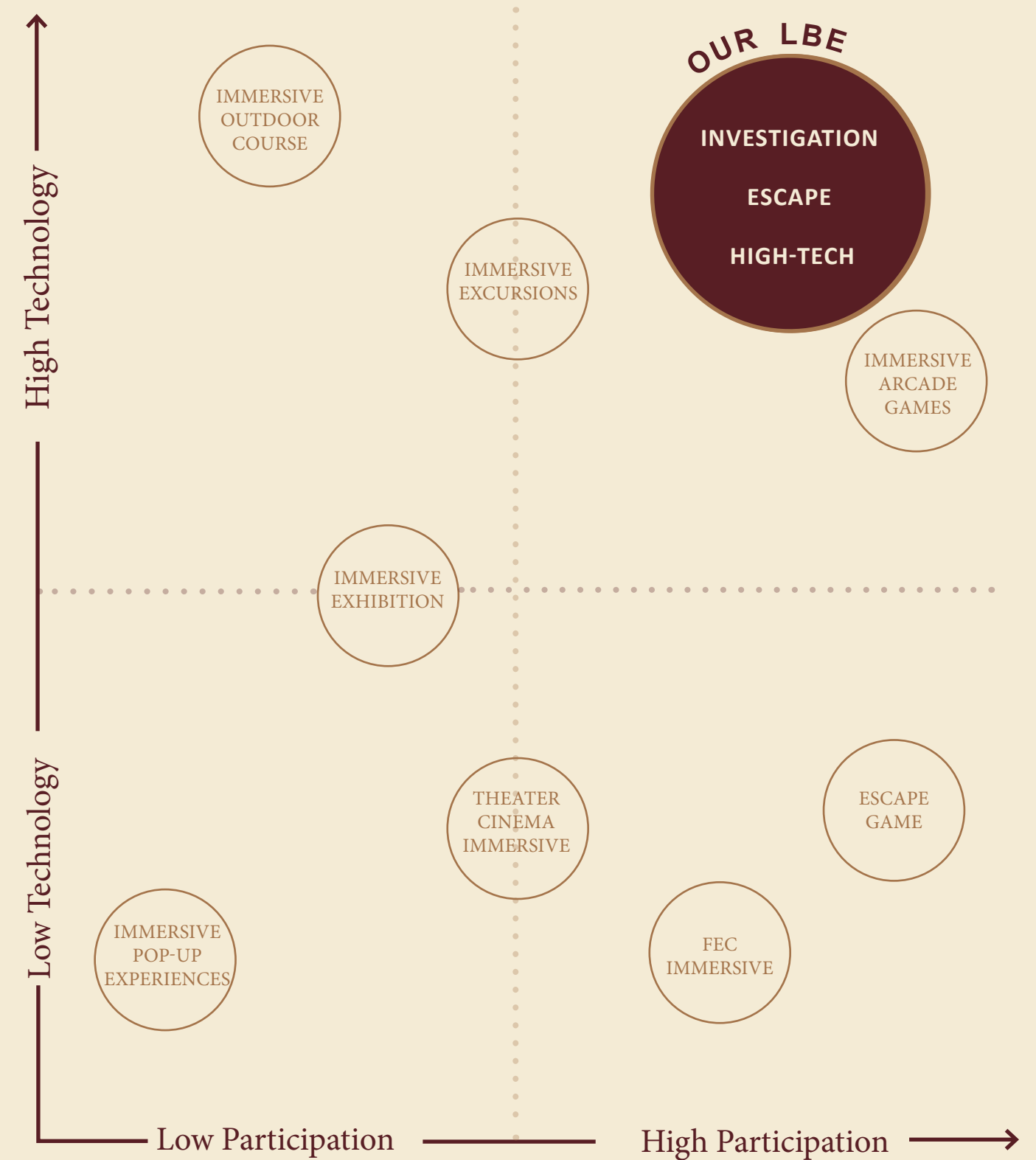


# CONCEPT

# 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

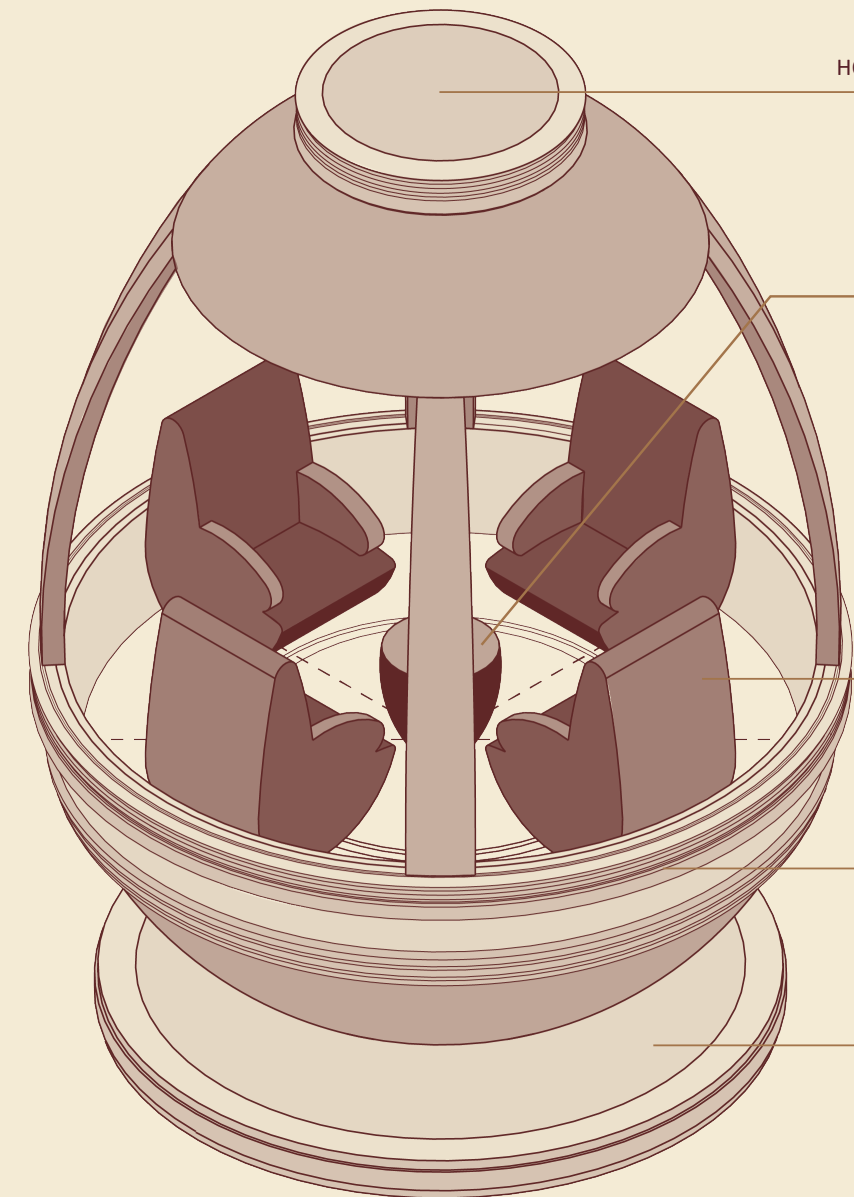


An emergency button to stop and open the device



Worldwide network enabling connected experiences

# THE CHRONODYSSEY



HOLOGRAM PROJECTOR

TOUCH SCREEN

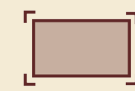
SWIVEL SEAT

ANTIQUE MOLDINGS

BALANCER BASE



PIVOTING AND VIBRATING SEATS



GLASSES-FREE 3D SCREEN



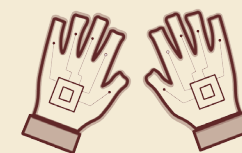
HOLOGRAM PROJECTION



SCENT DIFFUSER



SENSORIAL EFFECTS

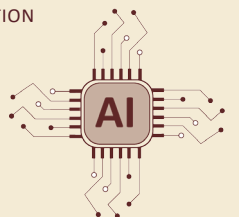


MOTION RECOGNITION



AUDIO SYSTEM

INTEGRATES SEVERAL EXISTING TECHNOLOGIES OR CURRENTLY UNDER DEVELOPMENT



ARTIFICIAL INTELLIGENCE

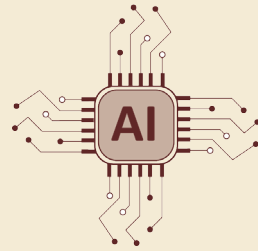
# DESIGN

## 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.



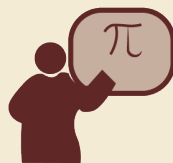
Seated position



Motion recognition

## LEARN x HAVE FUN

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

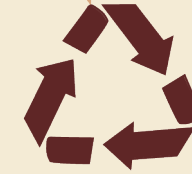


Pedagogical



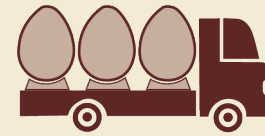
Fun

# ECOLOGY



## PRODUCTION

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



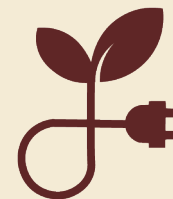
## TRANSPORTATION

Easy to disassemble and transport



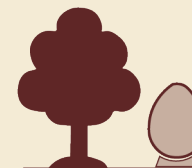
## LIFETIME

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.

