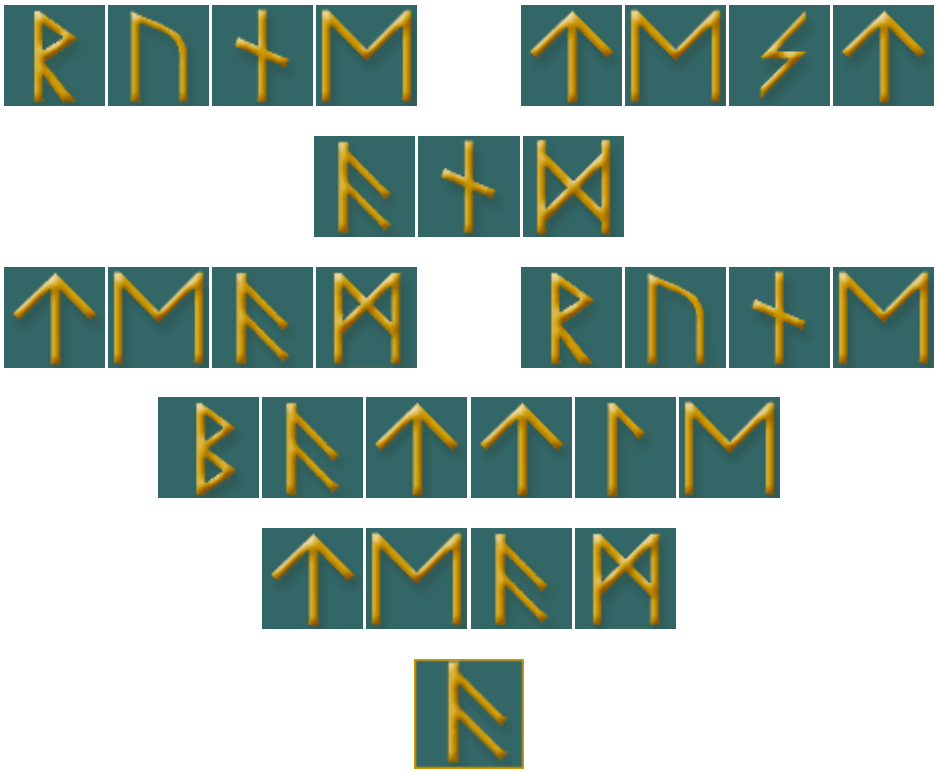
Danish Raiders, Danish Law, & Danish Kings:

The Vikings in Britain 793-1066



Translate the passage above using your rune charts; take no more than ten (10) minutes to do so. After translating the passage, divide yourselves into the designated groups. Each group should then secret itself in a room, hallway, or other relatively private location and, using only paper and pens, devise a devilishly cunning scavenger hunt for one of the other groups. Each group will have sixty (60) minutes to compose its clues and to hide them (one clue to one 8 ½ X 11-inch piece of paper) somewhere in the public and readily accessible spaces of this building. Clues may be folded and made slightly difficult to find, but not overly so: The trickery should be in the clever wording of the passage itself, NOT in the secreting of the piece of paper. Remember that rune-masters were poetic, allusive, and concise!

Each hunt must be comprised of six clues, and each clue must give logically lead to the next one in sequence. Each clue must be clearly written in legible runes of a reasonable size; each clue should be relatively short, keeping in mind the historical constraints of rune-etching. The runic passage above is meant to provide a model of clear, legible, and reasonably-sized runes in a passage of manageable length for one clue (albeit a simple one!)

Each group should keep a clearly marked “treasure-map” pin-pointing the location of each of their clues, with each clue copied down onto one master list. Each team’s master list and its related treasure-map must be provided to the task master before the contest begins. The task master is the final arbiter of fairness, justice, and glory.

Once the final five clues of each group’s hunt are all hidden, the first clue of each hunt, the master lists, and treasure-maps are all to be given into the possession of the task master; said noble official will then redistribute the starting clues, and the teams will begin their search.

The first team to return with six sequential clues from another team’s hunt—COMPLETELY AND PROPERLY TRANSLATED—will be deemed the winner, at the discretion of the task master, that final arbiter.