

UNLOCK! KIDS

STEP-BY-STEP SOLUTIONS



IMPORTANT!



Read these solutions only if you are still stuck after looking at **the hint section**. Keep in mind that this booklet provides information likely to spoil your game experience.

INSTRUCTIONS

When you are stuck, simply go to the page corresponding to the ongoing adventure.

Song of the Sea:

- ▶ In Pursuit of Macha 2
- ▶ The Selkie's Powers 7

Wolfwalkers:

- ▶ Robyn, the young city girl 13
- ▶ Mebh, the Wolfwalker 18

The Secret of Kells:

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IN PURSUIT OF MACHA

The witch Macha trapped the feelings of magical beings! To free them, Ben and Saoirse must find Macha's house. Saoirse brings their mother's shell with her, convinced it could help them on their adventure.

Help them accomplish their mission and watch out for Macha's owls!



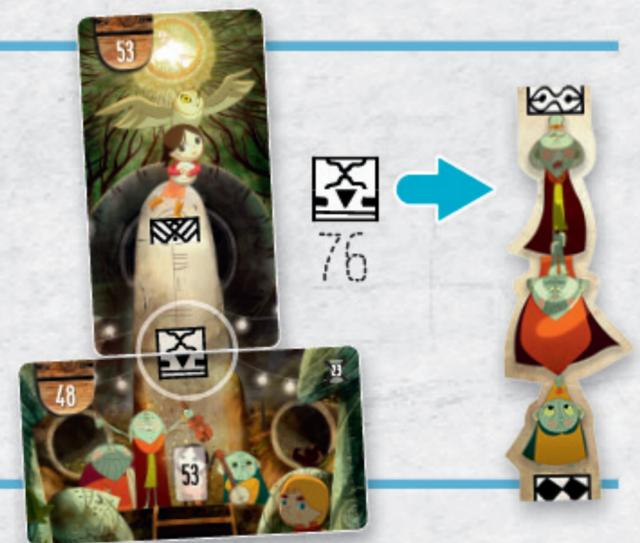
- ▶ Ben and Saoirse start by visiting the Faeries **23**. They enter through the door. Combine the half symbols on the hand **17** and the one below the door **23**. This makes a full symbol that matches one on the symbol table to enter the cave **48**.



- ▶ The Faeries greet Ben and Saoirse with music. Take card **53** and place it above the Faeries **48**.

Oh no! Macha's owl has captured Saoirse!

By combining these two cards, the Faeries make a chain with their bodies **76**.



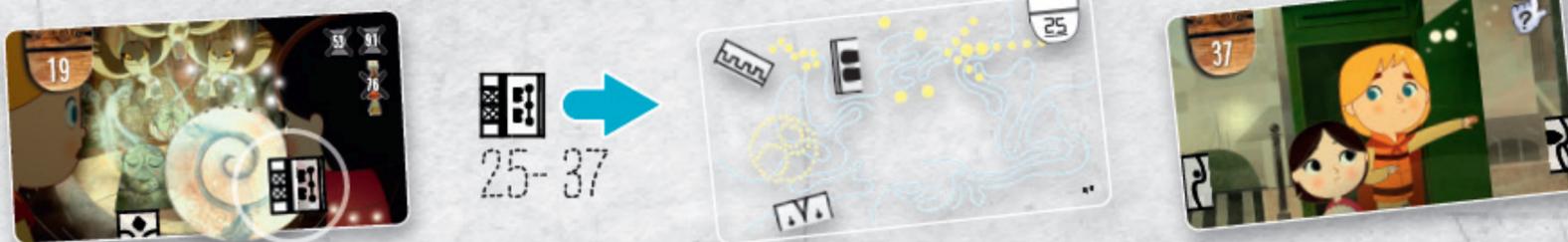
- ▶ The three Faerie characters **76** grab Saoirse by the feet **53** to save her **91**.

Ben steps in **91** and grabs the Faerie characters **76** by the feet.

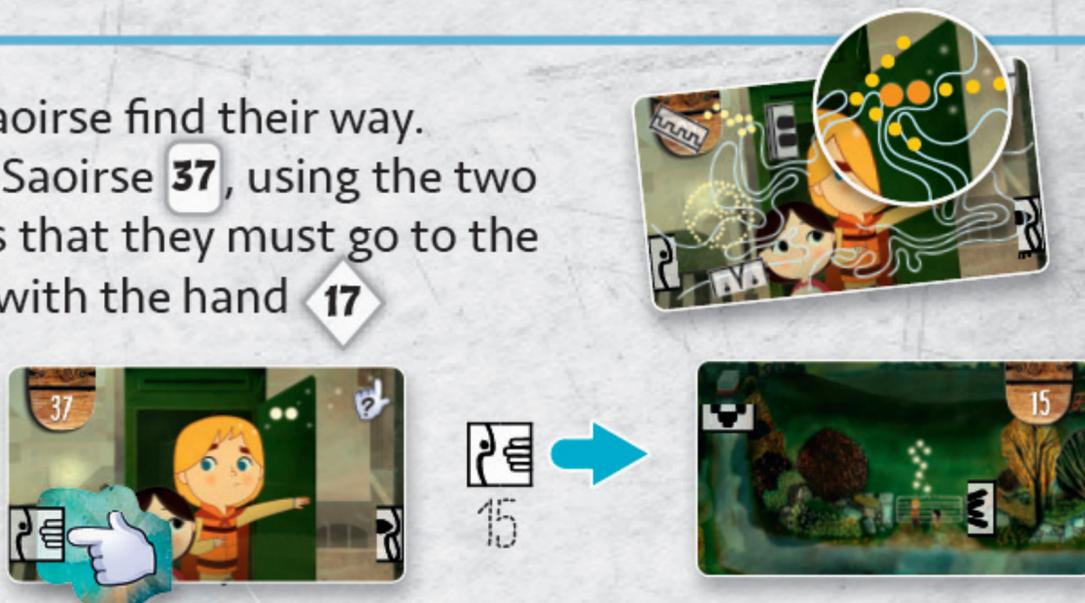
Ben prevents the owl from capturing Saoirse, and they fly away **19**.



- ▶ The owls attack the Faeries. Saoirse **19** blows into their mother's shell **42** to make the owls fly away, and it works! Ben and Saoirse leave the cave **37**, surrounded by lights **25**.



- ▶ The magical lights **25** help Ben and Saoirse find their way. Place the lights **25** on top of Ben and Saoirse **37**, using the two big lights as a guide. The arrow shows that they must go to the left. Choose the correct direction **37** with the hand **17** to make Ben and Saoirse follow the path **15**.

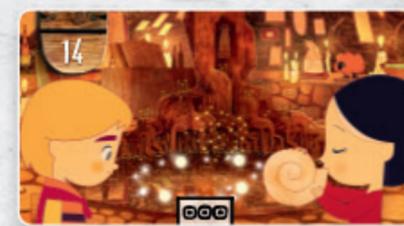


- ▶ Guided by the lights **25**, Ben and Saoirse **15** head towards a strange, small house **40**.

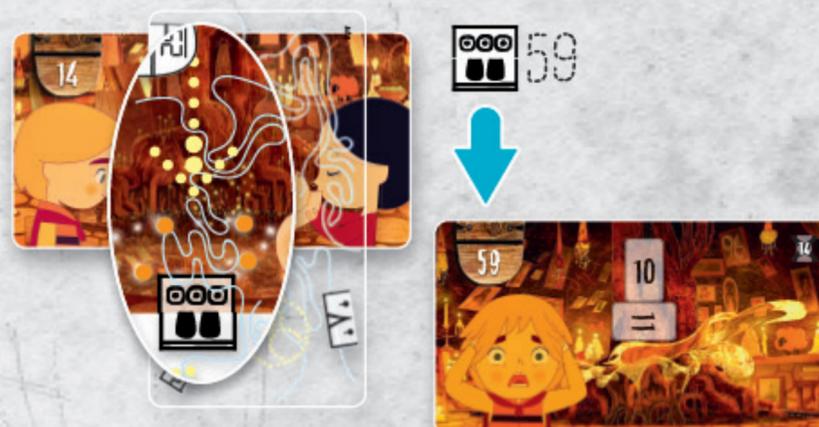


Intrigued by the house **40**, Ben and Saoirse head inside **14**.

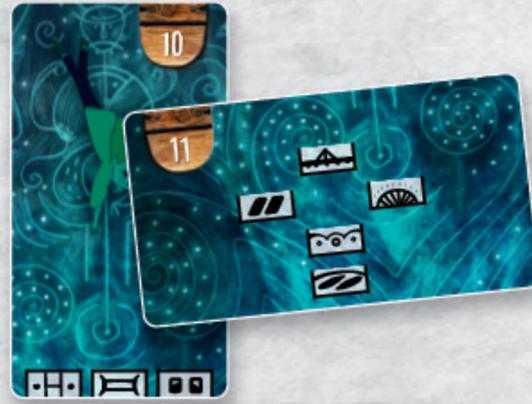
- ▶ *You notice a **29** hidden in the grass. You gather the nettles **29**.*



- ▶ Inside **14**, Saoirse sees lights. She blows into the shell to discover the rest of the path. The lights **25** form an arrow that points toward the water in the middle of the room **14**. Time to dive in **59**!

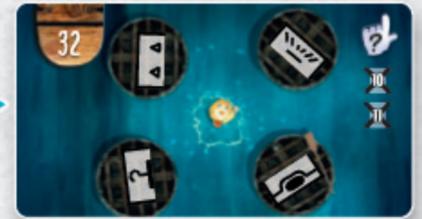
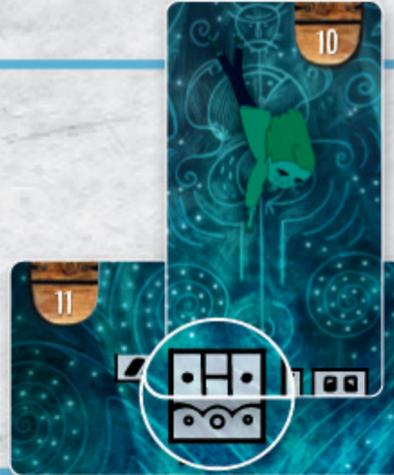


- ▶ Saoirse dives in **59**. Ben panics and decides to follow her **10 11**.



- ▶ On the wall, you notice a painting of the Giant Mac Lir **96**.

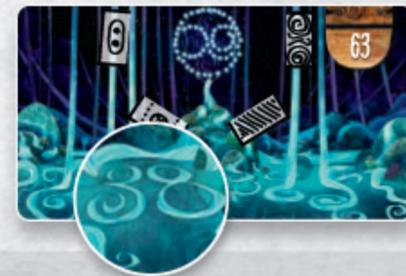
- ▶ Ben dives in to find Saoirse **10 11**. The markings on the wall guide him. Ben finds his path under water **10 11** and he finally reaches the water's surface **32**.



