

## Vilanova I la Geltrú, Catalonia [Agency of Secrets](#) and [Medgaims](#)

**Gastrosecrets** is one of the games from the **Agency of Secrets** games series, developed in the framework of the European project MED GAIMS GAMification for Memorable tourist experienceS. It is an **analogue street game** that, like other games from the series, takes place in the city of Vilanova I la Geltrú, and is focused on discovery of the city's historical gastronomic landscape.

The **USP** of this practice is that it provides a **gamified experience** of exploring the gastronomy of the Vilanova I la Geltrú and directly **connects** visitors **to the restaurants of the city** since players have to actually **walk into** the restaurants during the game. Moreover, as their **reward** at the end of the game, tourists receive the QR code that provides the link to six **videos** in which the **chefs** of the participant restaurants provide the players with historical authentic **Catalan recipes** and show them how to prepare these recipes.

The structure of the game includes:

**Mechanics of the game:** Moving around the city and solving enigmas on the way. One part of the game requires visitors to enter the restaurants to collect the information needed to solve the enigmas.

**The objective:** The story takes place in the 19<sup>th</sup> century and is conveyed through the character of Victor Balaguer. Users have to find the 'Lost Recipe Book' from the 19<sup>th</sup> century by solving enigmas.

**Learning experience:** Learning the historical recipes of the place. Moreover, the game tool, booklet, includes information on the history of the city in the 19<sup>th</sup> century, for example, on local fishing traditions.

**Time of Play:** More than 2 hours.

**Target groups:** Suitable for all ages 7+, and can be played in groups, couples or individually. Designed to attract local, national, and international travellers.

