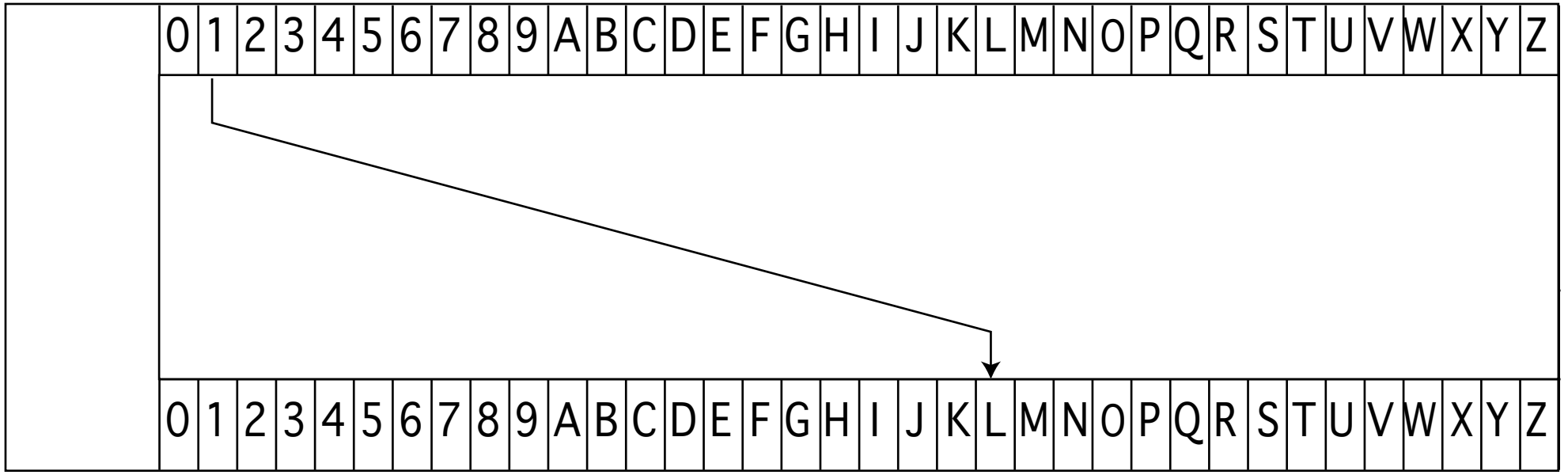
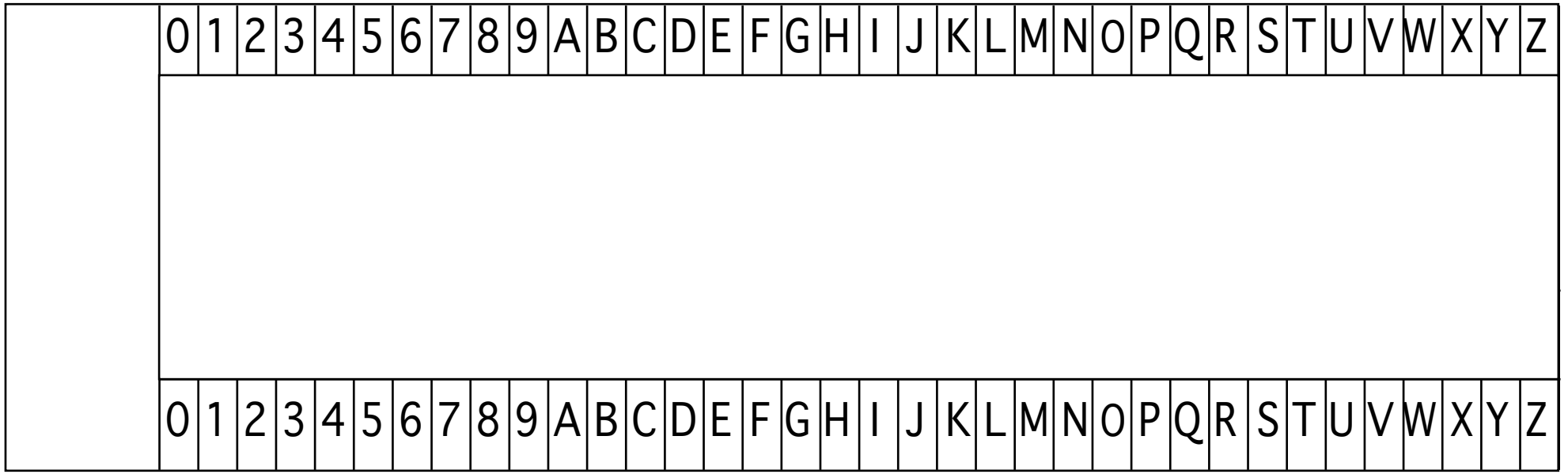
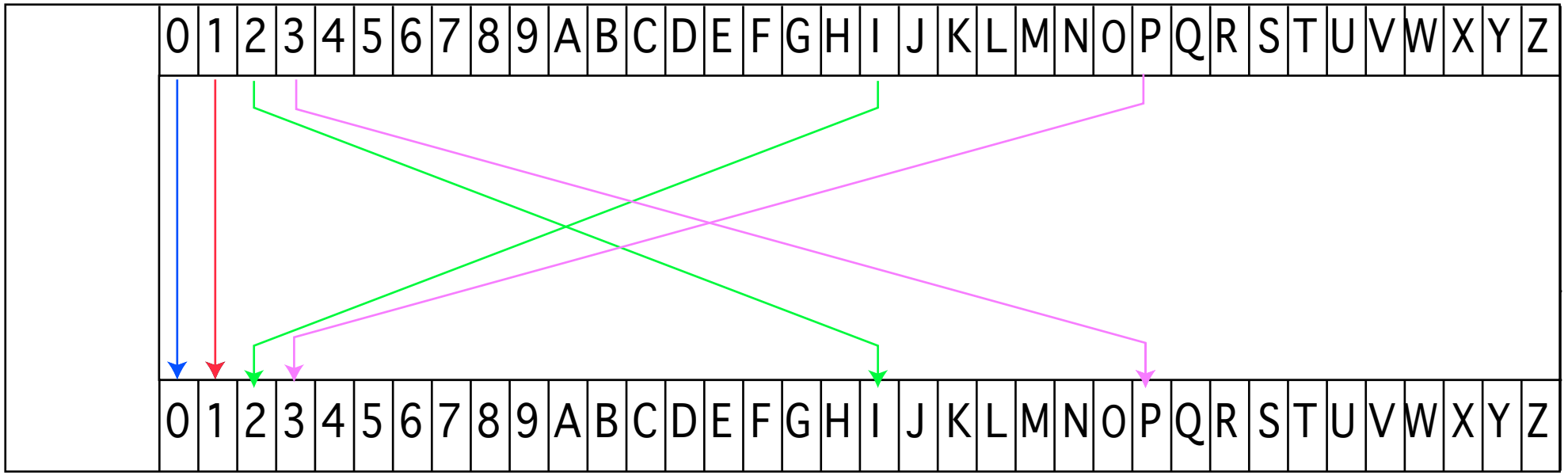
The Rotors

