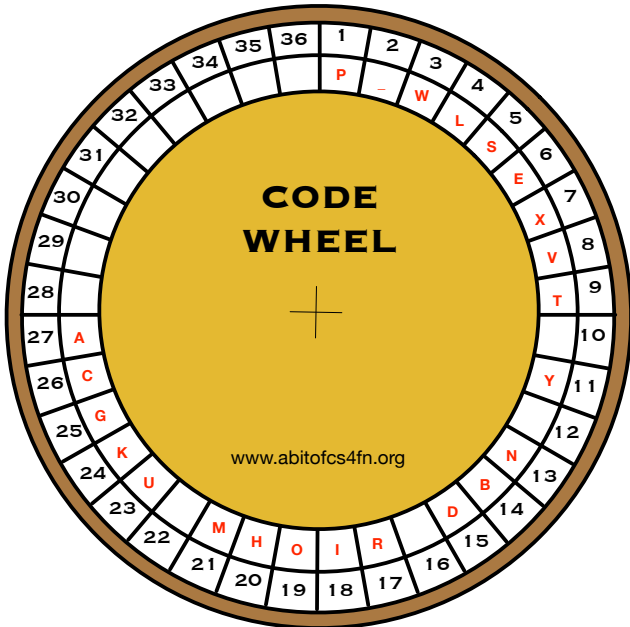


## Crack This! Solution

Here is the final code wheel created from the encrypted messages and the two decrypted messages.



Notice that some cells in the code wheel are blank. Those numbers were never used in a message, before the enemy changed the settings. Therefore, it is impossible to know what letters correspond to those numbers! Luckily it doesn't matter. The problem was to work out the message. The code wheel was just to help you do that.

**Visit [abitofcs4fn.org/spies/](http://abitofcs4fn.org/spies/) to find more about codes and ciphers.**

3	6	27	9	20	6	17	2	5	23	13	13	11	2	5	1	6	4	4	5	2	18	13	2
W	E	A	T	H	E	R	_	S	U	N	N	Y	_	S	P	E	L	L	S	_	I	N	_

21	19	17	13	18	13	25	2	5	9	19	17	21	5	2	3	18	13	15	2	17	27	18	13
M	O	R	N	I	N	G	_	S	T	O	R	M	S	_	W	I	N	D	_	R	A	I	N

2	5	13	19	3	2	5	4	6	6	9	2	14	11	2	6	8	6	13	18	13	25	2	6
_	S	N	O	W	_	S	L	E	E	T	_	B	Y	_	E	V	E	N	I	N	G	_	E

7	9	17	6	21	6	2	26	19	4	15
X	T	R	E	M	E	_	C	O	L	D

27	9	9	27	26	24	2	27	9	2	15	27	3
A	T	T	A	C	K	_	A	T	_	D	A	W

13	2	18	13	2	9	3	19	2	15	27	11	5
N	_	I	N	_	T	W	O	_	D	A	Y	S