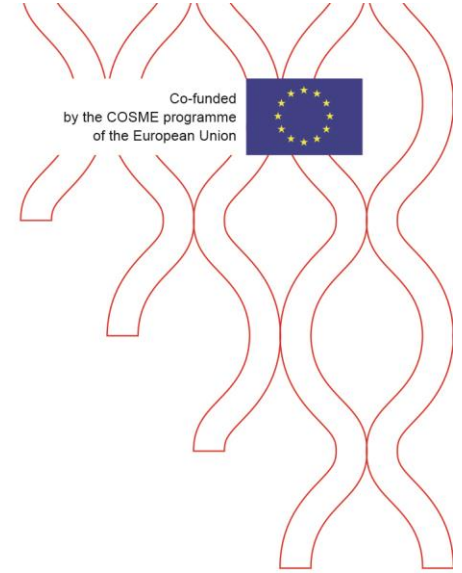


Mediterranean is a serious strategic game set across the Mediterranean Sea and focusing on the Phoenician maritime expansion. Covering a time-span approximately from 1200 B.C. to the fall of Carthago in 146 B.C., the game provides an engaging and original exploration of the past. Players will have the chance to follow the ancient mariner routes while discovering the many Phoenician, Etruscan, Greek, and Roman towns and emporia spread along the coasts of the Mediterranean.

The purpose of the game is to develop the Phoenician settlements by implementing their trade activities and moving resources across the Mediterranean along specific routes and by means of transportation proposed according to historical faithfulness. To advance in the game, the player will have to accomplish as many missions as possible. Each mission consists of completing commercial expeditions by transporting goods, represented by featured resource-cards, from one town to another. As a reward for the missions, the player will get more resource-cards and sometimes special cards.



The special cards will be won when the players **geolocate** in one or more of the several museums and archaeological sites that would ask to be included in the game. These cards will unlock on the map the ancient settlements corresponding to the place in which the player is located or will show one of the relevant archaeological objects specially selected for the game by the very museums.

The **collaboration** with local museums and institutions will grant the video game *Mediterranean* - and the project *TRAMES* - a broader impact on the communities, giving it the chance to actively **promote** the sites and their cultural heritage in an original way.

Maurizio Amoroso, as CEO of Entertainment Game Apps, Ltd., request the collaboration of and to be given the authorization to promote and include in the video game MEDITERRANEAN, realized within the European project TRAMES, contents and exhibition material belonging to the collections of the following museums:

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Maurizio Amoroso
Entertainment Game Apps, Ltd.

In faith,

