



BOULEVARD

Operation

Lookout

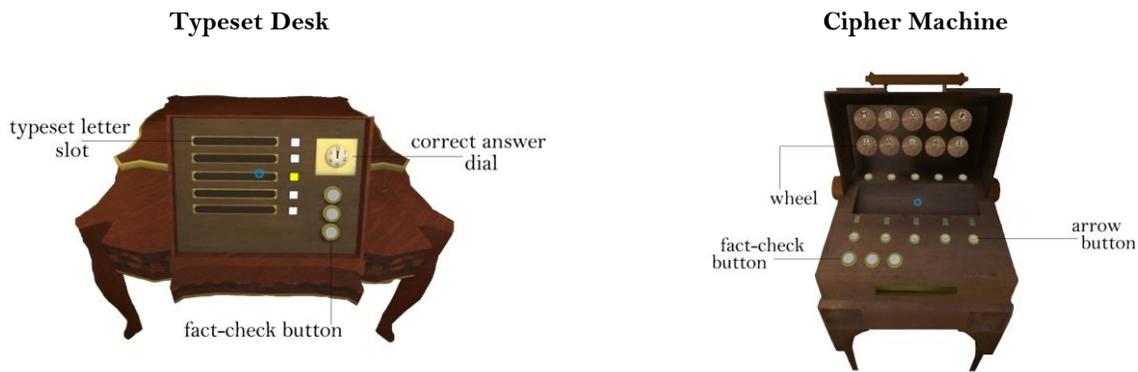
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Mission

Read this guide carefully. You must follow each step to successfully complete this mission.

You are a time-travelling spy and find yourself back in the 1860s, during the midst of the American Civil War. As a Union scout and two-bit code breaker, you are charged with uncovering important information about the opposition. Among your worst enemies are the Rangers of the Confederacy, dangerous free agents known for blending in among civilians and making surprise attacks on supply trains and ground forces alike. The Union Army is counting on you to intercept a crucial communication and crack the code in order to reveal the identity of the most sought-after and destructive Ranger of all. Who is he? Everyone is counting on you to find out.

To accomplish this task, you must work together with another code-breaking scout to complete 2 puzzles: a **Typeset Desk** and a **Cipher Machine**.



To solve these puzzles, you will need to seek information from 7 paintings and documents housed in an old, abandoned barn.



Navigating the barn:

- To move towards any object, look at it. Its frame will begin to glow. Tap, and you will find yourself standing directly in front of it. To move to another location in the barn, look in the direction of an object and tap. You can also move to the **Typeset Desk** or the **Cipher Machine** by looking towards either of these and tapping.



Scrolls:

- Scrolls near each object provide essential information you will need, like important dates and names. To “open” a scroll, look at it and tap. A text box will appear next to it. To make the text box go away, look at the scroll and tap again.



Take turns inside the optical device. The scout working on the outside should give prompts, ask questions, and keep track of findings in the spaces provided. Switch after the first puzzle is complete.

Good luck!

*Proceed to Puzzle 1: Typeset Desk
First spy puts on the optical device. Second spy reads the instructions.*

Puzzle 1: Typeset Desk



Task: Solve the *Typeset Desk* puzzle and obtain the word needed to start *Puzzle 2*.

Be aware that Puzzle 1 has several steps.

Steps:

- Collect all 7 typeset letter plates from the objects in the barn (see how below).
- Then, go back around to each object and read its scroll for information needed to answer 5 Civil War-era questions.
- Use the **Answer Key** to determine which typeset letters correspond to your answers.

YOU ARE NOT DONE YET. Before you do anything else, you must solve a rhyme to be able to unscramble the typeset letters and learn the order to slot them in the **Typeset Desk**.

DO NOT use a fact-check button until you have slotted the typeset letters based upon your findings from the rhyme.

To start: Move around the barn (by looking at an object and tapping). Quickly collect all 7 typeset letter plates. To collect each typeset letter plate, stand in front of an object, the plate will glow. Tap.



Tapping will send the typeset letter plate back to the **Typeset Desk** (your original landing spot in the barn). The plates will remain on the desk until you are ready to place them in the slots.

You will collect 7 plates, but will only use 5 of them in Puzzle 1.



Next, answer the 5 questions on the following page.

Now, you must unscramble the typeset letters from the previous page to make a word by solving the rhyme below.

RHYME

Wires travel through the air,
The Blue and Gray are everywhere.
On their side, or on your own –
This kind of skill you'll need to hone.
Intercept the opposition
Break the code, sit up and _____

Record the word.

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Next, using the 5 typeset letter plates, spell this word down the desk slots.

To select a typeset letter plate from the desktop, look at it, then tap. The plate will appear above the **Typeset Desk**. Next tap the slot in which you wish to place it.



