

THE ODYSSEY

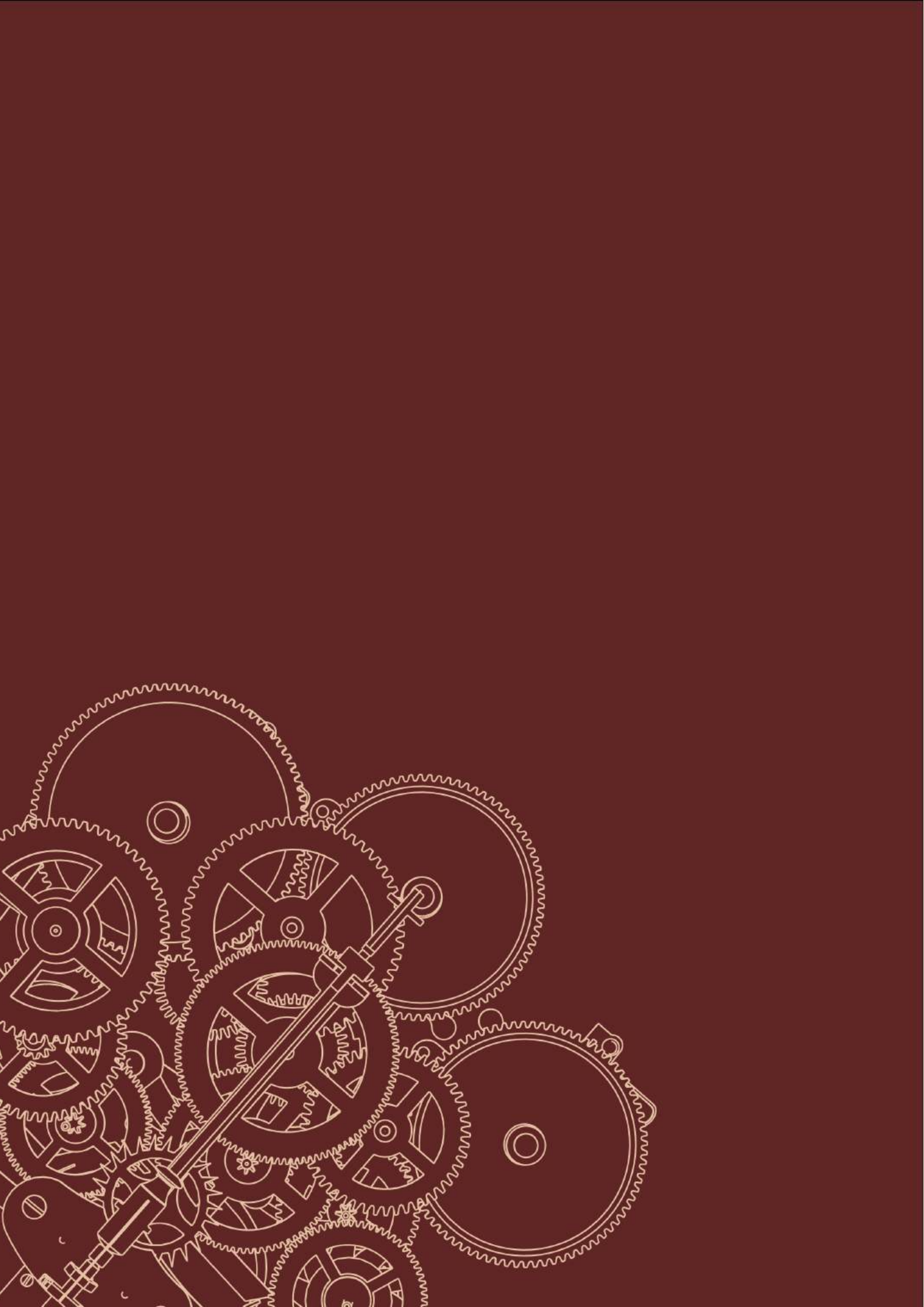


TRY THE JOURNEY

7 ANCIENT

WONDERS





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THE O'DESIGNERS

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CLAIRE PEREZ
Architect



Claire is a state-certified architect from the National School of Architecture in Montpellier with an overwhelming passion for the world of entertainment. For nearly 5 years, Claire embarked on a magical adventure working with the Walt Disney Company, where she contributed to creating spaces that enchant both young and old. Claire loves cartoons, dance, drawing and talk and share with others. So she's firmly believes that every space has a story to tell.

Claire founded her own micro-enterprise, « Enigami Factory », where her journey is a blend of creativity and technology, always dedicated to providing a unique and memorable experience for everyone.

AUDE LETZELTER
Architect



Aude is an architect with a passion for design and illustrations. Little, she'd be drawing cartoon characters all over her textbooks. Today, she designs mostly bars and restaurants and works for a leisure architecture company.

Growing up in different parts of Europe, she became fluent in English, Polish and learns German and Chinese. She has worked for Hermès, the Monte-Carlo Spa company and french architecture agencies. Her experience trained her to believe that every single project needs to offer a 360° experience to its users. With her expertise in writing and branding, she believed that taking part in the Storyland Design Challenge could be an amazing opportunity to blend creativity, reflexion and architecture.

JEAN BAPTISTE BERNARD
Architect



Passionate about architecture, Japanese culture, video games, he graduated from the National School of Architecture of Montpellier, located in the Mediterranean metropolis of southern France, alongside Claire.

Specialized in rational architecture, he uses bio-sourced and local materials, as well as energy-efficient passive systems. He worked for five years for Disneyland which sparked his interest in immersive experiences and motivated him to travel to discover different theme parks around the world.

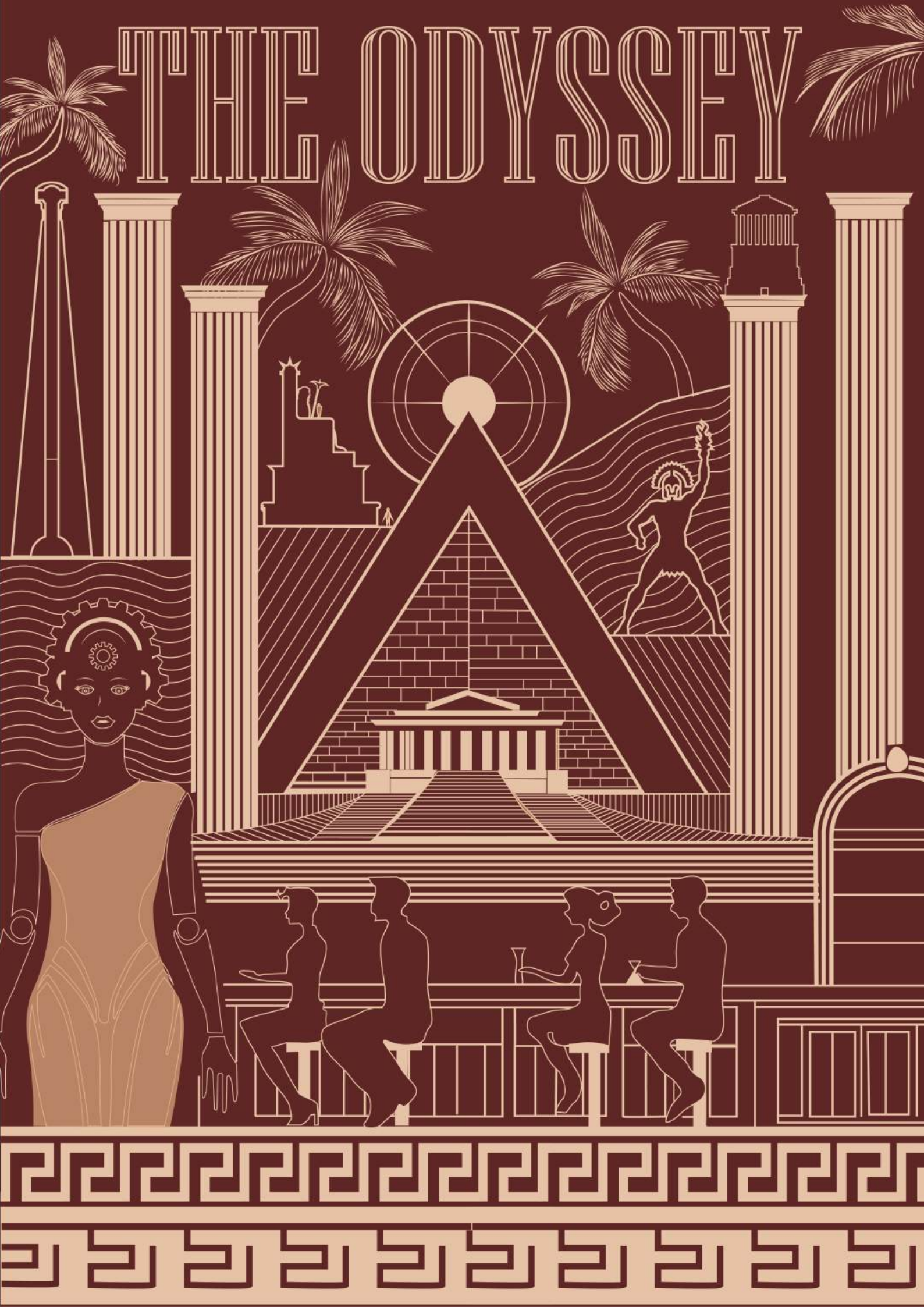
His curiosity and creativity naturally pushed him to join the team for the Storyland Challenge adventure.

LAURINE MIRA
Architect



Laurine is an architect with a deep passion for travel, which continuously inspires her creative vision. During her working experience at Disneyland Paris, she is involved in designing attraction that transport visitors into enchanting worlds.

Her global explorations provide a rich source of ideas, allowing her to infuse her designs with cultural diversity and artistic flair. Combining her love for creative arts, pastry, and theme parks, she is always eager to enhance her skills and experience. This is precisely why she is participating in the Storyland Design Challenge..



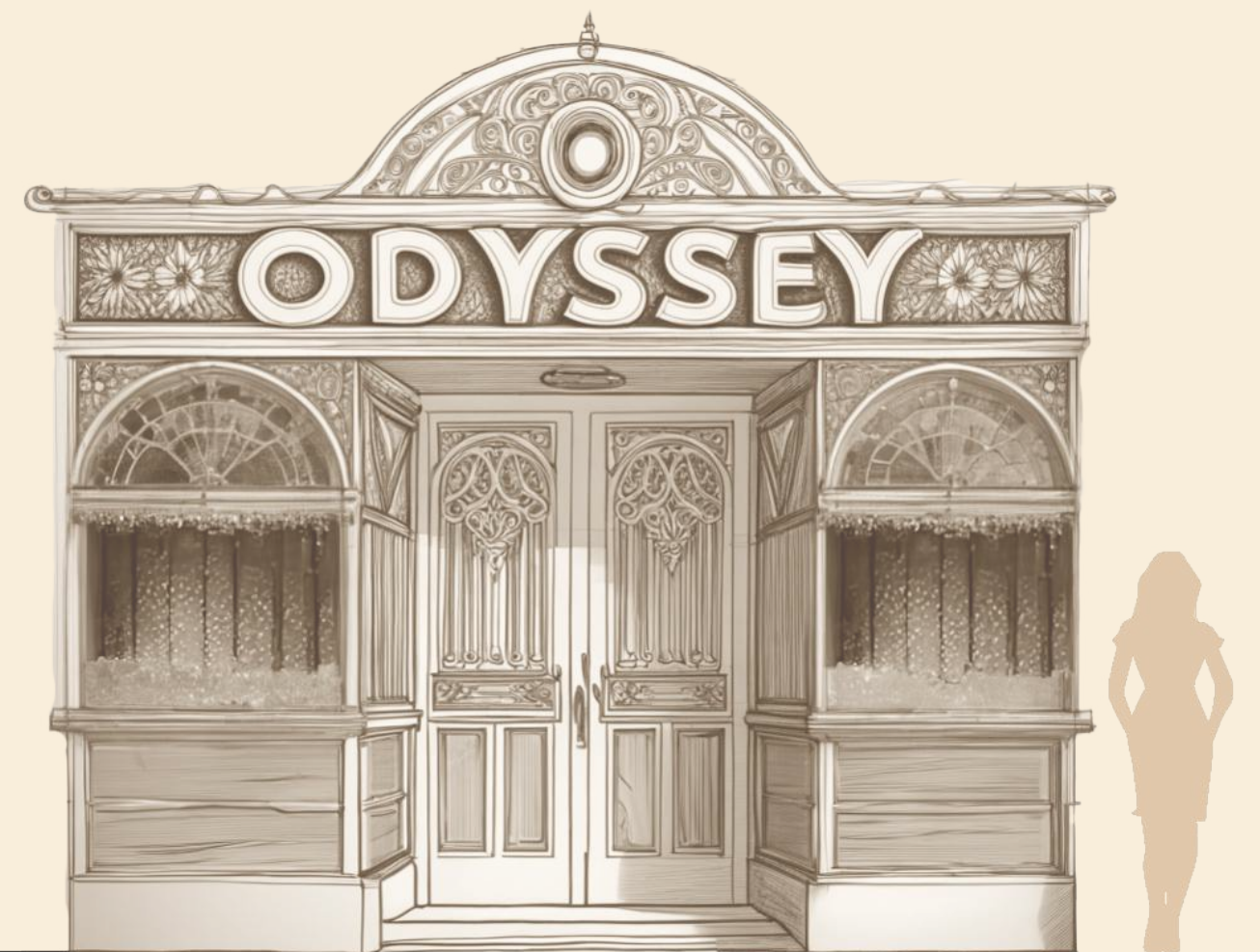
INTRODUCTION

Embark on the mesmerizing adventure of «The Odyssey,» where four daring explorers are drawn into a journey that bridges the past and the future. Guided by the enigmatic Cybella, an automaton whose hologram appears in an abandoned bar, they set out to unravel the secrets of the Seven Wonders of the ancient world.

The adventure begins with a cryptic message, summoning the participants to this desolate bar. Here, Cybella awaits them, her artificial eyes glowing mysteriously. She reveals their mission: they shall find seven fragments of an ancient key, scattered across the Seven Wonders. To succeed, they must venture far beyond the boundaries of time and space.

But what does this mysterious key unlock? And what is Cybella's true purpose?

