



# 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.







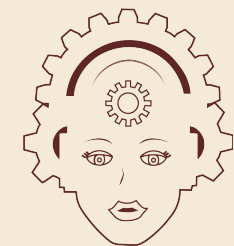
The bar is dark and silent. You call out, but no one answers.

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:

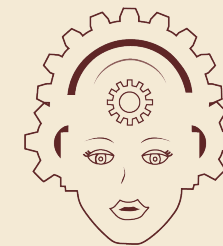
4. Temple of Artemis at Thebes
5. Mausoleum of Halicarnassus

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.

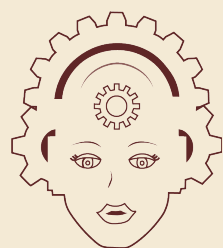
Let me show you. »

*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.

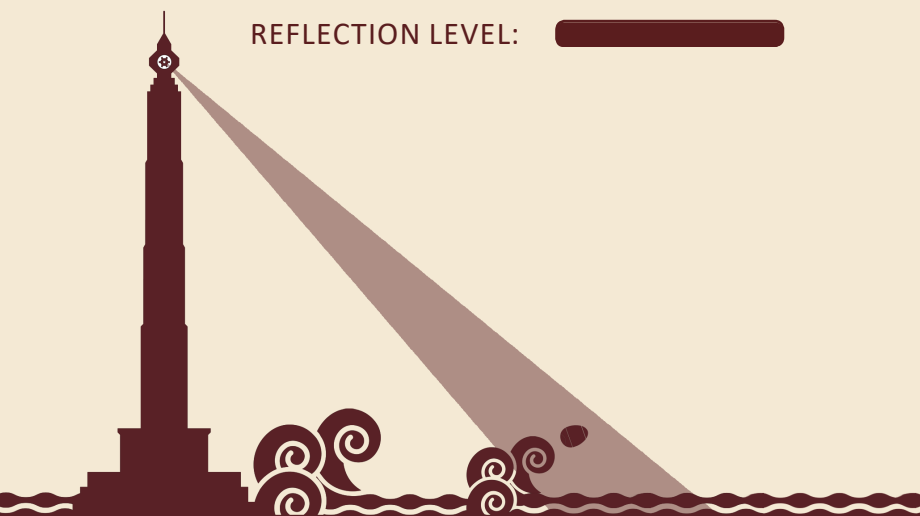
THEY MUST PROTECT THE COLOSSUS  
AND FIGHT THEIR WAY THROUGH THE  
BATTLE TO FIND THE FRAGMENT.

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!

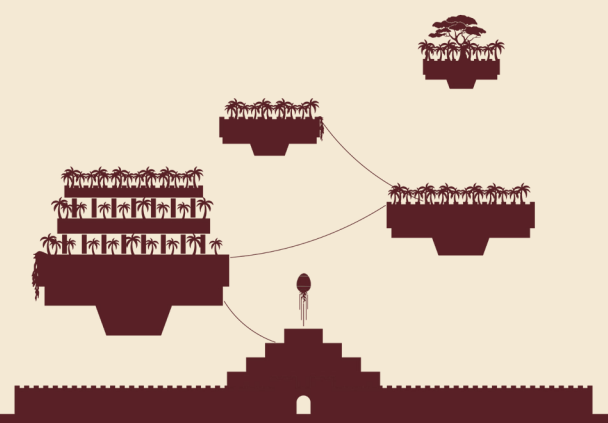
THE CHRONODYSEY FLIES THROUGH THE SKY, BUT ITS POWER IS LIMITED. FIND YOUR WAY TO THE TOP OF THE GARDENS!

