

HUNT IN TRIESTE

TRIESTE, 1898 — the sea, the breeze, the imperial cafes; what is not to like about the city? You are here for a reason: capture a Mermaid. → 5 ♣
«Thanks and sorry for the binoculars. Name's Furio, want a cig?» Yes. → 15
No, more interested in informations. → 19 ♣ You dash in the waters, the Moon reflections leads you now to the left, now to the right. Clothes become wet and heavy; you slip on a rock and bang your head. The sea covers you like a shroud. † ♣
4 A crowd is packed in a square. Check that out? Yes. → 24 No time, carry on. → 7 ♣
5 You are standing in the harbor, some folks are quarreling near the docks. Intervene? Yes. → 16 No, go on. → 27 ♣
6 You wake up in a nearby grotto, afternoon or so. Your head is still aching, at your wrist a gold bracelet with a B on it. Enough mermaid chasing, you carry on with your life. † ♣
7 Night arrives, you prepare for the hunt. Will you approach the sea by the coast, directly? → 12 Or get a better view from up the cliffs? → 10 ♣
8 You keep admiring the mesmerising reflections. Dawn arrives quickly; the hunt will have to resume another day. † ♣
9 «I knew it, you are not one of them! You do not even know human time! I order you to reveal yourself!» You cannot but comply and morph back into your fishlike features, a triton. → 25 ♣
10 You climb to Miramare observatory, darkness surrounds you. You look down to the waves. Do you have your binoculars? Yes. → 18 No. → 22 ♣
11 With a heavy heart you leave the condemned. → 7 ♣
12 You sneak through the reef. The sea glitters like an immense kaleidoscope. You think you have spotted her, but are not sure. Rush to the sea? Yes. → 3 Wait cautiously. → 8 ♣
13 You rush toward the gallow. A loud bang and you are soon reached by an imperial projectile. You bleed copiously to your death. † ♣
14 Do you have the smokebomb with you? Yes. → 17 No. → 13 ♣
15 You spend time smoking and drinking with Furio. *You snooze, you lose*, for sure you do not capture the mermaid. † ♣
16 A dock worker getting beaten! You make the gang flee! Wait, they stole your binoculars... → 2 ♣
17 You throw the smokebomb in the middle of the waiting soldiers. They cough and swear, while you free Oberdan → 20 ♣
18 Here she is! She seems oblivious to your presence, you quickly climb down the cliffs. → 23 ♣
19 «Oh, you are trying to catch the water lass. She is quite shy, but this could help», he hands you a small pouch:

«Throw it and see lots of smoke flaring out, that might confuse the mermaid for a while. 'tis a *smokebomb*». → 4 🧜20 «*Grazie, amico!*», bullets starts flying and you run away. You pass the next week hiding from the Imperial guards; you plan to reach safety in Venice, but it will not be easy. † 🧜21 «Oh, indeed you are a stupid human». A powerful fin slaps you unconscious. → 6 🧜22 The sea is too far away for your eyes to scan! Disappointed, you return back empty handed. † 🧜23 «Who are you?». You freeze as you feel the point of a dagger to your back. → 26 🧜24 One citizen points to a gallow: «He is Guglielmo Oberdan, the guards are going to execute him for treason...». Help the prisoner? Yes. → 14 Do not get involved. → 11 🧜25 You stutter: «Byrrrena, I just m-» «Enough», she cuts you off, «tell mother I will not come back home, I am fine here in the Adriatic sea». She disappears in the waves. † 🧜26 The mermaid pins you to the ground and asks: «What *year* is today, young one?» [*answer before checking the other side of the postcard*] Was your answer correct? Yes. → 21 No. → 9 🧜27 You check that your binoculars are intact and working: they are. → 4

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