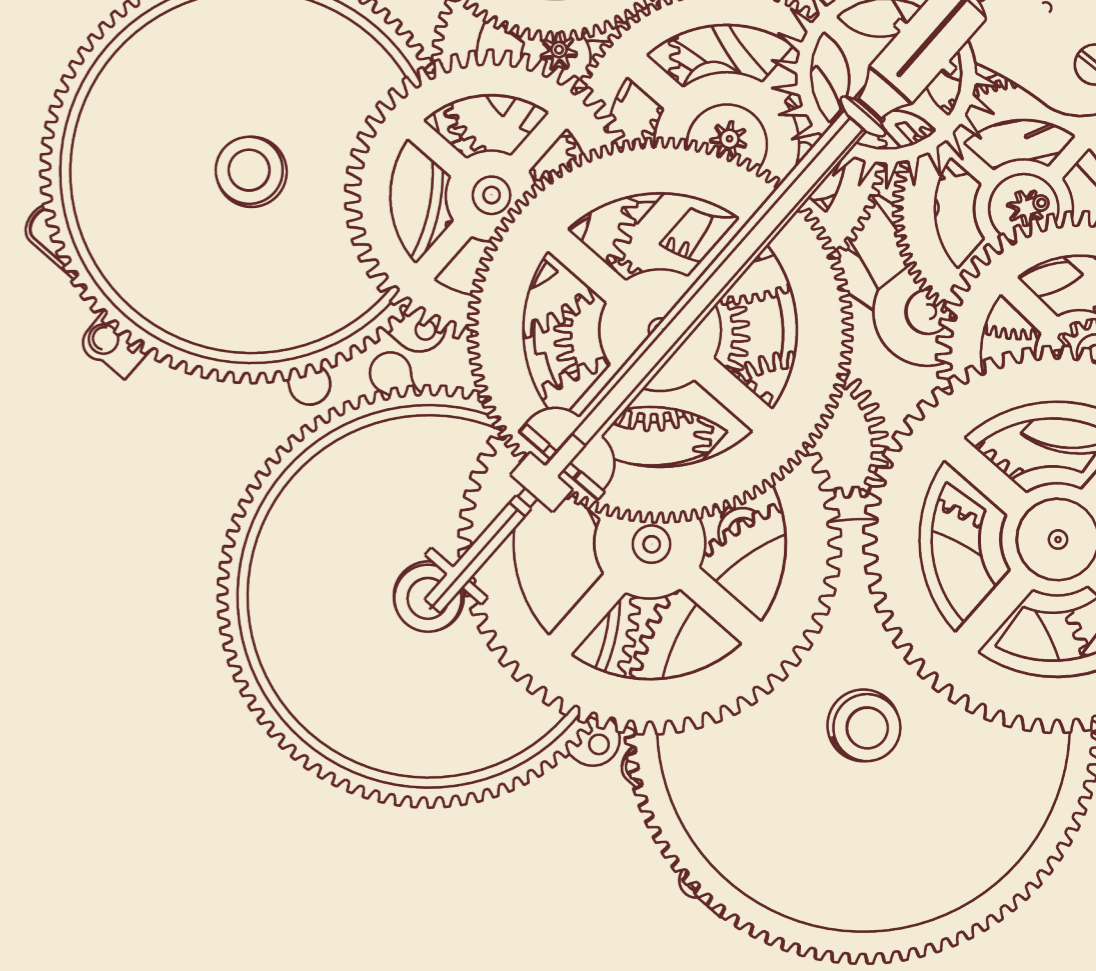


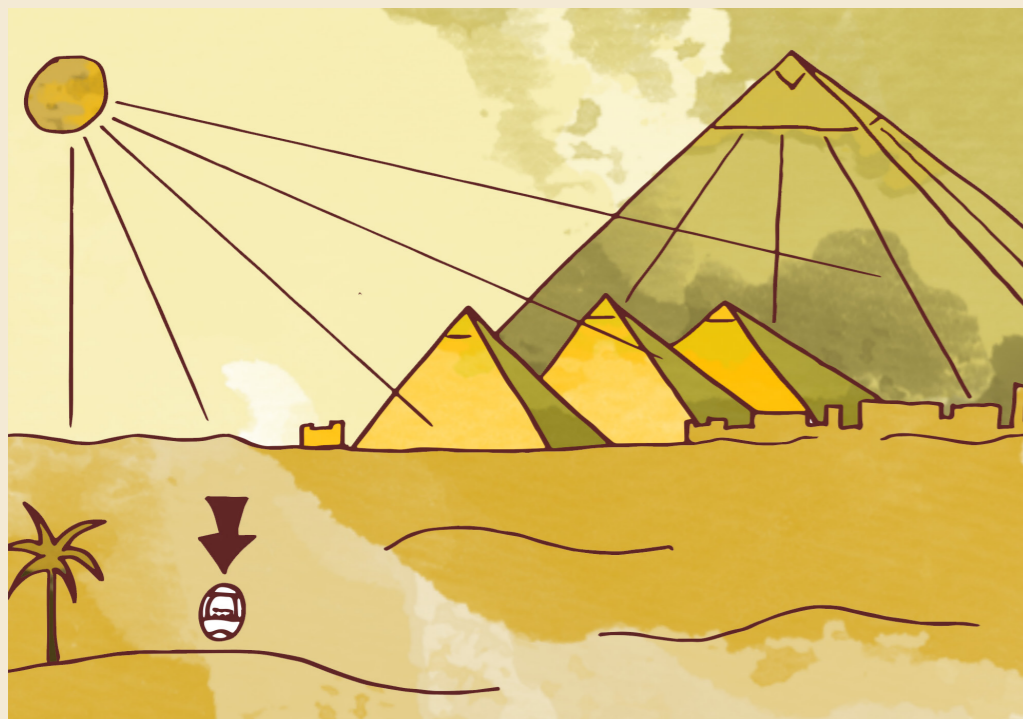
CHALLENGES

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.