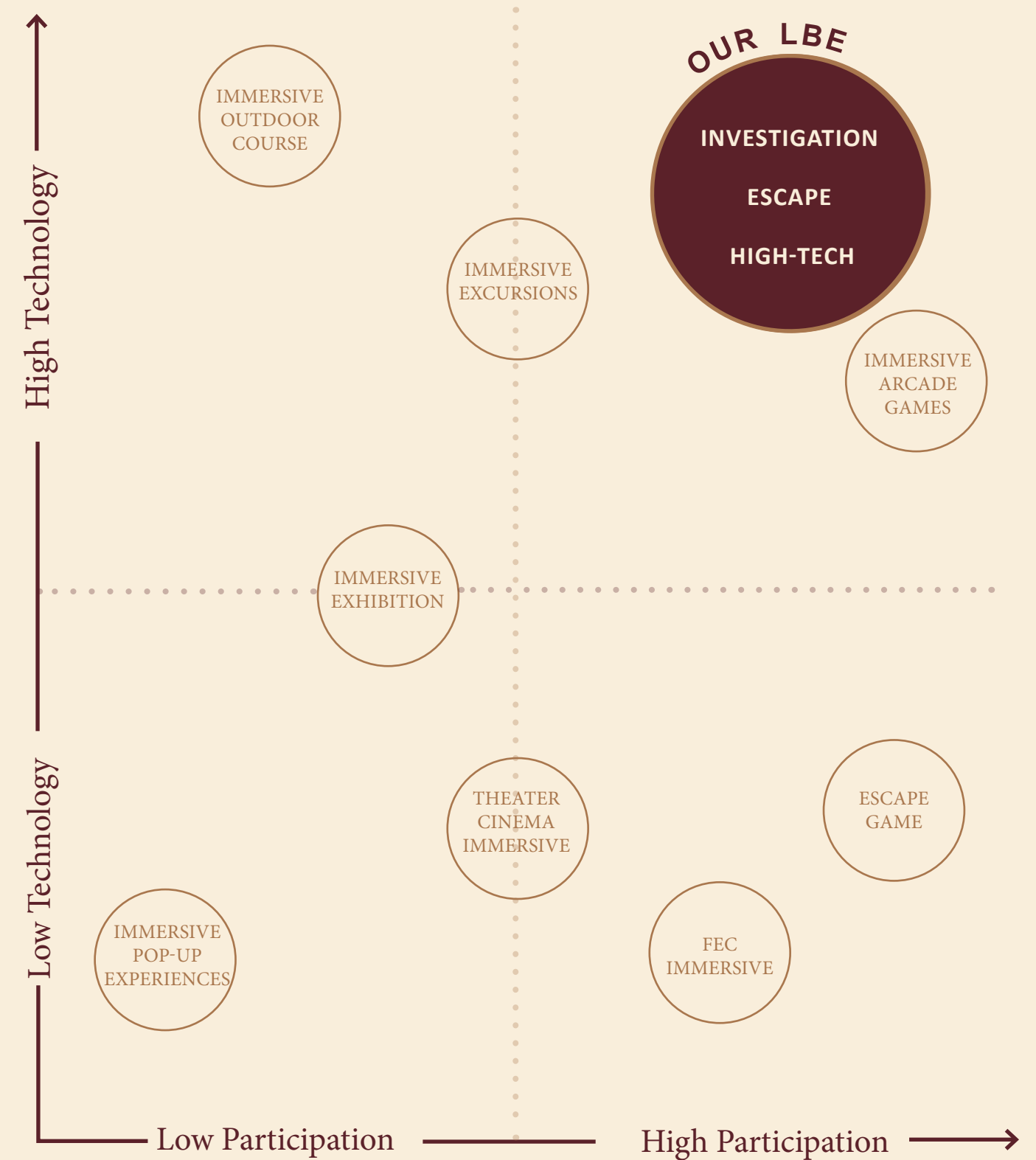
To find out, come and take part in the fabulous adventure of *The Odyssey*.



CONCEPT

RESEARCH & THINKING

The Odyssey is a new category of LBE that is not yet present on the market: a proposal combining puzzle games with high technology



Source : Habo Studio Inc. « Inventory of immersive offerings identified on the market according to their degree of participation and technology »

DESCRIPTION

The ChronOdyssey is an adventure simulator optimized for the immersive «The Odyssey» experience.

It consists of a raised cab and a base, designed for exploring and sharing with friends. Its originality comes partly from its swivel seats and its action and reflection modes.

Its design allows it to be used many other adventures. Additional content can be downloaded to offer visitors new experiences and keep them coming back for more.



1-4 players



Integrates numerous technologies, including artificial intelligence



Several levels of difficulty



Available to all



Universal simulator without VR headset



Designed for exploring and sharing moments



Can be used for other immersive experiences

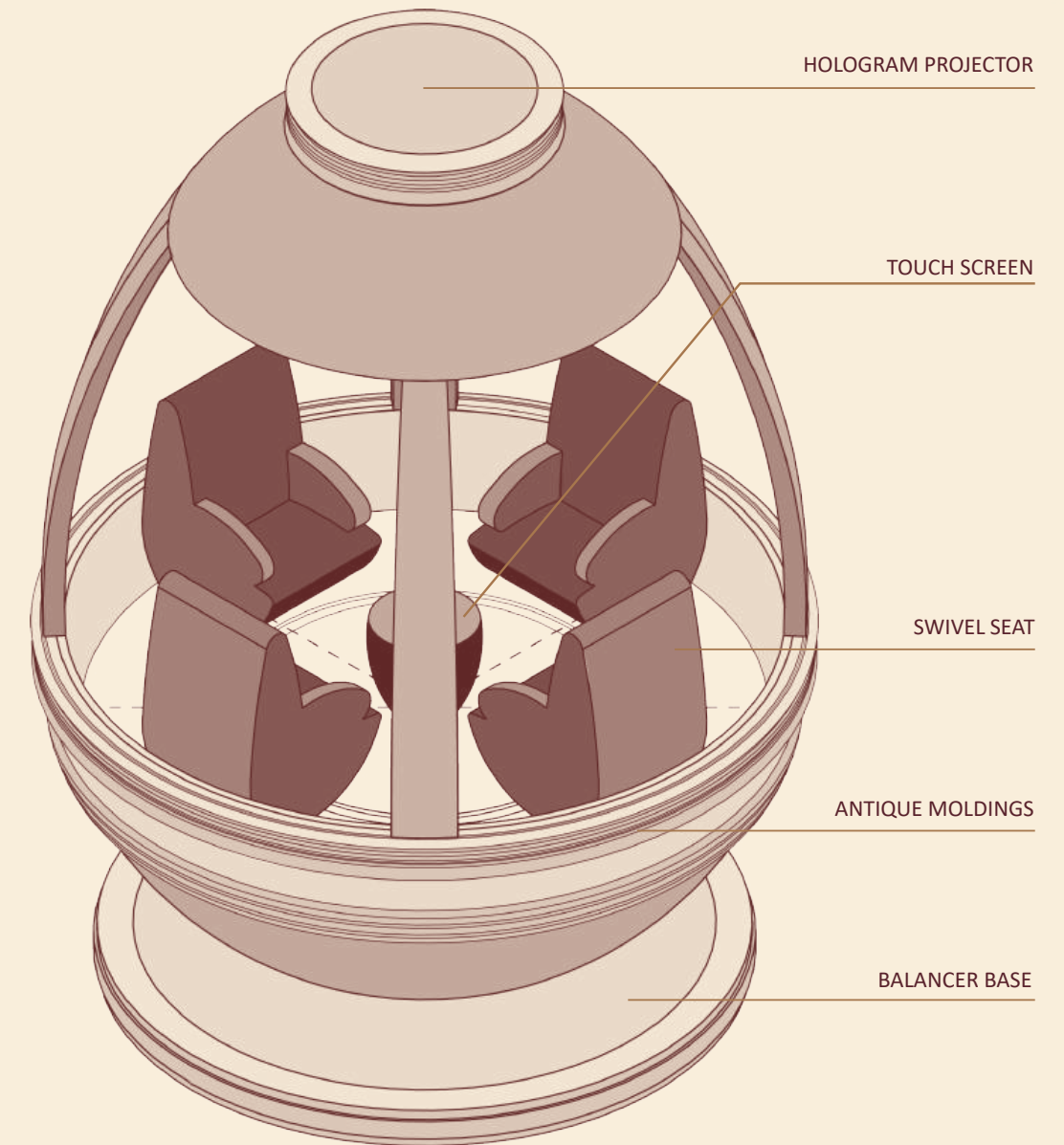


An emergency button to stop and open the device



Worldwide network enabling connected experiences

THE CHRONODYSSEY



PIVOTING AND VIBRATING SEATS



GLASSES-FREE 3D SCREEN



HOLOGRAM PROJECTION



SCENT DIFFUSER



SENSORIAL EFFECTS

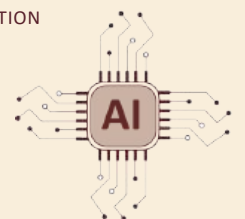


MOTION RECOGNITION



AUDIO SYSTEM

INTEGRATES SEVERAL EXISTING TECHNOLOGIES OR CURRENTLY UNDER DEVELOPMENT



ARTIFICIAL INTELLIGENCE

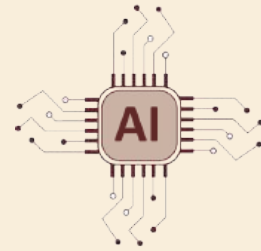
DESIGN

ENIGMAS & EXPLORATIONS x AI

The chronodyssey high-tech simulator allows a multi-sensory immersion adventure, action and puzzle-solving.



Enigmas and exploration games



High-tech and artificial intelligence

EGG SHAPE x IMMERSION

Its ovoid shape is compact and reassuring. Its roundness allows you to be immersed in a 360° environment.



Ovoid shape



360 degree immersion

ACTION x REFLEXION

Games and films include both action phases and phases of reflexion and deduction.



Reflexion mode



Action mode

SEATED x ACTIVE

Sitting encourages concentration and puts everyone on an equal footing. If you want to, you can always use your arms and hands to complete certain task.



Seated position



Motion recognition

LEARN x HAVE FUN

A fun way to learn about the seven ancient wonders and innovate architecture of the past.



Pedagogical



Fun

ECOLOGY



PRODUCTION

Recyclable materials such as aluminum, copper, wood and certain plastic BASED MATERIALS.



TRANSPORTATION

Easy to disassemble and transport



LIFETIME

Easily repaired and upgraded
Made with standardized parts



ENERGY

Compact and therefore energy-efficient.
Can use electricity from renewable sources



MOBILITY

Can be temporarily installed in various locations.

