

PITCHER
Preventing Illicit Trafficking of Cultural Heritage:
Educational Resources



Open Educational Resources

PillarT

- Topic:** Theft of antiques and works of art, Sale of stolen objects, Traffic channels and actors' identification, Fight against the traffic, Provenance research and traceability, Why it is forbidden, what consequence
- Age Group:** 11-14, 14-18 years old

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Images

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Preface

The *PITCHER* project (Erasmus+ Programme, 2021-2024) intends to design and test of a set of open educational resources focusing on improving the capacity of teachers and educators in preparing new learning experiences to support the fight against looting and illicit trafficking of cultural goods. The project intends to propose a new model for raising awareness of young people about the problem of fighting the looting and illicit trafficking of cultural goods, initially focusing on schoolteachers, to raise their interest and enhance their professional development in this field.

PITCHER builds on the final recommendations of the European project NETCHER (H2020 - 2019-2021) coordinated by CNRS, which implemented a strong trans sectoral network as well as Recommendations on the fight against looting and trafficking of cultural goods. One of the components of the recommendations is the need for awareness-raising and guidance toward Educational communities.

The project idea comes from ENSP (the Research Centre of the French national police academy), and the Michael Culture association - members of the NETCHER consortium - and brings together BIBRACTE major actor of Archaeology, MUSEOMIX a reference in mediation for museums, and schools from France, Greece, Italy, and Spain, in order to co-design and implement the PITCHER project.



Photo: Pexels, Oleksandr Pidvalnyi

We hope this resource will bring a new dimension to your work, as well as use it to develop these activities with your students. The selected topics have been chosen together with teachers and educators coming from France, Greece, Italy and Spain through focus groups and surveys. Each resource is accompanied by key learning points as well as several interesting facts or pieces of information, which are intended to be used to provoke further discussion.




Wherever possible we have included a short interactive activity that can be carried out with students or a series of suggested questions to ask, in order to introduce the topics of each learning module. Should you wish to explore certain topics or themes further, each resource includes a link to other related ones. When available, a general list of additional resources related to the topics is provided. The resources and accompanying texts are designed as standalone educational aids. In this respect, the resource is intended to provide an overall framework from which you can pick and choose the issues most relevant to your activities. The module can be used within any country any context as it deals with issues, which are cross-border and universal.

For more information about the *PITCHER* project, please visit:

<https://www.pitcher-project.eu>




The PITCHER Educational Offer

The *PITCHER* open educational resources include the following learning modules, here listed according to subject matters and suggested age of the target students:

	 7-11	 11-14	 14-18
All the themes		Case Studies	Case Studies
		The Cobannus hoard affair	The Cobannus hoard affair
		Looting is not a game	Looting is not a game
		Traffic International	Traffic International
		The Raiders of the Lost Art	
Theft of antiques and works of art	Looting in the Village	Looting in the Village	Looting in the Village
	Traffic 'Art	Traffic 'Art	Traffic 'Art
	Vade-mecum Educational project	Vade-mecum Educational project	Vade-mecum Educational project
	The Mysterious Theft	The Mysterious Theft	Guilty Treasures
		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
		Protect the sites!	Protect the sites!
		Voiceless	Voiceless
		PillarT	PillarT
		The Talking Clay	
Sale of stolen objects	Traffic 'Art	Traffic 'Art	Traffic 'Art
		Journey of a Stele	Journey of a Stele
		Voiceless	Voiceless
		PillarT	PillarT
			Guilty Treasures
Traffic channels and actors' identification	Traffic 'Art	Traffic 'Art	Traffic 'Art

		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
		Voiceless	Voiceless
		PillarT	PillarT
			Guilty Treasures
Fight against the traffic	Traffic 'Art	Traffic 'Art	Traffic 'Art
		Protect the sites!	Protect the sites!
		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
		PillarT	PillarT
		The Talking Clay	
Provenance research and traceability		Crossed interviews	Crossed interviews
		PillarT	PillarT
		Touch, Don't Touch	Touch, Don't Touch
Return of stolen objects	Traffic 'Art	Traffic 'Art	Traffic 'Art
		Journey of a Stele	Journey of a Stele
Preservation of memory of missing artefacts	Vade-mecum Educational project	Vade-mecum Educational project	Vade-mecum Educational project
		Touch, Don't Touch	Touch, Don't Touch
Why it is forbidden, what consequence	Vade-mecum Educational project	Vade-mecum Educational project	Vade-mecum Educational project
		Crossed interviews	Crossed interviews
		Journey of a Stele	Journey of a Stele
		Protect the sites!	Protect the sites!
		Voiceless	Voiceless
		PillarT	PillarT
		The Talking Clay	

Summary: PillarT

Topic:	Theft of antiques and works of art, Sale of stolen objects, Traffic channels and actors' identification, Fight against the traffic, Provenance research and traceability, Why it is forbidden, what consequence
Age range:	 11-14,  14-18
Educational programme:	History, Geography, History of Art, Fine Arts, Ancient Languages (Latin and/or Greek depending on the origin of the objects in your resource), Moral and civic education
Time:	 Preparation (reading, printing, cutting the educational resource): 1 afternoon Session with students: 90 minutes (5 min introduction - 30 min game - 55 min educational discussion). <i>You are free to make any adjustments you believe are most suitable for your situation</i>
Materials and tools:	Game board (A3), 1 mini board per each player, Cards
Skills achieved:	Listen and understand game instructions, develop a strategy to win, exchange and help each other among players to clarify rules, enrich vocabulary, exchange and debate on the major concepts of the traffic of cultural and especially archaeological goods
Learning objectives:	Encourage students to better understand the reasons why combating the trafficking of cultural heritage is so important.

Instructions for teachers

We leave it to you to assess the maturity of your audience, but please be aware that this game has been designed for middle and secondary school students (13-18). Even if the game is middle difficulty, younger participants may struggle to handle the game. They might encounter difficulties with terms and concepts, which could slow down the game and diminish its appeal for all participants. Also, be aware that in your group, there will be both expert players and others who are less experienced. Therefore, pay close attention during the first 5 minutes of the game to ensure that no one encounters difficulties and hinders the group. Even though it is a competitive game, you can encourage them to help each other by explaining the rules.



