007forArt

MONUMENTS MEN: MISSIONE ITALIA

Project by Sara Armaroli, Michela Parma and Eleonora Peruch

INTRODUCTION

WHAT: Escape room based on the story of the Italian monuments man Rodolfo Siviero and digital exhibition of Rodolfo Siviero's art collection.

WHERE: Casa Museo Rodolfo Siviero, Florence.

WHO: Team of secrets agents, collaborators of Rodolfo Siviero.

WHY RODOLFO SIVIERO?

1 – The story of Rodolfo Siviero and the Italian Monunents Men is almost unknown.

2 – Casa Siviero is little known even among the Florentines and needs a promotional project.

3 – The works of art recovered by Siviero during his career are kept in different places in Italy and abroad.

RODOLFO SIVIERO

Rodolfo Siviero was an Italian secret agent, art historian and intellectual, known for his important activity of recovering works of art stolen from Italy by Nazis during the Second World War.

Siviero joined SID, the new fascist secret service. Actually, he used this position to double-cross. Formally, his task was to protect Italian works of art from the outrages of the Anglo-Americans; but he acted to combat robberies by the Germans as much as possible.

He was secretly in contact with the Allies and the Partisan Resistance to carry out activities of protection of churches, museums and private Italian collections.

SAVINGS

In the house of the art historian Giorgio Castelfranco on the Arno riverfront in Florence – now known as Casa Siviero – Siviero coordinates some of the partisan activities of intelligence.

The rescue of the "Annunciazione" of Beato Angelico, in 1944, is the most important saving made by Siviero during the German occupation.

Having brought most of his works back to Italy, from the 1950s onwards, Siviero systematically searched for all the works of art stolen and exported from Italy on behalf of the government. This intense activity, which earned him the nickname of "007 dell'arte", lasted until his death in 1983.

ESCAPE ROOM

The historical reconstruction of a setting and the creation of an engaging plot allow to bring the public closer to the knowledge of the history of a city, allow you to put the players into a real context, to visit places related to the tradition and history of the territory enhancing its most typical locations.

Gamification is an extremely effective technique able to convey messages of various kinds, depending on the needs, and to induce active behaviour by users, allowing you to achieve specific goals. The users and their active involvement must always be at the centre of this approach.

Through the game, it is therefore possible to learn the history, appreciate the architectural and artistic beauties and above all to know the historical-cultural identity of a territory... while having fun.

ENIGMAS

THE MAIN CHARACTERISTICS
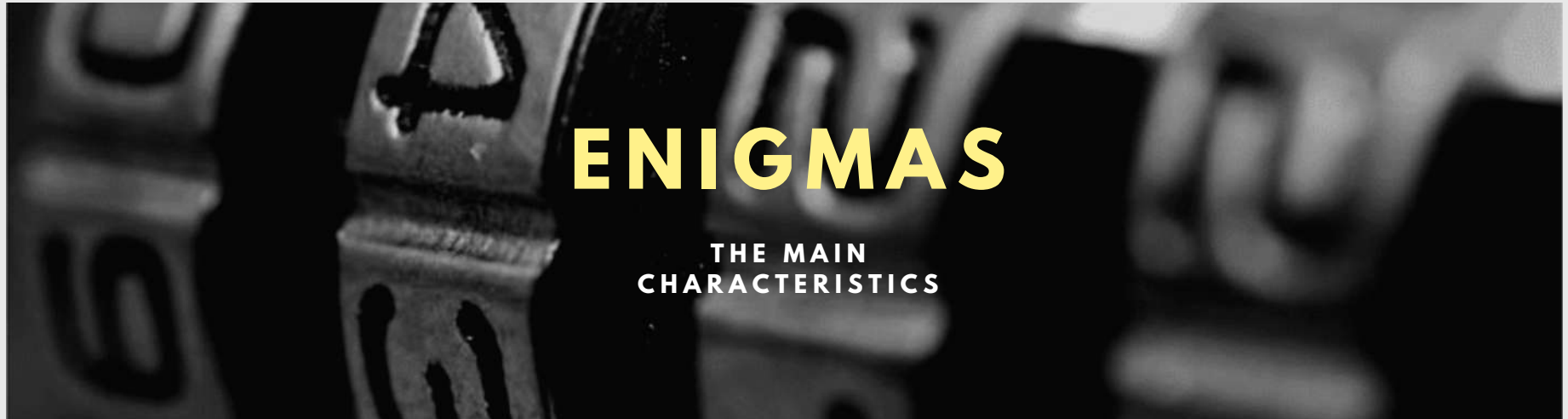
PHISICAL / MECHANICAL ENIGMAS

Physical enigmas are mysteries that can be solved by manual action. Some mechanical puzzles can be: containers with a double bottom, combinations, puzzles, information that is provided only after a physical action (for example, text written in sympathetic ink that appears only after being illuminated with a UV lamp or by increasing the temperature of the ink).