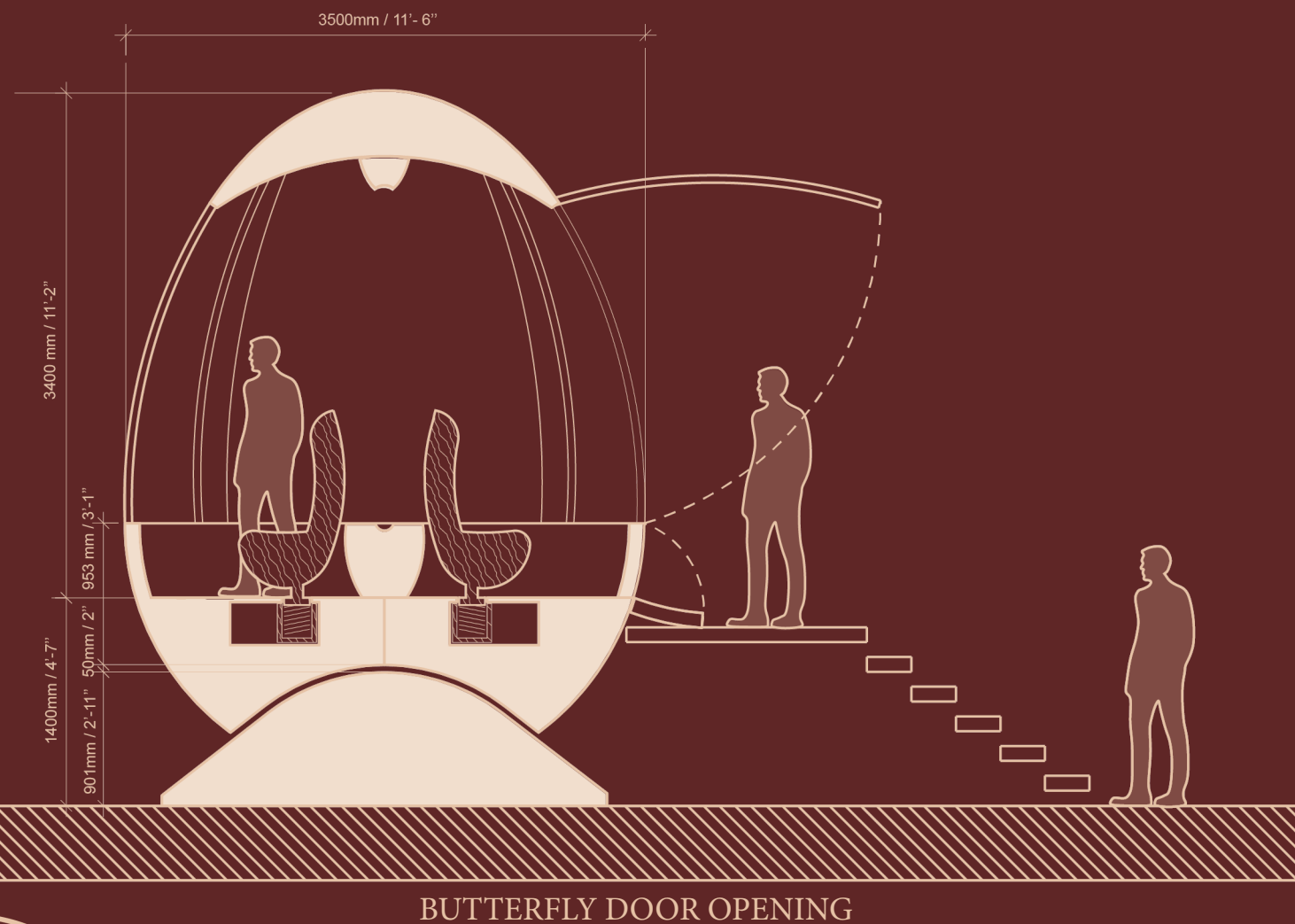
# THE CHRONODYSSEY

## ACCES

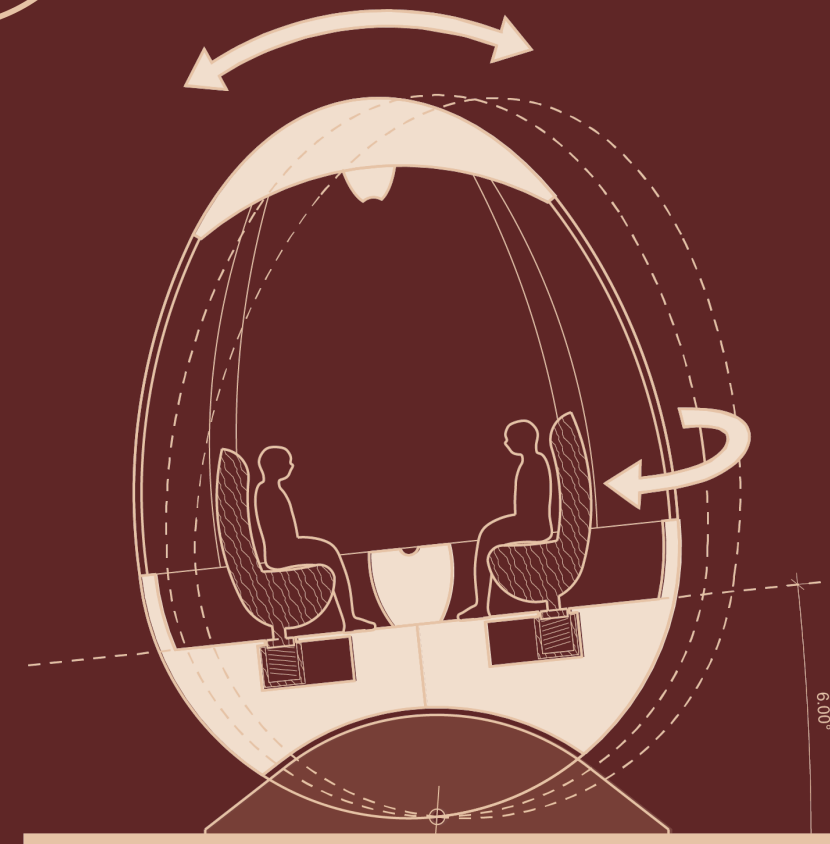
The access to the cabin is made possible via an external platform consisting of a 6-step staircase or a ramp.

