiah* cards. You will have 1 card more than the number of players is. Deal 1 card to each player (6). Finally, shuffle the remaining Character cards face-down (e.g. 2 cards with 5 players) and put on the table in a stack (7). These cards are required for the Ghost.

The *Decrypter* and *Dark Messiah* are the key Characters. At least one of them participates in every play.

## The Time Keeper Starts First

**The Time Keeper begins the game.** Prior to making his/her 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 (the one with faint hourglass), the game is over – go to the chapter “Triumph and Abyss of Defeat”.



Starting from the Time Keeper, the players make their turns one by one in clockwise order. The player currently making the turn is called **the active player**. When the right to make turn returns to the Time Keeper, he/she moves the Time token one slot forward and *only then* makes the turn.

**Making your turn:**

1. **Name a Mansion card and, if not caught in a lie, execute its effect.** This is the mandatory part of the turn.

- 🎯 **You may attempt to accomplish your Character's Mission.** This can be done either before naming the Mansion card or after that.

You may not name a Mansion card after an attempt to accomplish your Character's Mission as you immediately win or lose the game depending on the result.

## Naming the Mansion Card



**As an active player, you choose any of the 9 Mansion cards.** If this card is face-down, you privately look at it and return back to its place without showing to others. If the card is face-up, you just 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, but in the course of the game, this may change.

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

Normally, it is reasonable to lie only about face-down cards. But if all other players have Silence tokens prohibiting them from challenging your words, nothing prevents you from lying about face-up cards as well!

As soon as you've named the card, two scenarios are possible.

### Scenario One. "TRUTH!"

Others trust your words. In that case, **you execute the effect of the card you have named.** It does not matter what card it is in reality.

### Scenario Two. "LIE!"

Another player doubts your words. In that case, the doubtful player checks your honesty. He/she also privately looks at that card. There are two possible outcomes:

#### 1. *The accusation is false! You have honestly named the card.*

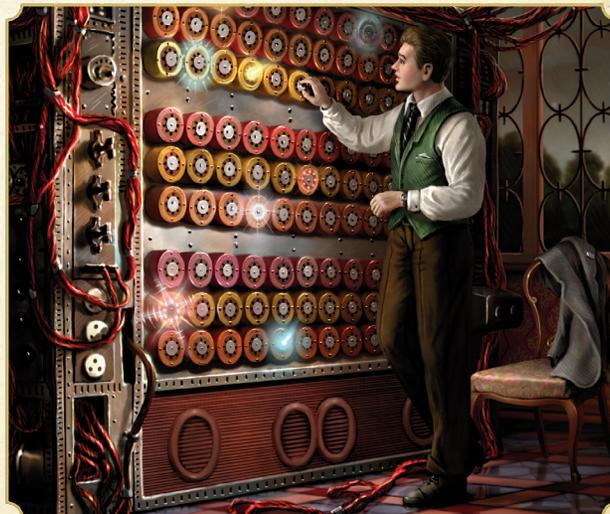
The doubtful player takes a Silence token as a penalty for the false accusation. If the card was face-down, he/she puts it back face up – because now everybody knows what card it is! **Then you execute the effect of the card you have named (this card).**

#### 2. *The accusation is true! This is a different card – not the one you have named.*

The doubtful player announces that you have lied and returns the card to its place (if it was face-down, it remains face-down). The doubtful player *does not* tell others what card it is in reality.

Then you take a Silence token – as you were caught in a lie – and *immediately* pass the turn to the next player. You do not execute the card's effect.

*The first voice is decisive!* If two or more players have doubts, the player who has rung the alarm first has the right to check the named card. If the players express their doubts within 1–2 seconds, the player whose turn is the first among the doubtful players has the right to check the card.



## TRUTH AND LIES

Only the active player naming the Mansion card has a choice: to tell the truth or to lie.

In all other situations, the players tell truth – even if this is not beneficial to them. For instance, when they check a card named by another player, execute the effect of Library card, and accomplish their Character's Missions.

Of course, this applies only to the gameplay. The players are free to say whatever they want discussing which card is where!

Some Mansion cards make it possible to see other player's Character. However, if somebody becomes aware what Character another player has, it is strongly not recommended to share this with others. But the players are allowed and even welcome to express and discuss their guesses during the game!



## Accomplishing Character's Mission



During your turn, you may reveal your Character card and attempt to accomplish that Character's Mission. You may do this either before naming the Mansion card or after that.

If you have managed to fulfill all conditions of your Character's Mission, you win the game. If you failed to do so, you are eliminated from the game (until the next game). Leave your Character card on the table face-up.

If the Time Keeper leaves the game, he retains the honorable duty to watch over the time.

## The Merciless Time

The time is over as soon as the Time token reaches the last slot on the Time sheet. *Immediately* go to the chapter "Triumph and Abyss of Defeat". No actions may be performed.