LOGIC ENIGMAS

The mysteries related to a content are textual, mathematical or iconographic format, that once solved provide information to continue the game, such as a combination, a clue on where to find a key or the next step to take. Logical enigmas include quizzes such as the rebus, anagram, secret alphabets, encrypted tracks, puzzles, mathematical logic games and logic tests in general.

EXTERNAL HELP

Each session within an Escape Room is video monitored by an operator, who in addition to monitoring the behaviour of the team, will provide solutions to participants in times of stalemate, so as to make the game fluid and reducing the feelings of frustration of the team.

What can not be missing in an escape room

ATMOSHPERE

The music increases suspense. It is important to select soundtracks appropriate to the theme.

THE USE OF THE FIVE SENSES

Exploit as much as possible the five different senses to make the room even more interactive and make them fully part of the story.

FURNISHING ACCESSORIES

It is very important to include furnishing accessories that are in accordance with the historical period of the room. Their function may also be to distract players, so as to disorient them and enrich the experience.

INVOLVEMENT

Activities should be designed for as many people as possible, from adults to children.

Let's the adventure begin

CONTENTS

60 MINUTES
to solve the mistery

In this time you must find all the clues
to save a work of art.

4-6 PLAYERS

Teamwork will allow you to collaborate
and find the solution to the case.

1 ROOM
Setting of the story

You are in the library of Rodolfo Siviero

? ENIGMAS
to solve for saving art

Siviero has hidden a number of clues in
his library. It's up to you to find them all.

STARTING

THE FOLLOWING INFORMATION IS PROVIDED BEFORE SIVIERO'S ASSISTANTS ENTER INTO HIS LIBRARY:

- The protagonists are in Siviero's library. He is not in Florence but needs them for a mission, because he knows that a very important artwork is about to be stolen by the Nazis.

- The organizers cannot reveal what the painting is because they also risk being intercepted. Siviero has left enigmas dispersed in the library that must be solved within 60 minutes to be able to anticipate the Nazis and hide the artwork before it is stolen.

In addition, they are given a form to fill in with the code of the artwork and its location.

INSIDE SIVIERO'S STUDIO

As soon as the players enter, they hear a very annoying sound coming from the radio, so everyone is attracted by it. In order to solve to problem, they must change the frequencies until they find the right one. Once they fix it, they hear the following message:

"A tutti i soprintendenti alle antichità, alle gallerie e monumenti. E' pervenuta voce a questo ministero che dai musei e Pinacoteche italiane capolavori stanno per emigrare in Germania. Vi invito a fare indagini per proteggere i depositi di oggetti d'arte di proprietà dello Stato e di enti privati, perché di recente si sono verificati furti e manomissioni di opere poi esportate in Germania".

Turning around the room they can see that on the wall adjacent to the radio were deprived of paintings, on the wall is remain only the sign left by time. The paintings were placed in a corner of the room.

THE PAINTINGS

Each painting has a different shape so it is easy to understand what is their position on the wall. But what do these paintings mean? They hide something...

In fact, if looking at them carefully, they should see that each painting has a number inside...

Combining all the numbers found in the paintings comes out a code .... where they have to insert it?

The code found in the paintings opens the desk drawer, and inside, beyond the personal cards of Saviero there is a puzzling week, It Is possible notice that all questions are answered except one that has a question mark next to it and the query is: anagram of "BIBLIOTECARIO"

8164.

