Spy Kids

SECRET CODE BOOK
SpyKids Code Book
By Kolby & Mary Beth King
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SpyKids Code Book

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The Alphabet Number Code

Code Number: 001

To hide a sentence using an Alphabet Number Code, you would number each letter of the alphabet consecutively beginning with “A” as “1,” through “Z,” which would be number 26. See the chart below for the number that represents each letter.

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

Using this code:

**SHARE THE LOVE OF CHRIST**

Would read as:

```
19/8/1/18/5 20/8/5 12/15/22/5 15/6
3/8/18/9/19/20
```
The Grid Code
Code Number: 002

To hide a sentence using a Grid Code you would write the sentence in rows and then use the columns (going down) to code the message.

For example, if you wanted to send the message:

**LIVE FOR JESUS EVERYDAY**

You would first write it in a grid like this:

<table>
<thead>
<tr>
<th>L</th>
<th>I</th>
<th>V</th>
<th>E</th>
<th>F</th>
<th>O</th>
</tr>
</thead>
<tbody>
<tr>
<td>R</td>
<td>J</td>
<td>E</td>
<td>S</td>
<td>U</td>
<td>S</td>
</tr>
<tr>
<td>E</td>
<td>V</td>
<td>E</td>
<td>R</td>
<td>V</td>
<td>Y</td>
</tr>
<tr>
<td>A</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Then write down the columns of letters from left to right:

**LREA • IJUY • VEE • ESR • FUY • OSD**

To unscramble the information from a Grid Code, write the letters down in columns.
The Substitution Code
Code Number: 003

The Substitution method of coding a message shifts the alphabet so that certain letters are substituted for others. The one below uses an “R” in the bottom row to represent the letter “A” as shown in the top row.

\[
\begin{array}{cccccccccccccccccccc}
\end{array}
\]

For example:

**JESUS LOVES YOU**

Would read as:

**AVJLJ CFMVJ PFL**

**SPYFacts:**
Supposedly, the Roman Emperor Julius Caesar used this substitution code method to send messages to his military leaders. Therefore, this code is sometimes called the Caesar Cipher.\(^1\)
The Three Letter Shuffle
Code
Code Number: 004

The Three Letter Shuffle moves the first three letters of the word to the end. So instead of “church,” the coded message would read “rchchu.”

For example:

**TELL A FRIEND ABOUT JESUS**

Would read:

**LTEL A ENDFRI UTABO USJES**
The Wingding Code
Code Number: 005

Wingdings is a standard font style found on most computers today. A message that has a Wingding coding, could be deciphered either by entering the symbols into a computer and then changing the fonts to a readable one or by using the chart below.

Readable Font: A B C D E F G H I J
Wingding Font: /handv/neutralface

Readable Font: K L M N O P Q R S
Wingding Font: ☺ ☛ ☞ ☛ ☞ ☛ ☛

Readable Font: T U V W X Y Z
Wingding Font: ☊ ☊ ☊ ☊ ☊ ☊

For example:

YOU ARE THE LIGHT OF THE WORLD

Would read as:
ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/neutralface/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/ocular/oc
The Front and Back Switch Code

Code Number: 006

The Front and Back Switch simply switches the first and last letters of each word. Therefore, “prayer” would read as “rrayep.”

For example:

**JESUS CAME TO SEEK AND SAVE THOSE WHO ARE LOST**

Would read:

**SESUJ EAMC OT KEES DNA EAVS EHOST OHW ERA TOSL**
The Sentence Shuffle Code
Code Number: 007

The sentence shuffle is a great code for long sentences and follows this pattern: First word in the sentence, last words in the sentence, second word from the front, second word from the end, third word from the front, third word from the end, and so forth.

For example:

THIS WEEK FIND THREE WAYS TO ENCOURAGE SOMEONE IN YOUR FAMILY TO WALK CLOSER WITH JESUS.

Would read:

THIS JESUS WEEK WITH FIND CLOSER THREE WALK WAYS TO TO FAMILY ENCOURAGE YOUR SOMEONE IN.
The Key Word Code
Code Number: 008

This code uses a code word to create a grid in which the alphabet is inserted.

For example: The code word is “LIGHT.”