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



## Silence, Decryption, and Chaos Tokens

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

### SINGLE TOKEN RULE

You may have only one token of each type.

- ❗ You may not get the second **Silence** token.
- ❗ If you have to take the second **Decryption** or **Chaos** token, you do not take it.

It is impossible to get the second **Triumph** token as well – so the rule applies to all tokens in the game.

### Silence

**You take a Silence token if you were caught in a lie or had falsely accused another player of lies.**

You temporarily become in custody of the mansion security guards. All your words are put in doubt, and you are prohibited from any actions.



**If you have got a Silence token, you face the following consequences:**

- ❶ **Termination of the turn.** After getting a Silence token during your turn, you *immediately* pass the turn to the next player. You cannot do anything else in this turn. And you keep the Silence token.
- ❷ **Speechless.** You may not challenge words of another player naming the Mansion card – even if that player is lying about a face-up card OR a face-down card you already know.
- ❸ **Watching only.** During your turn, you privately look 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 neither accomplish his/her Character's Mission, nor use a Decryption token, nor cancel the effect of Enigma Machine card by discarding a Chaos token.**



### SILENCED PLAYERS SHOULD KEEP SILENCE!

**If you have a Silence token, you have to keep silence in all game situations.** Even if another player is lying about a face-down card that you know, you should not tell others that this is a lie and suggest them to check that card.

## Decryption



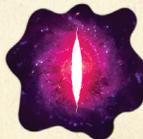
**You may receive a Decryption token by executing effects of Mansion cards.** The Decryption represents the progress of your Character in the breaking of the Enigma code.

**If you are the active player and had a Decryption token from the very beginning of your turn, you may return this token to the Supply and name a face-down Mansion card.** Then, if you are not caught in a lie, you execute its effect.

In other words, a Decryption token allows you to name a Mansion card during your turn one more time – but only if you have got this token during one of your previous turns. *Important:* you may name only a face-down Mansion card.

You may use a Decryption token at any time of your turn – but not during another action (e.g. naming a Mansion card or accomplishing your Character's Mission). Decryption tokens cannot be used if you have a Silence token.

## Chaos



**You may receive or lose a Chaos token through effects of Mansion cards.** The Chaos represents an intervention of the chaotic power into your Character's mind. On one hand, it affects negatively Character's mental state, but on the other hand, opens new possibilities.

Many Mansion cards work differently for players with a



Chaos token and without it. In addition, a Chaos token may be returned to the Supply to cancel both effects of Enigma Machine card.

## Triumph and Abyss of Defeat

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

- A player, who has successfully accomplished the Mission of his/her Character, immediately wins the game.
- If the time has expired, the Saboteur may win. If there is no Saboteur in the game or he has a Silence token, then Chaos consumes the world and all players lose.

If you are playing single games, you may start another one or play ENIGMA. BEYOND CODE up to three victories. To learn the fate of the world, just read the story of the victorious character.

If you are playing up to three victories, then the rest depends on who has won the game.

### A PLAYER HAS ACCOMPLISHED THE CHARACTER'S MISSION



- That player takes a Triumph token and puts it nearby with the "I" side up. After winning the game for the second time, he/she flips the token – so that the

"II" side is up. After gaining the third victory, the player wins completely and thoroughly... unless Chaos hasn't consumed the world yet.

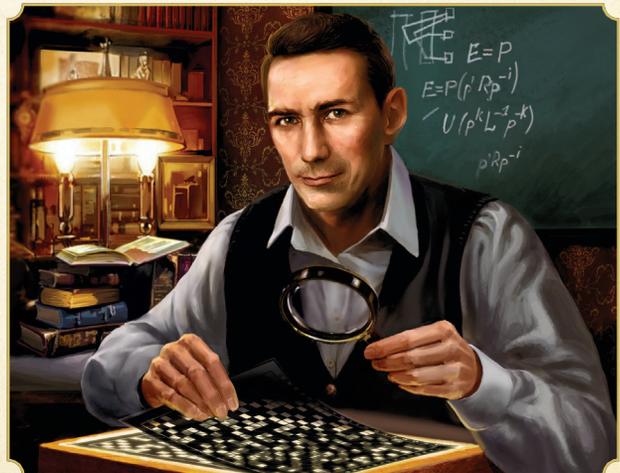
### CHAOS BREAKTHROUGH



- When the game ends without winners for the first time, turn over the Chaos Breakthrough token – so that the "II" side is up. If that happens for the second time, then all the players have entirely and permanently lost.

If the players are experienced enough, Chaos wins rarely – but in early games, this may be a serious challenge! Prior to starting the game, **you may agree that the players lose after the third – not second – Chaos Breakthrough.** In that situation, put the Chaos Breakthrough token aside in the beginning and put it at a well-visible place with the "I" side up after the first Chaos victory.

