

### **Instructions**

#### How to use the clues:

Place the clues around the room for players to find in any order.

These two clues should be placed together

Place the Letter to Alan and the Codebreaker Clue in an envelope. Hand this to the players to start the game.

The players must solve the clues to find a way to decipher the secret code.





#### How to use the hints:

Cut out and fold each of the hints along the dotted line.

Stand the hints nearby their corresponding clue so that players can access them if they need a nudge in the right direction.









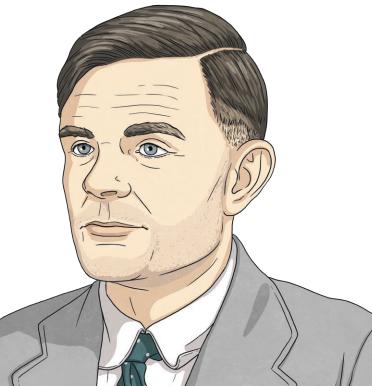








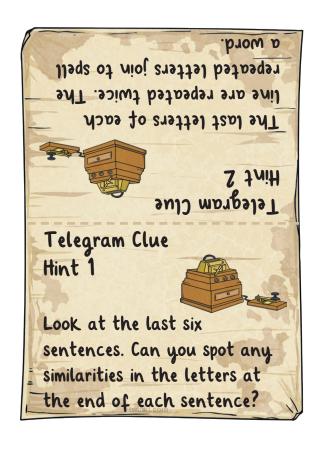