PAROLE CROCIATE

Scrivete in ogni casella una sillaba anziché una sola lettera.
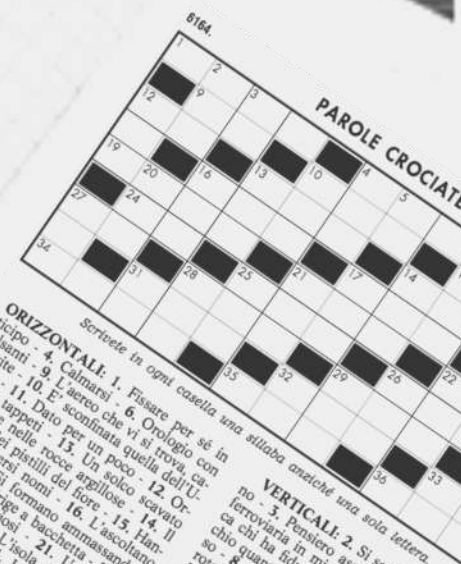
ORIZZONTALI: 1. Fissare per sé in anticipo - 4. Calmarsi - 6. Orologio con i pulsanti - 9. L'aereo che vi si trova ca de a vite - 10. È sconfinata quella dell'U niverso - 11. Dato per un poco - 12. Or na molti tappeti - 13. Un solco scavato dalle acque nelle rocce argillose, l'ano complesso dei pistilli del fiore - 15. Il no dodici diversi nomi - 16. L'ascoltano plurati - 17. Si formano ammassando - 18. Chi vi sale dirige la superstizioso - gesto da superstizioso - 21. Uscita illesi Edmond Dantès - 22. L'isola si calcola no gli interessi - 24. L'asilo per i più piccini - 25. Su quella media si calcola to - 27. È ora di finirla! - 28. Assorto in meditazione - 29. Le fanno i ragnatoli - 30. Le squame dei pesci - 31. Lavora con acidi e sga schermitori - 32. Lo infila il rosticciere - si - 33. Lo buzzino, burigattolo il rosticciere affini - 36. Ha il suo clou nel picnic.

VERTICALI: 2. Si soffre stando lo re no - 5. Pensiero assillante - 4. Una re ferroviaria in miniatura - 5. La dic bian ca chi ha fiducia - 6. Lo è tanto il gran chio quanto l'aragosta - 7. Celebre, famo so - 8. Avere un incontro - 10. Precipita rotolando dai nevai - 11. Antico nome di Palestrina, la cittadina in provincia di Ro ma - 12. La Schiavone tennista - 13. Zin regione austriaca di Klagenfurt - 14. gari - 15. Piuttosto scadenti - 16. Il no condo nome di Maradona - 17. Stra stone dialettale della voce - 18. Una schie ra di angeli - 20. Nuotatore del fumo tra le na vate - 22. Spande il suo fumo tra le na gli Argonauti - 23. Lavoravano in campi allagati - 27. Luci improvvise e vivide - 28. Se è da forca, è un tipaccio - 29. La coda della sposa de condominio - 30. I nuclei del condominio - 31. Ammaccati dalle percosse - 32. Stra da in pendio - 33. È attaccata all'osso.

