

WHAT IS THE GAME?

The present game is a special type of an urban game, since you're supposed to play it independently, the idea of the game being "explore as you play, play as you explore". The participants (individual persons or teams) receive a starting card and then start exploring the city in order to solve the puzzles which they encounter along the way.

Games for individual use are designed for tourists as well as people who want to explore their own city. Unlike guided tours, these games are based on the initiative of the users to reach the locations specified in the game. An introduction based on a specific theme or storyline allows for the creation of the same kind of atmosphere that you experience in traditional urban games.

Ostrów Tumski in Poznań – its name literally meaning "Cathedral Island" – has, for over a thousand years, remained a site of important developments for our country. It was here that the first ruler of Poland – Mieszko I – has built his settlement, and it was here that the very first of Polish bishops – Jordan – established his seat.

In the 16th century, Jan Lubrański, the bishop of Poznań, has established a school on the island, known as the Academy due to the high quality of tuition provided. At the times of the Prussian Partition, fortifications were erected on the Cathedral Island, including the Radziwiłł Fort and the Dom Schleuse ("Cathedral Lock"), parts of which have survived until this day. More information on this unique part of Poznań can be found on the information board located at the junction of Panny Marii and Ostrów Tumski streets.

A few years ago Ostrów Tumski in Poznań has become the area of the first urban game designed for individual play. The game tells a story of Ostrów Tumski and the surrounding area seen in the light of a certain... testament.

The clues left by the man who wrote the testament lead through the nooks and crannies of the island to a message which he has left for future generations, seeing it as a thing of extraordinary importance.

The starting card which you now hold in your hands contains all the materials which you need to find out what the mysterious message was. Read through the parts of the testament and explore the mysteries of Ostrów Tumski. Look for the locations marked on the map and try to make associations between them and the clues left by the author of the testament.

Once you learn the contents of the message, you can submit them to the www.poznan.travel website using a dedicated form – your name will appear on the list of winners!

GOOD LUCK!



PROGRAM REGIONALNY
NARODOWA STRATEGIA SPÓJNOŚCI



WOJEWÓDZTWO
WIELKOPOLSKIE

UNIA EUROPEJSKA
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Dear Stranger!

If you are reading these words, then it means that you were allowed to learn what my last will was.

During the brief time of my life I have come across a certain piece of wisdom. And now, time has come for me to write these words so that this mystery may pass on to others...

I have marked a number of places on the map, each one of them designated using but a single number or letter. Find these places. Look around carefully.

In five of these places you will see the details which I have drawn here, in others you will recognize the places described briefly below. The rest of them are meant to lead one astray, so that some simple knave does not learn about my secret.

The drawings I have made (and the corresponding numbers) will help you piece together the final clue. Remember: the objects shown in the drawings you shall find in the following places:

- on the former monastery house,
- on the building formerly inhabited by songsters,
- on the former parish house,
- and on two temples...

You shall find the place in which the secret remains concealed when you choose the right letters for the clues written down overleaf...

