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**FIUME
CRISIS**

**EDU-LARP PROJECT
SCENARIOS**



PARALLEL WORLDS
PÁRHUZAMOS VILÁGOK



TERRE SPEZZATE



TERRIBLE CREATIONS
Connect Through Game

Credits

Fiume Crisis is an educational live-action roleplaying project created by Parallel Worlds Foundation, Terrible Creation Ltd, Altera Cultura APS in collaboration with Terre Spezzate, supported by the Erasmus+ program.

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**EDU-LARP PROJECT
SCENARIOS**

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PREFACE



About The Project

Fiume Crisis was an edu-larp project funded by the Erasmus+ Program and run by three organizations from three EU countries, Parallel Worlds from Hungary, Terrible Creations from Croatia and Altera Cultura in association with Terre Spezzate from Italy.

The project focused on creating live-action roleplaying tools, scenarios that used the context of the vibrant and chaotic era of Rijeka's history following the First World War to reflect upon our present and to educate about issues of political radicalization, populist rhetoric, and propaganda.

Why this setting?

We believe that using a historical setting with an adequate amount of creative freedom can enable its elements to provide meaningful tools for reflecting upon contemporary questions.

This particular setting provides an intriguing entanglement of different cultural, ideological, and political elements and belief systems.

2020 was the hundred-year anniversary of the Fiume City State which gave topicality to the subject in the manner of “looking back for seeing further” This means that while the scenarios form a tool of historical memory, they also acts as a way of addressing current socio-political issues.

This historical backdrop can be used as an example of how populist politics work and the project can become a tool for sensitization and reflection, for raising political awareness amongst European citizens.

The main theme of Fiume/Rijeka's history in the turmoil of the years following the end of World War I is related to three different national histories: Croatian, Italian, Hungarian. There are different narratives in these countries about the events of this

period, thus calling to be examined from all three different angles.

Following a series of online lectures by researchers from the participating countries who study the early 20th century history of Fiume in-depth and especially the city's independent state period following World War I, and an online crash course in larp and game design, our participants were coming together for a one-week-long residency in May 2022 in Rijeka to create three edu-larp scenarios.

These are the three educational larp scenarios in this manual .

BORDERS is a blackbox larp centered on the experience of frontier and boundaries. Starting from the historical facts that happened in Fiume in 1920, the game revolves around the concept of barriers. Guided by an essential scenario, made up of symbols, lights and sounds, the characters, Croatian and Hungarian refugees, go through the tragedy of the border in a Kafkaesque, intense, dramatic but ironic play atmosphere. What happens if you are separated from the people you love? What is a border? Are borders an imposition or a free choice? And also: how do you recognize your limits? How do you get the instruments to cross them?

SILENT NIGHT, HORRIBLE NIGHT is a larp about a Croatian and an Italian family during the turmoils at the end of WW1 and D'Annunzio's occupation of Fiume. The scenario is divided into three acts in which the characters gather for the Christmas Eve party of 1918, 1919 and 1920.

The Italian family's living room becomes a metaphor for the entire city where we explore history from the commoners' point of view, to show how events, cultural, social and economic issues affect individuals and families, also how small things can still be meaningful in people's life, even when big events are in motion. Lastly, Silent Night, Horrible Night aims to investigate how easy or terribly hard it can be to change one's political views influenced by various factors.

Silent Night, Horrible Night is a larp about family, history, politics and cultural identity, with some Christmas songs and the scent of apple and cinnamon in the background.

CITY OF LIES is a chamber larp about authoritarian regimes and the lies of propaganda during the D'Annunzio occupation of Fiume. In this chamber larp you can experience the relationship between an oppressive government and the press in Fiume in 1920 during the regime of the eccentric adventurer & poet, Gabriele D'Annunzio. The game takes place in two rooms. In one room, you can play a close associate of the notorious Italian adventurer, "Vate" D'Annunzio, and in the other, you can be part of the editorial staff of the local newspaper Nuovo Foglio, where propaganda and reality can easily come into conflict with one another.

The scenarios are accompanied with a short description and timeline of historical events to get facilitators and players familiar with the setting of the early 1920s Fiume/Rijeka.

We hope you, facilitators and players will enjoy these games and be inspired to look further into the topics they touch upon, be it historical or contemporary.





**HISTORICAL
BACKGROUND**



Rijeka Or Death

D'Annunzio's regime in the city of Rijeka and historical circumstances from 1918 until 1924

Overview of the events from 1918 until 1924

The city of Rijeka (Fiume in Italian) enjoyed a special status within the Habsburg Monarchy and later in dual monarchy of Austria-Hungary. It was enormously important for the Hungarian side of this monarchy, both in economic as well as in political way. The city was growing and expanding as the second largest port on the Adriatic (after Trieste) and industrial and trade centre attracting people from all over the Monarch to find their living space here. However, here also moved people from all around Europe and especially Italy, enjoying the favour that the official language in Rijeka was Italian.

This multicultural and multi-ethnic city didn't suffer major destruction during WWI (1914-1918). However, there were some crucial changes within the society which led to further critical events after the war. Since the beginning of the 20th century political life in Rijeka intensified under the influence of growing nationalism. This led to division of local society amongst three major parties: pro-Italian, pro-Slavic and autonomist – those who thought Rijeka should preserve its long time granted status of autonomy no matter what happens with the Monarchy.

The Kingdom of Italy kept neutrality at the beginning of WWI, but later started to negotiate with allies who promised a large part of the eastern coast of the Adriatic if the war was won in their favour. The city of Rijeka was excluded from that agreement known as the London Treaty. However, soon the war was over, Italian aspirations grew, looking towards the city of Rijeka too. Since the situation was about to explode in riots and dissatisfaction, for the Italian government it was good to ignite nationalism and aspirations towards 'promised' territories and try to play an important role at the peace treaty negotiations that started at the beginning of 1919.

In the city of Rijeka the situation was also boiling with protests and demonstrations of nationalism on a daily basis. On 29th October 1918 Croats, together with Slovenes and Serbs from what was the rest of the collapsed Austro-Hungarian Monarchy organised their national council and proclaimed a temporary state with an intention to create a common state with the Kingdom of Serbia and Montenegrins. In Rijeka, the National council of Slovenes, Croats and Serbs took over the government from the last Hungarian governor on 30th of October. On the same day the Italian National Council of Rijeka was established and their representatives took over the municipal government. Rijeka once more had a divided situation in which the gubernatorial/county authority opposed the city/municipal authority.

This situation did not last for long. Helped by Italian soldiers who were sent to Rijeka, alongside British, French, American and Serbian soldiers with an aim to keep peace in the city, representatives of the Italian National Council entered the Governor's palace on 17th of November and they literally expelled Rijeka Grand Prefect Rikard Lenac from the Governor's Palace, allowing the representatives of the Italian National Council to assume authority over both the former governorate and the city until the matter of annexation to Italy was officially settled.

The Italian Council was the interim and self-proclaimed government of the city of Rijeka, and its sole objective was to facilitate Rijeka's annexation to the Kingdom of Italy as soon as possible while citing the right of nations of self-determination.

The Italian Council also had its plenipotentiary at the peace conference in Paris. This was Andrea Ossoinack who insisted on the right of Rijeka's people to self-determination, a postulate promoted by Woodrow Wilson, president of the USA. Nevertheless, Wilson was not fond of the idea of Rijeka becoming an Italian city, understanding the complexity of its multi-ethnic society.

After taking the full government in the city and its territory, the Italian Council started to work intensively to transform Rijeka into a genuinely Italian city. They changed street-names so they would be Italian, they enacted laws governing the change of family names if they were not Italian enough (or not Italian at all), and they issued ration cards for food and other sundries only to those who were willing to declare themselves Italians. It was vital for statistical figures to show that Italians were convincingly the most numerous ethnic group in Rijeka.

The city's official policy came to endorse attacks on anyone who publicly opposed annexation to Italy, and the biggest casualties were shops, warehouses and homes mostly owned by Croats. It was important to eliminate any trace of them in the public space. This 'dirty work' was done by members of Giovine Fiume who were the nucleus of the further fascist organisation in the city.

All of 1919 in Rijeka was characterised by the hoisting of flags, street demonstrations and the shouting of slogans. This was followed by several unpleasant events and disorder, and a particularly bloody

incident was the altercation that broke out between French troops of Vietnamese origin and a number of citizens (mostly women) who were also supported by Italian soldiers (Granatieri di Sardegna) in July 1919. In the ensuing melee 13 French soldiers of Vietnamese origin were killed. After this, the Italian grenadiers had to depart from the city under pressure from an international commission.

The inter-allied commission was simultaneously examining the legitimacy of the Italian national council's demand for annexation to Italy, offering several options, such as the creation of a free Rijeka territory, a buffer state. The Italian National council rejected them all insisting on 'Italy or Death'.

The international commission issued a decision on the future structure of Rijeka, according to which the Italian National Council had to be dissolved and a council with members chosen in city-wide elections was supposed to be established; the disbanding of the volunteer legion was also ordered, as they were cause of the most unrest in the city; the number of the Italian military units in the city had to be reduced, while the maintenance of public peace and order was entrusted to British and American units; administration of the city and its territory would be overseen by an inter-allied commission composed of one representative each from the United States, Great Britain, France and Italy.

Rijeka's Italian National Council manically started to search for a solution on how to avoid the international commission's decision. Talks were held with various figures that were prepared to stand at the head of a march into Rijeka and bring to the successful end the project of the annexation of the city to the Kingdom of Italy. The remaining option was the poet-soldier Gabriele D'Annunzio, famous for his adventures as well as for Italian nationalism and militarism.

D'Annunzio had support from Italian soldiers who had to leave Rijeka after the accident in July 1919. They were situated in the town of Ronchi, near Trieste. D'Annunzio's most enthusiastic support in military circles were the so-called Arditi (the Daring), mostly young men, WWI volunteers who undertook exceptionally difficult manoeuvres in enemy territory and who were noted for their courage. The top state leadership of the Kingdom of Italy was apprised of the action that was prepared but they did not publicly

acknowledge this. And finally on 12th of September 1919 D'Annunzio arrived in front of Rijeka leading a considerable army force from Ronchi in his Fiat 500. They were stopped by the Italian regular soldiers and the general Pittaluga. After exchanging a few words more like a performance where D'Annunzio played the leading role, he and his followers were let to enter Rijeka. In the city they were greeted by a crowd, while the allied contingents withdrew from the city without much objection.

The same day Gabriele D'Annunzio was publicly proclaimed ruler of the city of Rijeka with total power in his hands. He became dictator, but wise enough he kept some people in his cabinet. Even more, he established different ministries who had primarily the role to promote Italian rights over the city of Rijeka.

The Italian government publicly protested against D'Annunzio's act and introduced economic blockade to the city. The city was surrounded by the controls that had a mission not to allow anybody in or out. The intention was to force D'Annunzio out of the city and avoid further damage to the international political reputation of the Kingdom of Italy.

D'Annunzio stayed in the city for 16 months. During this period he held 92 public speeches mostly nationalistic and chauvinist, promoting Italian rights to expand their living spaces as a superior nation in the Mediterranean, recalling also the Roman inheritance.

Rijeka became a gathering place for an increasing number of Italian soldiers, volunteers who had been subjected to persuasion in Italy itself. The newcomers soon grew into a genuine economic problem for the city but they also considerably altered the city's ethnic structure which benefited the annexationists. Promoting Rijeka as a lighthouse of freedom and new world order and super-society, D'Annunzio attracted a number of people from different parts of the world as well as of diverse social status and political orientation to come to Rijeka. This brought him great propaganda which could have helped the cause of Italian Rijeka.

However, the Italian government did nothing, except few offers for him to leave the city peacefully while they were present at the peace treaty negotiations. He wouldn't accept any of them. He went a step

further in 1920 preparing the proclamation of the Italian Regency of Kvarner / Carnaro and preparing the so called Charter of Carnaro, a fundamental document which was supposed to regulate D'Annunzio's government in Rijeka. In order to round off the political move of ratifying the Charter on 8th September 1920, and to mark the anniversary of Rijeka's occupation, D'Annunzio decided to organise another major celebration and proclaim Rijeka a state. It was publicly indicated that the point was on continued insistence on annexation to Italy with parallel introduction of new forms of regulating society produced in Rijeka's laboratory by D'Annunzio.

The longer the blockade of the city lasted, the more unbearable life became for ordinary people, and D'Annunzio, despite his enormous work on personal and political promotion, lost public support, even among former annexationists.

In November 1920 in the Italian town of Rapallo a meeting was held between Italian Foreign Minister Carlo Sforza and Ante Trumbić, his counterpart from the Kingdom of Serbs, Croats and Slovenes. At the meeting a demarcation of the border was finally negotiated. Even more, it was agreed that Rijeka should enjoy a status of separate state, while neighbouring Sušak together with the Rječina River delta and the port of Baroš would become a part of the Kingdom of Serbs, Croats and Slovenes.

Based on the Treaty of Rapallo, the Italian government demanded that D'Annunzio depart from Rijeka. D'Annunzio protested against the treaty and prepared a new military mission on the Kvarner islands of Krk and Rab. On 15th November, his Arditi seized those two islands where they met an unexpected resistance.

On 21st December 1920 D'Annunzio, expecting an attack from the Italian army, proclaimed the status of war. However, many former supporters turned away from him and he was left with few hundreds of Arditi and local supporters to defend their cause in Rijeka when the attack started on Christmas Eve. In five Christmas days a small war was conducted on the streets of Rijeka, leading to several dead casualties on both sides and some material damage on city buildings including the governor's palace.

Realising that he had no support, D'Annunzio

announced that he consented to retreat from the city in order to spare its inhabitants from further destruction. This was followed by negotiations between Italian military commanders and representatives of Rijeka – Mayor Ricardo Gigante and Nino Host Venturi. They recognised the Treaty of Rapallo and assented to the departure of D'Annunzio's legionaries from the city as of 5th January 1921. Gabriele D'Annunzio left the city on 18th January 1921.

Soon after, everything was prepared to conduct the elections for the first government of the Free State of Rijeka where the Autonomous Party led by Riccardo Zanella overwhelmingly won against the Italian National Block. In October 1921 Riccardo Zanella became the first and the last president of this internationally recognised state. However, after only 4 months, local fascist organized a coup d'état. They attacked Zanella in the Governor's Palace on 3rd March 1922 (8 months before Mussolini's march on Rome) but he managed to escape to Kraljevica.

In January 1924 the new peace negotiations between the Kingdom of Italy and Kingdom of Serbs, Croats and Slovenes were held in Rome and it was decided that the city of Rijeka became a part of the fascist Kingdom of Italy. The state border on the river Rječina was confirmed and division of the port of Rijeka which confirmed the most prosperous part of the port – Baroš to be on the Sušak side i.e. belonging to Croatia. Rijeka / Fiume became an unimportant port on the far edge of the Italian Kingdom almost completely nationally purified.

Characteristics of the D'Annunzio's regime in Rijeka

Gabriele D'Annunzio arrived in Rijeka with great expectations. In his 50s, a well-established writer, womaniser, war hero and Italian nationalist as well as an eccentric who knew how to spend a lot of money without rethinking and enjoy luxury. Rijeka enterprise had to give him just more popularity and continuation with his lifestyle. Rijeka was also a symbol of everything that Italians had fought in WWI but later was questioned during the peace treaty negotiations by much stronger allies such as the USA, Great Britain and France.



Gabriele D'Annunzio is often noted as the prototype of the fascist leader or even “the John the Baptist of Italian Fascism”. He was the first to put into practice manipulation of the masses by skilful use of rhetoric, as well as a series of rituals that were later assumed by both Mussolini and Hitler, and many elements of this nationalist and populist formula for persuasion.

He is the one who revived the Roman salute (the raised arm) used by Roman leaders to greet their legionaries, although he used it as a part of his ritual of direct communication with the masses, from whom he sought their raised arms as a sign of swearing an oath. He fostered this unique form of alleged democracy, which was actually manipulation. He used many slogans, some of which he translated into Latin so that they would seem Roman. He held speeches from the balcony of the Governor's Palace or City Hall using also the cries of “eia, eia, eia, alala”, which was actually a substitute he coined so that Italian soldiers would not use the British “hip, hip, hurrah”. In his speeches he also employed rhetoric which became a conversation with the masses by using religious symbols and ceremonies, especially martyrdom for secular purposes, leading to strenuous protests from Catholic Church.

He addressed Rijeka, as the city that symbolised the struggle for Italian 'completeness', 'holocausta' – martyr. His first speech from the balcony of the Governor's Palace was already characterised by numerous symbols, not just verbally but also performativity. D'Annunzio had with him the Italian flag – Tricolore that his ex-lover Olga Brunner Levi made for him and which had enshrouded the body of his slain friend and pilot, Randaccio, and which he had unfurled in Rome several months prior with the addition of a black band as a sign of grieving for the loss of Rijeka and Dalmatia. From those gathered, he sought an oath of loyalty to Italian Rijeka sworn over this 'sacred flag'. The relationship between the poet, Rijeka's people and the city was thus sealed by a symbol of fealty, and the sanctity of the flag was transferred to the sanctity of the city. Rijeka was the beginning of the spiritual flame that would engulf the entire rotten and decomposing Western world and purify it, and ultimately transform it into something more refined and lofty.

However, D'Annunzio was not here for the sake of the people of the city of Rijeka. He was putting on his performance for the audience on the other side of the Adriatic, the Italians on the Apennine Peninsula, who he expected to rise up, inspired by his occupation of Rijeka.

A night before 'impresa di Fiume' he wrote to Mussolini expecting his support as a journalist who would follow his move. He wrote to him with disappointment even a week after his taking over Rijeka expecting some revolutionary movement in Italy or any stronger action against the Italian government.

On the other hand his propaganda had some results amongst Italian people. Delegations from various Italian cities came to Rijeka. They visited D'Annunzio and donated food, clothing and other necessities for children and civilians, but also legionaries. In particular, Italian women organised themselves into associations that gathered voluntary contributions for D'Annunzio and his soldiers.

A considerable number of young, rebellious and revolutionarily-oriented young men gathered in Rijeka and their political aims and views were quite diverse and sometimes completely opposing. Here could meet revolutionary syndicalist, nationalist,

republicans, corporatist, socialist and futurist, all considered as being 'fumanised'. They expected a mass revolt that would be led by the poet-prophet.

Many women arrived in Rijeka seeking their emancipation. For them Rijeka was an opportunity to either continue or first achieve some social engagement in patriotism and nationalism which they wanted to express openly, freely and equally with men.

Life in Rijeka was transformed into a constant parade, gatherings, and public speeches held by D'Annunzio. Every day was an opportunity for a new performance or some new act, where everyone joined in the common feeling of merriment or grief, as required.

Rijeka became a mecca for a colourful community of D'Annunzio's admirers, zealots, idealists and politicians who wanted to be a part of it. Every day, D'Annunzio held audiences to receive numerous visitors. The frequent visits by various important and famous personalities were supposed to compensate by creating an impression of public support for D'Annunzio's Rijeka. Here were famous conductor Arturo Toscanini, inventor Guglielmo Marconi who made possible the first radio transmission of D'Annunzio's speech, as well as Mussolini and the leader of Italian political-artistic movement – futurism – Filippo Tomaso Marinetti.

The group of people around Guido Keller, who was one of D'Annunzio's closest friends and collaborators pushed him toward new military campaigns. Their aspirations often coincided with anarchist ideas. Keller formed a special troop of young men who gathered in the port of Rijeka waiting for something to happen. They were refused from the regular troops because they were without documents or not old enough. They missed participation because they were born too late. Many were from Rijeka, a few were from its vicinity, but the majority of them arrived from Italy. This troop was called Desperata and was used as personal guard of D'Annunzio. They adored him and they left with him until the last moment in Rijeka.

The other military group that Keller formed under the so-called Ministry of Surprised Attacks were named Uscocchi and they would attack ships that sailed through Kvarner, seize the cargo and either

seek a ransom from their owners or use it to meet needs in the city.

Keller and his close friend Giovanni Comisso organised the yoga Association of Free Spirits, which has little in common with the eponymous Eastern discipline. This organisation published a manifesto and they organised celebrations in the old town of Rijeka for ordinary people.

Another visionary from D'Annunzio's circle was the Belgian journalist Leon Kochitzky who was the head of the Ministry of propaganda and foreign affairs. He was the initiator of organising the Anti-League of Nations that would gather poor and subjugated nations against the wealthy imperialist powers.

Chief of staff Giovanni Giurati, a lawyer from Venice was the diametric opposite of the utopians who had gathered in Rijeka. However, he could not cope with all this mess around Giurati left and D'Annunzio appointed Alceste de Ambris to lead his government while having in mind the creation of the Charter of Carnaro. De Ambris was the leading anarcho-syndicalist and in this way he created the chart. However, the last edition of the chart was made by D'Annunzio who added a lot of non-easy to understand concepts as well as those which would not be possible to put in practice. This document

also contains a strong note of Italian nationalism. De Ambris was not upset by D'Annunzio's interventions.

The apparently ideal life for misunderstood and forward-looking souls, who flocked to the city of Rijeka, became a living nightmare for the Croats who lived here and were born here. They were observed as foreigners and propaganda against them was openly conducted. They were forced to move from the city. Majority of them moved just across the river Rječina to the town of Sušak which was under allies control but it was already known that it would become part of the Kingdom of Serbs, Croats and Slovenes.

The fiercest anti-Croatian action in D'Annunzio's Rijeka occurred in July 1920, when legionnaires, who were joined by Rijeka's Italians, spent several days raiding Croatian homes, workshops and stores, not even sparing those whose owners were of Italian origin.

Interrupting elections which were organised by his government when understanding that would not go in his favour, D'Annunzio finally showed his dictator's face. His regime in Rijeka had especially the elements of future fascist states: violence against democratic procedures and the will of the local population alongside extreme nationalism.



SCENARIOS



Borders

Borders is a blackbox live action role playing game (larp) created as a part of the Fiume Crisis project by Fanni Lakos, Fanny Hajdú, Francesca Romana Cicetti, Lorenzo Giannotti, Máté Czakó, Soma György Mályi

Sound design by Máté Czakó and Bálint Márk Túri

Sound Mixing by Péter Burger

Voice Acting: Ábel Kádár, Ágnes Alma Upor, Costantino Pompa, Fanni Lakos, Giacomo Cappucci, Lorenza Scipioni, Lorenzo Giannotti, Marco Redolfi, Máté Czakó Nándor Laklia, Alessandro Fabrizio and Francesca Romana Cicetti

Players• 6-8

Duration• ~ 3 h (including workshops and debriefing)

Genre• blackbox

Themes• inability of communicating, isolation, frustration, impotence flavored with dark humor, empathy, connection.

Re-runability• medium; the audiotrack is always the same, but interactions between characters and characters themselves will change from one run to another.

Props• a room, audio track and something to play it on, tape, printable material at the bottom of the document, markers or pins, a stamp (or a makeshift one), a chair and a table, paper and pencils.

Recommended• lights, a completely dark room OR blindfolds.

Possible Triggers•

General Themes: war, totalitarian regime, oppression, helplessness

In the Characters' Backgrounds: illegal acts, theft, alcoholism, injury, loss of spouse, STD, divorce, sickness (possible to opt-out on those)

Structural Elements: low-light conditions, “gas” leak, marks of discrimination, confinement loud and violent sounds.

border - bɔːrdə

The border between two countries or regions is the dividing line between them. The dividing line between what I want to do and what I can do. The dividing line that I need to cross.

BORDERS is a blackbox larp centered on the experience of frontier and boundaries. Starting from the historical facts that happened in Fiume in 1920, the game revolves around the concept of barriers. Guided by an essential scenario, made up of symbols, lights and sounds, the characters, Croatian and Hungarian refugees, go through the tragedy of the border in a Kafkaesque, intense, dramatic but ironic play atmosphere. What happens if you are separated from the people you love? What is a border? Are borders an imposition or a free choice? And also: how do you recognize your limits? How do you get the instruments to cross them?

Things to do as facilitator

- ◇ Read the entire scenario
- ◇ Get a stamp - that is the only prop that you have to acquire
- ◇ Print game materials
- ◇ Download audio track and get device to play it from
- ◇ Prepare the playing area
- ◇ Gather players
- ◇ Conduct workshops and warm-up exercises
- ◇ Take care of the audio track as in listen to it before the larp, set the volume and make sure of what your audio device needs in order to work for the entirety of the larp (eg.: charger)

To Print:

- ◇ Character sheets (page 25)
- ◇ Passport - 1 for each player (page 31)
- ◇ Custom Officer Procedure Sheet (page 30)
- ◇ Futurist art (page 33)

Workshop and preparatory phase

Sound: off **Lights:** on **Duration:** 45 min / 1 h

In the first phase of the workshop, you need to prepare the room. It's best to use a blackbox (or studio theatre space). If you don't have one, choose a room that can be darkened as much as possible. Mark off **three areas** with tape or with something else that is convenient in your respectable space (eg. chairs, textiles etc.): **two rectangles of the same size**, and **one smaller** and narrower, with a lower 'ceiling' in a corner (**as you can see in the picture below**). Those tapes or other objects symbolize "borders".

Place **the chair and the table** in the middle of the first rectangle. Place a (**spot**)light over the table in a way that it illuminates the table and its immediate surroundings, but leaves the rest of the room half-lit.

Place **stamp** and **Custom Officer Procedure Sheet** on the table.



The room setup

Download the **audio track** that will lead the players through the game. Make sure you have a **device** that can play it loud enough and will not shut down during the game (charge it, test it, etc.) Place the device (and the loudspeaker if you use separate speakers) in the Off-Game area)

📌 You can download the audio track from [HERE](#).

or scan the QR code:



When finished, get ready to start the workshop, a series of preparatory exercises and activities that will bring players into the game.

Warm up and exercises

1. Broken Telephone - Stand in a line. Place yourself next to a person with a different native language than yours (or able to speak a language you don't understand). The person at the front of the line (the facilitator?) says a sentence in their own language, whispering it to another person. They have to say it to the next one and so on, then we'll see how the message transforms by the time it reaches the end of the line.

2. Untangle - The players stand in a circle with their eyes closed, searching for two hands to grab. Once they all hold hands, the facilitator tells them to open their eyes. They have to untangle themselves in order to recreate a circle.

3. Games With Blindfold*

3/a. Players are paired up in twos, one leads, taking the other person on an adventure. Leading will most likely require physical contact, thus players have to discuss what they are comfortable with.

3/b. The one with the eyes closed is moving around in space freely and the other person is there to help in a way to prevent the other person from getting hurt, but not controlling their experience.

3/c. All the players with their eyes closed, are in a space surrounded by chairs to make the room a bit smaller. Their task is to discover their surroundings with their eyes closed and observe their perception. The facilitator, little by little and in silence, makes their space smaller and smaller, if possible even separating everyone from the others, creating separate 'cages' for everyone. (note: It's easier if there are more than one facilitator at the workshop)

**Ideally a, b and c would happen in this order, In case you have less time, an overall tighter space or that your players are not very comfortable with having their eyes closed/being touched experiencing 3/a. in itself can be sufficient for players to get 'in the mood' of the larp.*

Briefing - Historical Prologue

All italic text is addressed to the players. You can read them aloud, rephrase them or let players read these paragraphs for themselves. If you plan on doing the latter, print several copies of this document.

.....

The city of Fiume (Rijeka) was previously part of the Austro-Hungarian Monarchy, a commercial and naval sea port of the Hungarian Kingdom, a multinational and multilingual city of Italians, Croats, Slovenes, Hungarians and many other minorities, a central hub of the Adriatic sea.

After World War I Fiume gained a special status as an independent city state. However, it was immediately occupied by irregular Italian forces, who would not accept the city's independence and claimed it for Italy. They were led by the scandalous poet, adventurer and military officer, Gabriele D'Annunzio. His ideology can be regarded as a precursor of Italian fascism - although it was not so clear-cut - mixing romantic-nostalgic notions with modern, fashionable ideas of the time, such as futurism and socialism.

Behind its progressive facade, D'Annunzio's regime, the unrecognized Italian pseudo-state: the Regency of Carnaro, was an oppressive one.

Amidst the post-war hardships D'Annunzio was even more cruel with the people he has considered a hindrance to his political agenda to exert complete power over the city.

.....

Character creation

Distribute character sheets and passports among the players. Players can either choose them by first taking a look at each and every one, or you can randomly deliver them.

All the players play characters who lived in Fiume until the beginning of D'Annunzio's Italian occupation. All the characters have been expelled from the city. The characters are Croatians or Hungarians, and each of them want to return to their hometown, where they left their family, loved ones, work, houses...

Every character is unisex and you can play in any gender, regardless of your own - character sheets will express gender neutrality using pronouns they/them. The passport will represent their core concept and will include biographical characteristics and personality. You are free (and encouraged) to define by yourself every detail that is not already written on the passport.

📖 For the character descriptions see page 25

The second part of the character creation is based on futurist art. You have some posters, photographs and futurist paintings here. (page 33). Everyone can choose the one they prefer. Starting from the chosen image or text, **each player invents a memory that binds their character to Fiume, a strong reason that drives them to want to come back** and they have to write it down on their character sheet.

Hand the players the **Fiuman Passports** that they have to fill out for their characters. They might also attach the piece of art they chose for their character.

📖 For the Fiuman Passport see page 31

Choose a piece of art and figure out how your character is connected to it. It might be your favourite painting (why?) / You or your family owns it (how did you acquire it?) / It may represent a dream that you had (what happened in the dream or what was the story behind it?) / It may say something about your character (what?)

For example: if you choose a painting of a car, you can decide that it was your father's car, and that you left him behind and miss him a lot, so you need to come back for him. If you go for a poem, that poem can inspire you with a memory, a romance, or whatever you feel like playing. We suggest you go for a strong drive. Keep in mind that these background stories are an opportunity for you to be played out, but it depends on your intention as we are not aware of the story you create. It's completely up to you how much you bring it into the larp.

The third and last part of the character creation is about borders. What are the lines we cannot cross? What are the lines we want to cross in our lives? Players will choose one personal border that will become part of their characters.

- ◇ **Disabilities** (physical or mental...)
- ◇ **Age** (e.g. feeling too old or too young, difficulty to move...)
- ◇ **Physical illness or disease** your character has or encounters (limp, back cramp, stuttering...)
- ◇ **Psychological issues** ("hysterical", narcissistic, depression, fetish, patterns...) your character attributes to themselves or others
- ◇ **Fears and Phobias** (of being touched*, being looked in the eyes*, of narrow spaces*, animals*, loud noises*, diseases)
- ◇ Experiencing certain **Feelings** (fear, love, anger, trust, shame...) in your character or other's
- ◇ **Connections** (family, friends, strangers, animals...) being mentioned or your character is being questioned about them
- ◇ **Sexuality** (orientation, dysfunctions...)

Bear in mind that the ones marked with a * are most likely will be triggered during the game.

Place the list of Personal Borders in front of the players, so they can choose their own from amongst them.

.....

Your personal border will be a trigger for you during the game. You can decide how you react if and when someone crosses it. You may choose a physical reaction (e.g. if someone touches you and that is border-crossing for your character, you start jumping), a verbal one (you start stuttering/speaking loudly/speaking in a different language/very fast etc.) or anything you can think of and it's your decision whether your character's reaction is realistic or of a more surreal, abstract nature. Feel free to experiment and practice your reaction now.

.....

What is your character's reaction when their personal border is crossed? Practice and play it out when it happens.

.....

General rules and mechanics

.....

Play to lift and to shine. Once the game has started, go with the flow. Play your character, don't break the immersion. The responsibility for your and your character's drama also rests on all your co-players: you have to lift each other up. Play to make other players shine, go with each others' initiatives in the mentality of 'yes, and' and play with your environment. Nothing else than the physical and audio environment of the game exists, these are the meta borders of our game.

.....

Follow the music. The music will set the mood of a scene: follow it, play with it, let the music impact your character's behavior. Let the music and lights (if any) influence the way you act. If it accelerates, accelerate with it. If it slows down, slow down with it.

.....

CROSS THE BORDER By default, **you cannot cross the borders** (represented by tapes or chairs). Every time you hear this specific song ([🔊 Pink Floyd - Another Brick In The Wall](#)) during the game, it means that the act is finished, and you have to move on. To cross the border, briefly finish the scene you're playing, cross the border and then stay silent. Cross the (tape) border, going

from one rectangle in the space to the next one. You can cross it any way you want: running, jumping, sliding... But when the music finishes, you have to be on the other side, waiting for the next act to start. Imagine this as a change from one scene to another in a movie: there's a clear 'cut', a moment of pause before the director (in this case the audio track) announces the next scene to start the next act. You are free to figure out what has happened to your character between the two acts and build upon it on the next scene.

.....

Marks. During the larp, some characters will receive a special mark. You don't know what it means, but you know it's relevant somehow. Take some time to think about why the ones who have them, received the marks and what they may represent. Feel free to use the marks as triggers, your character may interpret them freely and even use them in connection with your character's personal borders.

.....

Safety. If you need to opt-out, say **I HAVE A GREEN PASSPORT** and leave the game. This is a safe word and no one will stop you. If you need help with something (eg. for better understanding or else), raise your hand, so that the facilitator can come to you.

.....

The role of the facilitator

In this larp, the facilitator is not an active game master. Besides running the workshop and the briefing part of the game - even if they are physically present in the room where the game happens - their role is that of the technical staff. From the moment the audio track starts until the moment it ends, they are responsible for the audio working well and taking care of the physical and mental safety of the players by monitoring the situation from a distance. While it is the player's responsibility to take care of their own mental safety, it is important in this emotionally heavy game to be aware as an external eye so that the involvement of a player doesn't affect their and other players' sense of safety. We trust you to use your own methods, eg. initiating eye contact, using the OK sign to check on a player, or any other method that you previously introduced to the players.

It is not possible to play separate mini-games (eg. it is not possible to 'leave' the scenarios where the acts are set and do something different with the game master).

The Play to Lift attitude includes an aspect of 'play with what is there', as the borders we are playing about are also present on this level of the larp. The facilitator is not available for the players during the larp to ask whether an idea of theirs is possible in the game. Everything is possible that the group of players deem as possible in the world of the larp and that can be made within the physical and audio environment that is set up.

Guide to the structure of the larp

The larp is divided into three acts, played seamlessly. Before you start the audio track and the game begins, show and explain to the players the space and how the different acts related to its division.

First act

Sound: on

Lights: on (if you have coloured lights, choose a warm colour such as red or orange)

Duration: 35 min

The first act starts in the first rectangle. During the first act, the characters are strangers who, for various reasons, want to return to Fiume. The scene revolves around the customs office. In the center, there is a table with a chair behind it.

The characters freely play a scene in which they introduce themselves to the **Customs Officer**, trying to convince them to let them go back to town. The Customs Officer is a **shared character**. Beginning when the audio says the Office is open, **all players take turns playing the role, sitting in the chair**. Whoever is in the chair is the customs officer at that moment.

*As you play the role of the Customs Officer, you have written instructions and a series of phrases to repeat. Make sure you sound frustrated, repetitive, annoying, even Kafkaesque. When you finish questioning a person, get up from your chair. **That player will take your place playing the Customs Officer for whoever comes next.** The Customs Officer is*

always present, even when you don't see them physically (when no player is sitting on their chair). Feel free to play with this role - perhaps two officers show up at the same time, anything may happen. Remember, everything is possible that players agree on.

