

Murder
in Alguer

Ruiza

HOW TO PLAY

Murder in Alguer is an interactive novel set in Augmented Reality that can be played either on location or at home through the use of this sketch-book. As a player you have the gift of 'Psychometrics', the power to see past events by extracting memories from inanimate objects. Your phone is the medium by which you express this power. At the beginning of the game, you receive an email from an old acquaintance of yours, asking you to help him find a missing girl in Alghero. Immediately after, you see the first vision concerning the girl.

DOWNLOAD ON YOUR SMARTPHONE



HOW TO PLAY ON LOCATION

The map shows 10 locations where events related to the story occurred. Once you're in place, open the map and select that location. You will be hit by a series of confusing images. Try to guess which object in particular carries each vision. Once you understand, press the "Activate psychometry" button and frame the object. If your intuition is correct, you'll just need to locate a flat surface (the ground, the road, a pavement or sidewalk...) where you can then make the characters appear.

HOW TO PLAY AT HOME

If you're not in Alghero, or you're unable to visit all of the locations, you can use this sketchbook to activate the visions - but bear in mind that it's only half as fun! Over the next few pages, you'll find 10 drawings found in the missing girl's notebook. Frame them using your smartphone to see the vision appear above the drawing.



from: ispettore@alghero.it
to: investigazioni_occulte@mail.net

Hello,
You've likely read the news of the last 10 days of the disappearance of the Spanish student here in Alghero. The girl, Sophia, arrived here in the city just a few weeks ago to further the research of her thesis on the Catalan language. Our police station has been grilled non-stop for the past 10 days. Top brass has been calling us all the time, as have our colleagues in Barcelona, not to mention the press. We've interviewed Sophia's colleagues and academics. Everyone remembers her, but the girl hadn't really gotten close to any of them in particular. We turned her whole room upside down as well as the entire B&B where she was staying. All of her stuff was still there and nothing looked out of place. We tried locating her phone, but the last cell tower ping was inside the town, so we couldn't follow any particular leads there. This girl seems to have vanished into thin air. We have to find her. Her family has important connections and, as you've seen, both local and Spanish press are tearing us to shreds. I know that with you, in the past, we haven't exactly played fair, staying silent about your contributions when you've helped us to solve even the most complex cases. You must understand that we can't disclose the "source" of your information. Your "visions" – achieved by using your hands to observe what the objects in those places have seen –they're not the kind of science that can be talked about without raising the eyebrows of a few sceptics. But you, unlike many others, are very discreet and not interested in any kind of fame. Our office has "available" funds that we can draw on without attracting too much attention, so your compensation is not a problem. The important thing is we find the girl as soon as possible!

Come to Alghero, take a walk around the city and its surroundings, and help us to find out what happened to Sophia.

I'm attaching a photo of Sophia and a small sketchbook we found in her room. They might be useful.

P.S.

There are rumours in town about another young man who hasn't been seen around for a few days. He's from Alghero, but without any family ties or close friends. His name's Alessandro, a bit of an oddball, but he's a very quiet type with a fixation on esotericism and legends. A colleague of ours looked for him at his house but couldn't find him. In any case, no one has reported him missing, but I thought it was necessary to inform you. I'm also attaching a photo of him, taken from our archives.



Porto Conte: MA.SE Museo Antoine de Saint-Exupéry
Capo Caccia: Belvedere
Villaggio nuragico di Palmavera
Necropoli di Anghelu Ruju
Museo del Corallo
MUSA - Museo Archeologico
Fortificazioni: trabucco
Complesso Monumentale S. Francesco
Porta terra: monumento ai caduti
Piazza del teatro

