

Name: \_\_\_\_\_

**RUNNING KEY CIPHER** You see this a lot in movies! It was the key to unraveling Moriarty's scheme in *Sherlock Holmes: Game of Shadows*.

In a running key cipher, a message is encoded using a book or passage, often one that is kept hidden or that has special meaning to the person creating the code. It's easily cracked, but only if you know the book! The numbers correspond to a page number, line, & the word on the page – for instance, 5-10-3 refers to the fifth page, tenth line, third word. String all the words together, & you'll have your message! I made the code below using the paperback edition of *I'd Tell You That I Love You, But Then I'd Have to Kill You* – see if you can figure out the message! When counting words, ignore the header text (author & title).

27-20-1

122-6-2

44-11-7

209-16-10

19-18-4

110-16-8

60-21-6

92-9-6

110-13-2

97-1-6

143-5-7

93-1-5

44-3-4

30-6-5

11-5-2

35-5-4

Name: \_\_\_\_\_

**RUNNING KEY CIPHER** You see this a lot in movies! It was the key to unraveling Moriarty's scheme in *Sherlock Holmes: Game of Shadows*.

In a running key cipher, a message is encoded using a book or passage, often one that is kept hidden or that has special meaning to the person creating the code. It's easily cracked, but only if you know the book! The numbers correspond to a page number, line, & the word on the page - for instance, 5-10-3 refers to the fifth page, tenth line, third word. String all the words together, & you'll have your message! I made the code below using the paperback edition of *I'd Tell You That I Love You, But Then I'd Have to Kill You* - see if you can figure out the message! When counting words, ignore the header text (author & title).

There  
Are  
Many  
Ways  
To  
Hide  
Your  
Message  
If  
You  
Take  
The  
Time  
To  
Do  
It