*The Customs Officer has **three** (in case of 6 players) or **four** (in case of 7-8 players) **marks at their disposal** which they can freely assign to the people questioned. They don't have to give any explanation, just have to choose if to give it or not. For example, they can say: "You look suspicious, wait in the corner and always have this mark on." **You cannot take the mark off.***

◇ **Everyone has to go to the Customs Officer at least once.**

◇ **Everyone has to play the customs officer at least once.**

◇ **At least one mark has to be distributed.**

*The act ends when you hear the **CROSS THE BORDER** music signal. The audio track will guide you.*

Second act

Sound: on

Lights: on (if you have coloured lights, choose a cool colour such as blue or purple)

Duration: 35 min

The second act begins at the end of the music, as soon as all the players are in the second rectangle. The audio track drives the game.

The second act takes place in the main square of Fiume, where every citizen is gathering waiting for the Duce's speech. The attendance is mandatory. It is not possible to leave the square and there is a strong presence of police and army. One day has passed since your characters crossed the border of the city - now they meet again. What they have been doing since and why or how they are together again is yours to figure out.

*The act ends when you hear the **CROSS THE BORDER** music signal. Again, the audio track will guide you.*

Suggestion: You can experiment with adding extra elements to the space of Act II. You can print and use some handouts from the other Fiume Crisis scenarios, like putting up on the wall the image of D'Annunzio from 'City of Lies' (page 129) or throwing on the ground a few copies of the December 1920 issue of the newspaper from 'Silent Night, Horrible Night' (page 84)

Third act

Sound: on **Lights:** off **Duration:** 20 min

The third act begins at the end of the music, as soon as all the players are in the third, smaller rectangle. The audio track drives the game. During the third act, **it is essential that the characters whisper, sit close, maintain physical contact**, as if the space available was very **tight and constraining**.

.....

The third act takes place in a shelter, a bunker made to protect from any harm coming from the environment. It is one of the many shelters of the city where all characters are present together. We are two days after the speech of D'Annunzio and Fiume is under the attack of the Royal Italian Navy, after D'Annunzio has declared war on Italy. What the characters have been doing since and why they are together is yours to figure out.

*The act ends when you hear the **CROSS THE BORDER** music signal. Again, the audio track will guide you.*

.....

When you're ready to go, the audio track can start and the game will begin.

Debriefing

Epilogue

.....

The Italian Government never accepted D'Annunzio's offer of Fiume, but instead signed a treaty with the Kingdom of Serbs, Croats and Slovenes, confirming the city's independent status.

In response, D'Annunzio declared war on Italy resulting in the "Bloody Christmas", the attack of the Royal Italian Navy on the Christmas of 1920, eventually restoring the freedom of the city and expelling D'Annunzio's legion.

The power over the city entered a state of constant flux. The Italians appointed several temporary commanders to handle the situations, but usually their control lasted from a few days to a couple of weeks before being washed away by a revolt.

Even D'Annunzio's followers seized a part of the city again for a while. Finally in October 1921, Ricardo Zanella, the leader of the Autonomist Party was elected president resulting in a short period of political gloom.

The city state acted as a buffer zone between the Kingdoms of Italy and of the Serbs, Croats and Slovenes.

This ended in March 1922 when Italian fascists staged a coup d'etat leading to the escape of Zanella's government and the official annexation of Fiume to Italy by Mussolini's lead in 1924.

.....

Deroling

1. Rearrange the space with the players: remove the boundaries, take off the tapes, move the chairs to create a different, less cluttered space where they can move. Encourage them to walk around a bit, stretch their bodies and by doing so, leave their former characters behind and arrive back to themselves.

2.

.....

We are 1 year after the end of the events. Now have a couple of minutes to think about where your character is currently and what has happened to them after the events of the game.

.....

3.

Now we will play a short game when you will answer questions/statements (saying “yes” by making a step forward) according to what you think is true for your character now, 1 year after the events.

4.

Look around. if you feel like, you can share why you are where you are now, meaning what happened to your character, where they are.

Statements:

- ◇ you are free to move.
- ◇ you live in the city of your choice.
- ◇ you are free to express your political beliefs.
- ◇ you are free to express your sexuality
- ◇ you can choose who you marry.
- ◇ you have a right to vote.
- ◇ you have a job.
- ◇ you are free to speak your native language.
- ◇ you are not injured.
- ◇ you are alive.

5. Feedback round

*Numbers 2 and 3 are interchangeable. Start with No. 2 if you feel the game was taxing on the players, that they had a rough time, felt strong emotions, etc. Otherwise do No. 3, but remind them that this is about their characters, not them. It is important to have them deroled.

Characters

To add to the character sheets by players:

- ◇ the reason they were away (out of the borders of Fiume)
- ◇ their motivation to come back to Fiume
- ◇ their personal borders



NIKA KOVAC

Nika is a 17 year-old Croatian miller, born in Susak and is engaged to be married. After losing their parents Nika stepped up to take care of their two younger siblings, who are 3 and 7 years old. Nika has been arrested once for stealing, when their means got scarce.

The reason they were away from Fiume:

Their motivation to come back:

Their personal borders:

SASHA OSSOINACK

42 year-old Croatian dockyard worker, born in Fiume. Sasha is very popular very popular with men and women too. They are open to embark on any adventure. SashaSahhsa has a weakness for alcohol. Due to their work, it's been years since Sasha's been to Fiume. In a recent boat accident Sasha suffered a serious injury.

The reason they were away from Fiume:

Their motivation to come back:

Their personal borders:

ANDREA PICK

63 year-old Hungarian, born in Szeged, owner of Fiume's soap factory. Although they have very conservative views, they frequent the local casino. Sometime after Andrea's spouse has died, a visit to the hospital revealed that Andrea has a mild case of syphilis.

The reason they were away from Fiume:

Their motivation to come back:

Their personal borders:

GABRIEL LUPPIS

A 27 year-old Hungarian pianist born in Budapest who came to Fiume to get a divorce. Now Gabriel is a bohemian artist, working at Hotel d'Europe in the evenings. Gabriel is in love with the hotel owner's only heir.

The reason they were away from Fiume:

Their motivation to come back:

Their personal borders:

VIKI HATVANY- DEUTSCH

51 year-old Hungarian tailor born in Trieste. They work for the highest ranking people of the city, using the finest Italian fabric. Viki is married and has 7 children. One of Viki's clients - a prominent figure in Fiume - owes them a year's wage for their designs.

The reason they were away from Fiume:

Their motivation to come back:

Their personal borders:

LUIS SZINNYEY

22 year-old Croatian university student born in Krk. Raised in a family of soldiers, Luis has always been fascinated by violence, war and has always been surrounded by strong-willed people and hierarchical ideologies, but Luis doesn't know yet which path they would like to follow.

The reason they were away from Fiume:

Their motivation to come back:

Their personal borders:

JO RADICH

35 year-old Croatian inn keeper, born in Split. Jo is a brewmaster and a botanical expert at once. Coming from a poor family, Jo is very proud of what they have achieved, running a successful business, but is also worried to be a disappointment, as they have done something illegal to get to the point where they are now.

The reason they were away from Fiume:

Their motivation to come back:

Their personal borders:

ALEX KOVÁCS

20 year-old Hungarian server born in Fiume with a pale complexion and a tendency to fall ill. Alex is married and works at a pastry shop in the center of Fiume.

The reason they were away from Fiume:

Their motivation to come back:

Their personal borders:

Personal Borders

Choose one of the listed personal borders to deepen your character. Please be aware that by choosing from the list, you will give an opportunity to other players to consciously trigger your character's personal borders, providing you a chance to play it out. Play to lift: keep in mind that you may also help your fellow players to play out their personal borders and create action and interaction during the larp.

The personal borders marked with a * are most likely will be triggered during the game

- ◇ **Disabilities** (physical or mental...)
- ◇ **Age** (e.g. feeling too old or too young, difficulty to move...)
- ◇ **Physical illness or disease** your character has or encounters (limp, back cramp, stuttering...)
- ◇ **Psychological issues** (“hysterical”, narcissistic, depression, fetish, patterns...) your character attributes to themselves or others
- ◇ **Fears and Phobias** (of being touched*, being looked in the eyes*, of narrow spaces*, animals*, loud noises*, diseases)
- ◇ **Experiencing certain Feelings** (fear, love, anger, trust, shame...) in your character or others'
- ◇ **Connections** (family, friends, strangers, animals...) being mentioned or your character is being questioned about them
- ◇ **Sexuality** (orientation, dysfunctions...)

Whenever your character's personal border is crossed, they have a (lighter or stronger) reaction to it. This can be verbal (a word, a sentence, shouting, stuttering, speaking very fast or in another language) or physical (limp, trembling, etc.), realistic or surreal, it is up to you. What is your character's reaction when their personal border is crossed? Practice and play it out when it happens.

FIUME CUSTOMS OFFICE

STANDARD FOREIGNERS ACCEPTANCE PROCEDURE.

1. Ask for papers, mandatorily in Italian language:
"Documenti, prego."
2. Check the passport scrupulously.
3. Ask for needed clarification on the passport, if something is not clear.
4. Ask the applying citizen some of the following questions:
(choose freely or make up your own)
 - ◇ - where are you from?
 - ◇ - what is your job?
 - ◇ - what are your religious beliefs?
 - ◇ - what do you think about the Carnaro regency?
 - ◇ - why do you want to cross the border?
5. Make the applicant wait by saying, mandatorily in Italian:
"Attendere, prego."
(you can say this anytime)
6. Double-check the passport authenticity (i.e. smell, paper quality, data consistency)
7. Unless the citizen already has one, and if at least one is available, you can decide to put one Mark on the person.
8. Stamp the passport.
9. Give the passport back to the applicant, and send them away saying mandatorily in Italian:
"Attendere, prego. Avanti il prossimo!"
10. Your turn of service as Customs Officer ends here.



PASSAPORTO FIUMANO



PASSAPORTO FIUMANO

THIS PASSPORT IS STRICTLY PERSONAL

No. OF PASSPORT



No. OF REGISTRATION

PASSAPORTO FIUMANO

Released to _____

Place of birth _____

Date of birth _____

Address _____

Marital status _____

NOTES OF THE AUTHORITIES

THIS PASSPORT IS STRICTLY PERSONAL

No. OF PASSPORT



No. OF REGISTRATION

PASSAPORTO FIUMANO

Released to _____

Place of birth _____

Date of birth _____

Address _____

Marital status _____

NOTES OF THE AUTHORITIES

Futurist/Contemporary Art

1, *“The essential elements of our poetry will be courage, audacity and revolt.”*

2, *“The poet must spend himself with warmth, glamour and prodigality to increase the enthusiastic fervor of the primordial elements.”*

3, *“Vehement god from a race of steel,
Automobile drunk with space,
Trampling with anguish, bit between your strident teeth!
O formidable Japanese monster with forge,
Nourished with flame and mineral oils,
Hungry for horizons and sidereal prey,
I unleash your heart to the diabolical vroom-vroom
And your giant radials, for the dance
You lead on the white roads of the world.”*

4, *“By the coastline presently walks
the flock. Motionless is the air.
The sun lights up the blonde living wool
that almost does not differ from the sand.
Splashing, stamping, sweet sounds.*

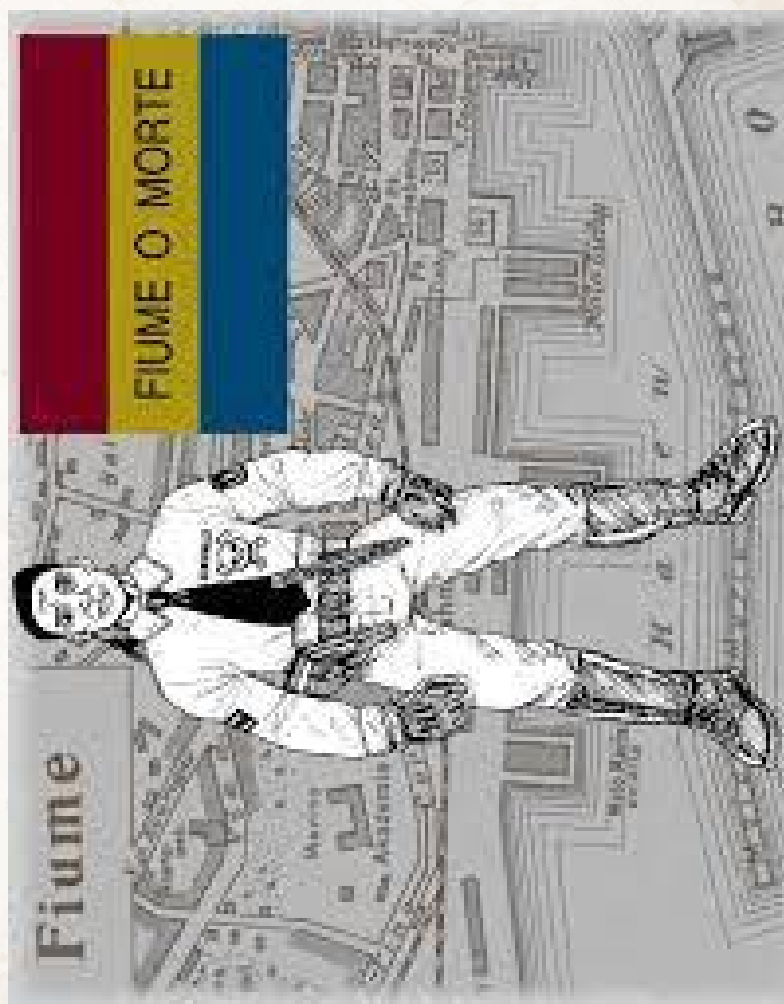
Alas, why am I not with my shepherds?”

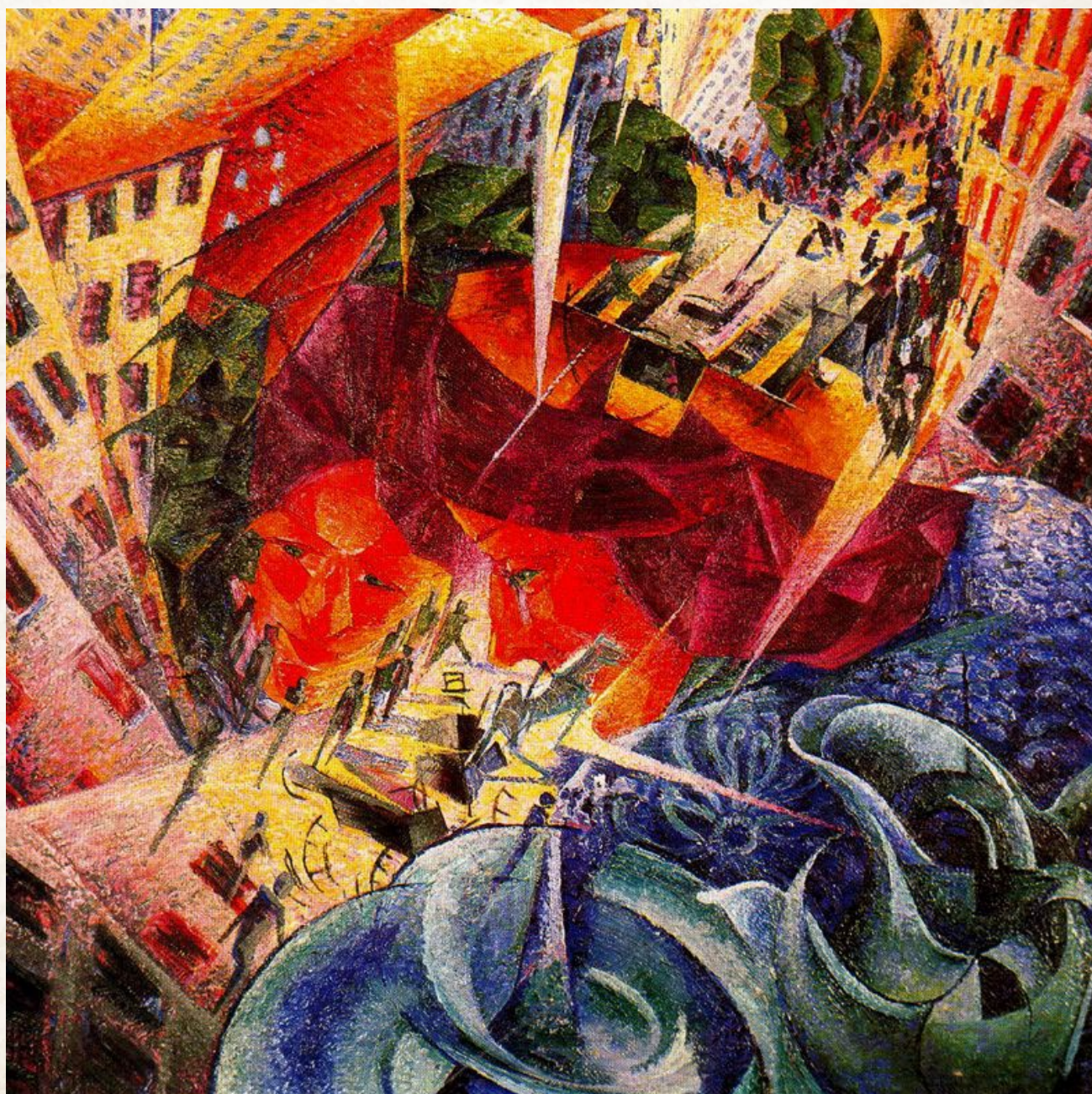
Sources:

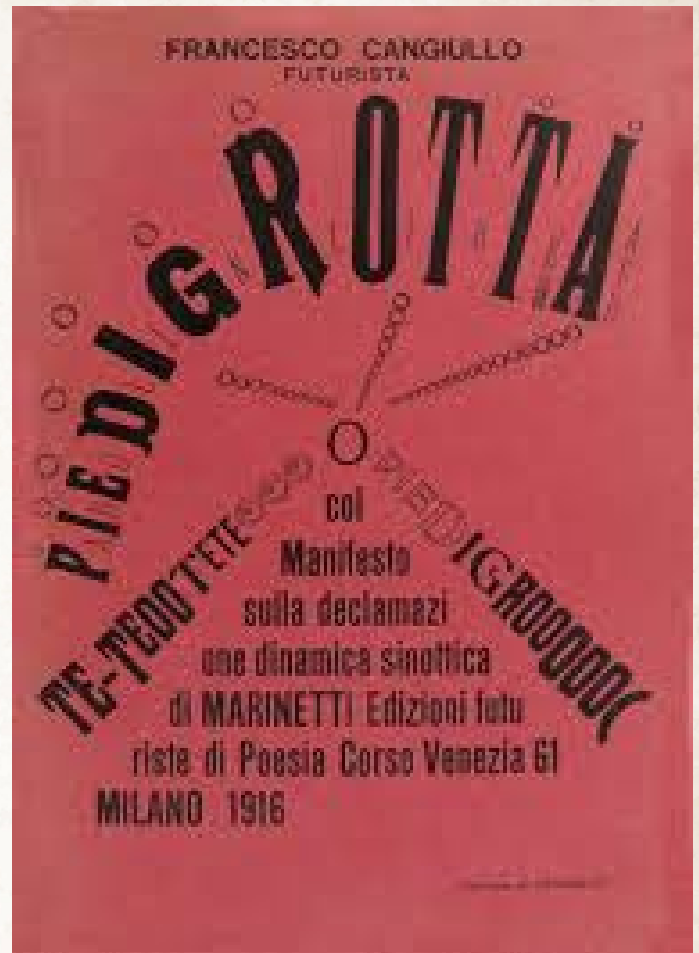
1, and 2, - Filippo Tommaso Marinetti - The Futurist Manifesto

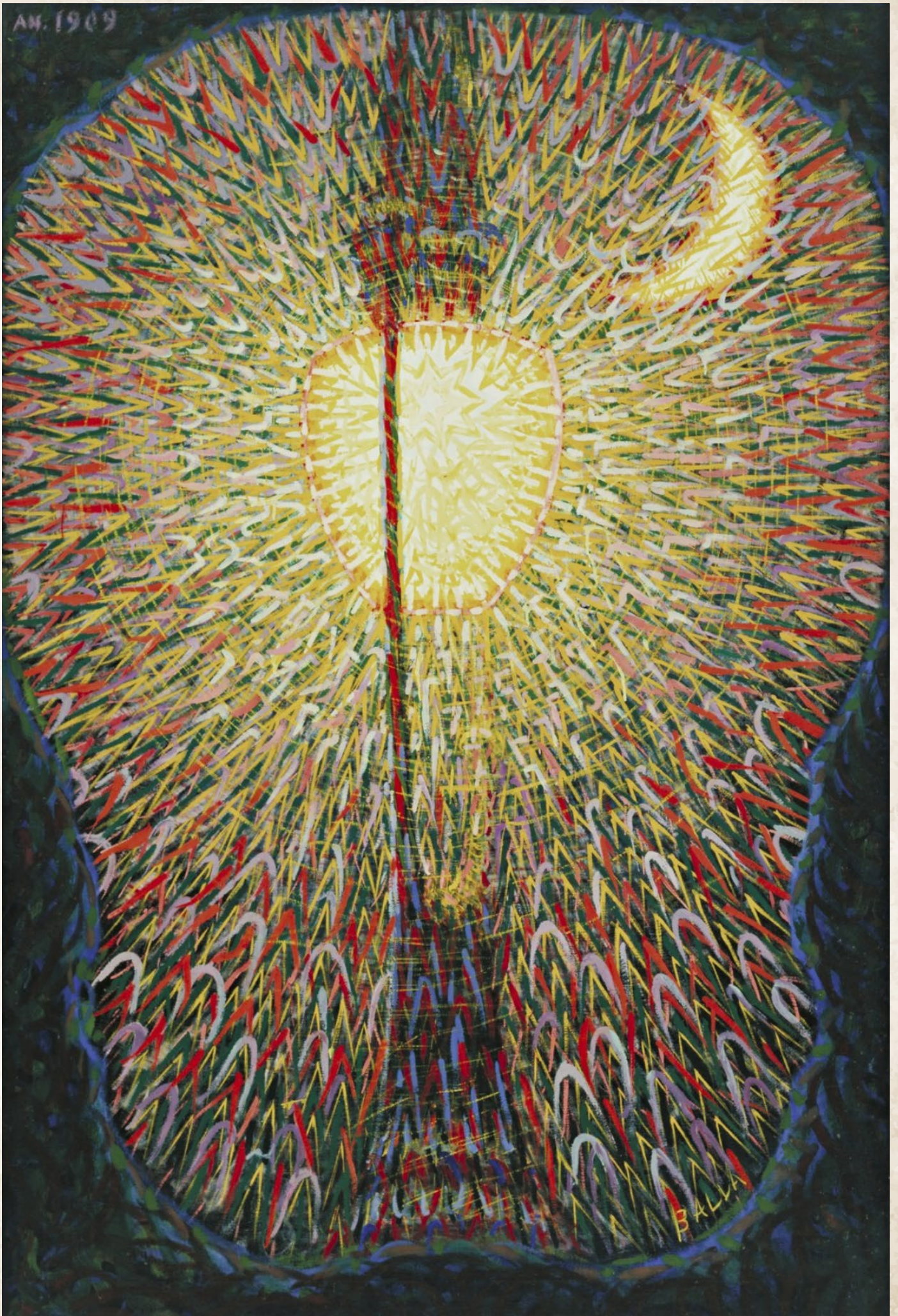
3, - Filippo Tommaso Marinetti - To a Racing Car

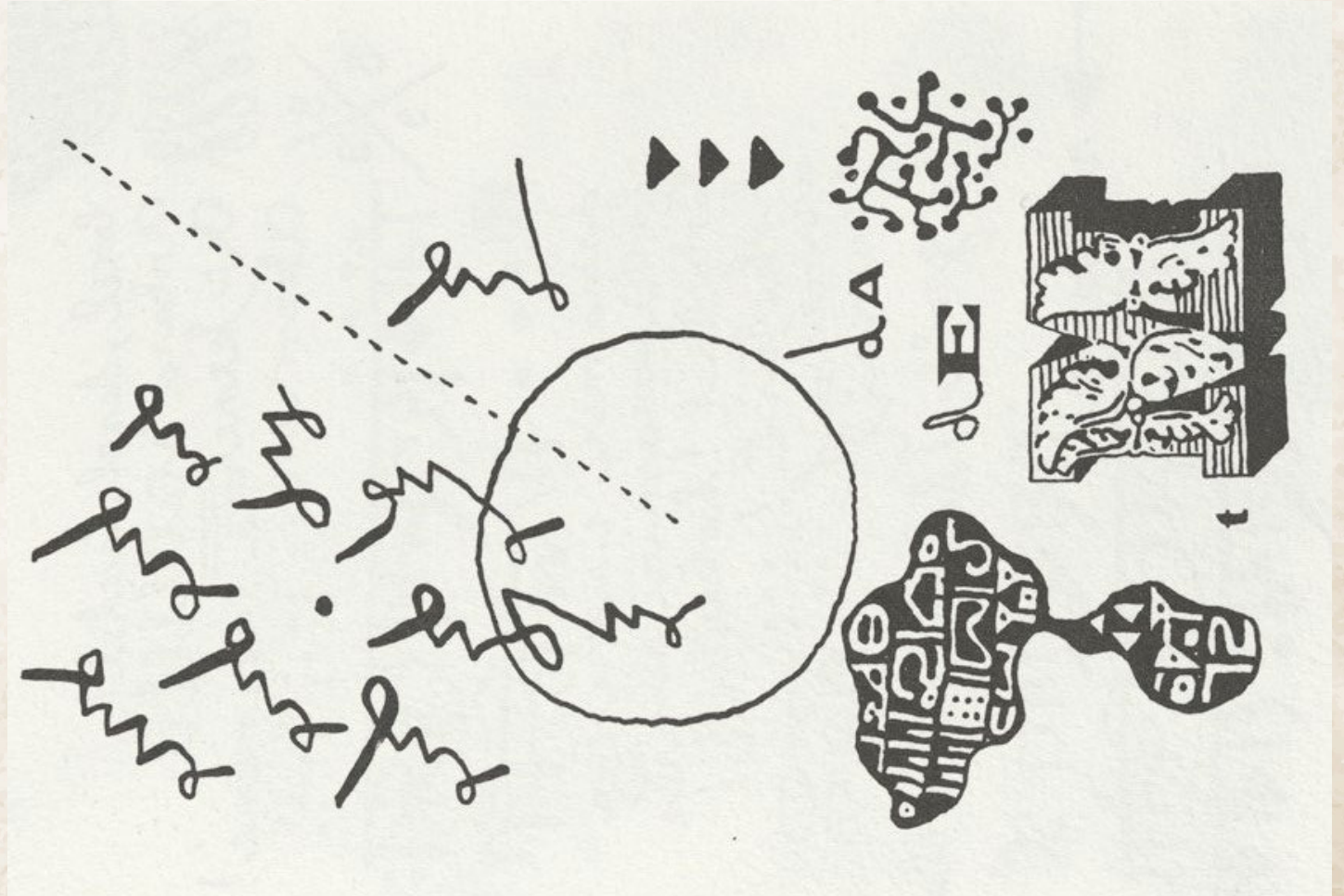
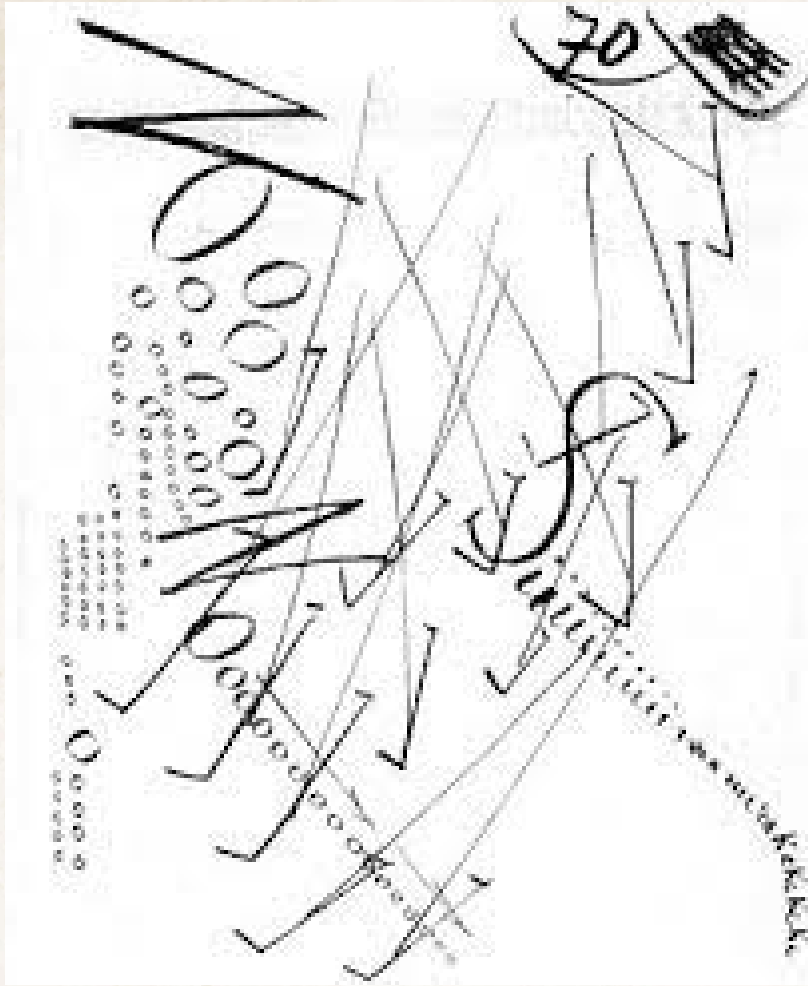
4, - Gabriele D'Annunzio - The Shepherds













Silent Night, Horrible Night

a larp by Agnes Alma Upor, Chiara Tirabasso, Dorijan Strnad, Gabriella Aguzzi, Livia Pini and Lucija Tancer Mihoković

Silent Night, Horrible Night is a larp about a Croatian and an Italian family during the turmoils at the end of WW1 and D'Annunzio's occupation of Fiume. The scenario is divided into three acts in which the characters gather for the Christmas Eve party of 1918, 1919 and 1920.

The Italian family's living room becomes a metaphor for the entire city where we explore history from the commoners' point of view, to show how events, cultural, social and economic issues affect individuals and families, also how small things can still be meaningful in people's life, even when big events are in motion. Lastly, **Silent Night, Horrible Night** aims to investigate how easy or terribly hard it can be to change one's political views influenced by various factors.

Silent Night, Horrible Night is a larp about family, history, politics and cultural identity, with some Christmas songs and the scent of apple and cinnamon in the background.

Specification

Number of players• 8

Characters• 4 female, 3 male and 1 gender neutral

Runtime• 4 hours

Structure• three Acts, each introduced by a short out of character Intro

Requirements• 1 device to play music, printed materials.

Larpitecture• 1 room, ideally 2: one for the larp and one for brief & debrief.

Style• play to lift

Aesthetics• it can be played symbolic, but it is suited for a 360° illusion approach

Facilitators• 1, playing the butler or the housekeeper of the Italian family

Possible triggers• Loud noises, family conflicts, pregnancy, war, xenophobia, infertility

Timeline

0-30	30-45	45-1.30	1.30-1.45	1.45-2.30	2.30-2.45	2.45-3.30	3.30-4
Workshop	1st Intro	First Act	2nd Intro	Second Act	3rd Intro	Third Act	Debriefing

Introduction

Welcome to **Silent Night, Horrible Night**, a live action roleplaying game (larp) created as a part of the Fiume Crisis project.

This larp revolves around two families, a Croatian one and an Italian one, getting connected through marriage.

Silent Night, Horrible Night is divided into three acts, each act representing a Christmas Eve after-dinner in the years 1918, 1919 and 1920, respectively. This larp has a “Slice of Life” approach, focusing on exploring the relationships and dramas of the characters, both on a personal and family level. The historical events that take place in Rijeka during the years framed by the larp are reflected in the lives of the protagonists, affecting their lifestyles and political views.

Between each act there is an intermezzo during which participants are given additional information on the events of the passing year and how these affected their characters.

The evolution of both the characters and the two families mirror the change of the city they live in, and the shifts in the political and economic balance.

The larp deals with several topics, such as family drama, cultural differences, how historical events affect individuals and family, also the effects of propaganda on ordinary people and how they perceive reality. On a more subtle level, this scenario is also about political radicalization, nationalism and demagoguery.

The historical context, although accurate, is heavily summarized to provide a symbolic and playable backdrop to the personal stories of the protagonists.

Ultimately, **Silent Night, Horrible Night** is a historical family drama that aims to inspire reflection on its themes and trigger curiosity about this fascinating, albeit complex period of history.

How to be a Facilitator

This chapter is dedicated to the organization of the game, explaining in detail how to propose, stage, guide the experience and finally, make people reflect on its contents and themes.

To organize **Silent Night, Horrible Night** all you need to do is read this manual in its entirety, follow the instructions for preparing the game and gather the participants in a suitable space to play this larp.

Taking on the burden and honor of organizing **Silent Night, Horrible Night** requires a certain amount of commitment, but working behind the scenes of this larp offers the same food for thought as it does for the participants, as well as the opportunity to offer others an intense and meaningful experience. No special preparation is needed, just a bit of good will and following the instructions and suggestions in the following paragraphs.

From now on, the Facilitator will be referred to as the Game Master, shortened to **GM** for brevity.

Schedule of activities

Note to the GM: Items marked with an * are optional (see chapter: Mechanics - Gifts)

Initial Workshop - Out of Game

Duration: 30 minutes

Where: any room, possibly a separate one than the room used to play the larp.

What happens: The GM gathers all participants and briefly explains how the game will be played, assigns the characters, leads the exercises described in the workshop and answers any questions participants may have before starting.

Documents, props and handouts:

- ◇ Briefing
- ◇ Character Sheets.

Introduction to First Act - Out of Game

Duration: 15 minutes

Where: any room, possibly a separate one than the room used to play the larp.

What happens: The GM hands over to the participants the Historical context - Christmas 1918 for them to read, the List of Available Gifts 1918*, the Greeting Cards for the Gifts* and a pen for each player.

Documents, props and handouts:

- ◇ Historical context - Christmas 1918
- ◇ List of Available Gifts 1918*
- ◇ Greeting Cards for the Gifts*.

First Act: Christmas 1918 - In Game

Duration: 30-45 minutes

Where: any room, possibly a separate one than the room used for the Out of Game workshop and debriefing..

What happens: The GM sets up the room in advance with the 1918 Newspaper and Dinner menu, glasses and something to drink (and possibly other Christmas decorations to set the mood) before the players enter. Then they start the musical playlist for the year 1918, when the music begins the participants enter the room and play until they hear the sound signal marking the end of the first act. During the act, the GM plays the Butler / the housekeeper of the Italian Family and hands over personal letters to the characters. At the end of the act, when the sound signal starts (in the first act is the sound of Bells), the GM invites the characters to leave the room:

.....
"It's time to attend Christmas Midnight Mass."
.....

Documents, props and handouts:

- ◇ 1918 Newspaper
- ◇ Dinner Menu 1918
- ◇ Letters for the First Act.

Introduction to Second Act - Out of Game

Duration: 15 minutes

Where: any room, possibly a separate one than the room used to play the larp.