STEP 1:
Put the letters of the code word in alphabetical order. LIGHT in alphabetical order is “GHILT”

STEP 2:
Number the letters according to the position they have in alphabetical order. For example, G=1, H=2, I=3, L=4, T=5.

STEP 3:
Use these numbers to spell the original codeword. LIGHT would be 4, 3, 1, 2, 5. Enter these letters at the top of a grid and fill the alphabet in the squares below it.

<table>
<thead>
<tr>
<th>4</th>
<th>3</th>
<th>1</th>
<th>2</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
</tr>
<tr>
<td>F</td>
<td>G</td>
<td>H</td>
<td>I</td>
<td>J</td>
</tr>
<tr>
<td>K</td>
<td>L</td>
<td>M</td>
<td>N</td>
<td>O</td>
</tr>
<tr>
<td>P</td>
<td>Q</td>
<td>R</td>
<td>S</td>
<td>T</td>
</tr>
<tr>
<td>U</td>
<td>V</td>
<td>W</td>
<td>X</td>
<td>Y/Z</td>
</tr>
</tbody>
</table>

Continued on the next page...
The Key Word Code
(Continued)

STEP 4:
Create a substitution alphabet by arranging the letters in the numerical order of the columns. For example, moving down, list the letters under the column with “1” at the top (C,H,M,R,W), then move to “2” (D,I,N,S,X) and so forth until all the columns have been used.

<table>
<thead>
<tr>
<th>A B C D E F G H I J K L M N O</th>
<th>C H M R W D I N S X B G L Q V</th>
</tr>
</thead>
<tbody>
<tr>
<td>P Q R S T U V W X Y Z</td>
<td>A F K P U E J O T Y Z</td>
</tr>
</tbody>
</table>

STEP 5:
You can now code a message using the above Substitution Alphabet and provide only the key word for it to be deciphered.

For example:
Code Style: Key Word Code—Code 008
Key Word: **LIGHT**
Message: **CGOCYP DVGGVO XWPEP**
Reads: Always Follow Jesus.
Morse Code
Code Number: 009

Morse code is an old way of communicating letters of the alphabet as a series of dots and dashes and can not only be used to communicate in written form but by taps or light flashes as well.

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>.</td>
<td>_</td>
<td>_...</td>
<td><em>.</em>.</td>
<td>_..</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>F</th>
<th>G</th>
<th>H</th>
<th>I</th>
<th>J</th>
</tr>
</thead>
<tbody>
<tr>
<td>.._.</td>
<td>.._.</td>
<td>.._.</td>
<td>.._.</td>
<td>.._.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>K</th>
<th>L</th>
<th>M</th>
<th>N</th>
<th>O</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>.</em></td>
<td>_..</td>
<td>_ _</td>
<td>_.</td>
<td><em>.</em></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>P</th>
<th>Q</th>
<th>R</th>
<th>S</th>
<th>T</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>.</em></td>
<td><em>.</em>.</td>
<td>_ _</td>
<td>..</td>
<td><em>.</em></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>U</th>
<th>V</th>
<th>W</th>
<th>X</th>
<th>Y</th>
</tr>
</thead>
<tbody>
<tr>
<td>..</td>
<td>_...</td>
<td><em>.</em></td>
<td>_..</td>
<td><em>.</em>.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Z</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>.</em></td>
</tr>
</tbody>
</table>

Continued on the next page...
Morse Code
(Continued)

For example:

**JESUS LIVES**

Would be written as:

```
___ . ·· · · _ _ _
_·· · · · ·_ _ _
```

Common Letter Code #1
Code Number: 010

The Common Letter Code uses a normal-looking letter to hide a secret message. For example, the letter below conceals a message that can be decoded by using the first word of each sentence.

Dear Junior,

Tell your best friend to be kind. Others may do wrong, but he should always do right. The right things are not always the easiest, but they're the best. Good living is the way to go. News of this isn't always appreciated, but those who have a good heart will understand.

Love,
Dad

The message is:

Tell others the Good News.
Common Letter Code #2
Code Number: 011

The Common Letter Code uses a normal-looking letter can to hide a secret message. For example, the letter below conceals a message that can be decoded by using the last word of each sentence.

