

A role-playing game to boost tourism in Úbeda

LOCATION: Úbeda (Jaén)

DURATION: 1'34"

SUMMARY: The Cero Culture Association from Úbeda, in the province of Jaén, has created a role-playing game based on a tour around the most emblematic places of this city, which was declared World Heritage Site. For two hours, the participants are given clues to solve enigmas. They can duel or be arrested by officers while they try to figure out who is behind the plan to kill Francisco de Cobos, the personal secretary of Carlos the Fifth. The plots of these tourist visits are changed continuously.

VTR:

BACKGROUND

"Good morning gentlemen, my name is Íñigo Montoya and I am responsible for the personal security of Francisco de los Cobos".

That's how the role-playing game La Conjura Sixteen begins. It's the proposal offered by the Cero Culture Association to Úbeda's visitors, a city that was declared World Heritage Site by UNESCO. The participants must sabotage a plan to murder Francisco de Cobos, the personal secretary of Carlos the Fifth.

PABLO LOZANO

Member of Cero Culture

"It is similar to Cluedo and other board games in certain aspects. In this case, it is different because the protagonist moves, searches for clues, and does it physically, on the great playing board that is the city centre of Úbeda."

While they follow the indications of the map, they meet characters that give them clues and test their wits.

BACKGROUND

"If you want the test of faith, you will have to recite the Lord's Prayer, but in Latin. So, look for it!"

Sword duels or ambushes that end up with the detention of the investigators are some of the obstacles that they have to overcome within the two hours they have to solve the mystery and visit the city in detail.

CLAUDIA L. ANTONELLI

Participant

"Despite more real games are being developed, consisting in live role-playing, this one focuses on Úbeda's heritage and I think that that's very interesting and original."

Concha De Torres

Participant

"I have discovered things and qualities of the city that I wouldn't have known if it wasn't for this game."

These original tours around Úbeda will be periodically repeated, introducing new plots about the real characters that walked around these places during the sixteenth century.

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