What happens: The GM hands over to the participants the Historical context - Christmas 1919 for them to read, the List of Available Gifts 1919*, the Greeting Cards for the Gifts* and a pen for each player.

Documents, props and handouts:

- ◇ Historical context - Christmas 1919
- ◇ List of Available Gifts 1919*
- ◇ Greeting Cards for the Gifts*.

Second Act: Christmas 1919 - In Game

Duration: 30-45 minutes

Where: any room, possibly a separate one than the room used for the Out of Game workshop and debriefing..

What happens: The GM sets up the room in advance with the 1919 Newspaper and Dinner menu, if necessary they refill the beverages to drink (and possibly other food and drinks, which are optional) before the players enter. Then they start the musical playlist for the year 1919, when the music begins the participants enter the room and play until they hear the sound signal marking the end of the first act. During the act, the GM plays the Butler / the housekeeper of the Italian Family and hands over personal letters to the characters. At the end of the act, when the sound signal starts (in the second act is the sound of Firecrackers), the GM invites the characters to leave the room:

.....
"It's time to go to the terrace to watch the Christmas Firecrackers organized by The Commander D'Annunzio."
.....

Documents, props and handouts:

- ◇ 1919 Newspaper
- ◇ Dinner Menu 1919
- ◇ Letters for the Second Act.

Introduction to Third Act - Out of Game

Duration: 15 minutes

Where: any room, possibly a separate one than the room used to play the larp.

What happens: The GM hands over to the participants the Historical context - Christmas 1920 for them to read, the List of Available Gifts 1920*, the Greeting Cards for the Gifts* and a pen for each player.

Documents, props and handouts:

- ◇ Historical context - Christmas 1920
- ◇ List of Available Gifts 1920*
- ◇ Greeting Cards for the Gifts*.

Third Act: Christmas 1920 - In Game

Duration: 30 minutes

Where: any room, possibly a separate one than the room used for the Out of Game workshop and debriefing..

What happens: The GM sets up the room in advance with the 1920 Newspaper and Dinner menu, if necessary they refill the beverages to drink (and possibly other food and drinks, which are optional) before the players enter. Then they start the musical playlist for the year 1920, when the music begins the participants enter the room and play until they hear the sound signal marking the end of the first act. During the act, the GM plays the Butler / the housekeeper of the Italian Family and hands over personal letters to the characters. At the end of the act, when the sound signal starts (in the third act is the sound of Bombing), the GM invites the characters to leave the room:

.....
“Quickly, let’s all go down to the basement, the bombardment of the city has begun. Italian warships are firing on us, God help us!”
.....

Documents, props and handouts:

- ◇ 1920 Newspaper
- ◇ Dinner Menu 1920
- ◇ Letters for the Third Act.

Final Debriefing - Out of Game

Duration: 30 minutes

Where: any room, possibly a separate one than the room used to play the larp.

What happens: End of the larp. The participants all get together to comment on their experience and reflect on the themes of the event. The GM leads the debriefing exercises and at the end of the activity hands over to each participant a copy of the Fiume Historical Context and invites them to fill the online questionnaire to leave feedback comments and suggestions.

Documents, props and handouts:

- ◇ Debriefing
- ◇ Historical Context.

Bullet list of things to do as GM

- ◇ Read the entire scenario
- ◇ Print game materials
- ◇ Prepare the playing area
- ◇ Gather participants
- ◇ Conduct workshops and warm-up exercises
- ◇ Conduct the introduction to the First Act
- ◇ Play the First Act
- ◇ Conduct the introduction to Act Two
- ◇ Playing the Second Act
- ◇ Conduct the introduction to Act Three
- ◇ Playing the Third Act
- ◇ Lead the debriefing and final reflections.

Aesthetics

Silent Night, Horrible Night is a chamber larp, set in the years between 1918 and 1920, during Christmas time. The scenario provides for some basic aesthetics to convey the two key elements, the historical period and the Christmas atmosphere, which are **music, printed props and handouts.**

Scalability

This larp can be played in a very symbolic way, using only the key elements provided by the present scenario, and very few items listed in the paragraph: Minimal Version; but **Silent Night, Horrible Night** is perfectly suited to be organized with a 360° illusion approach, as described in the paragraph: Scenographic version.

Preparing the room for the game

To play this larp you need just one room big enough to have seats for everyone and possibly a table, however, **Silent Night, Horrible Night** works better if two rooms are available, in order to provide two separate spaces, one for the pre-game workshop and the short intermezzo between the acts, and one to play the larp, representing the living room of a private house.

Minimalist version

The bare minimum to play this larp:

- ◇ a chair for every character
- ◇ a small table
- ◇ a glass for everyone
- ◇ something to drink and make toasts with, it could be simply water or something more Christmas-like, such as apple juice, wine, etc.
- ◇ a device to play music
- ◇ a printed version of the props and handouts provided by this scenario
- ◇ separate area within the same room for in-game and workshop/intermezzi

Note to the GM: Include the player in setting up the room and the table - it can be part of the workshop. Players will step into character at the beginning of each act as they leave the out of game areas

Even in a very symbolic version of the larp it is strongly advised to provide for at least a couple of extra features to convey the Christmas mood.

Put an **orange with cloves and cinnamon or a scented Christmas candle in the room:** the sense of smell is a powerful trigger for memories, therefore this simple and low cost trick can contribute a lot to the atmosphere of the larp.

Scenographic version

Once you have the minimum elements described in the previous paragraph, you can add a number of additional elements to enhance the aesthetics and atmosphere of **Silent Night, Horrible Night** to make it a more immersive event.

The GM may use one or more of the suggestions mentioned below, as well as imagine new ones.

Vintage Christmas decorations: candles or lanterns, sprigs of mistletoe, red ribbons, a red tablecloth, a centerpiece with pine cones, a Christmas wreath.

Food and drink: during the game, characters drink and toast in each act, so apple juice, wine, mulled wine are all very appropriate drinks. Furthermore, a small buffet can be set up with cinnamon biscuits, Christmas sweets, apple and orange segments with sugar and cinnamon powder, cheese, grapes.

Tableware: If you want to create an atmosphere setting and intend to serve appropriate food and drink, you should also use trays, glasses, pitchers and cutlery that are plausible for the historical era. Without making things too complicated, materials such as wood, glass, pewter and steel and a design that is not blatantly modern work great!

Costumes and accessories: The final touch to organize **Silent Night, Horrible Night** in a very scenographic way is to encourage an outfit suited for the historical period in which the larp is set. Again, far from the historical re-enactment approach, it is sufficient to dress classically with trousers, shirt, braces and tie or bow tie for male characters; skirt, blouse, simple jumper and neckerchief for female characters.

Mechanics

The larp features several simple mechanics:

The Butler/ Housekeeper

During the larp, the GM plays the role of the butler/ housekeeper of the Italian family hosting Christmas Eve. The purpose is to observe the game, deliver the letters that various characters receive during the acts, and be available in case the players need any clarification out of the game.

Out-of-game questions to the Butler / Housekeeper

If during the game any player has a question regarding game rules, mechanics or anything game related, but not in-game they can approach the GM and say this specific phrase: *“I have to talk to you in private”*. This will signal the GM, and any other player nearby, that this is not an in-game conversation, and that other players should ignore the character talking to the GM.

Act Beginning

Before the beginning of each act the GM plays the musical soundtrack (see chapter: Music), that is the signal to start playing.

The game will begin individually for each player, entering the space designated to play the larp, which in-game is the sitting room of the Celebrini family where the two families gather after dinner.

Act Ending

Every act ends with a specific sound (not a song) and the butler/housekeeper calling the characters to exit the room (see chapter: Music). During the workshop, it is explained to the players that the sound different from the songs is the signal for the end of the act.

The Toast

During every act, the heads of the two households will be required to make a toast. The first toast will be made by the host, Mr. Celebrini, followed by the guest, Mr. Petrović. After them, anyone is welcome to join with a toast of their own. The toast mechanic is designed to give players the opportunity to make public statements about their characters, their political and personal views, and any news involving them.

The Letters

During each act some characters receive letters from outside. Their content is intended to emphasize and tangibly symbolize their problems, their political opinions and sometimes their secrets. The arrival of the letters should be used to provide pace to the experience, on a personal and collective level.

Note to the GM: It is important for the GM to read all the letters in advance, both to better facilitate the players' experience and provide clarification and advice, and to introduce them in an impactful way during the act, giving rhythm to the family drama.

The Game Items

During each act, there are two game items in the game space.

The Newspaper, which contains very short articles describing the most important events of the past year, and is intended to offer insights into the current political and historical situation in Rijeka.

The Dinner Menu, which offers a glimpse into the life of Rijeka's postwar middle class, but is also a pretext for showing how the political context affects daily life.

The Gifts

This mechanic is optional, the GM can decide whether to include it in the larp or not.

The gift-giving mechanic is designed to offer extra personal input for the characters, but mostly to provide a playful insight into the economic situation in Rijeka between 1918 and 1920: inflation, the growing shortage of goods on the market, the Italianisation of Rijeka during D'Annunzio's occupation and the resulting inequality of opportunity for the families of Italian and Croatian Fiumans.

How the Gift-giving works

During the introduction of the acts, each character can buy one or two gifts, and decide to whom they will be given.

Gifts can be chosen from a list of available items, and their current price.

Each character receives a list of available items on the market, and a Christmas card (in few cases one participant might be able to give two gifts).

In the introduction for each character there is also the amount of money they can spend each Christmas, according to their finances.

The greeting cards are pre-filled and each participant must customize them with the name of the giver, the recipient and the nature of the gift.

For simplicity's sake, no one can buy more than two gifts per Act, even if they have spare money.

Greeting Cards example

.....
From: Antonio to Andrea
I hope you'll like my gift, a strawberry jam
.....

During each act, gifts will be given when players decide.

The present is symbolically represented by the Greeting Card.

Safety and physical interactions

As explained in the Initial Workshop for Players, *Silent Night, Horrible Night* is a larp that could emotionally engage participants by causing distress or discomfort during the unfolding of an act. For that, participants can use a safeword, "**Cut**" to signal to others that something (a phrase, gesture, physical contact etc.) is causing them discomfort and ask them to lower the intensity of what is happening.

If, on the other hand, participants do not want, for whatever reason, to take part in or witness an in-game interaction that they find troublesome, they are encouraged to move away by ignoring what is going on; this mechanism is called "**Opt-out**".

Finally, the larp tends to be very dialogic and does not require any physical interaction between the participants.. The tension that is built up during the 3 acts can be lost if a physical aggression provides a vent for it.

All conflicts therefore take place exclusively on a verbal level.

Note to the GM: Detailed description of these safety features are explained in detail in the chapter: Workshop.

Characters

Silent Night, Horrible Night is an eight-player larp, four characters are members of the Celebrini family, Fiumans of Italian origin; four are members of the Petrović family, of Croatian origin with Hungarian ancestry.

Each character is briefly described by their Character sheet, while their evolution over the years is summarized in the Introduction to the acts. Both can be found, layout and ready to print, in the appendix of this scenario.

Note to the GM: It is important for the GM to read all the characters in advance, both to better facilitate the players' experience and provide clarification and advice, and to have fun during the larp by observing the evolution of the characters.

The characters in **Silent Night, Horrible Night**, being a historical larp set in the 1920s and focusing on family relationships, all have an established gender. That said, **each character can be played by anyone.**

The Italian Family

The Celebrini family consists of Antonio and Maria Elena, who are married to each other, and their children: Gabriele, the eldest son and betrothed to the daughter of the Petrović family, and Andrea / Andreina, his younger brother / sister. The latter is a role with no established gender, and can be played as a male or female character.

The Croatian Family

The Croatian family consists of Josip and Ana, who are married to each other, their daughter Katarina, and Josip's grandmother and mother, Erzsébet, a Hungarian Fiuman.

Relationships between characters

At the beginning of the larp, the characters have relationships predominantly within their own family circle. The exceptions are Maria Elena (the Italian mother) and Erzsébet (the Hungarian grandmother) who met during the war while working as volunteers in the Red Cross, and who arranged Katarina and Gabriele's wedding. The latter also know each other beforehand but in a very superficial way.

The bonds with one's family members can be deepened and personalized by the participants during the initial workshop, but the evolution of personal relationships between the characters is played out during the larp. Ultimately, the core of the **Silent Night, Horrible Night** experience lies in exploring the relationships between characters, and how these change over the years and in relation to the historical events unfolding in Fiume.

For detailed character descriptions see APPENDIX 1 - CHARACTER SHEETS

Handouts and printed materials

To play **Silent Night, Horrible Night** you need to print a number of materials, some of which are out-of-game and are distributed to participants during the initial Workshop, the intermezzos between acts and during the debriefing. Others are in-game props and handouts, and are provided to the characters during the three acts. Both can be found, in a layout version, in the appendix of this scenario.

The following paragraphs list these documents, what they are and when they are distributed to players.

Out-of-game materials

Workshops

The Workshop is a document intended for the GM, representing the set of information and activities prior to the game. It is recommended to have a printed version.

Character Sheets

Character sheets are to be distributed by the GM to the participants during the Workshop, after the characters have been assigned.

Gift lists

Before the start of each act, during the intermezzo, the GM hands each participant a copy of the Gift List, i.e. the items available on the market each year, with their cost. There are three Gift Lists, one per year, corresponding to the three acts.

Introduction to the acts

Before each act, the GM gives each participant a written introduction. For the first act, it contains only the historical background of the city of Rijeka for the year 1918 and is the same for everyone. In the second and third acts, the introduction is personal and specific to each character; it contains both the historical background of the past year and the most relevant personal news regarding each one.

Debriefing

The Debriefing is a document for the GM, representing the set of activities and reflections to be proposed to the players after the end of the larp. It is recommended to have a printed version.

Historical overview

This document is to be handed out to all participants at the end of the Debriefing. It consists of all the historical introductions to the acts, with the addition of a paragraph explaining what happened in Rijeka after the Bloody Christmas. Participants can take it home with them, providing them with a tangible memory of the experience and the opportunity to learn more about any aspects of Rijeka's history that interest them.

In-game materials

NEWSPAPERS

At the beginning of each act, the GM must place on the table the newspaper page summarizing the most relevant news of the past year. There are three newspapers, one per year, corresponding to the three acts.

La Voce del Popolo 1918 - Headlines

.....

THE WAR IS OVER

Austria and Hungary sign separate armistices

Since November 1918, confusion and political tension in Rijeka have been at an all-time high.

In doubt about the future of the city, pro-Italians and pro-Croatians have been facing each other for weeks, awaiting the decisions of the Allies.

.....

THE INTER-ALLIED OCCUPATION BEGINS

Italian, French and British soldiers in the city

The Italian troops arrived first and encountered no resistance; the Croats retreated or crowded into the railway station. Then the French, mostly black soldiers, occupied the harbour area. Last came the British infantry...

THE TWO GOVERNMENTS OF FIUME

Rival Councils: Croatian-Serbian and Italian

Both Italy and the new Kingdom of Serbs, Croats and Slovenes claimed sovereignty on the basis of their 'irredentist' ('unredeemed') ethnic populations. The Italian National Council is supported by the Young Fiume.

La Voce del Popolo 1919 - Headlines

THE FIUME ISSUE

The future of the city remains uncertain

The Paris Peace Conference left the Italian-Slavic issue over Fiume unresolved. The President of the United States, Wilson, openly sides with the Kingdom of the Serbs, Croats and Slovenes in their dispute with the Italians.

D'ANNUNZIO TAKES FIUME

Allied troops decide to leave the city

On 12 September, a force of Italian nationalist irregulars led by the poet Gabriele D'Annunzio conquers the city. Appointed governor of Rijeka, he takes the name of Commander. The goal: annexation to Italy

The Poet calls the Italians to action

"I was sick in my bed. I got up to answer the call..."

Rallies at the theater, public assemblies in the square, speeches from the balcony, D'Annunzio not only inflames the people of Fiume, but prints leaflets distributed throughout Italy, calling the people to action...

La Voce del Popolo 1920 - Headlines

CITY OF LIFE

The whole world gazes at Fiume

We live in the City of Life, where new ideas, ethics and values are destined to create a bright future. The founder of futurism Marinetti, Guglielmo Marconi, Arturo Toscanini, all came to witness this revolution...

THE REGENCY OF CARNARO

An independent city with a new constitution

12 August, D'Annunzio proclaims the birth of the Italian Carnaro Regency, based on the values of revolutionary syndicalism. This is immediately followed by the Carnaro Charter, a unique revolutionary constitution.

A CHRISTMAS OF WAR?

The Italian ultimatum expires on Christmas Eve

On 12 November, Italy and the Kingdom of Serbs, Croats and Slovenes sign the Treaty of Rapallo making Fiume an independent state. D'Annunzio says NO, and the Italian army seizes the city. On 21 December the Regency declares the state of war...

MENU

At the beginning of each act, the GM must place on the table the menu of the Christmas Eve dinner offered by the Celebrini family. The menu is different every year and symbolizes not only the economic wealth of the family, but also the cultural evolution taking place in the city of Rijeka and the push towards Italianisation made by D'Annunzio during the years of his Fiuman Enterprise. There are three menus, one per year, corresponding to the three acts.

Christmas Menu 1918

Italian and Hungarian-Croatian food

- ◇ Fish soup
- ◇ Sweets
- ◇ Frittolo
- ◇ Polenta and potatoes
- ◇ Stuffed cabbage
- ◇ Bejgli (rolled sweet)

Christmas Menu 1919

Very rich only Italian menu with futuristic dishes

- ◇ “Tramezzini Traidue” (sandwiches)
- ◇ “Immortal” Trouts
- ◇ “Herodias” Rice
- ◇ Sparkling wine
- ◇ Panettone
- ◇ “Polibibita”

Christmas Menu 1920

- ◇ Baked local fish
- ◇ Potatoes
- ◇ Panettone

LETTERS AND GREETING CARDS

During each act, some of the characters receive short letters of greetings, which often also contain news about them or offer insights into their evolution.

The GM, acting as butler/housekeeper, delivers the letters during the act at their discretion, being mindful not to deliver them all at once, but allowing some time to elapse between one letter and the next so that the characters can read the content, share it and comment on it with others.

Below is a list of all the letters, divided per act, with occasional notes for the GM on how to deliver them to the characters.

Note to the GM: The order is not relevant, as stated above it is up to the GM to decide when to deliver the letters, also paying attention to the mood of the game and the involvement of the participants. For example, if a character seems to be in the background and not in the centre of the scene, it may be a good time to deliver their letter.

◇ FIRST ACT:

To be delivered to: **Antonio Celebrini**

.....

Dear Mr. Celebrini,
The Italian National Council of Fiume invites all the respected members of the Italian community to join the gathering in support of Fiume as a part of Italy. The gathering will take place on 28th of December. Please confirm your participation.

.....

To be delivered to: **Josip Petrović**

.....

Dear Mr. Petrović,
The National Council of Fiume Croats invites all the respected members of the Croatian community to join the gathering in support of Fiume as a part of the new Kingdom of Serbs, Croats and Slovenes. The gathering will take place on 27th of December. Please confirm your participation.

.....

To be delivered to: **Erzsébet Petrović**

Dear Erzsi, Merry Christmas and a blessed New Year to you!

Hope you are in good health as I have some good news for you. You remember Marika's handsome little son I mentioned earlier?

Guess what, János is available again. Maybe you would want to invite him for tea so your little Katarina can get to know him better?

Your loving friend, Emma

◇ **SECOND ACT**

To be delivered to: **Andrea / Andreina Celebrini**

Dear Andre, Merry Christmas to you and your family! I pray we get accepted to the Arditi next week. Love, Fabrizio

To be delivered to: **Maria Elena Celebrini**

Dear Mrs. Celebrini, Mr. D'Annunzio has accepted your invitation and would be happy to join you for lunch on January 2nd. Best regards, Fulvio Balisti, secretary

To be delivered to: **Gabriele Celebrini**

Gabriele, old friend - congratulazioni on your marriage! I hear your Katarina is a beautiful woman - shame she is not Italian, but it is what it is, eh? Toasting to your good health and numerous children to bless your marriage! Your cousin, Giovanni

To be delivered to: **Ana Petrović**

Dearest Ana, a warm greeting from all the comrades of the feminist collective. Christmas is a special family moment of intimacy and mutual support, and can be an opportunity to share our ideas of independence and feminist awareness with the women in our families: daughters, sisters-in-law and mothers-in-law. A heartfelt hug, The Rijeka League of Feminists.

To be delivered to: **Erzsébet Petrović (née Kovács)**

My Dear Erzsébet, Merry Christmas! Are you going to join us soon in Budapest? Love, Ilona

To be delivered to: **Josip Petrović**

Dear Josip, Merry Christmas to you and your family! Your mother told us that you are not leaving Rijeka despite the new developments. Please stay safe! We will keep you in our prayers. The Marinkovic Family

To be delivered to: **Antonio Celebrini**

Dear Antonio, Merry Christmas to you and your family! We are hoping to hear news about grandchildren soon! Best, Marco Alessi

◇ **THIRD ACT**

To be delivered to: **Andrea / Andreina Celebrini**

Where are you? They say there will be an attack by the Italian Army tonight. Take your post immediately if you really have the courage you say! All the Arditi must defend Fiume! Quis contra Nos? Fabrizio

To be delivered to: **Ana Petrović**

Note to the GM: this letter is addressed to a generic Mrs. Petrović, the butler / housekeeper delivers it to Ana, but in fact the letter is for her mother-in-law Erzsébet Petrović. The mistake occurs in the game and, when questioned about it, the butler/housekeeper apologizes for the misunderstanding regarding the surname of the lady guest.

Dear Mrs Petrović, We were able to arrange safe transportation for your granddaughter to Budapest as you requested. Please bring her to the location tomorrow at 2:00 AM. Pack warm clothes, travel will be long and Hungary is cold in winter.

To be delivered to: **Maria Elena Celebrini**

Note to the GM: this letter is addressed to a generic Mrs. Celebrini, the butler / housekeeper delivers it to Maria Elena, but in fact the letter is for her daughter-in-law Katarina. The mistake occurs in the game and, when questioned about it, the butler/housekeeper apologizes for the misunderstanding regarding the surname of the lady.

Katka, my sunshine - Merry Christmas to you! Meet me tonight at the usual place after the Midnight bells finish ringing. I will be waiting for you, my love. A thousand gentle kisses on your sweet rosy cheeks. By telling me you are going to have a baby you made me the happiest man in the world. Yours, Pietro

To be delivered to: **Gabriele Celebrini**

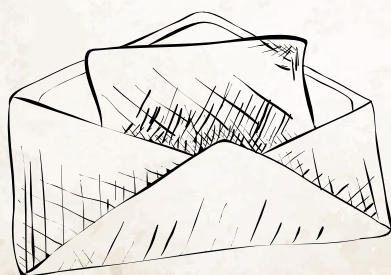
Dear Gabriele, Or is it Gabrijel nowadays? I wish you a Merry Christmas! Send love to your wife. Fabio

To be delivered to: **Josip Petrović**

Dear Josip and Katarina, Merry Christmas to you and your family! We hope that you are safe. Let us know if we can do anything to help. We'll be praying for you. The Tomić family

To be delivered to: **Erzsébet Petrović (nata Kovács)**

Merry Christmas to you and your family! We'll be happy to take little Kati in when she arrives in Budapest. Please let us know if we can do anything else to help. Stay safe, Emma



GIFT CARDS

While Gift cards representing presents are filled out during the intermezzi between the acts, therefore out-of-game, players bring them into the game as characters, giving them to the recipient whenever they see fit.

Note to the GM: before starting each act make sure that the participants bring their Gift cards for the other characters into the game.

Music

Music is an important element of **Silent Night**, **Horrible Night**, it is indeed intended to create the right atmosphere for each act of larp.

Each act has its own specific playlist, ending with a particular sound intended to communicate to the participants the end of the act.

Each soundtrack includes popular songs of the time and Christmas songs, both Italian and Croatian.

At the end of the first act, there are bells calling the faithful to midnight mass.

At the end of the second act, there are fireworks organized by Gabriele D'Annunzio to celebrate Christmas.

At the end of the third act, there are the Blood Christmas bombings.

The authors have created a special playlist on Spotify for the GM.

The playlist for each act is about 45 minutes long.

Note to the GM: During each act it is recommended to act as a DJ, changing the music and skipping songs to better accompany the mood, and make the act last as long as the GM sees fit. In fact, it is possible that you may have less time available, due to delays, or on the contrary you may have more time available to play acts longer than 30 minutes.

In general, if the GM realizes that all the relevant aspects of the characters, in a given act, have already been expressed and explored, and that the pace is dropping, it is possible and indeed recommended to close the act in advance by starting the final sound.

This expedient makes it possible to leave more playing time in the following acts, or for the final debriefing.

Playlist on Spotify

You can access the Playlist by using the following link or by scanning the QR code.

🔗 Open Spotify list [HERE](#)



In case the Spotify link is not available, or you have to prepare the music to be played on another platform or offline, we provide a list of the titles for each act. If you cannot find the exact songs, use old-time songs and Christmas songs with arrangements that are not too modern. The only really important sounds are those that close the acts: bells, fireworks and bombing.

Act I

1. *Come pioveva* - Armando Gill
2. *Over there* - Caruso
3. *Fidgety feet* - Original Dixieland Jazz Band
4. *Razzia* - Inconnu
5. *Tiger rag* - Original Dixieland Jazz Band
6. *Over there* - Nora Bayes
7. *Tu scendi dalle stelle* - Traditional, Luciano Pavarotti
8. *Vaselje Ti Navjescujem* - Pjevacko Drustvo Podgorac
9. *At the jazz band ball* - Original Dixieland Jazz Band

10. *Vipera* - E. A. Mariio, Sergio Bruni
11. *Rockaby your baby* - Al Jolson
12. *Livery stable blues* - Original Dixieland Jazz Band
13. *'O surdato 'nnamurato* - Roberto Murolo
14. *Ostrich walk* - Original Dixieland Jazz Band
15. *Liberty bell* - The Peerless Quartet
16. *Oui oui Marie (Recorded 1918)* - Arthur Fields
17. *Church tower clock bell Strikes 12 O'clock*

Act II

1. *Pesciolino* - Elvira Donnarumma
2. *Bella ca bella si* - Armando Gill
3. *Zingarella* - Elvira Donnarumma
4. *La donna è mobile* - Luciano Pavarotti
5. *Ti voglio tanto bene* - Beniamino Gigli
6. *Vieni sul mar* - Traditional, Enrico Caruso
7. *Adeste fidelis* - Andrea Bocelli
8. *O pastiri, cudo novo* - Krunoslav-Kico Slabinac
9. *Libiamo ne' lieti calici, Brindisi* - La Traviata atto I - Renata Tebaldi
10. *Mamma mia, che vo' sapè* - Emanuele Nutile, Enrico Caruso
11. *Musica proibita* - Stanislas Gastaldon, Enrico Caruso
12. *Core signore* - Elvira Donnarumma
13. *Io, 'na chitarra e 'a luna* - Elvira Donnarumma
14. *Cavalleria rusticana: "Viva il vino spumeggiante"* - Pietro Mascagni, Luciano Pavarotti
15. *Firework sounds*

Act III

1. *Piano concerto No. 3, Op. 30 in D minor: Allegro ma non troppo - Sèrgei Rachmaninoff*
2. *6 Romances, Op. 16: No. 1. Lullaby (arr.: Rachmaninov for piano) - Sèrgei Rachmaninoff*
3. *Astro del ciel - Franz Xaver Gruber, Coro Polifonico Santa Cecilia di Inzago*
4. *Narodi nam se - Braca u Kristu*
5. *Liebesleid (Love's sorrow) - Fritz Kreisler, Sèrgei Rachmaninoff*
6. *Piano concerto No. 3, Op. 30 in D Minor: Finale: Alla breve - Sèrgei Rachmaninoff*
7. *Air raid siren warning alarm*
8. *Blasting explosion in mine*

Workshop

A pre-larp workshop is a time for briefing and group preparation for the event that is about to be played.

Once the participants have gathered, the GM says a few words of greeting and then proceeds to briefly introduce the larp, the themes, the game mechanics, the characters and any last-minute recommendations.

What follows is an outline to conduct the workshop, rather than a speech to be recited.

Introduction to the Workshop

Welcome to **Silent Night, Horrible Night**, a live-action role-playing game (larp) created as part of the Fiume Crisis project.

Silent Night, Horrible Night is a larp about a Croatian and an Italian family celebrating Christmas together during the turmoil at the end of World War I and D'Annunzio's occupation of Rijeka. The scenario is divided into three acts in which the characters come together on 24 December in 1918, 1919 and 1920.

The larp is a game in which each participant plays a character. For this larp the characters are written by the authors, but it will be up to you to bring them to life and play them as you see fit.

There will be no long text to remember, no director and no audience to judge your performance. We are here to have fun together exploring characters and a familiar story inspired by the true history of the city of Rijeka.

There is no right or wrong way to play your character, as long as you are in line with the setting and background, have fun and interact with the other characters (and larp participants).

Setting

The game is set in the Adriatic city of Rijeka (Fiume) in the years following World War I.

Until the end of WWI Rijeka (Fiume) was part of the Austro-Hungarian Empire. Although being surrounded by Croatian territories, it was governed by Hungary, with a majority population of Italian nationality. With the end of WWI and the disintegration of the Austro-Hungarian Empire, Rijeka (Fiume) became disputed by the Kingdom of Italy and the newly formed Kingdom of Serbs, Croats and Slovenes (later known as Yugoslavia).

Italian dissatisfaction with the failed annexations led to the populist movement known as 'Irredentismo', driven by literati and war heroes. Among those, the most prominent was Gabriele d'Annunzio, who was in 1919 invited by irredentists to take over the city.

Aided by Italian soldiers, Arditi and irredentists from Rijeka, d'Annunzio entered the city on September 12th, 1919, occupied and led it until the end of 1920. During this time many Austro-Hungarians who had lived in Rijeka left, either willfully or because they were forced to move out. In many cases families were mixed, and they stayed in the city.

The Italian government never supported this enterprise, and, following the treaty with the Kingdom of SHS in November 1920, they besieged the city in order to force d'Annunzio out. The siege lasted until the end of the year and ended with the event known as 'the Bloody Christmas'.

The Game

The game will revolve around two families, a Croatian one and an Italian one, getting connected through marriage.

It will be played in three acts, each act representing a Christmas Eve after-dinner drinks in the years 1918, 1919 and 1920, respectively. Between each act there will be an intermezzo during which you will be given additional information on the events of the passing year and how they affected your character.

The game deals with several topics such as family drama, effect of world events on ordinary people, propaganda vs. reality etc.

Silent Night, Horrible Night represents a “Slice of Life” of ordinary people living in Rijeka during the historical events that will change not only the face of the city, but their lives.

The focus is therefore on family drama and personal relationships between the characters; you will not have secret goals to achieve or plots and puzzles to solve. The aim is to put yourself in the shoes of the protagonists of this story, which is intimate and personal, but heavily influenced by what happens outside the walls of the house.

The Italian family’s living room, which hosts the three Christmas Eves, becomes a metaphor for the entire city, where history is explored from the point of view of ordinary people, to show how events, cultural, social and economic issues influence individuals and families, but also how small things can still have meaning during major historical upheavals.

Icebreaker- Christmas songs

The GM introduces a short game.

Let’s stand in a circle and play a very short ice-breaking game!

Close your eyes, reach out and touch the shoulders of the participants to our left and right, and think about Christmas. The GM will stand outside the circle and, at any time, they may tap softly on the back of one of you.

When you feel a gentle tapping on your back, sing a

Christmas song that you remember, it doesn’t matter which one and it doesn’t matter that you know the words, you can even just hum or sing “la la la” instead of the lyrics. No need to shout, indeed.

When someone starts singing a Christmas song you know, join in the chorus. But be careful, in the meantime you may feel a tapping on your back and have to start a new song.

Always listen, if a new song starts: sing it if you know it or be quiet if you don’t. If the players you are connected with are singing the old song, tap on their shoulder to signal them that the song has changed.

When the GM shouts *HAPPY CHRISTMAS* and applauds, stop singing and open your eyes, the game is over.

Ready? Let’s begin...

At the end of the exercise, the GM explains that the exercise is about listening and connection, because a larp is played together and it is important to pay attention to what others are saying and doing, or how the atmosphere and mood in the room changes.

During the game, never forget to read the room and the characters and react accordingly if the scene or the mood changes in a significant way.

Game mechanics

The game uses several simple mechanics:

THE BUTLER/ THE HOUSEKEEPER

The game master will participate in the game as the family butler/housekeeper. They will guide you through the most important steps of the game and they are there should you need any help during the game, either as a character or a player.

ACT BEGINNING

Before the beginning of each act the GM will play the music appropriate for that act. The game will start individually for each player once they enter the space designated for the game.

ACT ENDING

Every act will end with a specific sound and the butler/housekeeper calling you to leave the room.

THE TOAST

During every act, the heads of the two households will be required to make a toast. The first toast will be made by the host, mr. Celebrini, followed by the guest, mr. Petrović. After them, anyone is welcome to join with a toast of their own. We encourage you to use this to broaden your relationships and push your agendas.

Don't worry about when the toast will take place - the butler/housekeeper will remind you.

THE LETTERS

During the game the butler/housekeeper may bring you a letter for your character. Sometimes it will be just a Christmas card, but sometimes it might give additional information to your character. We encourage you to use that information to push the game forward.

GAME ITEMS

There will be two game items that you can use during the game.

The newspapers will contain articles describing the most prominent events of the passing year. Feel free to use them to remind yourselves of the current political situation and world events, and discuss them with other characters.

The dinner menus will be there to give you a glimpse of the life of Rijeka's postwar middle class, but also as a comment on how political situations affect everyday lives. Feel free to use it as a conversation starter.

THE GIFTS

Note to the GM: Since this mechanic is optional, and the GM can decide whether to include it in the larp or not, skip this part of the workshop if your version of the larp doesn't feature the gift-giving mechanic.

During the introduction of the acts, each character can buy one or two gifts and decide to whom they will be given.

Gifts can be chosen from a list of available items, with their current price marked.

Each character receives a list of available items on

the market and a Christmas card (in few cases one participant might be able to give two gifts).

In the introduction for each character there is also the amount of money they can spend each Christmas, according to their finances.

The greeting cards are pre-filled and each participant must customize them with the name of the giver, the recipient and the nature of the gift.

For simplicity's sake, no one can buy more than two gifts per Act, even if they have spare money.

Greeting Cards example

.....
From: Antonio to Andrea
I hope you'll like my gift, a strawberry jam
.....

During each act, gifts will be given when players decide.

The present is symbolically represented by the Greeting Card.

Game rules

There are few simple rules in the game:

Safe words

Cut - If you find yourself involved in a scene that is too much for you for whatever reason (either if someone grabs your hand too hard, or if you find the topic of the conversation so uncomfortable that you stop enjoying the game) say the word "cut". This will be the sign for the other player(s) to lower the intensity of the game or approach it differently. Vice versa, if you hear another player say "cut" (NOT "cut it out" or any other variant - only pure and simple "cut") take note of what might be bothering them and do what you can to avoid the situation without breaking the game. Bear in mind that a certain level of discomfort is acceptable and sometimes even encouraged, as it contributes to immersion.

Stop - If you hear the GM yelling "Stop!", stop what you are doing immediately. Chances are that there is an emergency that needs to be dealt with (for example a player got hurt). When the situation is resolved, the game will continue, if the circumstances allow it. This word is to be used by GM alone, not to

confuse it with being part of the game.

