



LHOTA TROPHY XIV

Šifra č. 2 - Ernőho geometrická

Kód šifry: miska



0:

$x_1, y_1, z_1 = A; x_2, y_1, z_1 = B; x_3, y_1, z_1 = C; x_1, y_2, z_1 = D; x_2, y_2, z_1 = E;$
 $x_3, y_2, z_1 = F; x_1, y_3, z_1 = G; x_2, y_3, z_1 = H; x_3, y_3, z_1 = Ch; x_1, y_1, z_2 = I;$
 $x_2, y_1, z_2 = J; x_3, y_1, z_2 = K; x_1, y_2, z_2 = L; x_2, y_2, z_2 = M; x_3, y_2, z_2 = N;$
 $x_1, y_3, z_2 = O; x_2, y_3, z_2 = P; x_3, y_3, z_2 = Q; x_1, y_1, z_3 = R; x_2, y_1, z_3 = S;$
 $x_3, y_1, z_3 = T; x_1, y_2, z_3 = U; x_2, y_2, z_3 = V; x_3, y_2, z_3 = W; x_1, y_3, z_3 = X;$
 $x_2, y_3, z_3 = Y; x_3, y_3, z_3 = Z$

1:

G → Ch → Z → X → G

2:

A → R → T → C → A

3:

K → I → Q → O → K

4:

C → T → G → X → C

5:

D → K → I → F → D

6:

X → C → R → A → X

7:

A → X → T → G → A

Další stanoviště se skrývá na těchto souřadnicích:

$x_2, y_2, z_2; x_2, y_3, z_1; x_1, y_3, z_1; x_2, y_3, z_1; x_1, y_1, z_3; x_2, y_2, z_3; x_2, y_1, z_3;$
 $x_1, y_3, z_1; x_2, y_2, z_1; x_3, y_1, z_1; x_2, y_1, z_2; x_2, y_2, z_3; x_3, y_2, z_2; x_2, y_3, z_3;$
 $x_3, y_1, z_1; x_1, y_3, z_1; x_2, y_2, z_3; x_2, y_1, z_2; x_1, y_2, z_2; x_1, y_2, z_1; x_3, y_1, z_3;$
 $x_2, y_2, z_3; x_3, y_2, z_2; x_3, y_1, z_1; x_1, y_1, z_2; x_3, y_2, z_1; x_2, y_2, z_3; x_3, y_1, z_3;$
 $x_2, y_2, z_1; x_2, y_3, z_1; x_1, y_2, z_3$