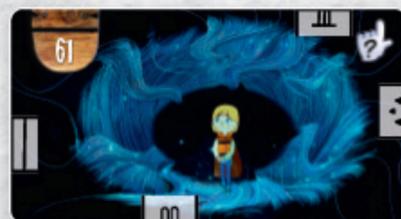
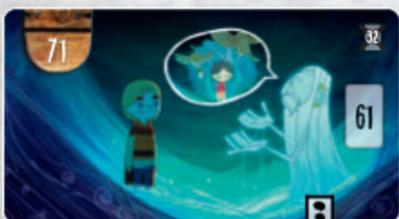
- ▶ Ben chooses, with the hand **17**, the boat with an oar **32** to continue his voyage **63**.



- ▶ Ben meets the Great Seanachai **63**. Each strand of his hair represents an unforgettable story. To figure out which strand to follow, Ben uses the lights **25** and the shape above the Great Seanachai **63**. This shape shows him the correct path to follow **71**.



- ▶ In the water, you notice a **38**. It's a ball of the Great Seanachai's hair. Take card **38**.



- ▶ The Great Seanachai **71** explains to Ben that the owls captured Saoirse and brought her to the witch Macha's hideout. By following the strand of hair held by the Great Seanachai, Ben can find Saoirse **61**.

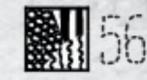
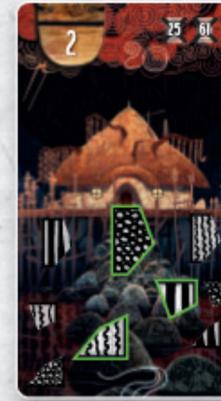
- ▶ Ben is lost in the darkness **61**, so he uses the hair **25** to find his path. Now that he's no longer lost, he can find the path that leads to Macha's house **2**.



- ▶ Ben is in front of Macha's house **2**. To reach the door, he jumps across the stones, then enters the witch's house **56**.



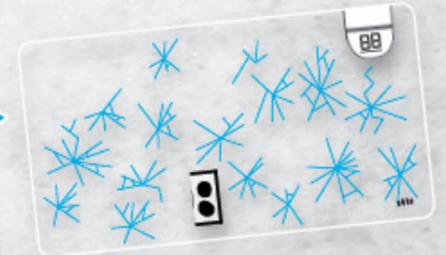
- ▶ *In the clouds, you notice a **20**. You take one of these strange stones **20**.*



- ▶ There's no trace of Saoirse in Macha's house **56**. Ben searches the house and chooses to climb the stairs **66** **73** with the hand **17**.



- ▶ Saoirse is trapped **73**. Ben helps her blow into the shell **42** to free her, which breaks the glass **88**.



- ▶ By blowing hard into the shell, Saoirse breaks Macha's jars **66** **88**. The feelings trapped inside are freed **49**!



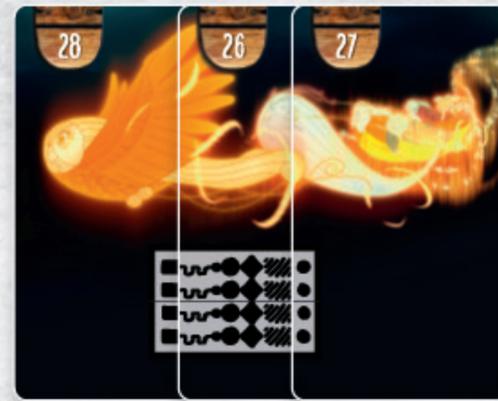
- Now that the feelings are released, take the jars for the Faeries **12**, the Great Seanachai **51**, and Macha **67**.



- ▶ Combine each jar with the right character to free their feelings.
- Combine jar **12** with the Faeries **19** to free their feelings **27**.
- Combine jar **51** with the Great Seanacháí **71** to free his feelings **26**.
- Combine jar **67** with Macha **56** to free her feelings **28**.



- ▶ Ben and Saoirse free the magical beings' feelings **28** **26** **27**, which then escape **30**.



★ CONGRATULATIONS! ★

BEN AND SAOIRSE FREED THE MAGICAL BEINGS' FEELINGS. MACHA HAD TRAPPED HER OWN FEELINGS, AND NOW THEY'RE FREE TOO!



THE SELKIE'S POWERS

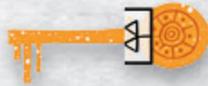
Saoirse has always been fascinated by the story of the Selkies and their magical song. One night, she blows into their mother's shell and magical lights appear around her. Curious, she decides to follow them... Help Saoirse discover her powers!



- ▶ Saoirse is in front of the closet door **44**. The lights make a **24**, which leads to a chest **24**. On the desk, other lights make a **57**, which reveals a photo of her mother **57**.



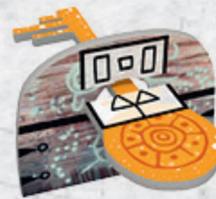
- ▶ By taking the photo **57**, Saoirse discovers a hidden key **39**.



▶ *While looking at the photo, you notice a **75**. Take the photo of Saoirse's mother **75**.*



- ▶ The key **39** lets her open the chest **24**. Amazed, Saoirse discovers what's inside **43**.



- ▶ Inside the chest **43**, Saoirse finds a coat **89** that fits her perfectly once she tries it on. She decides to head toward the beach **13**.



- ▶ Following the lights **13**, Saoirse heads into the sea **68** with the help of the hand **17**.



- ▶ Saoirse is like a fish in water and swims among the seals **68**. The lights make a 50, which shows her the path to follow **50**.



- ▶ Saoirse transforms into a seal **50** using the magical coat **68**. She's a Selkie **36**!



36



- ▶ Saoirse is so happy to swim that she jumps above the surface of the water **36**. Magical lights appear in the sky and make a **99**.



- ▶ Exhausted after her adventure, Saoirse washes up on the shore **99**. Granny and Cú, their dog, find her **62**.



- ▶ After this development, Conor, Saoirse's father, hides her magical coat **62**. Ben and Saoirse's Granny takes them to her house to distract them from the coat **58**.



- ▶ Ben and Saoirse are bored at their Granny's house **58**... Saoirse wants to relive her underwater adventure with the magical coat. She has an idea **74**.



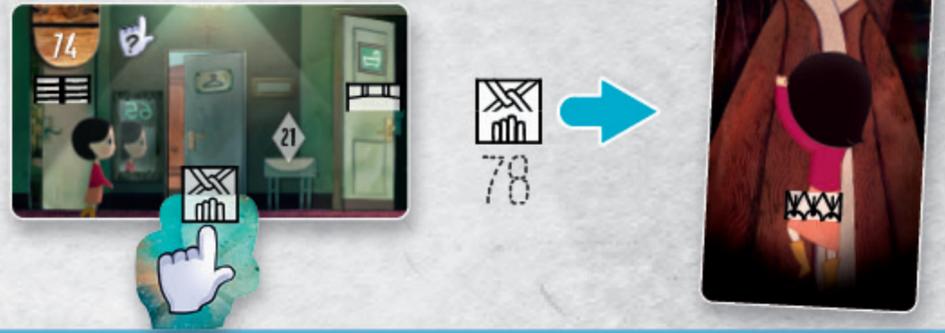
- ▶ *You notice that the cord of Ben's headphones are tangled in a weird way and make a 22. Take Ben's music player **22**.*



- ▶ Saoirse wants to find a coat and some water! Walking through the hallway **74**, she notices her reflection **65**. She also notices a little table **21**.



- ▶ Saoirse heads into her Granny's wardrobe **74**, using the hand **17**, and finds a coat **78**.



- ▶ Saoirse is too short to grab the coat. She **65** stands on the little table **21** to reach the coat **78**. She can grab it **8**! Now that Saoirse has a coat, she only needs water! Where can she find some?



- ▶ Walking through the hallway **74**, Saoirse heads into the bathroom **80**, using the hand **17**.



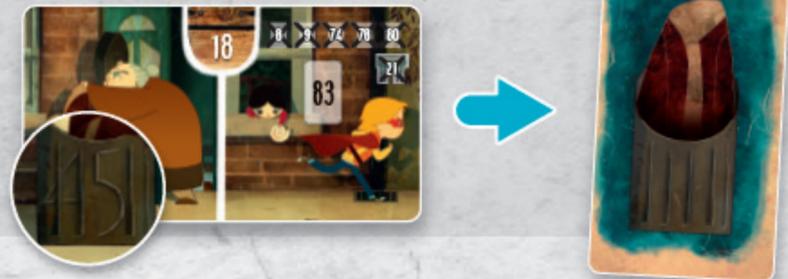
- ▶ With the coat **8** Saoirse sits in the tub full of water **80**, hoping to transform into a seal **9**.



- ▶ Saoirse doesn't transform and Granny is angry since the coat is ruined **18**!
- ▶ While her granny throws away the coat, Ben and Saoirse run away back home **83**.



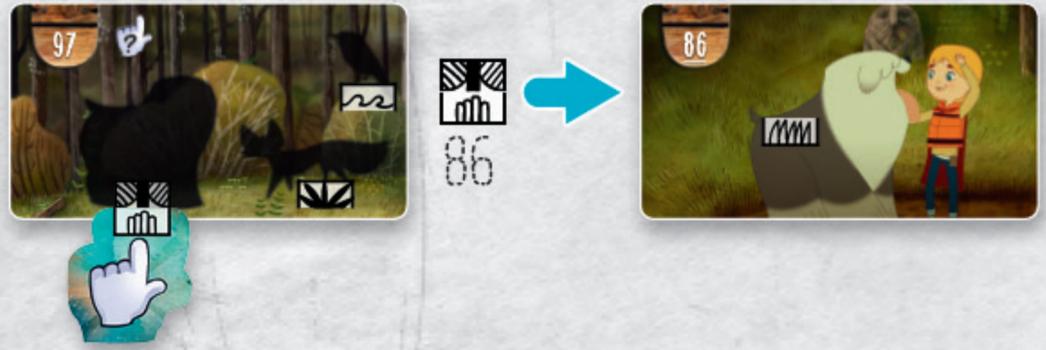
- ▶ *While taking a closer look at the trash can, you notice a **45**. Take the coat **45**.*



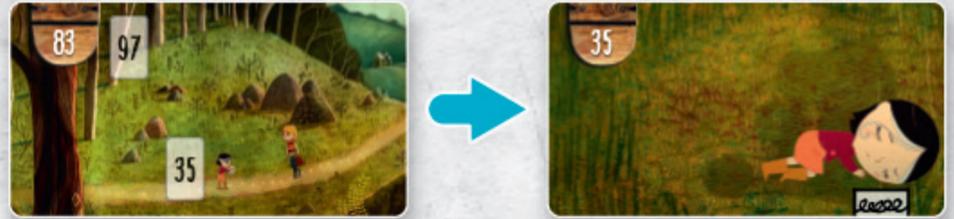
- ▶ While Ben and Saoirse are in the forest **83**, they notice shapes among the trees **97**.



