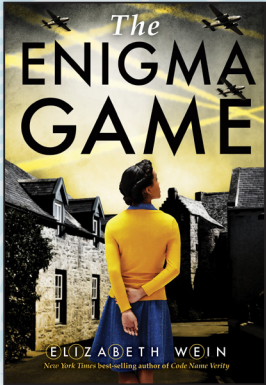


THE ENIGMA GAME

ELIZABETH
WEIN

Book Club Pick

ABOUT THE BOOK:

1940. Facing a seemingly endless war, fifteen-year-old Louisa Adair wants to fight back, make a difference, *do something*—anything to escape the Blitz and the ghosts of her parents, who were killed by enemy action. But when she accepts a position caring for an elderly German woman in the small village of Windyedge, Scotland, it hardly seems like a meaningful contribution. Still, the war feels closer than ever in Windyedge, where Ellen McEwen, a volunteer driver with the Royal Air Force, and Jamie Beaufort-Stuart, a flight leader for the 648 Squadron, are facing a barrage of unbreakable code and enemy attacks they can't anticipate.

Their paths converge when a German pilot lands in Windyedge under mysterious circumstances and plants a key that leads Louisa to an unparalleled discovery: an Enigma machine that translates German code. Louisa, Ellen, and Jamie must work together to unravel a puzzle that could turn the tide of the war—but doing so will put them directly in the crosshairs of the enemy.

DISCUSSION QUESTIONS:

1. Music features prominently throughout the *The Enigma Game*. How do different characters communicate through music? Do you think music is a universal language?
2. How do characters cope with loss and grief? What differences do you see in long-term versus short-term grief?
3. *The Enigma Game* is told from three perspectives. How do these voices differ from one another? What does each perspective bring to the narrative?
4. Large parts of everyday life in and around the RAF base happen in separate male/female spaces. How does this gendered separation shape characters' lives?
5. Much of the story revolves around decoding secret messages. What forms of coded language do characters use? How do characters change their behavior to suit their environment?
6. Which revelations surprised you the most? Were you able to figure out the mystery before the characters? Who did you suspect?
7. Who was your favorite character? Why?
8. While *The Enigma Game* is historical fiction, many of the issues the characters grapple with are still relevant today. What lessons can history teach us about the present?
9. In her author's note, Elizabeth Wein highlights the Caribbean men and women who "felt that they were fighting against the more ferocious institutionalized prejudices of Nazism—despite the ironic and infuriating prejudices they faced from their own governing bodies." How does this institutionalized racism manifest itself in *The Enigma Game*? What challenges do Louisa and her family face because of the prejudices of white British and Americans?
10. If you've read either *Code Name Verity* or *The Pearl Thief*, you'll have recognized some familiar faces in *The Enigma Game*. How do these recurring characters compare to their previous appearances? How do these three books relate to one another thematically?