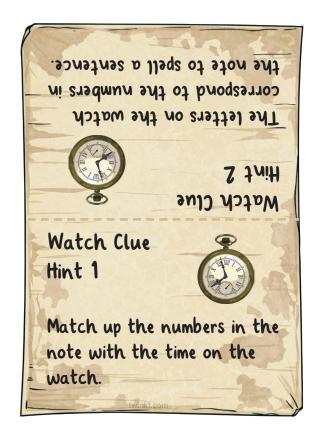


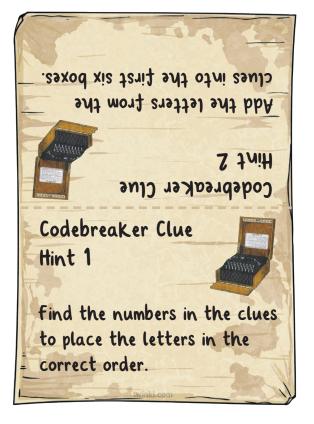


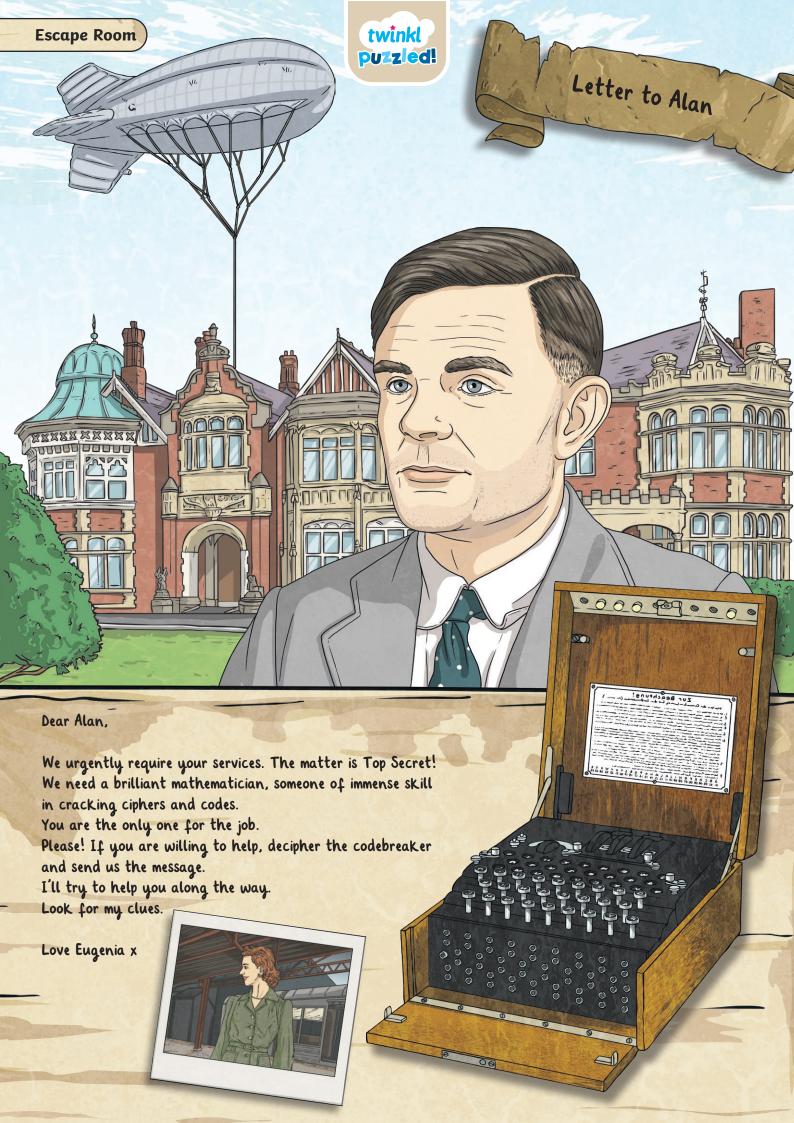


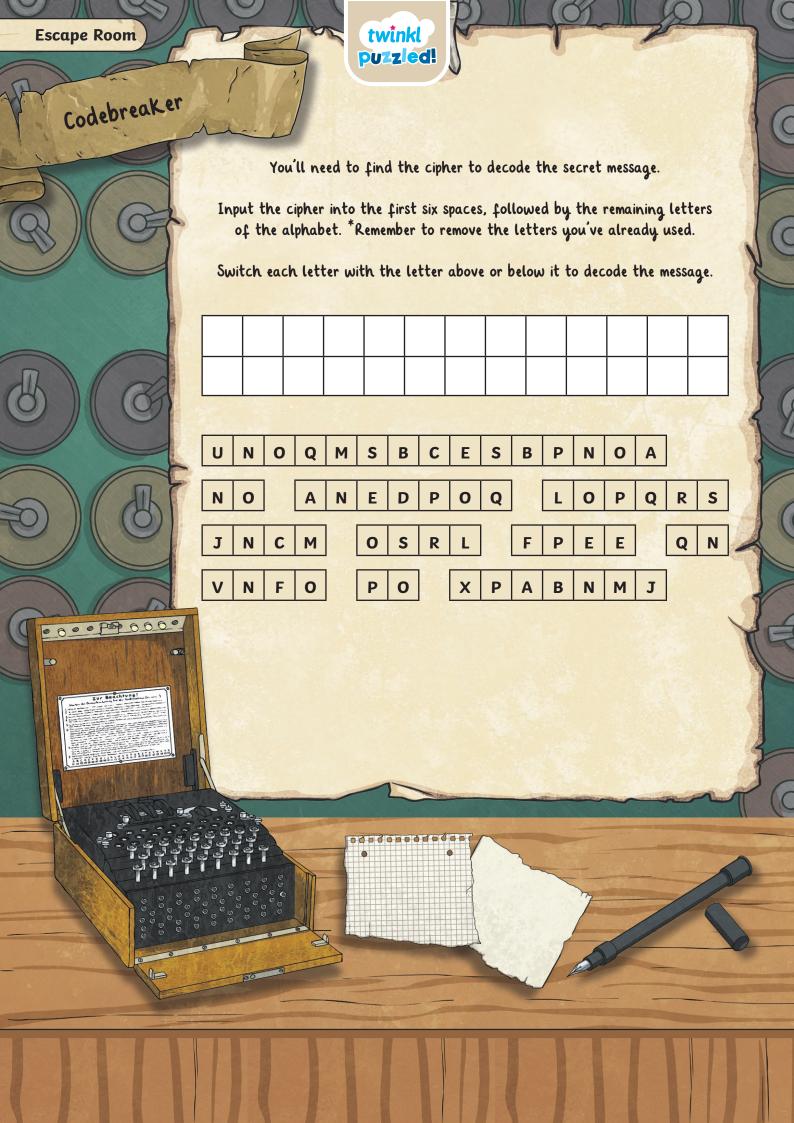


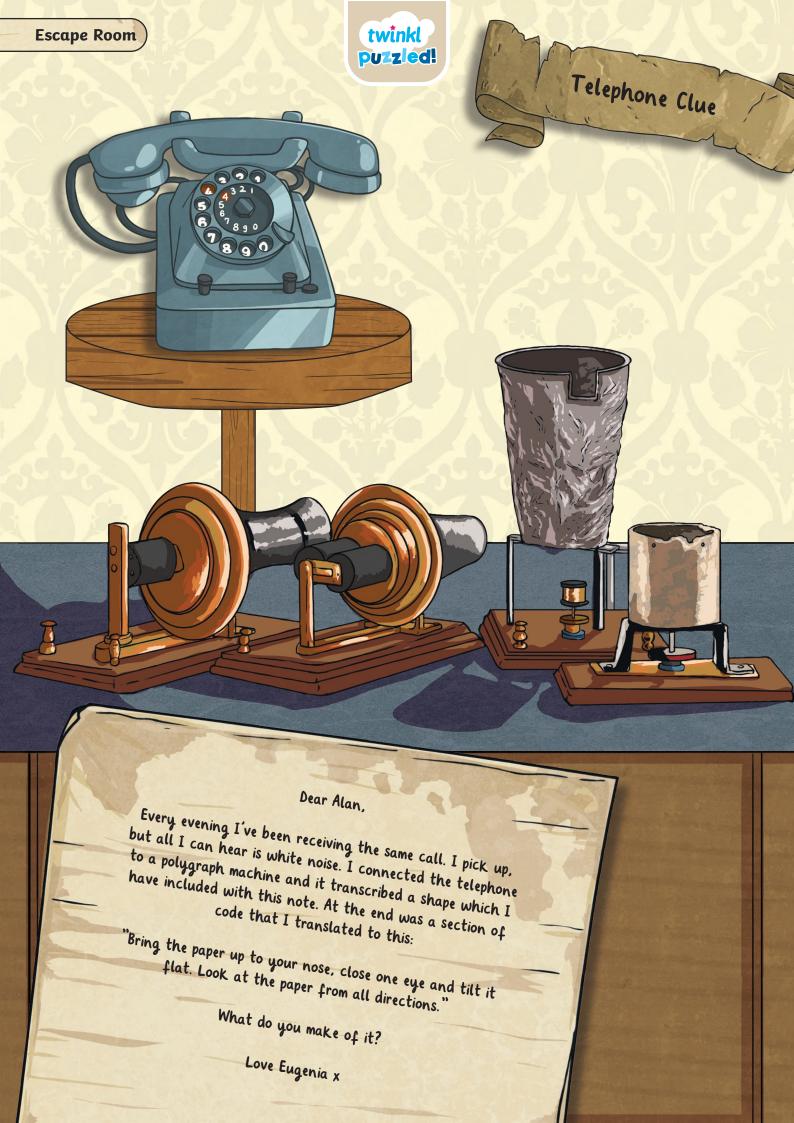






