

COSCOBELLOS

TREASURE HUNT!



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Museo
do Pobo
Galego



CONCELLO DE
SANTIAGO
Cancellaría de Cultura



XUNTA
DE GALICIA

WHAT IS THIS ABOUT?









It is a game whose aim is to show you the Galician symbolic culture. To do so, we have chosen the coscobello, which is a very elusive figure; so much so that in order to catch it we need great care and a few tricks.

Our aim is threefold: to promote Galician mythology, to offer you a different way of visiting our exhibition and to ensure that you enjoy the Museum.



ABOUT THE GAME

The coscobellos legend has an associated saying that speaks about the tools required to catch them. The search for these tools will be the excuse to visit the different rooms of the museum. Below you will find the aspects to consider in order to make the most of this game.

-  This game is recommended for a family audience.
-  Remember that a slow reading will help children get more involved.
-  In order to take full advantage of the clues, please follow the suggested numerical order.
-  In some cases, the clues will lead you to find an object or will ask you to do something. Once the object has been found or the action has been completed, please read the next clue to keep on playing.
-  You will find the answers together with images and further information at the end of this booklet.
-  A map of the building is included; it has three floors: ground floor, mezzanine and first floor.
-  If you have any questions, please ask the Museum staff.
-  Once you finish, please return it to reception.

Thank you!

CLUES

Have you ever seen a "coscobello"? Probably not. Nobody is able to see them, let alone to catch them.

They have many different names. In some places, they are called cocerellos but other known names include biosbardos, gazafellos or pigarzos. People everywhere have heard about them but nobody knows what they look like. Some people believe they are winged creatures like birds or even tall and handsome young men. Others say that coscobellos live in the water and visit rivers and streams at night. They are small, elusive and hard to catch but those who manage to catch them will be lucky for a long time. There are also people who say that they can be seen by the Bonaval's park streams; Bonaval is the park that it is just behind the Museum and they sometimes pay us a visit. Do you fancy catching them?

If so, you must know that the following magic words will help you capture them:

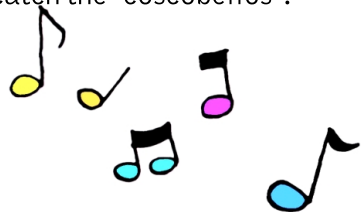
"Coscobello come to the basket
* of the packsaddle
Is waiting for you,
here with the beam"

*(name of the person who is catching "coscobellos")

These words are very important tools to catch the "coscobellos".

You can find them in the Museum rooms.

Are you ready?



1.

The first tool you must look for is the **beam**. This is piece of the plough that guides it through the field. Where may it be?



2.

You will also need a **packsaddle**, which is what we put on top of the horses or monkeys to avoid hurting them when we go for a ride. Can you see any around here?



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3.

You remember that "coscobellos" love being near the water, don't you? So you have to get hold of a pair of hard **shoes** that will keep your feet dry. Who may be able to make them?



4.

You can only catch them at night. You may want to take something that will help you in the dark, for example, an **oil lamp**! You can find them nearby.



5.

"Coscobellos" are restless creatures; apparently, they keep turning around the Museum's **spiral staircase**. See if you can spot them.



6.

Have you caught any? You must know that they will escape unless you have a dual lid basket. See if you can find it somewhere in the Museum.

7.

Did you know that "coscobellos" love music? In order to catch them, you must sing. Make your way to the **Music** room where you can choose and listen to a song you like.



8.

Have you learnt the song? The "coscobellos" will come to the basket if you sing and then say the **magic words**; do you remember them?:

"COSCOBELLO, COME TO THE



* _____ OF THE



IS WAITING FOR YOU,

HERE WITH THE



"

*(name of the person who is catching "coscobellos")

9.

Let's make sure we don't miss anything:

- The tools of the magic words are: the



of the plough, the



and the dual lid



- We need an



and



to help us see in the dark and to keep our feet dry.

-You must sing the song you like. Do you remember it?

- Finally, and most importantly, you must read aloud the magic words:

“COSCOBELLO, COME TO THE BASKET

*_____ OF THE PACKSADDLE IS WAITING FOR YOU,
HERE WITH THE BEAM“

*(name of the person who is catching "coscobellos")



10.