L'Alguer brilla també
a sota de la pluja



Balneario di Caposcaccia

Complesso Monumentale S. Francesco



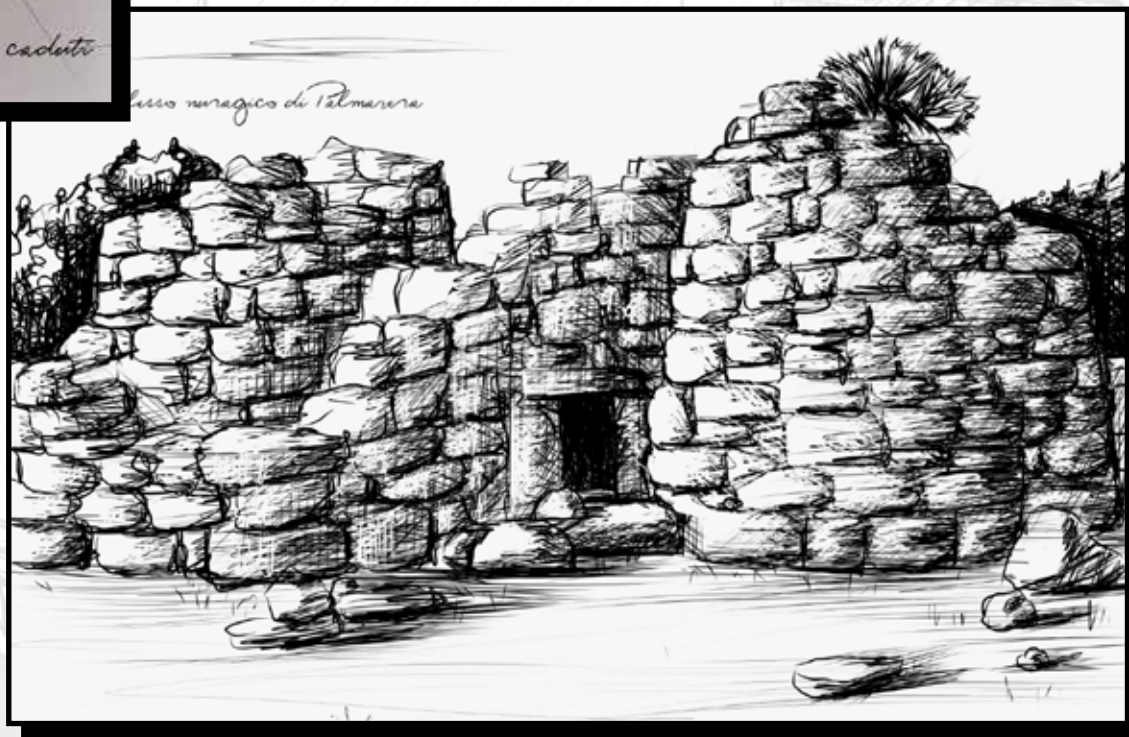
Finalment u interessat
de darers a me conèixer.
Practicament li he recontat
tota la mia vida.
L'hasarié enfadat?



Porta terra - Monumento ai caduti

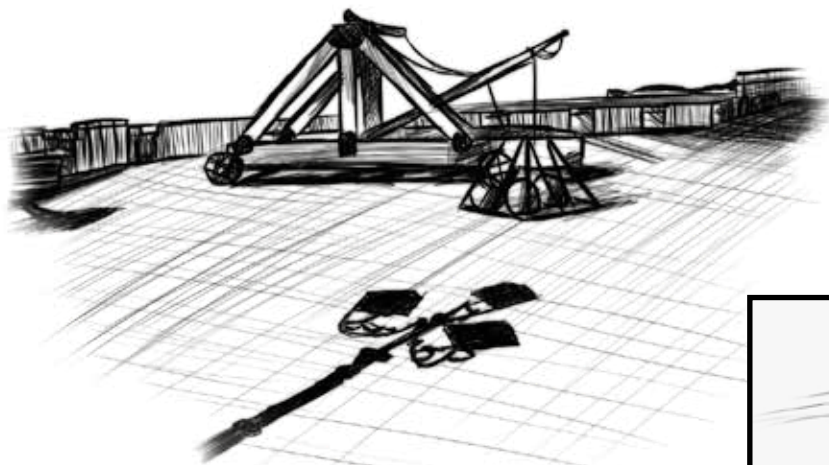
*'Es així bell!
No tenc ninguna esperança....
Encara un altre alguerís?*