Le opere del Beato Angelico

Beato Angelico, *Annunciazione,*
1425 – 1426

Nell'affresco Annunciazione, Beato Angelico dispone secondo la tradizione l'arcangelo Gabriele a sinistra e Maria a destra come farà anche Leonardo nel suo dipinto. L'arcangelo come nelle rappresentazioni medievali e fiamminghe possiede ali molto colorate che ricordano quelle di una farfalla seppur la forma sia quella di ali d'uccello. A sinistra del loggiato è rappresentato un hortus conclusus (orto protetto) che simboleggia la verginità di Maria. L'Arcangelo Gabriele dispone le sue braccia nella stessa posizione della Vergine.
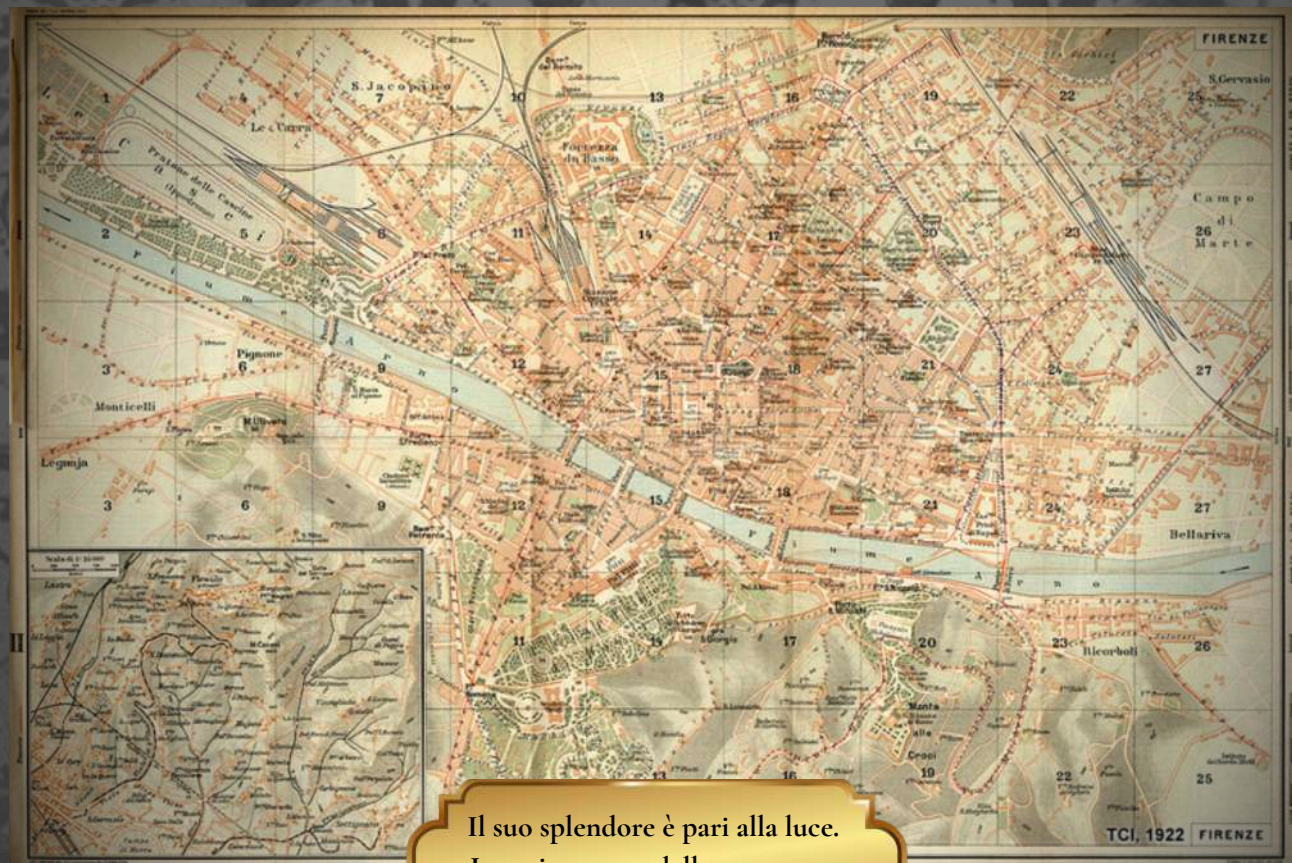
Lat. 43°4714"64 N

Long. 11°14'59"64 E

The anagram previously solved makes it clear that the next clue will be found among the books... in fact, one of them is called: "Le Opere del Beato Angelico". The players will notice that in a particular page there are bookmark with the code of the artwork, so the realize that finally they found the artwork but there are also some coordinates... where do they lead?

code of the artwork
EM12S19

Thanks to the coordinates found , they understand they have to look on a map...

FIRENZE

Il suo splendore è pari alla luce.
I raggi partono dalla tua mano;
là si nasconde la sua potenza.