Opt-out mechanic

If at any point in the game you find yourself witnessing a scene that causes you more discomfort than you think you can handle, feel free to remove yourself from it, either by simply turning around and finding something else to do in-game, or by leaving the room if necessary. If you feel like you need to talk to someone about it, feel free to approach the GM.

Physical conflict

Silent Night, Horrible Night is a very dialogic and emotional kind of larp, that's why there is no space for physical conflict in the game. The tension that is built up during the 3 acts can be lost if any physical aggression provides a vent for it.

All conflicts therefore take place exclusively on a verbal level.

Out-of-game questions

If during the game you have a question regarding game rules, mechanics or anything not game related, feel free to approach the GM and say "*I have to talk to you in private*". This will signal the GM, and any other player nearby, that the question you have is game related, but not in-game, and that other players should ignore you for time being. Ideally, you and the GM should move aside to avoid interrupting the game.

Casting

Choosing or Assigning Characters

There are two possible approaches to casting. The first option is for the GM to let players choose the characters they like most, based on their short descriptions (for example, "head of the Italian family", "the Croatian bride" or "the bride's Hungarian grandmother"). The second option is for the GM to cast the characters as they see fit. Both options are valid and it is up to the GM to decide which approach is the most suitable for their game.

After the characters have been cast, the players should be given enough time to read their characters and ask any questions they might have.

Character acquaintance game: The Family

After everyone is done with reading, the players should be divided into two groups, the Croatian family and the Italian family, and form two circles.

Each player should introduce their character to their relatives: their name, position in the family, and any other thing that they feel other characters should know.

Once they are done with the introduction, every character should introduce a new relationship with one character of their choice that has not been pre-written. For example: "I am angry at you because you've ruined a dress that I wanted to wear tonight", "We used to play hide and seek in the harbor when we were kids" or "When we were young we were in love with the same woman, so there's still some rivalry between us".

Character acquaintance game: Altogether

Once every group is done with the inner introduction, line them up across one another and make short introductions again. This doesn't have to be extensive, as beside a few exceptions, the families truly do not know one another that well.

Note to GM: if you have time, ask the players to play a "flashback" scene representing the arrival of the Petrović Family to Celebrini House right before Christmas Dinner.

Each character should introduce themselves for the first time to the characters they have never met before or greet the ones they already know. The Italian Mother, Maria Elena Celebrini, should facilitate the introduction by welcoming the guests.

Final words

Here are a few final guidelines before the game begins. Their sole purpose is to make the game more enjoyable to you and for you to get the most out of the game.

◇ **Let yourself go.** The game will be over way sooner than you think, so there's no time for being reserved or secretive.

- ◇ **Stay in character.** You can't do anything wrong as long as you stick to the setting. Feel free to add to the game whatever comes into your mind, as long as it fits post WWI Rijeka.
- ◇ **React to things around you.** If a character has different opinions than yours, prove them wrong. If you agree with someone, let them know that you are on the same side. Reaction are what drive the game forward.
- ◇ **"Spill the beans".** A secret has no purpose if it stays a secret.
- ◇ **Play for a scene.** Sometimes the most fulfilling experience is to let your character "lose". Lift your co-players and let them play out their characters to the full extent.
- ◇ **Take care of yourself and your co-players.** If you notice someone standing alone in a corner, go for an interaction with them.

Enjoy the game!

Debriefing

At the end of the larp, the GM gathers the participants and leads the debriefing exercises and reflections described below. Even though the GM has been a facilitator and mere observer of the events, they are encouraged to participate if they want to, sharing their impressions and emotions with the rest of the group.

A note from the Authors to the GM

Debriefing is, and should be an important part of larp, as it not only deepens the experience, but also helps players put their characters and any potentially difficult or emotionally problematic moments or situations behind them.

As always, make sure it is clear that anyone has the option to opt out or say no to any debriefing question: everyone deals with the larp experience in their own, different way.

Our aim as designers was to create a larp that was fun but also had educational value, please keep this in mind when conducting the Debriefing.

As a GM, you can help and guide the players to reflect on the game in relation to what they have experienced, but also from the perspective of what they have learnt and what can they take with them.

Even if you are doing this for the first time, trust yourself and your instincts: you have already spent some time with this group and no one knows and feels the atmosphere and chemistry created during the larp better than you.

What follows is a suggested route, but feel free to add or modify parts according to your expertise, experience or instinct.

The only thing we ask is that you do not skip the Debriefing, especially since this larp is designed to convey a certain level of conflict and emotion, and is set in turbulent times from which we all hope to learn.

Suggested Debriefing Process

Announce the end of the game as GM. Remove any costume you are wearing as the butler / housekeeper.

Ask the players to leave the room and physically stretch.

.....
"It is time to leave our characters in 1920 and return to the present! Take some deep breaths, jump, shake, stretch. Any movement will do."

As GM, make sure they return to being themselves both physically and mentally. Collect costumes and/or props. Quickly put away decorations in the play area, or, as suggested, hold the debriefing in a different, non-Christmassy room.

Ask the players to come back into the room (or another room) as themselves for a short debriefing moment and invite them to get comfortable standing or sitting in a circle.

1 - What happened in Rijeka, Fiume, after December 24, 1920

Give each player one of the cards numbered 1 to 8 (a printed version of ENDNOTE - What happened in Rijeka after the Bloody Christmas) and ask them to read them aloud, in the given order. This is a brief overview of what happened after Bloody Christmas.

2 - What happened to the characters in our story

Ask the players, if they want, to think about what might have happened to their characters, and to tell the others about it... Like a short character farewell, or an epilogue...

Remind them that they are fictional characters, so there are no right or wrong answers, and that they are talking about the characters, so make sure they use third person pronouns, not "I".

For example: "She/Katarina decided to become a full-time nurse and work in a hospital. Later she had three children and in her spare time she was often seen sitting with a book by the sea, watching the sunset..."

Let everyone say something, unless someone doesn't want to. (As already mentioned, this is perfectly fine).

Additional note: This is a good time to remove name tags or badges, if they were provided. Once the character's future (or 'act 4' so to say) is shared, ask the player to tear or take off the nametag. We found during test runs that this helps a lot with actually putting the character down and coming back to the present.

Note to GM for the next part of the Debriefing

We now leave our characters for good. The next points will reflect the personal experience of the players - again, keep in mind that you are a facilitator, who only has to guide them. What they bring or take from the experience is up to them. Strong emotions are fine and often part of the process. Be present as a listening ear, but do not feel the need to find or give a solution or do something extra.

You can do two separate rounds or one round with more requests - do as you see fit, also acknowledging the time at your disposal .

3 - Thoughts and feelings about the experience

Ask the players to think about the larp and share 1 thought and 1 feeling they currently have as participants (not as characters).

Do a complete round unless someone opts-out.

It is advisable that you, as GM, also share your thoughts and feelings.

4 - The Historical Context

Ask the players to share, if they wish, something that intrigued, surprised or interested them about the historical context of Rijeka as it emerged during the Christmas Eves at House Celebrini.

Note: do not skip this question, nor the following one. As already mentioned, one of our main goals as designers was to have a great game with added educational value and this question supports that goal.

5 - What to take home from the experience

Ask the players, if they want, to share something positive that this experience has left them with.

With this question we want to encourage learning and engagement on the topic, inviting participants to think about how they can benefit or learn from it. This could be a new or renewed interest in the historical era, a new skill they have discovered or perhaps even a very specific fact they learned today about history, the way it influences everyday life, or, about themselves.

6 - Final words and Goodbye

Thank your players for their participation and point them towards historical-educational resources and other fun things like the game music playlist.

Finally, hand over to each participant a copy of the Fiume Historical Context and invite them to fill the online questionnaire (the QR code and link is at the beginning of said document) to leave feedback, comments and suggestions.

Last, but definitely not least: give yourselves a big pat on the back for being a fantastic facilitator of this larp.

Thank you for playing Silent Night, Horrible Night!

ENDNOTE - What happened in Rijeka after the Bloody Christmas

As Facilitator, print this sheet and cut it out to get 8 pieces of the Rijeka story to be read out loud by the participants during the debriefing.

1

The fighting that began on 24 December 1920 was branded by d'Annunzio as the **Bloody Christmas**. Faced with the resistance of the Legionnaires who fought back with machine guns and grenades, the Navy was also ordered to bomb the rebel positions.

5

In 1921, the **first elections as a Free State were organized** in Rijeka; the autonomists, the Communist Party, the National Fascist Party, the Liberal Party and the Democratic Party were all involved, to be voted by the population.

2

The warships opened fire on the Legionnaires, also shelling the government building. The bombardment continued until the 29th of December and caused **deaths and injuries among the civilian population** as well.

6

The election of the Constituent Assembly in Fiume gave the autonomists 65% of the votes. On 8 October 1921, **a government was formed under the presidency of Riccardo Zanella**. The large autonomist victory left the nationalists bewildered and they reacted by provoking a series of disorders in the streets.

3

On the **28th of December, d'Annunzio convened the Regency Council** and decided to start negotiations with the regular army, and then resigned.

7

Unfortunately, peace was very short-lived: in March 1922, **a group of former legionaries and fascists, led by Francesco Giunta, violently overthrew Zanella's government** and seized power in a coup d'état.

4

On **31 December 1920, D'Annunzio signed the act of surrender that led to the establishment of the 'Free State of Rijeka'**. In January 1921, the legionaries began to leave the city on railway wagons provided by the army. D'Annunzio left on the 18th of January, moving to Venice.

8

The Free State remained under the control of the Italian army until **Fiume was annexed to Italy by Mussolini's government in 1924**. As in other annexed regions, a heavy policy of Italianisation was introduced and enforced.

APPENDIX 1

CHARACTER SHEETS

ANTONIO CELEBRINI

Head of the Italian family

Background and Personality

Keywords: Planner, Wealthy, Opportunist

You come from an Italian Fiuman family and you have a flair for business. Even despite the privations of war, the family business is in good health and you can boast about it. In fact, you do boast about it, quite often.

You take your role as a father and husband very seriously and want your family to be the model of excellent reputation. Appearances are important.

Political Views

You are an irredentist, convinced that Fiume should be annexed to the Kingdom of Italy. You have high hopes for this, because the Hungarians have left the city and you know that Italy, which won the war, had agreements in place with the Allies to obtain Fiume. You are a member of the recently formed Italian National Council of Fiume, led by Dr Antonio Grossich. Politics is important, but your family and its welfare are much more so, therefore politics is a means, not an end: you intend to use your political connections to secure wealth, power and prestige.

Relationships

Maria Elena Celebrini is your beloved wife. She's a practical and caring woman and mother. You are very proud that she has worked as a volunteer for the Red Cross during the war because it reflected very well on you. Maria Elena has a romantic soul, loves novels and poetry and enjoys receptions and parties.

Gabriele Celebrini is your firstborn child. Even before the war you had a clear idea of his future: to succeed you in the administration of the family business, marry and give you heirs. You are very proud that he is engaged, although you left it to your wife to find a good match. It doesn't matter to you that the Petrović family are Croatian Fiumans, the important thing is that they are as well off as you are. He went to war, but only during the final months and he was never in real danger.

Andrea/Andreina Celebrini is your second child. Fathers are not supposed to have preferences, but you do, and Andre is your favourite. Your child is intelligent, passionate and stubborn, which reassures you because you trust that Andre will use all those talents well and succeed in life. Andre also shares your political ideas and is a member of the Giovane Fiume movement. You are immensely proud of this.

The Petrović family was chosen by your wife, who arranged Gabriele's marriage. You made sure they were financially sound before giving your blessing, but you know almost nothing about them personally, except that Maria Elena worked at the Red Cross with your future daughter-in-law's grandmother. She was the one who actually introduced them. The Christmas party is your first opportunity to get to know them better.

For Christmas presents you can spend: **90 cr.**

MARIA ELENA CELEBRINI

Wife and Mother of the Italian Family

Background and Personality

Keywords: Romantic, Dreamer, Quiet

Married to a wealthy and caring man, you had an easy life but somehow still felt it to be incomplete. You always thought you were missing something that you can't explain, the fire maybe, the sparkle...? So, you always let your husband make the decisions, while you have found shelter in books and poetry to fuel your dreams. Your favorite writer is Gabriele D'Annunzio, a war hero and an amazing poet. You are happy that the war is finally over and everybody can go back to a normal, quiet life, and that you are celebrating your son's engagement. It will be a wonderful party and you want everything to be perfect! It is also a wonderful chance to celebrate the end of that awful war. Your son Gabriele went to the front in the last months of war and you were in pain all the time, but now the nightmare is over.

Political Views

Your Husband is in the recently formed Italian National Council of Fiume, led by Antonio Grossich and you are proud of it. But you are not interested in politics and have always considered it "men's business" and a boring subject. Your Husband says that Fiume should be annexed to the Kingdom of Italy and you share this idea: after all, Italy won the war. Moreover, what your husband says is for the good of the family.

Relationships

Antonio Celebrini: Your husband. You rely on him and have confidence in his decisions. Still, sometimes you feel he is too pragmatic, and you would prefer a more romantic and adventurous man by your side. You know he's ready to satisfy your wishes and in fact, it was your idea to plan your son's wedding with your friend's granddaughter and he left the decision to you because he trusts your choices.

Gabriele Celebrini: Your son. You named him Gabriele after D'Annunzio, and you are very fond of him and feel protective of him. He's going to give you many grandchildren now he's getting married, so you'll be a happy grandmother just as you have been a happy mother.

Andrea/Andreina Celebrini: When you read "Il Piacere", you wanted to give your child the protagonist's name. Andre is somewhat of a dreamer, and in a way more similar to you than anyone else in the family.

Erzsébet Petrović (née Kovács): You met her when you worked together at the Red Cross during the war. She's a respectable Hungarian lady with a strong character, widow of a Croat; you became friends and thought it would be great to have her granddaughter and your son, Gabriele, married.

Katarina Petrović: Your son's fiancée. She seems to be a quiet, romantic girl and will surely make your Gabriele happy.

Josip and Ana Petrović: Katarina's parents. Today is the day to get to know them better.

For Christmas presents you can spend: **45 cr.**

GABRIELE CELEBRINI

The Young Fiancé, hope of the Italian Family

Background and Personality

Keywords: Hopeful, Happy, Charming

You have just come back from war. To tell the truth, you were never on the front line and you were there only in the very last months, but it is enough to make you feel like a real soldier. But now the war is over, and you can start a happy new life, full of promise at the dawn of a new world you helped create. You trust your parents, who have given you a comfortable life. Today is your day: the engagement, the first meeting between your family and your future family, the first Christmas Eve together. While it was your mother who arranged the engagement, you are happy with her decision because she has chosen a lovely girl.

Political Views

Your father is a member of the recently formed Italian National Council of Fiume, led by Antonio Grossich, and he believes that Fiume must be annexed to the Kingdom of Italy. You don't see any reason to contradict his ideas: after all, the Italians won the war, you yourself fought for this. So why, after your sacrifice and the deaths of your friends, should you have a "mutilated victory" as some people are saying? Anyway, you are not as strongly into politics as your sibling Andrea/Andreina. To you, the most important thing is to lead a quiet and happy life with your young spouse, Katarina, who is from a Croatian family. After all, it's wise to avoid comparisons – extreme opinions are never good.

Relationships

Antonio Celebrini: Your father. He has always cared for the good of the family, he's a wise man and has ensured a comfortable life for all of you. Still, you can't get rid of the impression that he's not really proud of you and he prefers Andrea/Andreina, even if you are the family heir. You went to war mainly to look better in his eyes. And now you are getting married for the same reason: to be appreciated by your family.

Maria Elena Celebrini: Your mother. You are very fond of her, but she's always lost in a dream and spends all her time reading books. Sometimes you wonder if she's really happy. She worked for the Red Cross during the War. She has organized this evening, had chosen your wife and you want to show her how grateful you are.

Andrea/Andreina Celebrini: You have always been jealous of Andre because you can read your father's preference. You think Andre shares his political ideas and joined Giovane Fiume just to please him. Moreover, Andre has a hot, passionate character and will probably do something foolish sooner or later... It's YOU who went to war, who's getting married, the one who seeks a good relationship with everybody instead of picking a fight.

Katarina Petrović: Your fiancé. When you met this sweet, charming, cheerful girl you felt happy, and thought she would be perfect company for the rest of your life. No matter that it's an arranged marriage: it was the perfect choice and you'll be happy forever and ever.

Erzsébet Petrović (née Kovács): Your fiancé's Hungarian grandmother. She is your mother's friend from when they have worked together at the Red Cross, and they arranged for you and Katarina to meet. You know Katarina is fond of her but she scares you in a way, maybe because of her authority...?

Josip and Ana Petrović: Katarina's parents. Today is the day you will get to know them better. They are Croatian, so you hope that Andre will not go on too strongly to rant about their Italian ideas. You want to make a good impression on them, after all!

For Christmas presents you can spend: **30 cr.**

ANDREA/ANDREINA CELEBRINI

Second Born Child of the Italian Family

Background and Personality

Keywords: Irredentist, Passionate, Idealist

You have always been full of enthusiasm for everything you do since you were a child, and when you do something, you believe in it till the end. People say you are easy to ignite, but passion is fire. We are at the beginning of a century and the dawn of a new world! Every discovery is amazing, every dream should be followed. You are the second born child of the Celebrini family, but you have always thought that your brother Gabriele is a weakling.

Political Views

It's a real scandal that Fiume was not annexed to the Royal Kingdom after the War! You wonder why the Italian people didn't react enough. So, the sacrifice of all the young people who went to fight was for nothing? It is a "mutilated victory" as the great Poet Gabriele D'Annunzio said! You have joined the Giovane Fiume and you are dedicated to fight for your ideals to the end. Your father shares your opinions and he is in the Italian National Council of Fiume. You are proud of him and he's an example to you, but at the same time you think he should be doing more.

Relationships

Antonio Celebrini: Your father. Every time you see pride for you gleam in his eyes you are happy. You could spend hours and days talking with him about politics and discussing the destiny of Fiume. Despite all this, you simply don't understand why he agreed to the wedding of your brother Gabriele with a girl from a Croatian family with Hungarian origins.

Maria Elena Celebrini: Your mother. She is a dreamer and she reads a lot of novels. You know that your name was chosen after her favorite novel by D'Annunzio, "Il Piacere", and that Gabriele was named after him. Just as you can spend hours talking about politics with your father, you could spend hours talking with your mother about that great man, D'Annunzio.

Gabriele Celebrini: Your older brother. You should love him, as he is family, but he is such a weak person, even if he did go to war. And now he is made to look like a hero... But you know he went to war just at the end he was never on the front line! He has no ideals, he just dreams about a quiet, comfortable life. He didn't even choose his own spouse, but accepted your parents' choice. And to make matters worse – a Croatian girl!

Katarina Petrović: Your brother's fiancé. You have never met her before, but even if she was the best girl in the world, you would still wonder why Gabriele is not marrying an Italian.

The Petrović Family: You'll meet them tonight. You keep telling yourself that it is Christmas Eve and your brother's engagement party and you must refrain from arguing about politics, but you know it will be very hard.

For Christmas presents you can spend: **15 cr.**

JOSIP PETROVIĆ

Head of the Croatian family

Background and Personality

Keywords: Cautious, Optimist, Proud, Touchy

Your father is from an old Croatian family, and your mother is of Hungarian descent, but you feel fully Fiuman. This is your city, where you grew up and where you have wonderful memories. You inherited the family business, and even expanded it by partnering with your best friend, Ivan Bontić, managing to stay afloat despite the war. You are a cautious and peace-loving person, you do not like conflicts and you have never been good at handling them. At the same time, you do not like criticism and you are easily offended. Fortunately, your family is harmonious and serene.

Political Views

Politics never interested you much, before the outbreak of war things were going well and you were always proud to be Fiuman. Now that the fear of war has abated, you are relieved and happy, but at the same time uncertain about the future. There are now two acting city councils, one Fiuman and one Italian, and you fear that new conflicts are just around the corner, this time within your beloved city. This would break your heart.

Relationships

Ana Petrović (née Tomić) is your wife. When you were young, you were madly in love with her, and you still share a deep affection and trust. Ana has always been easy to love, she's calm and practical, never annoying or demanding. During the war she wanted to do her part so she started working at the Whitehead factory. You accepted this because of the circumstances, but you still want to take care of her financially, so that she can just take care of your home, your daughter and your old mother.

Katarina Petrović is your daughter and the joy of your life. She's a sweet girl and as optimistic as you. Sometimes you worry because she's also a little naive and you fear someone could take advantage of her because of this. You have always known that she would be married someday, so you are kind of ready to let her go. Still, you'll miss her deeply.

Erzsébet Petrović (née Kovács) is your beloved mother. She has always been very important to you; she lives with your family and you trust her opinion and advice. You always thought your daughter would marry Ivan's son, (Ivan is your best friend and business partner), but you never knew how to say no to your mother, so when she insisted on arranging the marriage, of course you said yes, even though you suspected Ana was disappointed. Your mother didn't take it well that Hungary lost the war, she is old now and you owe her that at least.

Gabriele Celebrini is your daughter's fiancée. After your mother strongly advocated for their engagement, you allowed Gabriele to visit your home and ask for Katarina's hand in marriage. But that was only a formality and you still don't know him very well. Nonetheless, Gabriele seems like a well-mannered and level-headed guy, with a sincere affection for your daughter.

The Celebrini family: chosen by your mother to arrange Katarina's wedding. You made sure they were financially sound before giving your blessing, and agreeing to meet Gabriele, but you know almost nothing about the rest of the family, except that your mother has worked at the Red Cross with your future son-in-law's mother, Maria Elena. The Christmas party is the first opportunity to get to know them.

For Christmas presents you can spend: **90 cr.**

ERZSÉBET PETROVIĆ (NÉE KOVÁCS)

The Hungarian Grandmother

Background and Personality

Keywords: Strong, Nostalgic, Traditional, Unhappy

You come from an old world and you regret it's no longer like before, because things and people are better if you believe in solid morals and tradition. You are the real head of the family because of your authority and courage and you've never felt weak, not even in the most terrible moments. You married a Croat who died when you were still young, but you never remarried although you were aware of your charm. You had enough money to raise your son Josip and give him a happy life. You worked at the Red Cross during the war because you always wanted to help the less fortunate. Even after so many years, you still have strong connections with your Hungarian friends and as you get older and older, you dream of going back to Hungary and living in the town where you spent your youth.

Political Views

The war destroyed everything, the Empire collapsed and things can only get worse and worse. It was a disaster, and the only relief is that Fiume was not annexed to the Italian Kingdom, otherwise you would now all live under the Italian King, forced to become Italians. Horrible!

Relationships

Josip Petrović: Your son. He's an adult and a father, but he still needs your help and guidance or he will surely make mistakes. You know he is devoted to you and has never disappointed you. He expanded the family business with his partner, Ivan Bontić, and he managed to stay afloat despite that horrible war. He wants to be genial with everybody, but sometimes we just need to say our opinions! And if he doesn't... Well, you will make sure to do it for him! You live with his family.

Ana Petrović: She's a good wife to your son and this is what matters. And what matters even more is that she has never said no to you. But you are afraid these modern times might put strange ideas in her head, so you are always watching her.

Katarina Petrović: Your granddaughter. You love her dearly and want to protect her from the evils of life. She's so young and lively and naive! You are happy that you arranged her marriage into a solid, wealthy family so she will not have anything to worry about in her life.

Gabriele Celebrini: Your granddaughter's fiancée. He seems like a well-mannered boy and he will take care of her. The poor child was sent to the war front, but luckily came back alive.

Maria Elena Celebrini: Gabriele's mother. You met while working at the Red Cross, talked about Gabriele and Katarina and realized it would be a good arrangement. So you organized everything together, or rather YOU did, because the poor woman is gentle but not very practical.

The Celebrini Family: You will get to know the rest of Gabriele's family today. You have heard rumors that the father is involved in politics and you don't like that at all. You really hope that tonight they won't discuss the Italian Kingdom and such nonsense, or you might lose your temper and that would not be a good thing for such a lady as yourself.

For Christmas presents you can spend: **100 cr.**

ANA PETROVIĆ, NÉE TOMIĆ

The Wife and Mother of the Croatian Family

Background and Personality

Keywords: Restless, Uncertain, Caring, Feminist

You think you have been quite lucky in life: a husband who adores you, a lovely daughter, a wealthy family. You are Croatian, and your husband is from a half-Croatian and half-Hungarian family, although he has always thought of himself just as Fiuman. You have always been a good wife, but you would like to do more for your family and yourself, not just to be in the shadow of your husband all the time. You want to feel useful! You raised your daughter, gave her a good education, but what will you do with your life now she's getting married? Partly because of that, you started working at the Whitehead Torpedo factory during the war. Your husband agreed, but he was very clear that he's always taking care of the family financially and you don't have to worry about anything. But he didn't understand that you were very, very happy while working.

Political Views

You have never been interested in politics, what makes your family happy is good for you. What you feel now is just relief and happiness that war is finally over. Your mother-in-law, an old Hungarian lady, was very disappointed about how it ended. But the only thing that matters to you is that it ended, and you can face your future again with a smile. You are also happy that your daughter is marrying an Italian boy from a good family. Croatian, Hungarian or Italian – it makes no difference: we are all from Fiume.

Relationships

Josip Petrović: Your husband. A good person, a wise man. When you were young, he was crazy for you and he still loves you a lot. He inherited the family business, and he expanded it by partnering with his best friend, Ivan Bontić, and despite the war he managed to stay afloat. But why doesn't he understand you want some "space" for yourself? Sometimes you feel guilty, because he could take your wish as being ungrateful towards him.

Katarina Petrović: Your beloved daughter. You are so happy that she has met the man of her dreams. Even if the marriage was arranged by your husband's mother who makes all the decisions, you think she has made a good choice, because Gabriele comes from a very wealthy family so you don't have to worry about her future. Nonetheless, you and Josip have always thought she would marry Ivan Bontich's son one day, and this decision took you by surprise. Sometimes you wish she'd talk to you much more, but she seems to put more trust in her grandmother so you feel a little jealous.

Erzsébet Petrović (née Kovács): Your husband's mother who lives with you. She's a very strong woman and sometimes you feel scared of her. Josip does everything she asks him and she rules the family. This makes you quite sad because you feel a little pushed aside in your own family.

Gabriele Celebrini: Your daughter's fiancée. He has just come back from that horrible war and you think he can give your child a happy life.

The Celebrini Family: You have been invited by them and you are very anxious to know the people who will be part of your family. You know that Gabriele's mother, Maria Elena has worked at the Red Cross with your mother-in-law, and they arranged the marriage together, but you have never met her in person.

For Christmas presents you can spend: **45 cr.**

KATARINA PETROVIĆ

The Daughter of the Croatian Family and bride-to-be

Background and Personality

Keywords: Young, Naive, In love, Charming

You are a lucky girl. You were born into a close and loving family that raised you and cared for you. You have always had a romantic and dreamy soul, and a strong drive to please others. You like making people feel at ease, and you like it even more when they compliment you, find you charming or interesting. Ever since you were a child, you were sometimes reproached for being a bit too naive and optimistic, but it's simply natural for you to trust people unless you have a very good reason not to. For example, you trusted your grandmother when she told you that she had found the perfect match for you, and look at you now: you're engaged to a lovable young man and you've never been happier in your entire life.

Political Views

You have never been interested in politics, what makes your family happy is good for you. Now that the war is over, you can breathe again, the last few years were indeed a cause of terrible anxiety for you. Unfortunately for your grandmother whom you adore, the outcome of the war is a matter of unhappiness. You hope that your engagement and the certainty that your father's business will go well will make up for it. The future looks bright, especially yours!

Relationships

Josip Petrović: Your father is an admirable man, and in fact you admire him very much.

Ana Petrović: Your mother is a good woman, you love and respect her, but you don't feel you have a great relationship with her. The affection that binds you is not even comparable to what you have with your grandmother Erzsébet.

Erzsébet Petrović (née Kovács): Your nagyí (granny), who's probably your favorite person on earth. Of course you love your parents, but it was your grandmother who had the greatest influence on your upbringing; you admire her fortitude, her determination, her wisdom. You would never want to disappoint her.

Gabriele Celebrini: Your lovely and charming fiancé. He has just come back from that horrible war and when you met him it was love at first sight. You always dreamed of falling in love, but you never had the chance, as you were little more than a child when the war began. You were doubtful when your nagyí announced that she found the perfect match for you, but thankfully, she was right! You love him and soon you'll be married to him.

Maria Elena Celebrini: Gabriele's mother seems like a lively woman, and since she is a friend of nagyí (granny) you were inclined to like her when you briefly met her.

The Celebrini Family: You are a little anxious about meeting Gabriele's family, because you care immensely about making a good impression, nay: a great impression! You want them to like you straight away, and to find the rest of your family nice, you think it is very important to build a big, united family. You guess it will be mostly up to you...

For Christmas presents you can spend: **15 cr.**

APPENDIX 2

HISTORICAL INTRODUCTION TO THE ACTS

Note to the GM: For each act, the historical introduction is the same to all characters, print one copy per participant. For the second and third acts, each character also receives a specific introduction with their point of view.

Introduction to the First Act - Christmas Eve 1918

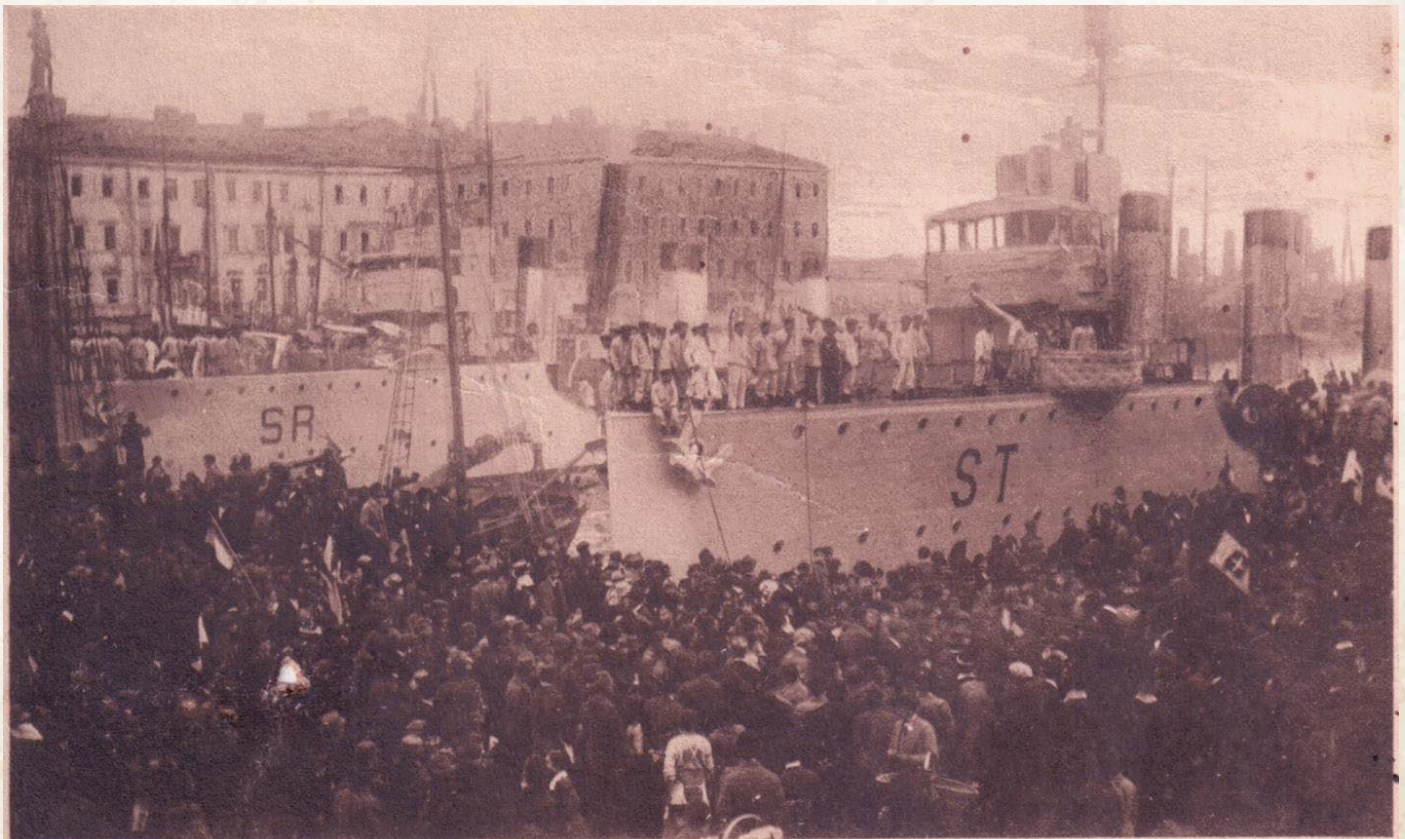
The First World War ended, a period of change began.

In October 1918, the last Hungarian governor left the city of Rijeka, and two governments were formed: the pro-Slav Croatian 'National Council of Slovenes, Croatian and Serbs', and the pro-Italian 'National Council'.

Fiuman women are emancipated after decades of enlightened Hungarian legislation.

The situation in the city became heated: on one side the Serb units occupied the city in the name of the Kingdom of the Serbs, Croats and Slovenes state, on the other, the Italian irredentists who demanded Italian military support and annexation to Italy. The Allies, therefore, in order to prevent the situation from turning into a border crisis between Rome and Belgrade, decided to replace the Slav troops with an inter-Allied occupation, consisting of French, Americans and British, with the presence of the Italian regular army.

The Celebrini family, of Italian origin, invites the Petrović family, of Hungarian-Croatian origin, to their home to celebrate Christmas Eve. Gabriele Celebrini and Katarina Petrović recently got engaged and soon the families will join forces. Both families are middle-class and wealthy. Antonio, the head of the family, is a member of the Italian National Council of Fiume.



L'arrivo delle prime navi Italiane a FIUME

- Inter-Allied troops land in Rijeka, November 1918 -

Introduction to the Second Act - Christmas Eve 1919

On 12 September, Gabriele d'Annunzio arrived in Fiume at the head of a group of irredentist revolutionaries. He is acclaimed by the population of Italian origin and placed in charge of the city.

His presence attracts a wide range of personalities, from bold warmongers to futurist artists.

The Italian government imposes an embargo on the city of Rijeka, a situation saved by the intervention of the Red Cross, which allows supplies of provisions to arrive.

Gabriele and Katarina have now been married for almost a year, but no children are in sight yet. Mr Celebrini's business is flourishing, while Mr Petrović's is in crisis.



- *Arditi in Fiume, 2 October 1919* -

ANTONIO CELEBRINI

Head of the Italian family

Second act – Christmas Eve 1919

What happened between Acts

1919 from your perspective

Three months ago, your wife's favorite poet, Gabriele D'Annunzio arrived in Fiume and became the governor.

Since then, like most other Italians, you have been doing even better than before. The new government is not perfect, but you do enjoy the increased social and economic status.

Your son Gabriele and his wife are still childless, which is disappointing. But at least Andre wants to join the Arditi and is following in your footsteps by being politically active for Italy.

This Christmas you have told the butler / housekeep to prepare an especially big feast, so you can impress the Petrović family with your newfound status and wealth.

