

# DUEL 2 HINT FILES

\*One Puzzle Per Page

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# ANUBIS FLYER UNSCRAMBLE

1. Using the scrambled words on the left, unscramble each one into two names and fill in the blanks to the right.
2. The name bank can be used to help figure out some of the first names. Once you know the first names, you should be able to use the remaining letters to fill in the blanks for the last names.



# ANUBIS FLYER SQUARE

1. The objective of this puzzle is to add two squares inside the existing square and separate each person into their own section. Their own section doesn't mean their own square. They just have to be separated from everyone else.
2. Think about adding a square from a different perspective.
3. Try adding a square inside the existing square and then rotating it 45 degrees.



# GRID WITH MATCH AND DOOR

1. You will need to solve the Anubis Flyer Unscramble before trying to solve this.



# QUESTION MARKS (RIG, SPILL, CRUDE)

1. Notice what's in the background of this photo. Have you seen reference to that on any other documents?
2. Take a look at the third point on the Igor interview.
3. The goal is to find a word that can apply to all three words on a line.
4. For example (Rig, Spill, Crude = Oil....Oil Rig, Oil Spill, Crude Oil)



# FRAMED ART

1. The clue to this can be found on another document.
2. Take a look at the fifth point on the Igor interview.
3. It is mentioned about things being on display “framed art” and that Anubis has eyes and ears everywhere. Notice that eyes come before ears.



# VFPD CALL LOG

1. The clue to this can be found on another document.
2. Take a look at the fourth point on the Igor interview.
3. It is mentioned about a call being made and “vision.” Look for the call on the call log that mentions vision.
4. “If we made the correct call, all the firsts will matter.” Once you have identified the correct call, take the first letter from each word.



# PAPER WITH SCATTERED LETTERS

1. The clue to this can be found on another document.
2. Take a look at the second point on the Igor interview.
3. “we must roll ourselves up” is a clue on what to do with the paper.
4. Notice one side of the paper has the word UP. Pay attention to its orientation.
5. You will need to roll the paper over in the direction of the word UP. Once you do this and roll fairly tightly, you should see that the arrows from both mummy and pyramid correspond to letters on the backside of the paper. Take the letter for mummy and then take the letter for pyramid. Keep rolling the paper and taking the letters for both until the paper is rolled up completely. You will now have all letters for to unlock the QR code.





# SCORECARD

1. You will need to have solved all other puzzles before trying to unlock this.
2. The Duel will end before all six citizens have been killed.
3. If you have trouble figuring out which Scourge member killed each citizen, pay attention the color of the border on the unlocks. The border colors correspond to the colors in the Scourge member names on their character cards. Yellow borders correspond to information from Anubis and aren't relevant to the Scorecard.



# BUCKETS

1. You must unlock the Anubis Flyer Square first to obtain the clue for this.
2. Notice that each bucket has a different colored liquid in it.
3. The clue from the Anubis Flyer Square unlock tells you which bucket to use.
4. It is mentioned that something must be spilled in thirds. Once you know the correct bucket, split the letters into thirds.
5. Once you have the correct line of letters split into thirds, take the first letter of each segment, the second letter of each segment, and finally the third letter from each segment.



# SOLUTION

1. Once you complete the Scorecard, you should have one citizen left on your list. This is the remaining detainee.
2. Once you solve the bucket puzzle, you should have the location where the remaining detainee is being held.