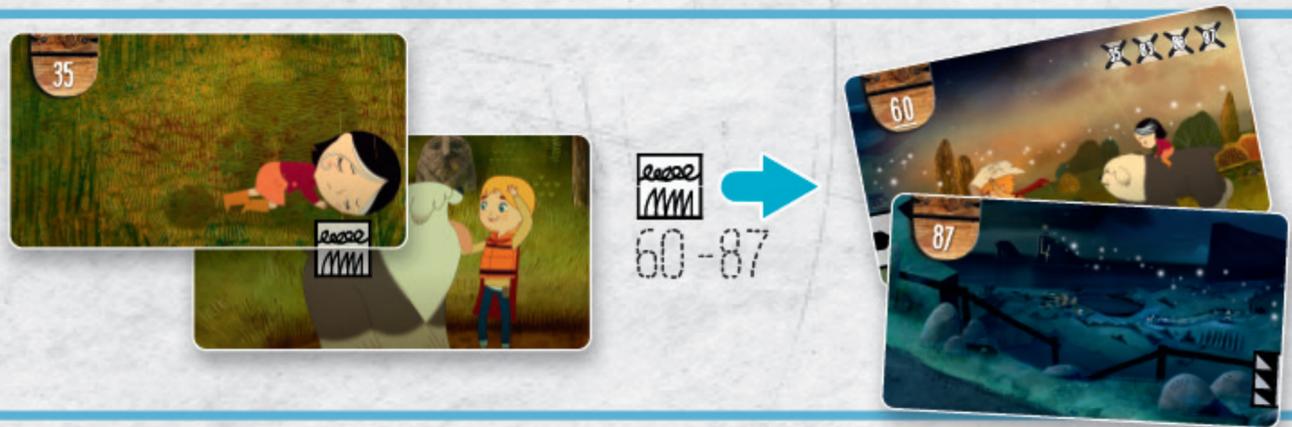
- ▶ One of these shadows looks like Cú, Ben and Saoirse's dog. Ben heads towards the shape **97**, using the hand **17**. It really is Cú **86**! Ben is happy to have found him!



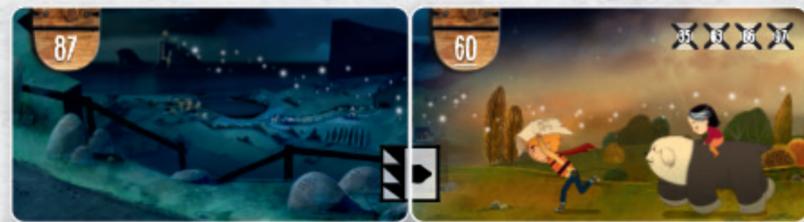
- ▶ Ben notices that Saoirse doesn't feel well **83**. Saoirse is weak and can no longer walk **35**.



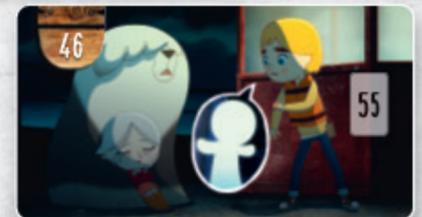
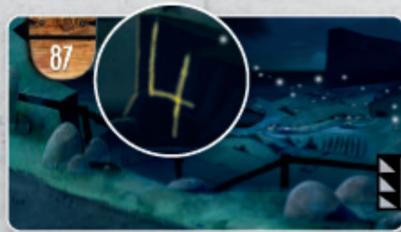
- ▶ Cú **86** can carry Saoirse on his back **35**! They follow the path **60** **87**.



- ▶ Ben, Saoirse, and Cú hurry along **60**. Their father's lighthouse isn't very far away now **87**. They arrive just as night falls **46**.



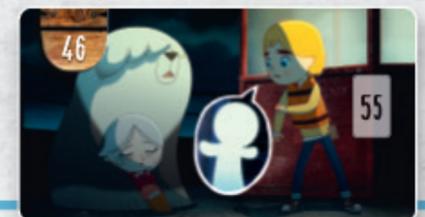
- ▶ *By looking closely, you notice a 4 in the distance. Take the lighthouse **4** card.*



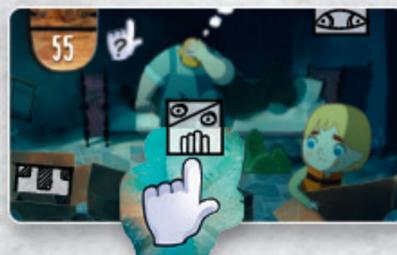
- ▶ *You also notice a 33 on the map Ben drew. Take card **33**.*



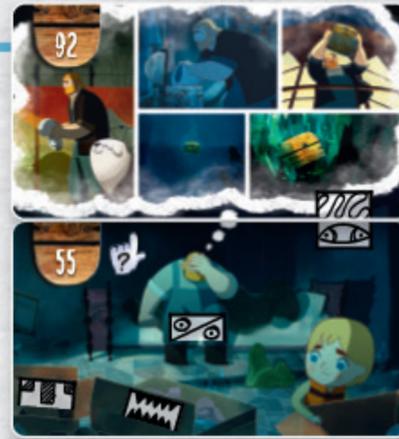
- ▶ Saoirse is becoming sicker and sicker **46**! Ben heads off to look for the magical coat to heal Saoirse **55**.



- ▶ Conor is worried **55**. Ben asks him if he knows where the magical coat is, using the hand **17**. Conor tells him what he did with the coat **92**.



- ▶ Conor tells Ben that he threw the magical coat in the water **92 55**. They must go find it in the ocean **84**.



84



- ▶ Conor, Ben, Saoirse, and Cú prepare a small boat to head to sea **84** and find the magical coat **81**.

- ▶ Ben dives into the water **81** and sees lights that make a 47. The chest with the coat is in the depths of the ocean **47**.

- ▶ Ben found the chest **47**! One of the seals helps him and gives him the key to the chest **94**.

Ben opens the chest **47** with the key **94**. He grabs the coat and swims to the surface **82**.



82



- ▶ Ben manages to retrieve the magical coat **95**. He swims to the surface and climbs back in the boat. He has to hurry to save Saoirse **70**.



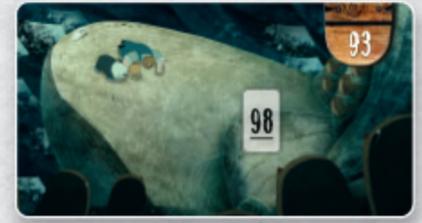
70



- ▶ On the boat **70**, Ben and Conor dress Saoirse in the magical coat **95** to heal her **93**.

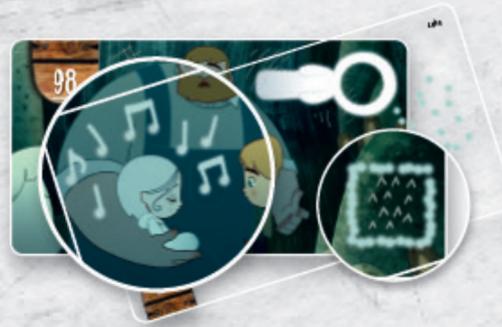


- ▶ Ben, Saoirse, Conor, and Cú are battered by waves. They end up on a rock **93**. Saoirse is not out of danger yet **98**.



- ▶ It's been said that the Selkies' song is magical. Saoirse must find her voice and sing to get better.

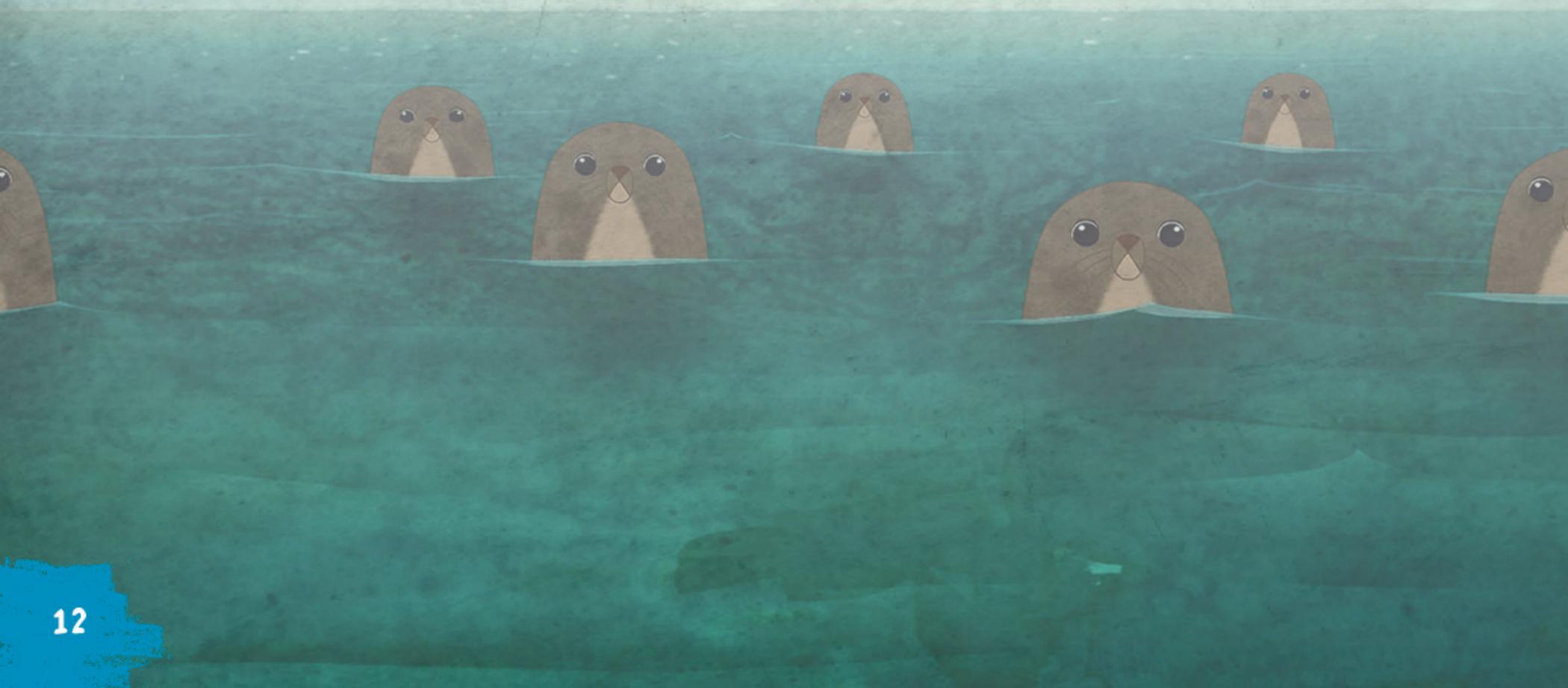
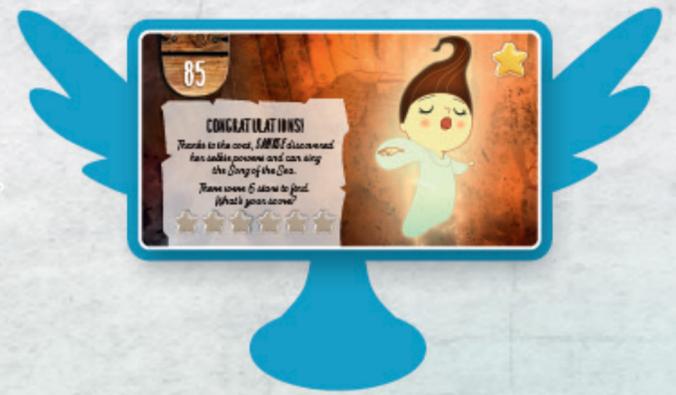
Saoirse manages to sing **98 95**, thanks to her Selkie powers. She's saved **85**.