How to use this educational resource

Origin of the name "PillarT" and goal of the game

Contraction of "Pillage" and "Artefact," pronounced as [Pille-ar-T] with emphasis on the T at the end of the word. PillarT is a playful and quick way to introduce the topic of the trafficking of cultural goods, especially archaeological artifacts (exploring the mechanics of trafficking, locations, practices, actors, etc.).

Players take on the role of looters whose objective is to sell the most looted treasures to earn the maximum victory points within a set time limit (30 minutes). They compete against each other, facing off in groups ranging from 2 to a maximum of 6 players.

Materials detailed information

For 6 players, 1 kit includes:

- 1 game board (A3 size),
- 1 mini board per player,
- 100 "Excavation Site" cards,
- 58 "Action" cards,
- 1 "Discard Excavation Site" card and 1 "Discard Action" card.

Warning, the game materials do not include playing pieces: you will need 2 to 6 pieces in different colours for each game kit. We recommend purchasing them; they are available in wood or plastic (10-15 cents each) at game stores or arts and crafts stores. Alternatively, you can also recycle and find such small objects easily in your surroundings.

The game board

It presents a region highly affected by looting: the Europe and MENA region (Middle East and North Africa). This area is representative of what is happening on an international scale.

On the board, there are 4 excavation zones that will accommodate the "Excavation Site" cards. Each zone illustrates different aspects of looting:

- **The metal detector:** in the vicinity of France and England, representing metal detecting practices,
- **The pickaxe:** in Greece and Italy, which are prominent locations for looting,
- **The diver:** in the Black Sea, illustrating underwater looting,
- **The shovel:** in the Middle East, illustrating looting in conflict zones.

35 victory points surround the board.

The "PillarT" logo on a white background is the area where the pieces are placed at the beginning and end of the game.



The mini board

(1 per player), placed in front of each player, it serves a dual purpose:

- A reference guide to remind everyone of the main rules per turn,
- Displaying, openly visible to all, their looted treasures that have not yet been sold.



The 'Excavation Site' cards

To be placed on front side of the game board, there are a total of 100 cards, divided into 4 types:

- 25 "Excavation Site" cards -Metal Detector,
- 25 "Excavation Site" cards - Pickaxe,
- 25 "Excavation Site" cards - Diver,
- 25 "Excavation Site" cards - Shovel.



Front side of the Excavation Site cards

Each excavation site contains 4 types of effects described on the back of the cards.

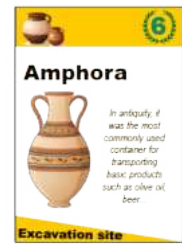
Looted Treasures (yellow)

These are the treasures to be looted, earning victory points.

Top left: Type of material (wood, metal, ceramic, paper, stone).

Top right: X victory points ranging from 1 to 8.

Centre: The name of the treasure, a visual representation, and a brief description.

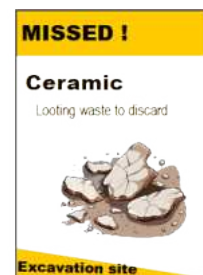


For each site, we have placed treasures representative of the looted areas. For instance, on the metal detector site, you'll find only metal treasures such as helmets and World War II ammunition... On the diver site, there are only objects resistant to water damage. To earn the indicated victory points, you must pair it with a "Sale" action card (see explanation in the action cards section).

Keep in mind that each excavation site contains the same number of victory points (47). The quantity of treasures varies depending on the sites. The balance is achieved between treasure cards and looting waste cards. For example, the underwater excavation site has the most looting waste and the smallest number of treasures (7); however, these treasures have very high victory points. The metal detecting site, on the other hand, has many treasures (12) but with lower individual values.

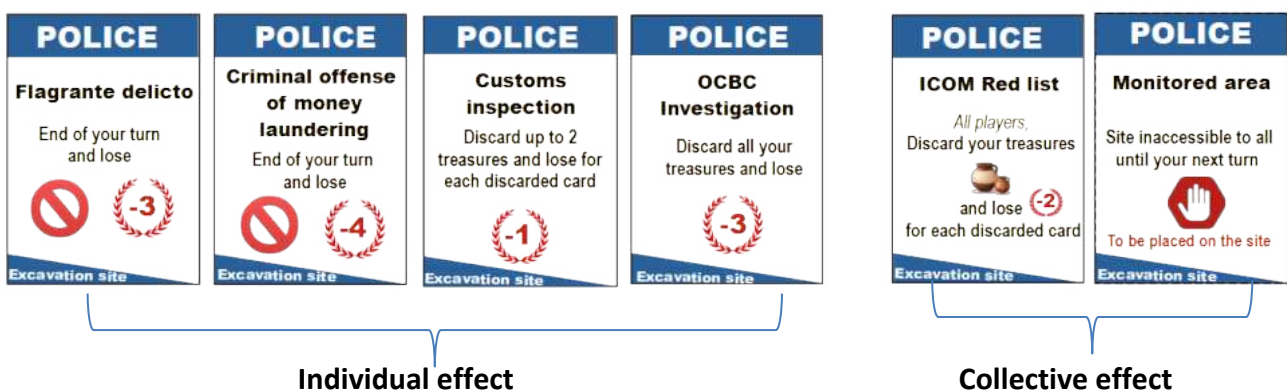
Looting Waste (yellow)

They are worthless and must be discarded. These cards illustrate that looting is not always profitable.



Police (blue)

These cards depict actions implemented by law enforcement to combat trafficking. Police cards are quite similar from one excavation site to another. There are 5 cards per excavation site with 6 possible effects that will apply to the player drawing the card and/or to other players. ICOM Red list has 5 variations: wood, metal, ceramic, paper, stone.



Environmental Disturbance (green)

These cards illustrate that the external environment can have a more or less significant impact on looting. There are 2 cards per excavation site with 10 possible effects. These cards affect the player drawing the card and sometimes also other players. We chose to include specific effects for each excavation site:

- **Aquatic zone:** fishermen in the area = end of the turn,
- **Conflict zone :** terrorist destruction causes the site to lose two cards to illustrate the destruction of cultural property by terrorist groups,
- **Other Land Zone:** Flooding to illustrate the impact of climate events on excavation sites, etc.