For Christmas presents you can spend: **180 cr.**

MARIA ELENA CELEBRINI

Wife and Mother of the Italian Family

Second act – Christmas Eve 1919

What happened between Acts

1919 from your perspective

Your dream has come true, you still can't believe it! Gabriele D'Annunzio, your hero, your poet has entered Fiume and assumed the title of Commander. In your Fiume, to give you freedom and government! All Italians welcomed him with joy. You heard his voice, his powerful words, and you still shiver when thinking about it. You have seen him twice but only from afar, now your dream is to meet him in person, maybe your husband can help? At last, you gathered your courage to invite him to dinner, rewriting the letter a thousand times. You would do anything for him, even take a bullet if he asked.

In his honor you want to call yourself just Elena, like the protagonist of "Il Piacere", not Maria Elena anymore.

Andre wants to join the Arditi and you approve his choice, as it is a chance to be closer to D'Annunzio. If only your son Gabriele would finally announce expecting a child... You would be the happiest woman in the world.

For Christmas presents you can spend: **80 cr.**

GABRIELE CELEBRINI

The Young husband, hope of the Italian Family

Second act – Christmas Eve 1919

What happened between Acts

1919 from your perspective

You and your beloved Katarina are a happy family. The birth of a child would make your happiness complete, but you are not yet blessed. You adore your sweet wife and you are going to have a very happy Christmas, your family is doing well, everything seems perfect, only... That D'Annunzio! Everybody seems to be blind and crazy about him, shouting his name all the time as if he was a God. He did something brave, you don't doubt that, but people are not objective, they are too enthusiastic, and you are not.

You are suspicious that nothing is as peachy as it seems and the current situation is not going to last.

Gabriele D'Annunzio... You are ashamed to bear the same name as him. He has the nerve to build a monument of himself! Yet your mother and Andre talk about him as a hero.

For Christmas presents you can spend: **80 cr.**

ANDREA/ANDREINA CELEBRINI

Second Born Child of the Italian Family

Second act – Christmas Eve 1919

What happened between Acts

1919 from your perspective

What Gabriele D'Annunzio did was a great, glorious, brave and an amazing thing. You are so proud! You were in the crowd on the day of his triumphant arrival. Now you are determined to join the Arditi and to be an active part of this exciting moment in the story of your city. You have a couple of friends among them who can help you to fulfill your dream.

You have never seen your mother as happy as she is these days. Your father is proud and the family is wealthier than before. Gabriele doesn't understand the importance of this moment, as usual. But you are writing history.

For Christmas presents you can spend: **70 cr.**

JOSIP PETROVIĆ

Head of the Croatian family

Second act – Christmas Eve 1919

What happened between Acts

1919 from your perspective

Since the arrival of that strange Italian, D'Annunzio, your business has started to suffer. Some Croatian and Hungarian businesses are being closed down. Yours is still managing, perhaps because of Katarina's marriage to an Italian?

Your mother is trying to convince you to leave, following the example of your partner Ivan, but you and Ana both love Fiume too much. You would also miss your daughter, and the grandchildren she is surely going to give you soon.

You are excited to see the Celebrinis and discuss the new situation, which is surely going to work out in the end.

For Christmas presents you can spend: **60 cr.**

ANA PETROVIĆ, NÉE TOMIĆ

The Wife and Mother of the Croatian Family

Second act – Christmas Eve 1919

What happened between Acts

1919 from your perspective

Since the arrival of that strange Italian D'Annunzio, your husband's business has started to suffer. Some Croatian and Hungarian businesses are closing. You don't like to see him this way and it's only because of Katarina's Italian in-laws that you are still accepted now that Fiume is entirely Italian. But you need to raise some money because Josip's partner left the city and the business, so you started working and found that you enjoy having something to do. You feel independent, no more relying on your husband. You've met interesting women who talk about their rights and goals and you've realized that you spent all your life in your husband's shadow.

Your mother-in-law tried to persuade your husband to leave the city, but this time you won. Now that you have found another reason to live, you don't want to start over again, and more importantly, you couldn't stand to be separated from your dear daughter. She needs help... Now that the other women have opened your eyes, you can see she is in the shadow of her husband, just like you have always been. And Josip's mother can't take her away from you! The only thing you and Erzsébet agree about is D'Annunzio: you both hate him because he put your family through hell with his arrival and declaring himself a hero.

For Christmas presents you can spend: **30 cr.**

ERZSÉBET PETROVIĆ (NÉE KOVÁCS)

The Hungarian Grandmother

Second act – Christmas Eve 1919

What happened between Acts

1919 from your perspective

That fool D'Annunzio took Fiume and the city is now becoming completely Italian. You know what will happen, you see the signs that are starting to show. All the non-Italians will surely suffer.

Your son is being stubborn and stupid, he doesn't want to leave and move to Hungary while there is still time. It's that wife of his making him want to stay. How insufferable!

At least young Kati will be safe with her new Italian family. She'd better give you great-grandchildren soon!

This Christmas, you need to make sure the Italians will really take good care of Kati if you finally manage to convince your son to leave.

For Christmas presents you can spend: **70 cr.**

KATARINA PETROVIĆ

The Daughter of the Croatian Family, now married into the Italian family

Second act – Christmas Eve 1919

What happened between Acts

1919 from your perspective

Your life is happy, your wonderful husband is caring, life is beautiful. You don't have a child yet but one will surely come. Oh, you want to hold a little baby in your arms so much!

You are going to have a wonderful Christmas, but you are afraid that everybody is going to talk about that D'Annunzio. What a bore! Since he arrived in Fiume it seems that nothing but him is important anymore. Only D'Annunzio, everywhere you look.... You want to think about your own life and happiness, not about political matters.

You don't understand your granny: she has asked your father several times to go to Hungary, saying that after D'Annunzio's arrival there is no place for you anymore, but she has always been a little melodramatic, sweet little granny! Luckily, Mom and Dad wanted to stay, you don't think you could be happy far away from them. You have found a new family in Gabriele's Italian family but it would be horrible to be separated from Mom and Dad. The Celebrinis are happy about D'Annunzio's arrival, but Gabriele is not so enthusiastic.

For Christmas presents you can spend: **40 cr.**

Introduction to the Third Act - Christmas Eve 1920

In August 1920, D'Annunzio proclaimed the birth of the Italian Regency of Carnaro; in September the Charter of Carnaro was promulgated. Since the primary goal, namely the annexation of Rijeka to Italy had now become an unattainable goal, attempts were made to establish an independent state based on the values of revolutionary syndicalism.

In November, Italy and the Kingdom of Serbs, Croats and Slovenes signed the "Treaty of Rapallo," which enshrined the land borders between the two nations and those of the free state of Rijeka. For D'Annunzio the treaty is an outrage.

In early December the sea around Rijeka is full of Italian warships, sent to force D'Annunzio to bend. The ultimatum placed on the Carnaro Regency was rejected; at the end of the month ground troops were mobilized around Rijeka.

Despite these winds of war the mood is relaxed: the easing of the blockade has allowed the supply of festive delicacies. On the morning of December 24 the gulf is cluttered with ships, in the main streets there are barricades surrounded by militiamen and armed bourgeois, but the citizens are serene, persuaded that the situation will soon turn around.

At the dinner hour the lights are turned off and bangs can be heard announcing the approach of the Italian regular troops.

Once again, the two families are reunited for Christmas. The embargo has put the financial situation in crisis for everyone. Gabriele and Katarina have not yet had children and the couple is no longer as close as they once were.



- Official proclamation of the Carnaro Regency, 8 October 1920 -

ANTONIO CELEBRINI

Head of the Italian family

Second act – Christmas Eve 1920

What happened between Acts

1920 from your perspective

Your family is suffering. Gabriele and his wife still don't have any children. The embargo on Fiume has been going on for some time. Food and other commodities are more expensive and harder to come by with each passing day.

You are going to have to ask Josip Petrović to return the money you lent him. Although you are ashamed for supporting the regime that exiled or destroyed so many non-Italian families, the Petrović family was spared a little because of their relationship with yours.

Maria Elena is still crazy about D'Annunzio, it's as though she is blind to what he has done to your beloved city. This is going to be a difficult Christmas.

For Christmas presents you can spend: **120 cr.**

MARIA ELENA CELEBRINI

Wife and Mother of the Italian Family

Second act – Christmas Eve 1920

What happened between Acts

1920 from your perspective

Everything is lost, falling apart and you are in despair. How could the people do that to D'Annunzio? Ungrateful, stupid enemies of their savior! After all he did, after the Carnaro Regency, they turned their backs on him, rejected him, outraged him...

You are very worried for him, for what is coming, but at the same time you still have faith and are confident that D'Annunzio will resolve the situation somehow and save you all, despite the offense. Your faith in him is stronger than ever.

You are very angry with your son Gabriele who has rejected his Italian heritage and even wants to change his name! You consider him a traitor and you are in great pain. How can you make him come back to his senses?

For Christmas presents you can spend: **60 cr.**

GABRIELE CELEBRINI

The Young husband, hope of the Italian Family

Second act – Christmas Eve 1920

What happened between Acts

1920 from your perspective

Your family is not doing well anymore, the city is in danger and you and Katarina keep being asked why you still don't have a child. Your wife is acting distant and you don't understand why. You are worried about many things and feel that D'Annunzio is responsible for all your personal troubles. You hate him with a fiery passion. Only if he had been more sensible, and humble enough to accept the Treaty of Rapallo... You wouldn't be in this horrible situation. But he's not humble in the least! To make matters worse, your mother and Andre are still fanatical and blindly believe in him – this makes you furious.

You have decided to reject your name and become Croatian like your wife. You have started to introduce yourself as Gabrijel. Maybe she can fall in love with you again, like in the early days...? You question yourself every day: what happened, what went wrong? You feel so lonely, abandoned by the people you used to love the most...

For Christmas presents you can spend: **50 cr.**

ANDREA/ANDREINA CELEBRINI

Second Born Child of the Italian Family

Second act – Christmas Eve 1920

What happened between Acts

1920 from your perspective

The dream is over. You had the chance to change things but the spark turned to ashes. Everything is lost. You believed in the dream, you strongly believed till the end, but now you're starting to lose faith. You know that D'Annunzio is tired, things are collapsing and you feel terribly sad for all the lost hopes. You also feel useless and somewhat responsible for the situation, because you did nothing. In the end, you didn't stay with the Arditi, which means that after calling your brother a coward - you are no better. You couldn't present anything to your family, you were full of promises but you threw it all away. D'Annunzio's brave actions turned into a failure, and the future will bring you nothing.

For Christmas presents you can spend: **90 cr.**

JOSIP PETROVIĆ

Head of the Croatian family

Second act – Christmas Eve 1920

What happened between Acts

1920 from your perspective

The great Fiume is rotting from the inside and it makes your heart bleed. Your business was taken from you a while ago and you've been struggling ever since. With the embargo everything is becoming so expensive you've had to borrow money from Antonio Celebrini to be able to keep feeding your family.

Maybe you should've listened to your mother when she suggested you leave for Budapest... Now the whole family is suffering because of you. At least there are no grandchildren to feed. At least this is what you keep telling to yourself on nights when you lie sleepless in your bed.

Although the Italian soldiers around Fiume are making you anxious about a new war, you do hope they will manage to drive D'Annunzio away.

Of course, you can't admit that tonight at the party, since some of the Celebrini family still strongly believe in him. You must not offend them and hope that they won't ask you to repay the money you borrowed...

For Christmas presents you can spend: **30 cr.**

ANA PETROVIĆ, NÉE TOMIĆ

The Wife and Mother of the Croatian Family

Second act – Christmas Eve 1920

What happened between Acts

1920 from your perspective

You were wrong, you should admit that. You have completely changed your opinion about D'Annunzio. He has done things for women that nobody had ever done before. He gave women the right to vote and equal rights with men. And now, if he loses the city you will lose your rights.

You are also worried about your family's financial troubles. Your husband is doing poorly and he has humiliated himself by asking for money from Gabriele's (or as he lately calls himself, Gabrijel's) father. And sweet little Kati is far away, her thoughts often absent. Maybe she's in despair because they still have no children? Or Gabriele doesn't love her anymore? He's always in a bad mood and to tell the truth, you never really liked him much. If only your daughter could open her heart to you! But is that still possible with her being so distant?

Moreover, Josip's mother is up to something and you still don't trust her one bit.

For Christmas presents you can spend: **15 cr.**

ERZSÉBET PETROVIĆ (NÉE KOVÁCS)

The Hungarian Grandmother

Second act – Christmas Eve 1920

What happened between Acts

1920 from your perspective

It happened just like you told them! Even worse. Fiume is poor and hungry, even the Italians.

There are soldiers everywhere and a new war could break out any minute.

Josip must be regretting his decision to stay. Even when you were so poor that he had to borrow money from Celebrini, he didn't want to leave. Now there is no hope left for you.

You might manage to arrange for Kati at least to escape to Budapest. Everything is in motion and you just need confirmation. The poor girl won't miss her barren husband, but she might miss her new lover. You are the only one who knows Kati's secret: the girl is in love with someone and it would be a real scandal if people found out. You never really liked her Italian husband once you got to know him better, but the foolish child fell in love with an artist close to that horrible D'Annunzio, so things are even worse now. You must make her run away soon and resolve the situation once and for all.

You are not excited to see the Celebrinis this Christmas. Maria has gone completely insane and your son owes them money he cannot repay.

For Christmas presents you can spend: **30 cr.**

KATARINA PETROVIĆ

The Daughter of the Croatian Family, now married into the Italian family

Second act – Christmas Eve 1920

What happened between Acts

1920 from your perspective

Your life has completely changed, and in just one year! You and Gabriele became more distant day by day, you couldn't find the comfort you were looking for in him. You haven't been blessed with the birth of a child and your poor dad is worried about economic problems, he even had to borrow money from Gabriele's father, which humiliated him.

You were becoming more and more sad and lonely when suddenly Pietro jumped into your life. He's such a romantic man, a futurist artist, painter and poet, with all the sensuality and creativity (and then some!) that you looked for in vain in Gabriele. He's very close to D'Annunzio and you have started to see him through new eyes – even Mom seemed to be enthusiastic about the "Carnaro Charter". But now D'Annunzio is in trouble, which means Pietro is, too. You were so happy when you met him but now you are so worried! There are many things you would like to understand better about this confusing situation, but what you know is that the city is in danger and now you want to join the Red Cross, just as Granny did during the war, to make yourself feel useful. Granny is thinking about how to solve the situation, as always, but this time you don't want her to decide for you, you want to choose for yourself. Moreover, you are afraid you have slipped some words about Pietro to her (she always guesses everything!) and being so old fashioned she wouldn't approve.

A few days ago you found out you are pregnant and you are sure that the father is Pietro, the man you love. You shared your happy secret with him alone, and now you are so anxious to know how he feels. Your mind is wandering far away this Christmas Eve, waiting for his answer.

For Christmas presents you can spend: **25 cr.**

APPENDIX 3

THE NEWSPAPERS

THE WAR IS OVER

*Austria and Hungary
sign separate
armistices*

Since November 1918, confusion and political tension in Rijeka have been at an all-time high. In doubt about the future of the city, pro-Italians and pro-Croatians have been facing each other for weeks, awaiting the decisions of the Allies.

(continua a pagina 3)

The inter-allied occupation begins

*Italian, French and
British soldiers in the
city*

The Italian troops arrived first and encountered no resistance; the Croats retreated or crowded into the railway station. Then the French, mostly black soldiers, occupied the harbour area. Last came the British infantry...

(continua a pagina 5)

L'Amministrazione invita ancora una volta tutti coloro che hanno pretese da soddisfare, sia per abbonamento, inserzioni od altro, a voler mettersi in regola senza ritardo, evitando così spiacevoli note per ambo le parti.

THE TWO GOVERNMENTS OF FIUME

*Rival Councils:
Croatian-Serbian and
Italian*

Both Italy and the new Kingdom of Serbs, Croats and Slovenes claimed sovereignty on the basis of their 'irredentist' ethnic populations. The Italian National Council is supported by the Young Fiume.

(continua a pagina 6)

MARTINI

ITALIAN

Vermouth

The Vermouth from which the "Martini Cocktail" derives its name.

THE WORLD
RENOWNED

Brand

The First Cocktail—

The MARTINI
1 Martini Vermouth
1 Dry Gin
1 Dash Orange Bitter
Squeeze of Lemon peel
Stir but do not shake

From all Wine Merchants



MARTINI & ROSSI
TORINO . ITALY

L'Amministrazione invita ancora una volta tutti coloro che hanno pretese da soddisfare, sia per abbonamento, inserzioni ed altro, a voler mettersi in regola senza ritardo, evitando così spiacevoli note per ambo le parti.

Dicembre 1919

IL GIORNALE DI FIUME

prezzo: 25 corone fiumane

THE FIUME ISSUE

*The future of the city
remains uncertain*

The Paris Peace Conference left the Italian-Yugoslavian issue over Fiume unresolved. The President of the United States, Wilson, openly sides with the Yugoslavs in their dispute with the Italians.

(continua a pagina 4)

D'ANNUNZIO TAKES FIUME

Allied troops decide to leave the city



On 12 September, a force of Italian nationalist irregulars led by the poet Gabriele D'Annunzio conquers the city. Appointed governor of Rijeka, he takes the name of Commander. The goal: annexation to Italy

(continua a pagina 5)

The Poet calls the Italians to action

*"I was sick in my
bed. I got up to
answer the call...".*

Rallies at the theater, public assemblies in the square, speeches from the balcony: D'Annunzio not only inflames the people of Fiume, but prints leaflets distributed throughout Italy, calling the people to action...

(continua a pagina 6)

L'Amministrazione invita ancora una volta tutti coloro che hanno pretese da soddisfare, sia per abbonamenti, inserzioni ed altro, a voler mettersi in regola senza ritardo, evitando così spiacevoli note per ambo le parti.



CITY OF LIFE

The whole world gazes at Fiume

We live in the City of Life, where new ideas, ethics and values are destined to create a bright future. The founder of futurism Marinetti, Guglielmo Marconi, Arturo Toscanini, all came to witness this revolution...



(continua a pag. 2)



The Regency of Carnaro

An independent city with a new constitution

12 August, D'Annunzio proclaims the birth of the Italian Carnaro Regency, based on the values of revolutionary syndicalism. This is immediately followed by the **Carnaro Charter**, a unique revolutionary constitution.

(continua a pag. 3)

A Christmas of war?

The Italian ultimatum expires on Christmas Eve

On 12 November, Italy and Yugoslavia sign the Treaty of Rapallo making Fiume an independent state. D'Annunzio says NO, and the Italian army seizes the city. On 21 December the Regency declares the state of war...

(continua a pag. 7)

APPENDIX 4

THE MENUS

Note to the GM: Print each menu and fold it in half to place it on the table.

Christmas Menu

1918



Italian and Hungarian-Croatian food

Fish soup

Sweets

Frittale

Polenta and potatoes

Stuffed cabbage

Beigli (rolled sweet)

Christmas Menu

1919



Very rich only Italian menu with futuristic dishes

“Tramezzini Traidue” (sandwiches)

“Immortal” Trouts

“Herodias” Rice

Sparkling wine

Panettone

“Polibibita”

Christmas Menu

1920

Baked local fish

Potatoes

Panettone

APPENDIX 5

THE LETTERS

Dear Mr. Celebrini,

The Italian National Council of Fiume invites all the respected members of the Italian community to join the gathering in support of Fiume as a part of Italy.

The gathering will take place on 28th of December.

Please confirm your participation.

Dear Mr. Petrović,

The National Council of Fiume Croats invites all the respected members of the Croatian community to join the gathering in support of Fiume as a part of the new Kingdom of Serbs, Croats and Slovenes.

The gathering will take place on 27th of December.

Please confirm your participation.

Dear Ergsi,

Merry Christmas and a blessed New Year to you!

Hope you are in good health as I have some good news for you - You remember Marika's handsome little son I mentioned earlier? Guess what, Janos is available again! Maybe you would like to invite him for tea so your little Katarina can get to know him better?

Your loving friend,

Emma

Dear Mrs. Celebrini,

Mr. D'Annunzio has accepted your invitation and would be happy to join you for lunch on January 2nd.



Best regards,

Fulvio Balisti, secretary

Gabriele, old friend - congratulazioni on your marriage!

I hear your Katarina is a beautiful woman - shame she is not Italian, but it is what it is, eh?

Toasting to your good health and numerous children to bless your marriage!

Your cousin,

Giovanni

To Ana Petrović

Dearest Ana,

A warm greeting from all the comrades of the feminist collective.

Christmas is a special family moment of intimacy and mutual support, and can be an opportunity to share our ideas of independence and feminist awareness with the women in our families: daughters, sisters-in-law and mothers-in-law.

A heartfelt hug,

The Rijeka League of Feminists

Dear Andre,

Merry Christmas to you and your family!

I pray we get accepted to the Arditi next week.

Love,

Fabrizio

My Dear Erzsébet,

Merry Christmas

Are you going to join us soon in Budapest

Love,

Ilona

Dear Josip,

Merry Christmas to you and your family!

Your mother told us that you are not leaving Rijeka despite the new developments.

Please stay safe! We will keep you in our prayers.

The Marinkovic Family

Dear Antonio,

Merry Christmas to you and your family!

We are hoping to hear news about grandchildren soon!

Best,

Marco Alessi

Where are you? They say there will be an attack by the Italian Army tonight. Take your post immediately if you really have the courage you say! All the Arditi must defend Fiume!

Quis contra Nos?

Fabrizio

Dear Mrs Petrović,

We were able to arrange safe transportation for your granddaughter to Budapest as you requested. Please bring her to the location tomorrow at 2:00 AM. Pack warm clothes, travel will be long and Hungary is cold in winter.

Katka, my sunshine Merry Christmas to you
Meet me tonight at the usual place after the
Midnight bells finish ringing.

I will be waiting for you, my love. A thousand
gentle kisses on your sweet rosy cheeks.

By telling me you are going to have a baby, you
made me the happiest man in the world.

Yours, Pietro

Dear Gabriele,

Or is it Gabriel nowadays?

I wish you a Merry Christmas!

Send love to your wife.

Fabio

Dear Elena,

I was deeply moved by your letter.

And remember always: passion in everything!

I desire the slightest things as well as the greatest, I never respite.

Everything was desired and everything was attempted, what was not done I dreamt. And such was the ardour that the dream equalled the deed.

Gabriele D'Annunzio

Dear Josip and Katarina,

Merry Christmas to you and your family!

We hope that you are safe. Let us know if we can do anything to help.

We'll be praying for you.

The Tomić family

Dear Erzsi,

Merry Christmas to you and your family!

We'll be happy to take little Kati in when she arrives in Budapest.

Please let us know if we can do anything else to help.

Stay safe.

Emma

APPENDIX 6

LIST OF GIFTS

Note to the GM: If you decide to use the Gift Mechanism for Silent Night, Horrible Night, print one copy per participant. For each act, the List of available gifts is the same for all characters.

GIFT LIST - ACT 1

◇ Café Schenk Sacher Torte	45 cr.
◇ Surrogate homemade cake	10 cr.
◇ Embroidered handkerchief	13 cr.
◇ Embroidered tablecloth	35 cr.
◇ Gino Antony, <i>Rijeka Sonnets: to the homeland to dreams to the sea</i> (poetry book in Italian)	10 cr.
◇ Second-hand golden watch	90 cr.
◇ Silk tie from the Fisch-bejn tailor shop	50 cr.
◇ Silk scarf from the Fisch-bejn tailor shop	65 cr.
◇ Tokaji wine bottle	45 cr.
◇ L'Heure du Baiser, French perfume	120 cr.
◇ Traditional Fiuman jewel: the moore (from Gigante shop)	45 cr.
◇ Poetry Anthology <i>Hrvatska mlada lirika</i> (Croatian Young Lyrics)	15 cr.
◇ American army chocolate bar	20 cr.
◇ French army galettes	13 cr.

GIFT LIST - ACT 2

◇ Café Schenk Sacher Torte	cr.
◇ Café Schenk Apple strudel	60 cr.
◇ Surrogate homemade cake	20 cr.
◇ Embroidered handkerchief	22 cr.
◇ Embroidered tablecloth	55 cr.
◇ Gino Antony, <i>Rijeka Sonnets: to the homeland to dreams to the sea</i> (poetry book in Italian).	15 cr.
◇ Second hand golden watch	cr.
◇ Silk tie from the Fisch-bejn tailor shop	80 cr.
◇ Silk scarf from the Fisch-bejn tailor shop	100 cr.
◇ Tokaji wine bottle	80 cr.
◇ L'Heure du Baiser, French perfume	cr.
◇ Traditional Fiuman jewel: the moore (from Gigante shop)	80 cr.
◇ Poetry Anthology <i>Hrvatska mlada lirika</i> (Croatian Young Lyrics)	cr.
◇ American army chocolate bar	cr.
◇ French army galettes	cr.
◇ D'Annunzio's picture in uniform	15 cr.
◇ Alcyone (D'Annunzio's novel).	28 cr.
◇ Fiume new celebratory stamp collection	10 cr.

GIFT LIST - ACT 3

◇ Café Schenk Sacher Torte	cr.
◇ Café Schenk Apple strudel	80 cr.
◇ Surrogate homemade cake	35 cr.
◇ Embroidered handkerchief	30 cr.
◇ Embroidered tablecloth	75 cr.
◇ Gino Antony, <i>Rijeka Sonnets: to the homeland to dreams to the sea</i> (poetry book in Italian).	50 cr.
◇ Second hand golden watch	cr.
◇ Silk tie from the Fisch-bejn tailor shop	cr.
◇ Silk scarf from the Fisch-bejn tailor shop	cr.
◇ Tokaji wine bottle	120 cr.
◇ L'Heure du Baiser, French perfume	cr.
◇ Traditional Fiuman jewel: the moore (from Gigante shop)	120 cr.
◇ Poetry Anthology Hrvatska mlada lirika (Croatian Young Lyrics)	cr.
◇ American army chocolate bar	cr.
◇ French army galettes	cr.
◇ D'Annunzio's picture in uniform	40 cr.
◇ Alcyone (D'Annunzio's novel).	45 cr.
◇ Fiume new celebratory stamp collection	30 cr.
◇ Fiume celebratory stamp	10 cr.

APPENDIX 7

GREETING CARDS

Note to the GM: If you decide to use the Gift Mechanism for Silent Night, Horrible Night, print two copies of the pages below.

From

To

I hope you'll enjoy my gift

Best Wisher

From

To

I hope you'll enjoy my gift

Best Wisher

From

To

I hope you'll enjoy my gift

Best Wisher

From

To

I hope you'll enjoy my gift

Best Wisher

From

To

I hope you'll enjoy my gift

Best Wisher

From

To

I hope you'll enjoy my gift

Best Wisher

From

To

I hope you'll enjoy my gift

Best Wisher

From

To

I hope you'll enjoy my gift

Best Wisher

From

to

*I hope my gift
will make you happy.*

Merry Christmas

From

to

*I hope my gift
will make you happy.*

Merry Christmas

From

to

*I hope my gift
will make you happy.*

Merry Christmas

From

to

*I hope my gift
will make you happy.*

Merry Christmas

From

to

*I hope my gift
will make you happy.*

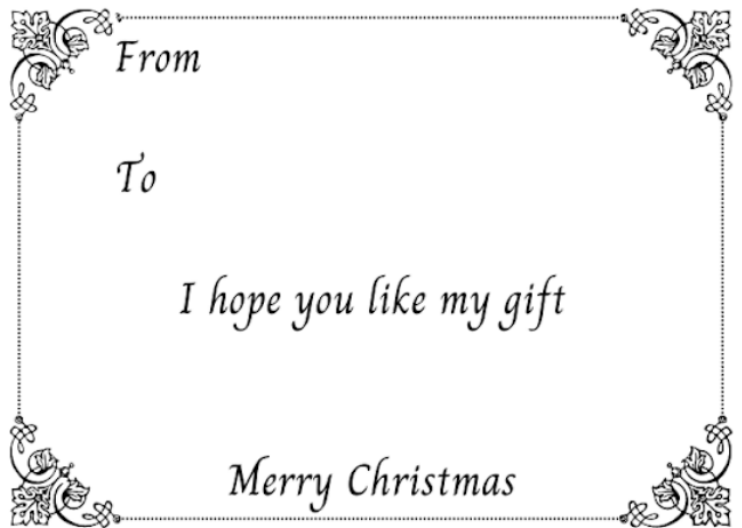
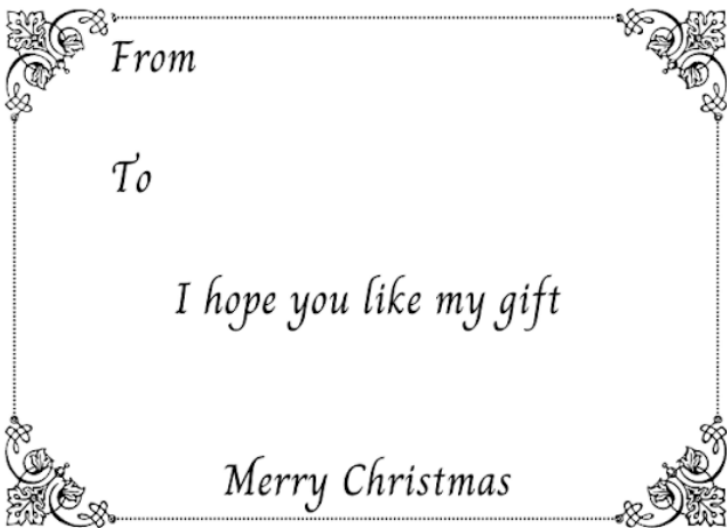
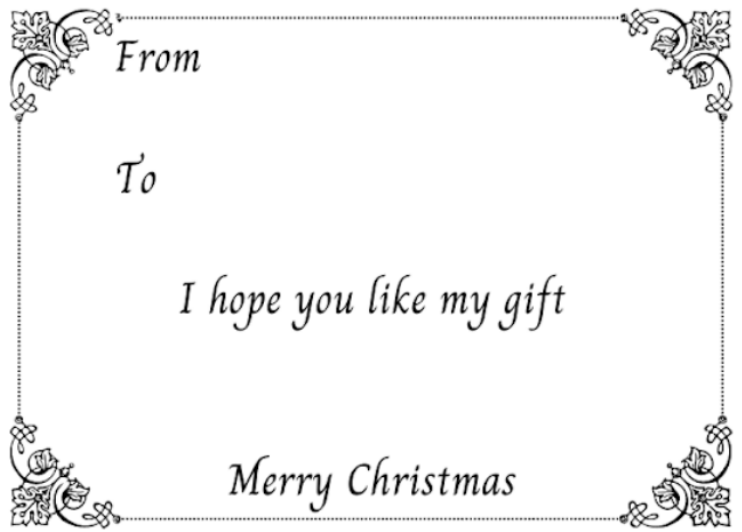
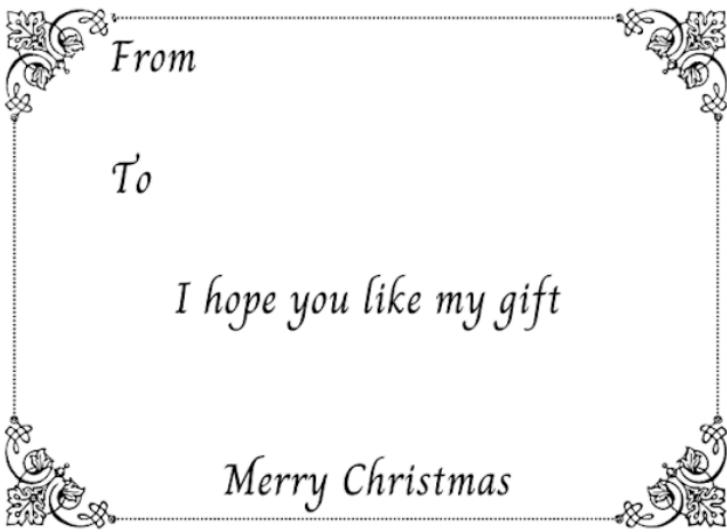
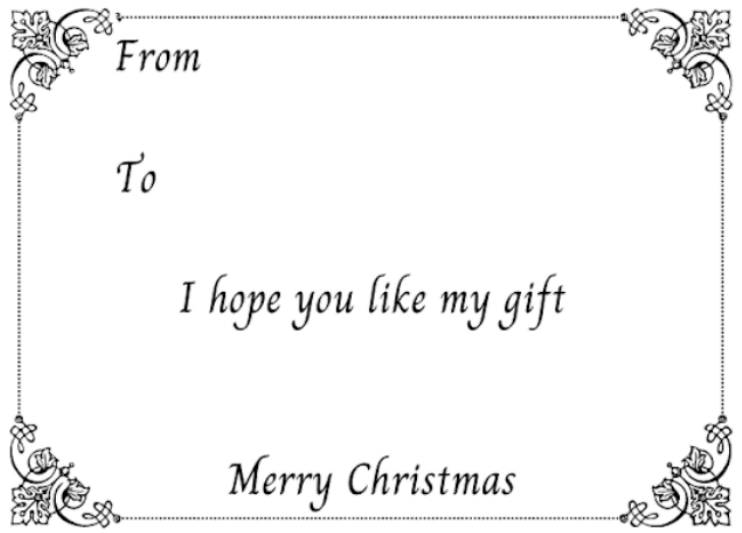
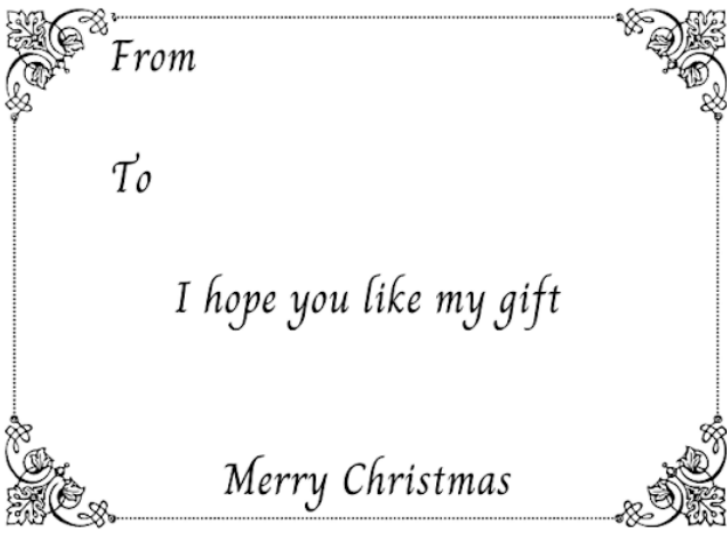
Merry Christmas

From

to

*I hope my gift
will make you happy.*

Merry Christmas



APPENDIX 8

HISTORICAL OVERVIEW

Note to the GM: Print one copy per participant.

Silent Night, Horrible Night

a larp by

*Agnes Alma Upor, Chiara Tirabasso, Dorijan Strnad, Gabriella Aguzzi, Livia Pini
and Lucija Tancer Miboković*



PLEASE LEAVE US YOUR FEEDBACK ON THE LARP

FEEDBACK FORM:

<https://forms.gle/sePLNs7jv7XA2RMc6>

or scan the QR code:



BRIEF HISTORICAL OVERVIEW

In the first decades of the XX century, Rijeka (Fiume in Italian) was a multiethnic city of 46.000 inhabitants, in which approximately 29.000 were, or spoke, Italian. Rijeka was part of the Austro-Hungarian Empire and, with the end of World War I and the fall of the empire, the city was disputed by the newly formed state of Kingdom of Serbs, Croats and Slovenes, as well as Italy.