*Special situation. Sometimes, all players, except for one, fail to accomplish Missions of their Characters and are eliminated from the game. If that happens, the remaining player plays out the game to the end. Now that player may lie freely while naming Mansion cards as no one can accuse him/her of lies!*



### THEME GUIDE

See the second booklet for detailed descriptions of Character and Mansion cards.



### GAMEPLAY EXAMPLE



See a detailed example of an **ENIGMA. BEYOND CODE** game in the end of the second booklet.

## Game for Two Players

**A game for two has 2 differences from a game involving 3–5 players:** in the Character selection and effects of Scherbius Phantom card. Please note that **ENIGMA. BEYOND CODE** unfolds in its full depth if played by 3–5 people.

### Initial Setup: Character Selection

If this is your first game or it involves novice players, it is recommended to play a few games with the simplified assortment of Characters. Upon mastering the game, you may switch to the standard set of Characters. This may be done even between games when you play for up to three victories.

**First games:** Take both *Decrypter* cards, both *Dark Messiah* cards, and *Plane Traveler* and *Saboteur* cards. You have got 6 cards in total.

**Standard assortment of Characters:** Take one card of each Character (it is up to you whether to pick male or female

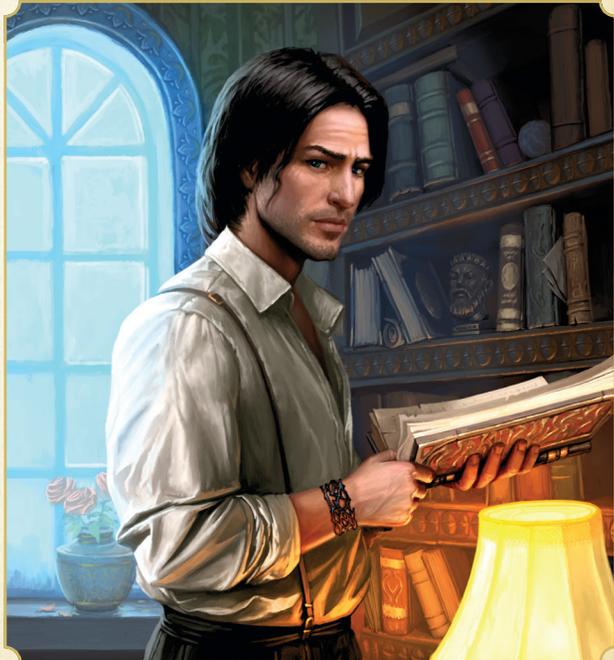
*Decrypter* and *Dark Messiah* Characters). You have got 7 cards in total.

**Shuffle and deal 3 cards to each player.** Then each player chooses 1 card to retain on hand and puts the 2 remaining cards on the table face-down. Shuffle these 4 remaining cards to create a Character stack. If you play with the standard assortment of Characters (7 cards), add to the stack the 1 card that was not dealt to the players before shuffling it.

### During the Game: Scherbius Phantom Card



**The second 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 *then* discard your previous Character face-up near the stack. If no more cards remain in the stack, shuffle the discarded cards (except for the Ghost) to create a new stack.



## Game Variant: Gradual Addition of Characters

This mode is intended for 2–5 experienced participants playing campaigns up to 3 victories. The game for two has a minor distinction (see the end of this chapter).

**The first game.** Take both *Decrypter* cards, both *Dark Messiah* cards, and *Plane Traveler* card. Shuffle these 5 cards and deal 1 card to each player (similarly with the very first games). Put aside the remaining 4 Character cards (*Saboteur*, *Soul Devourer*, *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 described below.

Then, following the **standard Character selection rules**, take

1 *Decrypter* and 1 *Dark Messiah* cards and add as many remaining Characters as many players participate in the game (don't take Characters who are *outside the Mansion*). Deal 1 card to each player. Shuffle the remaining cards face-down into a stack and put it on the table.

**Starting from the second game, the Characters' assortment starts changing.** See the scheme below.

After 4 or more games, all the 7 Character cards should be in play – 1 card of each Character. Of course, provided that no one wins 3 times and no second **Chaos Breakthrough** occurs prior to this!

*Game for two.* If there are 5 Characters in the game, each player takes 2 Character cards to choose from. When the number of Characters reaches 6 or more, each player takes 3 cards as normal.



**Decrypter won for the first time:** Remove this card from the game. If the **Saboteur** is still *outside the Mansion*, add him.



**Dark Messiah won for the first time:** Remove this card from the game. If the **Soul Devourer** is still *outside the Mansion*, add him.