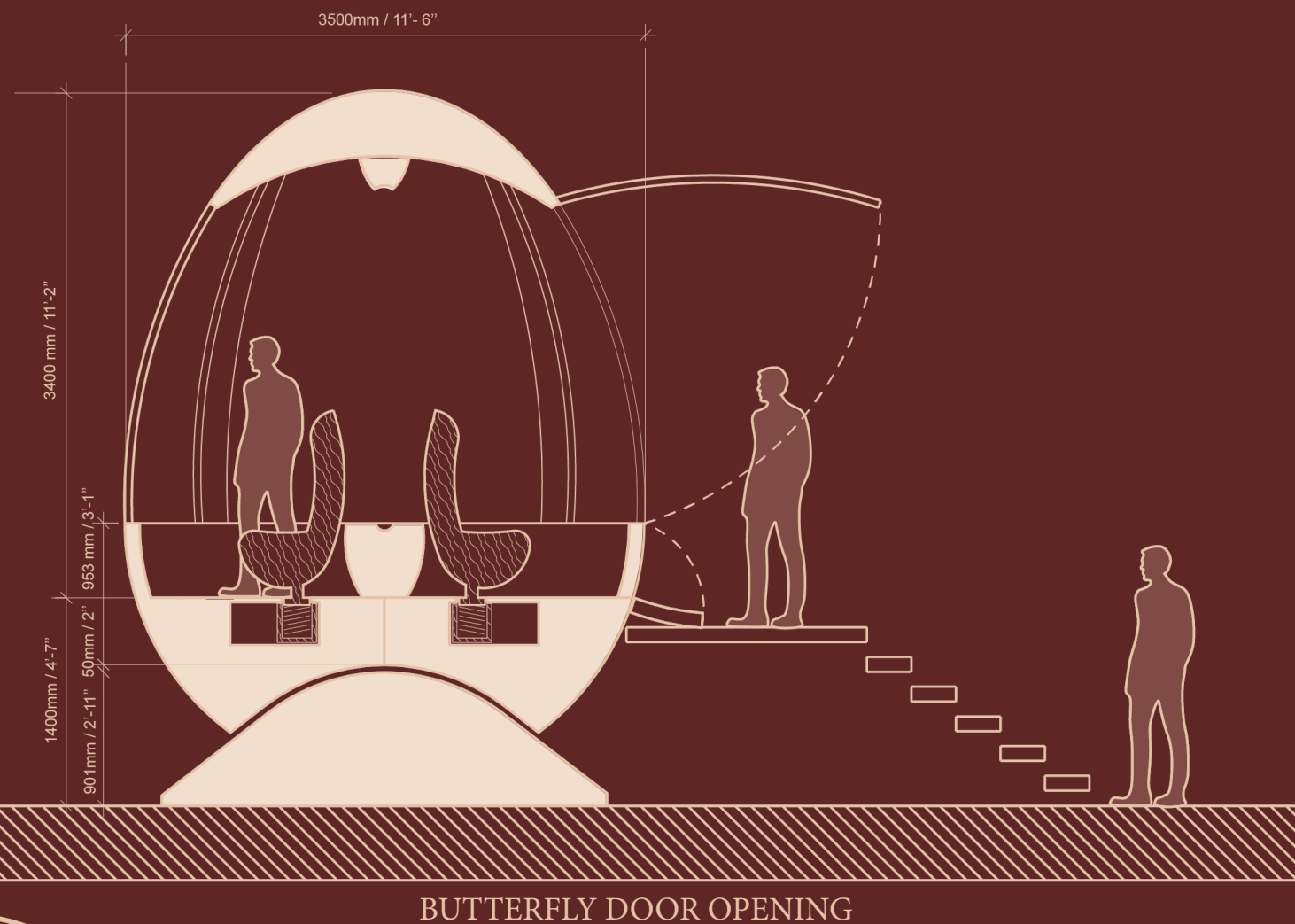
THE CHRONODYSSEY

ACCES

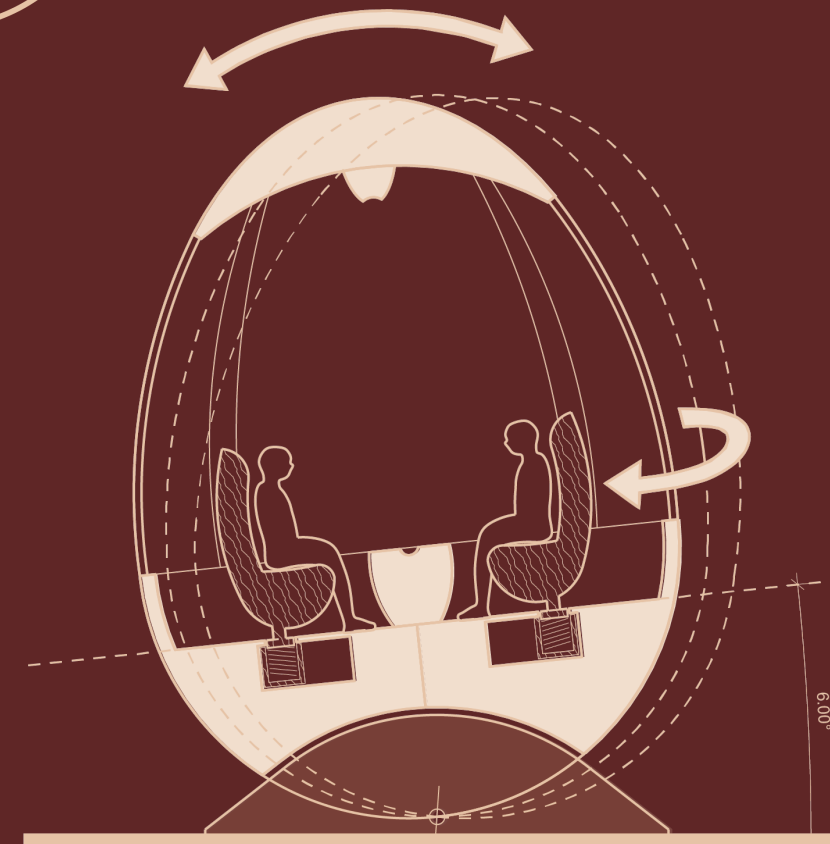
The access to the cabin is made possible via an external platform consisting of a 6-step staircase or a ramp.

One of the simulator's glass walls is raised open to allow players to sit down.

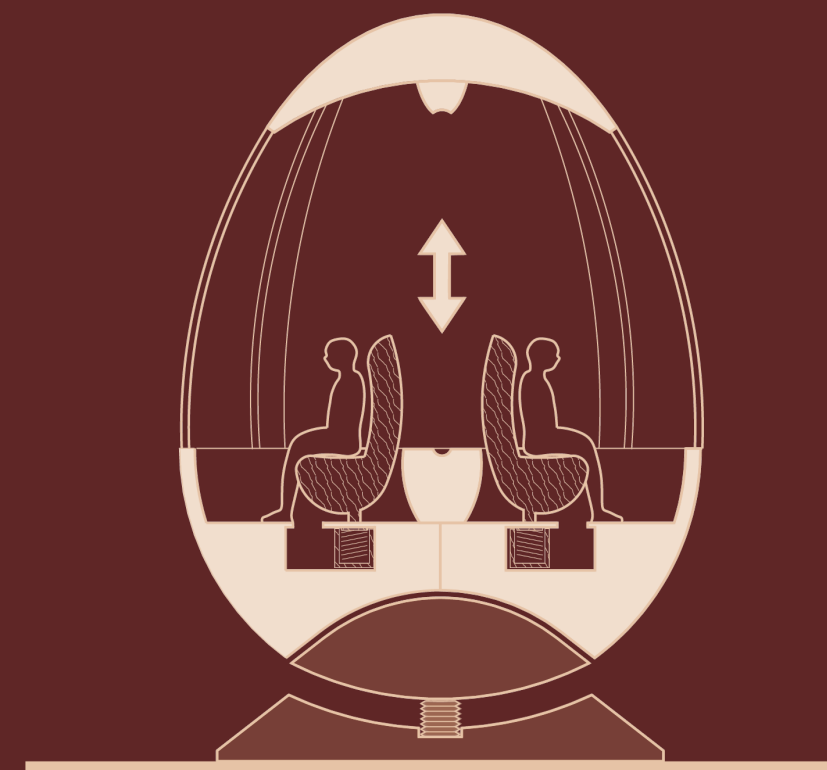
Seats are swivel-mounted, and their position can be changed during the session. They also feature a shockabsorbing system.



THE CHRONODYSSEY



SYSTEM TILT AND ROTATION



HEIGHT VARIATION

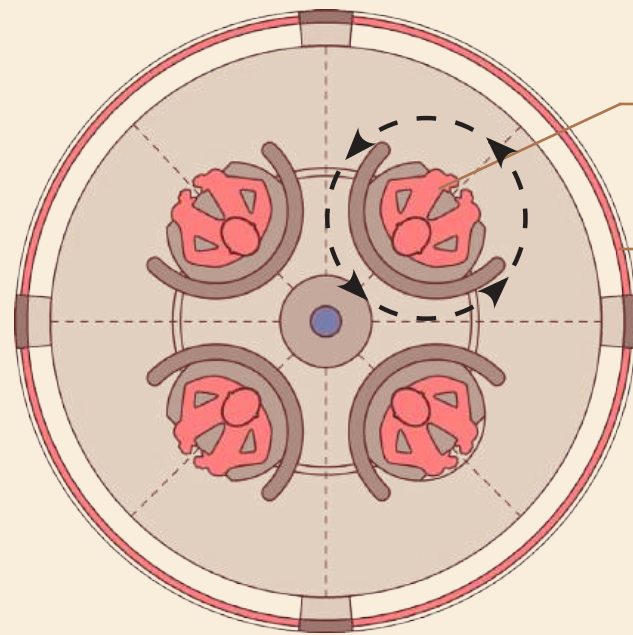
MOTION SIMULATOR

Thanks to its base, the Chronodyssée's interior can be prone to various simulations :

- Slope variations when moving, behaving like waves during a sea voyage
- Centrifugal rotation for time or space travel.
- Landing or take-off

A safety belt is mandatory!

THE CHRONODYSSEY



Outward-facing seats

Curved 3D screen
Motion recognition system

ACTION PHASE

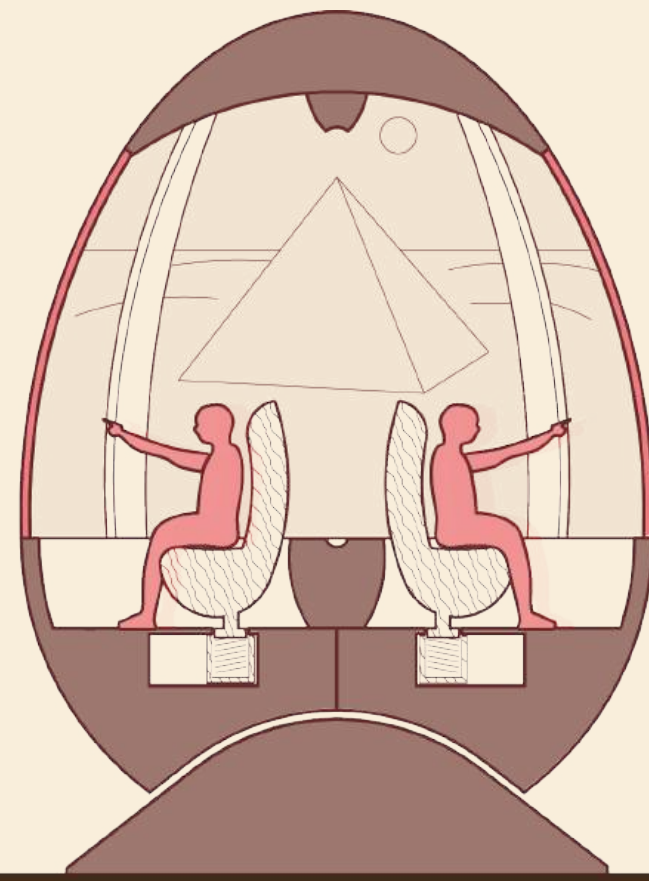
Thanks to the rotating seats, players face the ChonOdyssey screens.

Each player faces a large 3D curved screen, giving an impression of depth.

A motion-recognition sensor enables the player to interact with elements in his environment, by aiming at them with their hand.

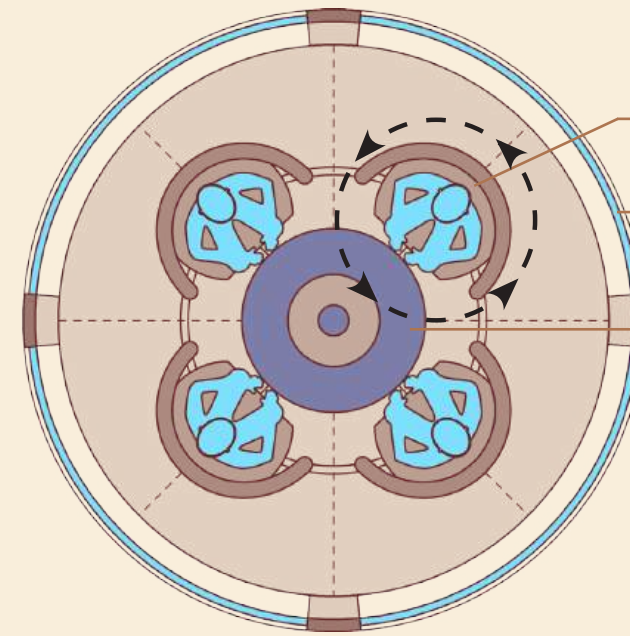
This enables various actions to be performed, such as shooting at a target, inspecting or moving an object, or illuminating an area.

This mode offers game or individual search phases. The clues collected will be shared with the other players after switching to reflection mode.



ACTION PHASE

THE CHRONODYSSEY



Center-facing seats

Screen for background ambiance

Tactile support
Holographic projector base

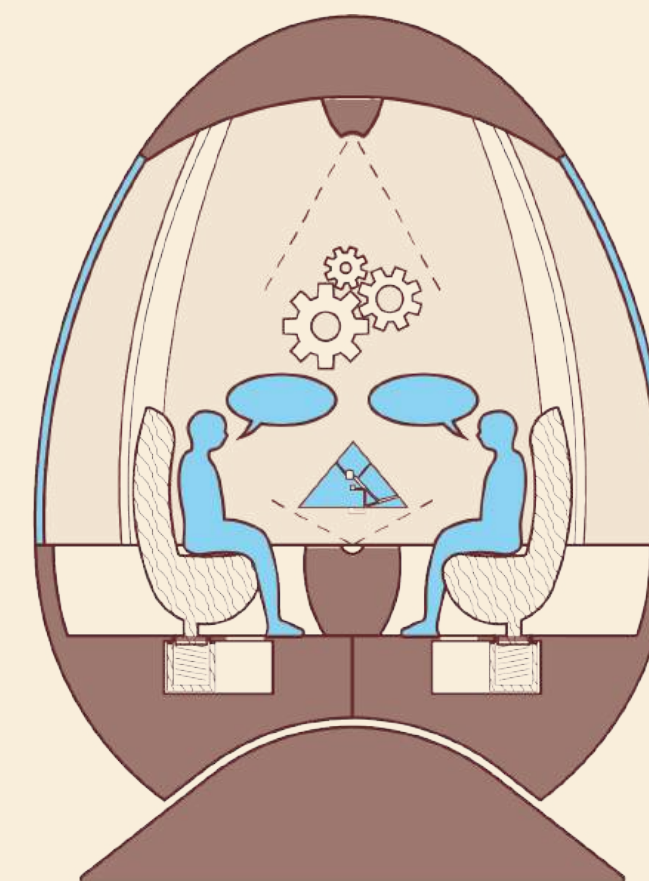
REFLEXION PHASE

Thanks to the rotating seats, players face each other, facing the ChronOdyssey center.

This configuration enhances teamwork and communication.

In the center, a classical touchscreen or holographic projection system displays :

- The three-dimensional map of a building and the targets to be reached.
- Cybella giving instructions between each action phase.
- The final puzzle after retrieving the fragments from each marvel.
- Players combine the clues they've found in action mode.

