

ABOUT THE GAME

In the last couple of years city games have gained in popularity and city spaces have become a game board for players to compete on.

The present game is a specific type of a city game, since it can be played individually. As stated by the principle 'sightsee playing - play sightseeing' the participants of the game set off to play in the field and solve the tasks. The game can be played individually as well as in teams. The winners register via the Internet to win prizes.

Cathedral Island (Ostrów Tumski), the oldest part of Poznan, is an isle created by the branches of the Warta River. According to the latest studies the first city existed here as early as the 9th century. In time, it became the first residence of Polish sovereigns: Mieszko I and Boleslaw Chrobry. The isle has been chosen as the background for the present game due to the fact that it abounds in historical evidence of the past.

There is a secret association called The Fellowship of Explorers working in Poznan. To become a member of the association you need to pass the Explorer's Trial. Follow the instructions, solve the tasks and discover the city's wealth and resources.

Follow the instructions in 'How to become an explorer'. Having identified the final password, submit it on the website www.bramapoznan.pl. If your answer is correct, you will be able to download your personal certificate and take part in the prize drawing.

GOOD LUCK!



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HOW TO BECOME AN EXPLORER?

Set off on a trip to Cathedral Island. Break the secret code and find the **KEYWORD**.

Go to Ostrów Tumski street and stop there to read the first instructions, then set off following them.

Solve the **TASK** and find the first word of the **CODE**.

AND WHAT'S NEXT?

Look at the pictures accompanying the instructions. Choose the one with the building or sculpture you are standing by.

Read the instructions and, as before, set off to find another word of the code.

After completing the five tasks, break the code using the Secret Charts of Codes.

You can find the list on the back of this card. The decoded sentence will help you reveal the **KEYWORD** and lead you to the final password.

HOW TO GET THE KEYWORD?

In order to be able to read the **KEYWORD** write the equivalents (from the code list) for the words found during your trip. The secret chart of codes will help you with their meanings and their order is determined by the pictures of the places where you found the respective words of the code.



Directly above the place where you find the last word of the code you will see an inscription. The **KEYWORD** is hidden in that inscription.

That's not all! Your final stop is the main building of Porta Posnania ICHOT, which can be seen the Bishop Jordan Bridge. This is where you will find out the order in which you need to submit the letters of the **KEYWORD** in order to become a member of the Fellowship of Explorers.

There is a wooden path leading to the building in a series of zigzags. Walk along the path in the direction of the main entrance and name the beginning of the path and each of the turns that you take with the successive letters of the **KEYWORD**. To get the solution, first enter the letter you have assigned to the initial point of the path, next - the letters assigned to the left turns, and finally - the letters assigned to the right turns. Submit your answer on the website www.bramapoznan.pl.

WHAT ARE CITY GAMES?

HISTORICAL BACKGROUND

THE PLOT

RULES OF THE GAME



INSTRUCTIONS

INSTRUCTIONS NO. ①

Stop at the miniature model of Cathedral Island. Look at the Monument of the 'Great Person'.



Locate the other 'Great Person' standing on a white column and go in that direction. Go past the 15th century church situated where there used to be Palatinum, the residence of Mieszko I. There also used to be the chapel of Princess Dąbrowka, which is supposed to be the earliest Christian temple in Poland. Stop at the column. There is a brick building nearby. Go towards it and find three small reliefs on its wall.

TASK – THE RELIEFS SHARE ONE NAME TO DESCRIBE THEM. WRITE IT DOWN.

WORD OF THE CODE.....

INSTRUCTIONS NO. ○

Look again at the person holding a sword. Check in which direction the person is looking and go in that direction. Pass between 'a red' and 'a red' and a couple of steps further go into Ostrówek Street. It used to be the smallest town in Poland, situated between Cathedral Island and Śródka. Walking along go past a row of tenement houses. Ahead of you, you should see a church. The church is situated in the centre of the former settlement. There is a number on the gate of the church, 1893.



TASK – WRITE DOWN THE NAME OF THE SHAPE IN WHICH THE NUMBER IS INSCRIBED.

WORD OF THE CODE.....



INSTRUCTIONS NO. ○

Look around and find two stone blocks with reliefs on them. Approach the one that represents the baptism of 966. In the distance you should see a black spring. Go past the spring and carry on between two walls. Walk past a cross standing on the right. Stop at a brick building situated slightly to the left. The first school of higher education in Poznan was located in that building.

TASK – FIND THE NAME OF THE SCHOOL INSCRIBED ON THE PLAQUE AND WRITE DOWN THE INITIAL WORD COMPOSING ITS NAME.

WORD OF THE CODE.....



INSTRUCTIONS NO. ○

Head back to the 15th century church. Walk past the church and enter onto the square located behind it. You are now standing on the largest square of the 10th century Poznan. Go towards two towers. They are a part of the first episcopal residence in Poland. Find the Latin inscription around the main entrance that confirms this historical fact: PRIMA SEDES EPISCOPORUM POLONIAE.

TASK – FIND THE DOOR HANDLES BELOW THE INSCRIPTION AND NAME THEIR SHAPE.

WORD OF THE CODE.....

INSTRUCTIONS NO. ○

Look around and find the street you have not walked along so far. A thousand years ago the city's embankments run here. The visit to the Archeological Reserve, which you pass on your left, can give you the opportunity to see what the embankments looked like.



A little further away you can see a characteristic shingle roof. When you reach the street dedicated to deans, you will see 200-year-old fortifications. Nowadays they form a part of Porta Posnania (Interactive Heritage Centre of Cathedral Island).

Turn right and enter onto a large square. Locate a temple, you will see a green cupola and four figures. Neither the woman nor the figures holding a cross and a sword are of interest to you. Your attention is drawn to the remaining figure.

TASK – THE FIGURE YOU ARE INTERESTED IN IS HOLDING AN OBJECT IN THE HAND. NAME THAT OBJECT.

WORD OF THE CODE.....

THE SECRET CHART OF CODES

- | | |
|------------------------------|----------------------------------|
| Academy - penultimate | Crozier - from the bottom |
| Front - indent | City - first |
| Coat Of Arms - line | Sword - from top |
| Cathedral - first | Fence - from left |
| Chapel - syllable | Garden - penultimate |
| Keys - row | Castle - from right |
| Column - last | Rose Window - between |
| Bars - third | Fish - second |
| Cross - fourth | Heart - word |
| Square - line | Tower - noun |



Project co-financed by the European Regional Development Fund under the Operational Programme Innovative Economy.

7+

90'

PLAYER'S AGE

MEAN TIME

city game
THE FELLOWSHIP OF EXPLORERS



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