Finding a Fairy Fort in Ireland

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Scenario Conception and room setup

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Additional decor elements (optional)

Decor elements really help to create atmosphere. Don't hesitate to place stones around the room, straw or sawdust on the floor, a picture of Finn and the giant's causeway, three & four leaf clover etc.
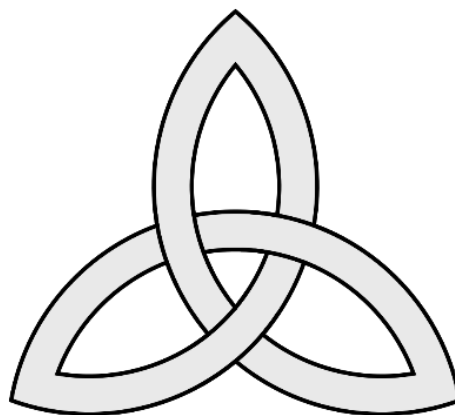
Detailed conception

I1 – Stolen stone

Material requirement

- A stone
- Paint

Explanations

Paint a symbol of a "triquetra", a Celtic symbol for family, on the stone and paint the same symbol on Item 3 (the family tree from the Irish pantheon).

1 - The "triquetra", celtic symbol for family

I2 – The threatening fairy message

Material requirement

- A voice recorder (or phone)

- A speaker

Explanations

Record yourself or a colleague with the following message:

> "You have stolen the stone of the giant Finn McCool! Prove yourself worthy of the stone or you will be trapped for eternity! You need to find the magic words"
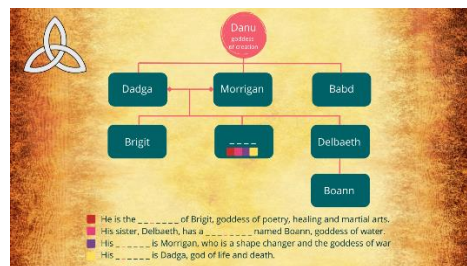
I3 – The family tree from the Irish pantheon

Material requirement

- An A3 format sheet with the printed family tree
- A pencil for students to write on it

Explanations

Print the family tree (annexe N°1) on a large enough sheet for students to read properly and provide a pencil for them to write on it. Don't forget to draw the same symbol as on the stone (I1). Hang it on the wall for them to see it when they enter the room.

2 - Preview of annexe N°1, the family tree to fill in

I4 – The cryptex

Material requirement

- 1 cardboard

- A glue gun

- A metal ruler

- A compass

- A cutter

- Several popsicle sticks

Explanations

You can use the following tutorial in order to make the cryptex yourself. Of course, you should only put four letter wheels, since the solution will be "**Ogma**".

Add the colours that are under the name of the God in the family tree (item 3) somewhere on the cryptex, to help players make the link between the two items.
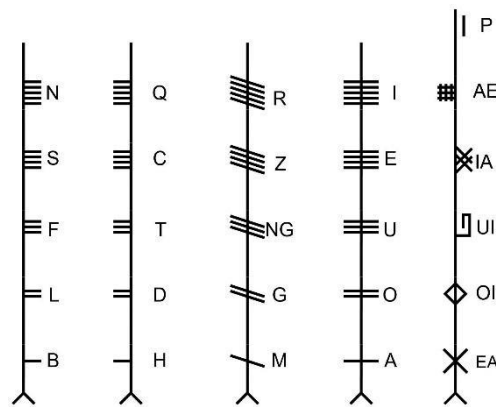
https://www.youtube.com/watch?v=CFVFvj5c8lE

I5 – The Ogham alphabet with invisible ink

Material requirement

- Invisible ink pen

- Paper

- UV flashlight

Explanations

Print the following Ogham alphabet and write the Latin letters using an invisible ink marker. Then, place it in the cryptex (I4).

https://en.wikipedia.org/wiki/Ogham#/media/File:All_Ogham_letters_including_Forfeda_-_%C3%9Cbersicht_aller_Ogham-Zeichen_einschlie%C3%9Flich_Forfeda.jpg
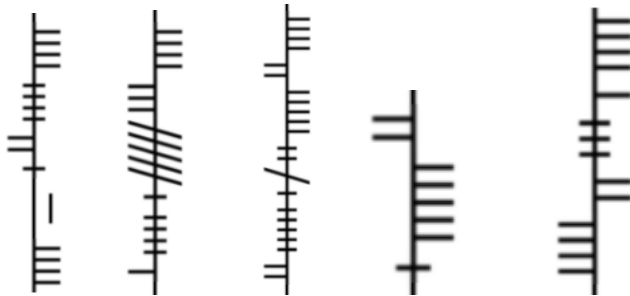
I6 – Message written in Ogham letters

Material requirement

- Printed message

- Paper

Explanations

Print the following Ogham message:

Saint Paddy chased snakes from Ireland. They are now in your …

You can indicate with an arrow that Ogham should be read from the bottom to the top.

