

# AMARI

AND THE  
NIGHT BROTHERS

DEPARTMENT OF  
SUPERNATURAL  
INVESTIGATIONS

## JUNIOR AGENT TRYOUTS

### SUPERNATURAL KNOWLEDGE EXAM

Do you have what it takes to serve and protect both humans and non-humans alike against supernatural threats, foreign and domestic?

DECIPHER THE CLUES USING THE CODE BREAKER BELOW  
TO COMPLETE THE TEST

|   |    |   |   |   |    |    |    |    |    |    |    |    |    |    |    |   |    |   |    |    |    |   |   |    |   |
|---|----|---|---|---|----|----|----|----|----|----|----|----|----|----|----|---|----|---|----|----|----|---|---|----|---|
| A | B  | C | D | E | F  | G  | H  | I  | J  | K  | L  | M  | N  | O  | P  | Q | R  | S | T  | U  | V  | W | X | Y  | Z |
| 2 | 15 | 9 | 8 | 7 | 11 | 14 | 17 | 23 | 20 | 22 | 25 | 21 | 16 | 24 | 26 | 1 | 12 | 5 | 13 | 19 | 10 | 6 | 4 | 18 | 3 |

1 Which two great beasts reside in the Atlantic Ocean?

22 12 2 22 7 16 & 25 7 10 23 2 13 17 2 16

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2 Name two noteworthy agents in the department!

2 15 12 2 17 2 21 10 2 16 17 7 25 5 23 16 14  
& 1 19 23 16 13 24 16 26 7 13 7 12 5

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3 What are the two most important character traits of any agent?

17 24 16 7 5 13 18 & 23 16 13 7 14 12 23 13 18

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4 Which of the seven great beasts resides in Antarctica?

2 15 24 21 23 16 2 15 25 7 5 16 24 6 21 2 16

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5 Finish this sentence. Real agents always work in

26 2 23 12 5

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6 What uniform does an Agent wear?

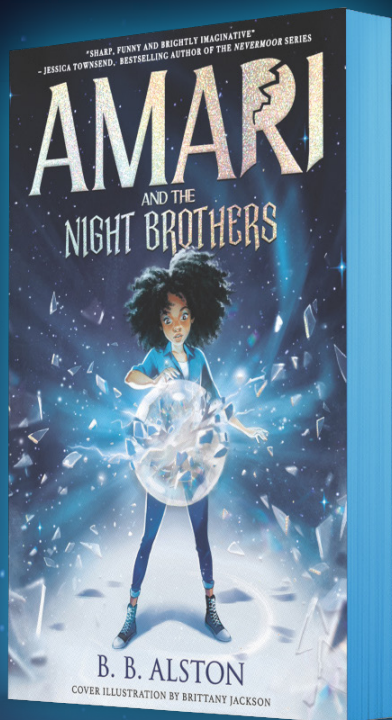
14 12 7 18 5 19 23 13

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7 What is the safest place in the whole supernatural world?

14 12 7 2 13 10 2 19 25 13

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DEPARTMENT OF  
GOOD FORTUNES  
AND BAD OMENS

Junior Fortune Tellers change their names every night when they start work. Their name can be anything they dream up and they're always the happiest people in the Bureau. It's fun trying to see if Director Horus knows your new name before you tell him.

| BIRTH MONTH | NEW FIRST NAME | FAVOURITE DREAM | NEW LAST NAME |
|-------------|----------------|-----------------|---------------|
| JANUARY     | BLACKBERRY     | CHRISTMAS       | WINTERFROST   |
| FEBRUARY    | PETAL          | SWEETS          | SUGARCANE     |
| MARCH       | RHUBARB        | BUNNIES         | HOPPERFOOT    |
| APRIL       | BUTTERCUP      | BALLOONS        | HOUNDSTOOTH   |
| MAY         | SUNSHINE       | RAINBOWS        | RAINDROP      |
| JUNE        | BEE            | UNICORNS        | GLITTERWELL   |
| JULY        | STRAWBERRIES   | SPACE           | MOONROCK      |
| AUGUST      | SPLASH         | CAMPING         | TREEHOUSE     |
| SEPTEMBER   | AUTUMN         | FAIRIES         | TOADSTALL     |
| OCTOBER     | PUMPKIN        | MAGIC           | BUBBLEFIZZ    |
| NOVEMBER    | CONKER         | SUPERHEROES     | CAPER         |
| DECEMBER    | GINGERBREAD    | SEA             | WATERFALL     |

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DEPARTMENT OF  
MAGICAL SCIENCE

Researchers working in the Department of Magical Science get to spend their days brainstorming and thinking up amazing new gadgets that agents use to fight crime. As well as being highly creative, they're able to solve puzzles really quickly and are champions of facts over fiction.

WHAT GADGET WOULD YOU CREATE FOR  
THE BUREAU'S SPECIAL AGENTS?

DRAW IT HERE