TCI, 1922 FIRENZE

On a wall there is a map, in a very poorly illuminated area of the   STUDIO. ABOVE THe
 map there is a puzzle about the dark and light to make it clear that THEY MUST USE A CAndle
or a lamp that are just below the map. They can then begin to analyLYZE IT IN SEARCH Of a
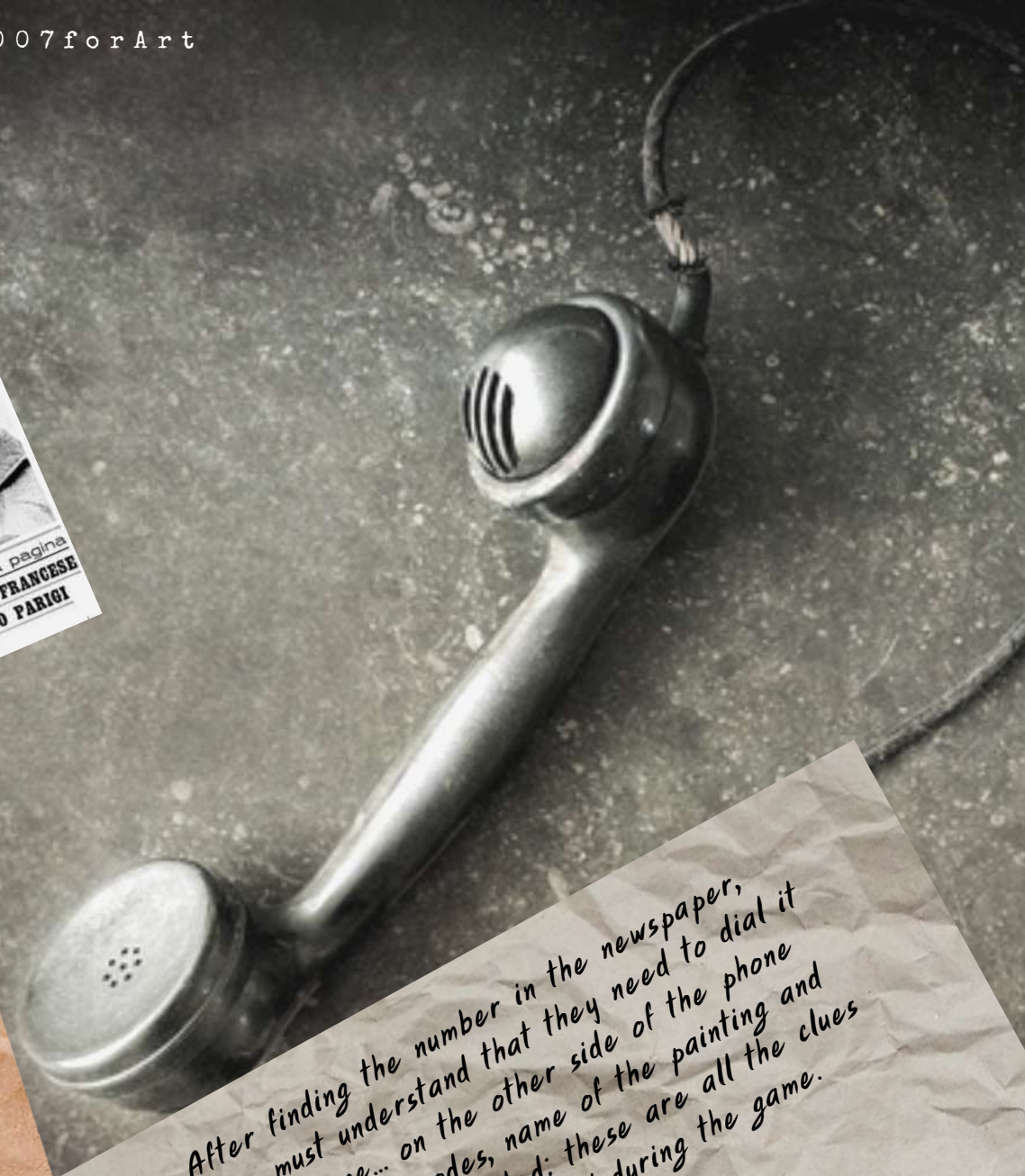clue...
They realize that as soon as they move from one dark area to   anoTHER WITH THE
 lamp, in one of those, that before was dark, begins to shine something.
 Finally they manage to find the location of the painting!

0550433872
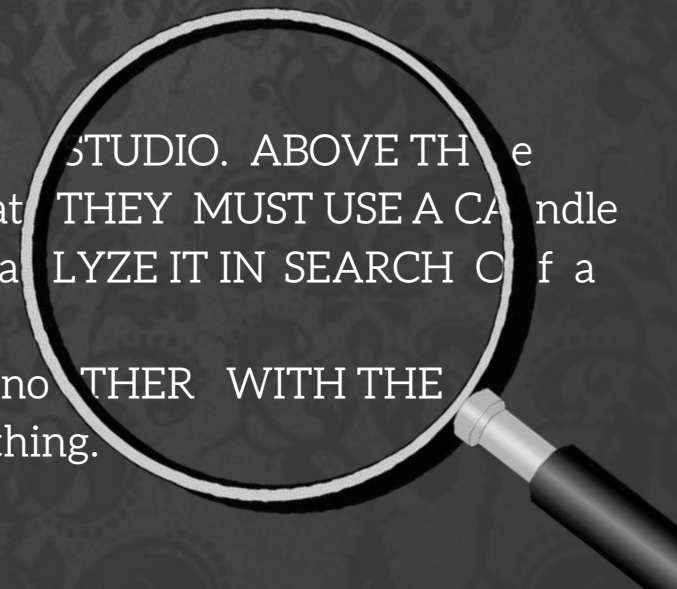
Phone's ringing:

Players must answer the telephone. On the other side, a voice gives some information: a date and name of a newspaper. On the desk of Siviero there is a stack of newspapers and players have to find the right one following the instructions. Once found the newspaper, they will notice that in the first page a telephone number is written by hand ... who will answer?