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

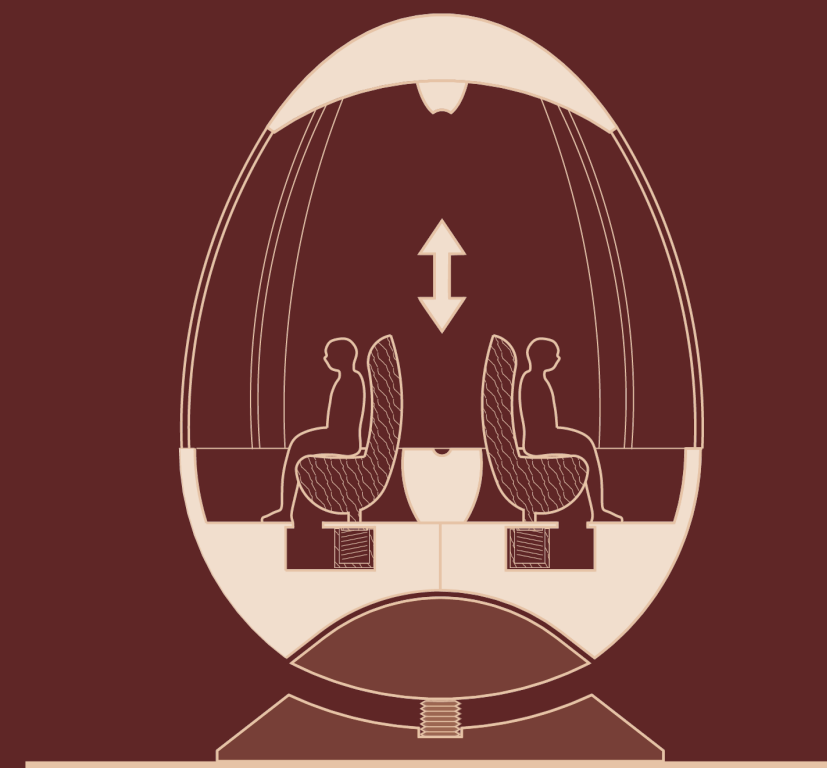
Seats are swivel-mounted, and their position can be changed during the session. They also feature a shockabsorbing system.



# THE CHRONODYSSEY



SYSTEM TILT AND ROTATION



HEIGHT VARIATION

## MOTION SIMULATOR

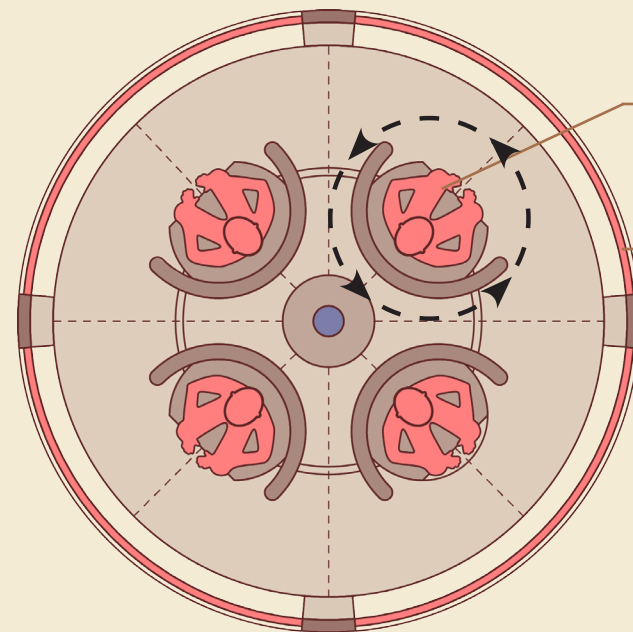
Thanks to its base, the Chronodyssée's interior can be prone to various simulations :