85

★ CONGRATULATIONS! ★

YOU SAVED SAOIRSE WITH HER SELKIE POWERS. SHE FOUND HER VOICE AND CAN SING THE SONG OF THE SEA.





ROBYN, THE YOUNG CITY GIRL

Robyn dreams of adventure and wants to hunt wolves, just like her father. Unfortunately, she is stuck in the city, trapped by her daily chores. This leaves her with barely any time to practice with her crossbow.

Help her escape the city and go on the hunt.



- ▶ Robyn is stuck in the city **2**. She wonders how to get over the high walls of Kilkenny **17**.



- ▶ *At the bottom of the wall, you notice a 30. A little squirrel watches you* **30**.



- ▶ Robyn does her daily chores in the castle **3**. The guard is sleeping, so she sneakily takes his crossbow **11**.



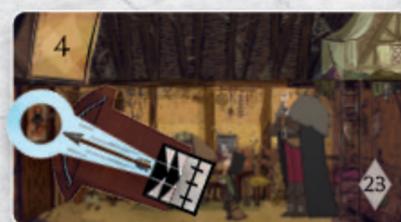
- ▶ After finishing her chores, Robyn returns home **4**, where she finds Merlyn **23**, her loyal falcon.



- ▶ In front of the walls of Kilkenny **2**, Robyn sends Merlyn **23** to gather an arrow **24**.



- ▶ Using the arrow **24** and crossbow **11**, Robyn can practice with her crossbow at home **4**. She is skilled and shoots right in the bull's-eye **9**!

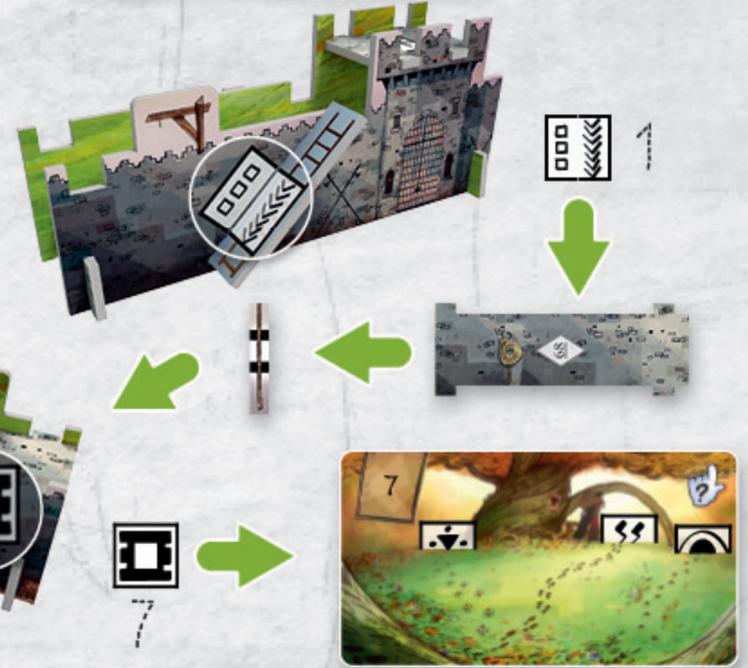


She is now ready to use a bigger arrow **29**.

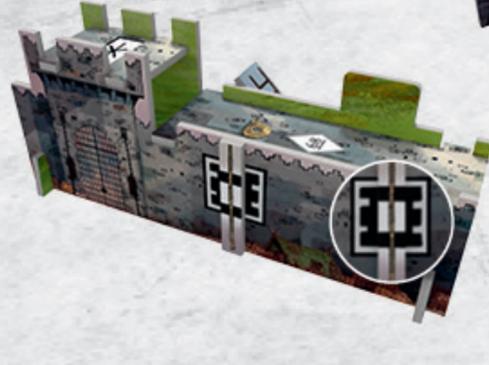
- ▶ Robyn notices a ladder near the walls of Kilkenny **2**. She shoots her crossbow **11** with her new arrow **29**. Bingo! She can reach the ladder **18**!



- ▶ Robyn scales the wall **17** using the ladder **18**. She climbs all the way up **1**. On the rampart, she finds a rope **68**, which she can use to climb down the other side.



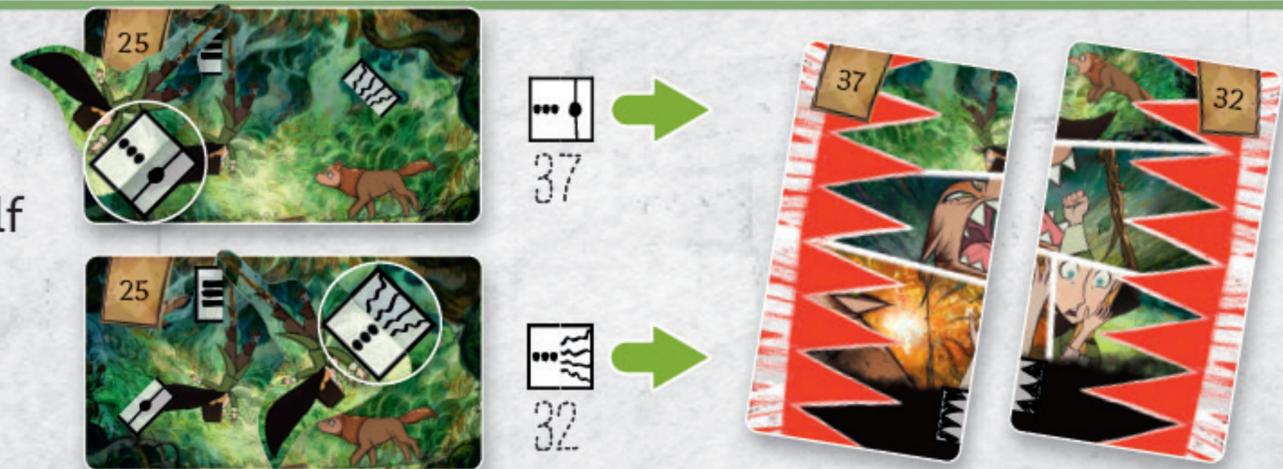
- Using the rope **68** to climb down the wall **17**, she successfully escapes the city **7**!



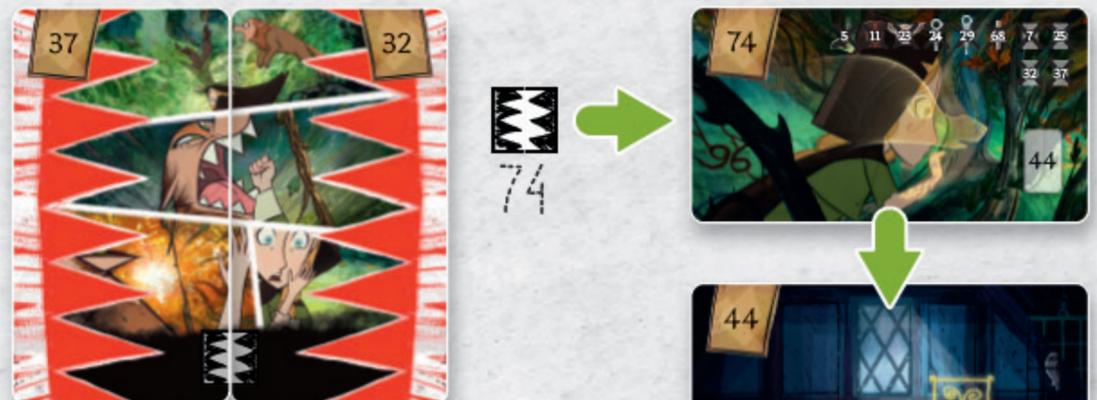
- ▶ Robyn has reached the forest **7**! She follows wolf paw prints, using the hand **59**, and heads even deeper into the forest **25**.



- ▶ Robyn has fallen into a trap **25**! She tries to free herself by swinging **5** back **37** and forth **32**.



- ▶ Robyn can't break free... Suddenly a wolf jumps on her and chews the vine trapping her, but also bites her arm **37** **32**. Robyn is now free, but in shock **74**.



- ▶ Frightened, Robyn flees **74** and returns to her home **44**.



- ▶ *In the shadow of the trees, you see a 96. A stag is hidden in the woods **96**.*



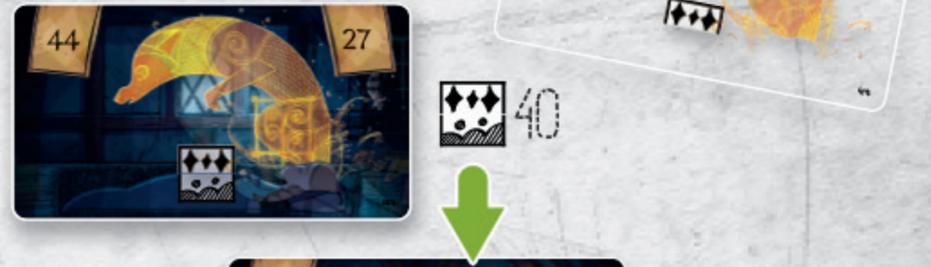


- ▶ Robyn falls asleep in her bed **44**. Her sleep is restless and her breath forms a magical aura that forms a full symbol. Take card **39**.



- ▶ As Robyn sleeps **39**, she sees the image of a wolf **27** in her dreams.

- ▶ Robyn senses something change within her **44**. While she sleeps, she transforms into a wolf **27**. Robyn is now a Wolfwalker **40**!



- ▶ In her room **40**, Robyn is now in her wolf form **42** **56**. She also has heightened senses **45**.

She smells a special scent **40** and uses her wolf nose **45** to discover its source **41**.

She can now identify danger in various scents.



- ▶ Careful! Robyn's father doesn't recognize her and only sees a wolf. He's a threat to her **41**! Robyn has to flee, so she escapes **42** through the window **40**. She hides in the streets of Kilkenny **62**.



- ▶ Soldiers patrol the city **62**. Robyn sneaks around **56** and tries to flee **60**.



- ▶ *In the shadows of the alley, you notice a **77**. A weasel peeks out from the shadows **77**.*



- ▶ The soldiers **60** have noticed Robyn! She uses her Wolfwalker nose **45** to find a safe direction **61**.

She flees **42** far from the soldiers **60** and ends up in front of the gates to the city **65**.



61



65

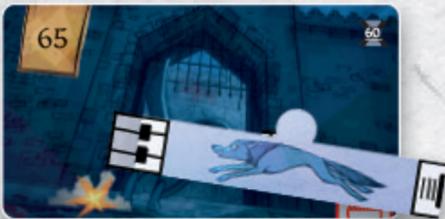


- ▶ Robyn is pursued by the soldiers, who fire arrows at her. She has to choose a direction **65** quickly. She uses her Wolfwalker ears **45** to listen for danger **66**.

She hears the soldiers **66**! She has to flee **42** to the other side **65**. She climbs up the walls to escape the soldiers **70**.



66



70



- ▶ Robyn surveys the city **70**, but arrows are firing from all directions! Using her Wolfwalker ears **45**, she can sense the arrows' trajectories **71**. She escapes **42** while avoiding the arrows **70** and ends up in the City Square of Kilkenny **50 51**.



71



50-51



- ▶ Robyn has to choose an alley to flee down **50 51**, so she uses her Wolfwalker nose **45** to sniff out a safe one **52**!



