

CLASSIFIED FILE 6

UNPREDICTIVE TEXT

Did you know that some mobile phones can also be used to code and decode messages? On mobile phones like the one pictured, buttons on the keypad are associated with letters as well as numbers. Use the combination of letters and numbers to create messages in the Unpredictive Text Code. You can make the code easy or hard, depending on how sensitive your message is and how good your code-breaking skills are.

EASY VERSION

For each letter in your message, use the first letter of the relevant key on your phone, plus a number for how many times you need to hit the key to get the right letter.

For example, 'A' would be A1; 'E' would be D2; and 'S' would be P4. Try writing 'Oriana' using this code.

See below to check your answer*!



* Answer M3 P3 G3 A1 M2 A1



HARDER VERSION

The harder version doesn't use numbers. Instead, the code is made up of only the first letter on each key.

This means you could decipher the code letter A as a, b or c, and the code letter T as t, u or v. Letters that are already correct are in bold. For example, you will always decipher the code letter **M** as m.

When encoding, you might also like to include a clue. For example:

AMDD AJ**A**AJ

Clue: the second word is a colour.

Can you decipher it? Try different combinations of letters to see if you can get words that make sense.

See below for the answer*.

*Answer: If you decoded the message as 'code black', you're on your way to solving the DMO!