- 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

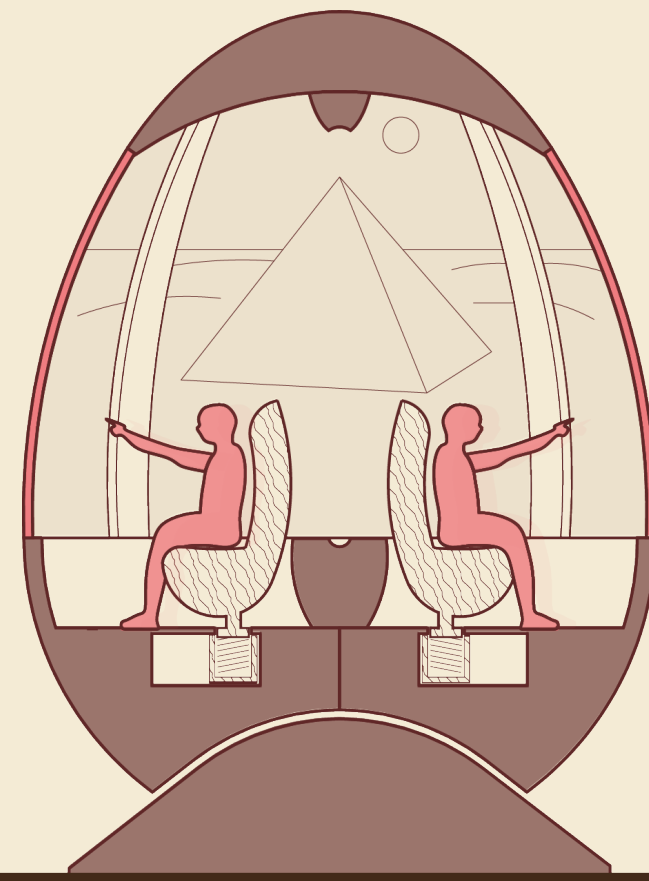
Thanks to the rotating seats, players face the ChonOdyssey screens.

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.

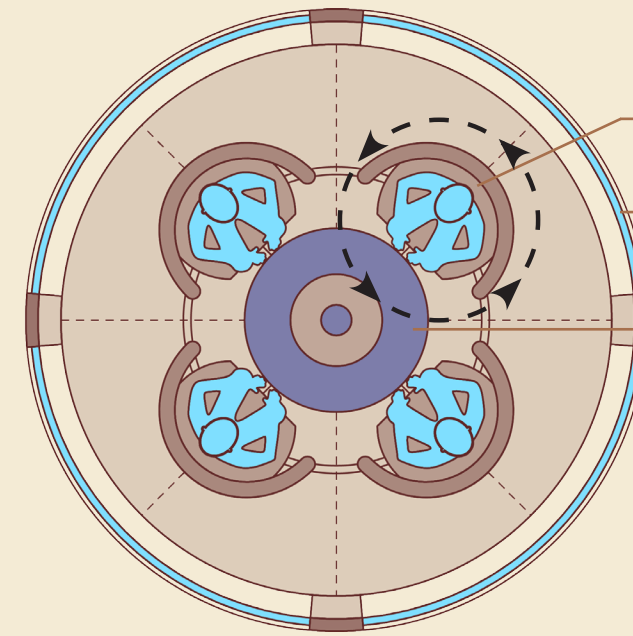
This enables various actions to be performed, such as shooting at a target, inspecting or moving an object, or illuminating an area.

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

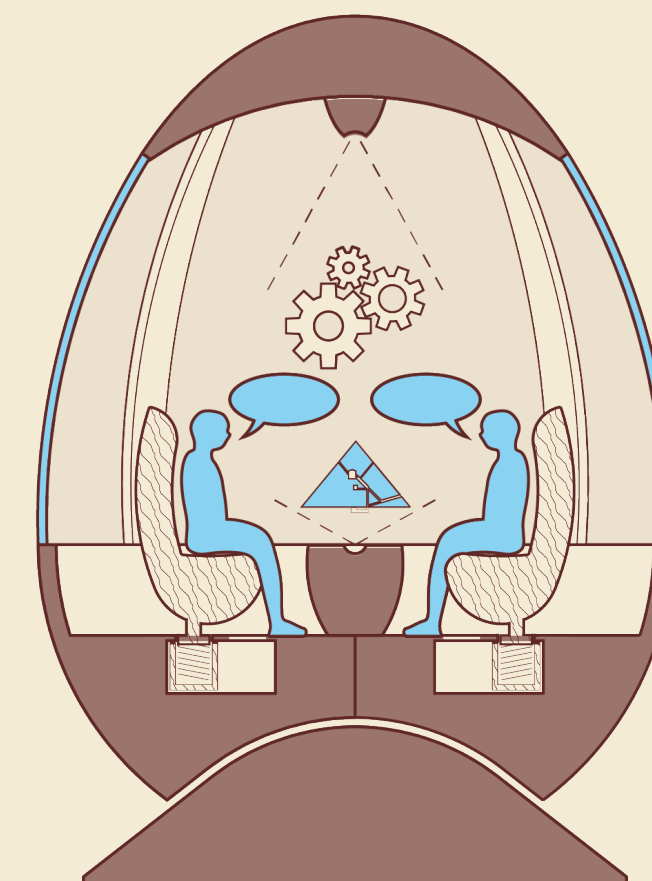
## REFLEXION PHASE

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.