52





Using her Wolfwalker nose **45**, Robyn can identify the scents coming from these alleys **52**. She eliminates the paths with soldiers (red) and her father (purple). Since she's still in her wolf form, he is a threat to her. The last two scents are harmless.



▶ Robyn then uses her ears **45**. She hears sounds coming from certain alleys **53** **54**, and decides it's best to avoid them. There are only two alleys left, and a soldier is guarding one of them! She should stay away from him too.



▶ Robyn **56** heads down the alley without any threats **51**. She finally reaches the city walls **47**!



▶ Robyn jumps to the top of the city walls **47**. By jumping **56** to the top **17**, she finally escapes the city, safe and sound **75**!

▶ *At the top of the tower, she notices a shape hidden amongst the stones that looks like a **94**! What's a rabbit **94** doing up here?*



★ CONGRATULATIONS! ★

ROBYN IS NOW A WOLF WALKER AND HAS DISCOVERED HER POWERS! BUT HER ADVENTURE ISN'T OVER YET! PLAY THE NEXT ADVENTURE TO DISCOVER THE END OF ROBYN'S STORY.



MEBH, THE WOLFWALKER

Mebh is a Wolfwalker: Human while awake and wolf while asleep. Her mission is to protect the forest and chase away humans. Her mother is also a Wolfwalker, but she disappeared in her wolf form. Mebh is the only forest protector now. Help Mebh chase away the humans and find her mother.



► Mebh senses the presence of multiple humans in the forest **13**.

She decides to take care of the human laying traps in the forest. Using the hand **59**, she heads into that part of the forest **7**.



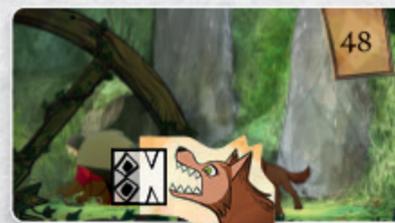
► *In the heart of the forest, Mebh notices a 96. There's a majestic stag in the clearing **96**.*



► Mebh notices a man in the distance. She follows his footsteps **7** and quietly approaches him **59** until she's right behind him **48**.



► The man is laying a trap **48**. Mebh takes advantage of his turned back to bite his behind **43**! She hopes he runs out of the forest **10**.



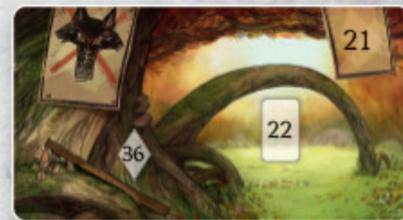
► The man flees **10**, more from fright than from pain!

Flip card **10**. This part of the forest is free of humans! Place card **10** on the forest **13**.

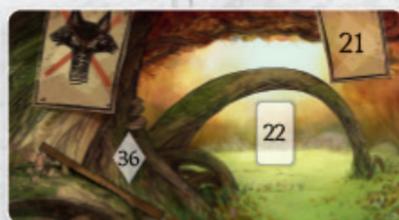




- ▶ Now that the man is gone, Mebh can make sure there are no other traps left in the forest **13** by using the hand **59**. She looks closely at this part of the forest **21**.



- ▶ At first glance, this area of the forest **21** seems safe. Mebh takes a stick **36** and continues exploring **22**.



- ▶ One part of the forest seems strange **22**. She notices a wolf trap among the grass **14**.



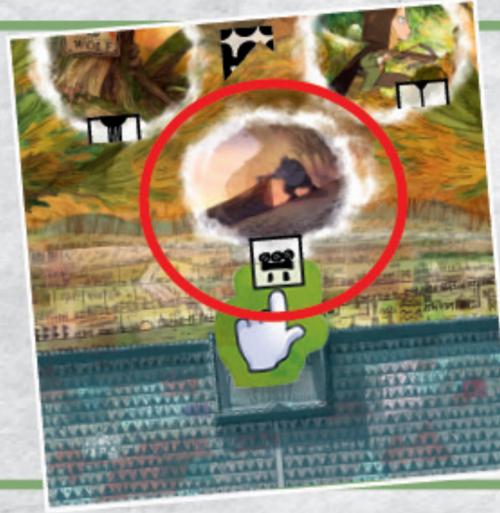
- ▶ Mebh must get rid of this trap! She decides to lay her stick **36** in the trap **14**. It closes on the stick **79**!



- ▶ Now that the trap is triggered **79**, it no longer poses any danger! Flip card **79**. This part of the forest is free of humans! Place card **79** on the forest **13**.



- ▶ In another part of the forest **13**, Mebh notices woodcutters chopping down trees. Using the hand **59**, she decides to chase them away **20**.



- ▶ There are quite a few woodcutters **20**. Mebh cannot make them leave by herself. Fortunately, she can count on her wolf pack **64** to help.



The wolves threaten each and every woodcutter until they leave. Place the wolves **64** so that each hole in this component reveals a woodcutter's face. This will reveal a full symbol that you can find in the symbol table. Take card **26**.



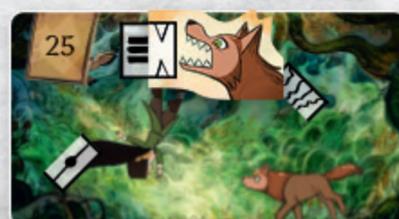
- ▶ The woodcutters flee **26**. They won't be coming back to the forest anytime soon. Flip card **26**. This part of the forest is free of humans! Place card **26** on the forest **13**.



- ▶ There is only one human left in the forest **13**. Using the hand **59**, Mebh goes to face her **25**.



- ▶ The human is caught in a trap **25**! Mebh has to free her if she wants her to leave the forest. Mebh chews **43** the vine that restrains the human **32 37**.





- ▶ The human struggles and is frightened **37** **32**. Mebh gnaws through the vine that traps the human, but hurts her in the process **35**.



- ▶ Mebh wants to apologize **35** and use her Wolfwalker powers **6** to heal the human **55**.



- ▶ The human is scared and runs away **55**, far from the forest.

Flip card **55**. This part of the forest is free of humans! Place card **55** on the forest **13**.



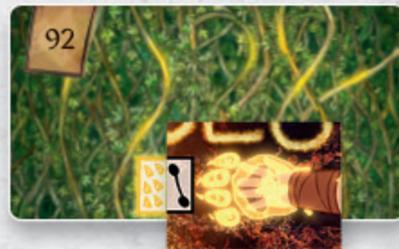
- ▶ Mebh has finished her mission. The forest **13** is completely free of humans!

All the cards together form a full symbol that you can find in the symbol table.

She can now return to her cave **92**.



- ▶ To enter her cave **92**, Mebh must use her Wolfwalker powers **6**. The vines form a 28 and part **28**.



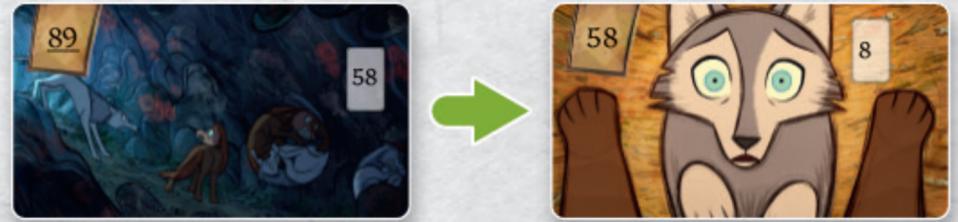
- ▶ Mebh returns home **28**, to the cave where her mother still sleeps **89**.



▶ *On the path, she sees a 30. It's a squirrel hiding the grass 30.*



- ▶ While Mebh continues into the cave **89**, a strange wolf jumps on top of her **58**!



- ▶ Mebh doesn't recognize this wolf **58**. However, her face seems familiar **8**. Mebh remembers this face **8**! She's the human she saved earlier! After being bitten by Mebh, she became a Wolfwalker **80**.



- ▶ Mebh and the new Wolfwalker, Robyn, officially meet each other **80**! Mebh can teach Robyn to use her Wolfwalker powers, and Robyn is happy to find an ally and friend. They go explore the forest together **73**.



- ▶ They run through the forest **73**! With their wild pace, they eventually reach a cliff **84**.



- ▶ *In the forest, the two wolves notice a **94**. It's a rabbit **94**, hiding from the wolves running about!*

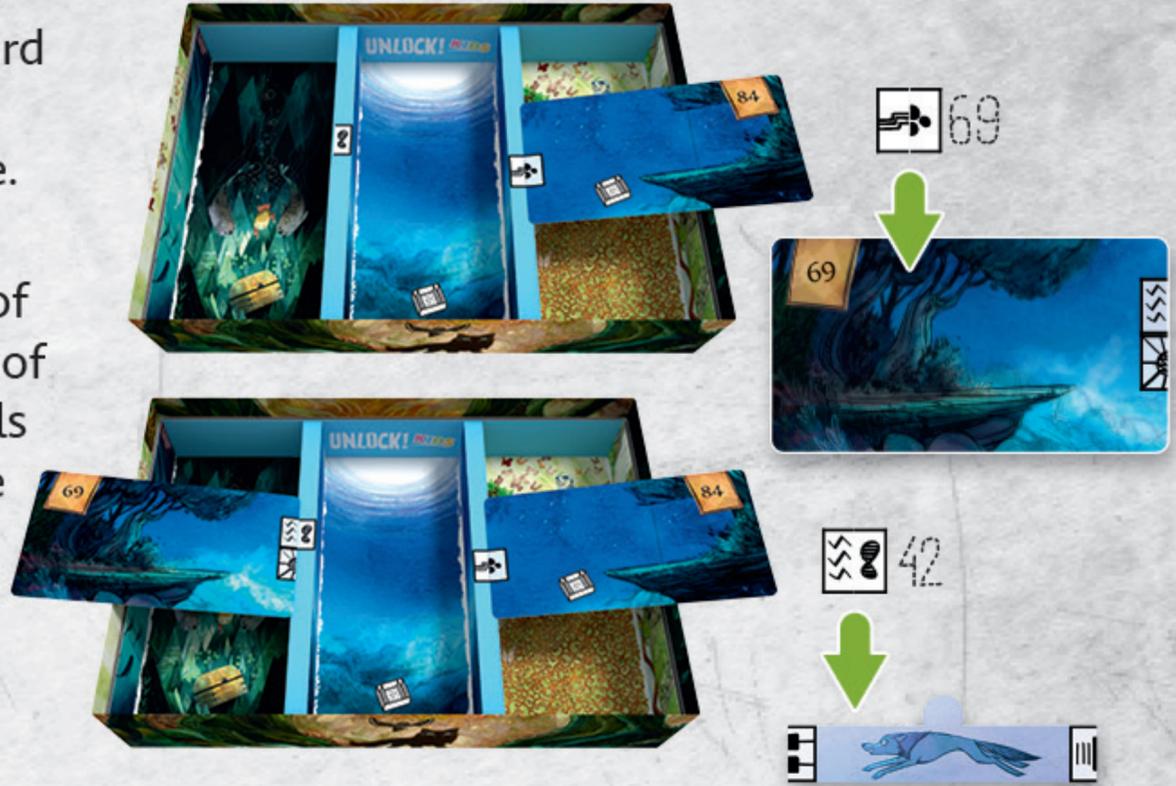


- ▶ Mebh and Robyn reach the edge of the cliff **84**. They see the gap below their paws .





