



The Crow and the Enchanted Fort





This document will help you understand the game's content better. For each level of the game, you will have an explanation of the steps, vocabulary, expressions and tips to help you if you struggle at any point. If these tips are not enough and you still feel lost, you can refer to the full game guide in the annex of this document.

Overview

Synopsis

Walking from school, you see a huge crow that steals your phone! Running after it, you find your phone on a strange stone. When you take it in your hand to take a closer look, the stone breaks and you are transported into an Irish Fairy Fort from which you will have to escape! Take up the challenges given to you by the fort's inhabitants, find the name of the being who transported you here and escape!

Controls

		
Interact with the game elements	Left click	 tap
Highlight interactive elements on a page		

Step 1 – The introduction

Understanding the game

What is happening?

Crow Encounter: As you walk home from school, you notice a large crow following you. This unusual behaviour catches your attention.

The Crow Steals Your Phone: When you attempt to photograph the crow, it swoops down, snatches your smartphone, and flies into the forest.

Chasing the Crow: You chase the crow into the forest, which appears darker and more mysterious than usual. The pursuit leads you deep into the woods.

Discovery: You lose sight of the crow but find your phone lying atop a pile of stones along a forest path.

Mysterious Stone: Beneath the phone, there's a curious stone marked with symbols. As you inspect it, the stone breaks into three pieces.

Transportation to a New Realm: After a brief, intense storm caused by the breaking stone, you open your eyes to find yourself in a completely different environment—an ancient fairy fort in Ireland.

The Crow's Message: The crow, now capable of speech, reveals that it brought you here for an adventure. It challenges you to find the scattered pieces of the magical stone and to find its name to potentially earn your way back home.

What you should notice

Crow's Unusual Behavior: The crow's ability to observe, follow, and interact with you is not typical of ordinary birds, hinting at its magical nature.

Symbolic Elements: The stone's symbols, including a triquetra and moon phases, suggest themes of magic from Irish mythology.

Tips and help

Objective: The crow tells you your objectives: find the 3 stone pieces and find the name of the crow to be allowed to leave this place and return to your normal life.

Vocabulary

English	Translation/meaning
Observing	Paying close attention to or watching carefully.
Steals	Takes something without permission or consent.
Panicked	Feeling or showing sudden fear or anxiety.

Ruins	The remains of a building or structure that is now dilapidated or destroyed.
Fairy forts	In Irish folklore, a ringfort or fairy fort is a circular fortified settlement, often believed to be connected to fairies or supernatural beings.
Confused	Feeling or showing uncertainty or lack of understanding.
Adventure	A daring or exciting experience or journey.
Playful	Full of fun and mischief; enjoying or given to playful behavior.

Step 2 – The Fairy

What is happening?

Exploring the Fairy Fort: You arrive at a fairy fort entrance featuring three arches, each topped with a symbol of one of the Moon phases from the stone.

Searching for Clues: Inside the first arch, you find yourself in a cave decorated with vines, mushrooms, and small, house-like holes.

Meeting the Fairy: A fairy appears. she proposes a trade: help her solve a riddle and she will return a piece of the stone you need.

Solving the Riddle: The fairy presents you with a riddle where letters are replaced by Moon phase symbols. Solving this riddle correctly helps the fairy and in return, she gives you the stone piece with a clue to the crow's name.

Tips and help

Objective: Find the letter that is missing.



The letter has been replaced by symbols of the Moon phases.

Vocabulary

English	Translation/meaning
Lovely	Attractive or pleasing; beautiful.
Strange	Unusual or odd; difficult to understand or explain.
Hint	A slight or indirect indication or suggestion.
Playing hide and seek	Engaging in a game where one player hides while the others seek or search for them.
Fairy	A mythical being or creature with magical powers, often depicted as small and winged.
Spell	A magical incantation or formula; a charm or enchantment.
Symbol	A mark, sign, or character that represents an idea, object, or relationship.

Step 3 - The Leprechaun

What is happening?