Dear Jimmy,

Have you told your friends about Jesus? Do you know how fun it is? It’s great!

Talk to you later,
Bob

The message is:

Jesus is great.

SPYFacts:
One of the most famous secret message stories in history is about Mary, Queen of Scots. Elizabeth I had her imprisoned in the Tower of London at the end of the 16th century. While there, she wrote coded messages that were smuggled out by Gilbert Clifford – a man she thought she could trust. Clifford was actually a spy for Elizabeth, who accused Mary of treason based on the evidence in the messages. ²
The Clock Code #1  
Code Number: 012

This code uses a clock to decode messages according to the following chart. Each letter is represented by the minutes within the hour. The chart below shows the time using the twelve o’clock hour, but any hour could be used. The minutes are what tell you which letter is used.

12:00 = A
Any time between 12:00 and 12:05 = B (In other words, B could be 12:01, 12:02, 12:03, or 12:04.)
12:05 = C
Any time between 12:05 and 12:10 = D
12:10 = E
Any time between 12:10 and 12:15 = F
12:15 = G
Any time between 12:15 and 12:20 = H
12:20 = I
Any time between 12:20 and 12:25 = J
12:25 = K
Any time between 12:25 and 12:30 = L
12:30 = M
Any time between 12:30 and 12:35 = N
12:35 = O
Any time between 12:35 and 12:40 = P
12:40 = Q
Any time between 12:40 and 12:45 = R

Continued on the next page...
The Clock Code #1
(Continued)

12:45 = S
Any time between 12:45 and 12:50 = T
12:50 = U
Any time between 12:50 and 12:55 = V
12:55 = W
Any time between 12:55 and 12:57 = X
12:58 = Y
12:59 = Z

For example:

Go into all the world and make disciples.

Would be written as:

12:41 12:29 12:07 12:00 12:31 12:06 12:30
12:00 12:25 12:10 12:07 12:20 12:45 12:05
12:20 12:37 12:29 12:10 12:45

Or, to make it harder, all the times could be squished together to read as:

12:2012:3712:2912:1012:45
The Clock Code #2
Code Number: 013

This code uses a clock to decode messages according to the following chart. Each letter is represented by an hour as seen in the chart below. The only exception is Y and Z that are represented by both the hour and the minutes.

Any time during 12:00 a.m. = A
(In other words, A could be 12:01 a.m., 12:22 a.m., 12:38 a.m., 12:54 a.m., etc.)
Any time during 1:00 a.m. = B
Any time during 2:00 a.m. = C
Any time during 3:00 a.m. = D
Any time during 4:00 a.m. = E
Any time during 5:00 a.m. = F
Any time during 6:00 a.m. = G
Any time during 7:00 a.m. = H
Any time during 8:00 a.m. = I
Any time during 9:00 a.m. = J
Any time during 10:00 a.m. = K
Any time during 11:00 a.m. = L
Any time during 12:00 p.m. = M
Any time during 1:00 p.m. = N
Any time during 2:00 p.m. = O
Any time during 3:00 p.m. = P
Any time during 4:00 p.m. = Q
Any time during 5:00 p.m. = R
Any time during 6:00 p.m. = S

Continued on the next page...
The Clock Code #2
(Continued)

Any time during 7:00 p.m. = T
Any time during 8:00 p.m. = U
Any time during 9:00 p.m. = V
Any time during 10:00 p.m. = W
Any time during 11:00 p.m. = X
11:58 p.m. = Y
11:59 p.m. = Z

For example:

**The whole world needs Jesus.**

Could be written as:
7:00 p.m. 7:00 a.m. 4:00 a.m. 10:00 p.m. 7:00 a.m.
2:00 p.m. 11:00 a.m. 4:00 a.m. 10:00 p.m. 2:00
p.m. 5:00 p.m. 11:00 a.m. 3:00 a.m. 1:00 p.m. 4:00
a.m. 4:00 a.m. 3:00 a.m. 6:00 p.m. 9:00 a.m. 4:00
a.m. 6:00 p.m. 8:00 p.m. 6:00 p.m.

Or the same message could be written using the
minutes as a distraction. Remember, only the hour
number reveals the letter.