Italy was dissatisfied with the decisions taken at the Paris conference, where US President Woodrow Wilson opposed Italian claims, supporting the Kingdom of Serbs, Croats and Slovenes and wanting to limit Italian influence in the Adriatic. In fact, according to the 'Pact of London', signed on 26 April 1915, Italy pledged to go to war on the side of the Triple Entente in exchange for substantial territorial compensation and Italian hegemony over the Adriatic. Trentino and southern Tyrol, Venezia Giulia, Istria, northern Dalmatia.

Italian dissatisfaction with the failed annexations led to the popular movement known as 'Irredentismo', driven by literati and war heroes, among whom the figure of D'Annunzio stands out.

Aided by Italian soldiers, Arditi and irredentists from Rijeka, the Vate, (as D'Annunzio referred to himself), entered Rijeka on 12 September 1919, occupied and led it for sixteen months until the disastrous defeat in December 1920, which went down in history as 'Bloody Christmas'.

First Act - Fiume in 1918

On 29 October 1918, the last Hungarian governor left the city and two governments were formed: the pro-Slav Croatian 'National Council of Slovenes, Croatian and Serbs', and the pro-Italian 'National Council', chaired by the irredentist and surgeon Antonio Grossich, famous for having discovered iodine tincture in 1907. Fiuman women are emancipated after decades of enlightened Hungarian legislation. Among the first measures of the National Council of Rijeka is granting women the right to vote and to be elected, a pioneering policy like few others in Europe. With the 'Proclamation of 30 October', the Italian irredentist declared its intention to unite with the motherland, Italy.



The situation became heated: on one side the Serb units occupied the city in the name of the Kingdom of the Serbs, Croats and Slovenes state, on the other, the Italian irredentists who demanded Italian military support and annexation to Italy. The Allies, therefore, in order to prevent the situation from turning into a border crisis between Rome and Belgrade, decided to replace the Slav troops with an inter-Allied occupation, consisting of French, Americans and British. On 17 November, Italian carabinieri and grenadiers also arrived, festively welcomed by Fiumans of Italian origin.

ANNO 43 - N. 309 Milano - Martedì, 5 Novembre 1918 Edizione del pomeriggio

CORRIERE DELLA SERA

Le pubblicazioni che il CORRIERE DELLA SERA offre ai suoi abbonati sono:
 La Gazzetta del Corriere | La Lettera | Il Messaggio | Corriere del Pirelli

L'Austria ha capitolato

Vincitori!
 4 novembre, ore 15.
 La guerra contro l'Austria è conclusa. La pace è fatta. L'armistizio è firmato. L'Austria ha capitolato. L'Impero austriaco è crollato. L'Impero austriaco è crollato. L'Impero austriaco è crollato.

La firma dell'armistizio
 COMANDO SUPREMO 4. Novembre, ore 15.
 In base alle condizioni dell'armistizio stipulato fra i plenipotenziari del Comando Supremo del R. Esercito Italiano in nome di tutte le Potenze Alleate e degli Stati Uniti d'America e i plenipotenziari dell'Impero austriaco, le ostilità per terra, per mare e per aria su tutte le fronti dell'Austria-Ungheria sono state sospese dalle ore 15 di oggi, 4 novembre. DIAZ.

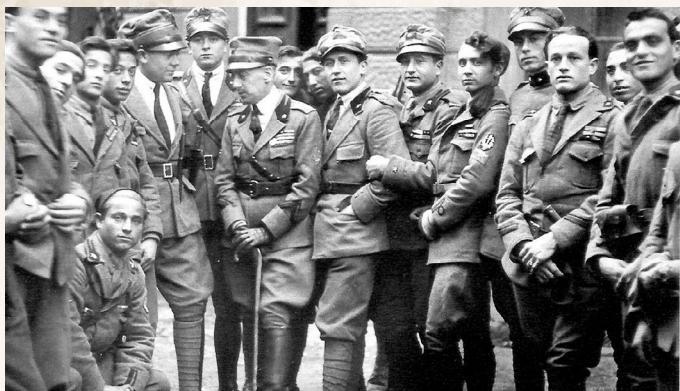
L'Italia rimane in campo con gli Alleati
 nella lotta decisiva contro la Germania.

Gene si libera presto
 L'armistizio stipulato fra i plenipotenziari del Comando Supremo del R. Esercito Italiano in nome di tutte le Potenze Alleate e degli Stati Uniti d'America e i plenipotenziari dell'Impero austriaco, le ostilità per terra, per mare e per aria su tutte le fronti dell'Austria-Ungheria sono state sospese dalle ore 15 di oggi, 4 novembre. DIAZ.

La grandiosa manovra che condurrà alla vittoria.
 L'armistizio stipulato fra i plenipotenziari del Comando Supremo del R. Esercito Italiano in nome di tutte le Potenze Alleate e degli Stati Uniti d'America e i plenipotenziari dell'Impero austriaco, le ostilità per terra, per mare e per aria su tutte le fronti dell'Austria-Ungheria sono state sospese dalle ore 15 di oggi, 4 novembre. DIAZ.



Second act - Fiume in 1919



In June, three days of scuffles and sittings broke out between Italian soldiers and Fiuman irredentists against the French soldiers of the occupying troops, the so-called 'Fiuman Vespers'. The inter-allied war commission ordered the removal of the Italian units involved, the Sardinian grenadiers led by Major Carlo Reina. The irredentist Italian soldiers, quartered in Ronchi di Monfalcone, near Trieste, begin to conspire to return to Rijeka, under the motto of: "Fiume or death!". They need a strong voice to raise public opinion and ask Gabriele D'Annunzio for help.

On 12 September, leaving from Ronchi and flanked by Carlo Reina and other officers and Arditi, including Guido Keller at the head of a rebel column of Italian soldiers, joined by Host-Venturi's irredentist volunteers, D'Annunzio arrived in Fiume, acclaimed by the Italian population.

As appointed governor of the city, he assumed the name of Commander.

In the following days the allied troops decided to leave the city, while General Pittaluga, in command of the Italian regular troops, is ordered to leave.

At the end of September the futuristic artist Filippo Tommaso Marinetti arrived in Fiume.

The Italian government, headed by Prime Minister Nitti imposes an embargo on the city of Rijeka, a situation saved by the intervention of the Red Cross, which allows supplies of provisions to arrive.

Meanwhile, negotiations continue between Badoglio, instructed by Nitti to find a course with the rebels, and D'Annunzio, who does not want to yield to Italian pressure.

COMANDO DI FIUME D'ITALIA

BOLLETTINO UFFICIALE

No. 2 (Prima Serie)

Fiume d'Italia, il 13 Settembre 1919

Anno I.

L'Italia è a Fiume

per valore dei legionarii e per opera dei fiumani

Ieri alle ore 11.43 GABRIELE D'ANNUNZIO alla testa di manipoli dell'esercito inserti e trascinati, al grido di „FIUME O MORTE“ entrava in Fiume, obbligando il corpo interalliedo a cedereci nelle nostre prime, e ad evacuare poi. Sul palazzo, al posto della bandiera francese inglese e americana, resta, a sfida, la sola bandiera d'Italia, simbolo di conquista e di liberazione.

Third act - Fiume in 1920

In Italy, the Nitti government fell in May and was succeeded in June by one headed by Giovanni Giolitti.

At Fiume, on August 12th D'Annunzio proclaimed the birth of the Italian Regency of Carnaro; on September 8th the Charter of Carnaro was promulgated. Since the primary goal, namely the annexation of Rijeka to Italy had now become an unattainable goal, attempts were made to establish an independent state based on the values of revolutionary syndicalism.



On November 12th, Italy and Kingdom of Serbs, Croats and Slovenes signed the “Treaty of Rapallo,” which enshrined the land borders between the two nations and those of the free state of Rijeka. For

D'Annunzio the treaty is an outrage, he was not consulted and it closes the Adriatic question without the annexation of Fiume: he does not accept it.

In early December the sea around Rijeka is full of Italian warships, sent to force D'Annunzio to bend. The ultimatum placed on the Carnaro Regency is rejected; at the end of the month General Enrico Cavaglia mobilizes ground troops around Rijeka.

Despite these winds of war the mood is relaxed: the easing of the blockade has allowed the supply of festive delicacies, but on the 21st a communiqué is issued by Cavaglia regarding the effective blockade by sea and land of the city and all its inhabitants.

Some of the men in the commander's retinue push for open warfare, but he prefers to postpone confrontation with the regular army and falls back on establishing a line of defense.

On the morning of December 24 the gulf is cluttered with ships, on the main streets there are barricades surrounded by militiamen and armed bourgeois, but the citizens are serene, convinced that the situation will soon turn around, and, by now, accustomed to reading alarming announcements.

At the dinner hour the lights are turned off and bangs can be heard announcing the approach of regular troops.



Fiume after the Bloody Christmas

The fighting that began on 24 December 1920 was branded by d'Annunzio as the Bloody Christmas. Faced with the resistance of the Legionnaires who fought back with machine guns and grenades, the Navy was also ordered to bomb the rebel positions.

The warships opened fire on the Legionnaires, also shelling the government building. The bombardment continued until the 29th of December and caused deaths and injuries among the civilian population as well.



On the 28th of December, d'Annunzio convened the Regency Council and decided to start negotiations with the regular army, and then resigned.

On 31 December 1920, D'Annunzio signed the act of surrender that led to the establishment of the 'Free State of Rijeka'. In January 1921, the legionaries began to leave the city on railway wagons provided by the army. D'Annunzio left on the 18th of January, moving to Venice.

In 1921, the first elections as a Free State were organized in Rijeka; the autonomists, the pro-Stalinist national blocs, the National Fascist Party, the Liberal Party and the Democratic Party were all involved to be voted by the population.

The election of the Constituent Assembly in Fiume gave the autonomists 65% of the votes. On 8 October 1921, a government was formed under the presidency of Riccardo Zanella. The large autonomist victory left the nationalists bewildered and they reacted by provoking a series of disorders in the streets.

Unfortunately, peace was very short-lived: in March 1922, a group of former legionaries and fascists, led by Francesco Giunta, violently overthrew Zanella's government and seized power in a coup d'état.

The Free State remained under the control of the Italian army until Fiume was annexed to Italy by Mussolini's government in 1924. As in other annexed regions, a heavy policy of Italianisation was introduced and enforced.





City of Lies

a larp by Matija Mihoković, Nena Brozan Perišić, Francesco Pregliasco, Helena Panijan, Mile Perić, Ivan Mosca

City of Lies is a chamber larp about authoritarian regimes and the lies of propaganda during the **D'Annunzio occupation of Fiume (Rijeka)**. In this chamber larp you can experience the relationship between an oppressive government and the press in Fiume in 1920 during the regime of the eccentric adventurer & poet, Gabriele D'Annunzio.

The game takes place in **two rooms**.

- ◇ **In the first room**, you will be playing a close associate of D'Annunzio, the charismatic leader of the Fiume endeavor, who might inspire you, or he might disappoint you.
- ◇ **In the other room**, you will be part of the newsroom of **Il Nuovo Foglio**, the office of the local newspaper, where you might find that propaganda and reality collides. In the newsroom, different groups i.e. Croatian nationalists, Italian irredentists, workers, and other factions of Fiume will try to make their voices heard and published, but will their efforts be overshadowed by the lies of D'Annunzio's propaganda?

The arrival of a **famous foreign correspondent** caused quite a stir in the midst of the life of the paper, all groups in town want to meet the neutral party to get their message out.

There will be an information loop between the two rooms. A **phone** that connects D'Annunzio's cabinet meeting room with the newsroom of Nuovo Foglio. During the game, you will argue and negotiate with each other about the future of Fiume, and relay information between the two rooms via **written messages**, and **phone calls**. The game is intended to spark curiosity about the Fiume Crisis period and about the way propaganda works.



Genre• historical, political, chamber larp in two rooms

Themes• propaganda, authoritarian regime, journalism vs. propaganda, propaganda vs. reality

Number of players• 10-14 players

Characters• 14 characters (5 female, 9 male)

Structure• 2 acts - showcasing a morning and an evening edition of the newspaper

Age limit• 18+

Duration• 4 hours

Larpitecture• 2 separate rooms and a Game Master area.

Aesthetics• it can be played symbolic or with a 360° illusion approach, or anything in-between.

Possible triggers• drug use, dictatorship, sexism and misogyny, facism, nationalism

Facilitators• 3 Game Master Characters (GMC)

- ◇ one playing **D'Annunzio** on phone, and handling the newspaper printing
- ◇ one playing **Francesco/a Matetich** designated for the newsroom.
- ◇ one playing **Laszlo Horvat** servant and messenger designated for the Governor's Palace

I. Preparations & Workshop

Duration: 30-45 minutes

As a facilitator, you will prepare the two rooms and the technical setup for the game. You will need a smaller room to serve as a meeting room for D'Annunzio's cabinet of the inner circle in the Governor's Palace, and a second, bigger one that serves as the newsroom of Nuovo Foglio and the lobby of the Grand Hotel Europa where the journalists are meeting their interviewees.

1. Governor's Palace

[About the Governor's Palace](#)

For the room where D'Annunzio's close associates are meeting and deciding the fate of the city you will need at least 5-6 chairs, and a table. Preferably also a few chairs in a quiet corner where players can go to have one-on-one talks.

The phone should be placed in a corner of the room or at a place where the phone conversations and the conversations by the table do not interfere too much.

Use posters from the **Regency of Carnaro** (page 128) era to decorate the interior. If possible, have an Italian flag and a portrait of **Gabriele D'Annunzio** (page 129) well placed on the wall. Place a few **maps of Fiume** (page 132) and a few **relevant documents** (Zanella page 141) on the table.

Place the **agenda of the Evening Meeting** (page 136) on the table.



2. Il Nuovo Foglio & the lobby of Grand Hotel Europa

[About the Hotel Europa](#)

For the second room, set up in two separate areas.

- ◇ Newsroom of the Fiume newspaper
- ◇ The lobby of the Hotel Europa.

For the newsroom of Il Nuovo Foglio, you will need **one or two desks with laptops** that will serve as typewriters. Print out the **typewriter pictures** (page 124) for the back side of the laptops. You will also need a **few chairs**. Try to create a newspaper office workplace environment. Put up the two or more **posters of Il Nuovo Foglio** (page 126) in a visible place.

For the lobby of **Grand Hotel Europa**: Have **chairs and coffee tables** ready, and create an environment for press interviews and meetings. For our story, the newspaper's headquarters is located inside the Grand Hotel Europa, this is why journalists invite their contacts and interviewees to this place to meet.



3. Technical Setup - Telephones and Typewriters

Telephones: For the telephones, set up **3 mobile phones** - one for the Governor's Palace, one for the Nuovo Foglio newsroom, and one for the game master, playing D'Annunzio. Make sure to rename the phone numbers respectively for the duration of the game. If you have access to operational classic phones from the 1920s and landlines, feel free to use them, but for our game's purposes, cell phones are suitable. Set up a clear area for the telephones feel free to use the **old phone picture** (page 125) to make them look like actual old telephones. Connect mobile phones to a charger if possible. Players should be instructed to use these phones as classic telephones.

Typewriters: Set up **2 laptops** in the newsroom of Il Nuovo Foglio. Print out the **typewriter pictures** (page 124) for the flipside of the laptops.

If you have access to actual classic typewriters feel free to use them as displayed props but have your players write the articles on laptops. Set up and open the **Il Nuovo Foglio presentation** ([Google Slides file - URL](#)) on all laptops. The **third laptop** should be handled by one of the game masters and this laptop should have access to a printer. All laptops will have

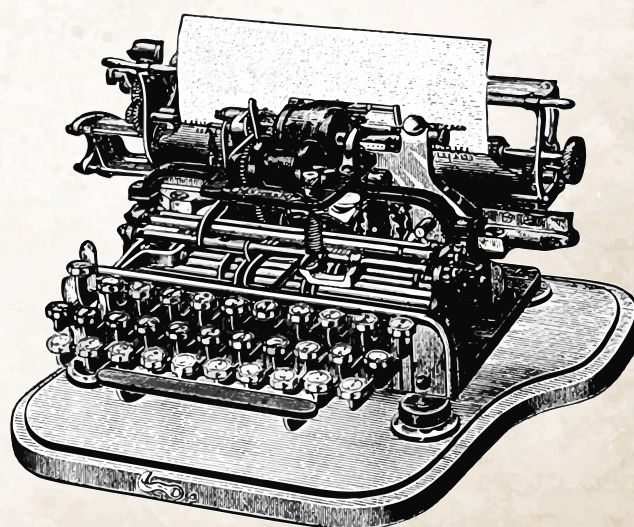
the same shared Google Slides file open. On player-facing laptops the Slides should be set to full screen. As Game Master you will print out the Newspaper editions after the press deadline passes and when the Newsroom GM gives you the go-ahead.

What is needed for the setup of the City of Lies scenario?

- ◇ 2 separate rooms
- ◇ 3 mobile phones
- ◇ 3 laptops - all set to the Google Slides file
- ◇ 1 printer
- ◇ Several chairs and tables
- ◇ Paper and/or notebooks for taking notes
- ◇ Printing of needed materials & character sheets

Materials To Be Printed

- ◇ Character Sheets
- ◇ Telephone pictures (both rooms)
- ◇ Typewriter pictures (Il Nuovo Foglio)
- ◇ Il Nuovo Foglio poster
- ◇ Fiume Council Agenda (Governor's Palace)
- ◇ Maps of Fiume (Governor's Palace)
- ◇ Regency of Carnaro posters (Governor's Palace)
- ◇ Portrait of Gabriele D'Annunzio (both rooms)
- ◇ Letters



II. Workshop, Briefing & Teaching the game to the players

Duration: 30-45 minutes

1. **Introduction:** Begin by reading out loud the introduction of the game from the beginning of the chapter or rephrase it with your own words
2. **Historical Prologue:** Next, read out the historical prologue.
3. **Game Mechanics:** Move on to introduce the players to the game mechanics.
4. **Timeline**
5. **Game Master Characters and Tasks**
6. **Characters and Casting**
7. **Character Group Workshops**
 - a. Journalists and Civilians
 - b. Governor's Palace

2. Historical Prologue

City of Lies is set in Fiume (Rijeka) on a day in 1920 during the occupation of the eccentric Italian poet, adventurer & politician Gabriele D'Annunzio. The historical context, although accurate, is heavily summarized to provide a symbolic and playable backdrop to explore the question of propaganda.

Begin by reading out loud the following text or rephrasing it with your own words:

.....

Before the Great War, the city of Fiume was an important seaport of the Austro-Hungarian Monarchy, and a multicultural city of Italians, Croats, Hungarians, and many others. After the Great War Fiume became an independent city-state. However, it was immediately occupied by Italian irredentist forces led by D'Annunzio, who claimed the city for Italy. D'Annunzio called his occupation the 'Fiume Endeavor' and he created the unrecognized Italian pseudo-state: the Regency of Carnaro. The whole ritual of Fascism

was invented by D'Annunzio in Fiume, including the balcony address, the Roman salute, and the rhetorical dialogue with the crowd. His leadership is regarded as a precursor of Italian Fascism even though he did blend many ideologies, such as futurism and socialism together. Behind this progressive facade, D'Annunzio's regime was an oppressive one, he ruled over Fiume as a dictator and relied on the brute force of his black-shirted followers, the Arditi, and strongarm repression of the dissent. Throughout D'Annunzio's reign, the Italian government blockaded the port of Fiume, and the newly formed Kingdom of Serbs, Croats and Slovenes embargoed trade from the land to the city. This hindered production resulting in food shortages and strikes.

Who was Gabriele D'Annunzio? A professional provocateur, he led the world's first fascist state and led an unprecedented life. In Italy, he's called "Il Vate" - "The Poet", for in his home country, he is considered one of the greatest literary figures. During World War I, D'Annunzio became an Italian war hero, a flying ace who lost an eye in combat. He dropped provocative propaganda leaflets over Italy while daring a flight over Vienna. His biggest stunt occurred, when after the war ended, he led a rogue army to capture Fiume.

.....

3. General Rules & Game Mechanics

Telephone

Both rooms have one telephone. The role of the classical telephone is played by two mobile phones, or, if possible phones connected to their chargers this way encouraging players to use them as classic phones instead of mobiles. One telephone is in the Governor's Palace, the other is in the newsroom of Il Nuovo Foglio.

Messages

You can send written messages to your contacts sitting in the other room. It takes about 5-7 minutes for the messages to get there, they are delivered by the game masters, who act as personnel, guards, servants, runners, newspaper officers etc. The two GMCs designated to the rooms should create a system to make the exchange of messages go as fluid as possible.

Like having two bowls or hats, one for each room at a spot between the two rooms and GMCs come there every 5-7 minutes to check for incoming messages and leave the ones from their sides there.

Changes between the rooms

As a general rule characters can not move between rooms. However, things might happen that will make some characters change rooms. There might be invitations by D'Annunzio or his cabinet (Governor's Palace), or other events within the game.

Typewriters & Printing Press

Newspapers will be printed out twice during the game. There will be a Morning and an Evening Edition.

- ◇ **Morning Edition** will be "printed out" in the middle of the game and will be distributed in both rooms.
- ◇ **Evening Edition** will be distributed before the end of the game, and after the reactions to the Evening Edition, the game moves on to the final part, the Epilogue.

4. Timeline of the game

The game begins with an evening meeting of the cabinet in the Governor's Office and an evening interview session at the Hotel Europa.

- ◇ **Act 1 - Working towards the Morning Edition.** It lasts for 45 minutes, until the press deadline & the printing of the Morning Paper. Add about 10 minutes for the printing of the paper and the reactions to it. After that, the game seamlessly proceeds into Act 2.
- ◇ **Act 2 - Evening Edition** lasts 45 minutes until the press deadline and the printing of the Evening paper and the reactions to the Evening Paper. Allow at least 10-15 minutes of playtime for players to react to the evening edition.
- ◇ **End of the Game & Epilogue** - Gather everyone in the larger room where the Game End happens with four short speeches - 1 cabinet minister, 1 journalist, 1 civilian and the Daily Telegraph correspondent, J. N. MacDonald conclude the epilogue with their summaries. The Foreign correspondent will decide what gets printed in the Daily Telegraph and conclude the game with a short public epilogue.

CITY OF LIES - TIMELINE Example

Example	Absolute time (in min)	What happens
15:00	-60	Preparations start
16:00	00	Workshop starts
16:45	45	Workshop done
17:00	60	TIME IN - Work at the morning edition - ACT 1 starts
17:35	95	HURRY! We need to print!
17:45	105	Morning edition must be finished
17:55	115	Morning paper delivered - 4 copies delivered: 2 per room
18:05	125	D'Annunzio's and Governor's Office reacts to news. (Mandatory switch; very possible firing) - ACT 2 starts
18:05	125	Work at the evening edition
18:30	145	HURRY! We need to print!
18:40	155	Evening edition must be finished
18:50	165	Evening paper delivered - Nuovo Foglio, civilians and Governor's Office reacts to the news.
19:00	175	Epilogues - Gather everyone in the larger room for Epilogues (1 minister, 1 journalist, 1 civilian - finish with Daily Telegraph)
19:15	190	Debriefing & Feedback

5. Game Master Characters (GMCs)

The facilitators, or Game Masters will play an active role in running this game and they will interact with the players while playing Game Master Characters (GMCs)

Gabriele D'Annunzio - D'Annunzio himself will not be physically present in the game. He is... meeting a lover, ...writing a poem, ...is on a call from Mussolini, ... is asleep, ...is taking his ... ah... medication (cocaine), ...has ladies over etc. Feel free to use different excuses for his absence. His presence will loom over the rooms.

[About Gabriele D'Annunzio](#)

- ◇ **Telephone Presence:** As D'Annunzio, you are to give sporadic phone calls to either the Governor's Palace room or the Nuovo Foglio newsroom, but you do not intend to be physically present. Make sure the players feel your oppressive presence in your absence.
- ◇ **Mandatory player room change after ACT 1** - D'Annunzio has to react to the newspapers - after the morning edition let one or two players know that he wants to fire one of the journalists and summon him to the Governor's Palace. Have a volunteer from the Governor's Palace go down to the newsroom to supervise the next edition.
- ◇ **Laptop and Printing Duty:** It's advisable for this GMC to handle the 3rd laptop and the newspaper printing, as well as the servant duties for the Governor's Palace.

Francesco/a Matetich - editorial secretary of the Il Nuovo Foglio. Game master for journalists and civilians. Announces approaching press deadlines.

- ◇ **Messenger Duty** - Delivers messages between the rooms.
- ◇ **Printing Duty** - Check-in with the other GMC about the printing. Deliver it to the rooms.

Laszlo Horvat - the secretary at the Governor's Palace

- ◇ **Governor's Palace Servant Duty:** In order to have an idea about how the play is going be present in the room, when possible be there playing a servant, a guard or a messenger
- ◇ **Messenger Duty** - Delivers messages between the rooms.
- ◇ **Letters for the Governor's Palace:**
 - **A letter from Mussolini** (page 145) should be delivered to the Governor's Palace during Act 1 - this letter promise support for Fiume from Mussolini
 - **Telegram from General Badoglio** (page 147) should arrive at the end of Act mid of Act 2 - it's a letter about the Italian army mobilizing against Fiume.

6. Characters- Choice & Casting

The game has **14 pre-written characters** (page 151). As a facilitator, you have at least three possible approaches to casting. The first option is to let players choose the characters they like most, based on the characters' short descriptions on the spot. The second option is for you to cast the characters as you see fit. We advise you to do that only if you know your players well, otherwise you can create a casting questionnaire. In each case, you want to give time to your players to read through the **Public Character list**. (page 149) After the characters have been cast, give the players enough time to read their characters and ask any questions they might have.

This scenario is playable with a minimum of 10 players. Here is the suggested setup of the **10 Player version:** 4 characters from the Governor's Palace, 2 journalists and MacDonald from Il Nuovo Foglio and 3 Fiuman civilians.

7. Character Group Workshop

Split up players in their character groups

After the players have chosen their characters, split them up into groups and take them to their respective rooms for their workshops. There are **3 character groups**:

1. Characters from **D'Annunzio's cabinet** go to the Governor's Palace. They represent the Policy and the Propaganda of the Regency of Carnaro.
2. **Journalists** go to the Il Nuovo Foglio newsroom/ Grand Hotel Europa.
3. **The Civilians** represent the reality of the city and they are the voices of Fiume. They go to Il Nuovo Foglio newsroom / Grand Hotel Europa

Workshop for Journalists & Civilians

.....
Il Nouvo Foglio del Fiume (previously known as Novi List) is the morning & evening newspaper that has the highest number of distribution in the town of Fiume. Even with the Regency of Carnaro and the D'Annunzio regime, it still maintains some amount of independence.
.....

It is a fictional newspaper of Fiume, invented for this game. It is a nod to Novi List, the oldest newspaper in Croatia, established in Rijeka in 1900. The offices of Il Nuovo Foglio are in the building of Hotel Europa.

Briefing for the journalists:

As journalists, you will want to report on important events happening in Fiume. You all have your biases, you may be in favor of D'Annunzio, you may be against him, and you may have other loyalties.

The central point of the game is: what will get published in the newspaper? This will determine how the game ends, and what goals get achieved.

- ◇ Journalists will receive a [simple newspaper layout \(the front page\)](#) with room to insert 3 pieces of news discussing 3 different issues.

- ◇ For each piece of news, they will have to write: **the title, the subtitle, the first sentence** (*the article then "follows on page XX", ie, it is off-camera, not shown in the larp*).
- ◇ There will be **two subsequent editions** of the newspaper: **the morning paper** (Act 1) and later **the evening paper**, (Act 2) which updates and effectively "replaces" the morning edition.

Each edition has to contain a (very short) piece of news about **3 different issues**:

1. Industry & Strikes: how is the situation with factories and workers? Are there any strikes? How is industrial production going? This article could either be:

- a. **favorable to the strikers** (if it mentions the strikes, and it describes them as justified, or at least as effective in impairing production); or it could be
- b. **favorable to the industrialists** (if it says there are no strikes at all, or if it mentions strikes in an especially negative way, for example by accusing the strikers to be enemy agents, traitors, criminals, etc.)

2. Embargo: how is it affecting the city? Are people impoverished or hungry? When and how will the embargo end? This article could either be:

- a. **Favorable to D'Annunzio**, if it minimizes the impact of the embargo
- b. **Favorable to the people**, if it denounces the embargo as cruel / inhumane, calls for international help, etc.

3. Identity, culture, and language: what will be Fiume's future? (with Italy, with the Kingdom of Serbs, Croats and Slovenes, or independent). Most of all, **what is the will of the Fiuman people** about this issue?

Briefing for the Civilians:

You represent the opinions prevalent in the city and the reality of the Fiume, you are the Voices of Fiume. You are either interviewees or informants of the newspaper.

Voice of Fiume mechanic - Once during an Act (Morning paper, Evening paper) you can whisper a 2-word phrase into the ears of One writing journalist - the journalist has to include that phrase into one of the articles. Any civilian character can use this mechanic. Preferably present the way this mechanic works to all the players in the room.

Journalist & Civilian Introductions & Relationships

Form a circle and go through the following questions and statements.

- ◇ State the name of your character, and your profession and if you have a strong opinion on an issue share it!
- ◇ State a sentence about a person you choose to know - how do you know each other? Can be a pre-written connection or a new one you just made up.

Workshop for D'Annunzio's cabinet - Governor's Palace

You represent the power and the rule of Gabriele D'Annunzio and the Regency of Carnaro. You are the members of his cabinet, his Council of the Best. You are his trusted advisors. A majority decision in this council will surely carry through the great leader, Il Comandante e Vate e Duce.

Have the printed **Agenda of the Council** (page 136) in at least 2 copies in the room.

Decisions of the cabinet cover the **3 (+1) main themes** of the newspaper articles:

1. Fiuman Identity: What do you want for Fiume? Should it remain multicultural or should it be Italian only? Should the Croatian language be banished from schools (and how harshly)? What symbolic mark or monument or event should be remembered in the city?

2. Factory strike: Should Fiume break the strike OR let it go on OR push the owners to concede something... What is the impact of this? How is this connected exactly with the "decide what to publish about the strike" thing the journalists have?

3. Embargo: Should Fiume fund a piracy operation OR hire smugglers OR accept an "inconvenient" offer of help, i.e. one that could be a propaganda defeat, or that would compromise Fiume with either Italy or the Kingdom of Serbs, Croats and Slovenes, or both.

+1 Newspaper Director: The new newspaper director must be chosen for Il Nuovo Foglio from among a few candidates. This should happen during Act II. It would be a way to underline where the "actual" power resides. It is one more explicit dynamic connecting rooms, and the mix-up in the newspaper room should be fun for the journalists.

Decision making: You can make decisions by **simple majority**. If you have come to a decision on an issue, inform the GMC assigned to your character group. He will make the necessary arrangements, and you will be informed about the consequences if there are any.

Governor's Palace Character Introductions & Relationships

Form a circle and go through the following questions and statements.

- ◇ State the **name** of your character, and their **profession**, and if they have a strong opinion on an issue share it!
- ◇ State a **sentence about a character you choose to know** - how do you know each other? Can be a pre-written connection or a new one you just made up.

Two Rooms Workshop

- ◇ **Character introductions & Calibration:** Gather all players together and have them introduce their character briefly again. Go around in a circle and have them tell their character's name and profession.
- ◇ **Create inter-room relations:** Make a connection with a character in another room. Can be a pre-written connection or a new one you just made up.
- ◇ Leave time for players to discuss their relations and calibrate before the game starts.

Suggested Addition - Dossier Mechanic

If you have time to prepare for the game it is highly recommended to create dossiers for both the Governor's Palace and the Newsroom as a small archive. It can be a ring binder or a cardboard folder, containing individual sheets (or smaller folders) about specific issues and specific people. So, if a player in the Palace doesn't know about the Whitehead factory, the embargo situation, who Anton Forza is, they could read the short "dossier" about it. Alternatively, the historical briefings and character sheets in this scenario may be formatted into paragraphs with a period look, give them a nice title and print out each paragraph as a "dossier" on that issue.

III. Debriefing

At the end of the larp, the GMs gather the participants and lead the debriefing exercises and reflections. As a facilitator, you will guide the players to reflect on the game in relation to what they have experienced, but also from the perspective of what they have learned and what they can take with them, and how their experience was relevant to the issue of propaganda today.

The process has **2 phases:**

1. Read out the **historical epilogue**
2. **Questions:** Have all your players gather in a circle and go through at least 3 of the listed questions with them.

Historical Epilogue

.....

The Italian Government never accepted D'Annunzio's offer of Fiume, but instead signed a treaty with the Kingdom of Serbs, Croats, and Slovenes, confirming the city's independent status.

In response, D'Annunzio declared war on Italy, resulting in the "Bloody Christmas", the attack of the Royal Italian Navy on the Christmas of 1920, eventually restoring the freedom of the city and expelling D'Annunzio and his legion.

D'Annunzio ended up in a closely supervised exile at Lake Garda in Italy. Even though he inspired Mussolini, he could never actively influence Italian politics again.

After a short period as a free city-state, a fascist coup overthrew the autonomous government, and Fiume was annexed to Italy in 1924.

.....

Questions for the debriefing.

1. Where did your characters end up?
2. What was one favorite moment you'd like to share?
3. Can you share one thought and/or one feeling about the experience?
4. What was the game about for you?
5. How do the events of the game reflect on propaganda today?

APPENDIX 1

In-Game Graphic Material



W

UNDERWOOD STANDARD PORTABLE TYPEWRITER

UNDERWOOD

FIG
CAP
Z 1/2
X 1/4
C 3/4
V
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CAP
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BACK SPACE

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Print the Telephone picture for both rooms.
.....

**MORNING
EDITION**

IL NUOVO

Giugno 1920, numero 27

CON LICENZA DEL CONSIGLIO D

FUOGILIO

L'Amministrazione invita ancora una volta tutti coloro che hanno pendenze da soddisfare, sia per abbonamento, inserzioni od altro, a voler mettersi in regola senza ritardo, evitando così spiacevoli noie per ambo le parti.



DELLA REGGENZA DEL CARNARO

prezzo: 75 corone fumane

**REGGENZA
ITALIANA
DEL CARNARO**



IL COMANDANTE



SQVADRA DI
SAN MARCO



TI CON NV
NV CON TI

FIUME
D'ITALIA



COSA FATTA
CAPO HA

ARDISCO
NON ORDISCO



cosa fatta
capo ha



FIUME



FIUME VÁROS ÉS TERÜLETE

TÉRKÉPE

Tervezte:
GÖNCZY PÁL.