After finding the number in the newspaper, players must understand that they need to dial it in the phone... on the other side of the phone someone ask for codes, name of the painting and place where it is located: these are all the clues that players have found during the game.

Time's up

THE STORY IN 5 WORDS

DESIRE

Beato Angelico's *Annunciazione*.

OPPOSITION

Nazis sent by Hermann Göring, main lieutenant of Adolf Hitler.

CONFLICT

Race against time to possess the painting by Nazis and the *Servizio Informativo militare italiano*.

CHANGE

Siviero is not in Florence to protect the painting himself.

KNOWLEDGE

The players discover their skills by collaborating with each other. Knowledge of monuments men's activity in history.

THE STORY AND THE 3-ACT STRUCTURE

SET UP >
INCITING INCIDENT

SET UP: as member of Siviero's team, the players reach his office as usual but...

INCITING INCIDENT: today Siviero is not in Florence.

BIG CHANGE: thanks to a message received from the radio the players discover that Siviero gave them a mission: protect a very important painting before Nazis get it.

CONFRONTATION

The players take action: they go through a series of games and trials to solve enigmas which will lead them to the resolution of the problem, that is discovering the painting and where it is kept.

BIG CHANGE: the players have difficulties and ask for help to the organisers of the game, while time is expiring, and Nazis are closer to the painting.

RESOLUTION >
CLIMAX

Solution of the game: the players contact the monastery in time so that the painting is safe. They are happy because they have been successful in their mission. They feel that by solving the case alone they enhanced their skills.

25%

50%

25%
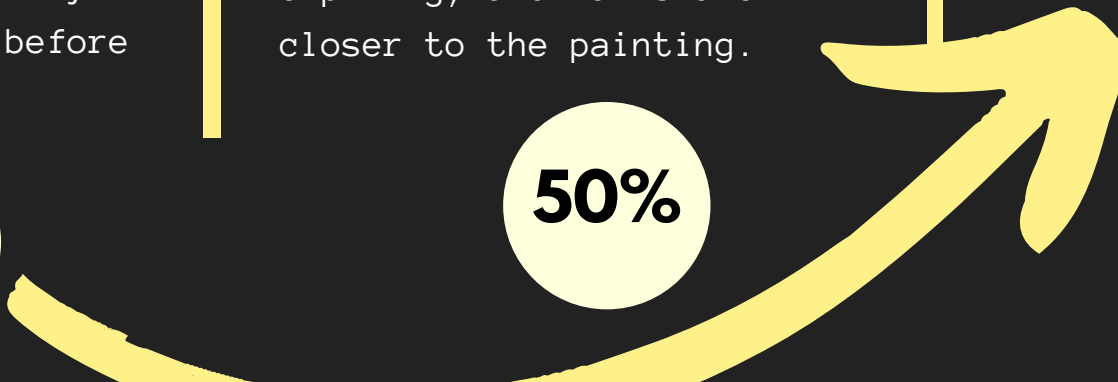
10%

5-6 MINUTES

80%

48- 50 MINUTES

10%

5-6 MINUTES

THE STORY AND THE 3-ACT STRUCTURE

In an escape room, most of the time is dedicated to the resolution of the enigmas; it can happen that 60 minutes are not enough and players require extra time. Therefore, the time dedicated to the set up and the resolution is reduced. Given these considerations, we believe we can apply the 3-act structure to our story, although by slightly modifying the percentage of time of the three acts.

Why a digital exhibition?

THE DIGITAL EXHIBITION
"RODOLFO SIVIERO'S ART COLLECTION"

In the same location of the escape room, Siviero's house, there will be set up a digital exhibition of the works of art recovered by Siviero during his career. We decided to select some of them in order to show the savings to visitors.
We gathered all the information from the catalogue of "Seconda Mostra Nazionale delle opere d'arte recuperate in Germania", held in 1950.