The 'Action' cards

To be distributed to players (3 per person) and placed next to the game board. There are 58 cards of different types: sale, disturbance, advantage. Each Action card consists of 4 types of effects described on the back of the cards:



Front side of the Action cards

Sale (purple)

These cards illustrate various actors and possible sales. They come in 3 types:

Simple sale : Dark Web Sale, Tourist, and Flea Market Vendor. Showing how this trafficking can easily occur in our everyday lives.



Special Sale: Art Gallery, Collector

These illustrate more complex selling methods through laundering that help reintegrate looted objects into the legal sales circuit. They earn the victory points indicated on the associated treasure card + an additional 2 points.



Museum Sale specializing in : Wood, Stone, Ceramic, Metal, or Paper.

These illustrate that some buyers are looking for objects of a specific type. They earn the victory points indicated on the associated treasure card + an additional 3 points if the treasure matches the museum's specialty. If it's not the correct material, the treasure can still be sold at its original value.



Disturbance (grey)

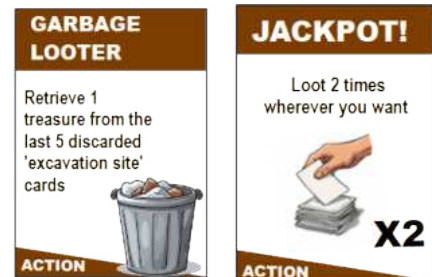
They are used to add spice to the game and illustrate that looters don't go easy on each other! There are 5 types, and they have an effect on an opponent of their choice.



Advantage (brown)

They are used to help players earn victory points.

There are 2 types:



Discard cards for 'Excavation Site' and 'Action'

They should be placed close to the draw pile of the action card stack to facilitate the discard of "Excavation Site" and "Action" cards. At the bottom of the back of the "Action" and "Excavation Site" cards, you will find a reminder of where to properly discard the cards (visible face).



Front side

Back side

Preparation of the activity with 30 minutes of game

A few days before the session

Set aside at least one afternoon to familiarize yourself with the resource and to print/cut the material.

Printing tips

- Print in A4 colour, double-sided.
Warning: Depending on the printers used, the card sheets may be slightly misaligned between the front and back sides. If this happens, we recommend cutting along the lines on the back of the cards. This way, you will be able to read the cards perfectly, and only the front side will be misaligned.
- For the A3 game board, paste the two A4 sheets directly onto the shaded areas.
- Print as many kits as necessary. One game kit is designed for 6 players; if your group has more participants, you'll need to print enough kits for each group. Here are a few suggestions:
 - For a class of 30: 5 groups of 6 players, so 5 kits to print.
 - For a class of 35: 5 groups of 6 players and 1 group of 5 players, so 6 kits to print.
- To save time on cutting, you can use a paper cutter.
- To enhance the game's durability, we recommend printing the kit on a cardstock, or reinforcing regular paper by gluing it onto cardstock. You can laminate everything with a laminator or buy card sleeves (from a specialized game store).

Before the start of your class, set up the game

- Place the game board in the centre of the table, and place the players' tokens, which you have gathered beforehand, on the PILLART logo.
- Form the 4 excavation sites (detector, shovel, diver, pickaxe), thoroughly shuffle the cards, and place them face down in the designated spots on the game board.
- Thoroughly shuffle the action card deck, deal 3 cards to each player, and place the rest face down next to the game board.
- Near this action card deck, place the two discard cards, "Excavation Site" and "Action."
- Distribute one mini-board to each player.

Image of a game ready to be launched:

Per player:





Presentation of the game and its rules to the students (5 minutes)

For a perfect immersion, it is important to present them with the following information:

Present the goal of the game

"In competition with each other, you are looters, and your goal is to earn the maximum victory points by selling looted treasures, all within 30 minutes."

Presentation of the material

- On the game board: The 4 excavation zones and Treasure cards: Present one in detail (type of treasure, victory points, material, etc.). You can specify that each excavation site has an equivalent number of victory points and that as the game progresses, players will encounter obstacles.
- The mini-board with the visible storage of treasures waiting to be sold and a reminder of the rules in case they are forgotten.
- The deck of face-down action cards: Present one sales card, which must be paired with a treasure card in order to sell it. You can also mention that there are other types of action cards that can disrupt opponents or provide advantages, which players will discover as they play.
- The two discard zones for action cards and excavation site cards.

Present the 3 possible actions per turn and how the player's turn ends

Each turn, every player starts with 3 action cards in hand and has 3 actions to take from the following options:

- **Loot an excavation site in search of treasure** = Draw a card from one of the 4 available excavation sites on the game board.
- **Play an action card** from their hand to:
 - Sell a treasure = Play 1 sales action card (purple) + 1 looted treasure card (yellow) from an

excavation site. Note: You cannot sell multiple treasures with just 1 sales card!

Disrupt an opponent = Play 1 disruptive action card (gray) against an opponent.

Play an advantage = Play 1 advantage action card (brown).

Draw 1 new action card and discard 1, useful for refreshing part of your hand.

Redraw your entire hand: At the beginning of their turn, if the player believes they have a bad hand, they can discard all 3 action cards and draw 3 new ones. Their turn then ends, and they cannot play any further actions. *This special rule is not indicated on the mini-game board because it is rarely used, and simply explaining it verbally at the start of the game is enough.*

The player can play their 3 actions in any order and can also play the same action multiple times. Examples:

- A player decides to loot 3 different or identical excavation sites (actions 1, 2, 3) and ends their turn.
- A player decides to loot one excavation site (action 1) and sell 2 treasures (actions 2 and 3) and ends their turn.
- A player decides to disturb an opponent (action 1), discard an action card, draw a new one (action 2), loot an excavation site (action 3), and ends their turn.

Important: At the end of their turn, the player must replenish their hand to 3 action cards (they cannot play these new cards). Their turn ends and passes to the next player.

Present the card discard rules

The "Action" and "Excavation Site" cards drawn/played during the turn must be discarded face-up in the indicated zones: "Action card discard" or "Excavation site discard." A marking on the bottom of the card back, "Action," or "Excavation Site," will make it easy to determine which discard pile to place the card in.

Special case of "Excavation Site" cards representing a treasure: Once drawn, the player must place it face-up on their mini-board. Depending on their cards, they can then sell or keep it. When the treasure is sold, it must be discarded face-up in the "Excavation Site" discard pile as a way to complete the sale.

Explain how the game begins

The youngest player starts, and play proceeds clockwise, meaning the person on the left plays first. While one player takes their turn, others wait. The 30-minute timer is started by the facilitator.