**Plane Traveler won for the first time:** If the **Archivist** is still *outside the Mansion*, add him.



**Second victory of Decrypter, Dark Messiah, or Plane Traveler – or victory of another Character:** If the **Ghost** is still *outside the Mansion*, add her. If the **Ghost** is already in play, randomly add the **Saboteur**, **Soul Devourer**, or **Archivist**.



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



Shuffle all the 9 Mansion cards and put on the table face-down to create a square 3x3 cards in size (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 by figure “1” (2).



You may reduce the difficulty level if you wish to: The 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 after the first and second victories.

### Necessities

Take 1 Decryption, 1 Chaos, and 1 Triumph tokens. Take all the 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 *Plane Traveler* card. Shuffle the cards face-down, create a stack, and take 1 card from it (5).

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



**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 slightly 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 Sole Work card is unique – it replaces Teamwork card in the Solo mode.

When you peek in a card or view a card, reveal it. When you reveal a card through the effect of another card, and it has a Chaos symbol depicted in the upper right corner, you do not move the Time token forward.

## Game Goal and Process

Your goal is to win for each of the three Characters. After the first and second victories, you remove the Character who has accomplished his/her Mission from the game. After the third victory, you win the **Face to Face with Chaos** solo campaign! Results of the first and second victories affect the subsequent games.

### Your Turn

Perform the following actions in sequence:

Before or after choosing a Mansion card, you may attempt to accomplish the Mission of your Character according to the basic game rules. If the Mission is accomplished successfully, you win the game. If not, you lose.

During your turn, you may use the Decryption token as described in the game rules on page 8. However, in the Solo mode you may choose *both* face-down and face-up Mansion cards. 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 is Over

The time expires as soon as the Time token reaches the most right slot on the Time sheet. If this happens, you lose the solo game: Chaos breaks into our world, and nobody can stop it. Unlike the game with 2–5 participants, the solo game is over after the very first Chaos Breakthrough. Start over.



### Victory and Preparations to the Next Game

You should win 3 games. The second and third games depend on the outcome of the previous game.

You may memorize 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 on the table face-down. Flip face-up as many Mansion cards as many slots remain 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 accom-



plished. It does not participate in the game anymore. Reshuffle the 2 remaining Character cards (if necessary) and take one of those.

- If you have Decryption or Chaos tokens, return those to the Supply.
- Place the Time token on the slot with figure "II".

### Second Victory:



- Flip the **Triumph** token so that the "II" side is up.
- Reshuffle the 9 Mansion cards and put on the table face-down. Flip face-up as many Mansion cards as many slots remain on the Time sheet between the Time token and the last slot after the second game. *Important:* the results of the first game do not affect the number of Mansion cards revealed before the start of the third game.
- Put aside the Character card whose Mission is accomplished. It leaves the game. Take the last remaining Character card.
- Take a Decryption token. If you already have one, keep it. If you have the Chaos token, return it to the Supply.
- Put the time token on the slot with figure "III" on it.

### Third Victory:

Congratulations! You have achieved the ultimate victory!



Chaos is stopped. To learn what happened with the world, read the story of the Character who has accomplished his/her Mission with the maximum reserve of unused time. If a few Characters are tied for the remaining time reserve, the one who has accomplished the Mission first, determines the fate of the world.

### **Mansion Cards. Changes in Solo Mode**



**Tome of Order and Chaos:** You may cancel the advancement of the time occurring as a result of the card's effect by returning the Chaos token back to the Supply. This does not cancel the time advancement occurring when you choose Tome of Order and Chaos card.



**Scherbius Phantom:** When executing the second effect of the card (exchange of Characters) *in the first game*, randomly take one of the two Character cards set aside and put your card nearby. If you choose Scherbius Phantom for the second time, take the remaining Character, shuffle the two other

Character cards face-down, and put them in a stack. *In the second game*, you simply swap the two Characters (because only two of them remain). *In the third game*, the second effect of Scherbius Phantom card is not executed.



**Enigma Machine:** When executing the second effect of Enigma Machine card, you reshuffle only face-up cards (if the only revealed card is Enigma Machine, just flip it face-down). If there are Silence tokens on the cards you choose for reshuffling – return the tokens to the Supply.



**Sole Work** (replaces Teamwork): Similarly with Teamwork, this card has two effects to choose from. *First effect:* you either take a Chaos token or return it to the Supply. *Second effect:* you may immediately choose another Mansion card and fully execute its effect (including Time advancement if this card has

the Chaos symbol). You may choose any card that does not have a Silence token on it.

## CARD SAFETY

**In ENIGMA. BEYOND CODE, it is extremely important that back sides of all cards look identically.** Therefore, the box contains 20 card sleeves, 2 blank Character cards, and 2 blank Mansion cards.

**We recommend to put the cards in the sleeves immediately.** Next, if a card is damaged during a heated game session – you may replace it using a blank card. In addition, the blank cards may be useful if you create your own Character or a new Mansion card!

## Credits

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