#### Steal the Nerds

### Setting up

The following text needs to be put on a piece of paper and placed in the safety box.

I have more LEDs lit than the other devices. Shake me.

I point downwards. Drop and catch me.

I point to the A and B buttons. Press A and B together.

I curve around. Place me face down.

Depending on the age and experience of the group, you may want to narrate the player instructions for the players.

### Alarm system

#### Solution

The crocodile clips should be removed in the following order: 1, 0, 2.

The clue provided uses a simple Caesar cipher to encode the text forms of the words ONE ZERO TWO as RQH CHUR WZR.

#### Caeser cipher

ABCDEFGHIJKLMNOPQRSTUVWXYZ DEFGHIJKLMNOPQRSTUVWXYZABC

Caesar cipher works two ways, one to encode and another to decode. The top line is encoded to the bottom line and the bottom line is decoded to the top line.

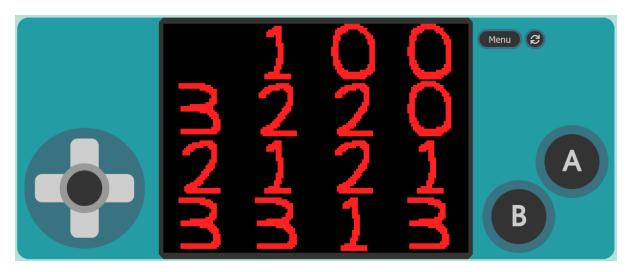
- ONE becomes RQH
- ZERO becomes CHUR
- TWO becomes WZR

# Unlocking the facility

#### **Solution**

The code that needs to be transmitted should be: 100 3220 2121 3313

On the Door Code Cracking device this will look like this:



## Unlocking the safety box

### **Solution**

The puzzle contains a single sentence where some of the letters are in bold and red. Those letters are p, u, r, p, l and e which spells the 6-character password purple.

The password that should be entered is: purple

This will reveal the 4-digit code 1234 which can be used to unlock a padlock.

## Disabling the sensor protection grid

The images on the screen should indicate what is required for each device (as well as the text hints on them).



This one requires the A+B button to be pressed together.



This one requires to be placed face down.



This one requires shaking.



This one requires being dropped (and caught).

## Escaping out the back doors

There is no puzzle for this part of the game, just a simple activity.