*Sol ahir he desfet les baliges
i escomencen ja
les encontres interessants*



Masso nuragico di Palmavera

Trabuccos nei bastioni



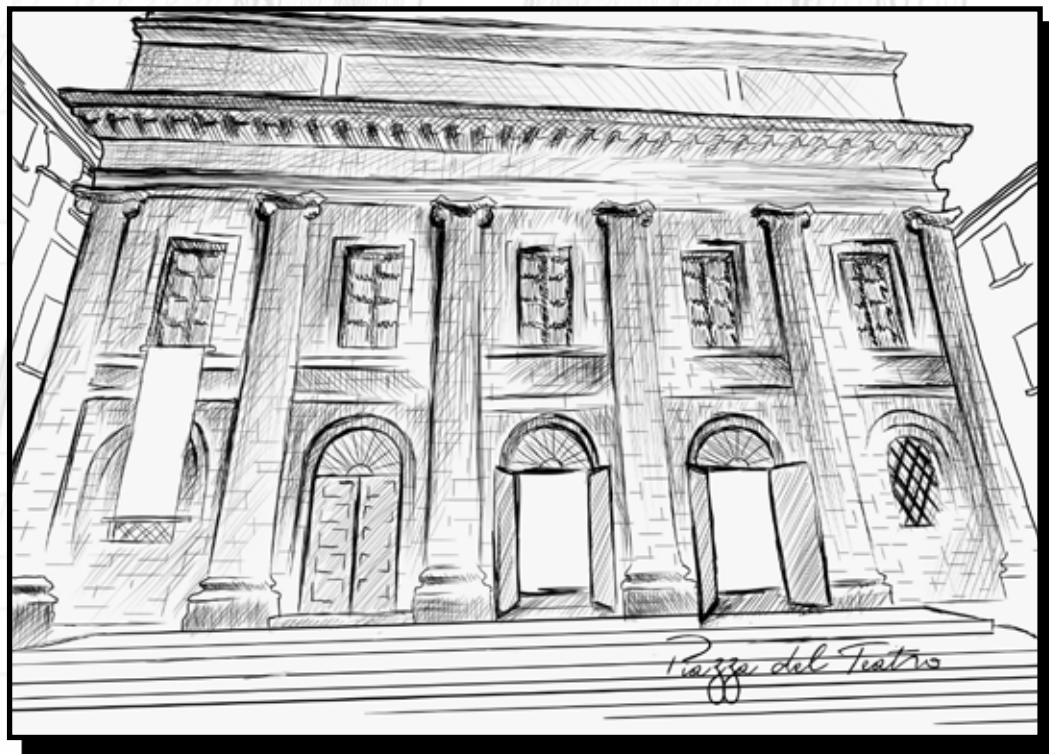
Qui sap guals veritats me
recontaran sobre aqueixa Necropoli

Me la recordara
assai bella i l'Alguer
és restada així



Necropoli di Angghela Taju

*Qui gran bella jornada!
Finalment ho sol!*



*No m'era abizada mai que l'Alguer
fossi una ciutat màgica.
Cada lloc té una història*

Museu Sant'Expis
Porto Conte



En aquí hi tenc de
venir amb Alexandros.
Me dona alegria quan reconta
les llegendes de l'Alguer.
Ell hi creu de daveros!

Me tenc de donar una regulada:
més estudis i més poc Alexandros





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Statement about the programme: The 2014-2020 ENI CBC Mediterranean Sea Basin Programme is a multilateral Cross-Border Cooperation (CBC) initiative funded by the European Neighbourhood Instrument (ENI). The Programme objective is to foster fair, equitable and sustainable economic, social and territorial development, which may advance cross-border integration and valorise participating countries' territories and values. The following 13 countries participate in the Programme: Cyprus, Egypt, France, Greece, Israel, Italy, Jordan, Lebanon, Malta, Palestine, Portugal, Spain, and Tunisia. The Managing Authority (MA) is the Autonomous Region of Sardinia (Italy). Official Programme languages are Arabic, English and French. For more information, please visit: www.enicbcmcd.eu".

Statement about the EU: "The European Union is made up of 27 Member States who have decided to gradually link together their know-how, resources and destinies. Together, during a period of enlargement of 50 years, they have built a zone of stability, democracy and sustainable development whilst maintaining cultural diversity, tolerance and individual freedoms. The European Union is committed to sharing its achievements and its values with countries and peoples beyond its borders".



Transforming monuments into an experience of play and fun, of interaction with the history and identity of the city, of discovery through new, more dynamic and engaging ways of its museum, natural, craft, and cultural heritage. This is the goal of the games created and designed as part of the MED GAIMS GAMification for Memorable tourist experienceS European project, funded by the European Union through the ENI CBC Mediterranean Sea Basin Program with a contribution of €2.1 million. Fondazione Alghero – one of the partners of the project which includes six other organizations in Lebanon, Spain, and Jordan – has included physical and digital games that directly relate to its territory under the "Play Alghero" brand, thus aiming to revolutionise the traditional visit to cultural sites using techniques and technologies of gamification – both analogue and digital – to innovate and create a unique experience for those who visit the territories involved in the project. Thanks to MED GAIMS, 10 games were created in Alghero – 6 physical and 4 digital – with the participation of active citizens, cultural associations, young gaming enthusiasts, and industry professionals.

www.playalghero.it

Created and produced by Net Press and Game Maker Academy



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www.net-press.it www.gamemakeracademy.it