

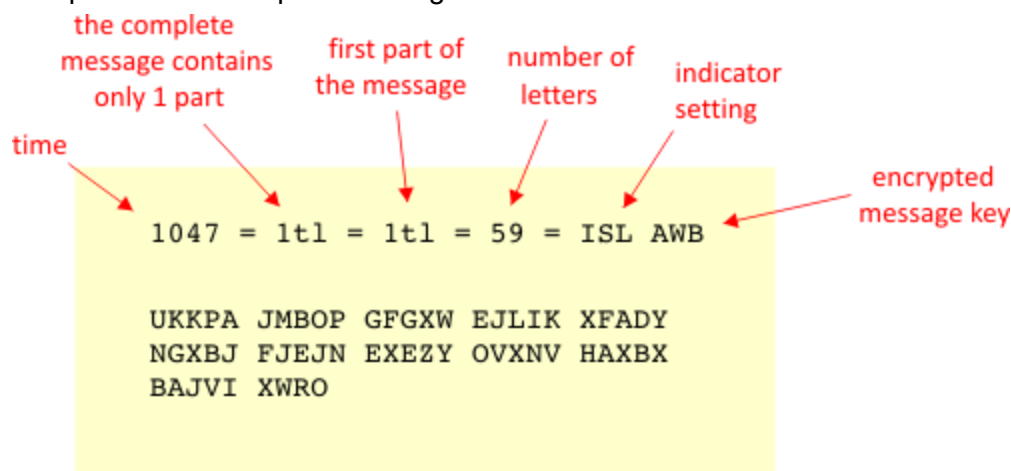
Hello Agent! You have a new mission: Help the Allies decode secret messages from the Enemy. You have acquired an enigma machine and have intercepted a code sheet! This will enable you and your fellow agents to decode encrypted messages sent by the Enemy.

### How to use your enigma machine:

- When you turn it on, it will enter the menu from which you should select "Enigma Emulator" using W,S keys to go up/down through the menu and K for "Enter" to select an option.
- Use the W,A,S,D keys to change the various enigma settings. Use the provided wires to connect the plugboard according to the code sheet. Use the K key for "Enter" to start encoding/decoding messages.
- After you're finished, press and hold any key for 3 seconds to go back to the main menu.

### How to use the code sheet:

- The code sheet contains one month of daily enigma codes. It includes the Rotor numbers (Walzenlage), Ring settings (Ringstellung), Plugboard settings (Steckerverbindungen), and Key type (Kennguppen). You enter these settings into the enigma machine based on the date of the message.
- Here is a sample of an intercepted message:



The first 5 letters of the message (Buchstabenkenngruppe) are plaintext. The first 2 letters are randomly chosen and do not matter. The next 3 letters (Kenngruppe) tell you which code sheet the message uses. If those 3 letters don't match any of the Kennguppen for the day, the message is meant for a different military unit (Army, Navy, Command, etc), each of which used different code sheets.

### Deciphering Procedure (example using sample message above):

1. Apply the daily key from the code sheet to your Enigma machine.
2. Look for the indicator setting (ISL) in the unenciphered preamble of the message, and apply those settings to the rotors.
3. Look for the encrypted message key (AWB) in the preamble, and type on the Enigma the letters A, W and B with the settings described under point 1 and 2. The result will be the message key ETG.
4. Change the rotor settings to ETG, supplied by the message key.
5. Type in the encrypted text blocks after the first five letter block. The result is the plain text!

Hint: Commanders can help if you get stuck. You can identify them by the shiny emblems on their badges.

Good luck!