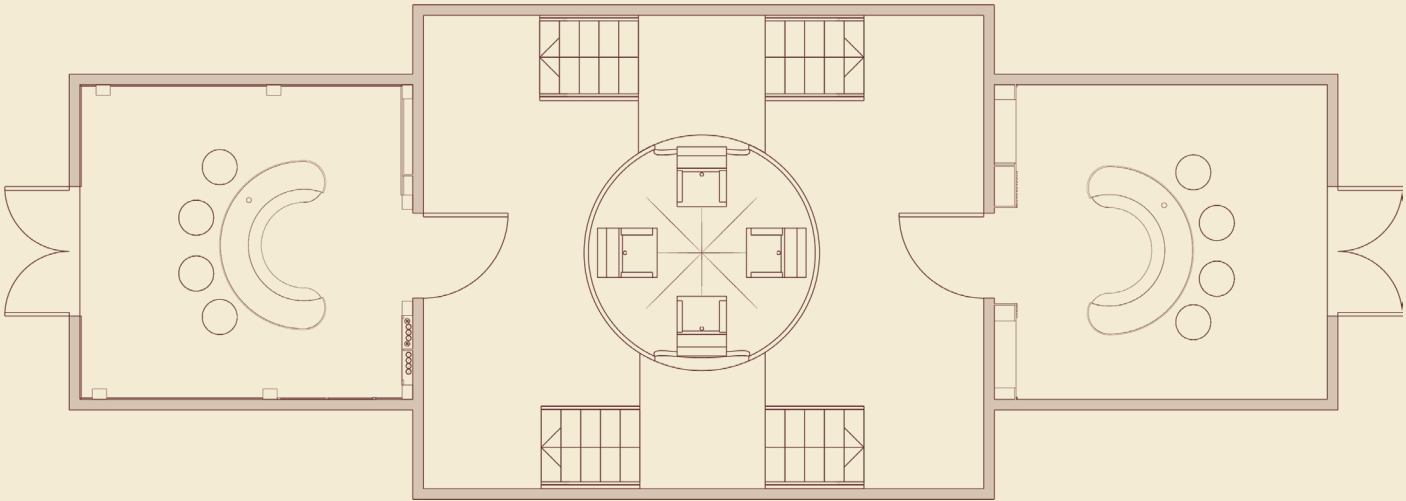


REFLEXION PHASE

ADAPTATIVE LBE

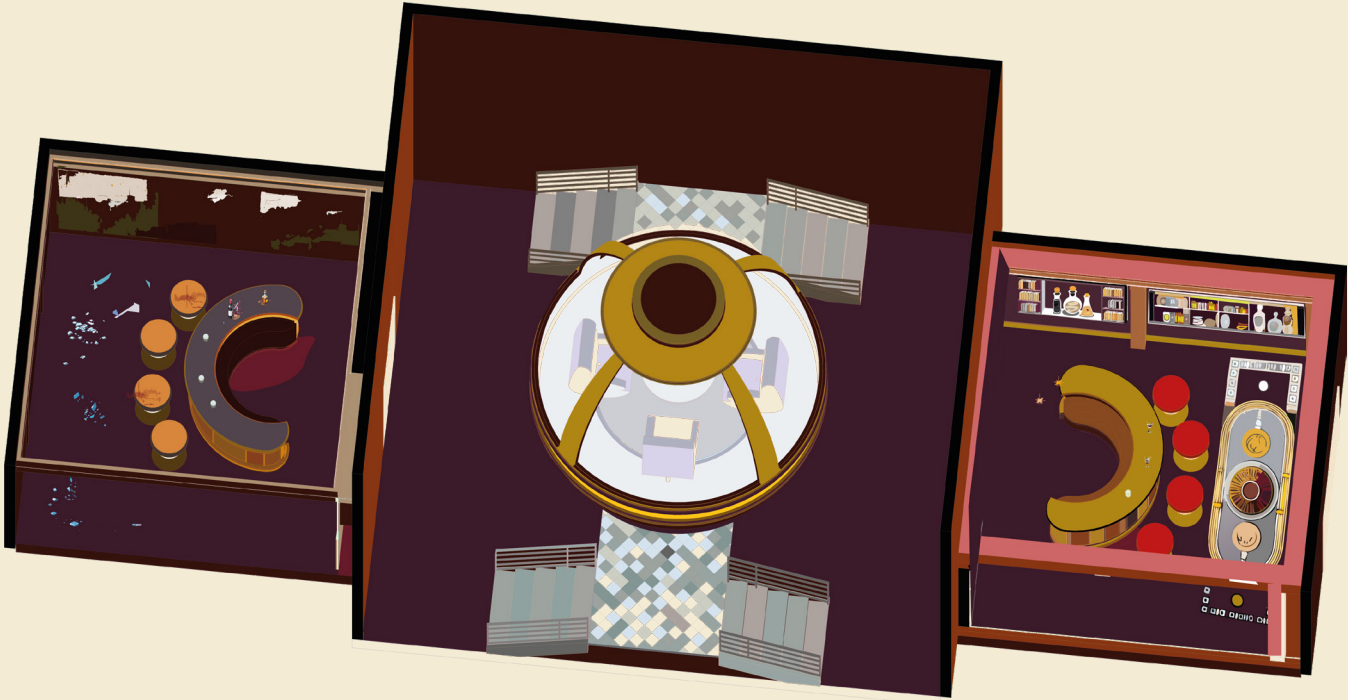
ADAPTATIVE LBE

This compact simulator can be set up anywhere ! Temporary events, in a building in the city center, in a shopping mall.



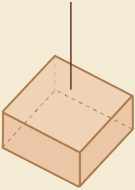
PRESHOW - ABANDONED BAR - HOLOGRAM SECRET LABORATORY - CHRONODYSEY ACCESS FLAMBOYANT BAR - ANIMATRONICS

START..... JOURNEYEND

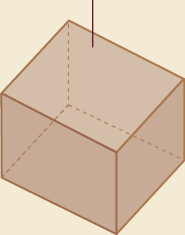


3 ELEMENTS

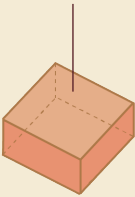
PRESHOW - ABANDONED BAR - HOLOGRAM SECRET LABORATORY - CHRONODYSEY ACCESS FLAMBOYANT BAR - ANIMATRONICS CYBELLA



25m² / 269 sq ft



70 m² / 753,47sq ft



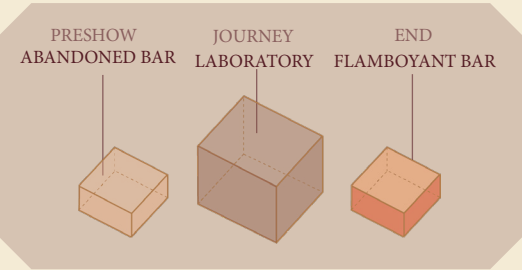
25m² / 269 sq ft

ADAPTATIVE LBE

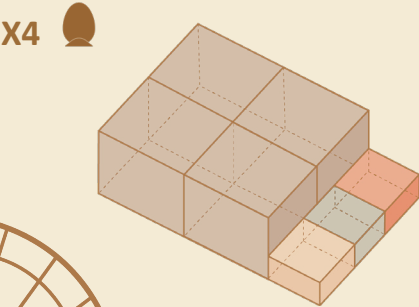
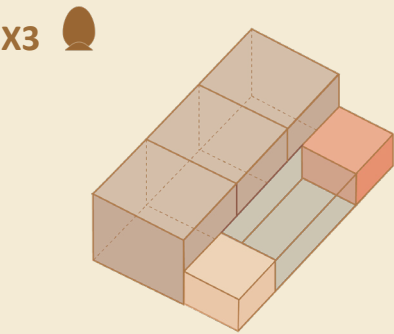
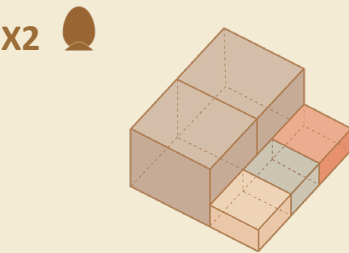
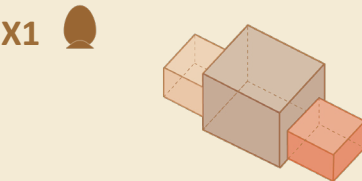
IF YOU ARE... IN A MALL



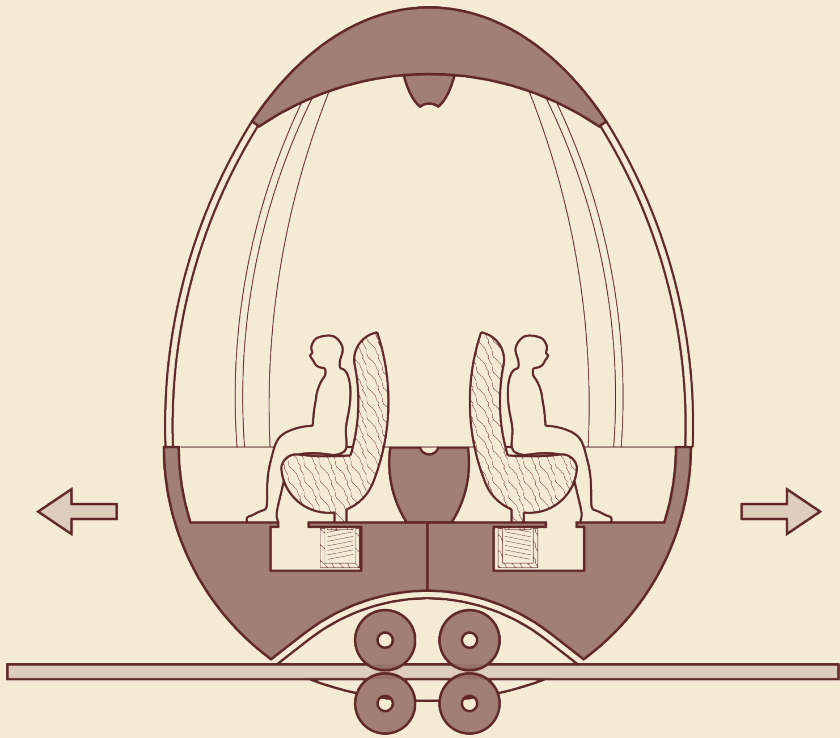
3 ELEMENTS



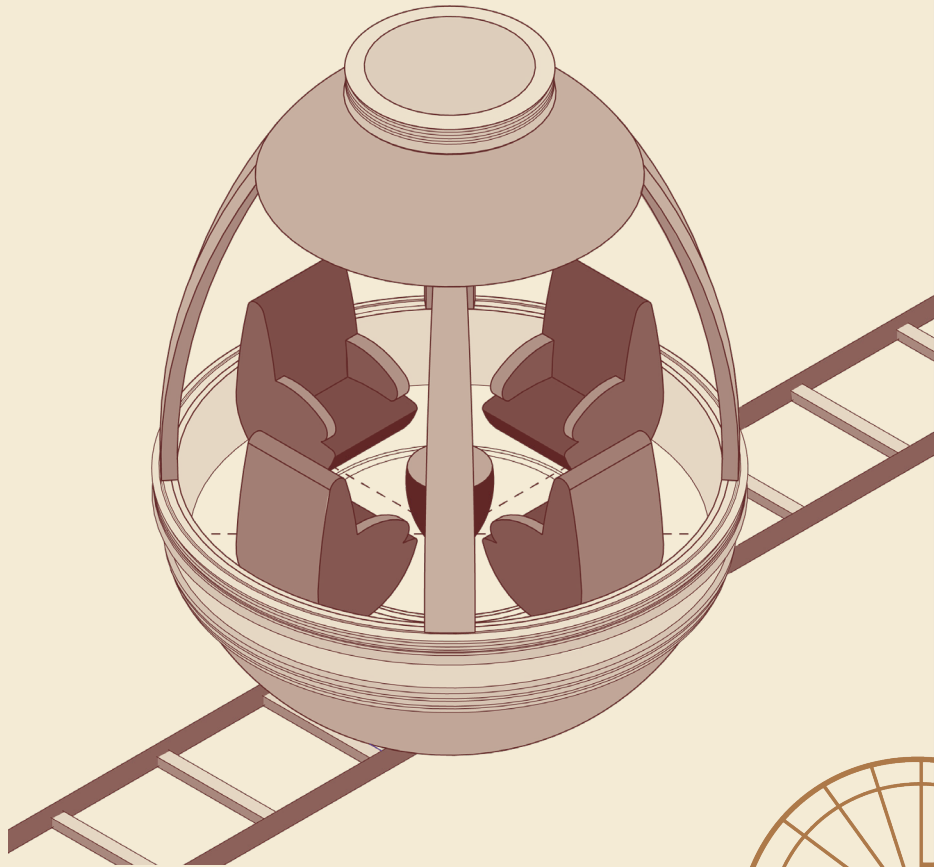
POSSIBLE VARIATIONS



IF YOU ARE... IN A THEME PARK



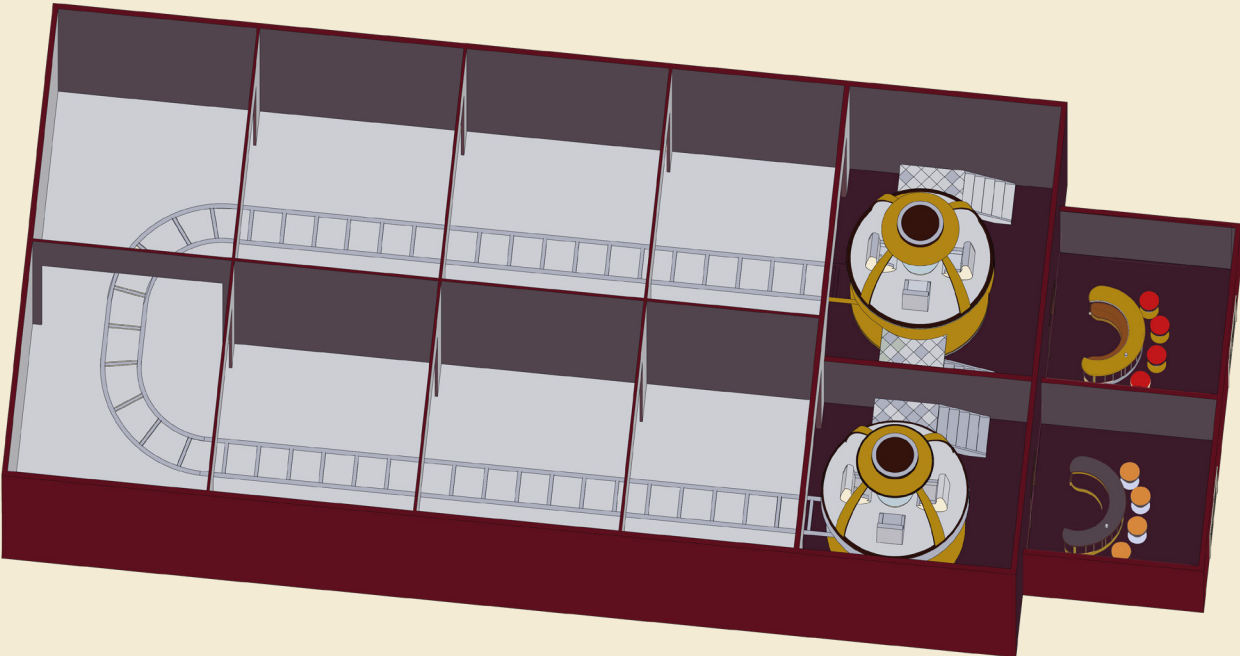
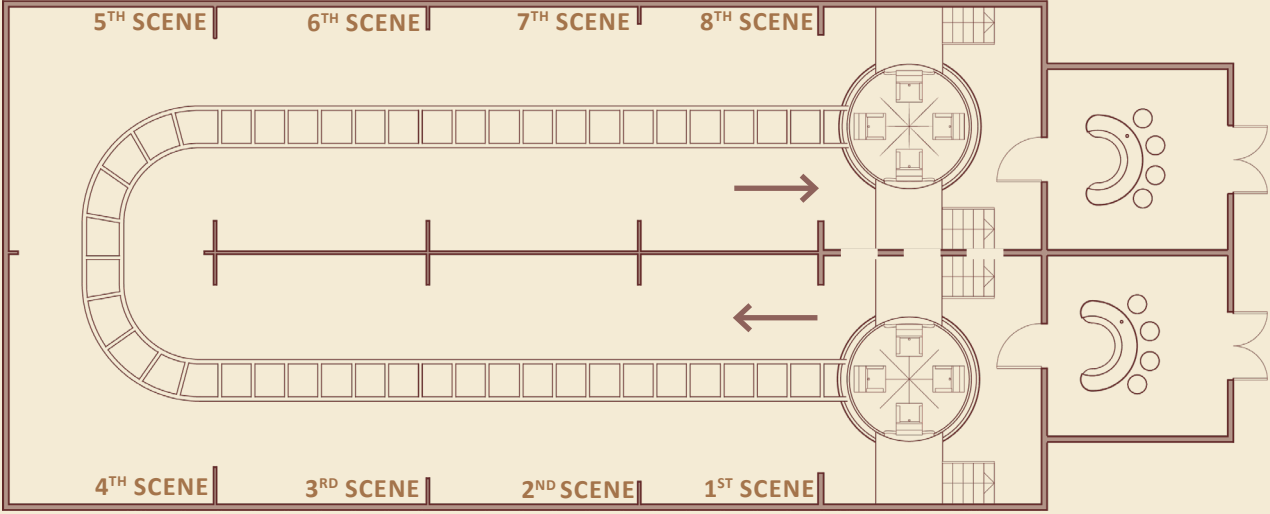
TRACK-MOUNTABLE



ADAPTATIVE LBE

IF YOU ARE... IN A THEME PARK

The simulator can be modified and adapted into a classic theme park, using dark ride or LPS trackless ride technology. An adapter allows the base to be compatible with rails or wheels. Inner screens can be made transparent or completely removed. The environment can then either be projected onto walls for added depth, or actually built into the scenery for added realism.