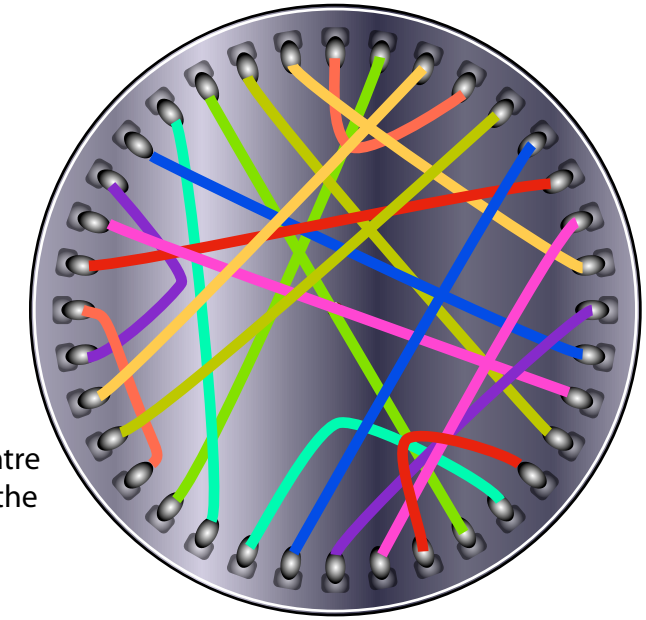
Join the top row to the bottom using coloured arrows representing the wiring in each rotor - the actual labelling 0-Z doesn't matter here only the cyclic ordering