**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.

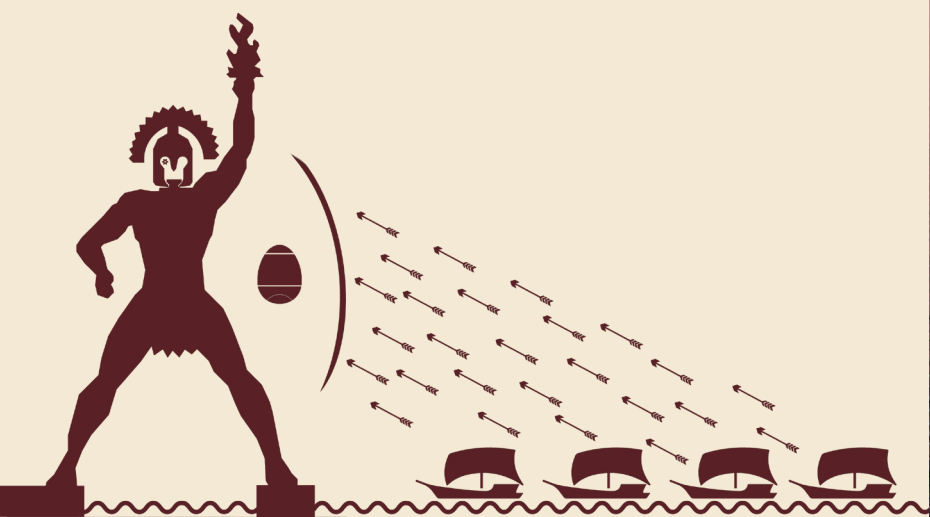
THEY MUST PROTECT THE COLOSSUS AND FIGHT THEIR WAY THROUGH THE BATTLE TO FIND THE FIND THE FRAGMENT.

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

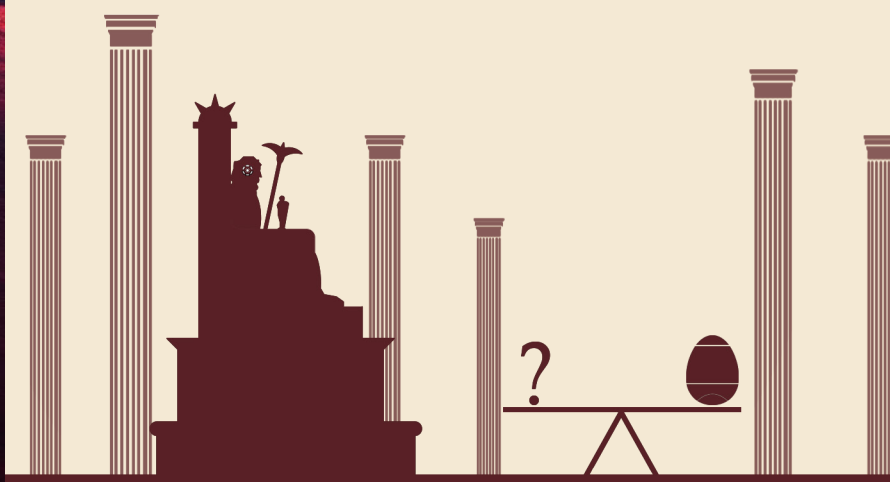
YOU ARRIVE AT THE STATUE OF ZEUS.  
THE STATUE PUTS YOU TO A TEST.  
TRY TO CONTAIN ZEUS' TERRIBLE  
WRATH, MAKE THE RIGHT CHOICES!

