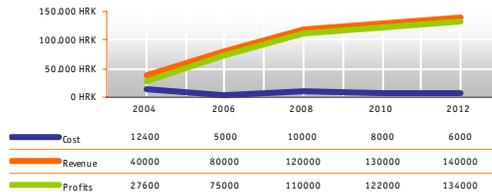


Marketing

The Spirits of Split is an attraction that generates jobs for the citizens of Split. The game needs actors, suppliers and delivery workers. The actors can perform in the city. Jewelry suppliers may advertise items of their store by using their costume in the game.

Periodically, a contest in the local school districts will be given. In this contest, the children of Split will create their own example of what they perceive the future of Split to look and behave like. Teachers can educate the students about their city, while engaging the students in learning.

The cost of Spirits of Splits requires a minimum start-up investment. The cost to maintain the attraction decreases overtime. After the initial start-up cost, only the futuristic Splićani requires maintenance.



The Spirits of Split strengthens the community by interaction of both tourists and locals.

Rules

Start the game by collecting your packet of keys from a local tourist office. Spirits are only appeased by given the appropriate key. If the spirit is given the wrong key, the character may become unhappy. Be sure to hand him the right item!



Key: Figs

Receiver: Teuta, Fishman's wife



Key: Jewelry

Receiver: Diocletian, Emperor



Key: Gold Coin

Receiver: Zvoimir, Common Citizen



Key: Book of Poetry

Receiver: Marko Marulić, Poet



Key: Water Bottle

Receiver: Luce, Factory Worker



Key: Computer Chip

Receiver: Trojica, Business Woman

Characters

Each spirit is roaming the city. The spirit represents characters of Croatia's past. The spirits of Split are recognized by their speech, manners, and dress. Listen up, because some spirits may have a muse or play music.



Teuta, Fishman's wife

Time period: Illyric period

Language: Illyric

Attributes: Teuta is usually found preparing a meal for her and her family; she is cleaning fish and may be talking to her kids who could be, not far behind her. She is very worried about her husband and frequently looks out towards the sea. She needs more food to feed her family, therefore the tourist exchanges dried figs for the cube.



Emperor Gaius Aurelius Valerius Diocletianus, Emperor

Time period: Roman empire

Language: Proper Latin

Attributes: He is typically found pacing throughout his space. Diocletian is angry and greedy. He wears expensive jewels and gold. He shouts for more and more material things. The only thing that will appease Diocletian is expensive jewels. He exchanges jewels for the cube.



Zvoimir, Common Citizen

Time period: Croatian Kingdom

Language: Broad Old Croatian (Slang)

Attributes: He attempts to take over palace of Split. He shouts at the tourist not to come into the palace, because it belongs to him. He wears torn, old, and dirty clothing. His face is usually muddy. He is weighed down by the struggle of his poor life. The tourist exchanges a gold coin for the cube.



Marko Marulić, Poet

Time period: Venetian period

Language: Proper Croatian

Attributes: He recites poetry and rhymes. He is a proper man, exemplary in his walk and mannerisms. He is an elite man of high-class society. He wears modern clothing of the time. His clothing may contain embroidered expensive material. Listen carefully, he may even have a muse that sings to him. He exchanges a small book of poetry for the cube.



Luce, Factory Worker

Time period: Socialist Yugoslavi

Language: Croatian

Attributes: Luce looks very white from hard work in the cement factory. She is usually found wearing a hard-hat and a blue overalls. She lugs heavy bags while talking to hear colleagues. She exchanges a small water bottle for the cube.



Trojica, Business Woman

Time period: The future, 2104

Language: Techno-Croatian

Attributes: Trojica is very beautiful and wears fashionable clothing. She may have a wearable computer, and she is business woman. She may be conducting business using some new high technology. The tourist exchanges a small computer chip for the cube.

