

P. Signac

Sacre Bleu! A priceless Signac painting has gone missing from the Nice museum of Art. The museum curator, Pierre Le Pew, discovered the loss on a routine early morning visit to the storage vault, where he makes weekly notes of the treasures that are rotated throughout the year into the main salon. This particular morning, nothing unusual was obvious as he slowly worked his way through the aisles laden with objets d'art. Passing the Rodin sculpture *The Secret*, just received from the Rodin museum in Paris, he expected to see the Signac close by, only to find an empty space where it had stood. Worriedly, Le Pew glanced about, then frantically pawed behind other paintings, hoping that the Signac had simply been mislaid, to no avail. Rushing to his office, he picked up the telephone and dialed the police, and then, the Pasmafaute insurance company carrying the policy on the Signac.

“Mon Dieu! Que faire?” Le Pew sobbed into the telephone. His reputation would be in tatters and he would be fired should the public find out about this shocking incident. He had been employed by the museum for some 20 years, proud of having acquired several highly prized paintings at the expense of other larger, better funded museums. How they would laugh and ridicule him were they to learn of this atrocity in the art world.

At the other end of the telephone line, a grim faced insurance executive listened, mentally calculating the astronomical cost of such a loss, then turned to his Rolodex and looked up the telephone number for the one agency that could likely save everyone's ass.

You and your intrepid team are the investigators for the Cherchez Lafemme Detective Agency, hired by the insurance company to recover the painting. Discretion is the byword of the agency, and your incredible successes are mostly unknown to the public, which serves you well as you surreptitiously unravel tangled webs of deceit in pursuit of your quarry. Masters of disguise, skilled at illogical thinking, you are able to go where others cannot in the dark underworld of art thieves. You know well that a precious piece of art, if not quickly found, will disappear into a private collection, never to be seen again. It must be recovered today!

Allez vite!



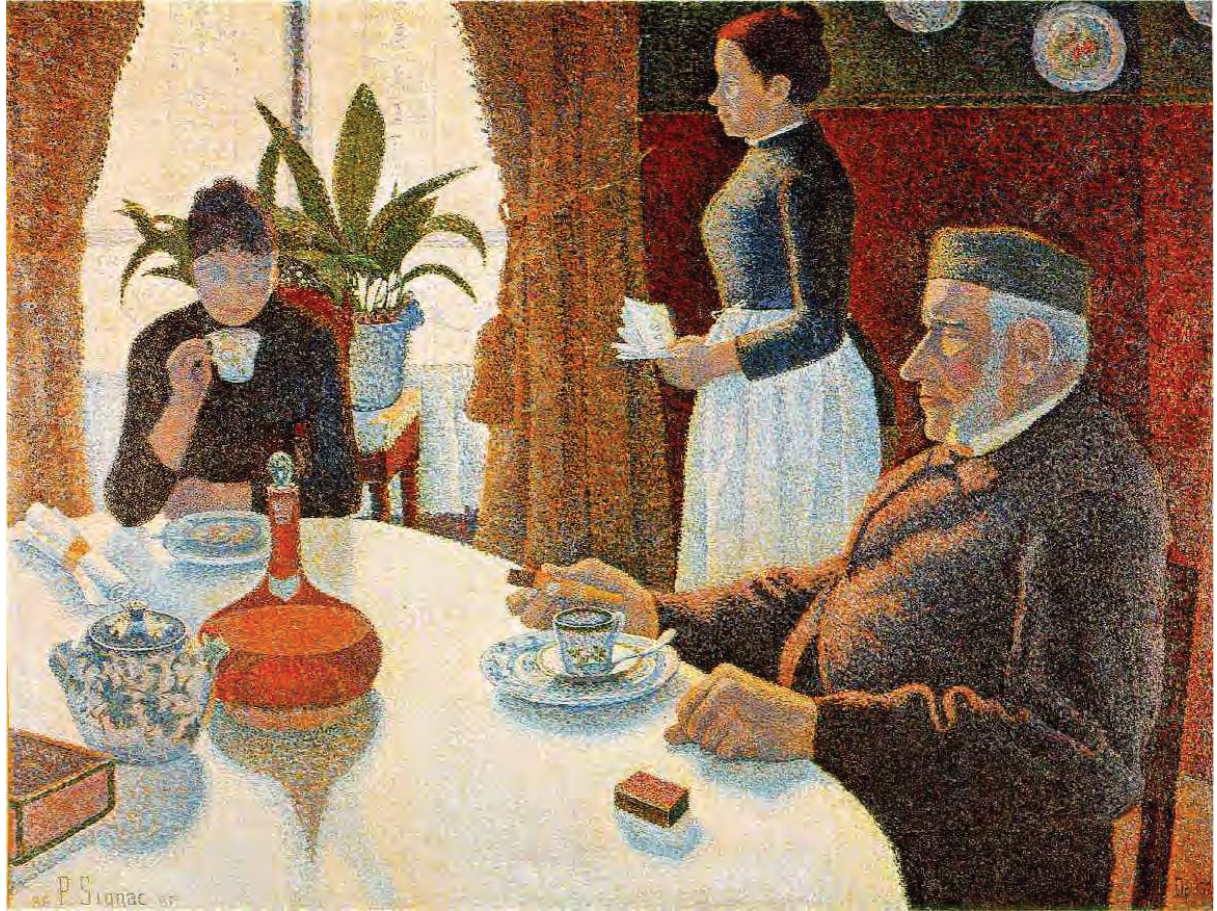
Was a door left unattended, has security been hacked?
What clever thieves were able to make off with a **Signac**?
You must not let the trail get cold, they must not get too far.
Go to the water, then turn east, you will not need your car.
You must hurry to a lofty spot to search out your next piece.
A path will take you up above the promenade of Nice.
A **Chateau** there was built for dukes, but now there's only flowers
A **parc** with waterfalls and trees to while away the hours.
The history on **la Colline** is posted there to read.
Don't **overlook** 828, near there is what you need.



