

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!



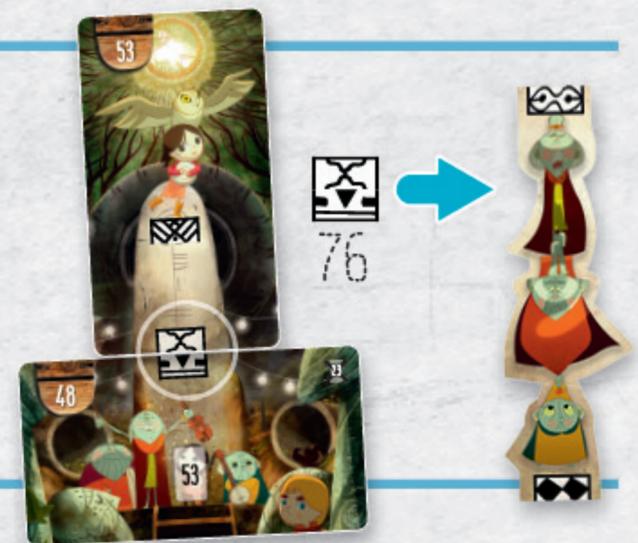
- ▶ Ben and Saoirse start by visiting the Faeries **23**. They enter through the door. Combine the half symbols on the hand **17** and the one below the door **23**. This makes a full symbol that matches one on the symbol table to enter the cave **48**.



- ▶ 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!

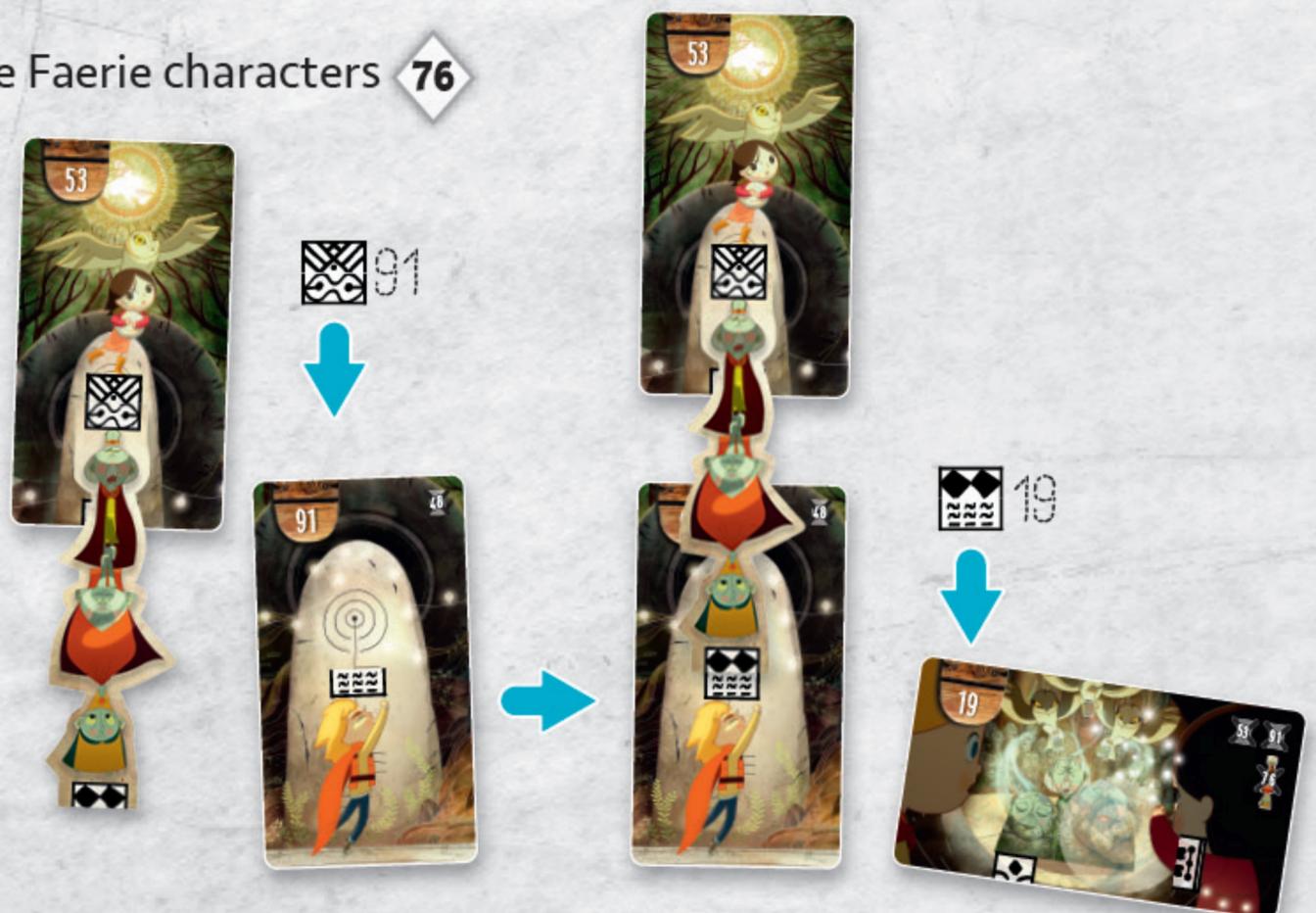
By combining these two cards, the Faeries make a chain with their bodies **76**.