- By balancing card **84** on the cardboard insert , you reveal a full symbol that you can find in the symbol table. Take card **69**.



This is the cliff **69** on the other side of the gap. Balance it on the other side of the cardboard insert . This reveals a full symbol that you can find in the symbol table. Take component **42**.

- Mebh **33** and Robyn **42** can jump together across the gap and reach the other cliff **69**.

By balancing Mebh **33** and Robyn **42** on the cardboard insert , this makes two full symbols that you can find in the symbol table. Take cards **87** and **99**.



★ CONGRATULATIONS! ★

**MEBH HAS RID THE FOREST OF ALL HUMANS AND BECOME FRIENDS WITH ROBYN!
BUT THEIR ADVENTURES AREN'T OVER YET.
PLAY THE NEXT ADVENTURE TO DISCOVER THE END OF MEBH'S STORY.**

SAVING MOLL, MEBH'S MOTHER

If you played the other adventures, *Robyn, the young city girl* and *Mebh, the Wolfwalker*, you realized that the scent Robyn smelled in the city came from Moll, Mebh's mother. The two Wolfwalker friends, Robyn and Mebh, decide to go to Kilkenny to save Moll **31**!



► Mebh **33** and Robyn **42** have reached the walls of Kilkenny **31**. They follow the scent that leads to the city castle **85**!



► In one of the castle rooms **85**, Moll is imprisoned in a cage **90**, still in her wolf form.



► Robyn and Mebh must find a way to open the cage **90**. The shadow on the wall helps them understand how to free Moll. Using the hand **59**, Mebh and Robyn open the cage and free Moll **95**.



► Mebh **33**, Robyn **42**, and Moll **95** are reunited. They flee **86**.

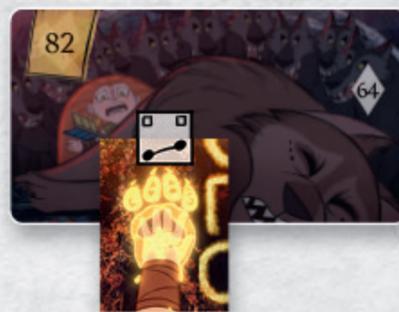


► The three wolves jump into the water from a castle window **86**. Soldiers prepare to fire at them **81** and Moll is wounded by an arrow **82**.

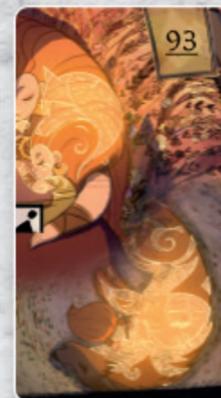




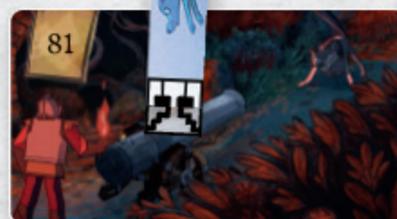
- ▶ Mebh's mother is hurt **82**! Mebh uses her Wolfwalker powers **6** to save her **83**. The wolf pack **64** arrives to lend Mebh a hand...



- ▶ Mebh's mother is wounded by an arrow **24**. Mebh must remove this arrow very carefully **83** to save her mother **93**. Slide the arrow **24** from Moll's body. Mebh removes the arrow and focuses her Wolfwalker powers on healing her mother **93**.



- ▶ Robyn faces the soldiers and their cannon **81**. To change the direction of the cannon, she jumps **42** on top of it. She disables the cannon, but ends up surrounded by soldiers **91**.



- ▶ Soldiers threaten Robyn **91**. She cannot stop them by herself. Fortunately, the wolf pack **64** arrives to save her. Place the wolves **64** so that the holes in this component reveal the soldiers and weapon that threaten Robyn. You reveal a full symbol that you can find in the symbol table. Take card **76**.



- ▶ The soldiers flee. Now Robyn can focus her Wolfwalker powers on healing Moll **76**. Robyn **76** and Mebh **93** focus their efforts, but it's not enough! They need help from the wolf pack **64** to have enough magical power to save Moll **76**. Take card **97**.



★ CONGRATULATIONS! ★

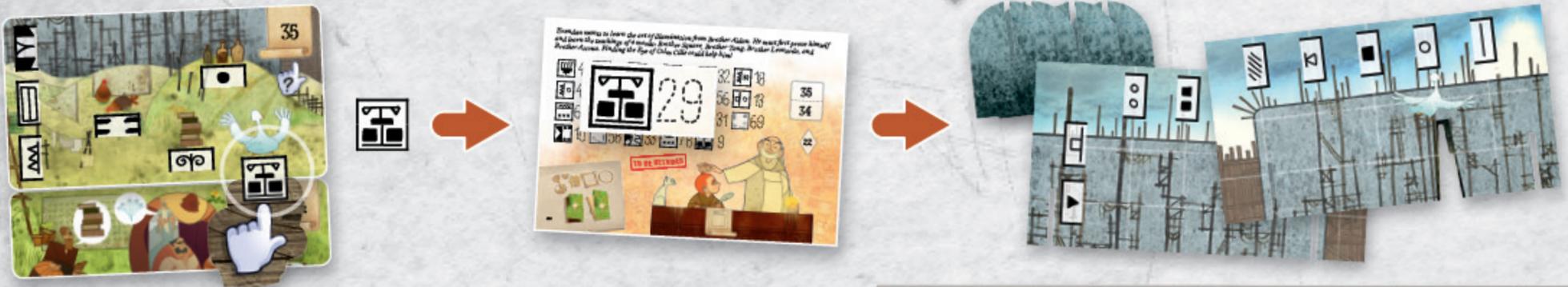
MEBH AND ROBYN FOUND MOLL AND SAVED HER FROM THE CITY SOLDIERS!

THE EYE OF COLM CILLE

Brendan wants to learn the art of illumination from Brother Aidan. He must first prove himself by finding the Eye of Colm Cille and learning the teachings of the 4 monks: Brother Square, Brother Tang, Brother Leonardo, and Brother Assoua.



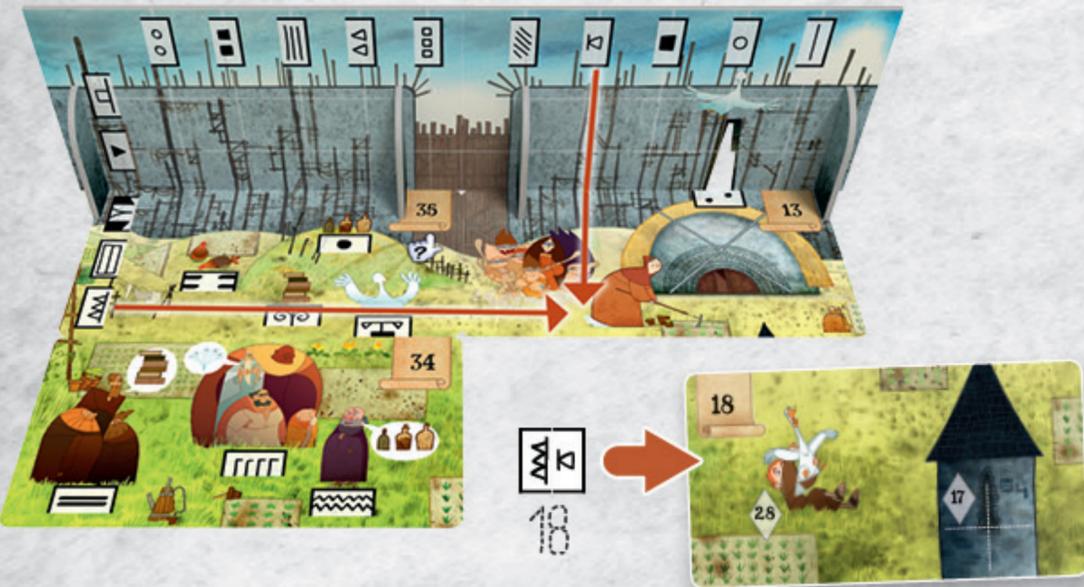
- ▶ Brothers Square, Tang, Leonardo, and Assoua need goose feathers **34**. Brendan saw a goose **35** and tried to catch it to take its feathers. Combine the half symbols on the hand **22** and in front of the goose **35**. This makes a full symbol that you can find on the symbol table. Now you can assemble the wall of Kells **29**.



- ▶ The goose fled towards the wall of Kells **29**. Brendan must find the exact spot where the goose is hiding **29** and try to catch it. Combine the half symbols above and to the left of the goose to follow it **13**.



- ▶ The goose escaped **13**! Where could it be? Brendan searches the courtyard and finds it hidden under a peasant's skirts **13**! Combine the half symbols above and to the left of the goose to finally catch it **18**!



- ▶ *By looking at the group playing hurling (a traditional Irish sport), you notice a hidden number 70. Take the hurling stick **70**.*



- ▶ *The stones of the tower have a strange shape... They make a 64! Between the stones you find a key **64**.*



- ▶ Brendan catches the goose and now takes some of its feathers **28**.



The chase led Brendan to the tower of Kells **17**.

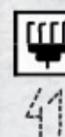
Assemble the tower and place it on its space. Brendan heads inside **33**.



▶ *Abbot Cellach is working in his tower. You notice him drawing a 4 with chalk. Take the piece of chalk **4**.*



- ▶ Brendan finally brings the feathers to Brothers Square, Tang, Leonardo, and Assoua **34**. He can now enter the scriptorium **41**.



- ▶ Once you assemble the scriptorium **41**, Brendan can head inside. This is where the monks work on transcribing books and illuminating their pages **59**.



- ▶ Inside the scriptorium, Brendan finds Brother Aidan **59**. To make ink, Brother Aidan needs a special berry that grows inside the forest of Kells. Brendan must head outside the abbey **27** to find it.



- ▶ Brendan is not allowed to leave Kells. He searches along the wall **13**, and finds a gap in the wall **29**. He quietly sneaks through **27** to head into the forest **54**.



- ▶ In the woods **54**, Brendan finds Aisling, a forest spirit, and her wolves. Brendan asks her, using the hand **41**, where to find the berry tree. She shows him the path **47**.



- ▶ Aisling guides Brendan to the tree **47** but the berries only grow at the top. Brendan must climb the tree **30**! Brendan finds the berry **60** at the top of the tree **30**, and must carefully climb down by taking the right path! To do so, assemble the tree so that a path is connected from the top to the bottom of the tree.



▶ *When looking at the forest, you notice a 5. It's a little flower sprig **5**.*



- ▶ Brendan brings the berries **60** to Brother Aidan **59** so he can make ink **21**.