Explain how the game ends

At the end of the 30 minutes, the current turn is completed to ensure fairness to all players. This means playing until it's the starting player's turn again. For example, with the following order: Antoine, Marine Charlotte, François, Loïc, and Pierre. At the end of the 30 minutes, let's say it's Charlotte's turn; she completes her turn, then François, Loïc play, and Pierre ends the game. Points are counted at this point.

In general, any player reaching 35 victory points finishes their game. They place their pieces on the PillarT logo, and other players continue without being able to interact with them or steal their treasures.

Depending on the time and players on the victory points scale, there are several scenarios for the final podium:

- If no one reaches 35 points within the 30 minutes, a podium is awarded to the top 3 players with the most victory points. For example : Marine 25, Pierre 15, Loïc 13.
- If one (or more) player(s) reaches 35 points before the end of the 30 minutes, their game ends. The first person to reach 35 points takes the lead on the podium and lets their opponents play until the end of the time. A podium is then awarded to the players who reached 35 points or had the most victory points. For example: Marine finished the game with 35 points after 20 minutes, making her the first. Antoine finishes with 35 points after 24 minutes, securing the second position. When the 30 minutes are up, the person with the most points after Marine and Antoine is Charlotte with 20 points, placing her in the third position.

Additional questions you might have

- Am I obligated to sell my treasure as soon as I draw it? *No, you can store it, hoping for better selling cards. However, be cautious, as storing treasures makes them vulnerable to theft by other players.*
- The 4 excavation sites are blocked, should we stop the game? *No need to worry, continue the players' turns, gradually lifting the blockages. The first player to lift a blockage can only loot the zone they have freed; indeed, only players who placed the blockage can lift it.*
- I've lost a lot of points; can I go into negative points? *No, for example, if you have 2 victory points and lose 4 points, you return to the starting point; you don't go below zero.*
- There are no more action cards to draw; what should we do? *Shuffle the "Discard Action Cards" pile and reintroduce this new draw pile face down.*
- I just sold a treasure; can I use the "Garbage looter" card to retrieve my treasure and sell it again? *Yes, that's possible.*
- I played the "Garbage looter" card and found no treasure in the last 5 cards of the "Discard Excavation Site" pile; can I cancel my action? *No, the action is played, and the "Dumpster Diver" card is discarded.*
- I came across a police card that made me lose my turn, how long does the effect last? *Only 1 turn.*

Debrief and pedagogical resources to explore after the end of the game (55 minutes)

After the game, you can address various points based on the following suggestions and information:

Mindmap

Creating a mind map with the students can be a simple way to synthesize the information conveyed by the game. In orange, you will find elements from the game, and in black, additional information to communicate to them.

<p>What? Various archaeological artefacts from different eras with multiple functions (religious, artistic, military, monetary, utilitarian, etc...) Amphora, cannon, statuette, statue, Gallic and Roman coins, M1 helmet, identification plate, ammunition, relief, manuscript, papyrus, Egyptian mask, ancient books, stele, figurine, jewelry, jar, flask, sarcophagus...</p>	<p>Where? Global trafficking on land and at sea, • Countries at peace with rich heritage (France, Italy, Greece, Spain), • Countries in conflict (Syria, Iraq...) - see visual "A globalized trafficking"</p>	<p>How and in what context? Illegally acquired goods during: • War, periods of tension, museum looting, • Illegal excavations (land and marine) such as treasure hunters equipped with metal detectors, • Acquisition by institutions (auction houses, museums, galleries) less concerned with verifying the origin of objects, "Simple" Sale: Small-scale local trafficking for small objects with low market value, Complex sale after laundering: Large-scale international trafficking for large or high-value objects. Laundering techniques to enter the legal art market: "falsification of the police registry," "false inheritance," "fake certificates of authenticity," "falsification of the country of origin," "fake invoice." Nowadays, the internet is commonly used for buying/selling.</p>
<p>What are the consequences? <u>Increases insecurity globally</u> as a source of funding for organized crime and terrorism, known as "blood antiquities." <u>Loss of knowledge about our past</u>, loss of information for looted objects separated from their archaeological context. Destruction of archaeological sites and sometimes the objects themselves, <u>Diminished potential development for many countries</u> Through the degradation of tourist resources and cultural impoverishment, impacting the memory and identity of the affected communities.</p>	<p>Motivations of buyers: Museums: supplement permanent collections, prestigious collections for a new museum (recent example of the Louvre in Abu Dhabi), Collectors: personal possession of an item but mostly a financial investment that may remain in a safe before being resold with a significant profit, All of us: personal possession of an item, bringing back an original holiday souvenir... Without demand, there is no trafficking!</p>	<p>Trafficking actors: Antique dealers, flea market vendors, auction houses and companies, art galleries, collectors, museums, population in need (famine), criminal and terrorist groups, archaeologists, metal detector users (treasure hunters), general population/tourists due to lack of knowledge on the subject.</p>
<p>At what cost? Between 3 and 15 billion (2018 global legal art market - \$63.7 billion - source: Vincent Michel, Heritage Review). Probably underestimate. Estimating the looting of archaeological artefacts is extremely difficult as the objects are priceless and undocumented; establishing their theft is impossible.</p>	<p style="text-align: center;">Traffic of archaeological artifacts</p>	
	<p>Combatting actors: International: UNESCO, Interpol, Europol, World Customs Organization, ICOM (International Council of Museums) National: Police forces - Carabinieri (Italy), FBI (USA), OCBC National Police (Central Office for Combating Traffic in Cultural Goods), customs (France)... Every citizen aware of the issue.</p>	
	<p>Prevention : Training: for law enforcement professionals and the art world Awareness in vulnerable communities Citizen awareness: understanding social responsibility</p>	

Further exploration

Here are several definitions of key concepts to cover with your students to turn their gaming experience into solid learning.

What is a cultural object?

There is no official definition; however, one can consider that of the OCBC: "Any object which, due to its origin, age, history, quality of execution, rarity... may have heritage, historical, artistic, cultural, scientific, or religious value..."

The concept of cultural objects is mentioned in official texts such as the French Heritage Code and in articles of conventions such as The Hague 1954, UNESCO 1970, UNIDROIT 1995.

