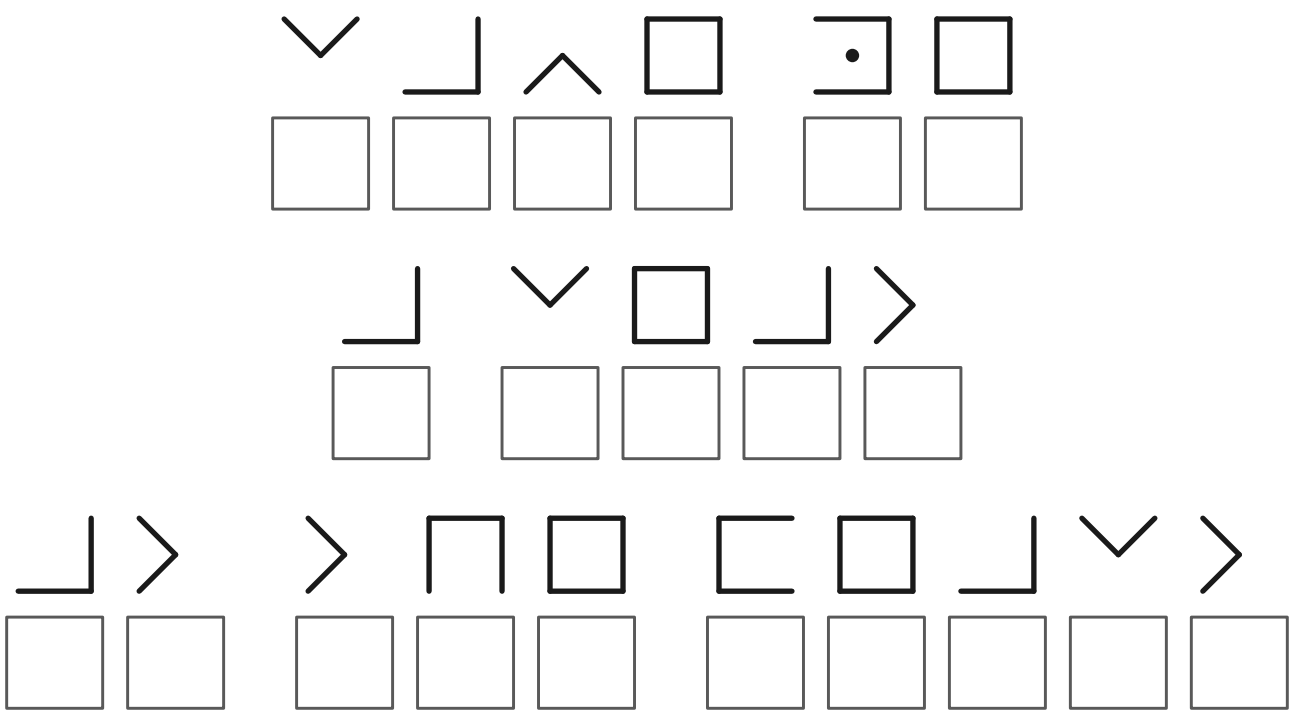
SECRET CODE · LEVEL 1

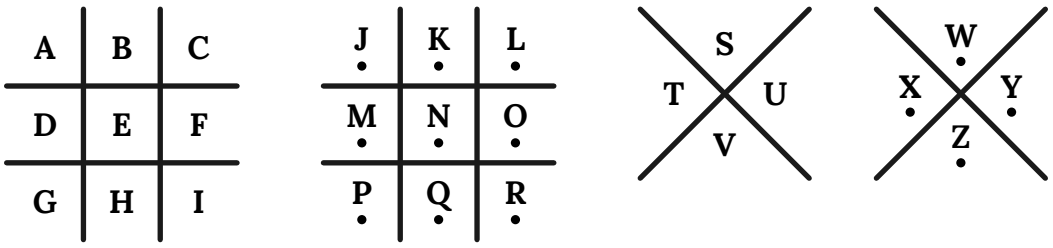
A Secret Note from Russet

Russet is shy, so he has sent Rowan a note in the old Clover Glen code. Use the code key to find each letter, and write it in the box below its symbol.

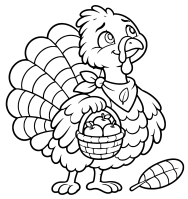


— *Russet*

The Clover Glen Code Key



Each symbol is the shape of the lines around that letter in the key.
Letters from the second grid and the second X have a dot as well.