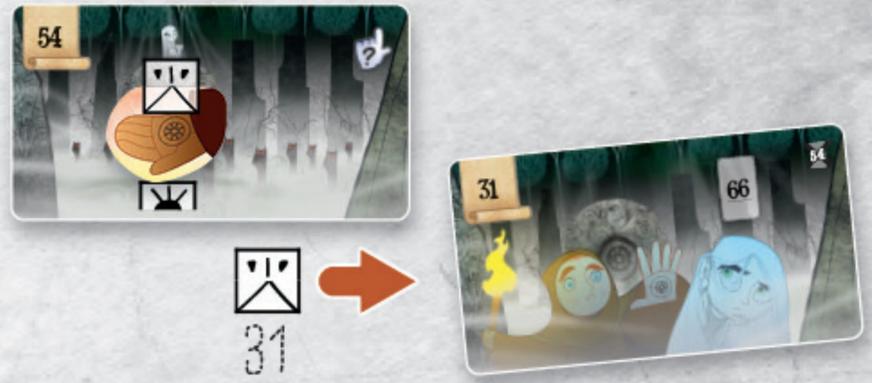
- ▶ With the ink, Brendan can study illumination **21**. Unfortunately, he still needs an important tool to continue his apprenticeship: the Eye of Colm Cille. By placing his hand on the page with the crystal drawn in ink, Brendan stamps it on his own hand **36**. He must ask for help to find the Eye of Colm Cille.



▶ *By looking at the ink closely, you see a 2 in the liquid. Take card **2**.*

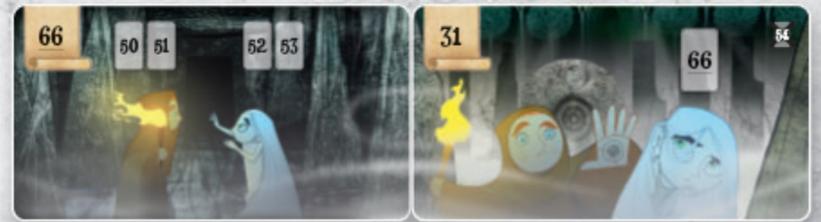


- ▶ Brendan remembers seeing the symbol of the Eye of Colm Cille in the forest **54**! He returns to Aisling to ask if she knows where to find the Eye of Colm Cille **36**. Aisling agrees to answer Brendan's questions **31**.

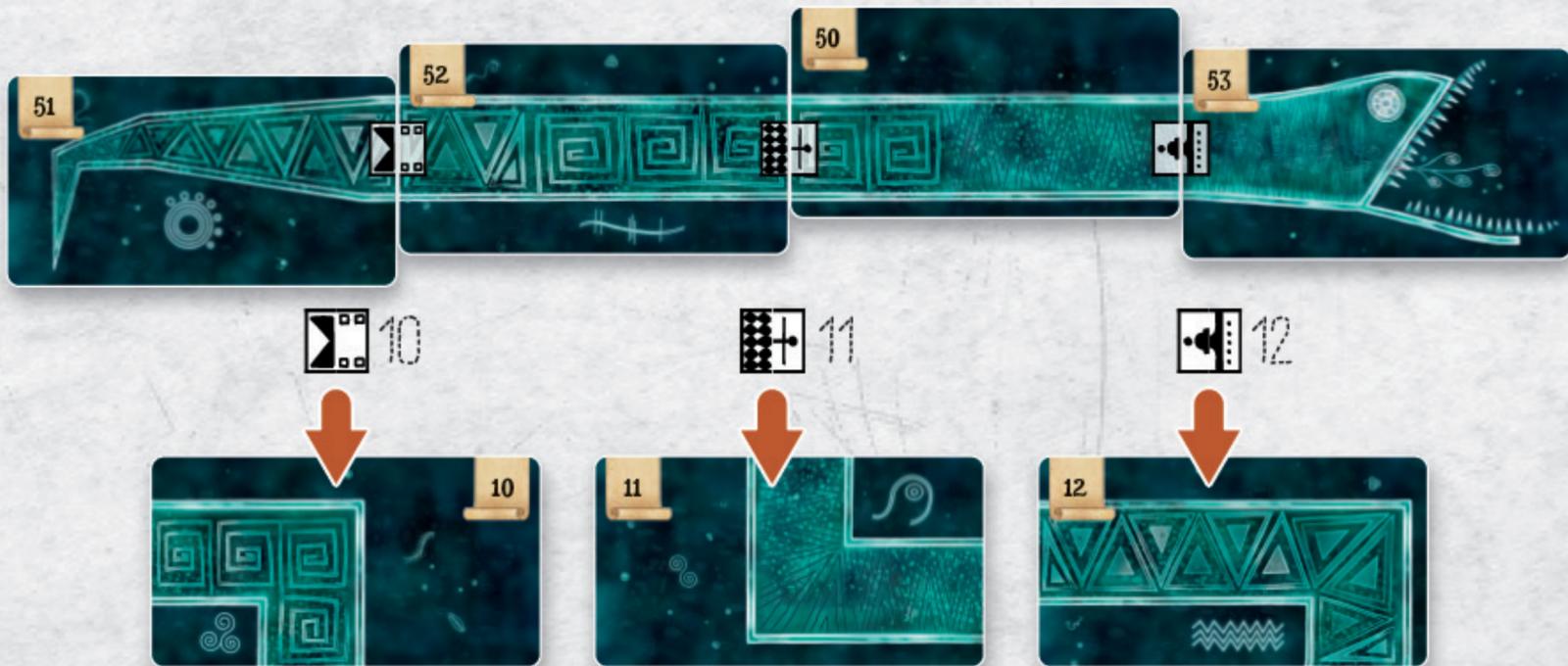


- ▶ Aisling is scared of Crom Cruach **31**, but she guides Brendan to the monster's lair **66**.

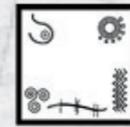
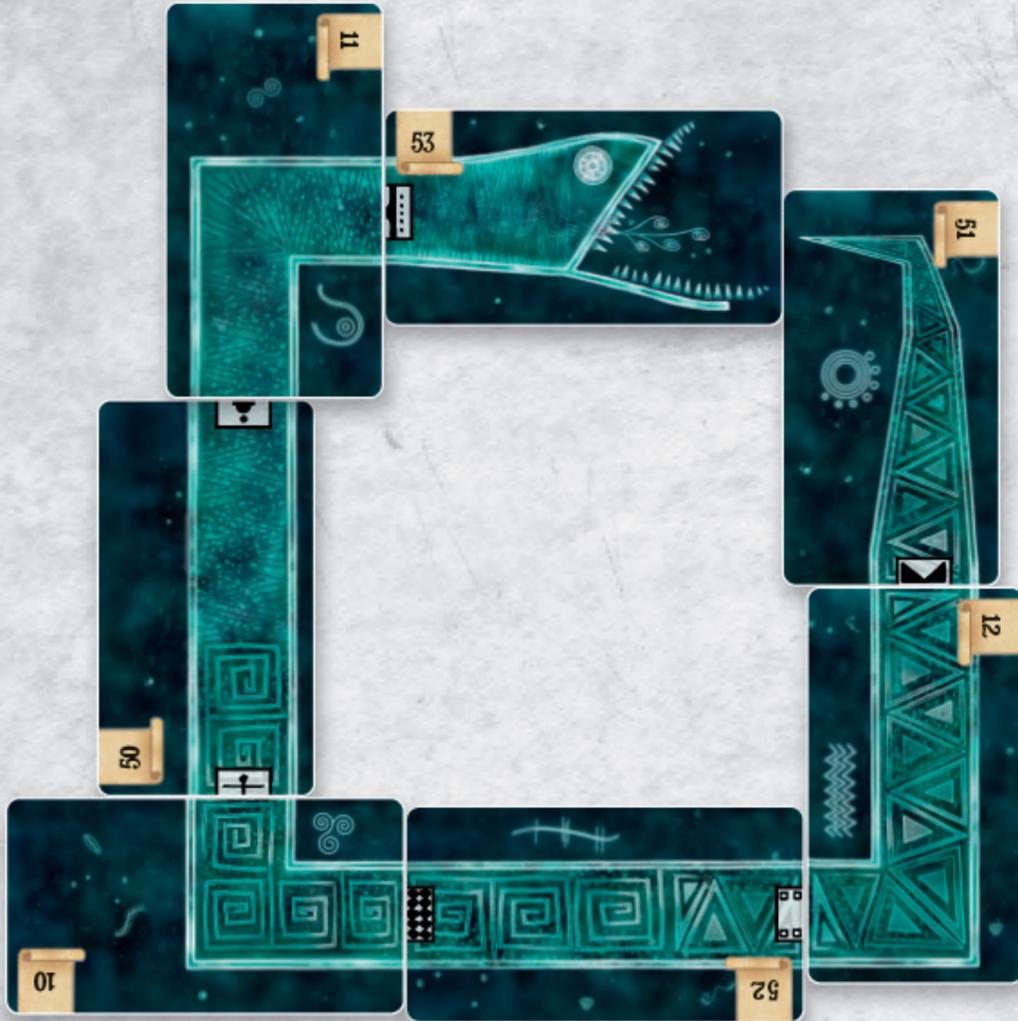
In front of the entrance of Crom Cruach's lair, Brendan is nervous, but he enters anyway to challenge the monster **50 51 52 53**.



- ▶ In the darkness of the cave, Brendan makes out the body of Crom Cruach **50 51 52 53**. Assemble Crom Cruach by using the symbols on its body. Once assembled, the monster turns towards Brendan to try to capture him **10 11 12**.



► To defeat the monster, Brendan has the idea of making it eat its own tail. Assemble the cards as shown below, which makes a symbol appear. Brendan can take the Eye of Colm Cille **32**.