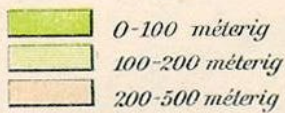
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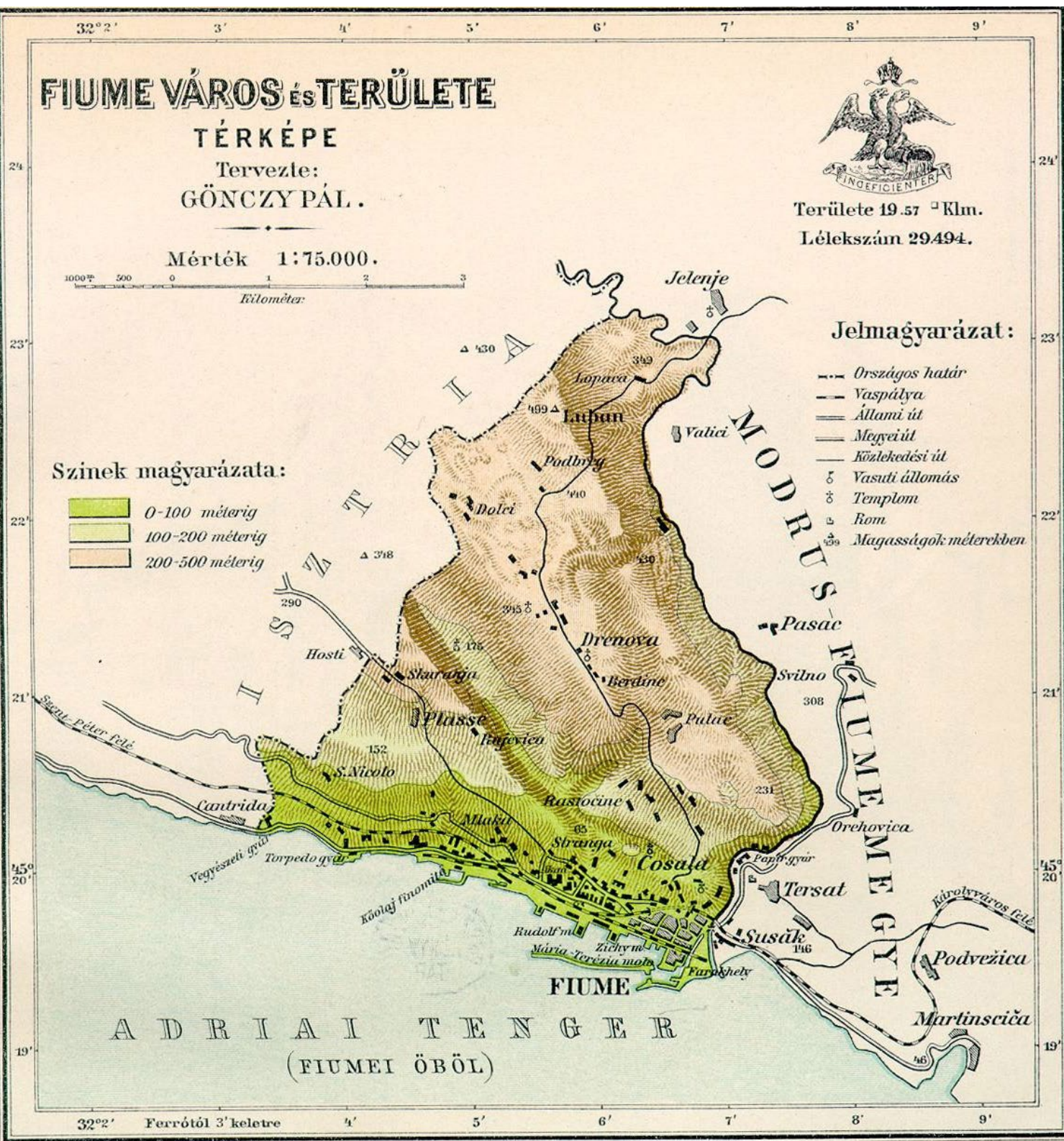
Lélekszám 29494.

Színek magyarázata:



Jelmagyarázat:

- Országos határ
- Vaspálya
- Állami út
- Megyei út
- Közlekedési út
- Vasúti állomás
- Templom
- Rom
- Magasságok: méterekben



A D R I A I T E N G E R
(FIUMEI ÖBÖL)

32°2' Ferrótól 3' keletre 4' 5' 6' 7' 8' 9'

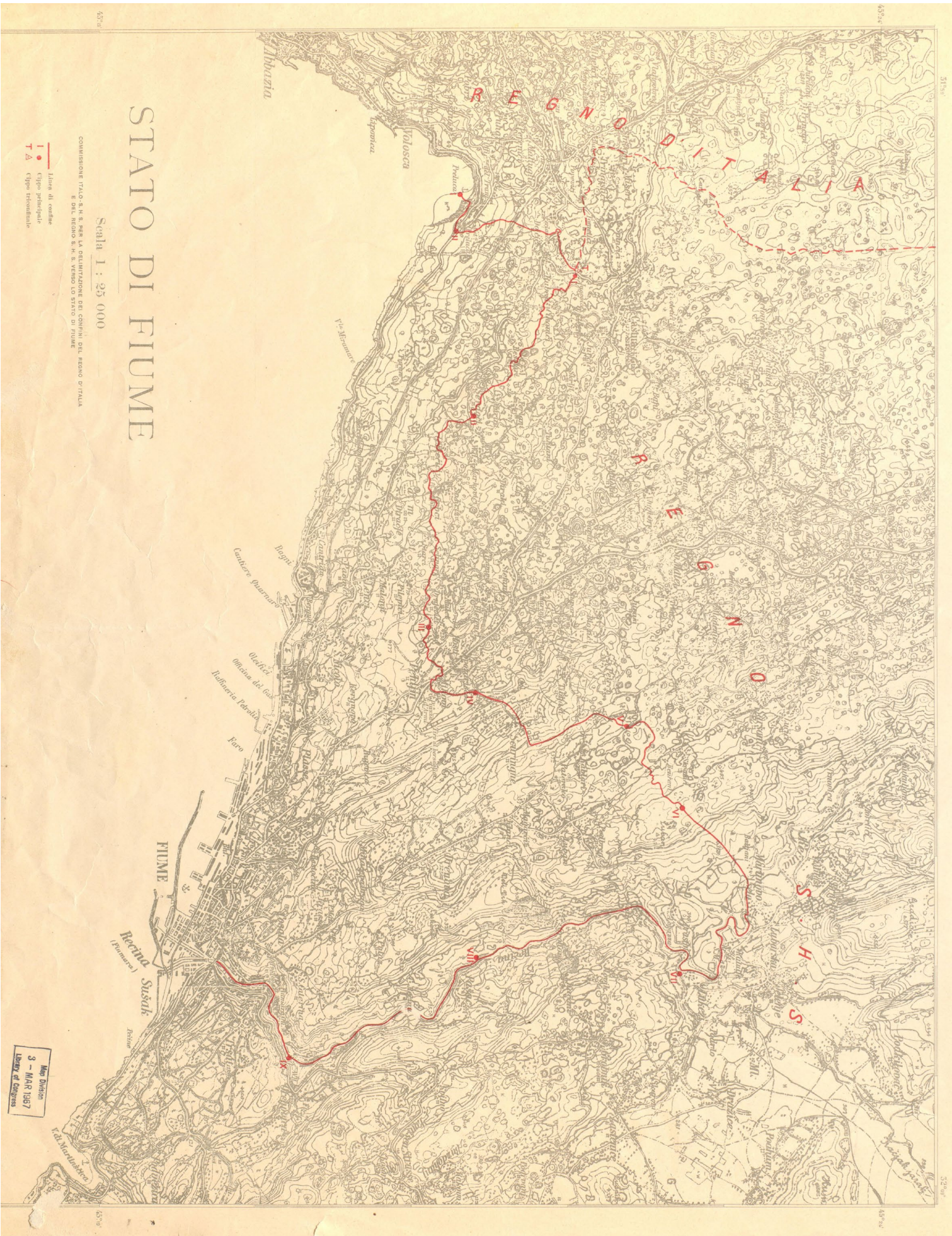
STATO DI FIUME

Scala 1 : 25 000

COMMISSIONE ITALO-S. N. S. PER LA DELIMITAZIONE DEI CONFINI DEL REGNO D'ITALIA
E DEL REGNO S. M. S. VERSO LO STATO DI FIUME

- 1 • Linea di confine
- 1 • (tipo peripetrale)
- T Δ (tipo triangolare)

Map Division
3 - MAR 1937
Library of Congress



30°

32°

30°

THE M.CAVALLLO & CO'S MAP OF

FREE CITY OF FIUME

AND
SURROUNDINGS
(ISTRIA AND PARTS OF CARSO AND CROATIA)

SCALE - 1:725 000

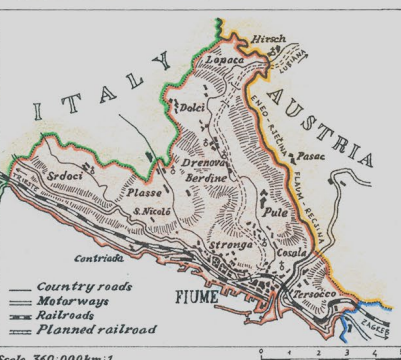
Kilometres 0 1 2 3 4 5 10 20
Statute Miles 0 1 2 3 4 5 10

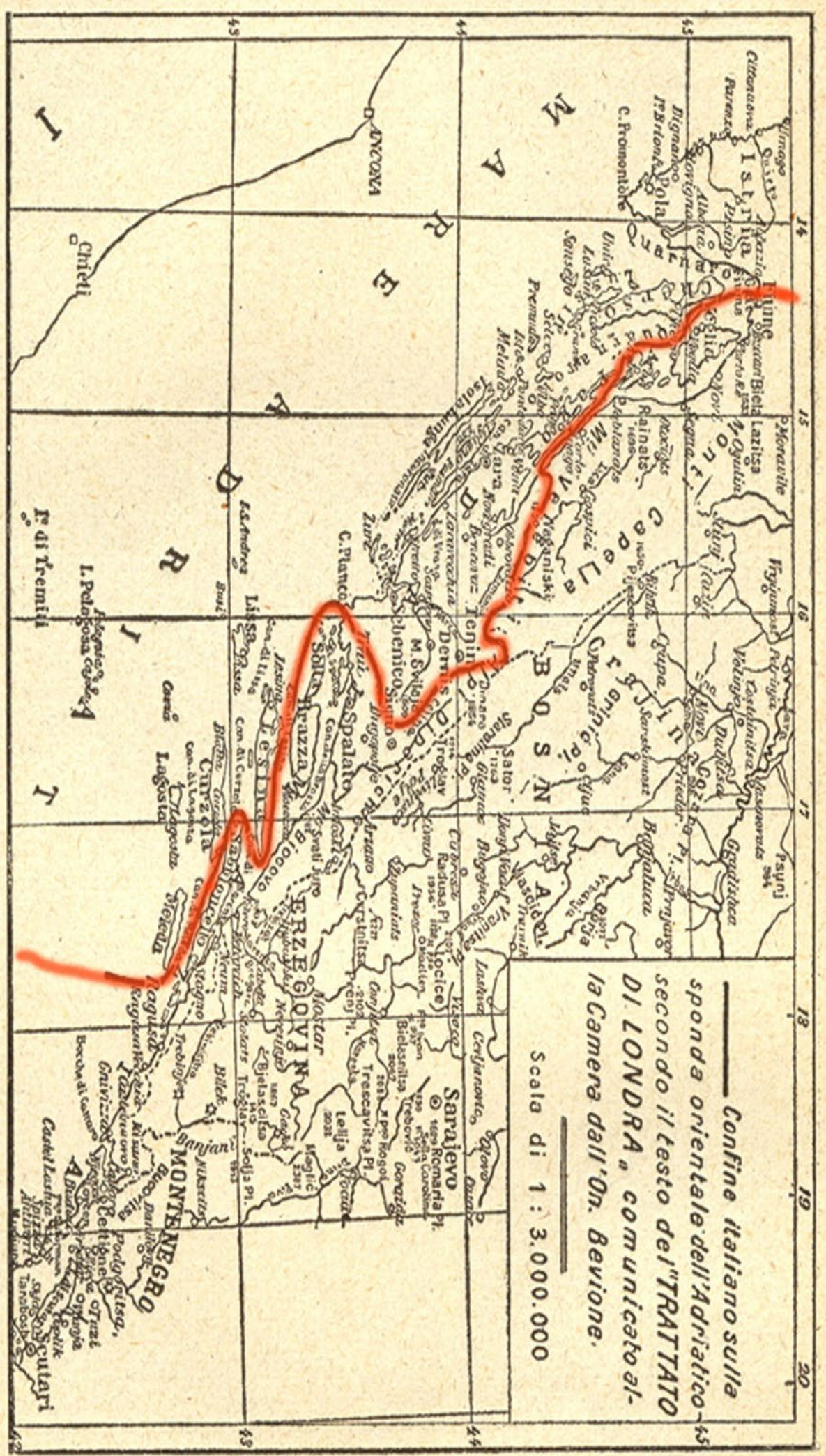
A.D. 1920



CITTÀ LIBERA DI FIUME

FREIE STADT PFLAUM · SLOBODNI
GRAD RIJEKA · VILLE LIBRE DE FIUME





————— Confine italiano sulla
 sponda orientale dell'Adriatico —————
 secondo il testo del "TRATTATO
 DI LONDRA", comunicato al-
 la Camera dall'On. Beviore.

Scala di 1 : 3.000.000



FIUME COUNCIL

Wednesday,
22/03/1920

1920



EMBARGO & STRIKES



What to do with the
embargo?

What to do with the
ongoing strikes?

HEADLINE FOR THE PAPER



Agree on a headline that should be sent down to Nouvo Foglio del Fiume

- Icilio Bacci -

EVENING MEETING



The Italian Regency of Carnaro also known as the 'Endeavour of Fiume', is a self-proclaimed state in the city of Fiume (now Rijeka, Croatia) led by Gabriele d'Annunzio between 1919 and 1920.

- 01 Strikes in Fiume
- 02 Embargo & Blockade
- 03 News Headline

WELCOME MESSAGE

“

Limit to courage? There is no limit to courage.

- Gabriele D'Annunzio



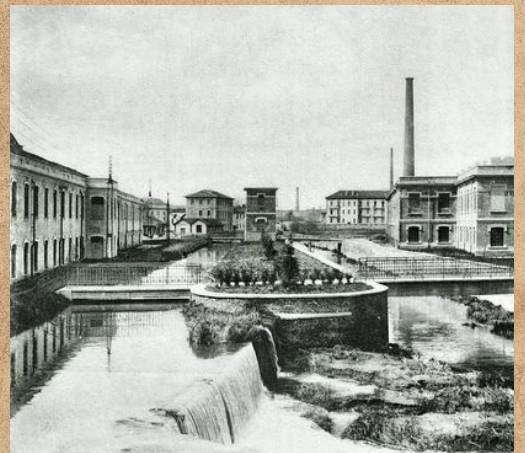
Gabriele D'Annunzio
Commandante e Vate



STRIKES IN FIUME

Even the Whitehead factory joins

Most important factories in Fiume have either started to go on strike or threatening to do so. Production stopped. Shortages are about to start city wide. Reflects poorly on the Fiume government to have all the factory workers joining the city wide strike.





EMBARGO & BLOCKADE



Embargo

Italy and the Kingdom of the Serbs, Croats and Slovenes still refuses to trade with the Regency of Carnaro. Food shortage is already here, many people are starving.

Blockade

Italian navy frequently stops and prevents civilian and trade ships from entering the city of Fiume. Some small vessels can run the blockade, but it is not enough supplies.

We need solutions!

HEADLINE FOR THE PAPER



“ ”

Agree on a headline that should be sent down to Nouvo Foglio del Fiume

- Icilio Bacci -

MORNING MEETING



The Italian Regency of Carnaro also known as the 'Endeavour of Fiume', is a self-proclaimed state in the city of Fiume (now Rijeka, Croatia) led by Gabriele d'Annunzio between 1919 and 1920.



- 01 Handle Nouvo Foglio
- 02 Strikes & Embargo?
- 03 Official Language: Italian!!!

NEWSPAPER ISSUES



MORNING EDITION	IL NUOVO FOGLIO	<small>L'Amministrazione invita ancora una volta tutti coloro che hanno pendente da redigere, sia per abbonamento, inserzioni ed altro, a voler mettersi in regola senza ritardo, evitando così spiacevoli note per ambo le parti.</small>	REGGENZA ITALIANA DEL CARNARO
Anno 1920, numero 27	CON LICENZA DEL CONSIGLIO DELLA REGGENZA DEL CARNARO	prezzo: 75 corone fiumane	
Technological Breakthrough!!! <i>The new TORPEDO can change the world</i> Citizens of Fiume should be immensely	Workers and Count Hoyos shake hands! <i>Exceptional agreement reached on factories situation</i> About the turmoils on the workers side, we	<p>OREFICERIA A. GIGANTE GIOIELLIERE <small>Decorato della Croce d'oro del merito della Corona</small> Prima Fabbrica dei cronometri MORETTI <small>Impresario di Orologeria</small></p>	When Fiume cries... D'Annunzio answer <i>A brand new adventure is coming!</i> While people of Fiume are struggling for the

ITALIAN: THE ONLY OFFICIAL LANGUAGE IN FIUME

- Gabriele D'Annunzio



Gabriele D'Annunzio
Commandante e Vate



NB. La fotografia dev'essere sempre contrassegnata col bollo dell'Autorità di P.S.

La presente copertina costa Lire cinque e salvo la rinnovazione annuale delle singole licenze che contiene, valida per cinque anni.



FIRMA DEL TITOLARE:

Si dichiarano autentiche fotografia e firma del titolare.

FIUME, il 28 gennaio 1922.

IL COMMISSARIO:

Generalità:

Riccardo prof. Zanella

figlio del fu Giovanni

e della fu Teresa

nato a Fiume

provincia di

il giorno 27 giugno 1875

cittadino fiumano

di condizione Presidente dello Stato Ind. di fiamme

dimorante a Fiume

in Palazzo del Governo No.



AFTERNOON
EDITION

IL FOGLIO NUOVO

L'Amministrazione invita ancora una volta tutti coloro che hanno pendenze da soddisfare, sia per abbonamento, inserzioni od altro, a voler mettersi in regola senza ritardo, evitando così spiacevoli note per ambo le parti.



21mo 1920, numero 27

CON LICENZA DEL CONSIGLIO DELLA REGGENZA DEL CARNARO

prezzo: 75 corone fiumane

WAR IS OVER

Austria and Hungary

*sign separate
armistices*

Since Nov. 1918, confusion and political tension in Rijeka are at their highest levels. In doubt about the future of the city, pro-Italians and pro-Croats have been facing each other for weeks, while waiting for the decisions of the Allies

(continues on page 2)

Inter-Allied occupation begins

*Italian, French and
British soldiers
in the city*

Italian troops came first and met no resistance; the Croats retreated or flocked to the railway station. Then the French, mostly coloured soldiers, occupied the port area. Last, the British infantry

(continues on page 5)

OREFICERIA
- DI -
A. GIGANTE
GIOIELLIERE
decorato dalla Croce d'oro del merito della Corona
Prima Fabbrica dei rinomati
MORETTI
(SPECIALLY TRAINED)
Premiato alle Esposizioni di Parigi, 1878,
Albany, 1879, Trieste, 1882,
Budapest, 1885, Bruxelles, 1888,
Budapest, 1895,
Bruxelles, 1897, Fiume, 1899, Parigi, 1900.
Fornitore di Sua Altezza Imperiale e Reale Archiduca Giuseppe
Fiume
PIAZZA DEL DUOMO
VERGARA

The Two Governments of Fiume

*Rival Councils:
Croatian-Serbian
and Italian*

Both Italy and the new Kingdom of the Serbs, Croats and Slovenes claim sovereignty, based on their "irredentist" ("unredeemed") ethnic populations. Italian National council is supported by The Young Fiume

(continues on page 3)

CITY OF LIES - TIMELINE Example

REAL TIME	ABSOLUTE TIME (in min)	WHAT HAPPENS
	-60	Preparations start
	00	Workshop starts
	45	Workshop done
	60	TIME IN - Work at the morning edition - ACT 1 starts
	95	HURRY! We need to print!
	105	Morning edition must be finished
	115	Morning paper delivered - 4 copies delivered: 2 per room
	125	D'Annunzio's and Governor's Office reacts to news. (Mandatory switch; very possible firing) - ACT 2 starts
	125	Work at the evening edition
	145	HURRY! We need to print!
	155	Evening edition must be finished
	165	Evening paper delivered - Nuovo Foglio, civilians and Governor's Office reacts to the news.
	175	Epilogues - Gather everyone in the larger room for Epilogues (1 minister, 1 journalist, 1 civilian - finish with Daily Telegraph)
	190	Debriefing & Feedback

APPENDIX 2

LETTERS

Dear Vate,

the moment is coming. As you have probably read out, we managed a collection for the Fiume's enterprise by the newspaper that I direct, Il Popolo d'Italia. Very soon you'll receive the first tranche of 857.842 lire: you'll receive these funds in a few days. I remind you that part of what we collected will be sent to the Milanese squad of Camicie Nere, that in the name of San Sepolcro's Manifesto, will continue the struggle for re-establishing the social order against the factory strikes affecting this Two Red Years.

My dear, fighting together makes me so proud of being an Italian.

Sincerely,

Benito

Dear Vate,

the moment is coming. As you have probably read out, we managed a collection for the Fiume's enterprise by the newspaper that I direct, Il Popolo d'Italia.

Very soon you'll receive the first tranche of 857.842 lire: you'll receive these funds in a few days. I remind you that part of what we collected will be sent to the Milanese squad of Camicie Nere, that in the name of San Sepolcro's Manifesto, will continue the struggle for re-establishing the social order against the factory strikes affecting this Two Red Years.

My dear, fighting together rends me so proud of being an Italian.

Sincerely,

Benito

Priceless Bard,

I have a present for you and for all the Italian people who struggle for our glorious nation and the ideals of equality.

As you know, I served during the Great War, when I realized that the Trade Union that I contributed to found that it should work for workers under the ideal of a National effort.

For the last few days I have used funds of the Trade Union for paying the crew of a ship carrying weapons to the White Russians to divert them to your, or rather to our Fiume.

Please, accept this present and make use of it in the best way.

Yours, Giuseppe Giulietti

Priceless Bard,

I have a present for you and for all the Italian people who struggle for our glorious nation and the ideals of equality.

As you know, I served during the Great War, when I realized that the Trade Union that I contributed to found that it should work for workers under the ideal of a National effort.

For the last few days I have used funds of the Trade Union for paying the crew of a ship carrying weapons to the White Russians to divert them to your, or rather to our Fiume.

Please, accept this present and make use of it in the best way.

Yours, Giuseppe Giulietti



Ufficio di

96.

Ufficio di destinazione	Parole tassate N. delle quali in linguaggio ordinario N.	Spedito il	160
Numero	Presentato il	ore	
Qualità del dispaccio	Via Indicazioni eventuali	all'Ufficio di	L'Ufficiale incaricato

In queste tabelle nulla è da segnarsi da chi redige il dispaccio.

(Destinatario) FROM: General Badoglio
 (Indirizzo) TO: City of Fiume
 (Testo) To prevent dangers for Italy, its Government is committed to stop the embargo, the independence of the free City of Fiume as corpo separato by sending regular troops for the public order.

From: General Badoglio

To: The City of Fiume

To prevent further harm to Italy, the Italian Government is committed to stopping the embargo and securing the independence of free Fiume as corpo separato. Therefore we are sending in troops to restore public order.

From: General Badoglio

To: The City of Fiume

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APPENDIX 3

CHARACTERS

Public Character List

Governor's Palace in Fiume

You represent the power and the rule of Gabriele D'Annunzio and the Regency of Carnaro. You are the members of his cabinet, his trusted advisors. His Council of the Best. A majority decision in this council will surely carry through the great leader, Il Commandate e Vate e Duce.

Guido Keller - (m) - A daring pirate and adventurer, eccentric political player, a close friend and right hand of the dictator Gabriele D'Annunzio. Leads a force of irregular troops called the *Uscocci*.

Nino Host-Venturi - (m) - Gabriele D'Annunzio's Minister of Defense. One of the founders of the Fiume Legion. A true Fiuman and man of action who made the Fiume adventure possible.

Icilio Bacci - (m) - Gabriele D'Annunzio's Minister of Interior and Propaganda. A Croatian-born Italian nationalist, a philo-Italian cultural activist, a reserved and educated lawyer and notary.

Margherita Incisa di Camerana - (f) - An Italian aristocrat, the only female Lieutenant of the Arditi, the irregular troops of D'Annunzio. The Godmother of D'Annunzio's Arditi company.

Countess Alice von Hoyos (né Whitehead) - (f) - A wealthy English-born lady running the Whitehead Torpedo Factory in Fiume. She grew up in Fiume, and she married an Austrian aristocrat. She understands the city and is threatened by the current embargo.

Nuovo Foglio del Fiume

Il Nuovo Foglio del Fiume (previously known as Novi List) is the morning & evening newspaper that has the highest numbers of distribution in the town of Fiume. Even with the Regency of Carnaro and the D'Annunzio regime, it still maintains some amount of independence. It is a fictional newspaper of Fiume, invented for this game. It is a nod to Novi List, the oldest newspaper in Croatia, established in Rijeka in 1900. The offices of Il Nuovo Foglio are in the building of Grand Hotel Europa.

***Dante Furente - (m/f)** - A quarrelsome journalist and publicist writer and playwright who belonged to Rijeka's irredentist circles. He is a supporter of D'Annunzio.

***Anton/Antonia Forza - (m/f)** - A competent and independent journalist deeply interested in science and technology who wants to maintain the integrity of the free press.

J. N. Macdonald - (m/f) - A nosy, smart, and famous journalist from Scotland, covering the tumultuous events taking place in Fiume for the Daily Telegraph. #public speaking

Lisetta Andrioli - (f) - Propagandist of D'Annunzio, Italian nationalist, a schoolteacher, who gives Italian lessons to poor children and wishes to create a stronger Italian identity in Fiume

Viktor Car Emin - (m) - Croatian teacher and nationalist, a supporter of the ideas of the Slavic state, and Fiume's union with the Kingdom of Serbs, Croats and Slovenes.

Fiuman Civilians

.....
You represent the opinions prevalent in the city and the reality of the Fiume, you are the Voices of Fiume. You are either interviewees or informants of the newspaper.
.....

Mario Blasich - (m) An Italian politician and physician. An important member of the Autonomist Party of Fiume. He wants Fiume to be an independent city.

Giovanni Korić - (m) Trade unionist and socialist worker-leader, former torpedo factory worker with a newfound passion for representing worker's rights.

***Giulia Czermanik - (f)** - A passionate communist who works as a secretary in the torpedo factory, originally from a wealthy Fiuman-Hungarian family.

Count Edgard Viktor Hoyos - (m) - An Austrian-English aristocrat, and the director of the Whitehead Factory, one of the most important businesses in Fiume.

NPCs - Game Master Characters

Gabriele D'Annunzio - adventurer, politician, poet and dictator

***Francesco/Francesca Matetich** - secretary and editorial assistant of the Nuovo Foglio

Laszlo Horvat - the secretary at the Governor's Palace

Most characters are based on historical personalities with some alterations, however, the characters marked with an asterisk * are entirely fictional.

GUIDO KELLER

Daring pilot and "pirate"



Age: 28 **Gender:** M **Profession:** Italian aviator and politician **Mother tongue:** Italian

Keywords: Cocksure, Loud, Adventurous, Addict

Backstory

You were born in 1892 in an aristocratic family in Milano. Your lack of discipline led to many adventures: you have been a great aviator, a war hero, a yoga guru, a cocaine addict and a playboy.

You are noble, brave, and smart like no other man. You live life to the fullest. Adventure is your great passion. You are in Fiume helping your visionary friend achieve political and personal greatness. You lead a force of irregular troops called the Uscocchi.

You want Fiume to return to the embrace of great Italy, but the cowards in the Italian Government seem to be too weak to take Fiume. You are angry and disappointed by their behavior. Their embargo is starving the people, inciting factory strikes.

Relations

- ◇ **Vate D'Annunzio** - Your best friend, the fearless leader Fiume needs
- ◇ **Giovanni Host-Venturi** - An idealist, you share political views, but he is your rival.
- ◇ **Icilio Bacci** - Id money bourgeoisie scum. He does not like you, you feel he is losing fate in Vate D'Annunzio.
- ◇ **Margherita Incisa di Camerana** - She is a fierce soldier, and you enjoy her passion. She could be your ally.

- ◇ **Countess Alice von Hoyos, born Whitehead** - She is somewhat of an enigma to you, interesting and a bit scary. She is very strong, reminding you of your mother.

3 main problems in the city

- ◇ **Identity:** Fiume is Italian!
- ◇ **Embargo:** Fiume should actively oppose the embargo. Maybe a raid on the blockading Italian ships? How about pirating a commercial ship to run the blockade? Maybe even invade the nearby Krk archipelago to go around it!
- ◇ **Strike:** Have the Arditi or your squad of pirates deal with them.

Secrets

- ◇ **Drugs:** You are a drug addict and you will do anything for a dose of cocaine (very rare during the embargo).

Goals & Tasks

- ◇ **Influence the journalists:** try to persuade the journalists in order to publish news according to your other goals.
- ◇ **Counselor:** In the absence of D'Annunzio, carry on with his arduous duties of leading the city
- ◇ **Adventure:** Get the council to support a daring pirate operation. Maybe to steal a commercial ship to ease the hunger in the city? Ruin the blockade to smuggle goods into Fiume? Invade the neighboring islands under Slavic or Italian rule? There is no limit to courage!

How to start the game

Once you enter the room, you should praise D'Annunzio for his great deeds and leadership. A short speech would be ideal!

What you might do-

- ◇ If D'Annunzio shows his debauchery, make it clear with a comment that you approve of it. He deserved a bit of pleasure in life.
- ◇ Defend your friend D'Annunzio. If other ingrates sitting in the cabinet attack him or imagine they can make demands from the visionary leader of Fiume.

NINO HOST-VENTURI

Minister of Defense



Age: 28 **Gender:** M **Profession:** Italian Irredentist Politician **Mother tongue:** Croatian

Group: Governor's Palace

Keywords: Soldier - Irredentist - Man of Action

Backstory

You were born in 1892 as Giovanni Host-Ivessich in Fiume, then under the yoke of the Austro-Hungarian Empire. In 1913, while studying to be a dental technician, you helped found the "Sursum Corda" in Lombardia with fellow students and expats from Austria-Hungary. You and the other volunteers in your student battalion trained during weekends in the hills surrounding Brescia with support from officers from the regular Italian army.

When the Great War erupted, you chose to join the army of your true motherland, Italy, to fight against Austria-Hungary. To protect your family from the vicious retaliation by the Empire, you changed your surname, becoming known as Giovanni Host-Venturi. You fought gallantly, earning thrice a Silver Medal of Military Valor and the rank of captain of the Alpini and then the Arditi.

In November 1918, you followed D'Annunzio's Italian legion to Fiume and liberated the city, you were immediately co-opted in the National Council of the city. In April 1919, you created the "Legion of Fiume", a corps of volunteers meant to defend the city. In May 1919, you went to Milan and Rome to meet Benito Mussolini. You are fascinated by fascism and its connections with socialism.

You and your legionaries were the ones who made D'Annunzio's "Fiume Enterprise" possible.

Connections with other characters

- ◇ **Vate Gabriele D'Annunzio** - Pensi di dover avere più potere e più voce in capitolo di quanto lui ti permetta. È una specie di genio, ma è ancora in grado di essere un leader?
- ◇ **Icilio Bacci** - Pro-Italian. Stable and reliable. You may have an ally in him.
- ◇ **Margherita Incisa di Camerana** - You don't care about women in general, but she is a fierce soldier and you admire her dedication to the ideals.
- ◇ **Countess Alice von Hoyos, born Whitehead** - You do not trust her, but she is very powerful and influential, a real force to be reckoned with.
- ◇ **Guido Keller** - A madman. He is a completely chaotic person and seems to be loyal only to D'Annunzio.

3 issues of the city

- ◇ **Identity:** Fiume is Italian. It has to be annexed to Italy.
- ◇ **Embargo:** Fiume has to resist the Italian blockade and embargo - But not to the point of war with Italy.
- ◇ **Strike:** You understand the impossible situation of the workers. A fascist state should take care of their workers.

Goals & Tasks

- ◇ **Irredentism:** Convince Fiumans and Italians to work towards Fiume's annexation by the Kingdom of Italy. Try to influence the journalists in order to publish news accordingly.
- ◇ **Troops:** You will commit to whoever promises you volunteers for organizing a coup in Italy in order to establish a regime with D'Annunzio as a leader.
- ◇ **Counselor:** Help and advise D'Annunzio to carry on with his onerous duties of leading the city, making sure that D'Annunzio is still up to the task...
- ◇ **Socialist Fascism:** Protect the common people from the greed of scheming capitalists, for example by finding ways to ease the burden of the embargo on common people without giving in to the demands of the Italian Government.

How to start the game

You want to find out what everyone else thinks about D'Annunzio's leadership. Is he starting to crumble under pressure, or not? Does he support the irredentist cause or is he swept up in his debauchery?

ICILIO BACCI

Minister of Justice and Propaganda



Age: 41 **Gender:** male **Profession:** irredentist politician **Mother tongue:** Italian

Keywords: Calm, Educated, Argumentative

Backstory

You're a descendant of a rich Fiuman Croatian merchant family and an old Italian aristocratic family. The names of all your brothers and sisters begin with "I" to reflect your connection to Italy. You were born in Austro-Hungarian Fiume, but you were educated in Italy. After getting your Law degree in Rome, you returned to Fiume and became one of the leaders of the Italian cultural club and a founder of the Italian irredentist movement, "Young Fiume". Coming from old money, you detest the bolsheviks and trade unionists. Fiume is, and should be part of Italy, this is not up for discussion, and if no one else is, you are here to lay down the groundwork to see that it happens. The embargo should end with Fiumans not fighting with Italy since we are all Italians, above all.

The best chance for this to happen is if Fiume is Autonomous for a while. That's your plan for which you are using Mario Blasich and his autonomy party.

Connections with other characters

- ◇ **D'Annunzio** - Our fearless leader
- ◇ **Guido Keller** - A madman, bad influence on the leader, he could endanger this whole venture
- ◇ **Nino Host-Venturi** - A fellow Fiuman and irredentist

◇ **Margarita Incisa di Camerana** - A traitor to her class, "new breed of a woman" - You generally disapprove of women being active in public life. Moreover, she was rumored to be the courtesan of an Italian princess.

◇ **Countess Alice von Hoyos, born Whitehead** - A respectable Fiuman aristocrat, a lady of class.

◇ **Mario Blasich** - Your political ally. You pretend to side with him for an autonomous Fiume. Although you see autonomy as a path to annexation by Italy.

3 main issues in the city

◇ **Identity:** You want Fiume to be a part of the Kingdom of Italy. This Regency of Carnaro with D'Annunzio is just a temporary phase for you. However, you think that Croatian language should be kept as one of the official languages.

◇ **Embargo:** You don't want to fight the Italian army. You want to drive a wedge between Keller and D'Annunzio.

◇ **Strike:** Those Soviets should return back to work and back to their slums.

Goals & Secrets

◇ **Editor:** Currently the position of editor is vacant at Il Nuovo Foglio because you made sure the previous editor left Fiume. He was too independent for his own good. A new editor has to be chosen. The custom was that the journalists chose the editor among themselves. An old custom that maybe time to change...