For example:
7:10 p.m. 7:22 a.m. 4:03 a.m. 10:48 p.m. 7:26 a.m.
2:11 p.m. 11:11 a.m. 4:51 a.m. 10:43 p.m. 2:00
p.m. 5:04 p.m. 11:13 a.m. 3:33 a.m. 1:41 p.m. 4:21
a.m. 4:45 a.m. 3:45 a.m. 6:54 p.m. 9:12 a.m. 4:32
a.m. 6:23 p.m. 8:54 p.m. 6:14 p.m.
Random Space Code
Code Number: 014

The random space code is used by putting all the words in a sentence together and then randomly adding spaces.

For example:

**Pray for someone who needs to know Jesus.**

Could be written as:

**Pr ayfo rso meone whone ed stok no wJe sus.**
Random Space Sentence Shuffle Code
Code Number: 015

This code combines the Random Space Code (Code 014) by putting all the words in a sentence together and then randomly adding spaces, and the Sentence Shuffle Code (Code 007), which rearranges the sentence according to the following pattern: First word in the sentence, last words in the sentence, second word from the front, second word from the end, third word from the front, third word from the end, and so forth.

For example:

Pray for someone who needs to know Jesus.

Using the Random Space Code only, this would be written as:

Pr ayfo rso meon ewh one ed stok no wJe sus.

But using both the Random Space Code and the Sentence Shuffle Code, it would be written as:

Pr sus ayfo wJe rso no meon stok ewh ed one.
**Vowel Drop Code**  
**Code Number: 016**

This code removes all the vowels (a, e, i, o, u) from the sentence. This code can be difficult to decipher, however, even if you know the type of code being used if you use words such as “us” or “about” that only have one consonant or more vowels than consonants.

For example:

*Pray that God will use you today to tell someone about Jesus.*

Would be written as:

*Pry tht Gd wll s y tdy t tll smn bt Jss.*
Vowel Drop Sentence
Shuffle Code
Code Number: 017

This code combines the Vowel Drop Code (Code 016) by removing all the vowels (a, e, i, o, u) from the sentence, and the Sentence Shuffle Code (Code 007), which rearranges the sentence according to the following pattern: First word in the sentence, last words in the sentence, second word from the front, second word from the end, third word from the front, third word from the end, and so forth.

For example:

**Pray that God will use you today to tell someone about Jesus.**

Using the Vowel Drop Code only, this would be written as:

**Pry tht Gd wll s y tdy t till smn bt Jss.**

But using both the Vowel Drop and the Sentence Shuffle (Code 007), it would be written as:

**Pry Jss tht bt Gd smn wll till s t y tdy.**
Pig Latin Code
Code Number: 018

Pig Latin removes the first consonant (or pair of consonants) of a word and puts it as a second word with the letters “ay” attached. For example, the word “light” becomes “ight lay.” The word “church” becomes “urch chay.”

If the word begins with a vowel, the word “way” is added behind it. For example, “apple” would become “apple way.”

For example:

For all have sinned and come short of God’s glory.

Would be written (or spoken) as:

Or fay all way ave hay inned say and way ome cay ort shay of way od’s Gay ory glay.
The “Ong” Code
Code Number: 019

An unknown and unfamous professor named Dr. Foo-Ling-Yoo created the following code that adds the “ong” sound to the consonants of each word. Nothing is added to the vowels. This code is better spoken than written.

For example:

**Come to church.**

Would be written (or spoken) as:

**Cong O Mong E Tong O Cong Hong U Rong Cong Hong.**

**SPYFacts:**

During the Second World War, the United States military employed Native Americans to transmit information using codes based on their Navajo language. Navajo was only spoken, never written down, so there was no material for the enemy to capture. Military instructions were transmitted in Navajo to teams of Navajo speakers, who then translated it back into English. It was the only code used by the Americans that the Japanese could not crack.
The “Ong” Code Sentence Shuffle
Code Number: 020

This code combines the “Ong” Code (Code 019) by adding “Ong” to all the consonants (every letter except a, e, i, o, u) from the sentence, and the Sentence Shuffle Code (Code 007), which rearranges the sentence according to the following pattern: First word in the sentence, last word in the sentence, second word from the front, second word from the end, third word from the front, third word from the end, and so forth.

