

WHAT IS THE GAME?

This game is a specific version of the terrain game – it assumes individual approach, according to simple rule „explore by playing, play by exploring”. Participants (or groups) will receive a game card and rush to resolve the riddles.

„Play it Yourself” games are prepared not only for tourists, but also for citizens who want to learn about their own city. Unlike the guided tours, they assume self-initiative of the participant in reaching out to the consecutive places. Plot or thematic introduction allow the participants to build the atmosphere present in the traditional city games.

INTRODUCTION

Over hundreds of years the inhabitants of cities wanting to develop areas of their lives tried to give it a unique character, to express their thoughts or even make the environment more aesthetic. This game is dedicated to this aspect of the city of Poznań. The popularity and class of monuments gathered around the Old Market made us look for less well-known space, and as it turned out just as much interesting ...

The city - a place where, by definition, life passes faster - is not conducive to contemplation of its heritage. On the way home, work or school we often pass by the specific kinds of information from previous generations, practically not noticing them. And if we even notice them on the run, we are not able to read them properly. What if this information is something very important? A treasure thoughtlessly passed, that only needs to be reached out? We encourage you to consider this game in such way.

You are holding a starting card now. It includes a set of materials which would help you discover a certain maxim bequeathed in the sculptures.

On this card you will find a map, some directions and old photographs of buildings in Poznań, as well as a final task. In each location marked on the map you will find a building with one of the photographs. Once you recognize this building, carefully read the instructions assigned to the appropriate symbol from the map. Be careful - sometimes there are two symbols assigned to one place.

Proper solution of all tasks will allow you to deal with the final task, which is to read a password placed around a compass rose. Imagine you stand in the middle of this circle. Start with letters UN, and move so many places and in the direction which is indicated in the final task.

When you already know the content of the password, fill in a special form at www.poznan.travel. If the answer is correct, your name will be inscribed on the list of explorers of Poznań mystery!



PROGRAM
REGIONALNY
NARODOWA STRATEGIA SPÓJNOŚCI



WOJEWÓDZTWO
WIELKOPOLSKIE

UNIA EUROPEJSKA
EUROPEJSKI FUNDUSZ
ROZWOJU REGIONALNEGO



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At the ornaments of the building, locate a village within the city. Pay your particular attention to domestic fowl. Count the poultry which look to the right (from the bird perspective). Their number will be an important clue.

On the building, near some famous teacher statue made of bronze, you can find a crest and underneath it there is the Sphinx. Probably this is the only one in the whole Poznań. Don't be terrified by its size, just look in the direction where it looks. Do you think, that it gazes straight on the Opera house? If yes, write down 'right'. Otherwise, write down 'left'.

Find the winged horse, soaring above the city. If you do not know where it is, just look up. At the bottom of the building there is a panther with its keeper. Please, note in which hand a guardian holds the wreath?

In the courtyard of this building you will distinguish a herd of dangerous beasts. Count them, being careful of not getting devoured....



On the walls of this building you will find two hermas (architectural ornament in the form of a square pillar with a bust on top) that allegorizes hospitality and thrift. Consider which of the figures shows the thrift and remember which hand does not support the finial - left or right?

On the wall of the building visible in the picture, find a clock. If you are from Poznań, you pass it, for sure, several times a day. One of the digits appears twice. Remember it.

If you found the building from the photograph, think which building this picture was taken from. Look at it from the distance. If you chose properly, you would see a locomotive arriving from Berlin. Which side of the building it stopped on - right or left?

On the north side of the building, on which a visible sculpture is placed, there is an entrance to some esteemed institution. Above the entrance find the relief depicting people of different professions. How many of them are there?

In front of this building find the lamps from the beginning of the 20th century. Check how many dragon heads entwine the base of one of the lamps. This number will be very useful for you.

On one of the walls of the building from the picture, there is a couple of resting reapers who had showed up in the city for some reason. Look at them and decide if the woman holds a sickle in either left or right hand.



The first part of the password is a digraph UN.

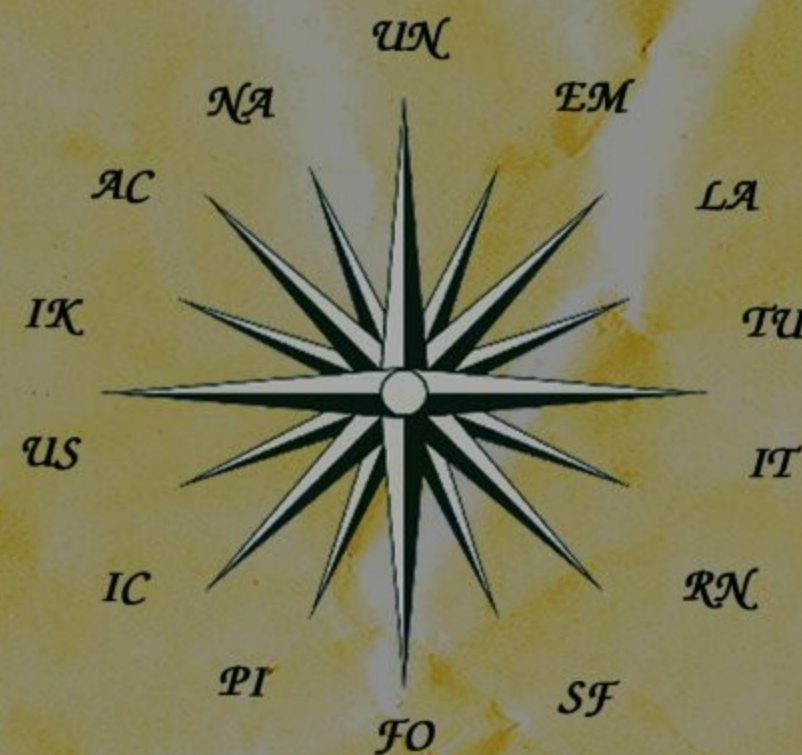
You have just acknowledged an accurate bestiary of Poznań, so there will be no problem for you to find another part of the password, concealed by the sphinx and the dragon's heads.

Then drop in the place indicated by instructions taken out from the predators teeth. A panthera shows the direction and castle beasts show the number. Then make sure not to miss the train from the west. The clock will show you the time, the stop is obvious.

Strolling down the streets, you probably have met reapers and other laborers. Use the information provided by them. Also write down the symbols indicated by the castle beasts as well as by the herm.

Now it will go quickly: reverse reapers asked for an hour, which you already know. Poultry looking west, agrees with cat, and the profession representatives harmonize with the sphinx. Dragon heads turn their eyes away from female herma stands.

The last part of the password is probably the easiest to guess, but if you had any problems, let the locomotive with the clock show you the way.



TOURIST GAME ENCHANTED IN STONE



www.POZnań.travel

8+

180'

PLAYER'S AGE TIME OF GAME