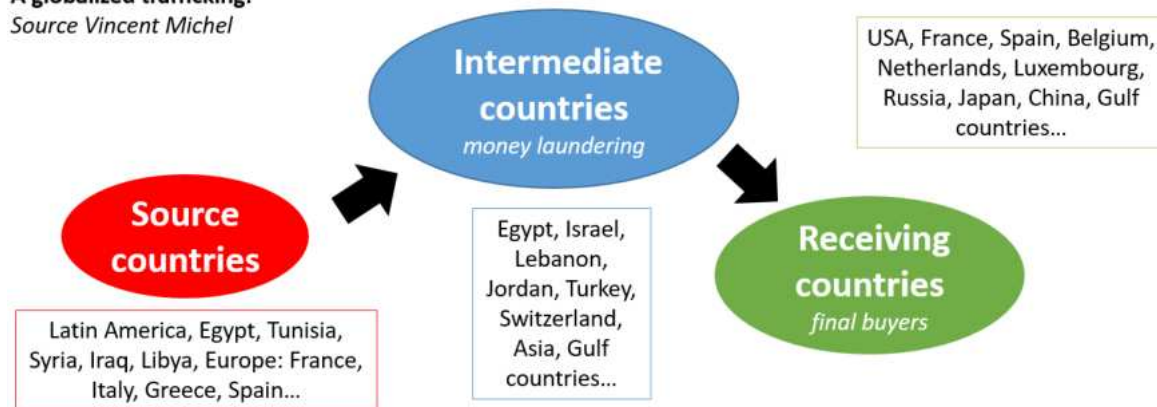
They come in different forms: paintings, antique furniture, religious items, archaeological artifacts, ethnographic items, documents, and ancient collections.

What are the peculiarities of this trafficking?

Trafficking in cultural goods involves three types of objects: stolen, looted (illustrated by our game), and counterfeits. It is a challenging traffic to apprehend because it is based on the art market, which is legal. It should be noted that the journey of a stolen or looted object increases its price (source OCBC):

- A very low initial price that accelerates exchanges,
- A series of resales that blur the tracks,
- Frequent border crossings that complicate procedures,
- Gradual reintegration into the legal circuit: "laundering" of the object.

A globalized trafficking:
Source Vincent Michel



What are the causes of illicit trade in cultural goods?

- Open borders,
- Rapid development of transportation means,
- Growth of the international art market,
- Proliferation of conflicts worldwide: less protected archaeological sites,
- Archaeological looting for survival,
- Protection of heritage is not a global issue,
- Differences in legislation within Europe, weaknesses in certain states,
- Negligence or even complicity of certain art dealers.

What is the difference between stolen and looted objects?

- **Stolen objects** are those for which a complaint has been filed, and the object can be recorded in a stolen objects database. These can include paintings, sculptures, furniture, or archaeological items.
- **Looted objects** are those that looters have dug up from the ground or a site, stealing them before specialists (archaeologists) could identify, register, or even mark them. These archaeological objects have no history, and nothing is known about them. They are referred to as orphaned objects.

Underwater looting

They are called "scrapers," wreck raiders. With the increasing interest in underwater cultural heritage in recent decades, it is necessary to raise global awareness of the value of underwater cultural heritage and encourage policymakers to take measures to protect these cultural treasures.

The 2001 Convention states in Article 2.7 that underwater cultural heritage should not be commercially exploited. This is a fundamental principle of the Convention. This regulation is in line with principles already applied to cultural heritage on land.

More information here: <https://fr.unesco.org/underwater-heritage/threats-and-protection>

What is metal detecting?

Metal detecting, or metal detecting hobby, involves using a metal detector to locate metallic objects buried in the ground. Enthusiasts of this activity explore various locations such as beaches, fields, and historical sites in search of potential treasures like coins, jewellery, or historical artifacts. Legislation permitting or prohibiting such practices varies from one country to another. In several Swiss cantons and northern European countries, metal detecting legislation is rather lenient. In contrast, countries like Spain, France, Turkey, and Italy are more restrictive and tend to tighten their regulations. These countries believe that these practices, outside of any authorized scientific operation and without institutional control, constitute a form of looting that illegally fuels the art market.

What are the legal risks?

Offenses related to looting may result in fines and/or imprisonment, depending on the context and country. In France, for example, digging with a metal detector is considered unauthorized excavation and may lead to prosecution under the Heritage Code and the Penal Code. Although these devices can be freely acquired and transported in France, they must not be used for historical or archaeological research purposes (Article L.542-1 of the Heritage Code). Their use is highly regulated and subject to prefectural authorization. If someone discovers "non-fortuitously and without official authorization" metallic objects of historical or archaeological interest, they systematically fall under the law and risk criminal penalties. In case of a flagrant offense, they could be liable for a fifth-class offense (€1,500) and a criminal fine (€7,500) for conducting clandestine excavations. Their equipment can also be confiscated, and the landowner and the State (represented by the Regional Archaeology Service) are entitled to file a complaint against them. Furthermore, the destruction or damage to archaeological remains (including buried ones not known to the State) is punishable by a sentence of 7 years imprisonment and a fine of €100,000.

The police register, a tool for tracing the sale of cultural goods



France, along with Italy, is one of the few countries in the world that requires the keeping of a register of movable property, also called the "police registry."

Features of the police registry:

Paper or digital format.

It cannot be crossed out or left blank and must be written in indelible ink.

The paper format must be kept for 5 years, and the electronic format for 10 years.



Location of the police registry:

- In the merchant's establishment
- One police registry per establishment,
- For itinerant sellers: at fairs or open-air markets.

This obligation applies only to professional sellers. The police registry can never leave the establishment. It must be available at any time during the store's opening hours.

Content: The registry contains various information (purchase date, detailed description, reference number, ID or passport, purchase price, etc.)

Why a police registry?

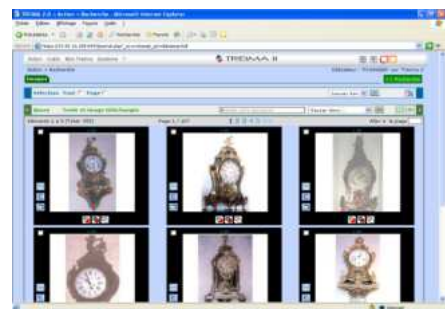
Control the art market: identify objects, seller identity. Traceability helps combat the illegal trafficking of cultural goods.