You already have all you need to catch loads of "coscobellos", although you have seen how difficult it is! It is a good idea to take with you something that may bring you good luck. You may want to take with you little colourful figurines made from bread. You can find them in the room dedicated to the celebrations.

Congratulations!

So now you are ready to catch "coscobellos"! Go to reception, you may even find some waiting for you...

Next time you find yourself near a stream, have a look. Remember they may be hiding somewhere.



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SOLUTIONS

The Museum's permanent exhibition aims to present a summary of the diversity of Galician culture. In its rooms, there are some references to the symbolic culture. A symbolic world that it is full of supernatural beings, legends and beliefs that help understand and regulate society.

"Coscobellos" are known by different names depending on the region. "Biosbardos" is one of most popular of these names. The most widely known theory about these beings refers to its joking nature because it is for playing a prank on someone in the woods when night falls. This takes place when a group of people invite someone who is not familiar with the game to go catching "coscobellos" or "biosbardos" at night. This prank varies depending on the area. In those areas where they are known as "coscobellos", the game involves going into a river; on the other hand, in those regions where people know them as "biosbardos", it is about going to a narrow path and trying to catch them with different tools.

These beings exist in other cultural traditions; examples include the "Gamusinos", "Gambusinos" or "Gamburrinos" within the Iberian peninsula and the "Dahue of Poitou" in France.

ANSWERS:

1.BEAM:

(The country room, ground floor): a part of the plough. A plough is a tool used to work the land and prepare it to sow and plant.



2. **PACKSADDLE (The country and the trades room, ground floor):** it is a piece used with pack animals made of a sort of leather pillow and fabric, usually filled with straw, which is placed on the animal's back and it's used for sitting. Transport by horse, together with the cart, was the most common way of travelling.



3. **CLOG MAKERS (The trades room; ground floor):** clog makers are carpenters specialised in making clogs, which are made from wood. They are often made from alder, birch and wild cherry and are humidity proof. They also make a different variety of clogs that have a wooden sole and are covered in leather.

4. **TINSMITHS (The trades room, ground floor):** they make home objects for the kitchen and the lighting from soft iron plate. THE OIL LAMP is an oil-based object often made from brass and used to light up houses.



5. **STAIRCASE (ground floor)**: the triple helical staircase- designed by Domingo de Andrade in the late 17th century- owes its name to its shape. It was built to regulate the movements of the monks who lived in this building. They are numbered; number 1 being the only one that communicates with the balcony standing at the top of the building (on the last floor is where the stairs 1 and 2 end).



6. **DUAL LID BASKET (the basket work, mezzanine)**: (The basket makers room, mezzanine): Galician basket making tradition has a great variety of shapes as a consequence of the different materials and techniques used to turn them into baskets. One of them is known as 'vergas', and it consists in breaking the wood into thin sheets to make the baskets. The dual lid basket, however, was made following a different technique that is known as 'corres' or 'osier stick'.



7. **MUSIC (Interactive Music room, mezzanine)**: all cultures have their own musical expressions present in different events, not only as an aesthetically pleasant form but also to accompany daily tasks and express feelings. In the Music room, there is an Interactive section where you can listen to different rhythms, instruments and melodies. From "pasacorredoiras" announcing a party to "cantos de cego", which were sung by blind people who made a living singing the news.

8. RECITATION: the legend of the coscobellos has an associated recitation that we must know if we want to succeed in catching them. In those areas where they are known as "biosbardos" this is as follows: ("Biosbardo", come to the bundle, the "alpaparda" is waiting for you). Another example says: "Cozorellos ó saco, a tres e a catro" (Cozorellos to the sack, by three and four).