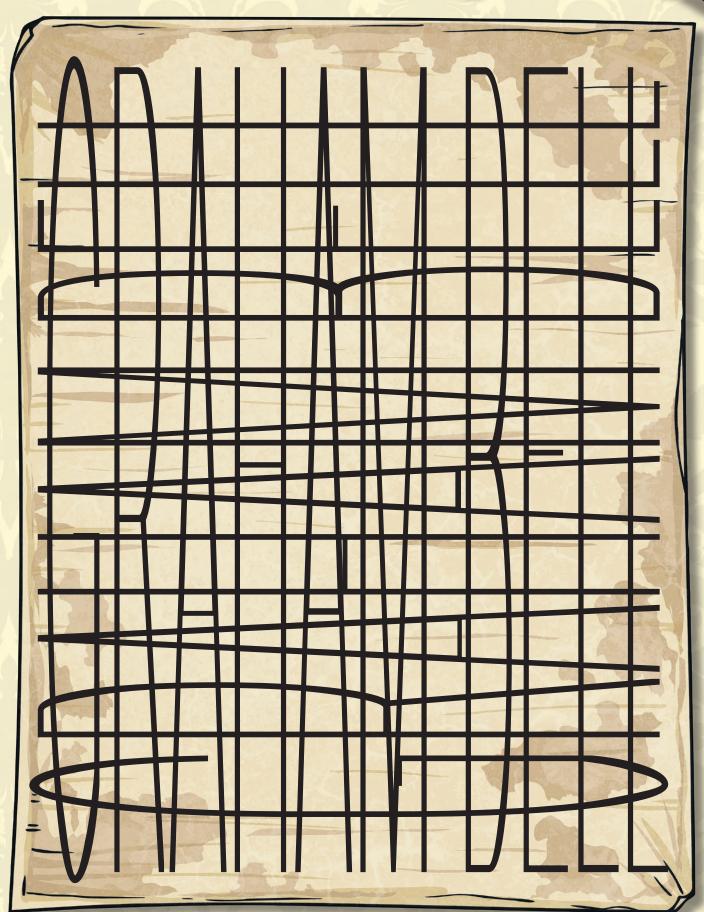


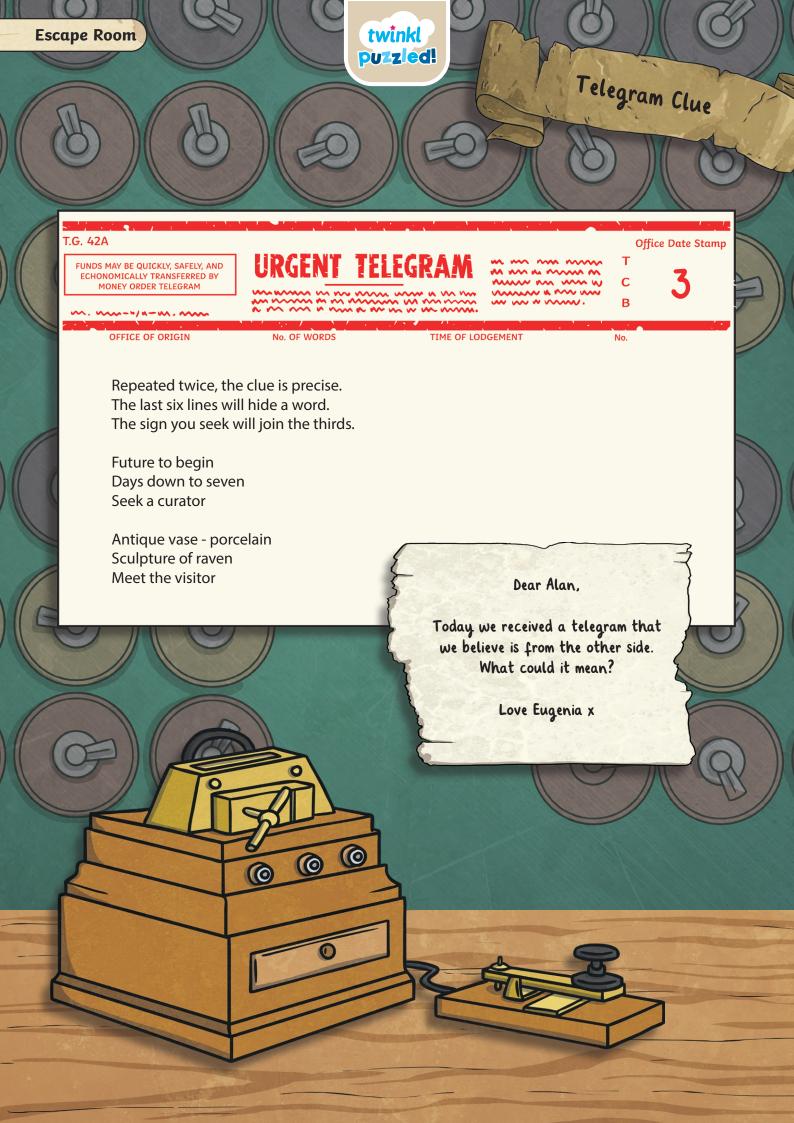


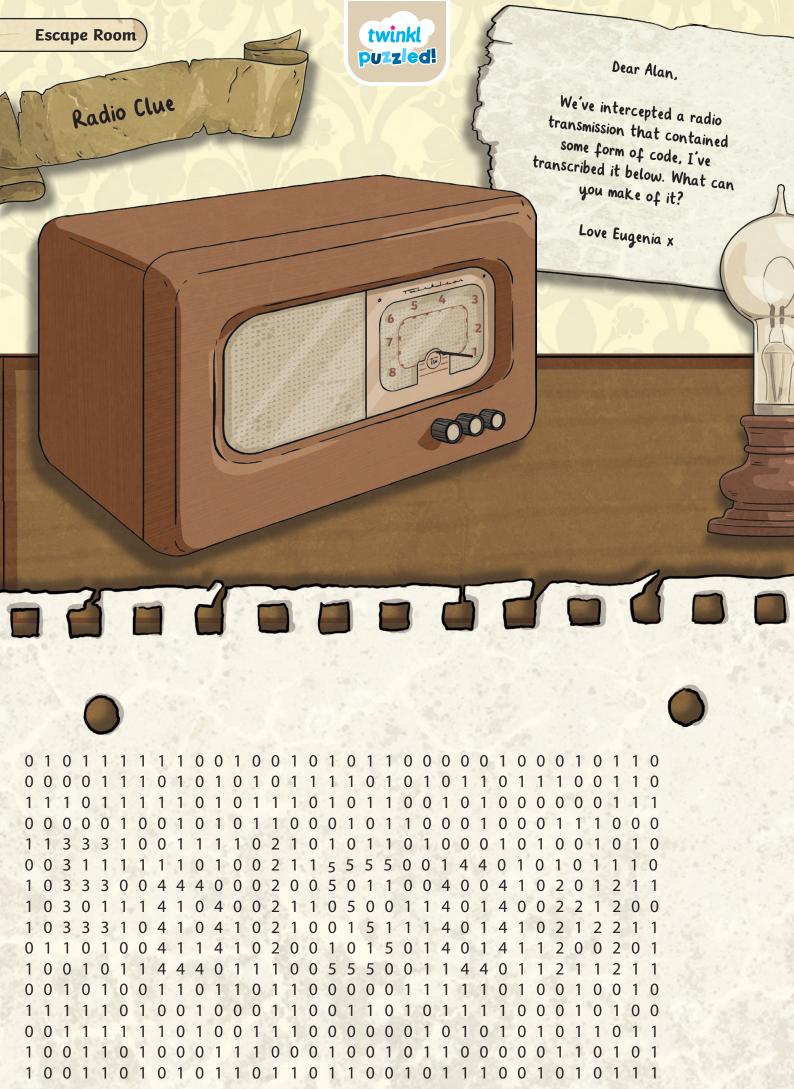


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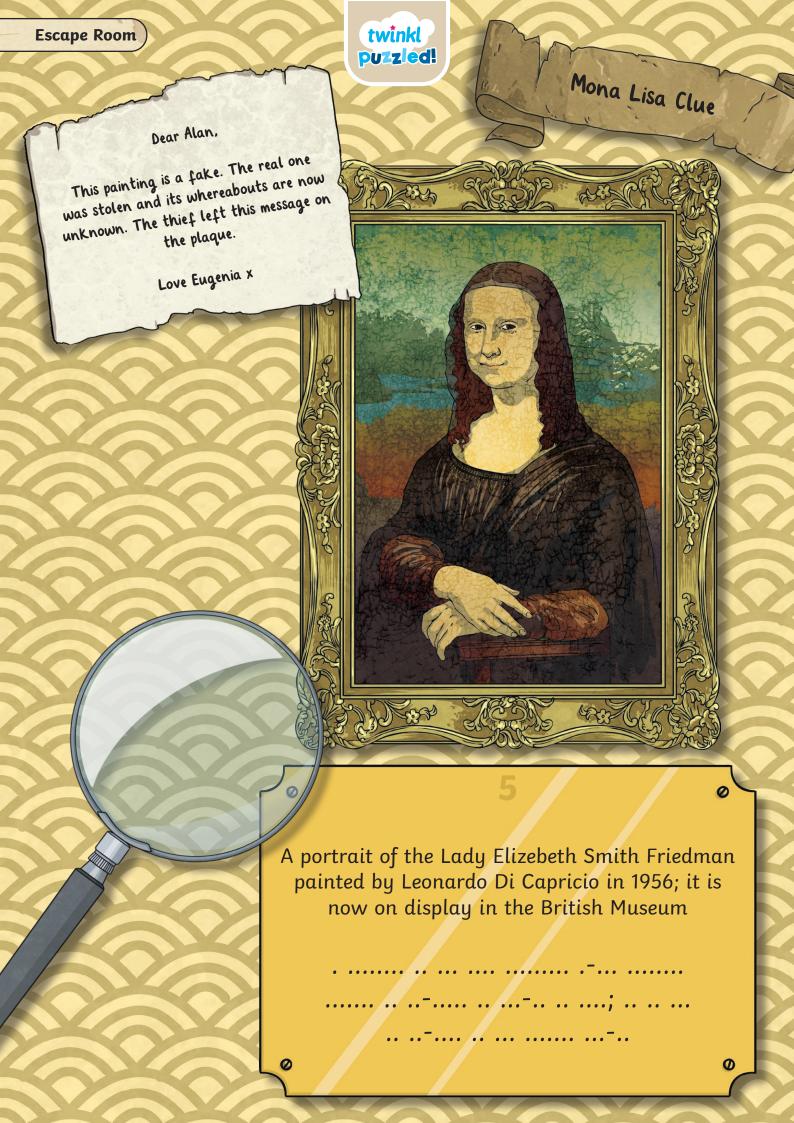












