

# Escape Smeaton's Tower



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As a special treat for all your hard work at school, you visit Smeaton's Tower – a lighthouse in Plymouth.

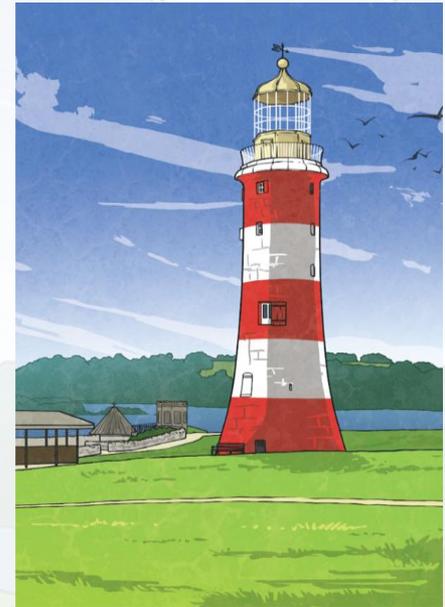
Excitedly, you climb to the top of the tower and go out of the glass doors. After a while, you hear your teacher call up from below, "Come on, it's time to leave!"

You move back round the walkway and try to open the doors. They don't budge! You start to panic.

"The doors won't open," you call down, "I'm stuck!"

Your teacher shouts back, "The guide says there's a keypad to unlock the door. He can't remember the code but thinks you'll be able to work it out!"

Solve the clues and puzzles to discover the code and escape Smeaton's Tower.



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## The Rules

- You can work in small groups.
- When you find a clue, work together to solve the puzzle.
- Write your answer down on your answer sheet.
- Once you think you have found all ten digits of the code, check these with your teacher to discover if you can unlock the door and escape Smeaton's Tower.

