

SOLUTION

Read only if you are ready for the solution!

You must escape the Vikings who want to sacrifice you and bury you with their fallen leader. How can you and your fellow slaves escape from this predicament and get back home? Read below what you should have done to escape.

VIKING FUNERAL

PART 1 - THE SLAVES

DOOR LOCK

In the left wall, you encounter the secret door mentioned by Gertrude in the introductory text of part 1. On the door, you see four symbols with blanks in them. Each symbol corresponds to a puzzle and can be found in the chamber and on several separate components.




PATH OF THE GODS

You see the first symbol on the two god statues, the shield, the horn, and the fire. One of the slaves tells you:

"At times, Gudrun would mumble something about 'following the path of the gods'. Next, she would criss-cross the room in a certain pattern, while telling a story about an argument between gods Thor and Freya: 'While Thor, blissfully unaware, emptied his drinking horn, Freya got ready by grabbing her shield – following which they met in the fire of the battle.'"

If you literally follow in the footsteps of the gods in the story, you will walk from the goddess statue (Freya) via the shield to the fire and from the god statue (Thor) via the drinking horn to the fire.



The route taken has the shape of the rune: 

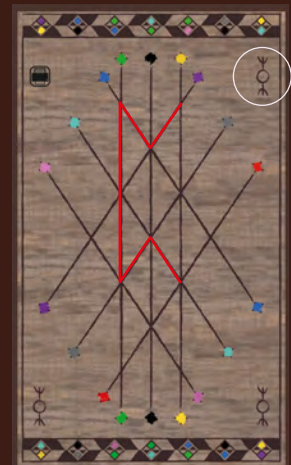
CARPET FEATURING THE WEB OF FATE


The second symbol can be found on the carpet.

One of the slaves gives the tip:

"Once Gudrun told me that the carpet features the Web of Fate, with the main junctions of life that are interconnected."

On the edge of the carpet, you see various color combinations. You also notice that the ends of each line have a color. The 'junctions' mentioned in the tip given by the slave refer to the points where the lines cross. Mark the crossings between the two color lines on the carpet.



Next, connect all these junctions from left to right starting from the edge of the carpet and you will notice the shape of a rune: 

HOUTSNIJWERK

The third symbol can be found on the wood carving.

You notice several animals depicted on the wood carving.

One of the slaves tells you:

"Gudrun once told me: 'Keep your eye on snake Loki and his prisoner who has a tendency of escaping and causing chaos.'"

So, you are looking for the snake's prisoner. If you follow the snake's body in the wood carving, you end up at the wolf. The wolf is therefore the wolf who is held by the snake and is his prisoner.



On the wolf, you find another rune: **M**

SPIRAL OF LIFE

The fourth symbol can be found on the spiral on the wall furthest away.

One of the slaves gives the following advice:

"Whenever I was feeling nostalgic again about my old life, Gudrun would often say mysteriously: 'Between the beginning and the end of the spiral of life, there is a key to freedom'."

At the beginning and end of the spiral, you see a rune.

These runes correspond to the first and last runes shown on the strip of runes:



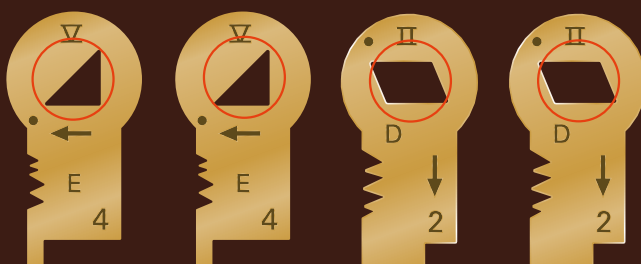
If you place the identically shaped banner over the spiral, the symbol ends up on the spot of this rune: **†**

THE CODE

Take the separate rune stones together with the runes found from the puzzles. Study the door lock and notice that the correct order for inserting the rune stones into the door is logically from left to right. Turn the rune stones over; on the back, you find the shapes of the keys:



CODE PART 1:



PART 2 - THE VILLAGE

In the text, you read that you are looking for a boat which will enable you to escape back home and that you need to work out which direction to take. But where will you find a boat?

1 - THE MARKET

In the image, you notice a way marker post showing four directions, each stating a word in runes you cannot read and a number. You also notice two market stalls with signs for goods showing runes.

In the short text by the image, one of the slaves explains that there is a sign by the bread stating 'bread'. From this, you can derive that for each product, the name of the product is stated on the sign. You can use this to translate the runes shown on the way markers: Inn 1, Stables 2, Harbor 3, and Gate 5.

You are looking for a boat which can be found in the harbor. So, go to the harbor: the way marker for the harbor states a 3.



KEY 1: 3

2 - THE WATCHTOWER

The text states that you climb the tower, overpower the guard, and find the horn. To reach the harbor safely, you must point many heavily armed Viking warriors in the wrong direction.