Penalties and penalties incurred: Failure to comply with this obligation to keep a police registry is a crime punishable by 6 months' imprisonment and a €30,000 fine.

Databases

There are several European and international databases on stolen cultural objects. Belgium, named "artist," Italy with "Leonardo," France with "Treima," and Spain with "Dulcinea." Only known and documented objects (paintings, sculptures, religious items, etc.) can be integrated into these databases.

Of course, objects resulting from looting do not find their place there because, out of their context, they are not known and rarely subject of a complaint.



The most well-known database is INTERPOL's database: PSYCHE.

The PSYCHE database on stolen artworks is the most significant tool available internationally to combat the illicit trafficking of cultural goods. It contains over 51,000 items from 134 countries, enabling law enforcement agencies from any member country to share information about stolen cultural objects worldwide. It is open to the public, and there is a mobile application available.



APPLE STORE



GOOGLE PLAY

What is a certificate of authenticity?

This document accompanies the circulation of artworks (paintings, sculptures, furniture, etc.). It is issued by a qualified expert authorized to recognize the authentic nature of the object. This expert can be a specialist trained by the university, a rights holder, a member of the artist's committee, etc. No sale can be made without this document.

Customs

The customs function is fundamentally sovereign. All countries in the world need a customs administration controlling borders and the flow of goods. Customs is responsible for maintaining borders, whether they are terrestrial, maritime, physical, or digital, to protect the territory.

What is a flagrante delicto?

In law, a flagrante delicto is defined as an offense that is committed or has just been committed. In law, there are several types of offenses, with fines for minor offenses, and offenses and crimes being the most serious offenses.

Money laundering

Money laundering refers to the process of reintroducing the proceeds of criminal offenses (including organized crime activities, abuse of social goods, or tax evasion) into the legal economy.

What are the ICOM (International Council of Museums) Red Lists?

ICOM has published its Red Lists to combat the illicit trafficking of cultural goods that causes significant damage to heritage, especially in regions of the world where cultural goods are most likely to be stolen and looted. These are tools designed to help police and customs officials, heritage professionals, and art and antique dealers identify the types of objects most likely to be subject to illicit trafficking.



Suggestions for further activities

You can delve further into the following resources:

- The PITCHER recommendations guide for teachers and mediators available here: <https://www.pitcher-project.eu/internal-resources>
- The 16 other PITCHER free educational resources available here: <https://www.pitcher-project.eu/educationalmaterials>
- <https://www.youtube.com/watch?v=y1ljwCdj47E> YouTube video "This black market destroying our History - RDM #40" by Les revues du monde, 20 min, English, Spanish, Italian, German subtitles. Pitch: "Illegal trafficking of antiquities is considered the third most significant trafficking in the world. For several months, I investigated with police officers and archaeologists to explain what it is all about."

Annex 1: Game kit to print for 6 players

PILL ART

- 1
- 2
- 3
- 4

35

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TREASURES COLLECTION



REMINDER OF THE RULES PER TURN

3 ACTIONS TO CHOOSE FROM
AMONG THE FOLLOWING
(THE SAME ACTION CAN BE PERFORMED
MULTIPLE TIMES)



AT THE END OF THE TURN, REFILL
YOUR HAND TO 3 ACTION CARDS

- ★ DRAW 1 EXCAVATION SITE CARD
- ★ PLAY 1 ACTION CARD TO:
 - SELL A LOOTED TREASURE: **PURPLE CARD** + **TREASURE CARD**
 - DESTABILIZE AN OPPONENT: **GRAY CARD**
 - PLAY AN ADVANTAGE: **BROWN CARD**
- ★ DISCARD 1 ACTION CARD AND DRAW A NEW ONE

TREASURES COLLECTION



REMINDER OF THE RULES PER TURN

3 ACTIONS TO CHOOSE FROM
AMONG THE FOLLOWING
(THE SAME ACTION CAN BE PERFORMED
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TREASURES COLLECTION



REMINDER OF THE RULES PER TURN

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 - DESTABILIZE AN OPPONENT: GRAY CARD
 - PLAY AN ADVANTAGE: BROWN CARD
- ★ DISCARD 1 ACTION CARD AND DRAW A NEW ONE

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 **6**

Amphora



In antiquity, it was the most commonly used container for transporting basic products such as olive oil, beer...

Excavation site


 **8**

Cannon

Artillery used on warships




Excavation site

 **7**

Gold lingo

Common form of storage and trade for gold



Excavation site

 **6**

Gold plate

Decorative object made of precious metal



Excavation site


 **7**

Gold statuette


Decorative object made of precious metal



Excavation site

 **6**

Amphora



In antiquity, it was the most commonly used container for transporting basic products such as olive oil, beer...

Excavation site

 **7**

Ouchebti

Egyptian funerary statuette



Excavation site

POLICE

ICOM Red list

All players, Discard your treasures



and lose **-2** for each discarded card

Excavation site

POLICE

ICOM Red list

All players, Discard your treasures



and lose **-2** for each discarded card

Excavation site

POLICE

Flagrante delicto

End of your turn and lose





-3

Excavation site

POLICE

Monitored area

Site inaccessible to all until your next turn



To be placed on the site

Excavation site

POLICE

Criminal offense of money laundering

End of your turn and lose




-4

Excavation site

Fishermen in the area



End of your turn!

Excavation site

Change in ocean currents

Site inaccessible to all until your next turn



To be placed on the site

Excavation site

MISSED !

Planks

Looting waste to discard



Excavation site

MISSED !