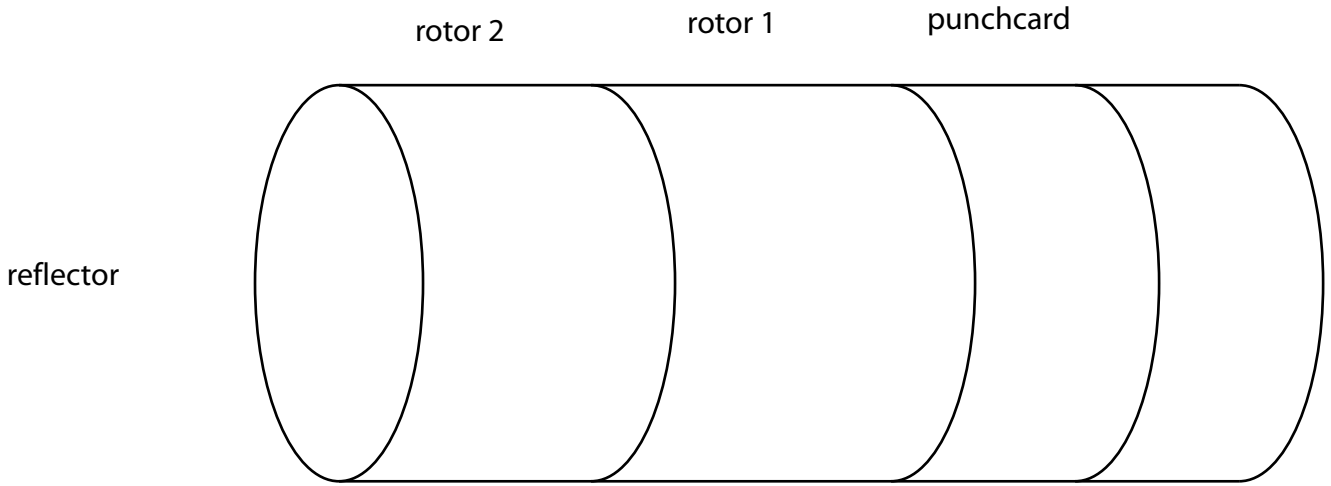


The punchcard: join the top row to the bottom using coloured arrows to show the punchcard connections. The first few are done for you



Reflector
Copy the wiring diagram on to centre of the disc and glue to the cap on the tube

Once you have drawn in the wiring mazes cut out the punchcard, reflector and the rotor strips. Wrap them fairly tightly round the Pringles tube and sellotape them. The punchcard strip should be taped down so it cannot turn. The rotor strips need to be able to turn but not easily slip. The three rings should butt up against one another with the first rotor between the other two, and so that the second rotor is tight against the lid. Cut out the reflector and glue it to the cap of the Pringles can, colour side out and place it back on the can so it can rotate. (The hawk eyed among you will notice that the reflector is a mirror image of the photo in the notes on the machine. That is because in the notes the reflector is seen from the other side.)



Now line up the components with the setting you wish to test. Read the first character into the right hand side of the punchcard, and follow where it goes using the wiring picture, all the way through the punchcard, the rotors and the reflector and back again to read out the output. Move the first rotor on one position and repeat for the second character and so on. If this starts out OK you probably have the right initial settings and the point at which it goes wrong is the time at which you should be moving the second rotor one position in the opposite direction as well. If the first few character don't look right then you can try a different initial setting for the rings or move the reflector round by one.