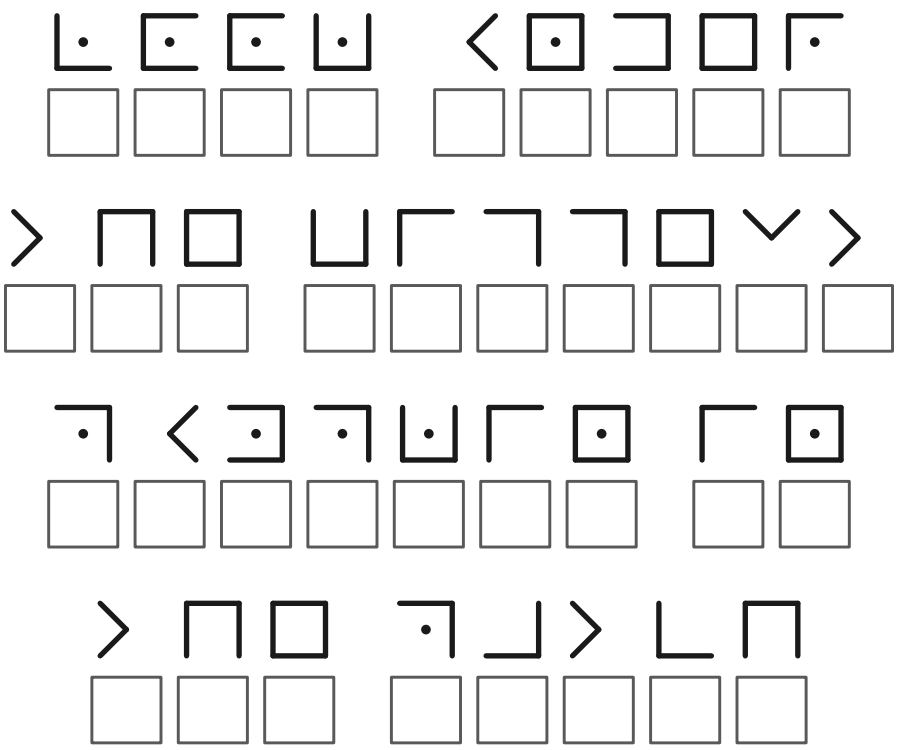


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SECRET CODE · LEVEL 2

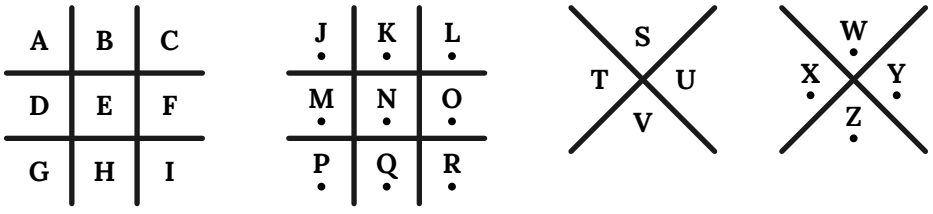
Pip's Harvest Hunt

Pip has hidden something special for the Feast Table and left directions in code. This one is longer, so take your time!



— *Pip*

The Clover Glen Code Key



Tip: decode the short words first. They help you guess the long ones!

