

MISTERY GAME - DEFINIZIONE

Prompt

Prepara la trama di un delitto maturato in un villaggio turistico a Tropea frequentato da stranieri di vari paesi (UK, Spagna, Germania, Francia, Australia, ecc.) dove si interagisce solo in inglese e scoperto nella caratteristica chiesetta di Piedigrotta che si trova su una spiaggia di Pizzo. Sarà la base per un gioco "mystery" dove i partecipanti interagiscono in inglese, facendo domande e ricevendo risposte dal conduttore del gioco, per scoprire come è successo e chi è il colpevole. Prepara: 1) la descrizione dell'ambiente, dei personaggi, della vittima e del delitto da condividere con i partecipanti; 2) una descrizione più estesa del contesto, del movente e delle modalità del delitto che viene usata dal conduttore per rispondere alle domande. Includi nella motivazione del delitto qualcosa che deriva dalla conoscenza della storia della chiesetta di Piedigrotta (il naufragio dei marinai nel '600).

La trama e i materiali da usare

Ecco una traccia completa per il tuo "Mystery Game" ambientato nella splendida Costa degli Dei. Il testo è scritto in **inglese**, dato che il gioco si svolge in quella lingua, per facilitare l'immersione dei partecipanti.

Part 1: Public Briefing (For all players)

The Setting

The sun-drenched **Azure Horizon Resort** in Tropea is the jewel of Calabria. It is a melting pot of cultures where the only common language is **English**. Guests from the UK, Spain, Germany, France, and Australia spend their days diving in the turquoise waters and their nights sipping *Cirò* wine.

However, the dream holiday turned into a nightmare this morning. A group of early-morning joggers discovered a body inside the **Chiesetta di Piedigrotta** in Pizzo, the famous church carved entirely out of sedimentary rock. The victim was found lying at the feet of the stone statues, a few miles away from the resort in Tropea.

The Victim

Sir Arthur Sterling (UK): A wealthy, retired maritime historian and antique collector. He was known at the resort for being arrogant, secretive, and obsessed with local shipwrecks. He had rented a private boat the previous evening.

The Suspects

1. **Hans Müller (Germany):** A professional scuba diving instructor. He was seen arguing with Arthur about "illegal coordinates" near the Pizzo coastline.
2. **Clara Lefebvre (France):** A young art restorer. She was Arthur's personal assistant but was heard crying in the lobby after Arthur threatened to fire her and ruin her career.
3. **Elena Vega (Spain):** A mysterious socialite who claims to be a descendant of 17th-century Spanish sailors. She spent a lot of time "monitoring" Arthur's movements.
4. **Liam O'Connor (Australia):** A rugged traveler and boat skipper for the resort. He was the one who prepared Arthur's boat but claims he never saw him leave.

The Crime Scene

- **Location:** Inside the Cave Church of Piedigrotta, Pizzo.
 - **Time of death:** Estimated between 11:00 PM and 1:00 AM.
 - **Cause of death:** A heavy blow to the back of the head.
 - **Evidence found:** A broken vintage compass, a trail of wet sand leading to the altar, and a small gold coin dated 1675 tucked into the victim's pocket.
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Part 2: The Conductor's Secret File (Internal use only)

The Deep Context

In the mid-1600s, a ship from Naples was caught in a violent storm off the coast of Pizzo. The sailors prayed to the Virgin Mary, vowing to build a church in her honor if they survived. They crashed, but they lived, and they carved the Piedigrotta church into the cliff.

The secret: Arthur Sterling discovered that the original shipwreck wasn't just a merchant ship—it was carrying a small chest of **consecrated gold** intended for the Papacy. He found the wreck's location using modern sonar and planned to loot it.

The Motive

The killer is **Elena Vega (Spain)**. Elena isn't just a socialite; she is a member of a "Guardian Society" dedicated to protecting sacred maritime heritage. Her ancestors were among the sailors who survived that 17th-century wreck. To her, Arthur wasn't just a thief; he was committing **sacrilege** against the Madonna and the memory of the shipwrecked sailors.

The Modus Operandi (How it happened)

1. Arthur took the boat to Pizzo to check a specific entry point to the submerged cave near Piedigrotta.

2. Elena followed him by car, knowing he would stop at the church (Arthur had a ritual of visiting the "site of the miracle" before a big heist).
3. Inside the dark church, they had a confrontation. Arthur mocked the "legend of the shipwreck" and showed her a gold coin he had already recovered.
4. In a fit of religious and ancestral rage, Elena struck him with a **heavy stone fragment** (a loose piece of the church's own cave wall) that she found on the floor.
5. She placed the gold coin back in his pocket as a "tribute to the dead" and fled, accidentally dropping her family's **vintage compass** during the struggle.

Clues for the Conductor to reveal through Q&A:

- **If asked about the boat:** Liam (the Aussie) noticed the boat was returned to the Tropea dock at 2:00 AM, but the engine was still warm. Elena had driven Arthur's boat back to hide the evidence of where he went, then took a taxi back to Pizzo to get her car.
 - **If asked about the compass:** It has a small inscription in Spanish: "*Guiados por la Fe*" (Guided by Faith). This links directly to Elena's heritage.
 - **If asked about Hans (the German):** Hans was indeed angry, but only because Arthur was diving in a protected marine area without a permit. He has a solid alibi: he was drinking at the resort bar with the French guests until midnight.
 - **If asked about Clara (the French assistant):** She was in her room writing a resignation letter. She hated Arthur, but she is terrified of blood.
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How to run the game

- **Step 1:** Read the "Public Briefing" to the players.
- **Step 2:** Let players interview the suspects (the conductor can play all suspects or assign roles).
- **Step 3:** Players can ask for "Forensic Updates" (e.g., "What was the coin's date?").
- **Step 4:** Players must present their final theory: **Who, Why, and How?**