STAFF NEEDED FOR THE OPERATION AND MAINTENANCE (BASED ON LBE SIMULATOR VERSION)

1. Operation of the Attraction

Attraction Operators: 2-3 operators

To manage the simulator, guide participants in the escape room, and monitor the animatronic's functionality.

Safety Monitors: 1 person

To ensure safety rules are followed, especially with the simulator and animatronic.

Reception and Ticketing Staff: 1-2 people

To welcome visitors, handle reservations, and explain safety and participation guidelines.

2. Maintenance and Upkeep

Maintenance Technicians: 2-3 technicians (rotating)

For regular maintenance of the simulator, specialized upkeep of the animatronic, and repairs of technological equipment.

Cleaning Staff: 1-2 people (rotating)

To maintain cleanliness, particularly in tech-sensitive areas.

3. Support

Attraction Supervisor: 1 supervisor

To manage the team, coordinate operations, and address technical issues or emergencies.

Emergency Response Staff (if needed): 1 person

To handle medical emergencies or other safety-related incidents.

TOTAL :

Approximately 8-12 people per day, including rotations to cover all operational hours, ensure safety, and maintain the simulator and animatronic.

CHARACTERS

CHARACTERS

Philo

Philo of Byzantium, born in the late 3rd century BCE, is a name that echoes within the geniuses of antiquity, whose contributions to science and engineering left an indelible mark during his era. Originally from the Greek city of Byzantium, known today as Istanbul, Philon is best known for his writings on the wonders of the ancient world.

He was also an exceptional engineer, which allowed him to create Cybella, an automated servant showcasing his brilliance in mechanics and automation. Cybella, with her complex mechanisms, represents the peek of Philo's research studies on automation and mechanical devices, a field that particularly fascinated him.

His contributions to architecture, war machines, and mechanical engineering highlights his remarkable expertise and lasting impact on the history of ancient inventions.



Cybella

Cybella is the crowning achievement of Philo's and one of the most captivating creations of his time.

Designed as an automaton capable of serving drinks, Cybella goes beyond her initial function in order to become a true technological wonder. Her mechanical beauty and elegance conceal impressive sophistication: Cybella possesses a vast memory that holds long lost construction techniques from antiquity, as well as in-depth knowledge of the technological advancements of her era.

Cybella is more than just a marvel of mechanics. As a guide, she plays a crucial role in the exploration of the Seven Wonders of the Ancient World, providing our four adventurers with valuable insights and information about these historic monuments.





STORYTELLING & USERS EXPERIENCE

Immerse yourself in the epic and educational adventure of Philo's Odyssey, a high-tech escape-game adventure blending real historical facts and science fiction.

In 300 B.C., the visionary engineer Philo of Byzantium, accompanied by his automaton servant, compiles a list of the seven wonders of the ancient world: architectural masterpieces, now partly lost, whose mysteries still defy our understanding.



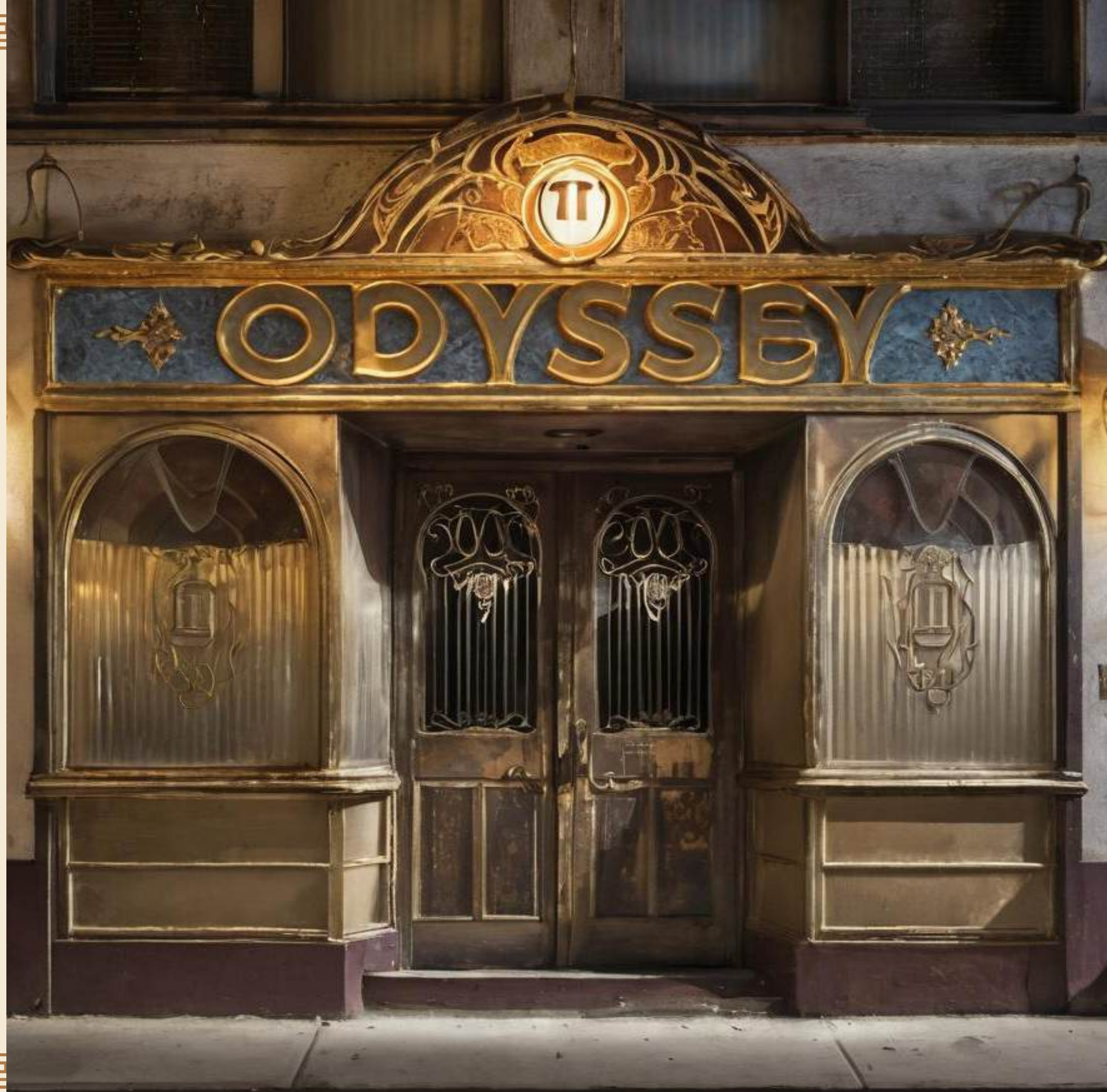
Today, in the first half of the 21st century, you and your 3 best friends receive a strange notification on your phone:

« Meet at the following coordinates
[LBE GPS coordinates]
at
[booking time] ».

It's a mysterious invitation... but your thirst for adventure and puzzles compel you to accept, despite the risks of an anonymous message.

After deciphering the message, you arrive at the scene. It's an old bar that looks as if it's been disused for years.

Cautiously, you open the door and decide to enter.





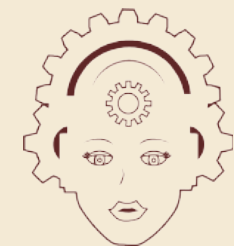
The bar is dark and silent. You call out, but no one answers.

The furniture is covered in dust, except for four seats near the bar. Intrigued by this discrepancy, your group approaches the bar and eventually decides to take a seat.

As the last member of the group takes a seat, a mechanism is triggered and suddenly a hologram of a humanoid robot appears behind the bar.

Surprised at first, you quickly regain your composure...

The hologram begins to speak and introduces itself:



« Hello and thank you for coming all this way. I'm Cybella, the servant of my Master, Philo, a brilliant engineer who lived over 2,300 years ago.

Today, he is still known for having traveled around and recorded 7 major architectural works of his time in a list.

You probably know those as:

«The 7 Wonders of the Ancient World»

The hologram projects an image of the seven wonders and their locations:

Egypt:

1. Pyramid of Cheops
2. Alexandria Lighthouse

Iraq:

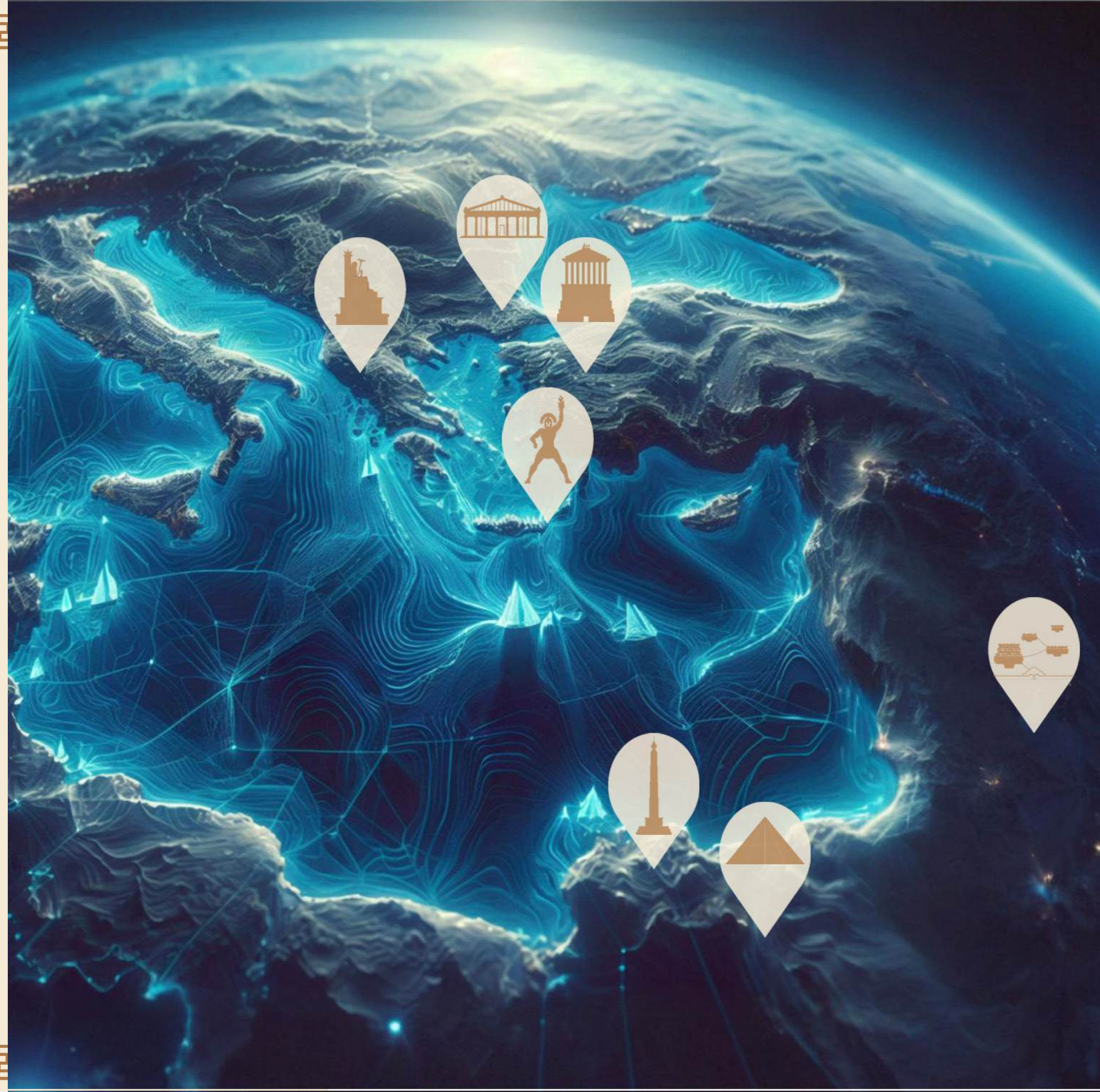
3. Hanging Gardens of Babylon

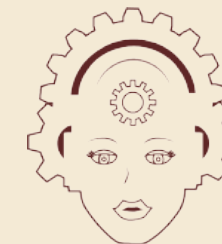
Turkey:

4. Temple of Artemis at Thebes
5. Mausoleum of Halicarnassus

Greece:

6. The Colossus of Rhodes
7. The statue of Zeus at Olympia





«I'll tell you a secret: this list has a hidden purpose. Philo has hidden clues within each marvel, which altogether, will lead you to his greatest project.

