

bitpunk.fm issue 0.2

Sekret Stuff!!

Keep out!

bitpunk.fm episode
0.2 puzzle.

The following is for
educational and en-
tertainment purposes
only.

This booklet will
help you solve the
puzzle on the cas-
sette.

CODE-0 B-70 P-80 FIG-90
A-1 C-71 Q-81 (.)-91
E-2 D-72 R-82 (:)-92
I-3 F-73 S-83 (')-93
N-4 G-74 U-84 ()-94
O-5 H-75 V-85 (+)-95
T-6 J-76 W-86 (-)-96
K-77 X-87 (=)-97
L-78 Y-88 REQ-98
M-79 Z-89 SPC-99

Numbers are encoded
in a set of three so
example:

3 becomes 333

5 becomes 555

14 becomes 111 444

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0 4 2 5 8

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3 3 1 0 2

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8 9 0 5 5

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3 4 9 8 4

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6 2 6 7 5

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1 2 6 2 3

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7 0 6 9 4

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0 4 9 0 8

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4 3 9 0 9

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3 9 1 3 9

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3 2 0 6 9

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0 8 0 8 8

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Code Table 1
Selected Entries

000	ABORT
136	CANCEL
244	DANGER
253	DECODE
316	EXECUTE
415	IMMEDIATE
442	INSTRUCTIONS
460	LOCATION
488	MEETING
677	RADIO
811	TODAY
820	TOMORROW
893	URGENT
947	CASSETTE
956	SAT