- ▶ 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.

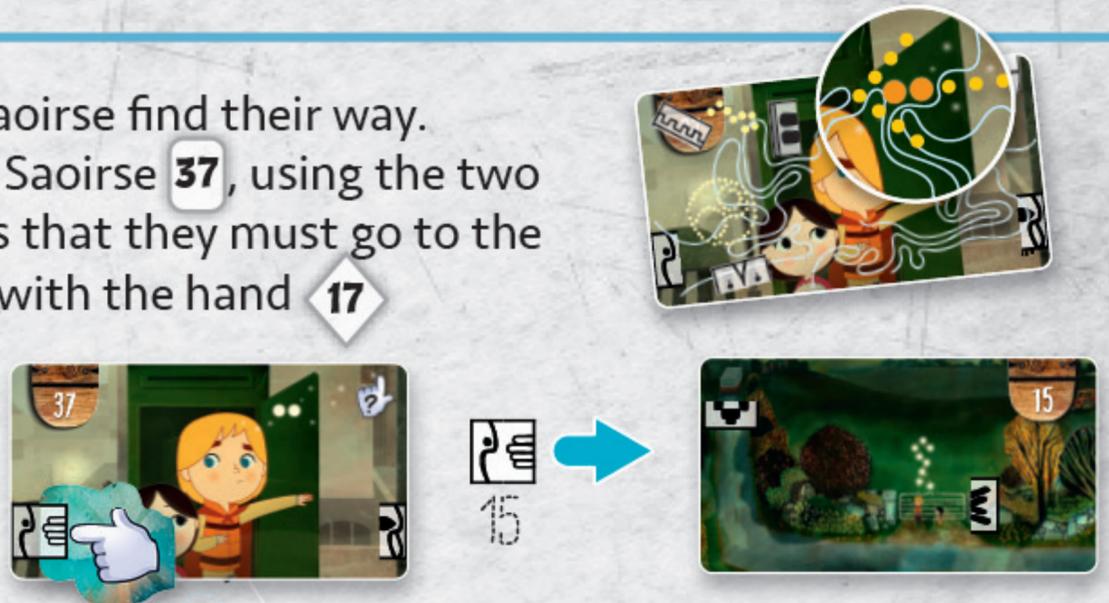
Ben prevents the owl from capturing Saoirse, and they fly away **19**.



- ▶ 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**.

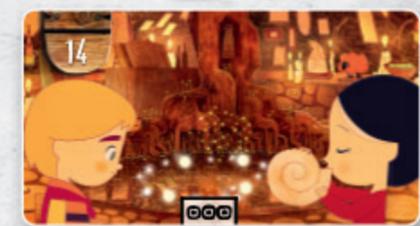


- ▶ Guided by the lights **25**, Ben and Saoirse **15** head towards a strange, small house **40**.

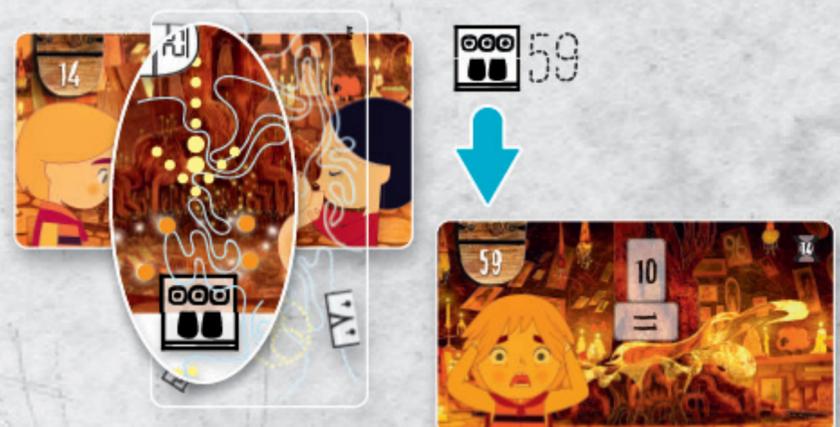


Intrigued by the house **40**, Ben and Saoirse head inside **14**.

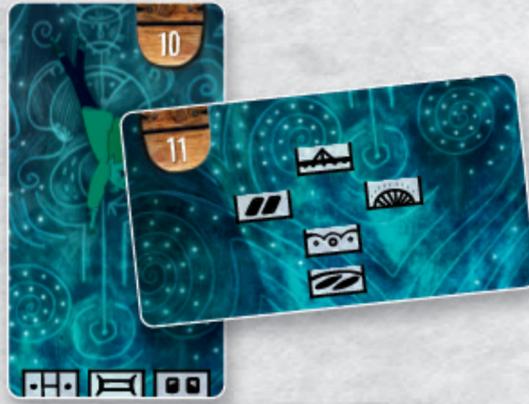
- ▶ *You notice a **29** hidden in the grass. You gather the nettles **29**.*



- ▶ 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**!

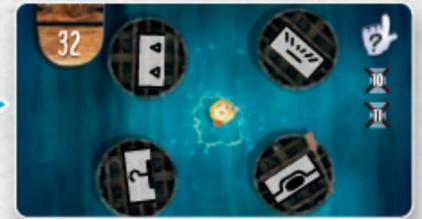
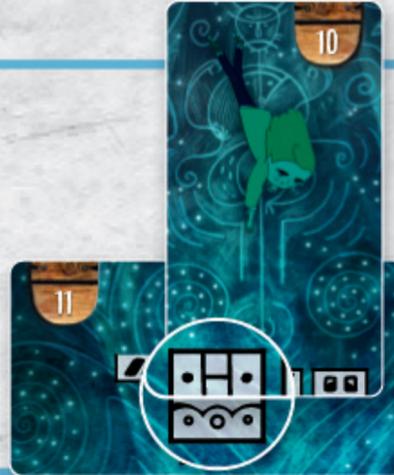


- ▶ Saoirse dives in **59**. Ben panics and decides to follow her **10 11**.



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

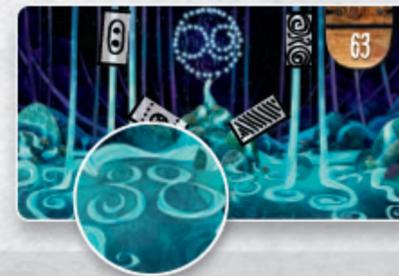
- ▶ Ben dives in to find Saoirse **10 11**. The markings on the wall guide him. Ben finds his path under water **10 11** and he finally reaches the water's surface **32**.



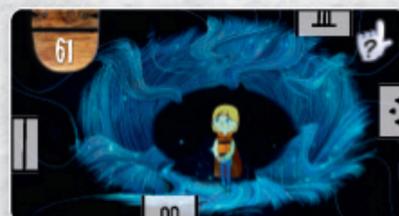
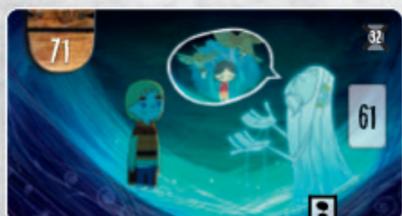
- ▶ Ben chooses, with the hand **17**, the boat with an oar **32** to continue his voyage **63**.



- ▶ 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**.



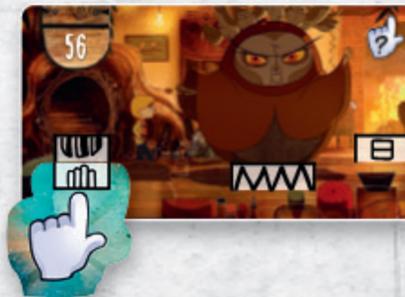
- ▶ Ben is in front of Macha's house **2**. To reach the door, he jumps across the stones, then enters the witch's house **56**.