You have entered a new area of the fort, which appears to have been the site of a recent party. The room is filled with stone tables, tree trunk seats, barrels, and lanterns. Suddenly, a leprechaun appears and greets you in a mocking tone, challenging you to play a game with him. He reveals that his friend has hidden five snakes and five clovers (one being a four-leaf clover) throughout the room as a prank.

What you should notice

As you explore the room, pay close attention to areas behind other objects, as that is where the snakes and clovers are likely to be concealed.

Tips and help

Objective: find the 5 snakes and 5 clovers.



Remember that they are likely to be hidden behind other objects. Click on the places where they could be hidden.

Vocabulary

English	Translation/meaning
Fort	A fortified stronghold or a defensive military structure.
Leprechaun	A mythical creature from Irish folklore, usually depicted as a small, mischievous creature with a pot of gold at the end of the rainbow.
Tricks and pranks	Deceptive or playful actions intended to trick or surprise someone.
Lucky charms	Objects believed to bring good fortune or protection.
Mischievous	Playfully mischievous or causing trouble in a lighthearted manner.

Step 4 – The Merrow

What is happening?

In this peaceful corner of the fairy fort, you encounter a merrow, emerging from the watery depths of the cave. She explains that she has been seeking a way to stay out of the water and explore the world, and she believes the magic stone you carry holds the answer. She asks for your help in deciphering a carving on the cave wall, which uses the ancient Ogham alphabet.

What you should notice

With the tree of life before your eyes, you must arrange the plaques correctly to reveal the names of Irish deities and their connections to the crow. As you progress, you learn about the complex relationships within Irish mythology, filling in the missing letters under the moon phases until the crow's full name is revealed

Tips and help

Objective: decipher the Ogham alphabet.



With the alphabet and the carving, you should be able to find the 6-letter Irish word that the merrow needs.

Vocabulary

English	Translation/meaning
Peaceful	Calm and tranquil; free from disturbance.
Merrow	A mythical aquatic creature, similar to a mermaid or merman, found in Irish folklore.
Druid	A member of the priestly class in ancient Celtic cultures, often associated with wisdom and magic.
Carving	A shape or design cut into a hard surface, such as wood or stone.

Step 5 – The Tree of Life

What is happening?

You have successfully gathered all the pieces of the magic stone, and now the crow appears before you again. However, the crow reveals that your journey is not yet complete. The crow's true name is longer than three letters. A tree of life appears, with wooden plaques bearing descriptions and highlighted letters.

What you should notice

Some names of the Irish deities you have to place in the tree have a bolded letter. Notice how, when you place these names on the tree of life, the letters appear on the moon phases above to complete the name of the crow.

Tips and help

Objective: solve the family tree



Read the description of the family tree, and drag and drop the names to their correct places on the tree.

English	Translation/meaning
Trinity	A group or set of three persons or things.
Prove your worth	Demonstrate one's value, ability, or merit.

Tree of Life	A symbolic tree representing life, growth, and interconnectedness.
Shapeshifter	A being capable of transforming their physical form or shape, often with supernatural abilities.

Annex: Full game guide

Step 1 – The introduction

Follow the crow into the forest & find the pile of stones with your phone on top. Pick up your phone and examine the small stone with strange symbols underneath it. The stone holds a magical secret that will transport you to a different realm, specifically an ancient fairy fort in Ireland. The crow challenges you to find its true name, setting the stage for the rest of your adventure.

Step 2 – The Fairy

Interact with the fairy who has taken one piece of the stone. Help her find the missing letter in her challenge. The correct answer is "M," representing the first letter of the crow's name. The fairy will reward you with the stone piece, and you can move on to explore the next part of the fort.