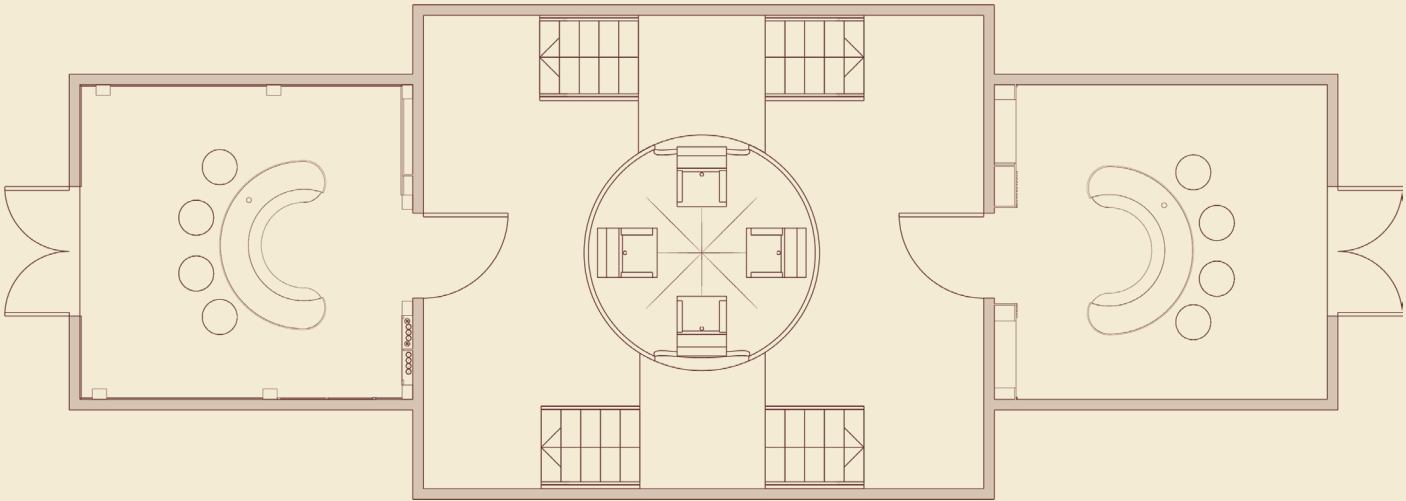


REFLEXION PHASE

# 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.



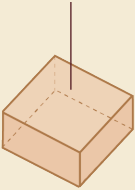
PRESHOW - ABANDONED BAR - HOLOGRAM      SECRET LABORATORY - CHRONODYSEY ACCESS      FLAMBOYANT BAR - ANIMATRONICS

START..... JOURNEY .....END

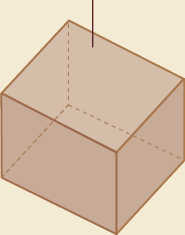


## 3 ELEMENTS

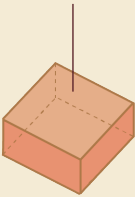
PRESHOW - ABANDONED BAR - HOLOGRAM      SECRET LABORATORY - CHRONODYSEY ACCESS      FLAMBOYANT BAR - ANIMATRONICS CYBELLA



25m<sup>2</sup> / 269 sq ft



70 m<sup>2</sup> / 753,47sq ft



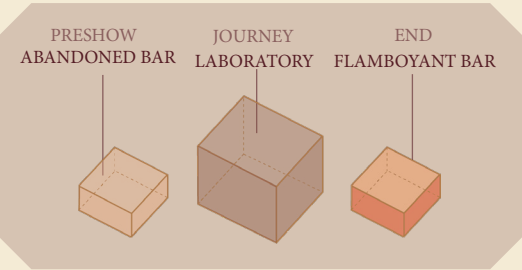
25m<sup>2</sup> / 269 sq ft

# ADAPTATIVE LBE

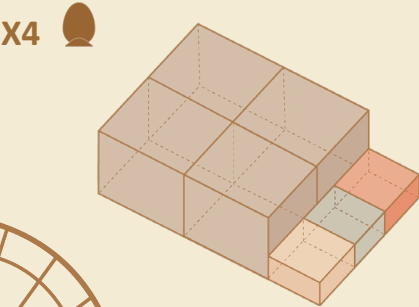
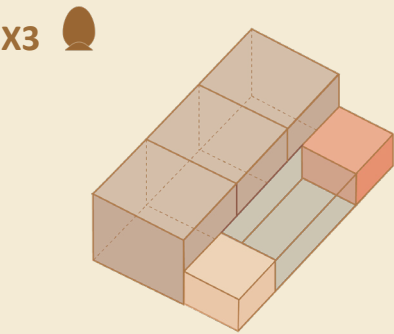
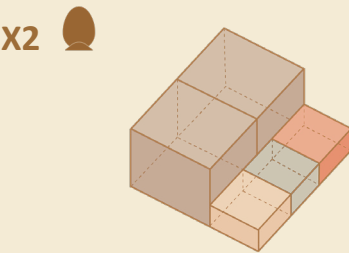
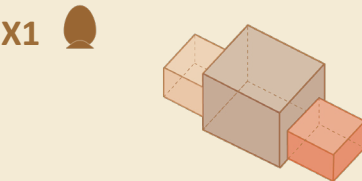
IF YOU ARE... IN A MALL



