

LANGUAGES AND CODING: WHO IS THE ENIGMATIC CHARACTER?

Codeword 2

An Enigmatic Character (who was mentioned in the VC session earlier) is hiding his/her identity in coded messages. Can you discover who it is?

Like the British code-breakers working at Bletchley Park during WWII, you have access to some weather reports. These may be in English, French, Spanish or German. You will need to:

- Use the information gained from the Frequency Analysis task to decide which language each text was originally in. Note that accents were removed before coding the original text.
- Solve the clues. Each will give you 3 coordinates: (sentence number, word number, letter), so for instance (2, 14, 3) means the 2nd sentence, 14th word, 3rd letter.
- Some clues are written as coordinates in brackets, so (letters in the alphabet, days in a week, hours in a day) would give (26, 7, 24).
- Other clues give you a single number. Keep the digits in order, and decide what coordinates they could give, so if the answer was 432, the coordinates would be (4, 3, 2).
- Use the coordinates to find letters in the coded text which will give you a code-word.
- Move all the letters forward or backward to get a word or phrase recognisable in the original language of the piece of text: English = 4 places, French = 2 places, German = 2 places, Spanish = 2 places.
- Use the codewords and the information from the first VC session to find the identity of the Enigmatic Character.
- If you want to decode the text, feel free, but it isn't necessary to find the identity of the Enigmatic Character.

Text 2

LD GETATEZ AELT RFZ EY LD CZKYYBZLTFDDLED YEHZ QFGT SDV EY CFB NLEG
YWHDEE SDV ELY.

TEUPEZFTSZED GFCED UELYTEDY SDTEZ VEU CEMZLEZPSDQT, YK VFYY BGLTAE LY
ASYFTAGLWHE PZKBGEUE BEZELTET HFT.

HESTE LYT EY RLEVEZ ALEUGLWH QFGT SDV BERKGQT SDV ELDE MZKDT FSY
ZECED, YWHDEEZECED SDV YWHDEE BZELTET YLWH CECED DKZVKYTED SBEZ ELDED
CZKYED TELG VEY GFDVEY FSY.

LU YSVREYTED QFDD EY YKDDLCE LDTEZNFSGE CEBED ULT YWHRFWHEZEU RLDV,
BEYKDVEZY LU YSVED.

VEZ RLDV RLZV YLWH NKZZFSYYLWHTGLWH DFWH YSVREYTED VZEHED, RFY VLE
TEUPEZFTSZED EZHKHED RLZV, YK VFYY EY FDMCFDC DFWHYTED UKDFTY RLEVEZ
DKZUFGE TEUPEZFTSZED SDV EHEZ ZECED FGY YWHDEE CEBED RLZV.

Language:

Clues for codeword 2

| Clue | Sentence coordinate | Word coordinate | Letter Coordinate | Letter in text | Letter in codeword |
|--|---------------------|-----------------|-------------------|----------------|--------------------|
| (Quartet, square root of 81, cube root of 343) | | | | | |
| (Lines of symmetry of a non-square rectangle, lives of a cat, faces of a tetrahedron) | | | | | |
| 6 th prime multiplied by $(x(x-1))^2$ where x is the second triangle number, then rearranged into coordinates | | | | | |
| (Cube root of 125, 10 th prime, x) where $\frac{4x+5}{3} = \frac{x+5}{2}$ | | | | | |
| $\left(\frac{x}{5}, x, x-1\right)$ where x = 4 th triangle number | | | | | |
| $\left(\frac{x}{8}, x, \frac{x}{6}\right)$ where x = 4! | | | | | |
| $(x, 2x+1, x-1)$ where x is the solution to $x^3 = 125$ | | | | | |
| Product of the 5 th prime and the 4 th square | | | | | |
| $(x^0, 12^1, 12^0)$ | | | | | |
| $(x, 3x, x^3)$ where $2x = x^2$ | | | | | |
| (2 nd triangle number, 8 th prime, 1 st triangle number) | | | | | |
| (x, y, y) where $x < y$ and x and y are the solutions to $x^2 - 10x + 24 = 0$ | | | | | |
| (Binary, decimal, unity) | | | | | |
| (Order of rotational symmetry of a regular pentagon, players on a football pitch, feet in a yard) | | | | | |
| Double the 4 th prime multiplied by 3 ⁴ | | | | | |

Codeword: