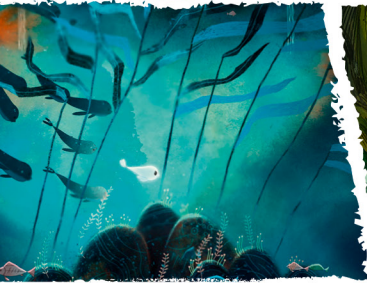


UNLOCK! KIDS

HINTS



IMPORTANT!



Refer to this section only when you can't solve a puzzle. Keep in mind that it provides information likely to spoil your game experience.

INSTRUCTIONS

If you are stuck, flip to the page of the adventure you're playing and read only the hint for the card you're having trouble with.

Song of the Sea	2
Wolfwalkers	5
The Secret of Kells.....	8

If you are stuck after reading the hints, check the **SOLUTIONS** on our website: www.spacecow.fr/unlock-kids or scan this QR code:





Card 2

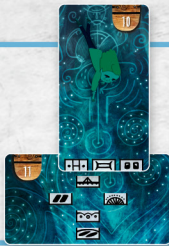
How can Ben reach Macha's house? Maybe by walking on these stones?

Card 8

Now that Saoirse has her coat, what else does she need to transform into a Selkie?

Cards 10-11

The markings on the rock behind Ben seem to connect to each other.



Card 13

These lights seem to form a path to follow.

Card 14

Certain lights seem bigger than others. Have you seen something similar on another component?



Card 15

These lights can guide Ben along the correct path. Have you seen them on another component?

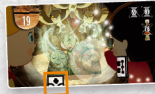


Card 19

How can Saoirse make the owls leave? Maybe by using a magical object?

Cards 19-56-71

Did you notice the half symbols on the bottom of these cards? What other components can you combine them with?



Card 23

Macha's owls seem to hang near the stones. Which path can Ben and Saoirse take to avoid them?



Cards 26-27-28

How can you combine these three cards? The illustrations seem to connect to each other.

Card 32

Which boat should Ben choose? He will need a way to move through the water.

Card 35

Saoirse is tired... Who can help move her?

Card 36

These lights seem to make something.



Card 37

Ben must use the hand to choose a direction. But which one?

These two lights seem to be on another component?



Card 43

Saoirse discovered a mysterious coat. Maybe she could put it on...

Card 44

These lights seem to make something.



Card 47

How can Saoirse open this chest? A key might help.

Cards 48-53

It seems like these two cards can be combined. But how?



Cards 50-68

It seems like these two cards can be combined. But how?



Card 53

Saoirse is being carried away by Macha's owls. The Fairies could try to save her!

Card 55

Conor, Ben's father, seems distracted. Maybe he knows where to find the coat.

Card 56

Ben is in Macha's house, but he doesn't see Saoirse... Maybe she's in a different room.

Card 57

These lights seem to make something.



Cards 60-87

It seems like these two cards can be combined. But how?



Card 61

Ben must choose a direction with the hand. But which one? These strands remind you of something on another component.



Card 63

Have you seen the shape the lights make on another component?



Cards 65-78

Saoirse is too short to grab the coat. If she stood on something, she might be able to reach it.



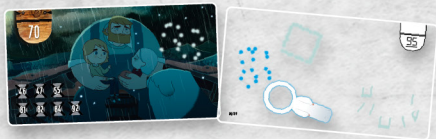
Card 66

Macha trapped the feelings in jars! Breaking them might work, but how? Do you have a component with "cracks"?



Card 70

These lights seem to make a number, but it's not complete... Can you find the missing lights on another component?



Card 73

Saoirse is in Macha's grip. How can Ben save her? A magical object might help.

Card 74

Saoirse wants to transform into a Selkie, but she needs a coat and water. In which rooms can she find these things? Did you notice the **reflection** in the mirror?

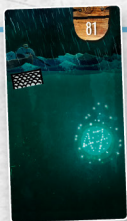


Card 80

Saoirse found water. Now all she needs is a coat to transform into a Selkie.

Card 81

Did you notice what these lights make? Ben must grab Saoirse's coat before getting back in the boat.



Card 82

Now that Ben has the coat, he must get back in the boat.



Card 86

Ben found Cú! Their loyal friend can bring Saoirse back to the lighthouse.

Card 91

Ben wants to hold onto Saoirse, so she isn't kidnapped by the owls. How can he do this? Maybe the Faeries can help.

Card 92

These images seem to be memories. Whose are they?

Card 97

One of these shapes reminds Ben of someone, but who?

Card 98

Did you notice the lights around Saoirse? What can you combine them with to let her sing?



Card 2

This ladder could help Robyn escape the city, but can she reach it? How can you cut the rope holding it?

Card 4

Did you notice the target? It's time to practice with the crossbow!

Card 7

Robyn. the young city girl

Robyn wants to hunt wolves. Which tracks should she follow?

Card 7

Mebh. the Wolfwalker

Mebh notices a human. Which tracks should she follow?

Card 10

Did you notice that the back of this card isn't like the others?

Card 20

There are so many woodcutters! How can Mebh make them leave?

Card 22

Did you notice the chain hidden in the grass? It seems to make something.

Card 25

Robyn. the young city girl

How can Robyn free herself? She could try grabbing a tree branch.

Card 25

Mebh. the Wolfwalker

Mebh wants to free the young girl from the trap! How can she cut the vine?

Card 26

Did you notice that the back of this card isn't like the others?

Card 31

Robyn and Mebh want to follow the scent back to the castle, but how?

Cards 32-37

Did you notice that you can combine these two cards?

Card 35

The young girl is hurt! Mebh could try to heal her with her Wolfwalker powers.

Card 40

Did you notice the mist in the bottom-right? Robyn could use her new Wolfwalker senses to find out where it's coming from!



Robyn is now a wolf. She's in danger in her own house. She has to escape!

Card 41

Robyn can now see scents thanks to her Wolfwalker senses!



Card 44

Did you notice that the colorful shapes above Robyn seem to make something?

She senses a change inside her. Have you seen this golden color on another game component?

Card 47

Robyn flees the city by going over the **wall** and heading towards the forest.

Card 48

Mebh wants to make this human leave, but how?

Cards 50-51

You have to choose the direction Robyn will flee, but which one is best? Have you tried using Robyn's Wolfwalker senses? Try to avoid the guards!



Card 52

Certain scents smell like humans that might put Robyn in danger. But she also notices harmless scents. Which ones are they?

Cards 53-54

Robyn should definitely avoid noisy streets...

Card 55

Did you notice that the back of this card isn't like the others?

Card 58

Do you recognize this wolf? It's a Wolfwalker! Have you seen its human form on another game component?

Card 60

Which direction should Robyn go to escape? Her Wolfwalker senses might help you decide!



Card 61

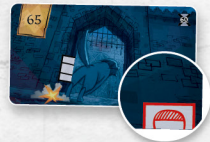
Robyn can't go towards the scent of soldiers!

Card 62

Robyn must get far away from the soldiers. Which direction should she go?

Card 65

Which direction should Robyn go to escape? Her Wolfwalker senses might help you decide!



Card 66

Robyn hears soldiers. She can't escape in this direction!

Card 69

How can Mebh and Robyn reach this cliff?

Card 70

Countless arrows are flying in every direction... How can Robyn choose the right direction to avoid them?



Card 71

Thanks to her Wolfwalker senses, Robyn can see the arrows' trajectories and how to avoid them!

Cards 75-87-99

Combine these three cards to discover the final part of the story!

Card 76-93

Robyn and Mebh join forces to heal Moll, but they are not powerful enough. Who could help them?

Card 79

Did you notice that the back of this card isn't like the others?

Card 81

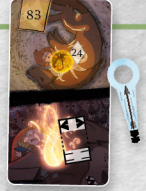
How can Robyn change the direction of the cannon?

Card 82


Mebh's mother is hurt. How can she heal her?

Card 83

To save her mother, Mebh must carefully remove the arrow from her wolf body.



Card 84

Did you notice this  symbol? It means you have to use the game box! How can they jump to the other side of the cliff?



Card 90

You'll need the right key to open the cage holding Mebh's mother!

Card 91

Robyn is in danger, surrounded by soldiers. Who could make them go away?

Card 92

Did you notice the lines glowing with magic? They seem to make something. How can you complete the shape?





Cards 1 - 20 - 48 - 65

These cards look like pages from a book. On the right side of each card, some parts look darker than the rest... A component you have may help you figure out the right order to assemble these cards.

Other cards look like pages from a book. They must be part of the same book.



Cards 10 - 11 - 12

These cards look like part of Crom Cruach, but how to combine them? The symbols on Crom Cruach's body might help.



Card 13

Brendan has to gather goose feathers. Do you see them anywhere?

Did you notice that this card completes other cards?

What half symbol matches the location of these feathers?

Card 16

Have you seen these shapes somewhere else? If so, did you bring a blank sheet of paper and a pencil with you on this adventure?



If you haven't seen these shapes before, you are missing a couple elements to solve this puzzle. Look for them on other cards.

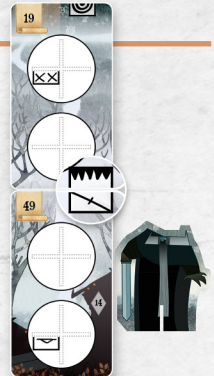
Card 18

Now that Brendan has the feathers, he can bring them to the 4 monks.

Cards 19 - 49

Did you notice that you can combine these two cards?

Card 19 also seems to combine with another component... But which one?



Card 21

Brendan must bring the Eye of Colm Cille to Brother Aidan to continue his lessons. Have you seen this eye on another card?



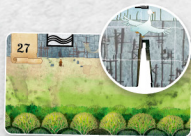
Cards 23 - 24 - 25 - 26

Did you notice that you can combine these 4 cards?



Card 27

This path leads to the forest. How can Brendan access it? He must find a way past the wall.



Card 34

The 4 monks are waiting for Brendan to follow their instructions. Try to find what they need on another card.



Card 35

Use the hand to try to grab what the 4 monks need.

Card 37

Did you remember to move the Viking?



Card 38

Have you seen these shapes on another component? Look at Brendan on card 39. What is he doing? Do you have a blank sheet of paper and a pencil with you?



Card 46

Did you remember to move the Viking?



Card 47

How can Brendan collect the berries that Brother Aidan needs? Don't get lost while climbing the tree!

Cards 50 - 51 - 52 - 53

It seems like you can combine these cards, but how? The symbols on Crom Cruach's body might help.



Card 54

This mysterious young girl could help you find berries. Did you notice the strange symbol on the rock?



Card 57

Did you remember to move the Viking?



Card 59

Brother Aidan needs a very special berry, but where can Brendan find one? Maybe in the forest? Don't forget to bring the berry back to him once Brendan finds it!

Cards 71 - 72 - 73 - 74 - 75 - 76 - 77

All these cards seem to go together... But what is the correct order? Did you notice the back of these cards look like a book? On the right side of each card, some parts look darker than the rest...

