

# **A Viking Mystery** **A Host-Party Murder Mystery Game**



## **Game Materials**



# **A Viking Mystery**

**Created By Host-Party.com and Nora Louise Syran**

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## ADDITIONAL MATERIALS

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Berserker's Name-Calling Generator  
 Sword #1  
 Sword #2  
 Sword #3  
 Riddle Generator  
 Explanation of Riddles 1, 2, 3  
 Explanation of Riddles 4, 5, 6  
 Blank Riddle Page  
 Rune Decoder  
 Solution of King's Riddle for Round 2  
 Riddle #1-outside  
 Riddle #2-outside  
 Riddle #3-outside  
 Riddle #4-inside  
 Riddle #5-inside  
 Riddle #6-inside  
 Riddle #7-office  
 Riddle #9-office  
 Runes Revealed

## Notes From Author

Thank you for downloading a sample of this game. This is an abbreviated sample of the full game kit available for purchase. This sample should give you a basic understanding of the game and how it is played. If you have any questions, check out our Frequently Asked Questions: [http://www.host-party.com/murdermysterygame\\_faqs.asp](http://www.host-party.com/murdermysterygame_faqs.asp).

## Host Preparation

Here are a few tips to help you prepare yourself and your cast for the murder mystery.

Read the [Guide on How to Host a Host-Party Murder Mystery](#). This guide will give you all the specifics on preparing for and hosting your party. This guide should have been emailed to you upon purchase. It is also available from the Materials menu on the [Host-Party website](#).

## Guest Instructions

Playing one of our mysteries requires no special acting abilities, just a willingness to have fun. Our site gives you all the details you need to prepare for the party including character descriptions of all guests, internal information about your character (do not reveal this to others), and costume/prop recommendations.

**DO TAKE SOME TIME TO FAMILIARIZE YOURSELF** with **YOUR CHARACTER** (info provided in your invitation) and the other **CHARACTERS**. You might want to print off the character details and bring this with you to the party in order to help you sort out who is who.

During the party, each of you will be given clues. The clues provide all the information required to unlock the mystery.

Each clue is designated as a clue to be **CONCEALED** or a clue to be **REVEALED**. Conceal clues are generally information about your character that you try to hide (without lying) from the others. Reveal clues are ones that you should share with others in casual conversation. Some **CONCEAL** clues are marked **CONCEAL UNTIL CHALLENGED** at the top. Reveal this information only when appropriate--to draw attention away from yourself or defend yourself.

**ALL** of you are suspects. Anyone of you could have killed the King and stolen his sword. If you are accused, you have two options: defend yourself or accuse someone else. Listen carefully to the evidence presented and the accusations made and be sure to make your own accusations, even if they are not written down in front of you! Just be sure to stay in character. Have fun, but be sure to reveal all of the information in the **REVEAL** clue in each round.

As the game progresses, you will gather more and more information and at the end of the allotted time you will need to sift through fact and fiction to decide who is the thief and murderer.

The characters can be played to suit the comfort zone of each player. If you like the spotlight or enjoy role playing, immerse yourself in your character's persona and live the night as you think they would. You may even decide to exaggerate your character's personality for even more effect. On the other hand, if you prefer to participate in a less theatrical capacity, you may want to listen in until you get your feet wet and are feeling a bit more comfortable. Whatever your playing style, the scripted dialogue will help you get into character--feel free to improvise or read it straight from the page.

There are only a few simple rules to follow when playing our games.

Stay in Character. (Costumes are highly recommended!)

Hide/Stretch the truth...lie only if you are the murderer.

Interrogate others/Ask questions!

