

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.

HISTORICAL BACKGROUND

December 1918. For more than a month since its capitulation at the end of World War I, the German state has been facing a wave of turbulent events. Polish citizens living under Prussian rule are hoping that they will soon be able to seize control over the province and to reunite it with the reborn Polish state. Many secret organizations are beginning to feel confident enough to reveal their existence. The Polish nation begins to gain strength, like a force of nature. Everyone hopes that these first sparks of national activity will give rise to a flame which will then erupt with full force.

INTRODUCTION

Imagine you are a member of one of the secret organizations which operate in the vicinity of the city of Poznań. Your goal is to provide other clandestine associations with a code word that will serve as a signal to take up arms. You have just learned that the events in Poznań are unfolding faster than anticipated. The time is now. You need to act.

You open the envelope containing your instructions and then it turns out that the code word has, for the sake of security, been encrypted; in order to decipher it, you need to learn the meaning of a number of symbols. Fortunately, you have plenty of opportunities to learn their meaning. All you need to do is to choose a path that will allow you to inform other conspirators of the need to act as fast as possible!

RULES OF THE GAME

The most important task is to decipher the code word that will ignite the uprising. In order to decode it, you need to learn the meaning of the triangle, the circle and the square. It is up to you which region of the game you choose.

Once you have put together the code word, submit it 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



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THE FIRST SPARKS



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How to decipher the code word?

In order to decipher the code word, start with the appropriate letter and then move clockwise or counterclockwise, as if you were standing in a circle. Do everything in accordance with the instructions presented below.

In order to do that, you will need to learn the meaning of three symbols (a circle, a triangle and a square), which hold the key to the method of obtaining the code word. How should you do it? You will know all this once you have read the instructions placed on the reverse side.

Once you have learned the meaning of these symbols, reading the subsequent characters of the code word from the circle will be an easy task.

Start with the letter D. Move in the direction indicated by the circle, taking as many steps, as the circle indicates.

Next, take the same number of steps as the number

made up by summing up the digits of the number obtained through discovering the meaning of the triangle – heading in the direction in which the triangle points.

Take the next step by following in the direction indicated by the square, the number of steps forward being equivalent to the second digit of the number obtained from the square.

The second digit of the number corresponding to the triangle will also point towards your next move. The triangle also provides the direction in which to go.

The next thing you need to know is the direction and number of steps indicated by the square and in that way you should obtain the final string of characters.

If you still have any doubts, then remember that the last clue is provided by the square and the second digit in the number pointed towards by that square.

1.

In Swarzędz (address: Rynek 12) you will find a commemorative plaque adorned with an eagle. Check out and memorize on which side of the board an eagle is and take the first and the last number from the latest date on the board.

2.

On the market square in Mosina you will meet with two insurgents. Think of the way in which they direct their gaze (from your perspective). The number you are looking for is made up of the number of the insurgent symbols on their peaked caps (cord loops resembling the sign of clubs in a deck of cards) as well as the number of human faces visible in this spot.

3.

Find the biggest and oldest park in Śrem. There you will meet a man who wants to encourage people to take up arms, just like yourself. Notice in which direction (from his perspective) is he looking and subtract the number 4 from the sum of the digits that you see at his feet.

4.

On an old church in Tarnów Podgórny you will find a memorial plaque with a cross, a star and an olive branch. Notice the side on which the cross is situated. Next, subtract the numbers which define the day of birth and the day of death (as well as the number 2) from the age of the person to whom this plaque is devoted.



1.

On the church in Lusowo you will find a plaque devoted to one of the insurgent officers.

Check on which side of this plaque the acronym "wlkp." (Wielkopolska - Greater Poland) is located and write down the second-last digit found on the plaque.

2.

In Puszczykowo, on the old Puszczykówko train station, you will see an antique, decorative railway clock. Sum up the digits found on one of its dials and divide the result by 10. You need to remember on which side on the dial you can see the number which you obtain as a result as well as the result itself.

3.

When walking past the town hall in Śrem, you will meet a patriot addressing his supporters. Check on which side of this person you can see the bigger part of the building which stands behind his back. You also need to know the first of the numbers which is visible next to this man. Divide this number by two and write down the result.

4.

On the town hall building in Murowana Goślina there is a plaque adorned with an insurgent's cross. Check on which side of the plaque you can find the word "powstania" ("of the uprising") and subtract the first digit you can see on the plaque from the last one.



1.

On the plaza in Trzecie lin there is a monument depicting a soldier. Take a careful look at this monument and check on which side of the plaque you can find the word "HOLD" ("HOMAGE") - this will point you in the right direction, while the number you need to remember is the sum of the digits making up the age of the soldier.

2.

In Kórnik, on a plaza the name of which references the uprising, you will find a plaque which is almost 100 years old. The first letter of the direction in which you should be heading is the first letter in the third town name among the names given on the plaque, while the number you need to remember is made up of the number of towns listed on the plaque, multiplied by the number of swords which encircle the same plaque. Add the second-last digit found on the plaque to the above result.

3.

On the market square in Pobiedziska you will find insurgent equipment - an insurgent's cap, sabers and rifles. You will also need the following: the number of insurgent symbols (cord loops resembling the sign of clubs in a deck of cards) found on the monument, added to the number of the letters in the first word found on the monument; you also have to remember that the side you need is the side opposite to the one on which the cross attached to the insurgent's cap is found.

4.

On the cemetery gate in Skoki there is a bronze plaque on which you will find a very brief summary of the first days of the insurgency. Remember which of the branches found on the lower part of the plaque has the lesser number of leaves as well as what is the number of family names inscribed on the plaque on the right.



TOURIST GAME THE FIRST SPARKS

Take the next step indicated by the square being equivalent to obtained from the square.

The second digit of the triangle will also point to the next step.



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10+

PLAYER'S AGE

180'

TIME OF GAME