Signac was born in Paris, to a family of means,
That let him choose his love of art, and painting sailing scenes.
He was friends with other artists, like Pissarro and Van Gogh,
And exhibited his works with them at several Salon shows.
He was known for pointillism with his good friend Georges Seurat.
A technique they perfected by the banks of La Grande Jatte.
Go back near Place Masséna, to the art shop of Charvin
Giofreddo is the street, go find it if you can.
It isn't far enough to drive, when all is done and said.
The parking's tough, the traffic's bad, it's faster *à pied*.



It's time to go and fetch the car, you really have to leave.
Get out of town, head down the coast, you're going to **Antibes**.
Drive along the Bay of Angels, by the water see the fort
Signac came here to paint the town and fishing boats in port.
You want the route along the shore, it's called Au Bord du Mer.
The Old Town walls are by the yachts slipped in the harbor there.
Walk up the way within the walls, avoiding all the crowd,
With any luck, and maybe help, you'll find your own **Pink Cloud**.
In France, an artist's studio is called an **Atelier**.
A clue is in your rally bag to help you find the way.
Florence will be there waiting to assist you in a pinch.
She knows what you are looking for, but she speaks only French.



The thieves are getting hungry for a little **Golden Dove**
A **culinary** rarity that southern **Frenchmen** love.

Perhaps they're at a table now, enjoying Signac's art.
If you hurry you might catch them there before they can depart.
Signac and friends once hung out here, and painted for their meal.

The art collection's magnifique and all of them are real!

So hurry up the D2, there's no time for you to stall
The trip is short, the route is marked, to get you to **St. Paul**.



It was once a grand establishment, where famous people stayed.
Where parties ran on into dawn, while the musicians played.
Perhaps the thieves would take a room, and celebrate in style,
If it were taking reservations, but it hasn't for a while.
From once the most chic in *de Ville*, it finally fell from grace.
And now the local government has taken up the space.
Instead perhaps they sat outside, across the *Place* and plotted
Where next to run with their grand prize, and hope that they're not spotted.
To get caught now would spoil their fun, and jail would be a pain,
They spent such time preparing to have it all go down the *drain!*



The thieves are searching darkness in which they can hide their prize.

They're heading up A 54 away from sleuthing eyes.

The route is steep, the road is small, the closer that you get

D 17 leads to the place wherein your **quarry's** set.

