

If you would like all the puzzles for our Breakout EDU game, come to our session Adding SWAG to Simulations, Saturday, 1:15-2:15 in Room 201 B.

Breakout EDU

The Enigma Machine and Alan Turing

Get into the **small box** with the 3 digit first. Inside the small box: blacklight and the code wheel for the cipher to decode for the 4 digit lock.

NO KEY

3 digit lock: 623

- **Rebus puzzle: What is the birthday of the Enigma code breaker?** Students solve the rebus. At the bottom there is a QR Code to a Thinglink about Alan Turing. Students click on the hotspots and read to find the answer.

4 digit lock: 1940

- **Pocket Enigma cipher wheel:** Students will open the 3 digit lock and get the code wheel for the cipher. They will use the cipher wheel to decode the message which will spell "Victory", the name of the prototype of Alan Turing's "bombe" which was installed in 1940. This answer is in the Thinglink.

Word Lock: world

Word lock is a two part clue.

- Students read the "**Crossword**" **history**. In invisible ink, highlight letters for "look on back" (see key) and on the back of the history write "Send one team member to find a clue in the cafeteria."
 - Have history and crossword paper clipped together as one clue in the cafeteria.
- **The Enigma Machine and the Bombe Crossword:** Paper copy for each team to write on. Students read the history and use it to solve the crossword. On the crossword, use the invisible ink to circle the letters for "world", the word lock combination. See *KEY "Other" History for Crossword* for location of words in history and letters to circle in crossword.

Directional: down, up, right, left, up

Arrows: students sequence the events using the "history" they've already been given to find the combination for this lock.