

## Night 2-3 Puzzle 1 - Page 1

Always with the funny names, the scum that originates in this city.

The enclosed fragments can be joined to form a vast criminal network! Each of the 5 criminals can be located at a single node where 4 paths cross. But be careful! Until you figure out the nature of the trade routes, it is hard to distinguish between a node or simply a crossing of two trade routes.

Mark the nodes where you identify the criminals, and hopefully you can figure out their identity based on their trade connection codenames.



We have here a list of code names for each trade connection.

- Can be white-eared, green, or spotted (7)
- Northern England County (8)
- 2002 Crime Drama (6 4)
- Dummy (4)
- Informal fallacy (6-8 8)
- Costumed man in the court (6)
- Thai (7)
- Great Egyptian statue (6)
- Carol Streptopelias? (6 5)
- Owl call? (3)

Once you figure out the network, and the criminals' names, we can decypher their crimes (listed here by first letter of their names):

'J' - Follow South by 2

'R' - Follow West by 3

'C' - Follow East by 4

'P' - Follow South by 2

'T' - Follow East by 3