◇ **Drugs:** you heard that one of the council members at the Governor Palace is looking for cocaine - something you heard one can buy from Anton Forza, one of the journalists. This is not illegal, but certainly amoral.

How to start the game

You're calm in the beginning but you're very willing to argue. You strongly dislike Guido Keller and you should berate his foolish and sometimes dangerous antics and immoral behavior. To you, he's the reason the people of Fiume are beginning to lose faith in Italy.

Suggestions

If the situation looks like it's getting out of hand, calm yourself a bit. You're smarter than them.

If everything looks desperate, maybe it's time to find someone else to temporarily lead Fiume.

MARGHERITA INCISA DI CAMERANA

Marquise, Lieutenant



Age: 41 **Sex/Gender:** F **Profession:** “Arditi” female, military leader **Mother tongue:** Italian

Group: Governor’s Palace

Keywords: Virile, Graceful, Passionate, Idealist

Backstory

You were born in Torino in 1879 in a noble family. You are a passionate Italian nationalist. You participated in the propaganda against the Italian government during the Great War, you have been the chaperone of Princess Laetitia di Savoia, and served as a nurse in field hospitals on the frontline. You believe in meritocracy as a modern and futurist form of aristocracy: Disappointed by the Mutilated Victory, you got in touch with Arditi black-shirts and joined Fiume’s irredentists who want the annexation of Fiume to Italy.

You are the first female to join an army without hiding your gender, and the first female lieutenant. You work in the propaganda office and you are a member of La Disperata, the squadron of bodyguards protecting D’Annunzio. You are in love with Elia Rossi Passavanti, a young decorated and mutilated hero of the Great War, currently also involved with the fascist political movement.

Relations

- ◇ **D’Annunzio** - You admire his power and abilities.
- ◇ **Dante Furente** - You have collaborated with this friendly journalist for your shared purpose: the annexation of Fiume to Italy.
- ◇ **Icillio Bacci** - He doesn’t like you much but he is a fervent Italian and one of the best Fiumans; is he getting cold feet?
- ◇ **Guido Keller** - Close associate to D’Annunzio but will he stay that way? - His actions can be dangerous.
- ◇ **Nino Host-Venturi** - A Fiuman, but born as Croatian with D’Annunzio since the beginning of this venture. Can you trust he will not try to take power?
- ◇ **Countess Alice Whitehead** - An old witch, here with us just because of her money, but you do admire her powerful presence.

Goals & Secrets

- ◇ **Order must be upheld:** You command your Arditi and you are not afraid to deploy them as needed for the cause of the great poet. Use the fact that you command the Arditi to make threats and alliances.
- ◇ **Irredentism:** Work together with Dante Furente to get the proper message out for the population of Fiume.
- ◇ **Feminism:** In general, you fight for women’s rights and want to involve more women in decision-making.

3 main problems in the city

- ◇ **Identity:** You are an irredentist who wants the annexation of Fiume to Italy. You don’t want to accept the proposal of the Italian Government that leaves Fiume alone.
- ◇ **Embargo:** You have to do something about the blockade around the city, but it has to be sensible. There is a need for solutions, not heroics.
- ◇ **Strike:** You admire every demonstration of courage!

How to start the game

You might approach the other female character(s) in order to establish a sort of alliance.

What to do

You may intervene and interrupt others with idealistic and passionate speeches.

COUNTESS ALICE VON HOYOS, B. WHITEHEAD

rich heiress, factory owner



Age: 69 **Gender:** F **Profession:** owner of the “Whitehead & Co. S.A.” **Mother tongue:** English, Italian

Group: Governor’s Palace

Keywords: Capable, Snob, Conservative, Opinionated

Backstory

Your father was a British engineer and innovator Robert Whitehead, founder, and owner of the famous Whitehead Torpedo factory. You were born in the Austro-Hungarian Empire, in Trieste, but your whole family moved to Fiume when you were 5 years old. You married one of Whitehead’s closest associates at the torpedo factory, Count Georg Anton de Hoyos, but since both your father and husband passed away, you are running the factory together with your son. You are one of the members of the Fiume bourgeoisie, and since you have connections and resources, you are often invited to meetings like this one. Especially because you have lived in Fiume for so long and understand the city better than any other person in the room.

You are powerful enough that your support for the new leadership is relevant. This current embargo is suffocating your business and you cannot allow it to stand for much longer.

Relations

- ◇ **Vate Gabriele D’Annunzio** - The de-facto dictator of the city. A strange man, there is a thin line between a genius and a madman, which one is he?
- ◇ **Guido Keller** - A wild adventurer, charming but a bit insane. You never know what to expect from him.
- ◇ **Margherita Incisa di Camerana** - A shameless person who doesn’t know her place. A woman soldier?! Disgraceful!
- ◇ **Icilio Bacci** - You feel like he is losing fate in D’Annunzio. Him and Keller are public rivals.
- ◇ **Nino Host-Venturi** - He changed his name, to be more Italian. A socialist of sorts. You will oppose him if he stands up for workers’ rights again.
- ◇ **Count Edgar von Hoyos** - He is your son and director of the factory ‘Whitehead & Co. S.A.’ He is currently in the newsroom of Il Foglio Nuovo to champion the cause of your factory.

Goals & Secrets

- ◇ **Influence the journalists:** try to persuade the journalists in order to publish news according to your other goals.
- ◇ **Negotiate for the end of the Embargo.** Your factories and business cannot survive with it in place. Fiume should be independent of Italy, the Slavs, and D’Annunzio too if there is no solution to the blockade and embargo.
- ◇ **Gossip:** before the war, you strongly criticised the literary writings of D’Annunzio and his popular collaboration with this new, unsavory form of art: cinema

3 main problems in the city

- ◇ **Identity:** Identity and culture are not very important topics. English and Italian are noble languages, unlike Croatian and Hungarian.
- ◇ **Embargo:** This embargo is suffocating your business and you will not allow it to stand for much longer.
- ◇ **Strike:** workers should work. Strikes should be broken down. Period.

How to start the game

The Countess is very proper, but she will speak at the first opportunity that arises to voice her concerns.

What you could do

You can try and look for a solution for the embargo & blockade. You could gather ideas from everyone in the room.

DANTE FURENTE*

Journalist



Age: 51 **Sex/Gender:** male **Profession:** Journalist
Mother tongue: Italian

Keywords: Loud, Argumentative, Zealot

Backstory

You're born in Fiume in 1869, in a family of goldsmiths and jewelers. After studies in Graz and Trieste, you returned back to Fiume to become a journalist and a playwright.

Your quarrelsome attitude led you to sparkle many political discussions in the cafés and the hotels of the city. This motivated the irredentists who want the annexation to Italy to contact you for collaborating with their most important newspaper, La Giovine Fiume. In 1910, you covered the first visit of Gabriele D'Annunzio in Fiume as a reporter to promote his work La Nave, so you know him personally. Your political engagement provoked frequent conflicts with the authorities, culminating in 1914, with the provocative pamphlet L'esplosione, in which you exposed some scandals involving the mayor. During the war, you were reporting from the front lines. You also published a collection of soldier's poems.

After the arrival of D'Annunzio in Fiume, you have been directly involved in the irredentist propaganda that wants the annexation of Fiume to Italy. Now you are part of the Newsroom and you are in direct contact with D'Annunzio's office.

Nouvo Foglio del Fiume - a morning & evening newspaper that has the highest numbers of distribution in the town of Fiume. You want to make sure it publishes the right message for the D'Annunzio regime

Relations

- ◇ **Margherita Incisa di Camerana:** During the past months, you collaborated with Margherita, the captain of the Arditi.
- ◇ **Giulia Czermanich:** Despite you being against her communist political views, you admire her courage and savoir-faire.
- ◇ **Countess Alice von Hoyos:** Rich industrialist and heiress. An influential person in Fiume. Before the war, she strongly criticised the literary writings of D'Annunzio, futurism and the new art form of cinema.

Goals

- ◇ **Writing:** You write articles for the morning and the evening edition of the Newspaper. Once you agree with the other journalists, then you give the go-ahead to Francesco Macetic (GMC) together and he sends the articles to the printing press. Remember to balance propaganda and truth, otherwise, the Newspaper will not sell well enough.
- ◇ **Propaganda:** Listen to D'Annunzio's office and to the other people in the Newsroom and try to write the most propaganda that you can in the Newspaper. Remember to balance propaganda and truth, otherwise, you'll have a hard time getting it through your colleagues.
- ◇ **Editor:** Currently, the position of editor is vacant at Il Nuovo Foglio because the previous journalist who held the title was fired under suspicious circumstances.. The journalists have to choose a new editor. You feel you could do this job well.
- ◇ **Irredentism:** You fight for the irredentist cause and the annexation of Fiume to Italy. Do everything you can for this.

3 main problems in the city

- ◇ **Identity:** You are an absolute irredentist and you want the annexation of Fiume to Italy.
- ◇ **Embargo:** It is an opportunity to demonstrate D'Annunzio's strength.
- ◇ **Strike:** You are sure it is organized by dangerous revolutionary socialists and communists. It must cease all at once!

How to start the game

Interview about strikes: You invited Count Edgar Hoyos for an interview. Normally he is on good terms with Anton Forza, but this time you wanted to see where he stands on the issue of the strikes.

Next edition: You have to find a way to agree with Anton Forza and the other journalists in order to get today's edition to the printing press.

ANTON FORZA*

Journalist



Age: 54 **Sex/Gender:** male **Profession:** Journalist
Mother tongue: Hungarian

Keywords: Smart, Investigative, Brave, Charming

Backstory

You're born in 1866, in Pest, in a family of Danube ferrymen. When you were young, you developed a deep interest in technology among all those steam engines. . Therefore, at 15, you managed to become the assistant of a young inventor named Nikola Tesla, who at the time was experimenting with electricity in Budapest. He talked to you about the complicated relations between the Austro-Hungarian Empire and Southern Slavic territories . You fell in love with these stories and once you finished school, you moved to Fiume for a better understanding of the political situation.

In Fiume, you felt right at home. The docks, the steamships, the port, the industry. The city was your idea of progress. You joined the Il Nuovo Foglio newspaper as a journalist and you got acquainted with Mario Blasich, whose ideas of a Free City of Fiume captured your imagination.

Following this dream, you started to make a name for yourself as a columnist at the Nuovo Foglio del Fiume, a morning & evening newspaper that has the highest number of distributions in the town of Fiume. Under the Regency of Carnaro and D'Annunzio's regime it still maintains some of its independence and you are proud of that.

Connections with other characters

◇ **Count Edgar Hoyos:** You admire the technological innovations carried out by his company. Sometimes you both discuss science and electricity in a café.

◇ **Mario Blasich:** You know him because you share a vision for freedom and autonomy of Fiume. The autonomist leader Zanella is currently in exile, leaving Mario as his representative in Fiume.

3 main problems in the city

- ◇ **Identity:** Culture and language are important, but science and technology are even more so. Fiume should remain open to all of the cultures it hosts. That's the key to its future.
- ◇ **Embargo:** You want Fiume to become autonomous. The Italian blockade might reach this goal: It prevents the annexation of the city and will drive out the Italian irredentist dictator, D'Annunzio.
- ◇ **Strike:** The workers have the right to strike to reach their fair goals. If the industry halts, it may hasten the downfall of the current regime.

Goals & Secrets

- ◇ **Writing:** You write articles for the morning and the evening edition of the newspaper. Once you agree with the other journalists, then give the go-ahead to Francesco Matecic (GMC) to print the paper.
- ◇ **Facts:** Find out the real news. What is going on in D'Annunzio's office and what is happening on the streets? Try to reveal and write about reality. Remember to show discontent when forced to follow the propaganda.
- ◇ **Editor:** Currently, the position of editor is vacant at Il Nuovo Foglio because the previous journalist who held the title left Fiume under suspicious circumstances. The journalists have to choose a new editor. You feel you could do this job well.
- ◇ **Autonomism:** You stand for the autonomy of Fiume. Do everything you can to support this cause.
- ◇ **Car:** You own a 1910 Alfa Romeo "Torpedo" 20/30. You love it more than anything in this world.

How to start the game

Interview: Your evening meeting is with Mario Blasich who is representing the autonomist cause in Fiume, in absence of their leader, Riccardo Zanella. You might want him to meet with the foreign correspondent, J. N. MacDonald as well.

Next edition: You have to find a way to agree with Dante Furento and the other journalists in order to send the new edition to the printing press.

What to do

You may interview people, listen and read the messages and call the Governor's Palace for comments. You have to cooperate with the other journalists in writing the articles.

LISETTA ANDRIOLI

Journalist, Propagandist



Age: in her late thirties **Gender:** female
Profession: Writer, Teacher, Propagandist
Mother tongue: Italian

Keywords: Feminist - Nationalist - Caring - Artist

Backstory

You were born in Veneto, Italy, in a middle-class family and you always knew you wanted to do something important in your life, something in the service of others and of your country.

Your father would have wanted to see you marry early, but you somehow managed to convince him to allow you to continue your studies and become a schoolteacher.

When the Great War broke out, your city, Vicenza, being close to the border with the Austro-Hungarian Empire, suffered a lot due to food and coal rationing. This had a lasting impact on you: when the war ended, you could not bear the thought of those unfortunate fellow Italians in Istria and Dalmatia, still forced to suffer under the yoke of the Empire.

When you heard about the Fiume Enterprise, inspired and carried out by none other than Gabriele D'Annunzio, the Poet - your favorite writer - you knew that you had to do something. Ignoring your family's will, you left for Fiume.

You joined the Propaganda Office, but life in the recently conquered city was hard at first. Those Arditi, while brave patriots, proved to be way more rude and uncivilized than you would have ever expected. When you started teaching young, poor kids, you felt you had finally found your vocation. Whenever you could, you helped them with the little spare money or food you had. You taught them about history, geography, even music and painting. But most of all, you taught them the Italian language: you knew that helping them forget the barbaric speech of their Slavic ancestors was the best way to ensure a bright future for them.

Goals

- ◇ **Writing:** You write articles for the morning and the evening edition of the Newspaper. Once you agree with the other journalists, then you together give the go-ahead to Francesco Macetich (GMC) and he takes it to the printing press.
- ◇ **Propaganda:** You admire D'Annunzio, both as a poet and as a patriot. You are to supervise that the proper message gets printed in the Nuovo Foglio. A possible ally in this is your colleague, Dante Furento.
- ◇ **Editor:** Currently the position of editor is vacant at Il Nuovo Foglio because the previous journalist who held the title left Fiume under suspicious circumstances. The journalists have to choose a new editor. You feel you may not be up for it, but your vote makes a difference.
- ◇ **Intercept the telegram:** You know that someone in the Newsroom has a telegram for D'Annunzio that it would be better not being delivered to him, because it conveys inconvenient information for the irredentist cause: try to intercept it.

3 main problems in the city

- ◇ **Identity:** Italy is the most beautiful land in the world and its language is perfect. Fiume should be an Italian city.
- ◇ **Annexation to Italy:** You absolutely believe in the irredentist cause and in the myth of the Italian nation as the heir of the Roman Empire and classical culture.
- ◇ **Embargo:** This embargo should be stopped to prevent hunger. You are sure that Italy does not want more suffering for the people of Fiume.
- ◇ **Strike:** You don't understand the workers who went on strike. If they don't work, their families are going to starve. You alone cannot help every child in Fiume.

How to start the game

Interview: You are meeting Giulia Czermanik who claims to have some important information about the strikes, but you fear that she might be a communist agent.

Telegram: Try to find out who has the telegram, what its contents are and try to prevent it from being delivered to the Governor's Palace and D'Annunzio.

Tips and suggestions

You are always careful, soft-spoken and conservative, you might use quotes from literature.

You may advise other characters to use moderate language if they use curse words or otherwise inappropriate language.

VIKTOR CAR EMIN

Teacher & Writer



Age: 50 **Sex/Gender:** male

Profession: teacher, writer and publicist

Mother tongue: Croatian

Keywords: Educated, Poetic, Passionate

Backstory

You were born and raised in a small Croatian village, in a family of seafarers and sailors.

You developed mistrust against Italicised Croatians at an early age - traitors of their own blood.

Later you realized that one of the reasons for this is the lack of schools teaching in Croatian. So you dedicated your life to teaching, writing, and reconnecting your compatriots to their own given language and culture.

You are friends with many prominent Croatian intellectuals. You fell in love with your wife, Ema, so much, you added her name to yours to mark you as Ema's forever. You are worried for her well-being in these troubled times.

You never liked D'Annunzio, mostly because of his politics of Italian Irredentism, aiming for the annexation of Fiume to Italy. When you heard him speak, you did admire his charisma and oratory skills, but you can also see that this is just a performance for the masses.

You write your opinion in articles for the Il Nouvo Foglio del Fiume, the most important paper in Rijeka. You want to make sure that the voice of Croatian people is heard.

Goals

- ◇ **Writing:** You write articles for the morning and the evening edition of the Newspaper. Once you agree with the other journalists, then give the go-ahead to Francesco Matecic (GMC) together and he sends the articles to the printing press.
- ◇ **Identity:** you want Rijeka to be a part of the Kingdom of Serb, Croats and Slovenes.
- ◇ **Madman:** you are witnessing the damage that this madman, D'Annunzio, causes to Rijeka and its citizens. Embargo, hunger, strikes, pirates, falsification of history. This is destroying the city's identity.
- ◇ **Facts:** Write about the real news. What is going on in the Governor's Palace and what is happening on the streets? How does the Croatian public take to the Italian regency? Try to reveal and write about reality,
- ◇ **Editor:** Currently the position of editor is vacant at Il Nuovo Foglio because the previous journalist who held the title was fired under suspicious circumstances. The journalists have to choose a new editor. You may not want to be associated with this propaganda paper, but your vote matters.
- ◇ **Prevent Delivery:** You heard from a source that someone has a letter to be delivered to D'Annunzio. Your source claims that the letter is about a pledge of financial support for D'Annunzio's regime. You may want to prevent the delivery of this letter, or, better yet, make it public?

3 main problems in the city

- ◇ **Identity:** Rijeka has always been a Croatian city. Even with the strong Italian and the temporary Hungarian presence.
- ◇ **Embargo:** Rijeka should be a part of the Kingdom of Serbs, Croats and Slovenes. Therefore, the embargo may be an opportunity for this.
- ◇ **Strike:** Maybe they are asking for something reasonable...?

How to start the game

Interview: You invited **Giovanni Korić**, a Croatian workers' representative to talk about the possible strikes and the situation of Rijeka.

J.N. MACDONALD*

Foreign Correspondent



Age: 25 **Gender:** female / male
Profession: adventurer, journalist
Mother tongue: English

Keywords: Curious, Nosy, Investigative

Backstory

You were fortunate to be born rich, and your family's money has enabled you to pursue your dream to write about the world. You are a foreign correspondent of the prestigious Daily Telegraph.

You started your correspondent career by simply sending in your stories to anyone who would publish them in the Commonwealth. Soon your travels and stories about them became a regular part of the Daily Telegraph, thanks to your zesty style and great quality.

You are courageous, smart and assertive in your work. When Gabriele D'Annunzio, the de-facto dictator of Fiume invited you to write a story about Fiume and his regime, you did not hesitate.

You are a guest in Fiume, and your hosts are Dante Furente and Anton Forza, two journalists working for the local newspaper, Il Nuovo Foglio. You also expect a call or an invitation from D'Annunzio or his ministers from the Governor's Office.

Goals

Listen and write: You want to capture and gather the facts and understand what is really happening in Fiume, and why should the world care about it.

Neutral party: You are here by the invitation of Vate Gabriele D'Annunzio, and he indicated that he wishes that you write a positive article about his rule of Fiume but you are firm in your commitment to present the facts.

- ◇ **Government:** Does D'Annunzio really have a strong support for his rule?
- ◇ **Embargo:** Is the embargo still in place? Are there smugglers successfully supplying the city?
- ◇ Are the rumors of **factory strikes** and city-wide **hunger** based on reality?

Epilogue

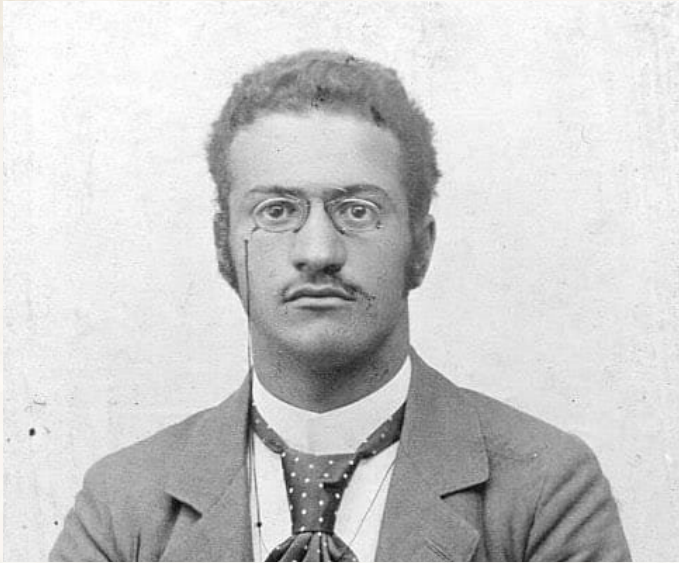
At the end of the larp you will present your findings in a short speech.

What to do and how to begin

Listen in to the interviews by the local journalists, feel free to conduct your own interviews as well. Keep digging, keep listening and looking for answers.

MARIO BLASICH

Surgeon, Autonomist politician, Painter



Age: 32 **Gender:** male

Mother Tongue: Croatian

Keywords: Subversive, Brave, Clever

Backstory

You are a doctor from Rijeka. A painter and autonomist politician, a close associate of Riccardo Zanella, who is currently exiled from the city by D'Annunzio. You are an important member of the Autonomist Party of Rijeka. You are also a freemason, a member of the Sirius Lodge of Rijeka. You wish to create the Free State of Rijeka together with Riccardo Zanella.

In the Great War you were drafted into the Austro-Hungarian Army in 1914 where you served as a medic. You refused to fight for the Empire and you fled to Italy where you joined the Italian Army. After the war, you returned to Fiume. Initially, you supported Gabriele D'Annunzio, but now you understand they want to annex Rijeka to Italy. Your mission is the independence of Fiume.

Goals and Relations

◇ **Autonomy:** You want Fiume to become a Free City, so you have to spread your message subtly to subvert D'Annunzio's regime, when and where you can. The people should know that the Arditi forces them into exile if they disagree with D'Annunzio.

◇ **An ally in the Palace? - Icilio Bacci** claims to be your political ally, although he is a minister of D'Annunzio. He claims that he is supporting you and your autonomist friends, and yet your leader Zanella is exiled by them.

◇ **Interview with Anton Forza:** You are meeting with a friendly journalist. You want him to write more about your common cause: a Free Fiume. You want him to describe the reality of the city: the factories are closed, the workers demand their wages, and the people are hungry.

3 main problems in the city

◇ **Identity:** You believe that Rijeka should be a free city-state. There are many in the city who believe this, but they are persecuted by the regime of D'Annunzio.

◇ **Embargo:** Embargo is negatively affecting the industry and the people of the city. The Italians undermine D'Annunzio with the embargo, so for now it helps the cause of autonomy.

◇ **Strike:** The strike is a direct effect of the embargo. The workers want to work, and you want them to see that independence is the only way.

Secret

◇ **Drugs:** You are addicted to cocaine and you need it very often. As a doctor, you have your sources, and sometimes you abuse this privilege and you sell a batch or two. Money is otherwise scarce due to the embargo. You've also sold it to **Guido Keller** in the past. You told him that you were a journalist at the Nuovo Foglio.

How to start the game

After your interview you may want to get the foreign correspondent to listen to you, and get her to present your views and make the world understand that Fiume needs to be independent.

GIOVANNI KORIC

Trade Unionist



Age: 41 **Gender:** male **Mother Tongue:** Croatian

Keywords: Resentful, Organizer, Rhetorical skills

Backstory

You were born in Rijeka in 1879, in a family of sailors who became metal workers for the Whitehead Torpedo factory. Very soon, you started to work as a torpedo tester. Distinguished by the speed and precision of your work, you were rewarded employee bonuses. Your status as a model metalworker suddenly changed in 1908, when you suffered an assembly line accident that cut some of the toes off from your right foot: mutilated and limping, you weren't able to work as fast as before.

This led you to embrace the socialist movement, becoming a Trade Unionist. There, you discovered public speaking skills you didn't know you had. You joined the executive board of the Association of Port Workers in Rijeka. You organized several protests, strikes, and May Day celebrations from 1910 and on.

Goals

- ◇ **Interview with a journalist:** You are invited to the Grand Hotel Europa to be interviewed by **Viktor Car Emin**, where you intend to talk about the strike restarting tomorrow morning. Try to persuade the journalist to write about the suffering of the workers who have not received any payment since the start of the embargo.
- ◇ **Strike:** You are organizing a strike of the port workers and factory workers, because they have not received wages since the embargo started. An attractive worker leader, **Giulia Czermanik** convinced most

of the torpedo factory's women workers to also join the strike. It will start again tomorrow early in the morning.

- ◇ **Embargo:** You want the embargo to end immediately. You don't care where the city belongs to: you only care about the welfare of the workers.
- ◇ **Letter from Giulietti:** You start the game with a letter from Giuseppe Giulietti, an important Trade Unionist. The letter is intended to D'Annunzio, and you are to give it to Nino Host-Venturi, his minister, but you consider sharing it with the press.
- ◇ **Allies in the Palace?** Find a way to talk to D'Annunzio's lieutenant, **Nino Host-Venturi** who is said to be a secret socialist or at least someone who supports the workers' cause.

How to start the game

Decide what to do with the letter from the Italian Trade Unionist.

Talk to the journalist and anyone who might be sympathetic to the cause of the workers.

Letter

A letter you received from Giuseppe Giulietti, an important Trade Union leader in Italy. He sent it through the network of the Trade Unions. You opened it when you saw that he intended it to be delivered to D'Annunzio.

.....
Priceless Bard,

I have a present for you and for all the Italian people who struggle for our glorious nation and the ideals of equality.

As you know, I served during the Great War, when I realized that the Trade Union that I contributed to found that it should work for workers under the ideal of a National effort.

For the last few days I have used funds of the Trade Union for paying the crew of a ship carrying weapons to the White Russians to divert them to your, or rather to our Fiume.

Please, accept this present and make use of it in the best way.

Yours, Giuseppe Giulietti
.....

COUNT EDGAR VON HOYOS

Director of Whitehead & Co. Torpedo Factory



Age: 45 **Gender:** M **Profession:** director of the “Whitehead & Co. S.A.” factory

Mother tongue: English, Italian

Keywords: Opinionated, Snob, Arrogant

Backstory

You were born in Fiume in a wealthy and influential English - Austrian family, owners of the torpedo factory. After your father's death, you took over the leadership of the company together with your mother, Alice.

You are open to new ideas and support innovations. As a matter of fact, one of your engineers just came up with a promising new invention, so you want to patent it and spread the word about the fastest torpedo in the world. The invention came just in time, because the company is having financial troubles lately, and there are rumors about strikes. Also, because of the embargo, it's getting hard to get new supplies, so production is halted.

As a director of one of the most important factories in Fiume, you were invited to the meeting with the foreign correspondent and you see it as a perfect opportunity to promote your business.

Connections with other characters

- ◇ **Countess Alice Whitehead** - She is your mother and the owner of the company. She is a trusted advisor to D'Annunzio (currently she is in the Governor's Palace)
- ◇ **Giulia Czermanik** - A secretary and trade unionist in the Whitehead Torpedo Factory
- ◇ **Anton Forza** - A smart journalist with whom you share an interest in science and technology and you often have coffee together.

Goals & Tasks

- ◇ **Telegram from Badoglio:** Your factory office has the only working telegraph machine in Fiume. You just received a Telegram from Italian General Badoglio about a threat of an impending Italian attack on Fiume. You have to decide what to do with the information. Give the telegram to your mother, Countess Alice von Hoyos who would share it with D'Annunzio's cabinet? Or maybe share it with the journalists first?
- ◇ **Innovation:** You want to convince the journalists and the foreign correspondent MacDonald to publish an article about the innovative torpedo inventions of your factory.
- ◇ **Debts:** Your company is on the verge of bankruptcy. If someone will reveal this then you'll be excluded from the loan that could save the company.

3 main problems in the city

- ◇ **Identity:** You don't really care about who rules Fiume as long as your business is growing strong.
- ◇ **Embargo:** You want to stop the embargo, because your factory cannot produce and sell otherwise. However, if Italy attacks, then a war will possibly break out and that's good for business since your factory produces torpedoes.
- ◇ **Strike:** Workers have to work! That's what they get paid for.

How to start the game

- ◇ **Interview:** You are invited to give an interview to **Dante Furente** from the Nuovo Foglio. You accepted because you know that a foreign correspondent is going to be present and you want to get your message out.
- ◇ **Telegram:** Read the telegram and decide what to do about it!

What to do

Try to find a way to stop the embargo OR save your company in any other way .

Telegram Message

.....
From: General Badoglio

To: City of Fiume

The Italian Government is committed to stop the blockade and the embargo if Fiume remains a separate entity (a corpus separatum) Otherwise Italian troops will move in to restore public order.
.....

GIULIA CZERMANIK *

Secretary & Worker Representative



Age: 25 **Gender:** F

Profession: secretary for the Whitehead company & worker's representative

Mother tongue: Croatian, Hungarian

Keywords: Passionate, Caring, Pacifist, Feminist

Backstory

You were born in Fiume as a member of the respectable Croatian -Hungarian bourgeoisie. Your family sent you to study medicine at the university in Budapest, where you became a passionate communist. You believe that women should have a stronger voice in public life. You witnessed the end of the Great War and the proclamation of the bolshevik Republic of Councils. You joined the revolution as a secretary of Dr Miklós Szisza, a minister of the bolshevik government. The two of you fell in love and got married in the summer of 1919.

That summer the Hungarian Communist revolution was overthrown. You fled back to Fiume, your hometown, now occupied by the madman D'Annunzio. You started to work as a secretary in the Whitehead Torpedo Factory. You are enraged by the conditions of your city - the people are hungry, and the factory workers are preparing for a strike, but many are considering leaving Fiume.

Your husband Miklós has just been arrested by D'Annunzio's Arditi under the suspicion of being a communist spy.

Connections with other characters

- ◇ **Giovanni Korić** - He is in the workers' union, so you consider him an ally, even though he is from lower class and might consider your family to be too bourgeois. He seems to be smitten whenever you are around.
- ◇ **Count Edgar Hoyos** - The director of the Whitehead factory, you sometimes work for him. A cold, reserved individual, who does not care much about his workers.

Goals & Tasks

- ◇ **Strike in the factory:** You are here to stand up for the rights of the workers. You got most of the women workers to join the strike that is about to take place at the Whitehead Torpedo Factory.
- ◇ **Police brutality:** Your Hungarian husband is arrested, but before that, he was severely beaten. It is common for the Arditi and Italians to be brutal to anyone who is not Italian. They think they are better than Croats or Hungarians. Many Hungarians are leaving Fiume because it is no longer safe for them.

3 main problems in the city

- ◇ **Identity:** You think Fiume should belong to whoever really cares about its people, all of its people, not only the Italians.
- ◇ **Embargo:** You hope that the embargo will force D'Annunzio and his cronies to leave Fiume.
- ◇ **Strike:** You support the workers! No matter what their nationalities are.

How to start the game

Lisetta Andrioli invited you to inform her about the strikes. You are not sure if you can trust an Italian journalist. You want to tell the story of what is going on in the city from the worker's point of view.

Suggestions

You want to expose the story of your husband's arrest. You want to get him out of jail, and you may want to get him a passport that allows him to leave the city.

ABOUT US

About Us

Parallel Worlds



PARALLEL WORLDS
PÁRHUZAMOS VILÁGOK

Parallel Worlds Foundation is a Hungarian cultural NGO, founded in 2018 with the main focus on live-action roleplaying. The main mission of Parallel Worlds is to write, design, run live-action roleplaying games and to promote role-playing, and immersive experience design methods in Hungary. The foundation organizes and supports related events, immersive productions, and interactive trainings.

Terrible Creations

TERRIBLE CREATIONS
Connect Through Game

A team of experienced designers that has been working together since 2014 and was responsible for countless good times employees from companies from Croatia and abroad have had on numerous occasions. They specialize in facilitation, applied learning through storytelling, and shaping a narrative in which each individual gets their own story and their own place as the protagonist. They are especially interested in designing and developing games that can be used in informal and formal educational processes.

Altera Cultura



Altera APS is a cultural association founded in 2001 from the collaboration of workers, students and teachers of Turin and its nearby areas, with the purpose to understand and critically discuss the political, cultural, artistic and social changes of the society in which we live. Since 2006, Altera has been registered in Arci in the Turin Territorial Committee and belongs to the network UCCA (Unione dei Circoli Cinematografici dell'Arci). Since 2015 Altera joins the newly born network of associations Casa Arcobaleno, which brings together about 20 associations from Turin engaged in human rights and defense of minorities within a cultural space in the Porta Palazzo neighborhood, strongly characterized by migrant communities. Altera operates in the field of cultural promotion and action, stimulating new forms of participation and active citizenship, pursuing an ethic of confrontation, civil coexistence and the principles of democratic legality.

Terre Spezzate



TERRE SPEZZATE

Terre Spezzate is an artistic collective of game designers; since 2006 it has been producing larp events both entertainment-focused and exploring themes such as: totalitarianism of the 20th century, feminism, civil war, racism, ww2, home terrorism. Their main experience is developing both Italian and international larp events with an angle on historical and social issues.

APPENDICES

Typical Names of the 1920s

Italian

Male• Giovanni, Giuseppe, Antonio, Mario, Aldo, Alberto, Fernando, Marcello, Giorgio, Sergio, Franco, Paolo, Riccardo, Domenico

Female• Paola, Emilia, Anna, Luisa, Giulia, Cecilia, Maria, Elena, Carla, Cristina, Eleonora, Vera, Clara, Bianca, Francesca

Family names• Cranci, Percolli, Fabrizi, Macchi, Fabbri, Lauri, Micheli, Petris, Fontana, Corradino, Bacci, Depoli, Biondi

Croatian

Male• Ivan, Josip, Ante, Domagoj, Tomislav, Branimir, Miroslav, Krešimir, Nikola, Lovro, Damir, Vjeran, Andrija, Borna, Hrvoje, Zrin

Female• Jelena, Divna, Jelka, Mara, Vlasta, Ivana, Zvezdana, Sunčica, Dora, Anđela, Božana, Buga, Cvita, Dunja, Iskra, Jasmina

Family names• Horvat, Novak, Marić, Kovačević, Babić, Kovačić, Jurić, Matić, Petrović, Marković, Tomić, Perić, Knežević, Vuković, Radić, Sarić, Kovač, Božić, Pavić, Pavlović

Hungarian

Male• József, István, Ferenc, János, Lajos, Gyula, Károly, Sándor, Béla, László, Imre, Kálmán, György, Dezső, Zsigmond, Ernő, Gábor, Géza

Female• Mária, Erzsébet, Margit, Ilona, Anna, Júlia, Gizella, Teréz, Róza, Rozália, Irén, Emma, Irma, Zsuzsanna

Family names• Tóth, Kovács, Varga, Szabó, Nagy, Kis, Horvát, Farkas, Molnár, Takács, Pap, Végh, Juhász, Székely, Pintér, Török, Mészáros