Amazing that a hill of rocks could cloak a show so smart

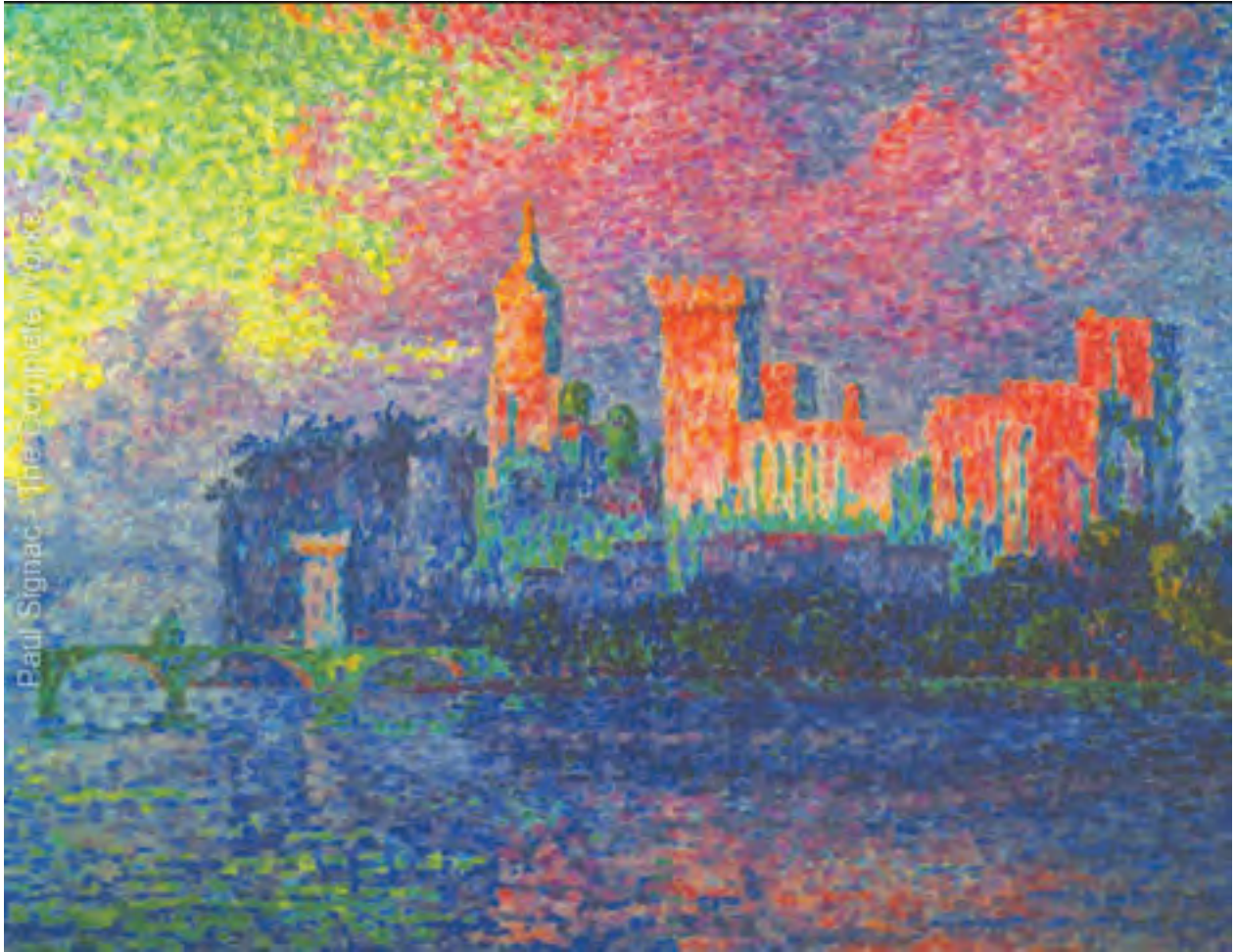
Ingeniously crafted holograms of the Medi's finest art.

It's nothing like you've ever seen, this place where you will go,

The Carrieres de Lumieres are found outside Les Baux.

Timing here is everything, you might have to stay a while

Until you see the **signature** that shows the **Signac** style.



Buckle up your seatbelts, to the north and west you'll swing
To the place of many bridges of which children used to sing.
Within your bag a postcard there will guide you to the Rhone
That's where you'll see the **palace** that at least one **pope** called home.
Built in the Middle Ages, it still dominates the town.
Filled with art and artifacts, its history is reknown.
Did the thieves drop off the painting here, to hide it in plain sight?
Did they venture in and slip around, then skulk off in the night?
You will not need to go inside, the palace is immense.
Confront the challenge, look around, and use your common sense.



You're getting ever closer now, consult your driving map.
The next and final clue will be near Chateauneuf du Pape.
The land of fine and robust reds, so smooth and satisfying,
The French know how to do it right, and keep the people buying.
Go through the town, keep heading out, you're on D 17
Look for the sign that designates Chateau de La Gardine.
Take that road right, then at the fork, a tiny sign will say,
Chateau Mont Redon is to the left, you want to go that way.
Do not give up, the little road will take you 'round the bend,
Where you will find the tasting room, and your clue hunt will end .