Princess Hammera

**Prologue**

Welcome to the former hunting lodge Hammer!

Today, I would like to tell you a fairy tale. A fairy tale about fabulous creatures that lived in these woods a long, long time ago.

Interactive: But first a little question: Do you know any fairy creatures?

Possible answers

Unicorns

Goblins

Giants

Fairies

Dwarves

Brownies

Forest spirits

All these magical beings lived in peaceful harmony with one onother. And a beautiful young princess named Hammera watched over the forest and its magical inhabitants.

It was a time when only joy, happiness and lively dances mattered.

But one very dark day the evil sorcerer Hansemichel appeared. He polluted the enchanted world of Hammera and her loyal followers with his black magic.

Trees died, willows withered and gradually all magical creatures disappeared from the forest. Today, goblins, fairies and unicorns are only known from what we today call fairy tales.

But shall I tell you a secret?

They still exist!

For it is precisely here, in this forest, that Princess Hammera and her faithful followers have hidden from the evil wizard Hansemichel.

But her strength is fading and she desperately needs your help.

Are you in?

Off we go on an adventure that only the most skilled and courageous children with a brave hero's heart and the best intentions can accomplish.

But be warned: If you meet other hikers on your walk through the enchanted forest, just greet them in a kind manner. But don't tell them about your secret mission. Because only you can see the magical creatures.

Unfortunately, the grown-ups are much too old for such an important mission. They no longer have as much imagination as you and urgently will require your help on our adventure.

**1. Stop**

This is where our adventure begins. You can still see the houses of the old hunting lodge and hear the noise of the humans.

But listen more closely.

Can you hear the birds chirping?

They are showing us the way.

So on we go, deeper and deeper into the enchanted forest.

If you see fallen trees on your way, don't be surprised. The evil Hansemichel has simply knocked them down out of anger because the princess and her entourage are hiding from him.

**2. Stop**

Do you see this big tree trunk hidden under all the moss? This is where Princess Hammera had to rest during her escape from the evil wizard Hansemichel, because her magical powers are dwindling more and more. We also take a short break and listen to the chirping of the birds.

Are you still in high spirits? Yes? Then let's continue!

**3. Stop**

Deeper and deeper into the enchanted forest we go. Are you sure no one followed? Take another look around, just in case. No one there?

Good! Then carry on. Look for pine cones on your way. Choose the most beautiful one. Not just the first one. Compare a few different kinds. In the end, you can only keep one.

Carry it safely with you for the rest of the journey. This is the only way to save Princess Hammera and her companions.

*Interactive:*

Do you see the trees with white bark by the wayside? Those are the enchanted cohorts of Princess Hammera. They were turned into a tree by the evil sorcerer Hansemichel during their escape. Later, when we rescue Princess Hammera, all her friends will also be freed from the spell. Do you know the names of some other trees?

Possible answers

Birch, pine, spruce, chestnut, ash, beech etc.

**4. Stop**

Oh no! A crossroads. Where are we supposed to go? Princess Hammera has conjured up a maze of many paths to throw the evil wizard Hansemichel off her trail. However, with the help of her friends the trees, she has left you a signpost that only you can see. Unfortunately, grown-ups are still in the dark. Show the adults the way and find the enchanted arrow on the forest floor.

**5. Stop**

Now surely no one is following you anymore, the gravel path has come to an end and we are in the heart of the enchanted forest. But fear not, dear adventurers. The birds are still singing and have been sent by Princess Hammera to protect you on your adventure. Go on courageously straight ahead.

**6. Stop**

Do you see those sinister watchtowers on the right-hand side of the path? This is where the evil spies of the sorcerer Hansemichel live. The next few steps, however, should be taken as quiet as a mouse.

Turn around every now and then and make sure that no one is following you.

On the way, grab a second pine cone and hold it safely in your hand together with the first one.

**7. Stop**

Oh, no! Another crossroads! Which way should we go? The grown-ups can't help you. Only you have the magic eye to spot the arrow Hammera left for you.

Do you see it on the forest floor?

**8. Stop**

See these two trees? Hansemichel has touched one of them. It has no leaves and is all grey. Can you see which one I mean?

Exactly right!

The other tree was touched by Princess Hammera. It bears beautiful red fruit and is meant to show you that the princess is always with you on your adventure and will protect you at all times. Because her magical powers are not quite enough, she has sent her friends, the peaceful inhabitants of the forest.

So are we all still in good spirits? Yes? Then let's soldier on.

**9. Stop**

Whoa! There are those scary watchtowers with the sorcerer's evil spies again! I'll tell you a little trick: If you're nice and quiet and take the next ten steps like a giant, the spies won't be able to see you. Shall we give it a try?

Show me the biggest step you can take.

Surely you can do a bit bigger than that, can't you?

Yes! Perfect! The spies won't be able to spot us like this. Let's go. We'll soon be at our destination, I have a feeling.

**10. Stop**

And yet another crossroads! For experienced adventurers like you, this is certainly no challenge. But please remember to tell the grown-ups. They can't see the magic arrow and the forest for the trees.

Have you found the arrow? Then you can continue. Now, on your way, find a thin, short branch that has fallen to the ground. Please don't break anything off the trees. Do you remember? These are the princess's enchanted friends. They were bewitched by the evil Hansemichel.

Keep the twig together with the two pine cones safely in your hand. You will soon need all three items to save Hammera.

**11. Stop**

Do you see the many white trees along the way? They want to warn us. Do you see why? Exactly! There are actually those strange watchtowers of the Hansemichel's spies again. But Hammera has prepared a great spell for you: If you simply touch the shoulder of the person in front of you with the hand in which you are holding neither a pine cone nor a twig, you will become invisible to the spies.

And remember: Shhhhhh...Always nice and quiet.

**12. Stop**

Do you see the basket? Now put your magic pine cones and the twig in it. If you then turn your back on the basket and just keep walking straight ahead, Hammera will open a magical portal for you. As soon as you see the houses of the hunters lodge again, you should be quick. Because the magic portal can close at any time and then the way home will be difficult. We don't want that, do we? So let's hurry up!

**Epilogue**

Great job! Together we saved Princess Hammera! She now has renewed energy to continue hiding from the evil sorcerer Hansemichel.

She is very grateful to you, however.

Next time you go for a walk in the forest, take a closer look. Sometimes she peeps out from behind a branch or sends a strong breeze through the treetops in thanks.

Princess Hammera and her companions will remember you and your courage for all their lives.

And who knows?

The next time you hear a bird chirping, it may have been sent by the princess to say a quick "hello" to you.

But that will have to remain our secret, OK?