

## **CAPTURE THE FLAG INSTRUCTIONS**

- (1) Two teams. The two countries that encrypted and decrypted each others codes yesterday join as a single team.
- (2) Two opposite corners hold flags, no puppy guarding (minimum 10 feet from the flag).
- (3) Each base holds two flags. These are ciphertexts encrypted using the opposite team's ciphers.
- (4) Two other opposite corners hold jails. If you are captured in the other teams territory, you must go to jail. No puppy guarding your own jail (minimum 10 feet from your own jail).
- (5) You can be freed from jail if one of your own team members tag you.
- (6) Once you capture an enemy flag you have to take it back to your own jail. There your team must decrypt it.
- (7) Someone decrypting the flag cannot tag enemies out. If an enemy tags you (in your own territory), you must surrender the flag and stay still until you count to 50.
- (8) Once the flag is decrypted, it is out of play.
- (9) First team to decrypt both flags wins.