The warriors must therefore be sent to a location as far away from the harbor as possible. To get an overview of the locations, you look out over the village from the watchtower. You remember the way marker post showing the four directions. In the village, you see the stables on the left and the gate on the right. The way markers at the market indicate that the harbor and the gate are opposite each other and that the gate is furthest away. The gate is therefore the location you are trying to lure the warriors to. You see a horn to blow on and instructions shown on the wall.

From this, you can work out how many times you need to blow the horn for each wind direction. The text states that the sun sets in the west above the stables. Use the way marker post to see the direction of the stables and thus the gate in the north. You know this because the way marker has a cross which you could see as a wind rose.



So, you must give the signal for moving north. You can see from the instructions shown on the wall that you must blow 3 times for this.

KEY 2: 3

3 - THE GUARDS

The guards ask you three questions which all can be answered with a number:

The number of black stripes on the sail of the tower guard's boat = 4 (see the tattoo on his chest)

PLUS *The number of antlers in Gudrun's house = 2 (can be found in part 1)*

MIN *The number of signs at the market starting with a 'C' = 4 (Chicken, Carrot, Cheese and Candle)*

So, the sum will be: $4 + 2 - 4 = 2$. The code for the guards is number 2.

KEY 3: 2



4 - THE HARBOR

The text states that you are looking for the fastest boat. You have the time to carry out three actions, which include at least grabbing a barrel of water and a crate of food.

One of the slaves tells you: *"The Red Dragon' almost arrived late for Ragnar's funeral as the sail was seriously damaged during the journey. It will take weeks before it is repaired."*

'The Red Dragon' can be recognised by the figurehead as well as the tear in the sail. Therefore, this boat cannot be used for sailing away with. The sign states the number of knots the boats will go faster or slower with these items on board.

A barrel of water is -3, a crate of food -2, a pair of oars +2 and a sail +9.

On the shore side, there are several items too:



First calculate the current situation for each boat and then how much faster you can get each boat to sail in three steps.

Boat 'The Green Snake': has a sail only and therefore a starting speed of +9.

In any case, this boat still needs a crate of food (-2) and a barrel of water (-3). To make this boat go even faster, you can take another pair of oars (+2) on board. This gives you a speed of 6 knots.

Boat 'The Brown Bison': has a sail (+9), 4 crates of food ($-2 \times 4 = -8$), 3 barrels of water ($-3 \times 3 = -9$) and a pair of oars (+2): so a starting speed of -6 ($9 - 8 - 9 + 2$) knots.

This boat is carrying too much load which you can remove. But in any case, you will want to have a crate of food and a barrel of water left. So, the best option is to take 2 barrels of water ($2 \times -3 = -6$) and a crate of food (-2) off the boat to get your speed to 2 knots.

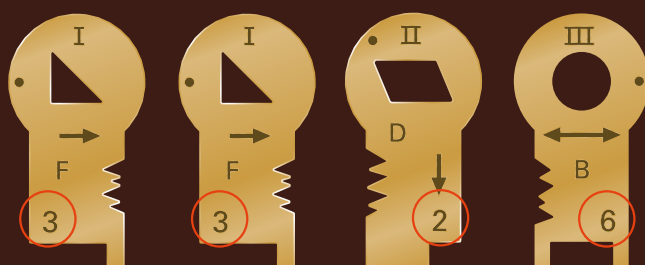
Boat 'The Red Dragon': has 3 pairs of oars ($2 \times 3 = 6$) and no sail as it is damaged. This boat therefore has a starting speed of 6 knots.

In any case, this boat still needs a crate of food (-2) and a barrel of water (-3). To make this boat go even faster, you can take another pair of oars (+2) on board. This gives you a speed of 3 knots.

After the three actions, 'The Green Snake' is therefore the fastest boat, with a speed of 6 knots.

KEY 4: 6

CODE PART 2: 3 3 2 6



3 - (DETERMINE THE DIRECTION USING THE) SUNDIAL

The slave who indicated the correct order told you:
"Next, they would throw a disk into a bowl of water and look at it intently."
On the boat, you see a sundial lying next to a bowl of water.



Follow the slave's instruction to the letter and immerse the sundial in a bowl of water. The ink becomes transparent and you see a shadow showing the grooves of a key. The pattern of the grooves (small, small, large, large) can be found on key 4.

KEY 3: ▲▲▲▲

4 - SAILING (MAPPING OUT THE COURSE)

Finally, you will have to find your way home. On the map, you see part of a mapped-out route and in the bottom right corner, a cloud indicating the wind direction. You have three separate strips showing dotted lines; folding lines are indicated on these dotted lines.



One of the slaves also told you:

"You can say whatever you like about the Vikings, but they truly are masters when it comes to sailing. Even with a head wind, they would sail effortlessly. They would then sail in a zig-zag pattern."

If you fold the dotted lines over the spots where you come across land or another danger on the map, you will ultimately sail in a zigzag pattern of small, small, large, small (key 1).

KEY 4: ▲▲▲▲

CODE PART 3: 2 ? ▲▲▲▲▲▲▲▲