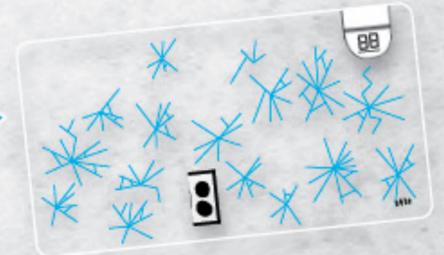
- ▶ *In the clouds, you notice a **20**. You take one of these strange stones **20**.*



- ▶ 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**!



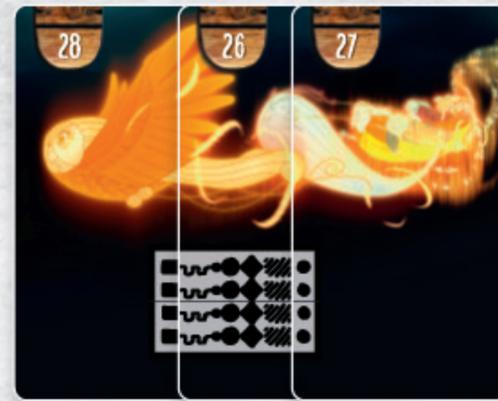
- Now that the feelings are released, take the jars for the Faeries **12**, the Great Seanachai **51**, and Macha **67**.



- ▶ 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

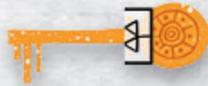
Saoirse has always been fascinated by the story of the Selkies and their magical song. One night, she blows into their mother's shell and magical lights appear around her. Curious, she decides to follow them... Help Saoirse discover her powers!



- ▶ 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**.



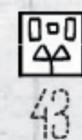
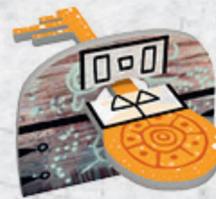
- ▶ By taking the photo **57**, Saoirse discovers a hidden key **39**.



▶ *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**.



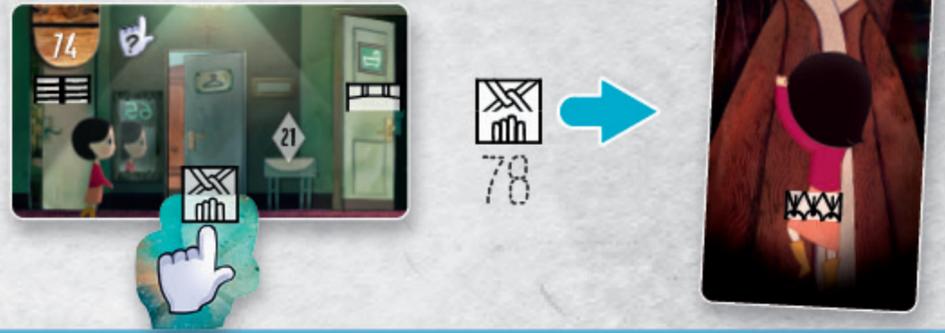
- ▶ *You notice that the cord of Ben's headphones are tangled in a weird way and make a 22. Take Ben's music player **22**.*



- ▶ 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 **78**, 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**.*



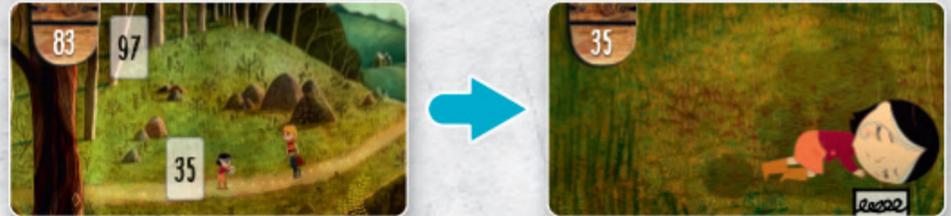
- ▶ While Ben and Saoirse are in the forest **83**, they notice shapes among the trees **97**.



