About The Puzzle…

A codebreak is a cypher-based word puzzle in which clues are given in the form of numbers, and the challenge is to find out which numbers correspond to which letters, until the entire puzzle is solved. They were my favorite kind of puzzle to solve and create as a child because they were far more interesting than sudoku, and far more logical than crosswords (which usually required deep cultural knowledge). Additionally, codebreaks allow an aspect of design in the selection of a theme, and the careful arrangement of that theme's words into a totally unique lattice. My grandma and I exchanged dozens of them, usually with one word spelled out as a starting hint.

Because a lot of time has passed, and my friends and I are considerably more formidable problem solvers, I have cranked up the difficulty in two ways: First, I have given only one free letter. Second, I am using two cyphers instead of one, and to solve you will have to crack both. CY1 is used in solid squares, and CY2 is used in dashed squares. (So in a way, I've only given you half a letter.) The theme of this puzzle which unites all words within it is Architecture. Armed with your own knowledge of architecture, letter frequency, the intersection and shape of the words, and the numerical clues, I hope you will find this year's puzzle a satisfying but solveable challenge. Still, feedback is appreciated! Text it to 1 608 843 2556 or email seamusbyrneriley@gmail.com. Puzzle retaliation is also encouraged.

Finally, do not search the artwork for clues – it's just a little drawing I jazzed out to fill the space.