I hope you have a wonderful time playing "A Viking Mystery." Once you've played the game, please ask consider posting a review on the host-party site and/or sending me some feedback.  
noralouisesyran@yahoo.com Thank you-- Nora Louise Syran

# Round 1 - Meeting at the Stone Circle

## Round Instructions

ROUND ONE takes place just after your guests arrive. Before beginning this round, be sure everyone has introduced themselves using the information in the character descriptions (Use the INTRODUCTORY SPEECHES in the PRE-GAME ROUND/ROUND 0 or let your guests improvise)

THEN either Edvard the Skald, Frodde or the Host should read the following aloud:

King Harald is dead. His body lies ready for burial in his finest Viking longship, but he goes to Valhalla without his prized weapon, "Leg-Biter." Someone has stolen the sword from his deathbed. With it King Harald had fought his last fight and slain the mighty dragon, Nidhogg. But weak and shattered by the battle, he lay defenseless on his deathbed with his sword beside him. It was then someone stole his sword from his side. In our search for the sword, we've discovered the dragon Nidhogg was set loose. The chains which had shackled him for a hundred years had been broken. Someone wished our mighty leader dead. And not only has the sword been stolen, he was murdered, on his deathbed. Stabbed through the heart. Who could have stolen the great King's finest weapon? Queen Hildegaard has asked you here to the Stone Circle to help discover the identity of the thief and murderer. If any of you know of anything that might help us return the sword to our King for his life in the life to come, you must speak now.

After this opening speech, hand each guest the CONCEAL clue (meant to help your guests get "into character") and the REVEAL clues for ROUND ONE. Let them have a few moments to read and absorb the information. This moment of silence could be announced by EDVARD THE SKALD IF HE IS PLAYING.

IF there is no Skald, you, as HOST (even if playing another role) should read the Skald's part which is the introduction to this round. By asking for a moment of silence to remember their great leader, everyone will have a chance to absorb their REVEAL and CONCEAL clues for Round One.

Have the 'BERSERKER's NAME-CALLING GENERATOR' ready for the Berserker. (Fold and mark the back with 'Berserker Round 1')

ROUND ONE BEGINS WITH EDVARD THE SKALD (OR HOST) Then the guests should read their parts in the order indicated, skipping characters not playing.

Once everyone is comfortable with who is who, move on to ROUND 2.

**Round 1 Clue for Edvard the Skald**  
**AS SKALD, YOU ARE TO SPEAK FIRST: \***

IF NO SKALD IS PLAYING, THE HOST SHOULD READ THE FIRST TWO PARAGRAPHS ALOUD: Silence, everyone! King Harald is dead. Murdered. Let us have a moment of silence to remember our great leader. (Everyone should read over their clues)

ONCE EVERYONE HAS READ THEIR CLUES: I swear upon my life that what I tell is the full and complete law set down long ago by our forefathers. Listen well. The King has been murdered and his most prized possession, his sword "Leg-Biter," has been stolen. According to the law, the criminal or criminals must be banished. Outlawed. Sent from us, never to return again. This is the law.

IF SKALD IS PLAYING: I have written a few poems about the sword, if anyone would like to hear them? Once long ago in a far off land, the sword was found upon the strand ...I forget the rest...

**This clue should be revealed to others.**

**Round 1 Clue for Queen Hildegard**  
**AS QUEEN, YOU SPEAK AFTER LAWREADER: \***

IF THERE IS NO LAWREADER PLAYING, THEN SPEAK AFTER THE HOST:

I, Queen Hildegard, have asked you all here to find out who killed my husband, King Harald. Someone must know something or have seen something. Who has dishonored his memory and his grave by stealing his sword?

If you confess now, I'll be merciful. If not, the full weight of the law be upon you!

**This clue should be revealed to others.**

**Round 1 Clue for Bjørn the Berserker**  
**YOU ARE TO SPEAK AFTER THE QUEEN SPEAKS:**

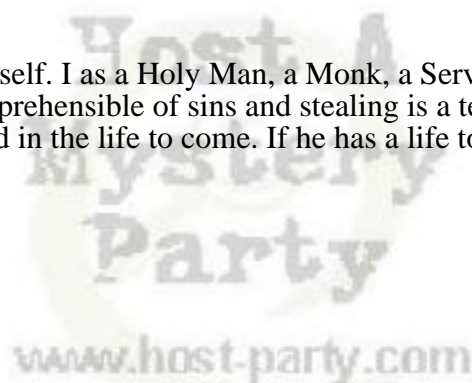
The King! The King! What will he do in the life to come without his sword? It was a fine weapon. When I, Bjørn the Berserker, the fiercest of all warriors, get my hands on whoever killed him and stole his sword... I bet it was you (to Asgood) you cowardly heathen grave-robber!