By creating this digital exhibition, we offer the participants of the escape room the opportunity to further enrich their knowledge by visiting the digital exhibition, which, anyway, is open to any curious visitors independently from the escape room experience.

Organisation of the exhibition

The exhibition will occupy two rooms of the house:

- 1st room: digital table in the middle presenting various informative content: historical context, Siviero's biography, catalogue of works of art presented in the second room, including image of the work, short explanation, story and documentation of its rescue.

- 2nd room: 3 panels of 2 x 1.60m, one in each wall of the room, on which works will be projected in sequence. The panels will be set into frames. Wooden boxes will be placed around the room for the setting up. Particularly, inside one of these boxes a hologram of the Discobolo will be projected.

Technology used

- Projectors

- liquid-crystal displays (LCD), able to elaborate images in such a way to preserve and show all the details.

- taking as example the digital exhibition "Caravaggio Experience" and the work of The Fake Factory, we could use the multi-projecting system called Infinity Dimensions Technology, which is a high level digital techonology which also allows to combine images and sound.
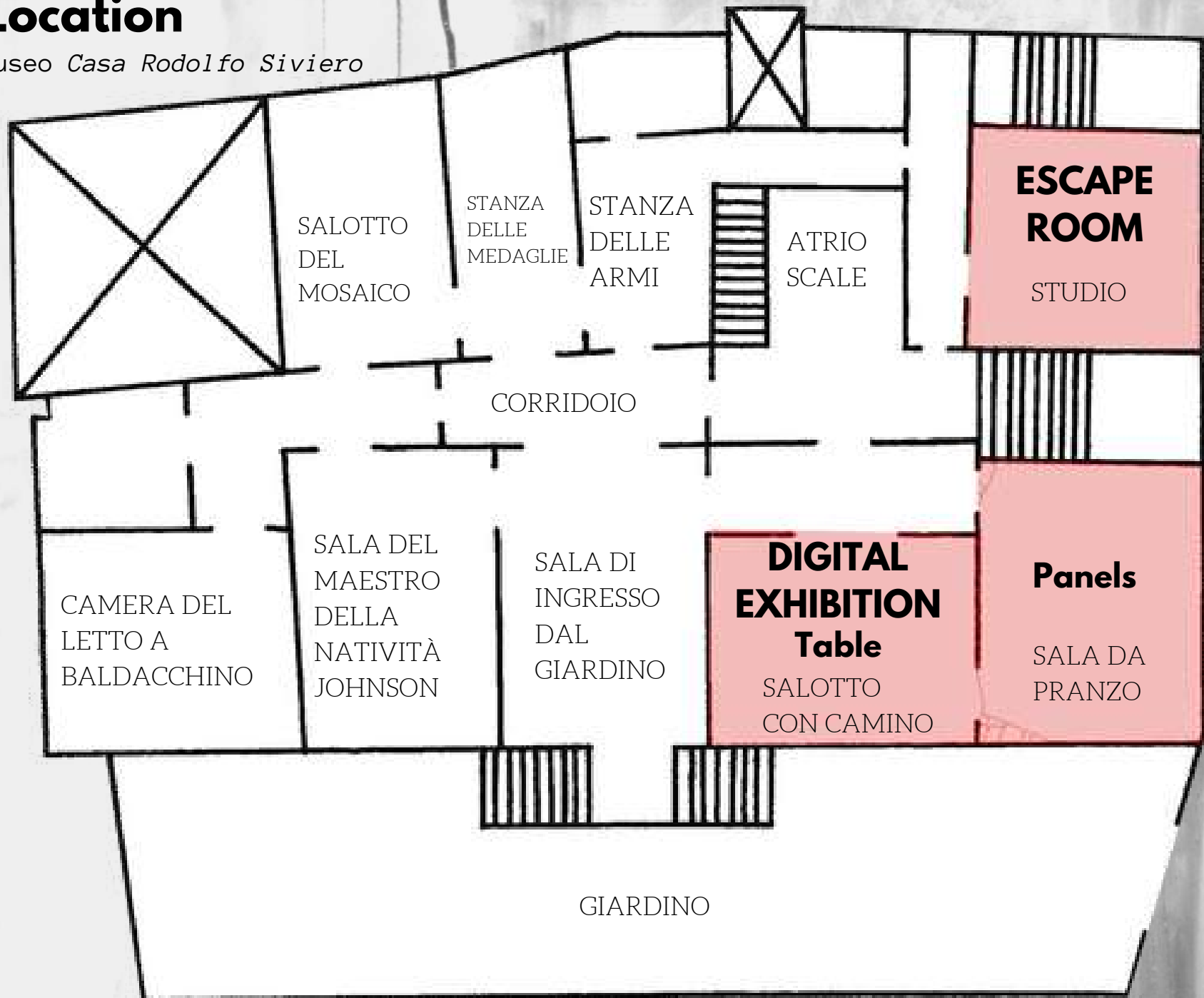
The works of art