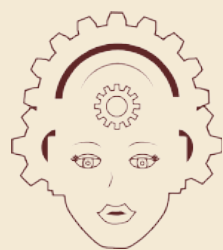
Before he died, Philo made me promise to look for worthy successors, capable of solving riddles and finding his secret. Thanks to my knowledge and Philo's descendants, we've developed a system for discovering these seven wonders of the past.

Let me show you. »

Behind the bar, a secret passage opens up between the shelves of bottles, revealing the secret workshop of Philon's descendants.

The four adventurers arrive in a workshop filled with strange tools and machines, a mixture of modern technology and ancient archaeological mechanisms. In the middle of the room, a large, egg-shaped, glassed-in vehicle sits majestically.

The hologram appears next to the machine:



« This is ChronOdyssey »
specially designed to explore the
seven wonders of the ancient world
and solve their mystery.
If you're still up for it, settle down
inside and let me guide you. »





The four adventurers board the time machine, determined to unravel the mysteries of the Ancient Wonders.

Each wonder contains a precious fragment of a key map, carefully divided into seven parts.

Once assembled, this map will reveal not only the location, but also the key to Philo's masterful invention.

From Babylon to Rhodes, via Alexandria, they'll have to solve ancient riddles, overcome unsuspected dangers and uncover secrets buried for millenials.

Alexandria Lighthouse



LOCATION: PHAROS ISLAND, EGYPT



HEIGHT: MORE THAN 100 METERS HIGH



MATERIAL: ADORNED WITH COLOSSAL
STATUES IN PINK GRANITE + LIMESTONE
BOULDERS



BUILDER: SOSTRATE DE CNIDE



BUILT: -280 BC
DISAPPEARANCE: -295 B.C.



CAUSE: EARTHQUAKES AND TIDAL WAVES

CHALLENGE

THE PLAYERS FIND THEMSELVES IN THE
MIDDLENAVAL BATTLE IN FRONT OF
RHODES.

THEY MUST PROTECT THE COLOSSUS
AND FIGHT THEIR WAY THROUGH THE
BATTLE TO FIND THE FRAGMENT.

TYPE: SURVIVAL

QUALITY REQUIRED: COURAGE

ACTION LEVEL:

REFLECTION LEVEL:



Babylonian Gardens



LOCATION: BABYLONE, IRAQ



HEIGHT: 91 M



LONGEUR : 400-METER SIDES



BUILDER: NABUCHODONOSOR II



BUILT: NO INFORMATION
DISAPPEARANCE: NO INFORMATION



CAUSE: NO INFORMATION

CHALLENGE

YOU ARRIVE IN BABYLON, AND THE HANGING GARDENS FLYING THROUGH THE SKY THANKS TO AN ANCIENT TECHNOLOGY THAT HAS NOW DISAPPEARED!

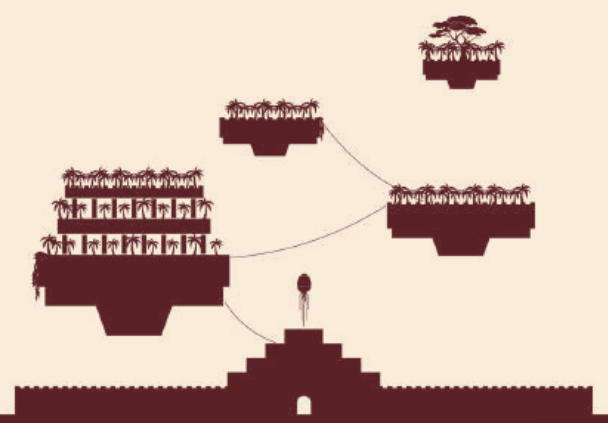
THE CHRONODYSSÉY FLIES THROUGH THE SKY, BUT ITS POWER IS LIMITED. FIND YOUR WAY TO THE TOP OF THE GARDENS!

TYPE: MAZE







REQUIRED SKILL: BALANCE, ORIENTATION

ACTION LEVEL:

REFLEXION LEVEL:



Colossus of Rhodes

-  LOCATION: RHODES, GREECE
-  HEIGHT: 33 M
-  MATERIAL: BRONZE
-  BUILDER: CHARÈS DE LINDOS
-  BUILT: -292 BC
DISAPPEARANCE: +226 B.C.
-  CAUSE: EARTHQUAKE

CHALLENGE

THE PLAYERS FIND THEMSELVES IN THE MIDDLENAVAL BATTLE IN FRONT OF RHODES.

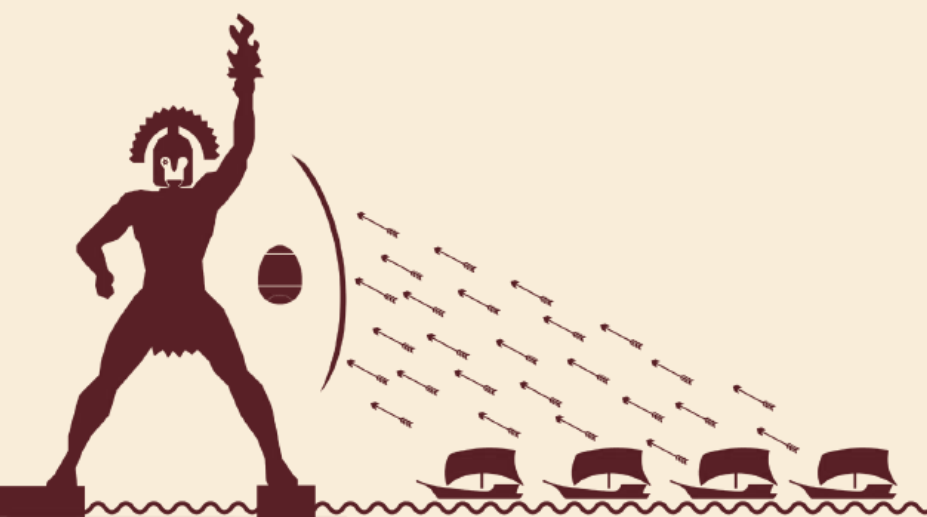
THEY MUST PROTECT THE COLOSSUS AND FIGHT THEIR WAY THROUGH THE BATTLE TO FIND THE FIND THE FRAGMENT.

TYPE: SURVIVAL, TOWER DEFENSE

QUALITY REQUIRED: COURAGE

ACTION LEVEL:

REFLECTION LEVEL:





Statue of Zeus



LOCATION: OLYMPIE GREECE



HEIGHT: 13 M



MATERIAL:
GOLD, BRONZE, IVORY, EBONY
(SUPPORT) GOLD AND IVORY, WOOD



BUILDER: PHIDIAS



BUILT: - 466 BC
DISAPPEARANCE: 5TH CENTURY BC



CAUSE: TEMPLE FIRE

CHALLENGE

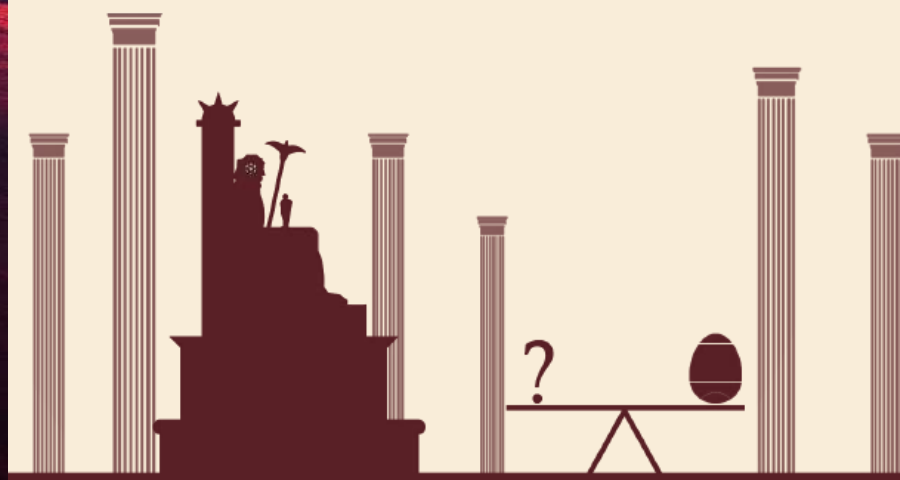
YOU ARRIVE AT THE STATUE OF ZEUS.
THE STATUE PUTS YOU TO A TEST.
TRY TO CONTAIN ZEUS' TERRIBLE
WRATH, MAKE THE RIGHT CHOICES!

REQUIRED QUALITIES: MORALITY,
RATIONALITY

TYPE: QUESTION AND ANSWER

ACTION LEVEL:

REFLECTION LEVEL:



Artemis Temple



LOCATION: EPHESE, TURKEY



HEIGHT: 18 M



MATERIAL: MARBLE



BUILDER: THÉODORE DE SAMOS,
CHERSIPHRON, MÉTAGÉNÈS



BUILT: -560 BC
DISAPPEARANCE: JULY 21, 356 B.C.



CAUSE: FLOOD, ARSON, LOOTING

CHALLENGE

THE LARGEST GREEK TEMPLE EVER
BUILT
STANDS BEFORE YOU.

THE GODDESS OF HUNTING AND NA-
TURE
WATCHING OVER YOU.

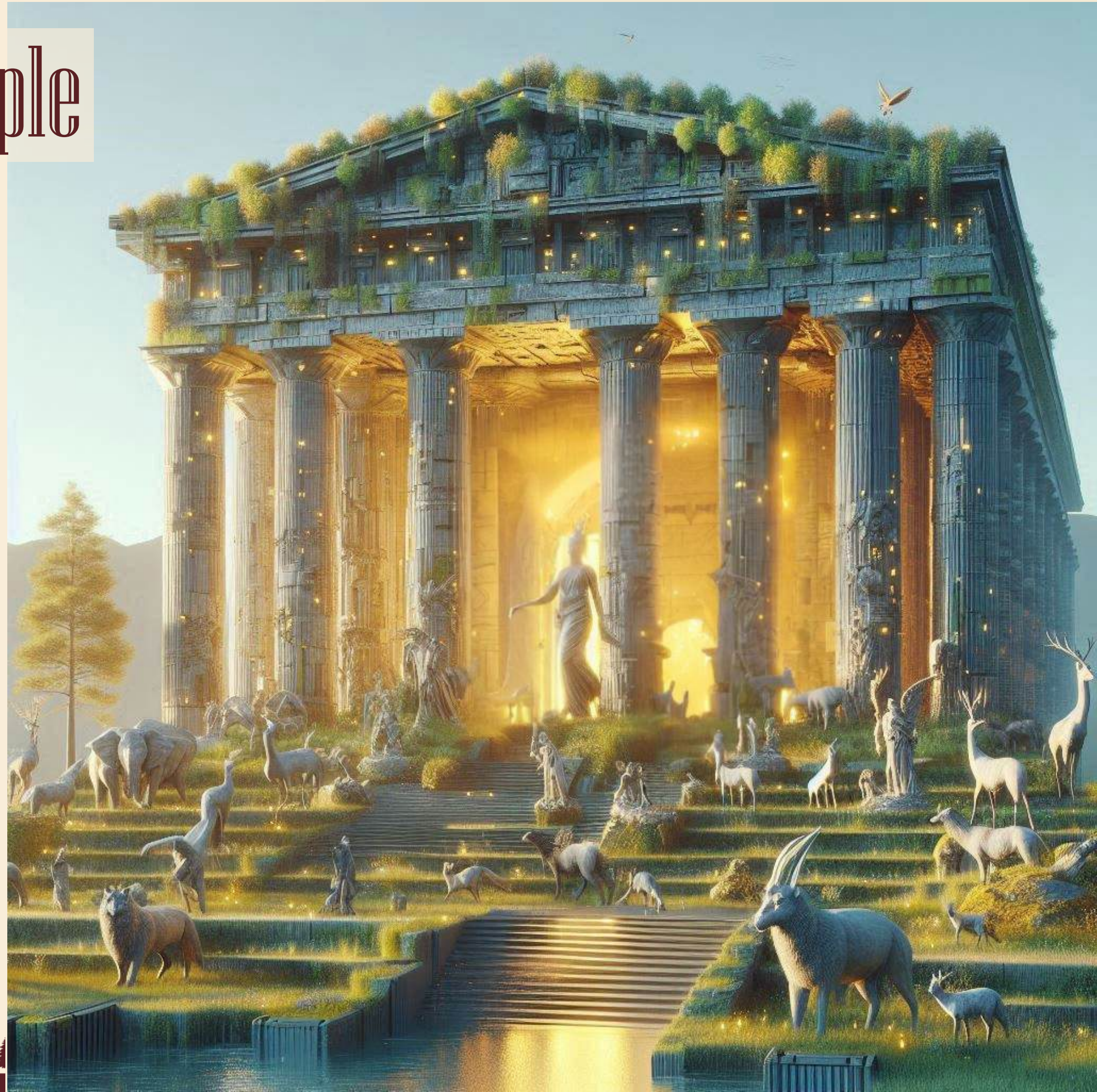
CURIOUS ANIMAL STATUES ADORN
THE
TEMPLE...

QUALITIES REQUIRED : SKILL

TYPE: PRECISION

ACTION LEVELS:

REFLEXION LEVELS:



Great Pyramid of Giza



LOCATION: GIZA, EGYPT



HEIGHT: 139 M
BASE: ~ 230.30 METRE



MATERIAL: STONE



BUILDER: ANONYMOUS



BUILT: AROUND 2560 BC

CHALLENGE

YOU ARRIVE IN EGYPT AND ENTER THE GREAT PYRAMID.

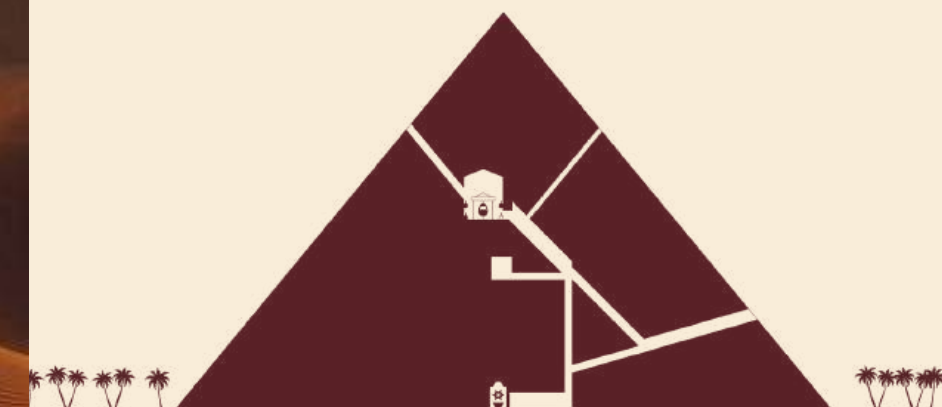
AVOID THE TRAPS AND SOLVE THE MYSTERIES TO FIND THE FRAGMENT HIDDEN BY PHILON.