**This clue should be revealed to others.**

**Round 1 Clue for Asgood the Monk**  
**YOU ARE TO SPEAK AFTER BJØRN THE BERSERKER**  
**SPEAKS:**

Now, now, Bjørn, calm yourself. I as a Holy Man, a Monk, a Servant of the Church know that murder is indeed the most reprehensible of sins and stealing is a terrible crime, but King Harald will not be needing his sword in the life to come. If he has a life to come....



**This clue should be revealed to others.**

**Round 1 Clue for Lars Haraldsen****YOU ARE TO SPEAK AFTER ASGOOD THE MONK SPEAKS:**

Of course there is a life to come! I, Lars, son of King Harald who was the greatest of Kings, of Vikings, of men...nothing like his pitiful excuse of a younger brother, Erlend the Blacksmith. Of course there is a life to come for my father. Even I, a fifteen year old boy soon to be a man, know this. He has been gathered up and taken to Valhalla, without his sword. The shame of it! Asgood, we don't need your lecturing now. My father has been murdered, his grave dishonored and you tell us to calm down?

**This clue should be revealed to others.**

## Character Information

The information below will provide you with the basic information for each character. If you have assigned guests to the characters, these pages will include the guest name and login information. **THESE PAGES MAY INCLUDE DETAILS RELATED TO SOLVING THE MYSTERY!** You may want to avoid these pages if you intend to try to solve the mystery. This sample kit will only show the first two characters.

### King Harald (Victim)

**Description:** King Harald's body lies ready for burial in his finest Viking long ship. He lived a rich life. He knew the art of runes, the songs of birds, and was skilled at board games. He left each summer with his knights, his Jarls, for the raids on the Scottish coast. His sword, 'Leg-Biter', was a symbol of his wealth and success.



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## Suggestions from Other Hosts

Suggestions from other hosts are provided in the purchased game kit.

## Suggested Recipes

Recipes are provided in the purchased game kit.

## Other Games From Host-Party.com

Below is a list of other games available from Host-Party.com.

### A Rockin' Hot Tub Murder

A classic style murder mystery game for 8 to 12 players set in the present. Ideal for playing around a hot tub or pool or for a summer barbecue. It's electrifyin'.

### A Broken Heart Murder on Valentine's Day

"A Broken Heart Murder" is a simple to use murder mystery for 8-14 people. It's a great way to move a party, have lots of fun and entertain your guests. How exciting to celebrate with the trivia and dancing that is included, and of course a murder! Everyone is a suspect, so come join the fun!

### A Devilish Masquerade

A non-murder mystery game for at least 5 teens. A great choice as a Halloween party for teens, can be expanded to include an unlimited number of characters. A brief appearance by an adult hostess is built into the game to help set the scene.

### A Holiday Murder

This holiday murder mystery game for 8-14 party guests is a great way to move a party, have lots of fun and entertain your guests! Set in the era of the 70s & 80s, it includes trivia, dancing and of course, a murder! Come join the fun!

### A Knight's Quest

King Arthur is dying. The Knight's of the Round Table have been called together. They are to be sent on 4 quests with the final goal of finding the Holy Grail, a magic cup that will heal the King. However, Mordred and his band of evil knights will be doing everything they can to stop the Knights of the Round Table from helping the King.

### A Lethal Luau

This simple to use adult murder mystery for 10-15+ people is a great way to have lots of fun with your guests! So don your colorful Island attire and prepare for an exciting evening that spikes up a murder!

### A Licence To Murder

The party is being held at Funnymunny's Health Spa to celebrate the wedding of top secret agent James Bland, and you are invited to attend. A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

### A License To Murder

A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

### A Medieval Murder

This is a simple to use, entertaining and innuendo packed murder mystery appropriate for both first timers and regular players. The scripted dialogue enhances the rounds, and the mystery combines the fun of a medieval night with a murder most horrid!

### A Mediterranean Murder

A Mediterranean Murder is a simple to use, entertaining Murder Mystery appropriate for both first timers and regular players. Ideal for Murder Mystery fanatics who want just that little bit more complexity in their game.