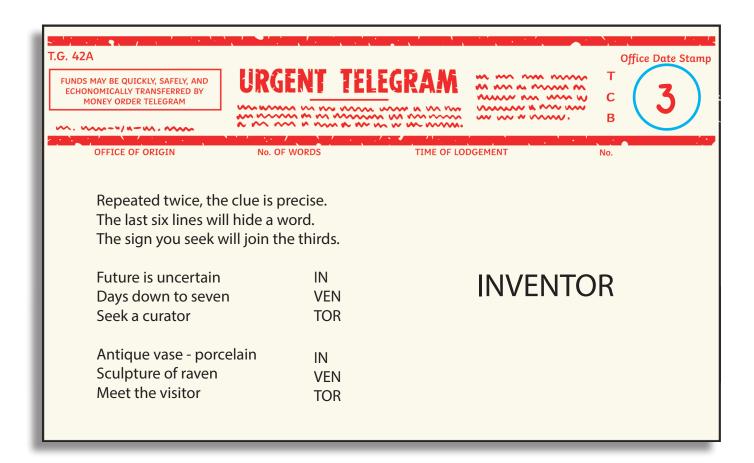






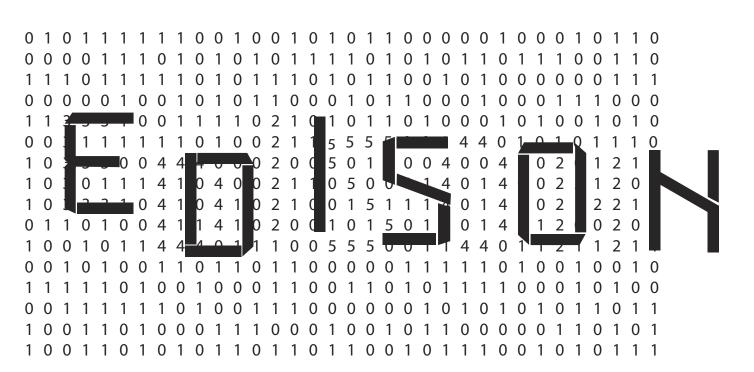










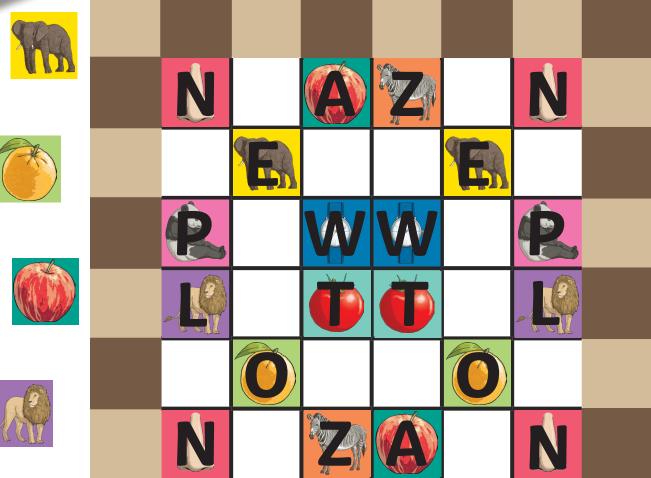








# **NEWTON**





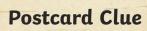






















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## The Cypher is 2 5 7 11 8 9 10 2 12 7 2 2 7 9 6 11 7 1 4 5 4 12 3 7. the first letter of each clue



P.S The cipher is in the message

You'll need to find the cipher to decode the secret message.

Input the cipher into the first 6 spaces, followed by the remaining letters of the alphabet. \*Remember to remove the letters you've already used.

Switch each letter with the letter above or below it to decode the message.

E	N	I	G	М	Α	В	С	D	F	Н	J	K
L	О	Р	Q	R	s	т	U	V	w	X	Υ	Z

C O N G R A T U L A T I O N S

0 N S O L V I N G E N I G M A

OUR NAME WILL GO

D O W N I N H I S T O R Y