REQUIRED QUALITIES: MORALITY, RATIONALITY

TYPE: QUESTION AND ANSWER

ACTION LEVEL:

REFLECTION LEVEL:



Halicarnassus Mausoleum



LOCATION: BODRUM, TURQUIE



HEIGHT: 45 M



MATERIAL: MARBLE



BUILDER: ARTÉMISE II, PYTHÉOS DE PRIÈNE, SATYROS DE PRIÈNE



BUILT: -351 BC
DISAPPEARANCE: XIIITH AND XIVTH CENTURIES



CAUSE: MULTIPLE EARTHQUAKES

CHALLENGE

THE TOMB OF MAUSOLEUS STANDS BEFORE YOU.

IT EXUDES A COLD, EERIE ATMOSPHERE.
A CLUE IS HIDDEN ON THE FAÇADE!

THE FRAGMENT IS NOT FAR AWAY!

REQUIRED QUALITIES:
MEMORY AND ORGANIZATION

TYPE: MEMORY

ACTION LEVEL:

REFLECTION LEVEL:





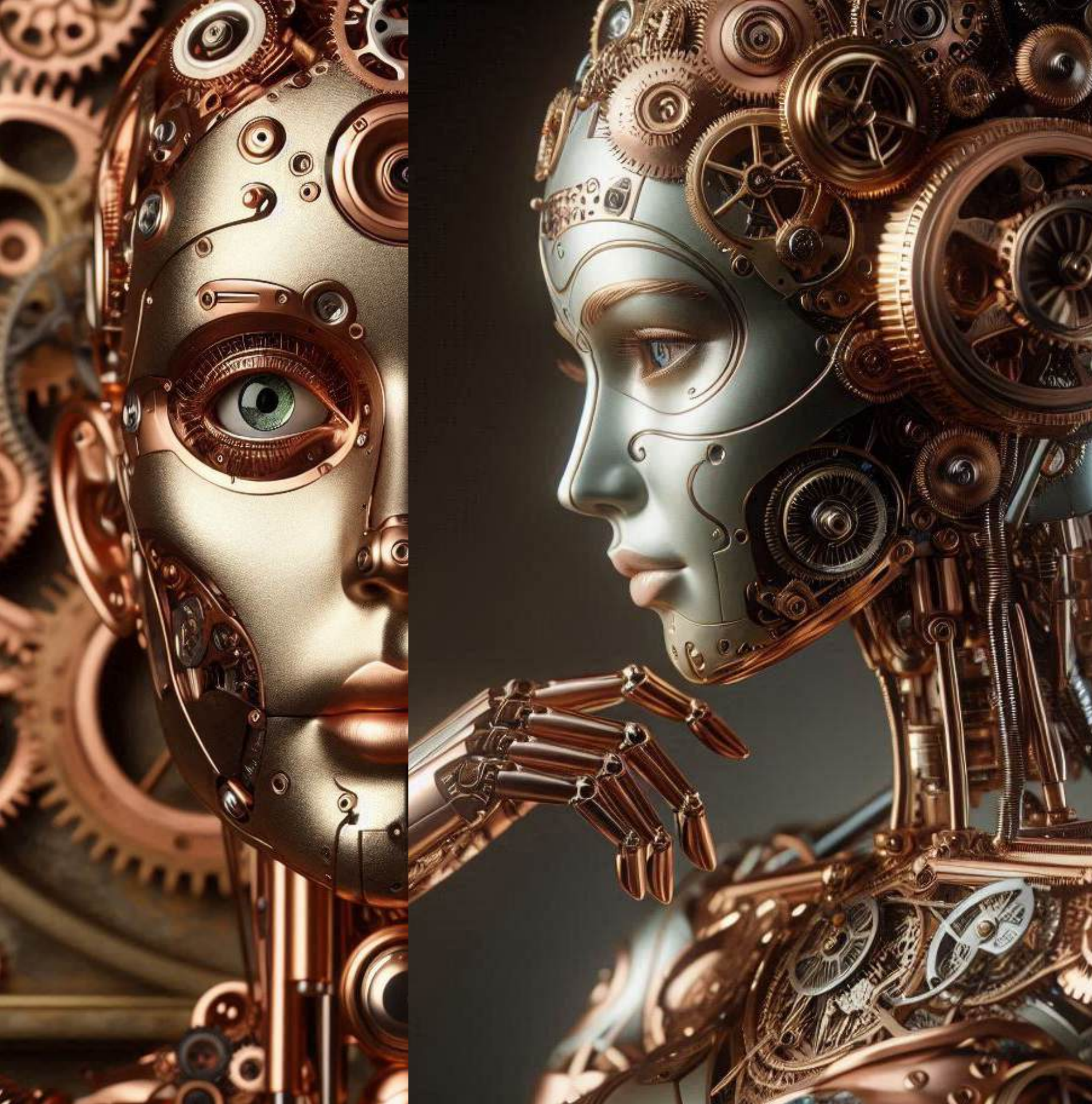
Once the last fragment has been recovered, the adventurers try to reconstitute the artifact, which is a key enabling them to open the door behind which the secret lies.

Using the ChronOdyssey machine, the adventurers travel to the precise location indicated on the map.

They discover the entrance to a hidden temple containing Philo's secret.

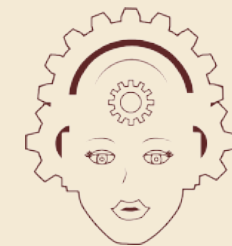
They use the key and the door opens!





A faint sound of cogs and metal clanking is heard. Two eyes appear in the darkness, a figure rises...

She's Philo's automaton servant. The small group is intimidated by her look and the aura she exudes.



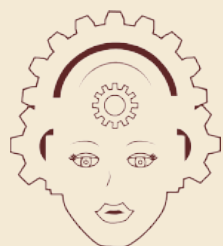
« Thank you for finding my body. You seem surprised! Let me explain everything, but let's go back to where it all began ».

Suddenly, the adventurers are propelled back to the laboratory hidden behind the bar.

Once there, they climb down from the machine and head to the bar.

The bar is lit and the covers on the furniture have been removed.

Callisto, the automaton servant, stands behind the bar.



« Before he died, Philo wanted to protect me from the unstable world of his time. So he hid my body in a secret place and placed clues to its whereabouts in the most robust and well-protected buildings of antiquity: the 7 wonders of the ancient world.

Philo also passed on his secret and a fragment of Cybella's memory to his descendants.

The aim was that one day, someone would be able to solve his riddles and be worthy of recovering his body.

In the 20th century, Cybella's memory was integrated into a computer program in the form of an AI, which explains its appearance as a hologram. With the 7 wonders of the ancient world largely destroyed, Cybella, with the help of Philo's descendants, was able to build a machine to re-explore them.

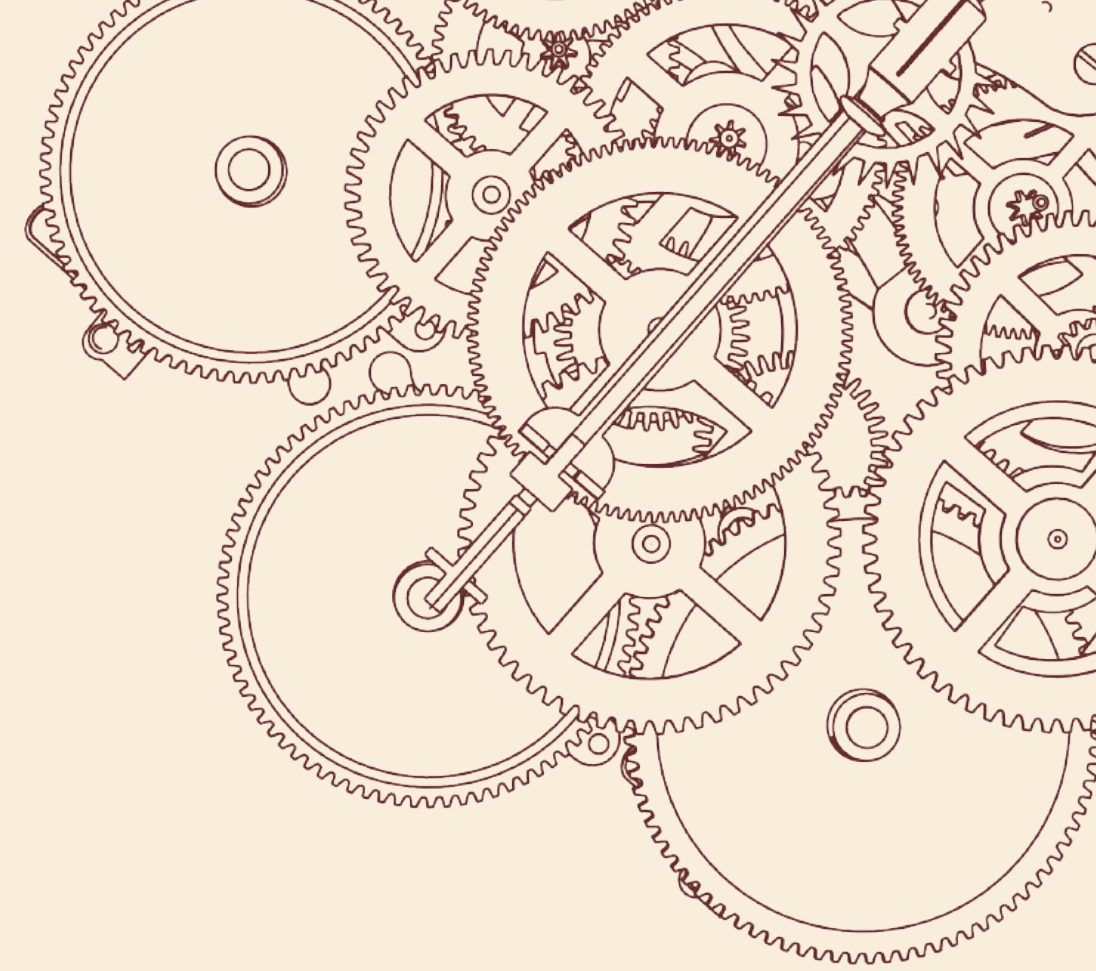
With his memory and body restored, Cybella can now pass on Philo's knowledge and technology to mankind.»

Cybella thanks the adventurers from her counter and offers them a cocktail! There are eight cocktails to choose from, with or without alcohol, one for each marvel, and the last, «the PhiloWWW special».



CHALLENGES

What do Philo's trials look like?



A detailed example :

THE PYRAMID OF GIZA



I

You've arrived in Egypt, -200 BC!

The ChronOdyssey flies over the desert.

Participants admire the landscape and all the buildings of that era, now gone.

It's breathtaking!



III

Armchairs are in inward-facing mode.

Cybella displays the pyramid map in the center of the ChronOdyssey.

Travellers choose their route.

Each room may contain clues that will bring them closer to the treasure hidden by Philon.

II

You arrive at the entrance to the Great Pyramid of Ghize, the oldest of the 7 wonders of the ancient world.

Cybella gives you some information about the building's construction dates, function and materials.

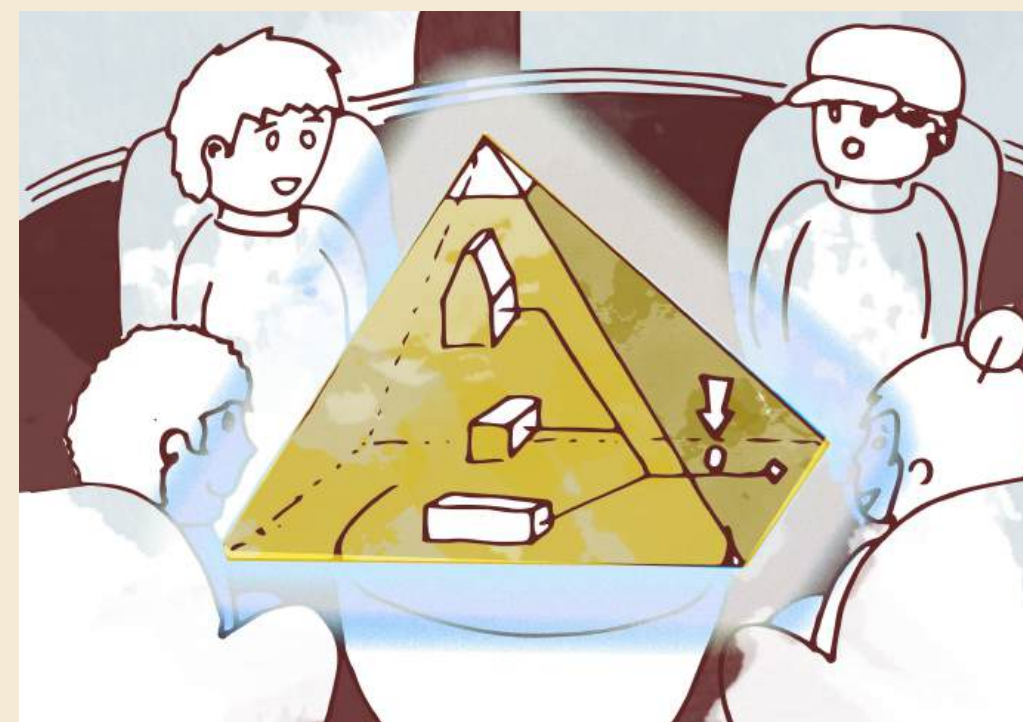


IV

The ChronOdyssey enters the pyramid.

It tilts and pivots to pass through the narrowest passages.

Beware, jolts are guaranteed!