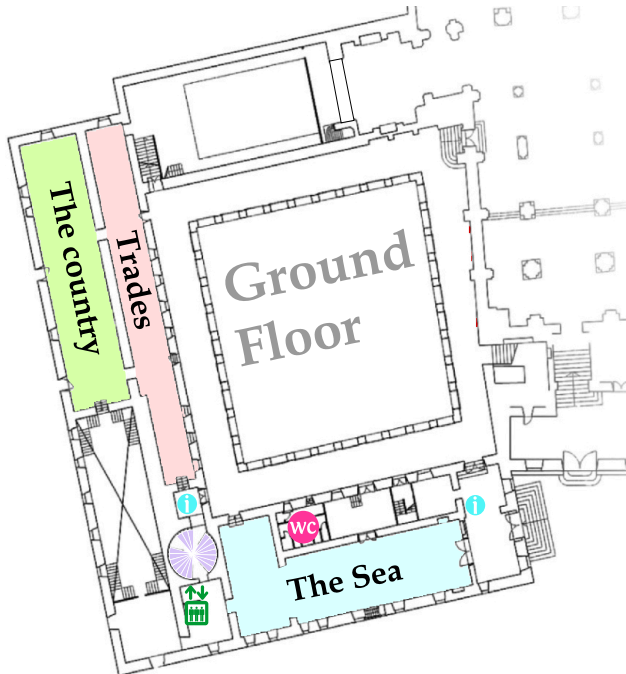
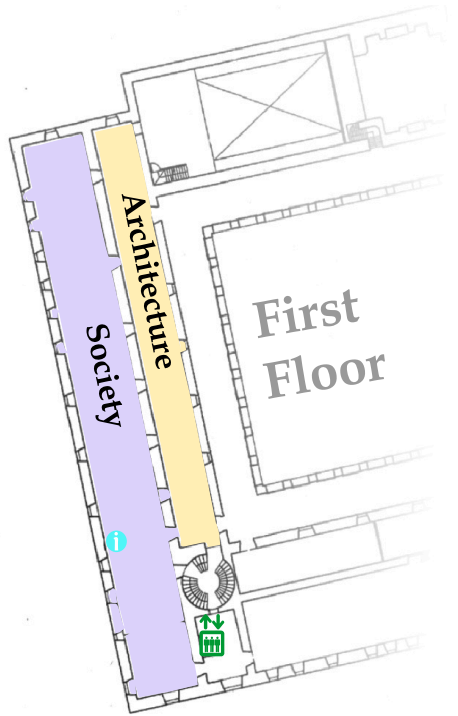
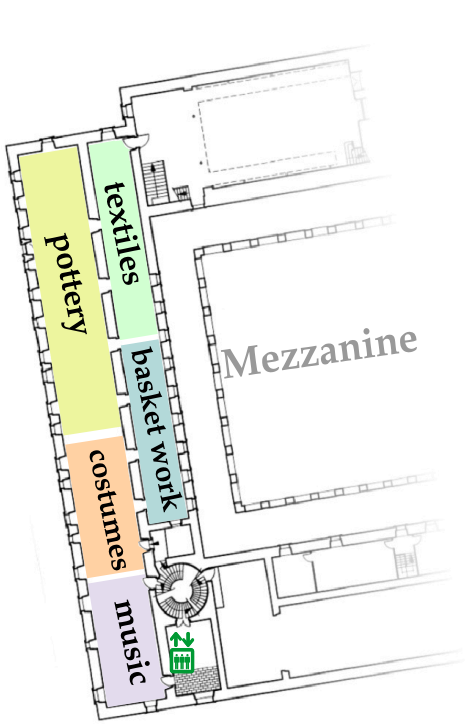
10. FIGURES OF SANTO ANDRÉ DE TEIXIDO

(Society Room, Cyclical Time Section, first floor): known as "Sanandresiños", they are figures that depending on their shape either tell different scenes of Saint Andrew's life or are used to ask personal favours such as work and health. They are made from boiled bread crumbs and painted with lively colours. They are available at the Santo André de Teixido pilgrimage, whose attendance is compulsory since, according to legend, "you'll go to Santo de André de Teixido when you're dead if you didn't when you were alive".



For further information on the supernatural beings you can visit the website "Galicia Encantada" and also check out the Dicionario dos seres míticos galegos by Xoán R. Cuba, Antonio Reigosa and Xosé Miranda, published by Xerais.

We hope you enjoyed this way of discovering the Museum!



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