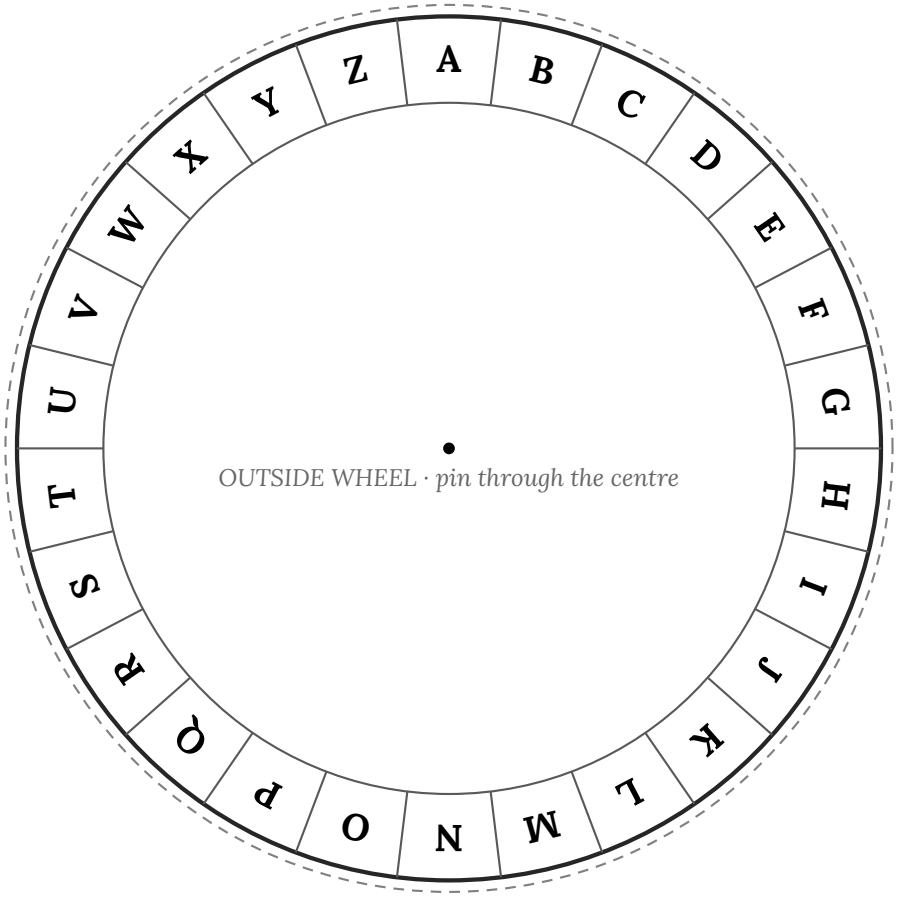


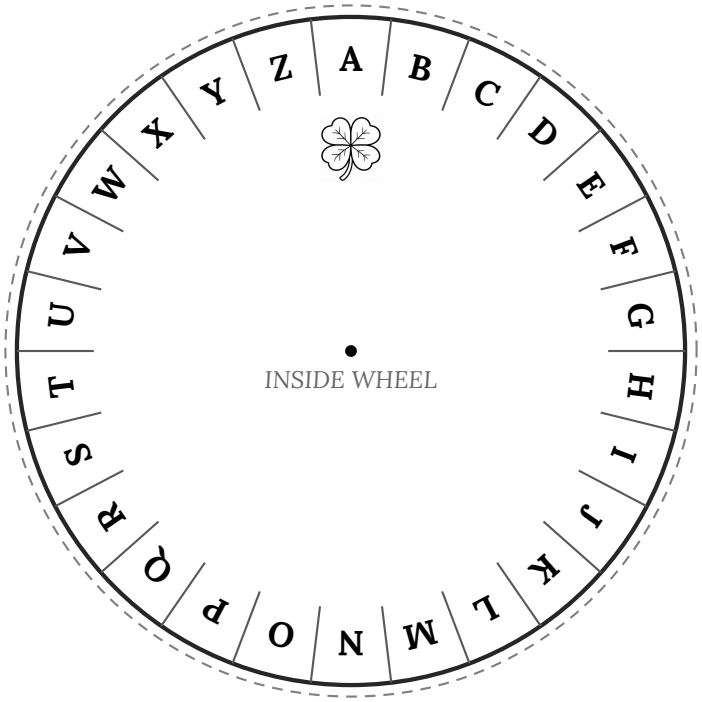
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SECRET CODE · LEVEL 3

Make a Clover Code Wheel

Ask a grown-up to help you cut out both circles. Glue this page onto thin card first if you can.





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Crack the Wheel Code

1. Lay the inside wheel on top of the outside wheel and push a paper fastener through both centres.
2. Turn the inside wheel until the clover points at the letter H on the outside wheel.
3. Find each code letter on the outside wheel, and write down the letter just inside it.

A O L Y L P Z

H S D H F Z Y V V T

M V Y V U L T V Y L

Now make your own secret message

Choose a secret letter for the clover to point at, then write your message in code for a friend. Tell them your secret letter so they can read it!

My secret letter: _____



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Answers for Grown-ups

Level 1 — A Secret Note from Russet:
SAVE ME A SEAT AT THE FEAST

Level 2 — Pip's Harvest Hunt:
LOOK UNDER THE BIGGEST PUMPKIN IN THE PATCH

Level 3 — Crack the Wheel Code:
AOLYL PZ HSDHFZ YVVT MVY VUL TVYL
means: THERE IS ALWAYS ROOM FOR ONE MORE

How the wheel works: with the clover on H, every letter moves 7 places along the alphabet (A becomes H, B becomes I, and so on). Choosing a different letter for the clover makes a brand-new code.

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