Home page introduction text:

Agent, we have heard whispers of an evil plot from the data V.I.K.I.N.G.S over in Fjordhelm, and we need you to help us. Your objective is to get hold of their computer that holds their evil plan and destroy it. You need to participate in an adventure through the mountains and the seas, and prove your knowledge to the mischievous vikings in your way. Once you reach the viking base, you will need to sneakily search through their highly secured lair until you have sight of the computer. This is not just any escape; it's a test of your skills in observation, analysis, and problem-solving.

Your training as an Agent of Data has prepared you for this moment. Trust in your abilities, use every skill at your disposal, and make your escape from the evil V.I.K.I.N.G.S' lair a success. Good luck, Agent. The fate of the world rests in your hands.

Puzzle 3:

You make it to the giant mountains that have been in the distance for what feels like forever. Jakub Grey – The data viking stops and begins to talk to you. “If you are a true warrior then prove that you can throw an axe like me, then I will let you pass”

Puzzle 4:

You have reached the ancient Viking village of Fjordhelm! However, to get to the Viking base which is where the laptop is, you need to take a boat. Between you and the base sits Evelyn Scott – the data V.I.K.I.N.G in her longboat.

Puzzle 5:

You have finally reached the secret base at Fjordhelm. You try to enter through the giant main door, but it is locked. You notice a keypad to the right of the door. You are about to turn away but notice a piece of paper hidden behind the keypad.

Puzzle 6:

You have made it into the lair! Congratulations! You notice Data V.I.K.I.N.G Vi Banks’ laptop sitting on the countertop, and you know that this has the secret evil plan on it.

Puzzle 7:

You have made it into the laptop! You see the file on the desktop and click on it. There seem to be 4 different evil plans in the file, so you are not sure which one is the true plan.