

## THE MYSTERY OF THE MISSING PIZZA

### ACT 1

(Read out) It's a lovely day in the city of Rome, birds are singing, the sun is shining, and tourists are posing for photos. You're all drinking coffee and eating olives in *Caffe della Nonna*, when the head chef Marco suddenly comes bursting through the door kitchen door

"Mamma Mia" he cries, "someone's stolen my secret pizza recipe! It's been in my family for generations! Oh, Nonna will be so upset when she finds out! How can I cook my famous *Fiorentina* pizza without the recipe! Will any of you help me?"

- Chef Marco is very upset and is basically useless, he can't be consoled
- He always cooks from the recipe, and doesn't believe that he can do it without it
  - he can't be talked into cooking without it, he's in too much of a strop
- He's looked everywhere but it's nowhere to be found
  - checking the restaurant will turn up nothing, even if the search goes well
- He doesn't have any rivals, enemies, or angry mistresses who would have stolen it, and he gets on with everyone in his street
  
- He keeps the recipe in a safe in the basement down a set of dark dingy stairs between some barrels where he ages wine
  - suggest someone help him investigate
- The safe has been cracked with no sign of forced entry; someone must know the code
- The euros and other valuables he had in the safe are untouched, suggesting money isn't a motivation
- The thief has left only a carnival mask as a clue (suggesting they are in Venice)
  - make participants roll local knowledge etc to find that the carnival mask is a symbol of Venice, and that that must be where the thief has gone

The participants must figure out how they'll get from Rome to Venice

- Learn how to ask for tickets?

## ACT 2

(Read out)

As you arrive in historic Venice, you don't have time to take in the sights and sounds—you have a thief to catch! As you stand in the city centre looking for clues, and opportunistic tour guide approaches you;

"Signori e signore, welcome to Venice! The city is best known for its canals, but it has many other treasures too, could I interest you in a tour?"

- If asked about the missing pizza, the your guide doesn't know, but says maybe the gondola rowers would know
- If they agree, the tour guide should lead them to gondolas, describe their stripy shirts and long poles, how they're very at home on the water etc.

You see one gondola is taking off at an alarming pace, and is not manned by a normal gondolier, but someone rather short dressed all in black with muscles of steel, and a suitcase in their boat labelled "La ricetta segreta".

What do you do!

- They can chase after the thief, either on foot, by taxi, or by commandeering a gondola
- If they succeed, the chase should lead them through the streets and the canals, dodging lazy tourists and angry locals
- Have a couple of them roll different checks? agility, knowledge of streets, skill at rowing the gondola etc.
- If they get lost, they can ask locals where the thief went
- The chase should last a couple of minutes, and lead them to the thief's secret lair under a bridge.

### ACT 3

(Read out) After many miles and at least of couple of hours, you've finally tracked the thief to their Venetian hideout. Through the creaky wooden door you see long, dark hallways made of mossy cobblestone, the thief slipping just out of sight. You follow them through the winding halls, over trap doors and through narrow passes, until you finally reach their lair... an Italian kitchen?

(in gruff voice) "Well friends... I'm very impressed, I tried my hardest to cover my tracks, but you made it, so I suppose you deserve to know the truth..." the thief reaches up and takes off her mask, revealing a kindly face underneath "I am none other than Marco's Nonna! I taught him how to make the pizza, and passed on the restaurant to him when he was ready, but his problem is not in his cooking, but his confidence, he says he can't cook without the recipe, but he knows it by heart; he just needs to believe in himself! I stole the recipe so he would be forced to realise that he doesn't need this silly scrap of paper to cook the best pizzas in Roma!"

- The group need to decide if they want to bring the recipe back to Marco, or play along with Nonna's scheme
- They should travel back to Rome, and go back to *Caffe della Nonna*, and try and convince him

ask for tickets etc.

- convince Marco using their different abilities
- He is convinced, his Nonna returns, and everyone has a delicious slice of Fiorentina pizza