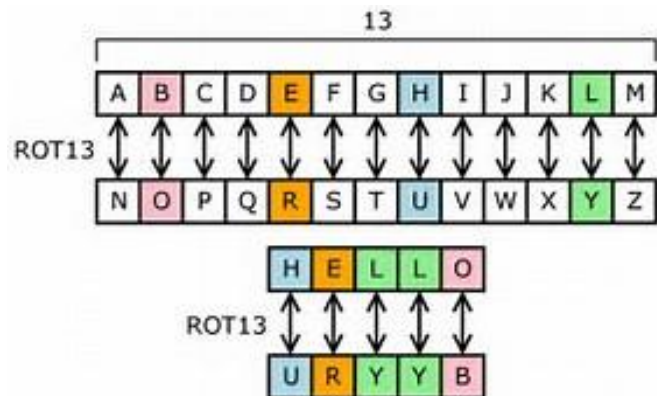## Path of the Thunderbird
Create Your Own Clues

In *Path of the Thunderbird: A Grand Canyon Adventure*, Gramps used a combination of ciphers, codes and riddles to create clues for Nate, Kira, Oz, and Hope. Below are some examples you could use to create your own clues for an adventure you can plan for your friends or family.

Caesar Shift Cipher

This is one of the oldest substitution ciphers, used by Julius Caesar to decipher military messages. Below are examples:

Number Letter Code

Below is an example of how to create this code. You can also adjust the numbers in the boxes 1-26 in a variety of ways. Example: You could reverse the numbers and **'A'** would correspond to the number **'13'** and then **'N'** would be opposite the number **'26.'**

Using the table below you could create another code using addition problems. Example: (5+4, 3+3, 7+6)   5+4=9=**R**   3+3=6=**U**   7+6=13=**N.**   Now not only do the people you give this to have to figure out what number equals what letters, they also need to know how to add.

BACKWARDS ALPHABET CODE

Number	Letter		Number	Letter
A	26		N	13
B	25		O	12
C	24		P	11
D	23		Q	10
E	22		R	9
F	21		S	8
G	20		T	7
H	19		U	6
I	18		V	5
J	17		W	4
K	16		X	3
L	15		Y	2
M	14		Z	1

Riddles

When writing your riddles, be careful not to include a word that would lead people directly to what you want them to find or figure out. Example: If plant is the treasure, you don't, want your last line to be 'it's a plant not a mouse.'

It's not just in your mind.
Tomorrow, you may find
a treasure in the house
much bigger than a mouse.