

Introduction

- **Level:** B2
- **Skills:** Speaking
- **Topics:** Vocabulary (Universe)
- **Merging subjects:** Science

The enigma

- **Keywords**

The players are reporters at the daily news channel AstroNews42. They have been kidnapped by a huge fan of Mr Guidoni, who is sad that nobody wants to hear about the first European astronaut to visit the International Space Station.

- **Toolbox**

Computer - A lot of draft paper crumpled in the trash.

AstroNews42

- **Description of the enigma**

On a screen in the room, the following message is displayed:

'Tell me what the greatest success of Mr Guidoni was'

The players must first find the password to access to the character's computer.

A paper under the keyboard indicates "Password: GuidoniSpace ", but it doesn't work. The following table is displayed on the wall and should be used to translate the password:

A	4
B	8
E	3
G	9
I	1
O	0
S	5
T	7

They must translate the password by replacing the letter with the corresponding numbers. Then they have the real password to access the computer.

Bad password: GuidoniSpace

Good password: 9u1d0n15p4c3

There are no files on the computer, only a wallpaper with a picture of space and a date in the corner ('Remember April, 19th 2001').



The players must find a piece of paper in the trash on which is written a list of awards to deliver and the dates of the delivery:

Events / dates

First human in space / 12/04/1961

The first part of the International Space Station has been launched / 20/11/1998

First European astronaut in the International Space Station / 19/04/2001

Launch of Hubble Space Telescope / 24/04/1990

First human to step on the moon / 20/07/1969

The players must say out loud that Mr Guidoni was the first European astronaut to visit the International Space Station.

Hints

'Hahaha I left no folder on the computer' (if the players are getting lost on the computer)

'Oh no, I forgot to empty the trash' (if they do not look in the trash)

'I can't hear you, say the code loudly!' (if you can't hear them or if they do not say it loud enough for you to understand)

'It was more than just that!' (if the players just answer with a part of the answer)

More information

Possible restrictions

Working with a long code could be tricky for players with SLDs. If the majority of your players have SLDs, there is a risk to fail repeatedly and to lose motivation.

If you change the enigma and the players have to read a code with some letters switched with numbers, it could be difficult for players with SLDs: for example, it could be tricky to see the difference between the 5 and the S.