Planks

Looting waste to discard



Excavation site

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ACTION



ACTION



DISCARD



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ACTION



ACTION



ACTION



ACTION



<p>MISSED !</p> <p>Metal plate</p> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Rope</p> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Rope</p> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Rope</p> <p>Looting waste to discard</p>  <p>Excavation site</p>
<p>MISSED !</p> <p>Bottle</p> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Bottle</p> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Fishing net</p> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Fishing net</p> <p>Looting waste to discard</p>  <p>Excavation site</p>
<p>MISSED !</p> <p>Fishing net</p> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>Discard Excavation site cards</p> 	<p>GARBAGE LOOTER</p> <p>Retrieve 1 treasure from the last 5 discarded 'excavation site' cards</p>  <p>ACTION</p>	<p>GARBAGE LOOTER</p> <p>Retrieve 1 treasure from the last 5 discarded 'excavation site' cards</p>  <p>ACTION</p>
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 <p>3</p> <h3>Roman currency</h3>  <p>Common currency in the Western and Mediterranean world</p> <p>Excavation site</p>	 <p>3</p> <h3>Roman currency</h3>  <p>Common currency in the Western and Mediterranean world</p> <p>Excavation site</p>	 <p>3</p> <h3>Gaulish currency</h3>  <p>Specific to Celtic peoples</p> <p>Excavation site</p>	 <p>3</p> <h3>Gaulish currency</h3>  <p>Specific to Celtic peoples</p> <p>Excavation site</p>
 <p>4</p> <h3>M1 Helmet</h3>  <p>Standard equipment of the French army during World War II</p> <p>Excavation site</p>	 <p>4</p> <h3>Statuette</h3> <p>Decorative iron object</p>  <p>Excavation site</p>	 <p>3</p> <h3>Ammunition</h3>  <p>Used during World War II</p> <p>Excavation site</p>	 <p>5</p> <h3>ID plate</h3>  <p>Soldier identification during World War II</p> <p>Excavation site</p>
 <p>6</p> <h3>Astrolabe</h3>  <p>Instrument for observation and calculation. In medieval Latin, astrolabium means 'taker of stars.'</p> <p>Excavation site</p>	 <p>6</p> <h3>Relief</h3> <p>Technique where a figure stands out above the surface of its support</p>  <p>Excavation site</p>	 <p>5</p> <h3>Mirror</h3>  <p>Made of bronze. Used for aesthetic or practical reasons</p> <p>Excavation site</p>	 <p>2</p> <h3>Gaulish plaque</h3> <p>Made of iron, decorate with an animal</p>  <p>Excavation site</p>
<p>MISSED !</p> <h3>Can</h3> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <h3>Nails</h3> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <h3>Metal plate</h3> <p>Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <h3>Metal plate</h3> <p>Looting waste to discard</p>  <p>Excavation site</p>

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ACTION



ACTION



DISCARD



**EXCAVATION
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ACTION



ACTION



ACTION



ACTION



MISSED !

Can
Looting waste to discard



Excavation site


MISSED !

Nails
Looting waste to discard



Excavation site

Flooding



Remove the next card from this site and discard it!

Excavation site

Agricultural work



Site inaccessible to all until your next turn



To be placed on the site

Excavation site

POLICE

ICOM Red list
All players,
Discard your treasures
and lose  for each discarded card



Excavation site

POLICE

Customs inspection
Discard up to 2 treasures and lose for each discarded card 

Excavation site

POLICE

Monitored area
Site inaccessible to all until your next turn



To be placed on the site

Excavation site

POLICE

Flagrante delicto
End of your turn and lose  

Excavation site

POLICE

Criminal offense of money laundering
End of your turn and lose  

Excavation site

Discard Action cards



Excavation site

Petty theft among friends

Steal 1 treasure from anyone you want!



ACTION

Petty theft among friends

Steal 1 treasure from anyone you want!



ACTION

Petty theft among friends

Steal 1 treasure from anyone you want!



ACTION

Petty theft among friends

Steal 1 treasure from anyone you want!



ACTION

Petty theft among friends

Steal 1 treasure from anyone you want!



ACTION

Petty theft among friends

Steal 1 treasure from anyone you want!



ACTION

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4

Jar



Large, ovoid-shaped vessel used for storing water, oil, or olives

Excavation site



3

Roman currency



Common currency in the Western and Mediterranean world

Excavation site



4

Manuscript

Animal skin (sheep, goat, calf) used as a writing surface



Excavation site



5

Roman ring



Jewelry made of fossilized resin secreted millions of years ago by conifers or flowering plants

Excavation site



3

Ostracon

Pottery shard used as a writing surface in antiquity, plural ostraca



Excavation site



3

Flask



Common-use container

Excavation site



5

Decorative box



Utilitarian object in brass and silver

Excavation site



6

Stele



Flat, vertical monolith bearing inscriptions of a funerary, commemorative, or geographical nature

Excavation site



1

Bowl



Kitchen utensil

Excavation site



6

Roman statue

Made of marble, used for political, commemorative, or artistic purposes



Excavation site



4

Animal figurine



Wooden, expressing the beauty and diversity of fauna

Excavation site



3

Greek figurine



Precious testimonies of the daily life of ancient Greeks

Excavation site

MISSED !

MISSED !

MISSED !

MISSED !

Ceramic

Looting waste to discard



Excavation site

Ceramic

Looting waste to discard



Excavation site

Ceramic

Looting waste to discard



Excavation site

Rocks

Looting waste to discard



Excavation site

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ACTION



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ACTION



ACTION



ACTION



ACTION



<p>MISSED !</p>	<p>MISSED !</p>	<p>Landslide</p>	<p>Competition</p>
<p>Rocks Looting waste to discard</p> 	<p>Rocks Looting waste to discard</p> 	 <p>Remove the next 2 cards from this site and discard them!</p>	<p>Too many looters in the same area</p>  <p>End of your turn!</p>
<p>Excavation site</p>	<p>Excavation site</p>	<p>Excavation site</p>	<p>Excavation site</p>
<p>POLICE</p>	<p>POLICE</p>	<p>POLICE</p>	<p>POLICE</p>
<p>ICOM Red list All players, Discard your treasures and lose  for each discarded card</p> 	<p>Customs inspection Discard up to 2 treasures and lose for each discarded card</p> 	<p>OCBC Investigation Discard all your treasures and lose</p> 	<p>Monitored area Site inaccessible to all until your next turn</p>  <p>To be placed on the site-</p>
<p>Excavation site</p>	<p>Excavation site</p>	<p>Excavation site</p>	<p>Excavation site</p>
<p>POLICE</p>	<p>Betrayal</p>	<p>Betrayal</p>	<p>Betrayal</p>
<p>Flagrante delicto End of your turn and lose</p>  	<p>Report an opponent to the police!</p>  <p>He goes into custody and skips his next turn</p>	<p>Report an opponent to the police!</p>  <p>He goes into custody and skips his next turn</p>	<p>Report an opponent to the police!</p>  <p>He goes into custody and skips his next turn</p>
<p>Excavation site</p>	<p>ACTION</p>	<p>ACTION</p>	<p>ACTION</p>
<p>Windfall!</p>	<p>Windfall!</p>	<p>Windfall!</p>	<p>Betrayal</p>
<p>Draw 1 action card from one of your opponents' hands</p> <p><i>He is not allowed to replenish his hand !</i></p>	<p>Draw 1 action card from one of your opponents' hands</p> <p><i>He is not allowed to replenish his hand !</i></p>	<p>Draw 1 action card from one of your opponents' hands</p> <p><i>He is not allowed to replenish his hand !</i></p>	<p>Report an opponent to the police!</p>  <p>He goes into custody and skips his next turn</p>
<p>ACTION</p>	<p>ACTION</p>	<p>ACTION</p>	<p>ACTION</p>

