



## EXTRAS

### Larochette Castle

The castle ruins overlook the picturesque village of Larochette and lend it its special character. The castle's history goes back to the 11th century, and the castle is positioned on a tall cliff made of Luxembourg sandstone. A fire close on 500 years ago destroyed the castle, and it has been a ruin since then. Only the Kriechinger House was restored. Inside, you will find the secret well. Can you see the dragon too?

Montée du Château  
L-7622 Larochette

[www.chateaularochette.lu](http://www.chateaularochette.lu)  
Opening Hours: March to October

Other tours  
available

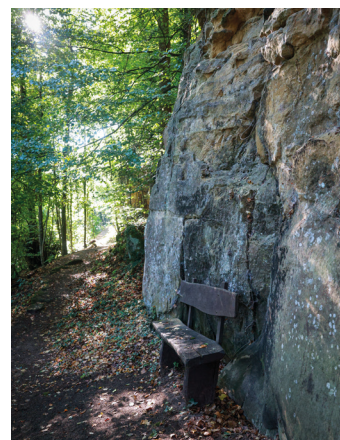


THE GOVERNMENT  
OF THE GRAND-DUCHY OF LUXEMBOURG  
Ministry of Agriculture, Food and Viticulture

The European Agricultural Fund for Rural Development:  
Europe investing in rural areas




## D'BUERG in Larochette



### L1 Walking Trail in Larochette – Castle

The walking trail starts at the town hall; you follow the L1 markers through the narrow streets of Larochette up towards the castle, which you can also visit (entry fee charged). After the castle, you move on through the forest with some exciting rocks, caves and rock passages until you reach a small pond. You can plan a picnic or a short stop here, and then walk back to the town hall via Rue Osterbour.

### The Starting Point Tourist Info

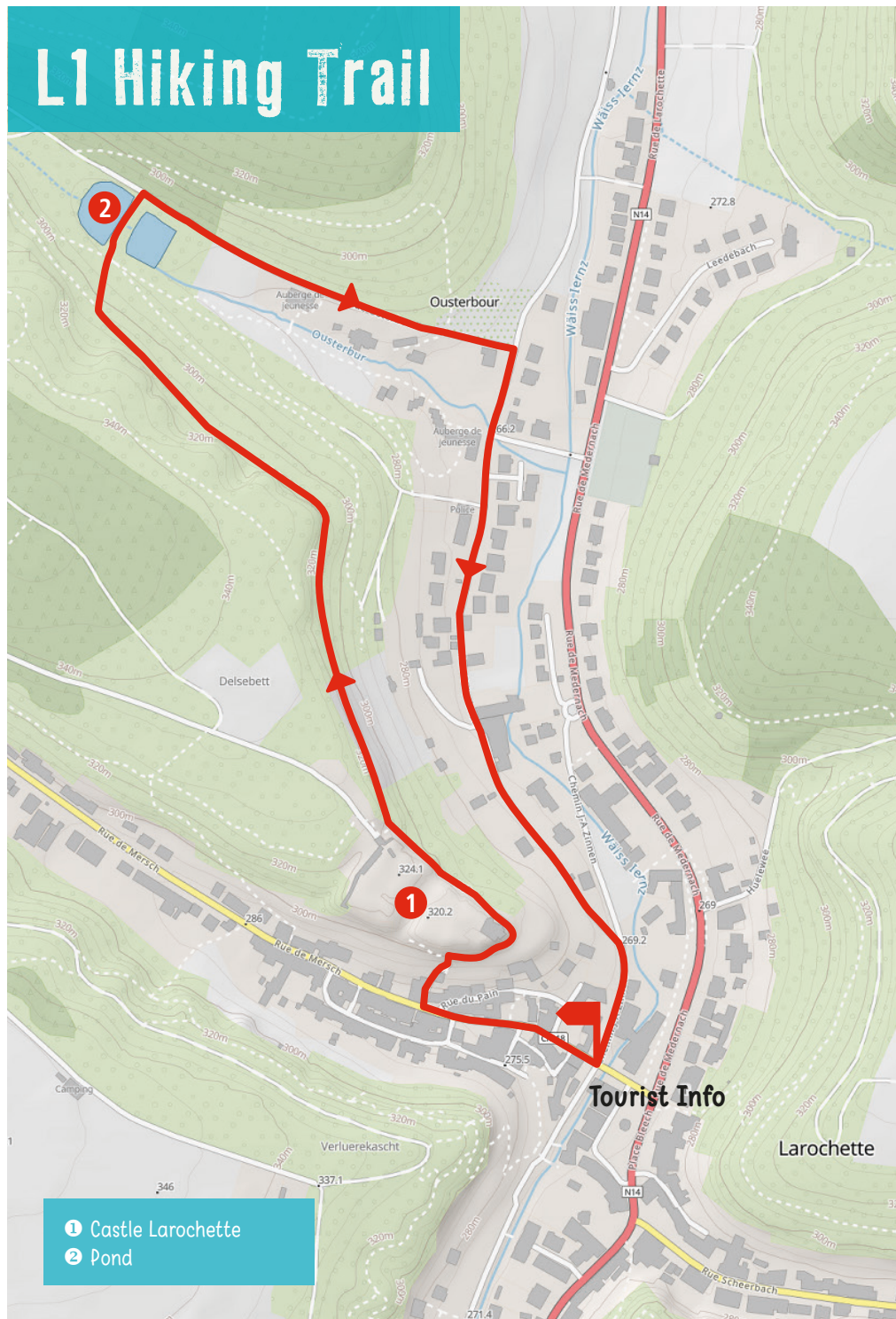
 Chemin J-A Zinnen  
L-7626 Larochette  
[www.mullerthal.lu](http://www.mullerthal.lu)

2,2 km





# L1 Hiking Trail



## Tell More of the Story of the castle Ruins and the Dragon



After visiting the castle ruins, you can descend the steps back down to the walking trail. Now you can start your adventure. From where you are standing by the steps until you reach the Ouschterbour Ponds, you need to keep your eyes peeled. On your way, collect 3 ideas or objects. You can remember them, note them down on a sheet of paper, or take a photo of them. The more inventive your discoveries, the more exciting things will get later on. If you are walking with your brothers and sisters or friends, then each of you should gather your ideas for yourself and keep them secret until you reach the picnic area by the ponds.

Now it's over to you. Carry on the story of the castle ruins and the dragon. If there are several of you playing, you can decide how you will take turns. Whoever starts names the first discovery they saw on the walk to the pond. Then come up with one or two sentences to continue telling the dragon's story and involving the discovered item. Now it is the next player's turn, until everyone has woven the things they remembered into the story.



If you don't spot anything special on the way, here are a few things you might see. **For these, all you need to do is keep your eyes peeled!**

- A Gap in the Rocks
- A Cave
- A Blue Footprint
- A Black Arrow
- 10
- Ivy
- A Tower
- Goats

If you have invented a particularly funny or beautiful story, you can share it with us! Write your story down and send it to us via e-mail to [leader@echternach.lu](mailto:leader@echternach.lu)