For example:

Come to church.

Using the “Ong” Code only, this would be written (or spoken) as:

Cong O Mong E Tong O Cong Hong U Rong Cong Hong.

But using both the “Ong” Code (Code 019) and the Sentence Shuffle (Code 007), it would be written as:

Cong Hong O Cong Mong Rong E U Tong Hong O Cong.
The “Ub” Code
Code Number: 021

An unknown and unfamous professor named Dr. Foo-Ling-Yoo created the following code that adds the “ub” sound to the consonants of each word. Nothing is added to the vowels. This code is better spoken than written.

For example:
Please come to church with me.

Would be written (or spoken) as:
Pub lub e a sub e cub o mub e tub o cub hub u rub cub hub wub i tub hub mub e.
The “Ub” Code Sentence
Shuffle
Code Number: 022

This code combines the “Ub” Code (Code 021) by adding “Ub” to all the consonants (every letter except a, e, i, o, u) from the sentence, and the Sentence Shuffle Code (Code 007), which rearranges the sentence according to the following pattern: First word in the sentence, last word in the sentence, second word from the front, second word from the end, third word from the front, third word from the end, and so forth.

For example:

Please come to church with me.

Using the “Ub” Code only this sentence would be written (or spoken) as:
Pub lub e a sub e cub o mub e tub o cub
hub u rub cub hub wub i tub hub mub e.

But using both the “Ub” Code (Code 021) and the Sentence Shuffle (Code 007), it would be written as:
Pub e lub mub e hub a tub sub i e wub
cub hub o cub mub rub e u tub hub o
cub.
The Keyboard Code  
**Code Number: 023**

The Keyboard Code uses numbers that correspond to the layout of the letters on a keyboard, numbering them from the top left-hand side (the letter Q) across and down to the bottom right (the letter M).

Take a look at the keyboard configuration below:

Q W E R T Y U I O P  
A S D F G H J K L  
Z X C V B N M

See the chart below for the number that represents each letter.

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

*Continued on the next page...*
The Keyboard Code
(Continued)

For example:

Jesus is your best friend.

Would be written as:

17/3/12/7/12/8/12/6/9/7/4/24/3/12/5/14/4/8/
    3/25/13
The Keyboard-Left Code

Code Number: 024

This code goes one step beyond The Keyboard Code (Code 021). The Keyboard Code uses numbers that correspond to the layout of the letters on a keyboard, numbering them from the top left-hand side (the letter Q) across and down to the bottom right (the letter M).

Take a look at the keyboard configuration below:

Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M

See the chart below for the number that represents each letter.

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

Continued on the next page...
Then once you use the number to determine its corresponding letter, move one letter to the left on the keyboard.

Take a look at the keyboard configuration below:

```
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
```

For example:
The number 3 would represent the letter E. Then you would look one space to the left on the same row. The letter W is to the left of E, and would be the correct letter for the coded message. If the letter is to the far left of the row (Q, A, Z), then the letter to its left would be the first letter on the opposite end of the same row (P, L, M).

Consider the following example:

**Jesus is your best friend.**

Would be written as:

```
18/4/13/8/13/9/13/7/10/8/5/25/4/13/6/15/5/9
/4/26/14
```
The Keyboard-Right Code
Code Number: 025

The Keyboard-Right Code works the same as the Keyboard-Left Code (Code: 024), except instead of moving one space to the left on the keyboard, you move one space to the right.
The Triple Move Keyboard Code

The Triple Move Keyboard Code uses the layout of a computer keyboard to code messages. Unlike the regular Keyboard Code, there are no numbers involved. Instead, using the letters in the code, move three places to the left of each on the same row to discover the true meaning.

If the letter is to the far right of the row (P, L, M), then the letter to its left would be the first letter on the opposite end of the same row (Q, A, Z).

Take a look at the keyboard configuration below:

```
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
```

Consider the following example:

**Tell the world, “Jesus lives!”**

Would be written as:

*iydd ily twudh, “Aygpg dqmyg!”*
NOTES

2 Ibid., 19.
3 Ibid., 17.