**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.

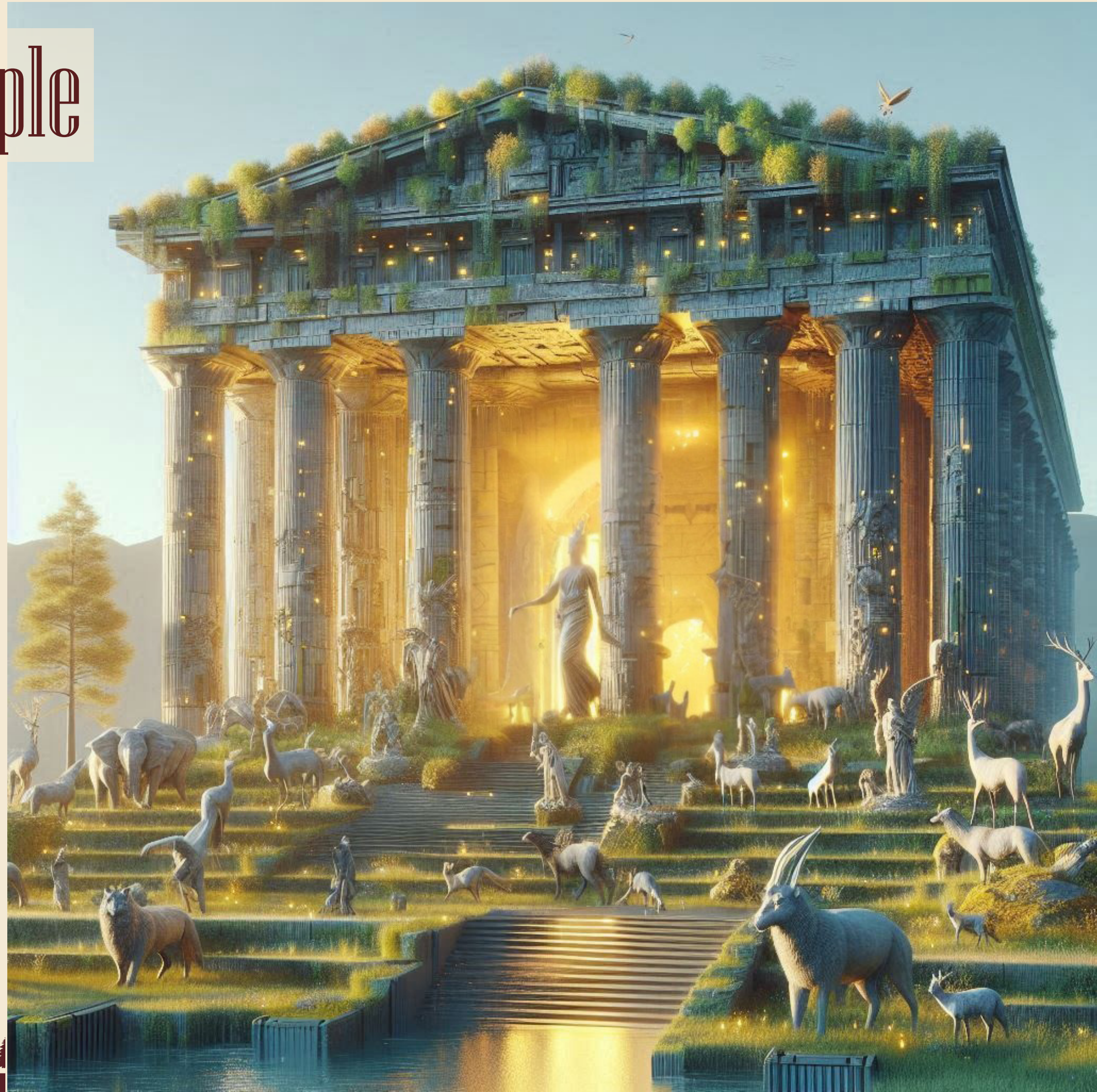
CURIOUS ANIMAL STATUES ADORN  
THE  
TEMPLE...

**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.

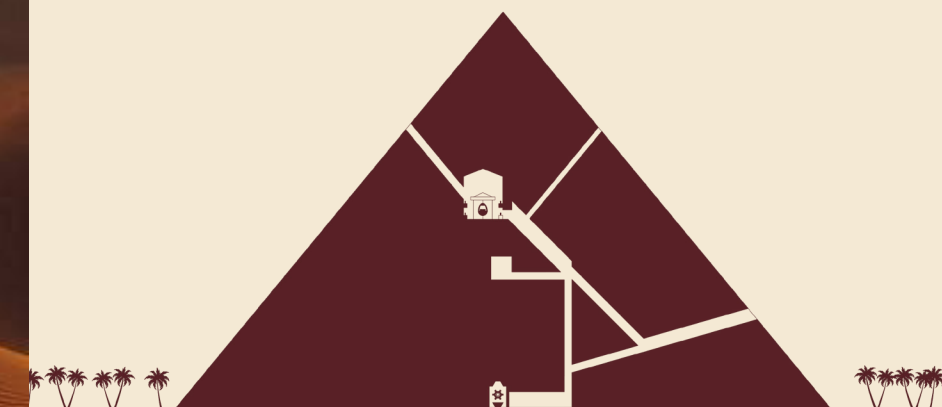
AVOID THE TRAPS AND SOLVE THE MYSTERIES TO FIND THE FRAGMENT HIDDEN BY PHILON.

**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: XIII<sup>TH</sup> AND XIV<sup>TH</sup> 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.