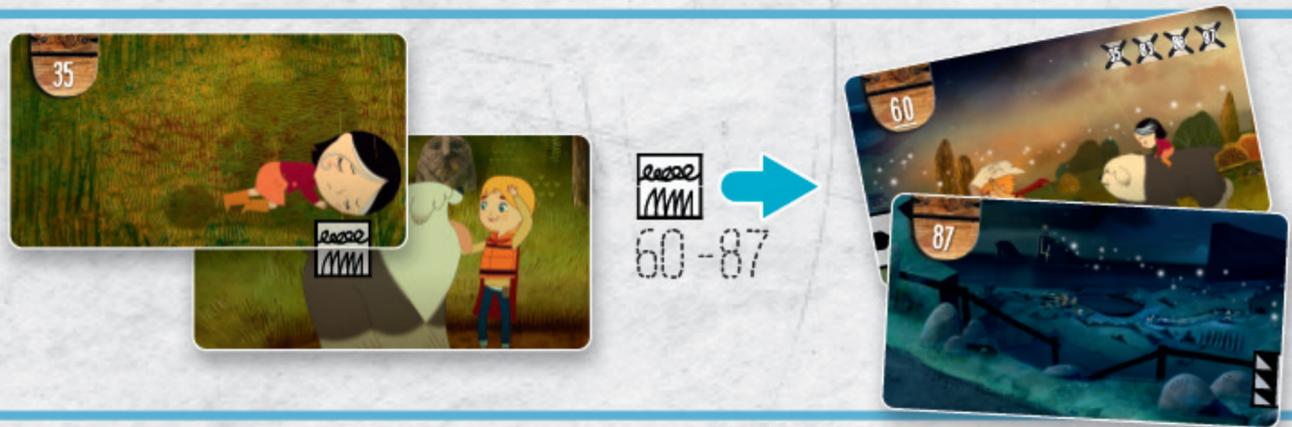
- ▶ One of these shadows looks like Cú, Ben and Saoirse's dog. Ben heads towards the shape **97**, using the hand **17**. It really is Cú **86**! Ben is happy to have found him!



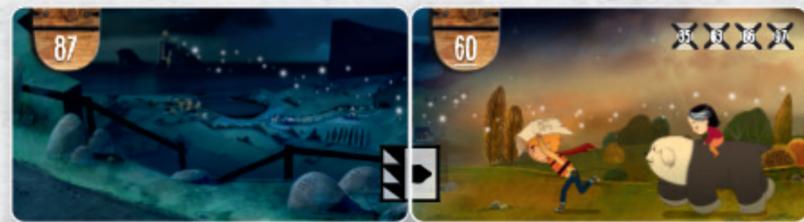
- ▶ Ben notices that Saoirse doesn't feel well **83**. Saoirse is weak and can no longer walk **35**.



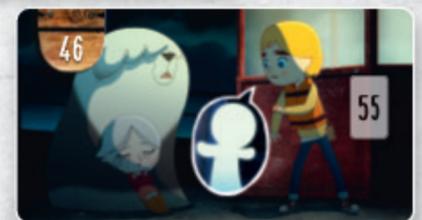
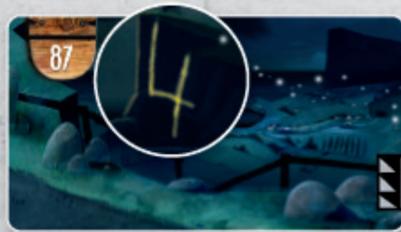
- ▶ Cú **86** can carry Saoirse on his back **35**! They follow the path **60** **87**.



- ▶ 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**.



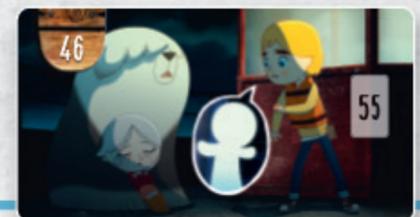
- ▶ *By looking closely, you notice a 4 in the distance. Take the lighthouse **4** card.*



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



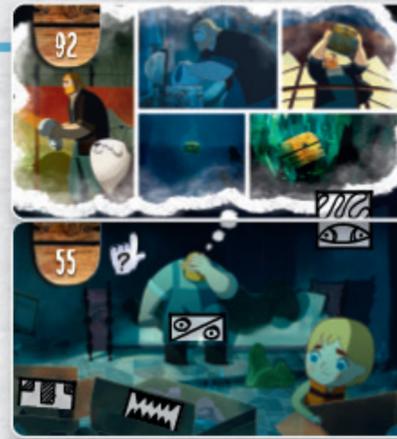
- ▶ Saoirse is becoming sicker and sicker **46**! Ben heads off to look for the magical coat to heal Saoirse **55**.



- ▶ 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.

