



SPOOKY CITY GAME

FLYING CAFE - TOOLBOX

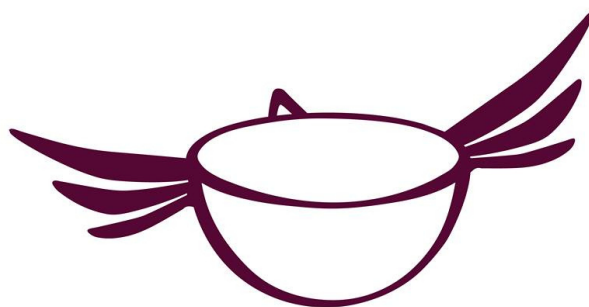


WHAT
city game



FOR WHOM
youth, educators,
youth workers,

WHY
integration, cultural
heritage, problem
solving, TBA



Latająca Kawiarnia



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Spooky City Game

BACKGROUND



Many cultures celebrate their unique traditions, customs, and stories connected with relations between the realms of the living and the dead, souls passing to the underworld or trying to connect with the living for various reasons, for example, repenting, asking for forgiveness or offerings, resolving unsolved mysteries, guiding or simply scaring them. Just to mention a few - Celtic and Gaelic Samhain, Roman Lemuralia, Latinamerican Día de Los Muertos, Slavic Dziady, Hong Kong Hungry Ghosts Festival, first Irish and Scottish, and then more Americanized Halloween and of course, worldwide All Saints Day.


Although the topic is very complex and serious, for centuries many cultures embraced different strategies how to deal with it to be more approachable. Some preferred more solemn forms, others, on the contrary, colorful parades, feasts and costumes. Whether it is a coping strategy trying to tame the fear of inevitable or rather joyful reunion with ancestors, it definitely holds an important part of our culture.

How is it celebrated in your culture?

Are there any pagan roots still visible in modern traditions?

Does your region, city, village have some unique traditions, customs or stories connected with this topic?

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5 hours session, 3 - 6 facilitators
15 - 30 participants
20 min introduction
4 hours - city game
40 min - debriefing

SCENARIO

Prepare **stories, riddles and quests** connected with **spooky legends** from the city you are running the game.

Prepare **facilitators** who will be playing different roles in the game (eg. underground god/goddess, lost souls, fortuneteller, monk).

Together with other facilitators prepare the **stations**, hide messages, tiny compartments with mysterious objects (chests, boxes, jars), ask bartenders in a cafe to cooperate to pass the clues etc. Depending on your group and the city, try to adjust the quests to their preferences.



Veles, Slavic God of Underground waiting for the adventures,
Kraków, November 2021

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SCENARIO



Divide participants into 3 - 5 groups (the best dynamic for this game is to have around 5-6 persons in one group)

Give an introduction about the **game mechanics** - "solve the quest, get the clue where to go to the next station, solve another quest which will lead you to the next place etc., and then you will find the final destination when we'll have a debriefing, remember about **safety**, get in contact with the organizers on the phone, messenger, WhatsUp, telegram or any other communicator, just in case you would need some guidance etc."

Give an introduction to the **storyline** - make up a story that will fit your group and the city. Every place have some abandoned or mysterious places, even if there are no story around them, then just create it, also look for stories connected with important parts of the city eg. old library, park, monument, city hall, bridge etc. This approach would be especially beneficial for **international participants** who don't know the city, for example, they are on a youth exchange. For **local youth** try to find **less obvious places** which could be exciting and surprising for them to explore.

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SCENARIO

Include in your quests historical persons connected with the place. That will give additional educational value. For example, **the soul of a writer who used to live in your city is asking to find his undiscovered manuscript.**

Give participants maps of your city, contact to you and first riddles which will set their groups on different paths. In this case, you will avoid groups running and competing too intensely. They can go to the same stations but in a different order.

Example of Quests:

- Find and interact with actors and solve their quests (e.g.: find an object that symbolises something and tell a story connected to it)
- Encode a message encrypted in cypher (e.g.: Caesar cypher)
- Discover a letter hidden in a tree hole
- Follow the recording revealed after scanning QR code
- Find a puzzle with a UV light





DEBRIEFING

Questions about working in a group:

- what was your group managing strategy? Were you more task or process-oriented?
- have you divided the tasks?
- have you chosen any form of leadership?

Questions about problem-solving?

- what type of quests was the most engaging for you?
- what type of quests was the most difficult for you?
- have you preferred to analyze and plan or rather go straight into action?

Questions about cultural heritage:

- have you learned anything new about the city you've been playing in? If yes, then what?
- have you learned anything new about the culture, traditions and customs of that place? If yes, then what?
- Are there any similarities/differences to your region?



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SCENARIO BY KAROLINA BEDNARCZYK



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Latająca Kawiarnia/Flying Café is a Kraków community of educators, activists, artists, and freelancers. It consists of a series of workshops. Topics are determined during subsequent events and on FB group. They vary from body awareness, arts, storytelling, theater, larp, improvisation, public speaking, game design to climat education and academic research. Members conduct and test their own workshops or order their dream training from professional teachers. They also create and test games and educational tools. The meetings are financed by Nausika Educational Foundation from the funds of the European Solidarity Corps. If you want to join or just contact us write on biuro@nausika.eu
