

CODES

1. The first DANCING MEN CIPHER message reads: **DRAW YOUR CHARACTERS**

The backwards message and exchanging letters examples, both read: **PLAY THE WHAT IF GAME**

2. The PIG PEN CODE message reads: **STORIES GET GOOD WHEN THINGS GO BAD**

3. This message uses the *exchanging letters code* and reads: **START YOUR STORY WITH A QUESTION**

4. This message is written *backwards* and reads: **FOLLOW THE CLUES TO WRITE THE STORY**

5. This message uses the **RAILFENCE CODE** and reads: **GIVE YOUR STORY A GOOD TITLE**

GVYU SOY GO TTE.
G V Y U S O Y G O T T E
G I V E Y O U R S T O R Y A G O O D T I T L E
I E O R T R A O D I L
I E O R T R A O D I L.

6. This is the code used in A ROBOT ATE MY GRANDMA where *the first letter of every word* spells out the message, which reads: **MEET ME AT DEAD MANS COVE!**

7. The second DANCING MEN Message reads: **WRITE THE STORY YOU WANT TO READ**

WORD SEARCH