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 <p>6</p> <h3>Stele</h3>  <p>Flat, vertical monolith bearing inscriptions of a funerary, commemorative, or geographical nature</p> <p>Excavation site</p>	 <p>3</p> <h3>Ancient book</h3>  <p>Excavation site</p>	 <p>3</p> <h3>Ancient book</h3>  <p>Excavation site</p>	 <p>3</p> <h3>Papyrus</h3>  <p>Writing and painting medium used in the Mediterranean basin during antiquity</p> <p>Excavation site</p>
 <p>6</p> <h3>Egyptian mask</h3>  <p>Made of gold, it is a way to preserve the image of life after death</p> <p>Excavation site</p>	 <p>7</p> <h3>Lamassu</h3> <p>Protective spirit in Mesopotamian mythology</p>  <p>Excavation site</p>	 <p>7</p> <h3>Sarcophagus</h3>  <p>Intended to contain a corpse or coffin. Often placed above ground, sometimes buried</p> <p>Excavation site</p>	 <p>5</p> <h3>Earring</h3>  <p>Jewelry worn in most eras</p> <p>Excavation site</p>
 <p>4</p> <h3>Papyrus</h3>  <p>Writing and painting medium used in the Mediterranean basin during antiquity</p> <p>Excavation site</p>	 <p>3</p> <h3>Ancient book</h3>  <p>Excavation site</p>	<p>Terrorist destruction</p>  <p>Remove the next 2 cards from this site and discard them!</p> <p>Excavation site</p>	<p>Hotel construction</p>  <p>Site inaccessible to all until your next turn</p>  <p>To be placed on the site</p> <p>Excavation site</p>
<p>POLICE</p> <h3>Flagrante delicto</h3> <p>End of your turn and lose</p>   <p>Excavation site</p>	<p>POLICE</p> <h3>Customs inspection</h3> <p>Discard up to 2 treasures and lose for each discarded card</p>  <p>Excavation site</p>	<p>POLICE</p> <h3>OCBC Investigation</h3> <p>Discard all your treasures and lose</p>  <p>Excavation site</p>	<p>POLICE</p> <h3>ICOM Red list</h3> <p>All players, Discard your treasures</p>  <p>and lose  for each discarded card</p> <p>Excavation site</p>

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ACTION



ACTION



ACTION



**EXCAVATION
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ACTION



ACTION



ACTION



<p>MISSED !</p> <p>Rocks Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Nails Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Ceramic Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Rocks Looting waste to discard</p>  <p>Excavation site</p>
<p>MISSED !</p> <p>Ceramic Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Can Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Metal plate Looting waste to discard</p>  <p>Excavation site</p>	<p>MISSED !</p> <p>Bottle Looting waste to discard</p>  <p>Excavation site</p>
<p>POLICE</p> <p>Criminal offense of money laundering</p> <p>End of your turn and lose</p>  <p>Excavation site</p>	<p>Betrayal</p> <p>Report an opponent to the police He loses</p>  <p>ACTION</p>	<p>Betrayal</p> <p>Report an opponent to the police He loses</p>  <p>ACTION</p>	<p>Betrayal</p> <p>Report an opponent to customs! They discard 1 treasure of your choice</p>  <p>ACTION</p>
<p>JACKPOT!</p> <p>Loot 2 times wherever you want</p>  <p>X2</p> <p>ACTION</p>	<p>JACKPOT!</p> <p>Loot 2 times wherever you want</p>  <p>X2</p> <p>ACTION</p>	<p>JACKPOT!</p> <p>Loot 2 times wherever you want</p>  <p>X2</p> <p>ACTION</p>	<p>Betrayal</p> <p>Report an opponent to customs! They discard 1 treasure of your choice!</p>  <p>ACTION</p>

ACTION



ACTION



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ACTION



ACTION



Sale Tourist	Sale Tourist	Sale Tourist	Sale Tourist
			
ACTION	ACTION	ACTION	ACTION
Sale Dark web	Sale Dark web	Sale Dark web	Sale Tourist
			
ACTION	ACTION	ACTION	ACTION
Sale Dark web	Sale Dark web	Sale Flea market	Sale Flea market
			
ACTION	ACTION	ACTION	ACTION
Sale Flea market	Sale Flea market	Sale Flea market	Sale Local museum
			 <p>Bonus</p>  
ACTION	ACTION	ACTION	ACTION

ACTION



ACTION



ACTION



ACTION



ACTION



ACTION



ACTION



ACTION



ACTION



ACTION



ACTION



ACTION



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ACTION



ACTION



<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>	<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>	<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>	<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>
<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>	<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>	<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>	<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>
<p>Sale Local museum</p>  <p>Bonus</p>   <p>ACTION</p>	<p>Special sale Art gallery</p> <p><i>Fake certificate of authenticity</i></p> <p>Treasure value</p>  <p>ACTION</p>	<p>Special sale Collector</p> <p><i>Falsification of the police registry</i></p> <p>Treasure value</p>  <p>ACTION</p>	<p>Special sale Art gallery</p> <p><i>Falsification of the country of origin</i></p> <p>Treasure value</p>  <p>ACTION</p>
<p>Special sale Art gallery</p> <p><i>Fake invoice</i></p> <p>Treasure value</p>  <p>ACTION</p>	<p>Special sale Collector</p> <p><i>False inheritance</i></p> <p>Treasure value</p>  <p>ACTION</p>	<p>JACKPOT!</p> <p>Loot 2 times wherever you want</p>  <p>X2</p> <p>ACTION</p>	<p>JACKPOT!</p> <p>Loot 2 times wherever you want</p>  <p>X2</p> <p>ACTION</p>