Source: made using the translator:

https://ogham.co/?q=spades,%20hearts,%20diamonds%20and%20clubs

I7 – Deck of cards with snakes

Material requirement

- A deck of cards
- An invisible ink pen

Explanations

Draw a small snake on the following cards:

- The 4 of Spades
- The 6 of Hearts
- The 2 of Diamonds
- The 7 of Clubs

I8 – The safe

Material requirement

- Cardboard
- A glue gun
- A metal ruler
- A compass
- A cutter
- Paper
- A pen

Explanations

You can use the following video tutorial to create your own safe:

https://www.youtube.com/watch?v=JkJxNkhse64

In this case, make a safe with four wheels instead and don't forget to draw or paste images of fish on the inside of the safe before you place I9 inside.

I9 – Material to create a fishing rod

Material requirement

- A magnet

- Rope

- A wooden stick

Explanations

Inside the safe (I8), place these three elements for students to create a fishing rod and be able to access the key in the water tank. Make sure the key adheres to the magnet easily, even underwater.

I10 - The Water tank with the key

Material requirement

- A water tank

- The key to a box/cabinet (I11)

- A plastic box with an opening

Explanations

Place the key inside a thin plastic box with an opening. The opening should be too narrow for a hand, but still wide enough to be able to retrieve the key with a magnet.

Secure the box at the bottom of the tank and fill it with water.

I11 – Cabinet or box and leprechaun figurine

Material requirement

- A wooden cabinet or box with a (key) lock
- Speaker
- Figurine of leprechaun (can be in carboard)
- A voice recorder (or phone), or text-to-speech generator

Explanations

Inside a wooden box or cabinet that you will close with the key before it sinks in the water tank, place the device on which the students are going to listen to the audio recording as well as Item 12 and a figurine of a Leprechaun. If it is possible to attach the Leprechaun to the speaker, it is advised to show that the Leprechaun is telling the story.

Record the following story and play it when the players find the leprechaun.

Welcome Lads! Congratulations, you have found me! Listen carefully, let me tell you the story of the great giant, Finn McCool! Finn is an Irish giant, who wants to defy a Scottish giant called Benandonner. To get to Scotland, Finn builds "The Giant Causeway", a sort of bridge that links the two Islands. When he arrives in Scotland, he realises that his rival is much bigger, much stronger than him and flees back to Ireland. The problem is: Benandonner, the other giant, heard that Finn was after him and takes the causeway to fight him. When he arrives on Irish ground, he is welcomed by Finn's wife, who pretends that her husband is not

home. She is very smart and manages to scare Bennandonner by dressing Finn like a baby and pretending he is their son! Benandonner realizes that, considering the size of the "baby", Finn must be by far taller and stronger than he actually is. He is scared and runs back to Scotland. He also destroys the causeway to make sure Finn will not follow him.

I12 – Pieces of Finn McCool's story

Material requirement

- Five pieces of paper
- A pen/printer

Explanations

On five pieces of paper, you can either print or write the following sentences on one side and symbols on the back:

Finn wanted to fight an enemy.	⌐⊏ <⪦<⌐▢ ▢▢⪦<⅂⊓
His enemy was bigger than him.	⪦<⨆⨆< >⪦ ⨆▢
He dressed up as a baby to fool him.	⌐⌐⌐∨⊓
The enemy thought adults must be huge.	<⪦<⌐▢ ⪦<⨆⨆<
The enemy left and broke the bridge.	▢▢⪦<⅂⊓