After you've spelled the word missing from the rhyme down the **Typeset Desk**, turn to the next page.

Once the **Typeset Desk** has been set correctly with all 5 plates, you can confirm your answer, using a fact-check button. If the fact-check button turns red, this indicates one or more wrong answers.

Do NOT hit another fact-check button.



correct answer
dial

The correct answer dial, in the upper right hand corner of the desk, will show you how many correct typeset letters have been placed in the right spot. You must figure out how to re-set the typeset letters correctly. You have 3 chances before you must go on to Puzzle 2 by hitting “Next” or re-set the Puzzle, by hitting “Again.”

Before hitting “Next,” in the pop-up box, remember to record both the word missing from the rhyme and your score.

Missing word:

Your score:

*Go on to Puzzle 2
Pass the optical device to your fellow scout
You are well on your way to discovering the Ranger’s true identity*

Puzzle 2: Cipher Machine



Throughout history, ciphers have been used to encrypt and decode messages.

Task: *Solve the Cipher Machine Puzzle.*

The Cipher Machine Puzzle has several steps and involves more than one code.

Steps:

- First, you must assemble your cipher by setting its wheels.
- Then, turn the number arrows according to your numeric answers to the 5 questions below.
- Record the Morse code that displays across the **Cipher**.
- Translate it using the **Morse Code Key**.
- Finally, return to the **Cipher** and rotate the wheels to spell out the name you discover from the **Key**.

To start: Select and place 5 wheels into the **Machine** to construct your **Cipher**. From the left, spell out the word discovered using the **Typeset Desk**.

Once it is placed, you will see a different face of the wheel, so don't worry that the characters do not remain the same.



To get to the next stage of code-breaking, you must answer the 5 questions on the following page. Information can be gathered from the objects and their scrolls. (A space has been provided below the questions for the answers).

Puzzle 2 Questions:

1st Wheel: How many democratic candidates ran for President in the election of 1860?

2nd Wheel: Starting in/by what year were African Americans allowed to fight as soldiers in the Civil War? 186_?

3rd Wheel: In what year was Andrew Johnson nominated for vice president? 186_?

4th Wheel: After having served 8 years in the Illinois Legislature, Abraham Lincoln was President of the United States for __ years.

5th Wheel: In what year did the Civil War start? 186_?

Record your numeric answers to the questions here.

1 st Wheel	2 nd Wheel	3 rd Wheel	4 th Wheel	5 th Wheel

Number Arrows:

Once you have obtained the numeric answers, tap the arrow button of each wheel -up or down- so that its number window matches, (like a combination lock). For example, if the answer to question #3 is “6,” turn the 3rd wheel’s arrow to the number “6.”

When you have input all 5 numbers, Morse code will read across the Cipher. **Remember, you are NOT done yet!**



Do NOT use the fact-check button for this portion of the puzzle. Rely on your partner and your good sense. *If the message is in mixed code (letters and Morse) at this point, you have not answered all the questions correctly.*

After positioning all 5 arrow buttons, turn to the next page and record the Morse code appearing across the Cipher.



Record the Morse Code from across the **Cipher**.

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1st Wheel 2nd Wheel 3rd Wheel 4th Wheel 5th Wheel

Morse Code Key

A · -	J · - - -	S ...
B - · · ·	K - · -	T -
C - · - ·	L · - · ·	U · · -
D - · ·	M - -	V · · · -
E ·	N - ·	W · - -
F · · - ·	O - - -	X - · · -
G - - ·	P · - - ·	Y - · - -
H · · · ·	Q - - · -	Z - - · ·
I · ·	R · - ·	

Using the **Morse Code Key** above, translate the Morse code into alphabetical letters.

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1st Wheel 2nd Wheel 3rd Wheel 4th Wheel 5th Wheel

Then turn to the final page for instructions to complete the puzzle.

Complete Puzzle 2:

Read the decoded letters to your fellow scout, but make sure no one else in the field can hear you.

Return to the **Cipher Machine**.

Click the arrow buttons so that the wheels spell out the 5 letters you have just revealed. The name of the Ranger should read across the **Cipher** from left to right.

Confirm your code-breaking skills by using a fact-check button. Remember, if the fact-check button turns red, this indicates one or more wrong answers.

Do NOT hit another fact-check button.

Double check your Morse Code translation and be very careful. You have up to 3 chances.

Once you have successfully completed the puzzle, tap the sheet dispensed by the **Cipher Machine** to find out your score. Record this for posterity in the space provided here.

Your score:

You have uncovered the identity of the Ranger and helped the Union forces and turned the tide of the Civil War.

Congratulations!

You have completed

Operation Lookout.