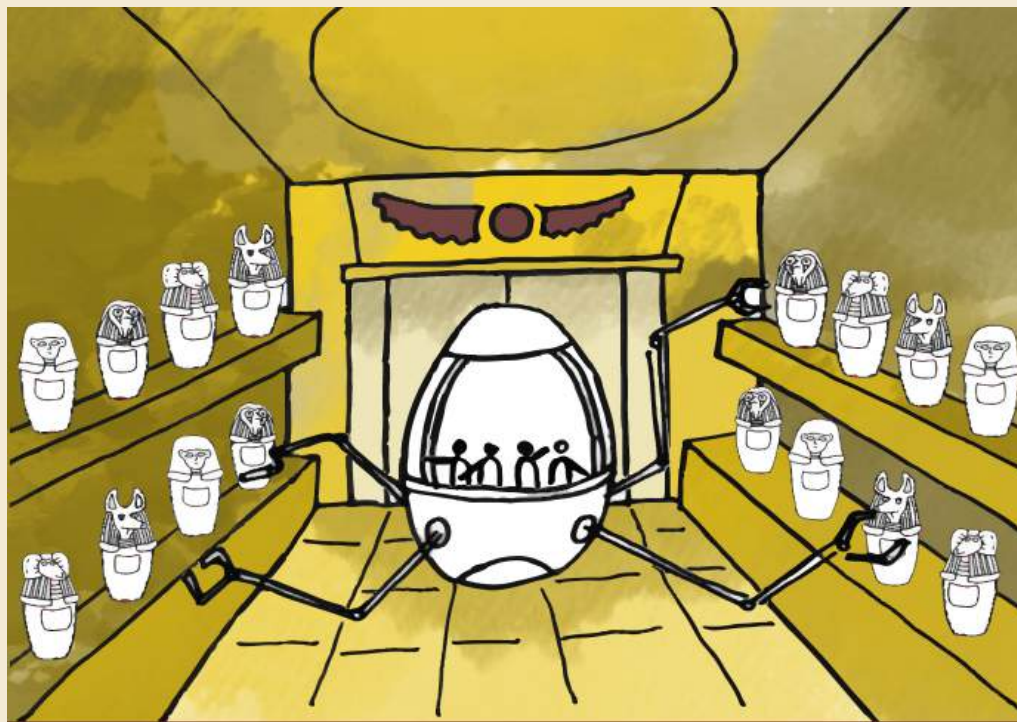


V

Chairs are turned over, players are back to back.

The players arrive in the pharaoh's antechamber.

There are canopic vases on offer against the walls, but some don't seem to be in the right place!

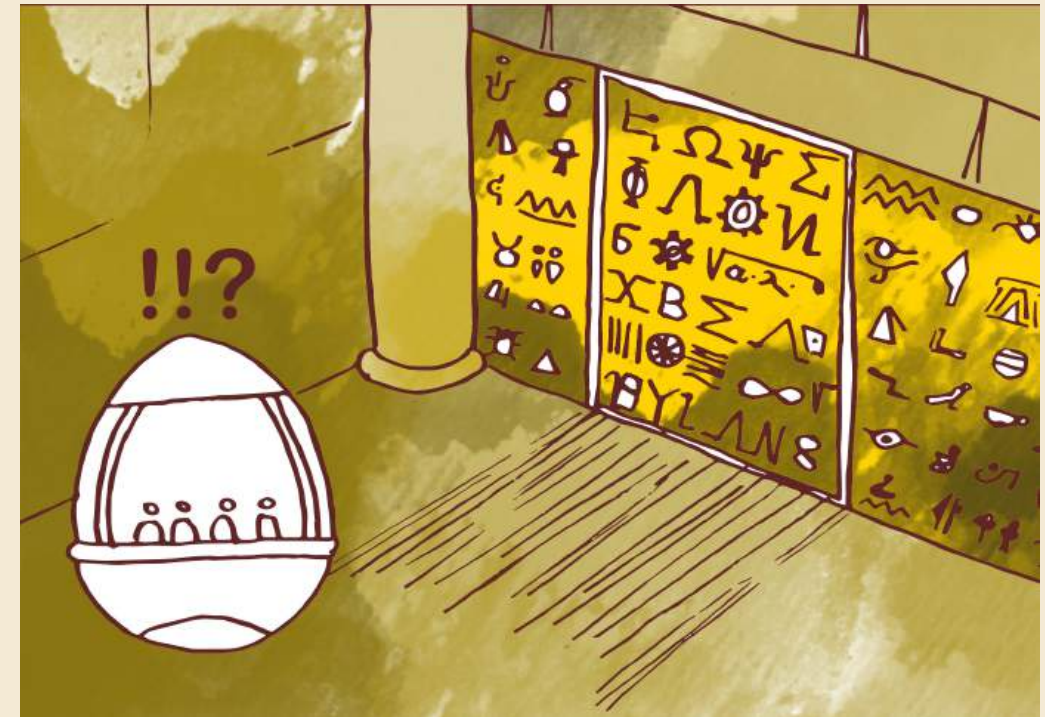


VI

You arrive in the secret room beneath the pyramid. The walls are covered in hieroglyphics!

You notice that some of the hieroglyphs are strange... they look like greek symbols!

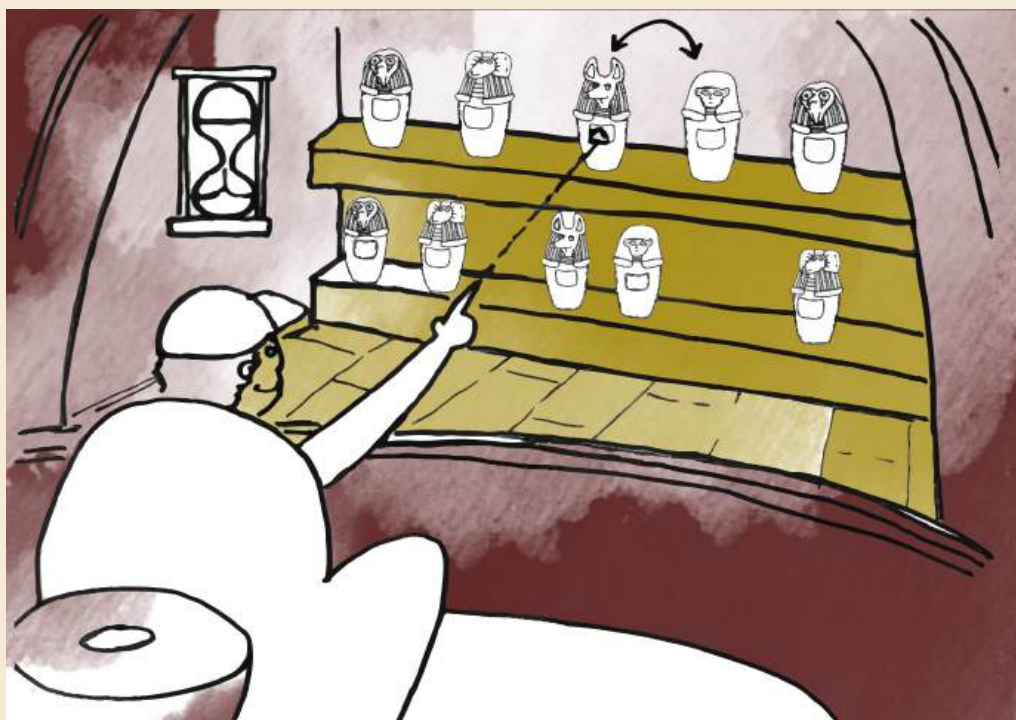
You press on the Greek symbols forming the word «PHILO».



Each vase is marked with a hieroglyph.

The trick is to align the vases in such a way as to write the word «OPEN». Swapping vases is easy! Aim with your arm, then squeeze or release your hand to pick up or place a vase.

The ChronOdyssey does the rest! It's virtually equipped with telescopic arms for interaction with the outside environment.



VII

Congratulations! A passage has opened up! It contains the fragment hidden by Philo.

Players retrieve the artifact and the ChronOdyssey teleports them to a new wonder!

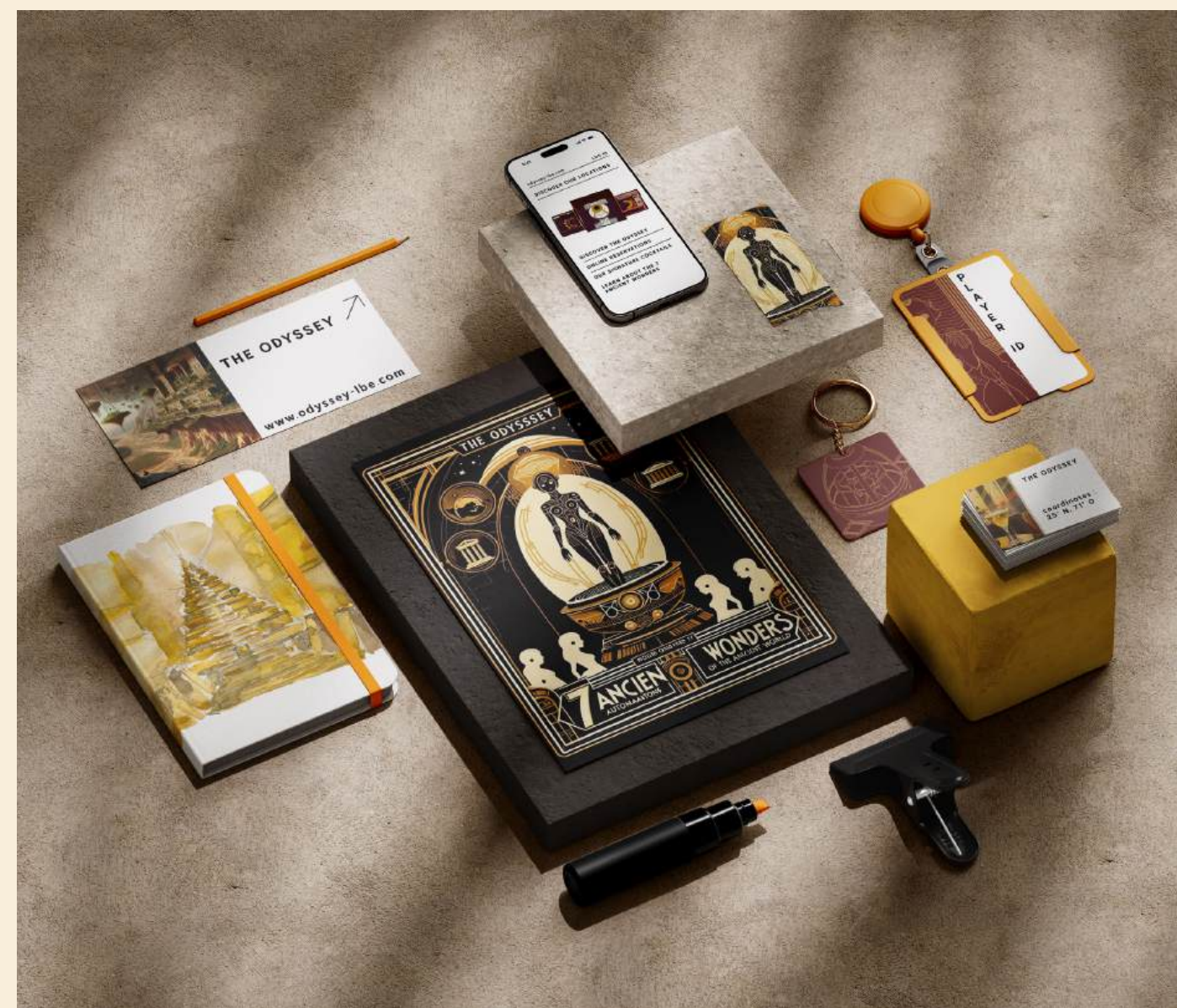
But which one ?!



BRANDING

A merchandising presentation of the goodies you can find in our stores and eshop.

You'll also be able to buy each of the 7 Wonders Glasses.



At the end of the game, Cybella prepares a drink to the adventurers!

CYBELLA'S COCKTAILS



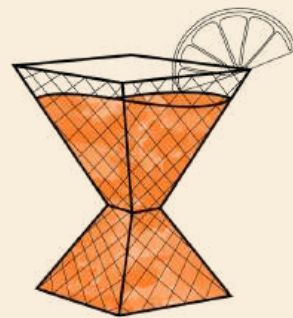
ARTEMIS

Gin
Lemon juice
Sparkling water
Elderflower syrup



PHILON'S COCKTAIL

Pear Gin Liqueur
Vodka
Lemon juice
Egg white



GIZA

Gin
Brandy
Drops of Angostura bitters
Ginger beer



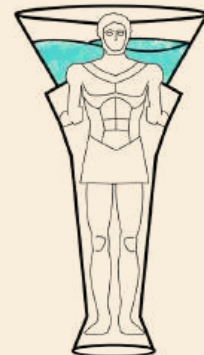
ZEUS

White rum
Cranberry juice
Ginger
Liquid nitrogen



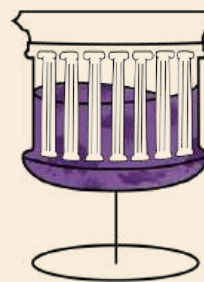
BABYLON

Vodka
Mint tea
Cane sugar
Lime juice



RHODES

White rum
Blue Curaçao
Sparkling water
Mint



HALICARNASSUS

Red wine
Brandy
Sparkling water
Fruits



ALEXANDRIA

Tequila
Blue Curaçao
Blueberry juice
Lime juice

CHEERS !

As a team of four French architects, Paris 2024 has fired our imagination by immersing us in the games of antiquity, inspiring us to create a unique narrative experience around the seven ancient wonders of the world.

Our initiative is also inspired by our passions for escape games, board game nights with family or friends, as well as adventure and suspense films.

This is why this project combines the timeless appeal of these ancient wonders with fun, interactive, educational and unifying puzzle and exploration games designed for all ages.

We designed it to be compact and mobile so that it can be installed anywhere, and that everyone can enjoy it !

We hope you'll like it !

We would like to thank the competition organizers for giving us the opportunity to embark on this adventure.

We would never have gotten to this point without the support of our family and friends, who have given us feedback throughout the design process. We thank them !

And finally many thanks also to Alice Prax for the video editing that accompanies these documents.

For every cocktail we have a mocktail version. Every glass can be bought. Ask Cybella for more information

Excessive drinking is dangerous for the Health. Alcoholic beverages should be consumed with moderation.

THE ODYSSEY