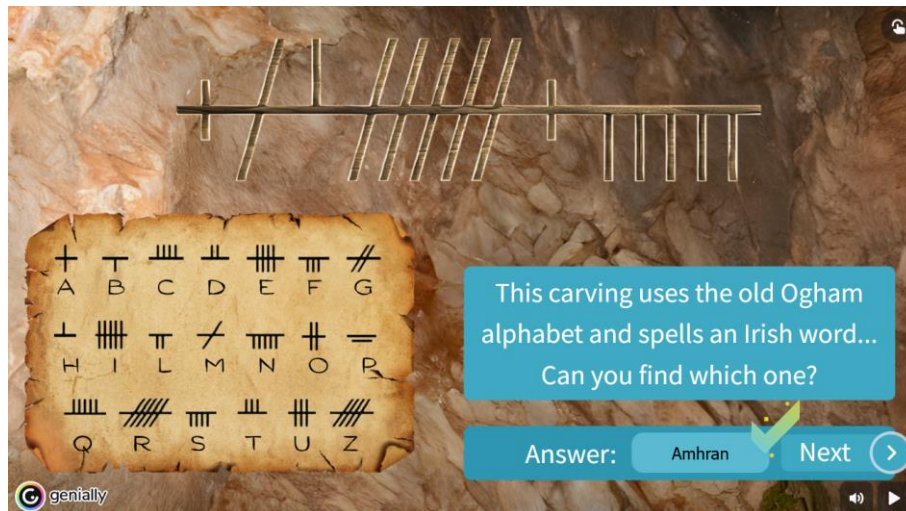
Step 3 - The Leprechaun

Help the leprechaun find his hidden clovers and chase away the snakes that have been released as a prank. Click on every place where they could be hidden. Once all five snakes and five clovers are found, the leprechaun will reward you with the second piece of the stone, revealing the middle letter of the crow's name, "Í."



Step 4 – The Merrow

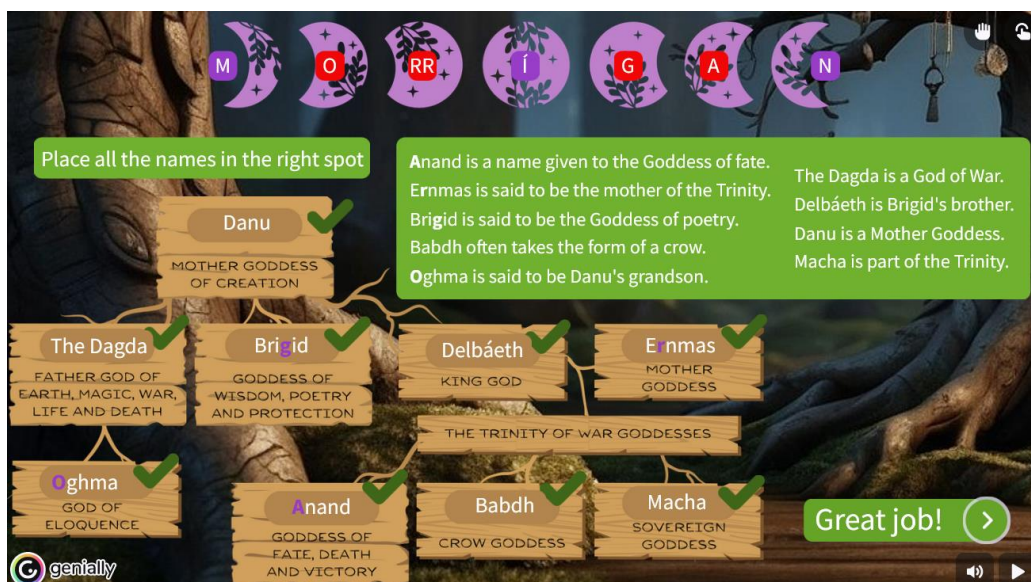
The solution for this step involves assisting the merrow in deciphering the carving on the cave wall. Use the piece of paper that the merrow gives you to decipher the word written in the Ogham alphabet. The carving translates to the Irish word "Amhrán," meaning "song."



The merrow realizes that the solution lies in the magic of singing, and she returns the stone piece to you. With the last letter "N," on this last piece of stone, you are one step closer to solving the crow's name. Enjoy the merrow's enchanting song and the peaceful atmosphere of the cave.

Step 5 – The Tree of Life

The solution for this final step involves completing the Tree of Life and correctly identifying the names of the Irish deities described in the sentences provided. By placing the correct names with highlighted letters in the right spots, you will reveal the crow's true name: Mórrígan.



The crow transforms into the powerful and enigmatic Mórrígan. She congratulates you on your achievement and frees you from the fairy fort, bringing you back to where you belong.



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