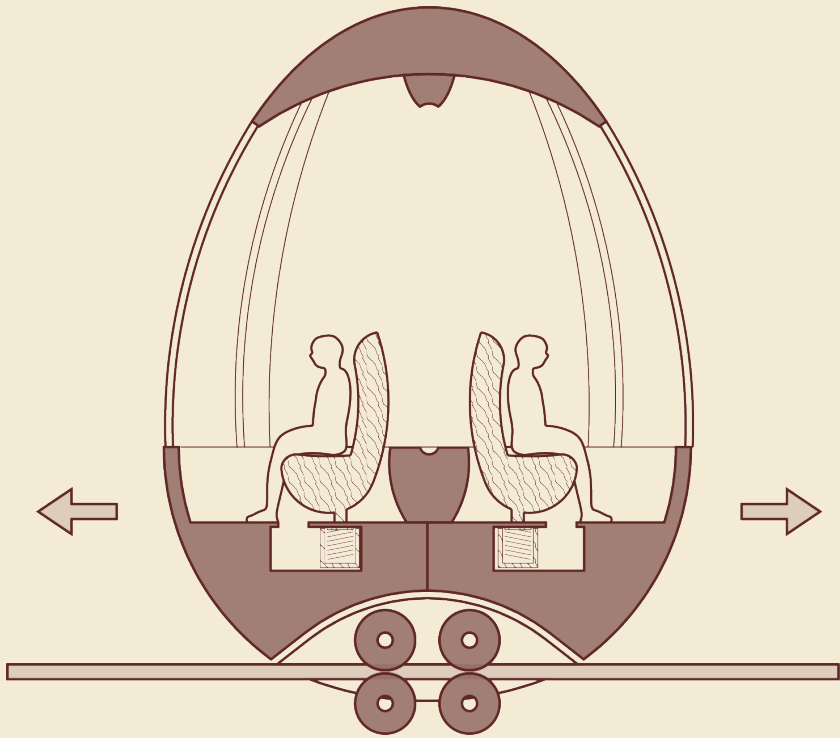
3 ELEMENTS



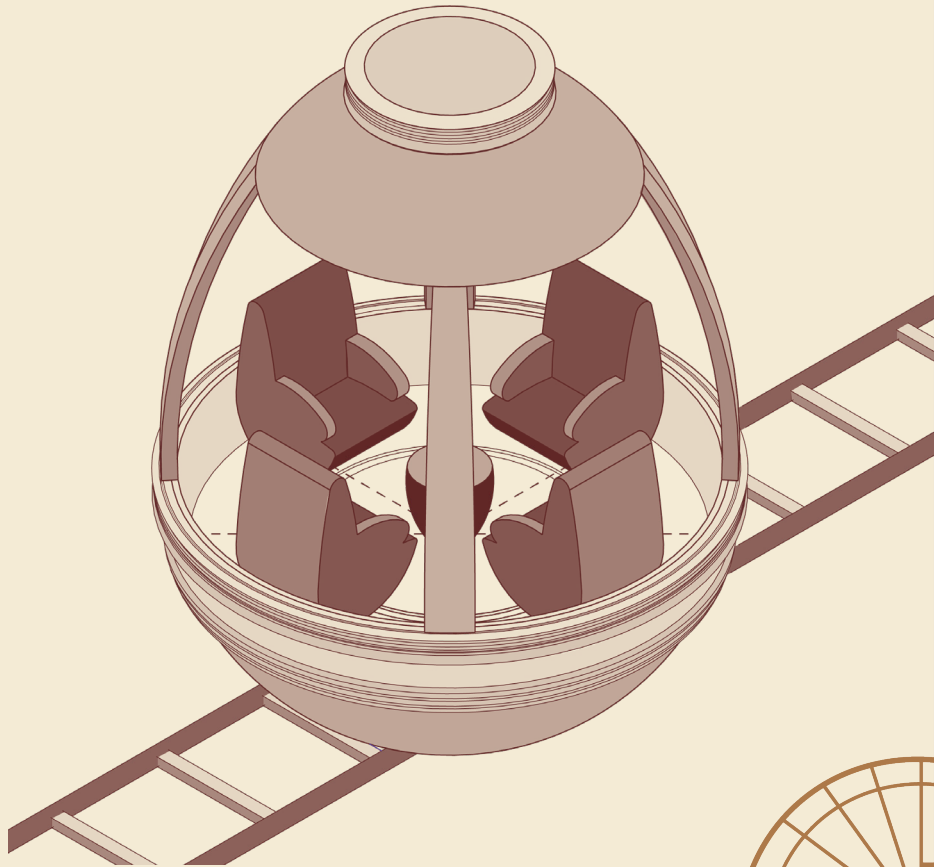
POSSIBLE VARIATIONS



IF YOU ARE... IN A THEME PARK