1. *Danae*, Tiziano
2. *Annunciazione*, Beato Angelico
3. *Discobolo,* Mirone (copia Lancellotti)
4. *Leda*, Tintoretto
5. *Ritratto di Giovanni Carlo Doria a cavallo*, Pieter Paul Rubens
6. *Fatiche di Ercole*, Antonio del Pollaiolo
7. *Madonna con Bambino*, Masaccio
8. *Galatea e Pigmalione,* Agnolo Bronzino
9. *Ritratto di gentiluomo*, Hans Memling
10. *Leda*, Leonardo da Vinci
11. *Santa Cecilia*, Bernardo Cavallino
12. *Santa Caterina*, Bernardo Strozzi

Madonna con bambino, Masaccio

Location

Museo *Casa Rodolfo Siviero*

SALOTTO DEL MOSAICO

STANZA DELLE MEDAGLIE

STANZA DELLE ARMI

ATRIO SCALE

ESCAPE ROOM

STUDIO

CORRIDOIO

CAMERA DEL LETTO A BALDACCHINO

SALA DEL MAESTRO DELLA NATIVITÀ JOHNSON

SALA DI INGRESSO DAL GIARDINO

DIGITAL EXHIBITION Table

SALOTTO CON CAMINO

Panels

SALA DA PRANZO

GIARDINO

Organisation of the exhibition: 1st room the interactive table

"RODOLFO SIVIERO'S ART COLLECTION"

Siviero's life

historical context

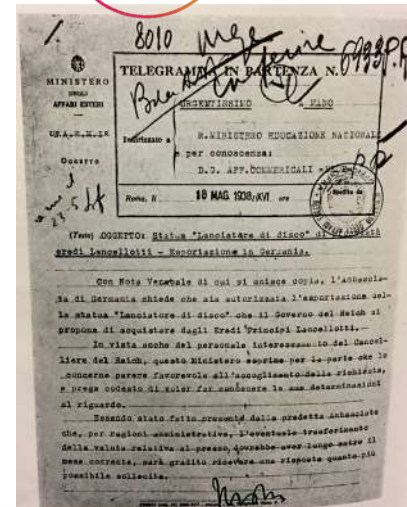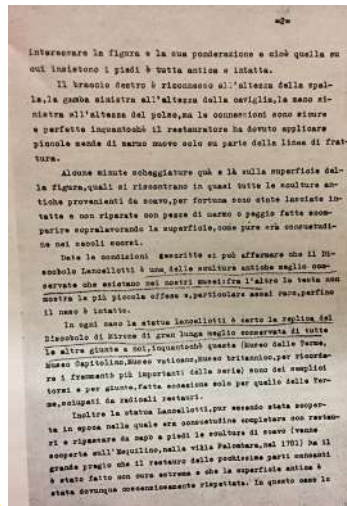works catalogue
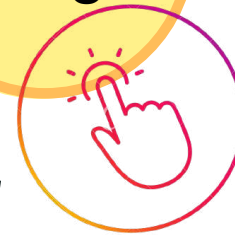
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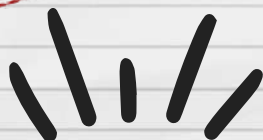
Firenze

The Team

My team

R.S.

VERIFIED

Sara Armaroli

She graduated in Philosophy at the University of Bologna and now she is attending the two-years master in the Digital Humanities and Digital Knowledge at Alma Mater Studiorum-University of Bologna.

CLASSIFIED TOP SECRET

Michela Parma
She graduated in History at the University of Venice and now she is attending the two-years master in Digital Humanities and Digital Knowledge at Alma Mater Studiorum – University of Bologna.

APPROVED

Eleonora Peruch
She graduated in Humanities at the University of Padova and is currently taking her M.A. in Digital Humanities and Digital Knowledge at the Università di Bologna.

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- www.museocasasiviero.it/

- www.monumentsmenfoundation.org/

THANKS FOR YOUR ATTENTION

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