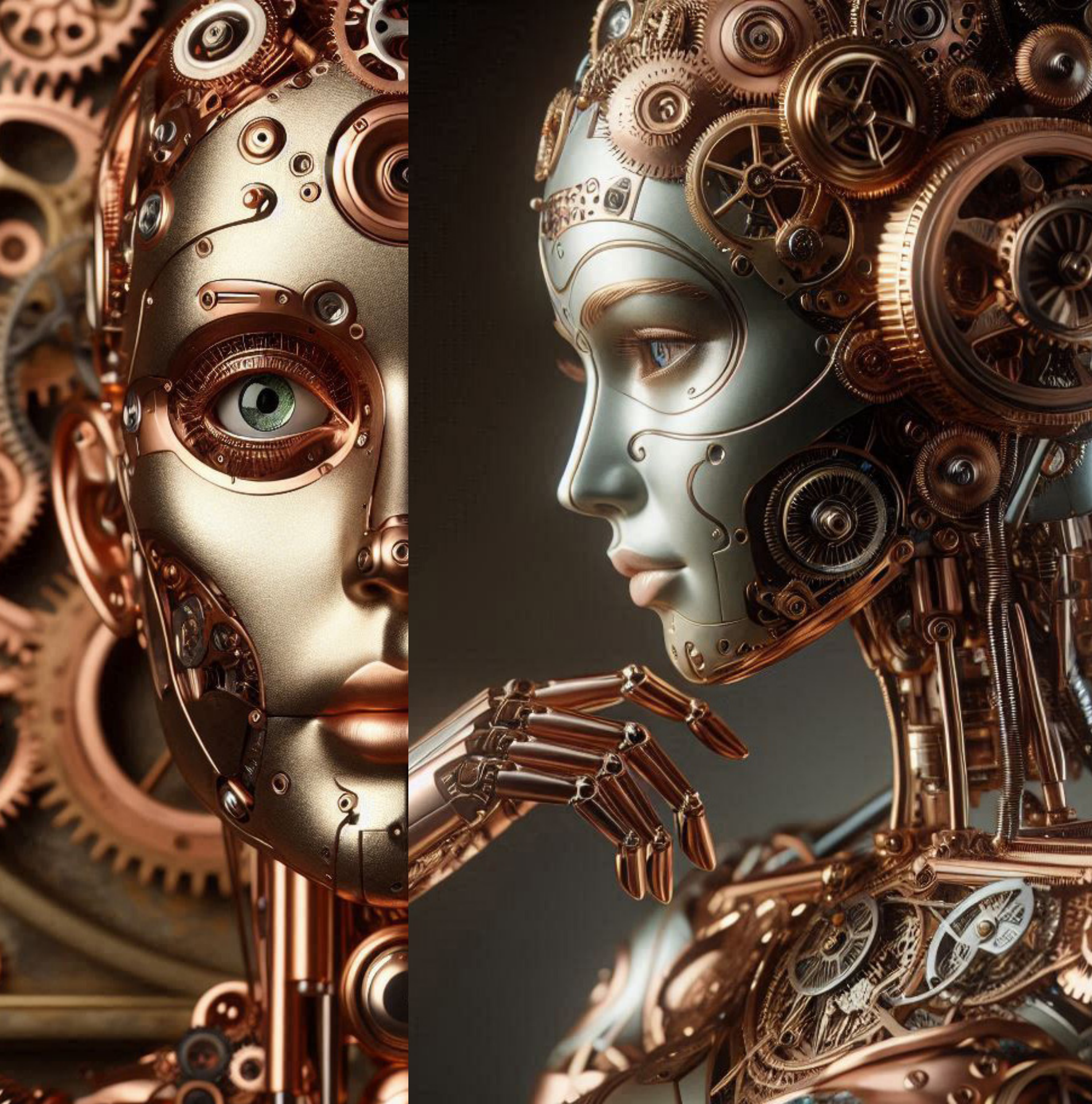
Using the ChronOdyssey machine, the adventurers travel to the precise location indicated on the map.

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

*They use the key and the door opens!*

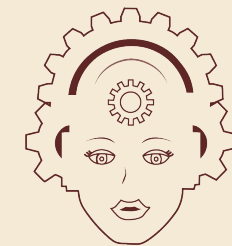






A faint sound of cogs and metal clanking is heard. Two eyes appear in the darkness, a figure rises...

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 ».

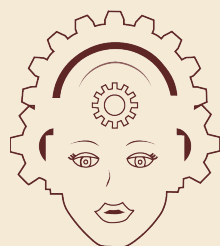
*Suddenly, the adventurers are propelled back to the laboratory hidden behind the bar.*

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».*