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The Pilaster



The Window



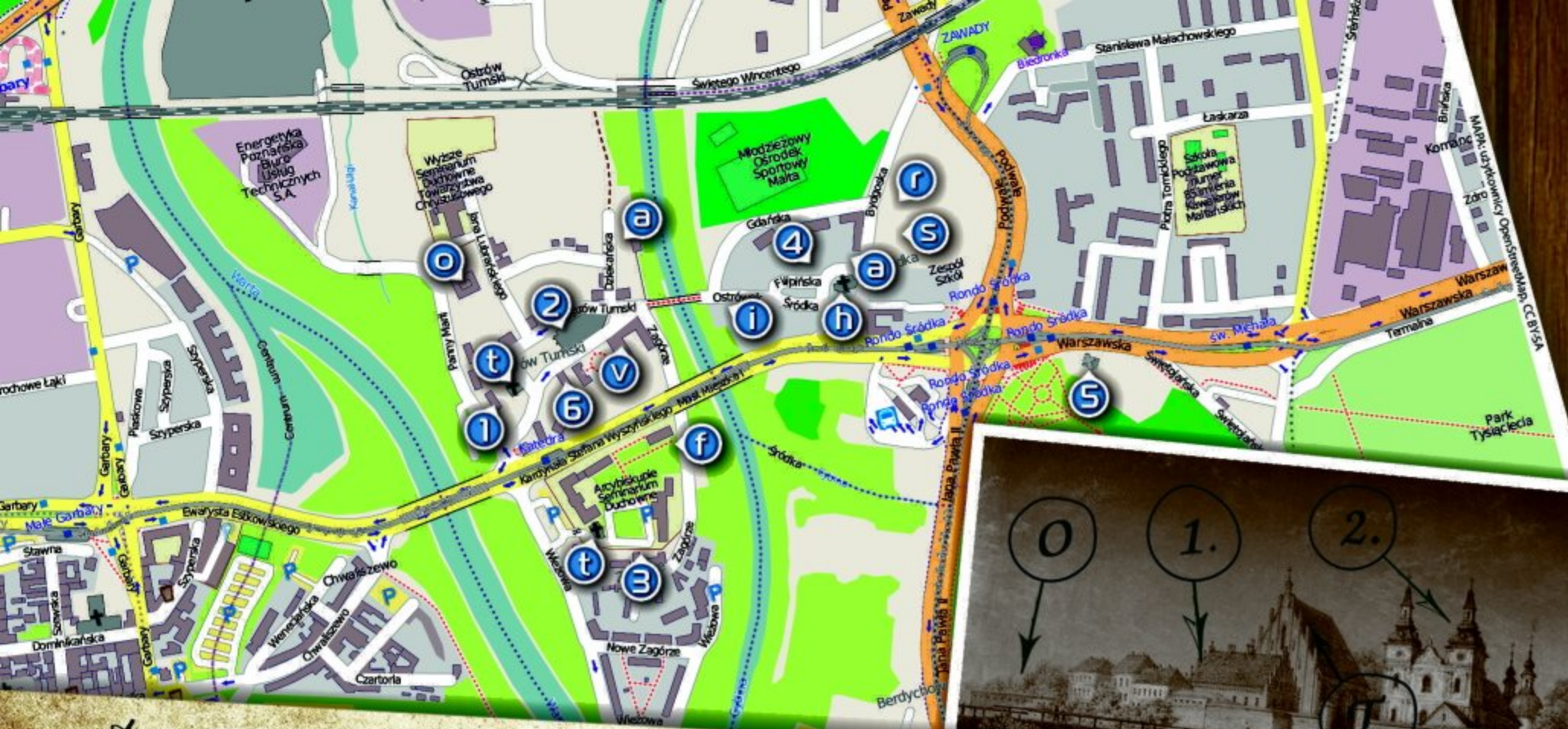
The Tiara



The Coat of Arms



The Portal



As you progress from one place to another, look for the buildings described below. When you find them, write down which letter of the alphabet has been assigned to the given place.

From the column of letters which will appear below, you will be able to read two important words.

- ☐ An ancient column, and upon it – the scene of the Passion of Christ, depicted for people to reflect upon.
- ☐ A building whose stone corner has a long time ago been blunted by knights who used it to sharpen their swords.
- ☐ An edifice guarded by two cherubs, above which rise plants with two leaves and three flowers.
- ☐ An edifice guarded by two young boys who sit at both sides of a coat of arms.
- ☐ A residential building whose entrance is guarded by a woman, her head acting as the keystone in the arched entrance.
- ☐ An edifice adjoined by a wall with a multitude of apertures.
- ☐ A temple next to which Jesus Christ has stopped by, his finger pointing at his heart.
- ☐ An edifice related to the famous Grzegorz of Szamotuły.
- ☐ A temple whose construction was started by a father and completed by his son.

Do you know what the words are? If you do, then remember that they are only useful if you find the place where I have concealed my secret. Have you already discovered the numbers that correspond to the drawings? Sum up these numbers. The result will lead you to the correct spot.

And so: 16 is the place where you have spotted the Tiara; 17 is the place where you laid your eyes upon the portal; 18 is the temple into which the gate decorated with a heart leads; 19 is a monument to a poet and titular parish-priest.

There you shall find a writing carved in stone which begins with the words that you have learned (with just three other letters preceding them).

Can you see it? If so, then the path towards the secret is now very simple. At this stage the numbers which correspond to the drawings will also prove helpful to you. They will allow you to choose the right symbols from amongst the wrong ones and to put them in the right order. The order is as follows: The Tiara, the Coat of Arms, the Window, the Pilaster and the Portal. Do you know the corresponding numbers? Find them and write down the consecutive symbols. And so:

1. Second line, second letter from the left,
2. Last line, final digit,
3. Ninth line, first letter,
4. Twenty first line, second digit from the right,
5. Last line, first digit,
6. First line, last letter.

Write down your answer here.....
P.S. Do these symbols bring up any thoughts?

Good luck!



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12+

180'

PLAYER'S AGE TIME OF GAME