32

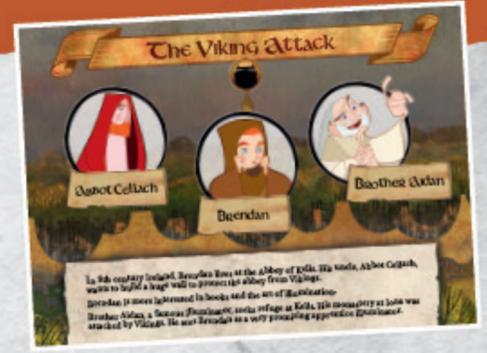


★ CONGRATULATIONS! ★

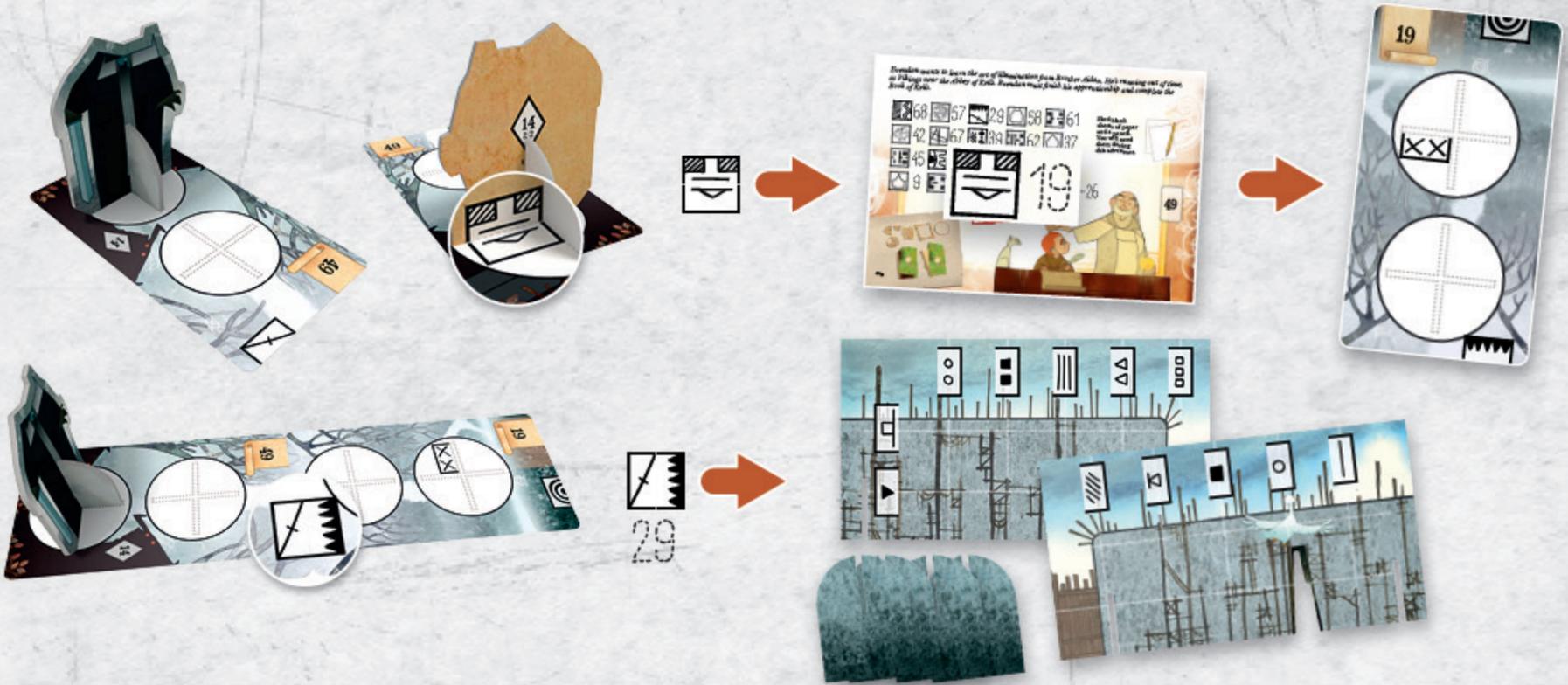
NOW THAT HE HAS THE EYE OF COLM CILLE, BRENDAN CAN CONTINUE HIS LESSONS IN ILLUMINATION!

THE VIKING ATTACK

Brendan wants to learn the art of illumination from Brother Aidan. He's running out of time, as Vikings near the Abbey of Kells. Help Brendan with his apprenticeship and search for the legendary Book of Kells with him.



- ▶ Vikings are still far from Kells, but they are approaching quickly. Take the Viking 14 and place it on the first space of its track on card 49 to make a symbol. Then take card 19. Continue the Viking's path by combining cards 19 and 49 to make a symbol. Then assemble the wall of Kells 29.



- ▶ Vikings will soon reach the walls of Kells. Combine the half symbols on card 19 with the wall 29 to make a symbol and take cards 23 24 25 26.



- ▶ Brendan is in the snowy courtyard of Kells. He sees someone playing hurling (a traditional Irish sport) with a 70 on his stick. Take the hurling stick 70.



- ▶ Brendan heads to the scriptorium **41** to hear the teachings of Brother Aidan. Once you assemble the scriptorium, Brendan heads inside **39** to practice illumination with his goose feather **38**.



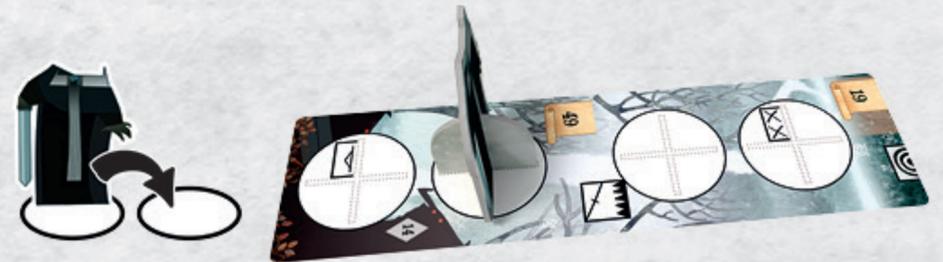
▶ *Brendan left a drop of ink on the table! You see a 2 and take the bottle of ink **2**.*



- ▶ Brendan uses a wooden frame to hold his parchment taught **38**. Then he practices illumination. Take the wooden frame **15** and copy Brendan! On a blank sheet of paper, and using the marks on the frame **15**, draw a flower by following the instructions on the parchment **38**. Brendan draws a flower on his parchment **37** along with the Eye of Colm Cille. This crystal lets him advance in his studies and create incredible illuminations. But the crystal is not complete **8**.



- ▶ While Brendan practices illumination, the Vikings approach Kells. Move the Viking **14** to the next space on card **49**.



- ▶ Brendan must also help his uncle, Abbot Cellach, build the wall around Kells. He meets him in his tower **17**.

Abbot Cellach **55** reflects on how to protect Kells and writes on the walls of his tower with chalk **16**.



- ▶ *On the wall, you notice a 64. On the ground, you find the key to the tower. Take card **64**.*



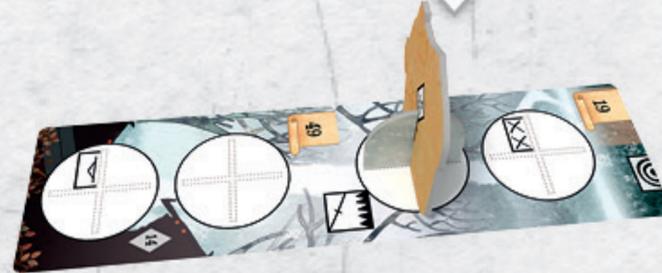
- ▶ With the Abbot's instructions **16**, Brendan practices drawing the map of Kells.

Take a blank sheet of paper and the wooden frame **15**, then follow the instructions on card **16** to draw something. You draw a 46. Take card **46**.



- ▶ Drawing these maps increases Brendan's skills. He understands how to use the Eye of Colm Cille now, so you take the second piece of the Eye **40**.

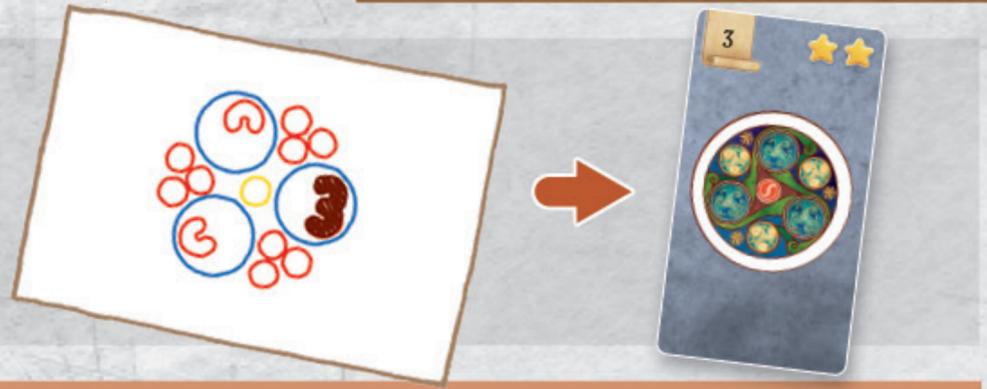
- ▶ The Vikings approach Kells. Move the Viking **14** to the next space on card **19**.



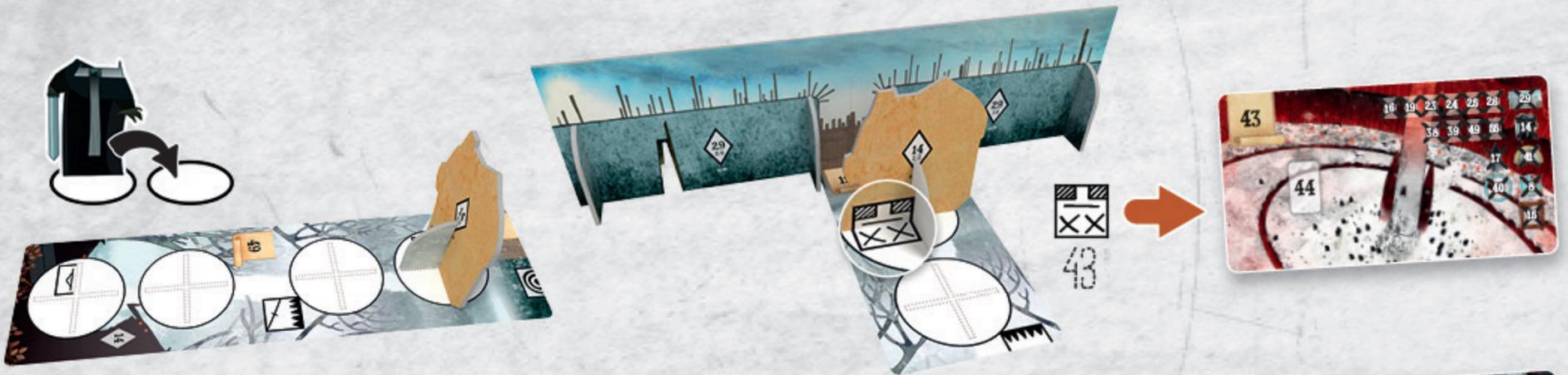
- ▶ Brendan is ready to use the Eye of Colm Cille. Assemble components **40** and **8** then take a blank sheet of paper to make your own illumination. Align the yellow tick on the outer ring with the yellow tick on the center wheel, then trace the yellow holes to draw shapes. Repeat these steps for the red ticks and holes, rotating the center wheel to align its ticks with those on the outer ring and then trace the red holes. Finally repeat these steps for the blue ticks and holes to have a full symbol. Find it on the symbol table and take card **57**.



► *By looking more closely at the illumination, you notice a 3! Take card 3.*



► Brendan made a beautiful illumination. Unfortunately, the Vikings continue to approach. Move the Viking 14 to the final space on card 19. This makes a symbol, so take card 43.



► The Vikings invade Kells. It's time for Brendan and Brother Aidan to flee 44!



► While fleeing, Brendan and Brother Aidan scatter the pages of the Book of Kells they were in the middle of assembling. The pages are mixed up. Gather them 71 72 73 74 75 76 77!



► By putting these cards in order, you follow Brendan and Brother Aidan's journey through the seasons. They walk a long time before finding shelter from the Vikings and finishing the Book of Kells 63.

► Brendan and Brother Aidan build a hut 68. Once assembled, they head inside to put the finishing touches on the Book of Kells 6.



► The Book of Kells is finished... for now! There are a few blank pages left to write the rest of the story. Take the blank pages 65 48 1 20.



- ▶ Now that the book is finished, Brendan closes it. Arrange the blank pages one by one in the following order.



- ▶ Flip over the finished pages, then slightly stack them on top of each other.



- ▶ Assemble all of the pages to close the book, which reveals a symbol. Find it in the symbol table and take card **62**.



★ CONGRATULATIONS! ★

**BRENDAN FINISHED THE BOOK OF KELLS
AND CAN NOW TRAVEL THE WORLD,
SHOWING IT TO EVERYONE!**

