

Duel Hint Files

*One Puzzle Per Page

Scorecard

1. Calculating the total points to determine the winner of the duel is one of the main objectives of the box.
2. The scorecard should be used to keep a running total of points and updated with each new victim found.

Victims #1 and #2

1. The duel begins with the murders of Daniel Jernigan and Carrie Mendelay.
2. Consult the Duel Rules that Anubis has provided and calculate the point values earned for each victim.
3. Read the Serpent card and the Red Bishop card to learn how each one kills their victims.
4. Assign the points to the correct killer and record the points on the Scorecard (you will use this throughout the entire box)

VFPD Search Bar Unlock

1. This involves determining which witnesses are telling the truth about seeing Daniel Jernigan's murder.
2. The Detective Notes sheet, detailing Daniel Jernigan's murder, has accounts of several homeless people who all claim to have pertinent details. Only three are being truthful.
3. You are given information that indicates one of the witnesses is known and has been truthful in the past. Use this as the baseline to determine which of the other two are being truthful.
4. The statements they make about each other are what you use to determine their honesty. Based on what they say about each other you can figure out which 3 are telling the truth.
5. Hint: Freida is obviously lying since her statements about Ezra and Andrew cannot both be true since Ezra and Andrew make opposite statements.
6. Once you have all three names, use them as the unlock password.

License Plate of Victim

1. When you unlock the VFPD Search Bar, you are given access to a Valley Falls Motor Vehicle Registration report.
2. Examine the statements of the three witnesses who were telling the truth.
3. Two of these give you specific bits of information to help you determine which vehicle's registration to examine.
4. Once you've found the vehicle that matches the witness statements, use the license plate of the victim to gain access.
5. Determine which killer is responsible for the murder you uncover as a result and record the correct amount of points on the Scorecard.

Victim #3 Puzzle

(puzzle uncovered by entering the correct license plate number of victim)

1. Examine Sal's Exotic Fish and Pets Card and notice how the groups of numbers correspond to the groups of letters in the puzzle.
2. Start at number 1 and work your way up, matching up those numbers that are highlighted in red and pull the corresponding letters from the card found at the scene of victim #3.
3. When finished, you should have something that can be read and will provide access to victim #4.
4. Make sure to calculate the correct number of points for victim #3 and add to the scorecard for whichever killer earned them.

Victim #4 Puzzle

(puzzle accessed only after solving puzzle from Victim #3)

1. There is a grid of numbers and letters at the bottom of this unlock and an Egyptian symbol in the upper left hand corner.
2. You should have another card that features that same Egyptian symbol.
3. Focus on the word that is in all CAPS.
4. Spell the word on the grid, making sure to take note of the specific letter and number coordinates where the letters from the capitalized word appear.
5. Use the coordinates to unlock the Thornmire County BAU file.
6. Make sure to calculate the correct number of points for victim #4 and add to the scorecard for whichever killer earned them.

Victim #5

(puzzle obtained after unlocking victim #4)

1. At the bottom of the description of victim #5, you have a series of images and letters in 4 columns. Take note of what these images are.
2. Look at the quote by William Shakespeare and find the column that features the two images mentioned.
3. Look at the arrows. They are telling you to swap two of the letters in the correct column.
4. Listen to the Breaking News report to get additional help for the solution to this.
5. The code you get will just be 4 letters.
6. Use what you obtain to unlock the flower card.
7. Make sure to calculate the correct number of points for victim #5 and add to the scorecard for whichever killer earned them.

Victim #6/Keypad

(obtained by unlocking flower card)

1. Make sure to calculate the correct number of points for Victim #6 and add to the scorecard for whichever killer earned them.
2. You are given the popular vote totals here as well. Record them on the scorecard.
3. Examine the last paragraph of the reveal. Anubis has provided another bit of necessary info based on the types of victims that have been killed in the duel.
4. Take a look at the list of crimes on Anubis' Duel Rules sheet and determine which of the crimes he has listed were not represented amongst the six victims. Use the numbers for each crime not represented on the keypad card. (Note: There should be five digits to this code)
5. You will be given the first names of both The Serpent and The Red Bishop. Take note of these names. You will need one of these later.

Will Street Memo

1. One of Hypnos' lieutenants, Chief, provides some information that you must decipher.
2. You will need to find numeric values for the six blanks.
3. Focus on the words that are capitalized. (Example: In the first sentence, the two words are Count and Sentences. This tells you to count the total number of sentences which provides the first value of 7)
4. Einstein's quote about mathematics indicates that some simple math may be required here.
5. Follow the directions in each sentence with abnormal capitalization and determine all six values.
6. Read Chief's interview to determine what to do with these numbers.

Dead Drops

1. In his interview, Chief talks a lot about a series of dead drops that The Scourge uses to make exchanges of information amongst its members.
2. He mentions running into a member of The Scourge that talks about the classifieds (see the ad from the Will Street memo) and repeats something that the Scourge member keeps repeating. "The numbers connect. Name what you find."
3. Take the six numbers you obtained from the classified ad puzzle and connect them in the order they appear.
4. You should end up with a familiar shape. Use the name of the shape to unlock the file.

Igor's Interview

1. When you unlock the Dead Drop file, you find a previously unknown dead drop in a specific part of Valley Falls. This dead drop is a group of mailboxes. One of the mailbox numbers is starred.
2. This same star is shown on Igor's interview.
3. The statement beside the star says "The twelve Scourge mantras each contain a necessary word."
4. There are 12 statements listed below. You will need 12 words obtained from these mantras.
5. Use the number pulled from the Dead Drop unlock to determine which word from each mantra to use.
6. The 12 words will provide a simple set of instructions.
7. Follow those instructions to get the first part of the address where The Scourge meeting is being held.

Duel Poster/Hieroglyphics

1. Examine the words and letters in red. When read together, these provide a simple set of instructions to use that will tell you how to manipulate the alphabet.
2. Change A to N, B to O, etc.
3. Convert the alphabet accordingly, and use the modified alphabet you create to decode the message at the bottom of the Duel Poster.
4. The information will provide you with a vital clue about how to read the sheet of hieroglyphics.
5. Once you know how to read the hieroglyphics you can use them to decode the message on The Red Bishop's poster.
6. This will provide the second half of the address to where The Scourge meeting will be held.

Where is The Scourge Meeting Being Held?

1. Use the information you gained from Igor's interview/The Serpent poster and the information you gained from the Duel Poster/Hieroglyphics decode to unlock the file.

Scourge Vote

1. When you find the location of The Scourge meeting, you will discover that you just missed them. However, you will also discover they took a vote of their own to award points.
2. Use the directions provided to calculate the points each killer earned from The Scourge vote.
3. Record the point values for each killer from this vote on the Scorecard.
4. Don't forget to record the bonus points awarded to the winner of The Scourge vote on the Scorecard.

And the Winner is...

1. By now, you should have all values listed on the Scorecard. Calculate the total for each of the killers and determine the winner.
2. The total for each killer should be a six-digit figure.
3. Enter the point value for the winner to unlock the code.
4. Obtain the loser's last name.

Box Solution

1. You will need the loser's first and last name to unlock this. The first name was given to you by unlocking the keypad card. The last name was given to you when you entered the winner's total correctly.