Translation: If you're enough lucky to be Irish... You're lucky enough

I13 – The pigpen cipher alphabet

Material requirement

- Printed pigpen alphabet
- Paper

Explanations

Print the following pigpen cipher and hang it on a wall in the room. The students can move it if they want to:
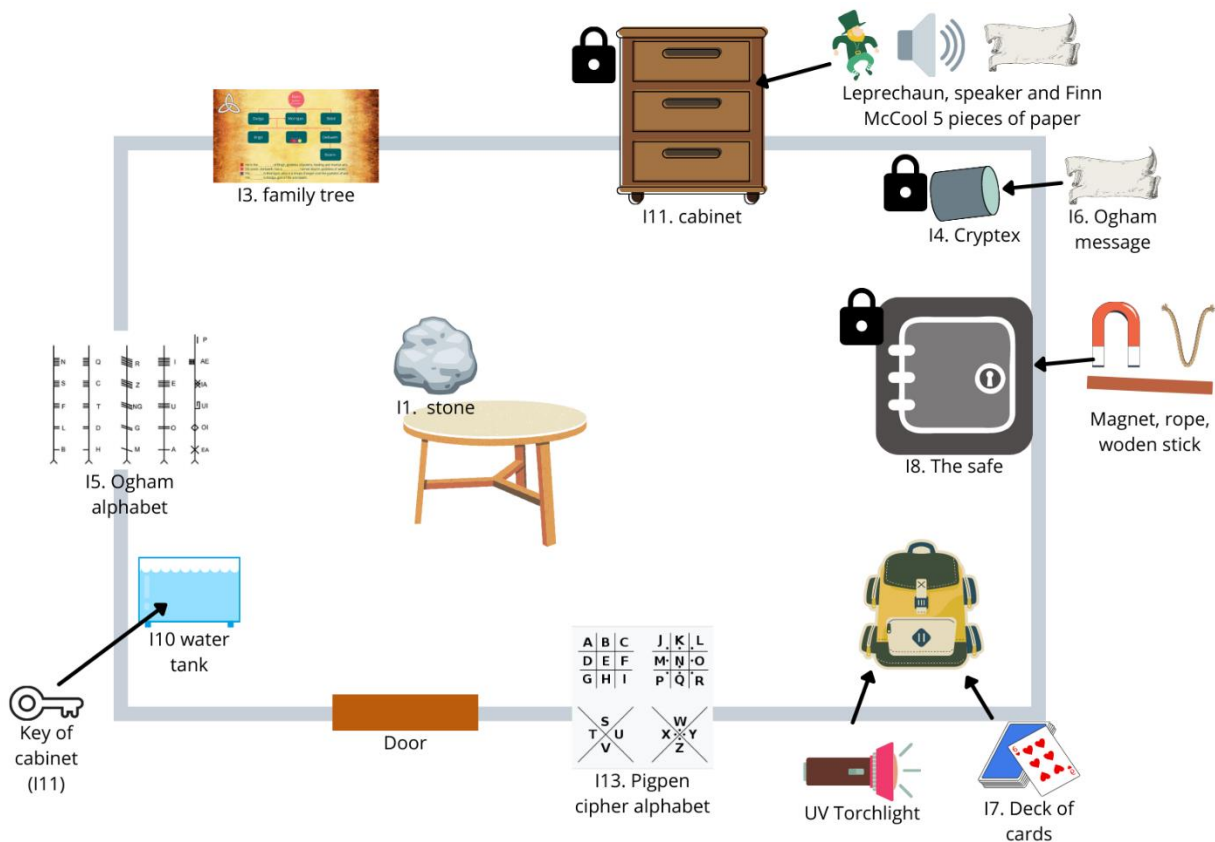

Source: Anomie, CC BY-SA 4.0, via Wikimedia Commons

Set up the room

The following image will help you visualise how the room to escape from could look like. This image is also in the annexe folder in a higher resolution.

Don't hesitate to add decorative elements and choose some music to improve the immersion of your players.

You can have a look at chapter 3 of our guide "Animation of a pedagogical escape room for language education" (which you will find on our website) to learn more about how you can make the game more immersive.

Set up for Phase A

1. Prepare the stone (item 1) to give it to your players when they enter the room
2. Prepare the threatening fairy audio message (item 2) to be played when students enter the room
3. Hang the family tree (item 3) on a wall
4. Place the message partially written in Ogham (item 6) inside the cryptex
5. Place the cryptex (item 4) in the room
6. Hang the Ogham to Latin alphabet (item 5) on a well
7. Prepare the backpack and put the UV light inside of it (as well as the deck of cards with snakes)

Set up for Phase B

1. Check that the deck of cards (item 7) is in the backpack
2. Place the magnet, the rope and the wooden stick in the safe (item 8)
3. Lock the safe with the four-digit lock (4627)
4. Place the key in a plastic box and secure the box at the bottom of a water tank filled with water (item 10)

Set up for Phase C

1. Hang the pigpen cipher alphabet (item 13) on a wall.
2. Place the leprechaun figurine in the cabinet (item 11)
3. Place the 5 pieces of paper with Finn McCool's story in the cabinet
4. Place the speaker with the audio message of the leprechaun in the cabinet
5. Lock the cabinet with the key

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