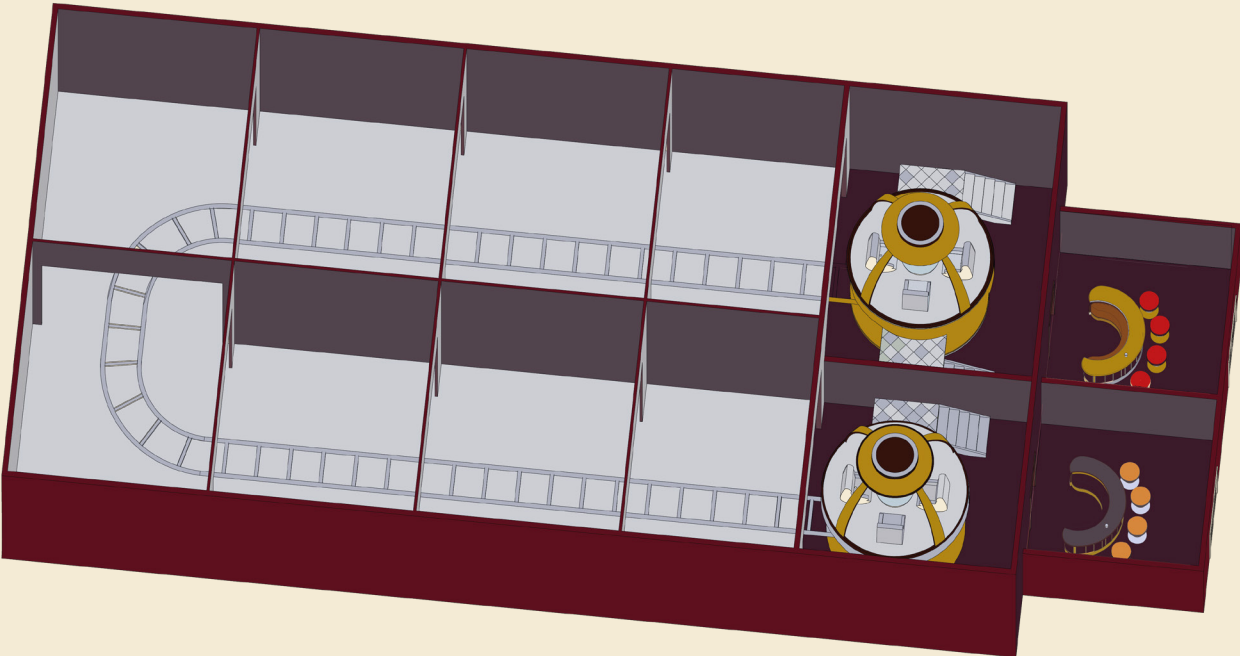
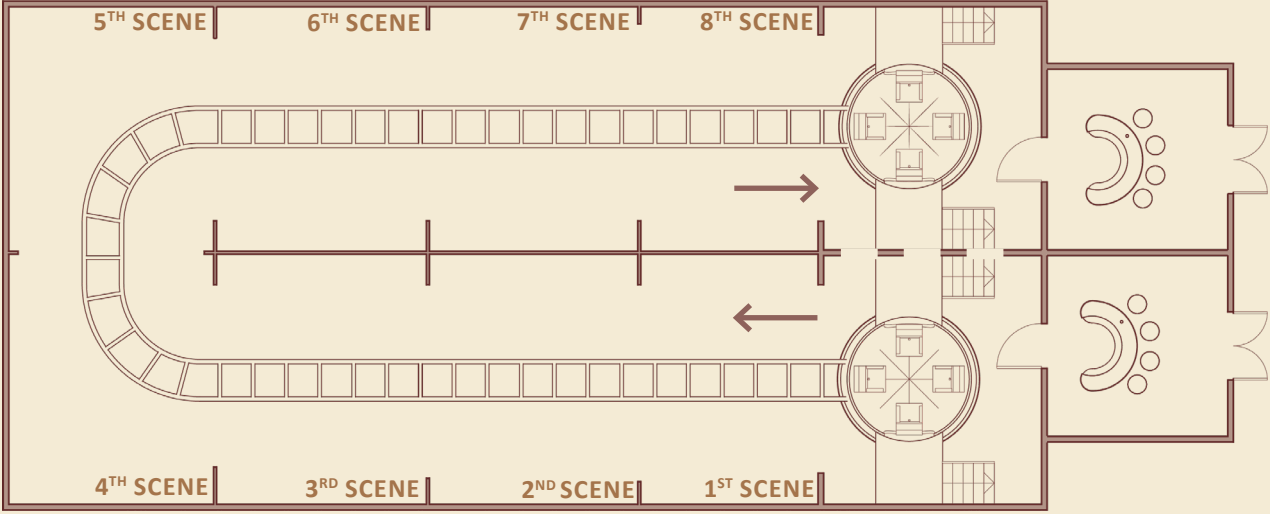
TRACK-MOUNTABLE



# 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.