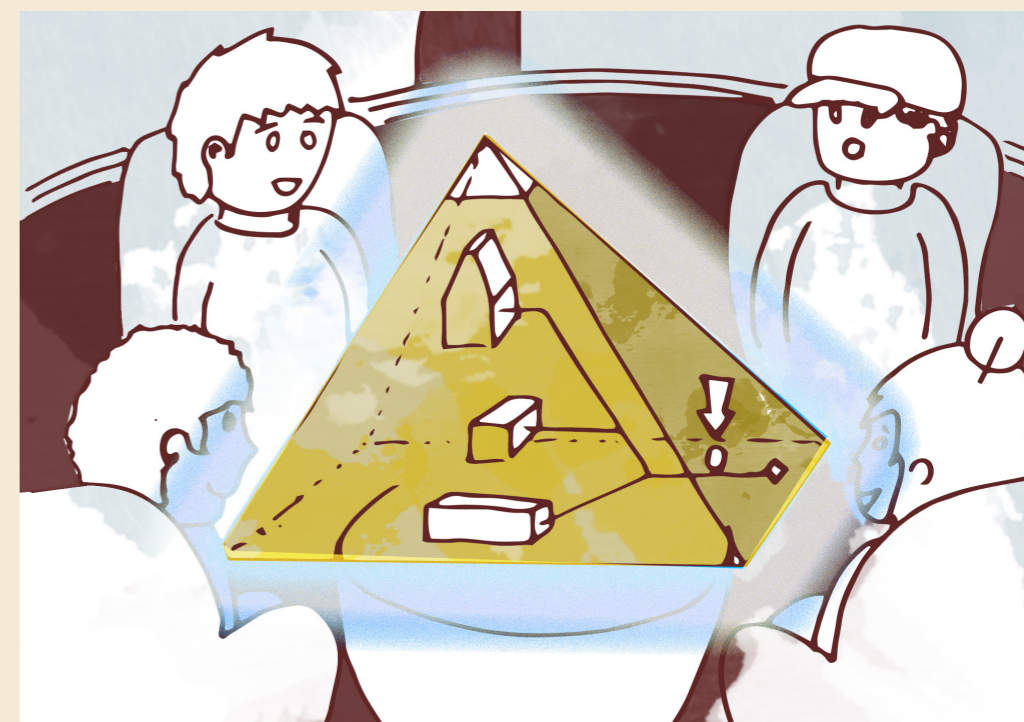


IV

The ChronOdyssey enters the pyramid.

It tilts and pivots to pass through the narrowest passages.

Beware, jolts are guaranteed!

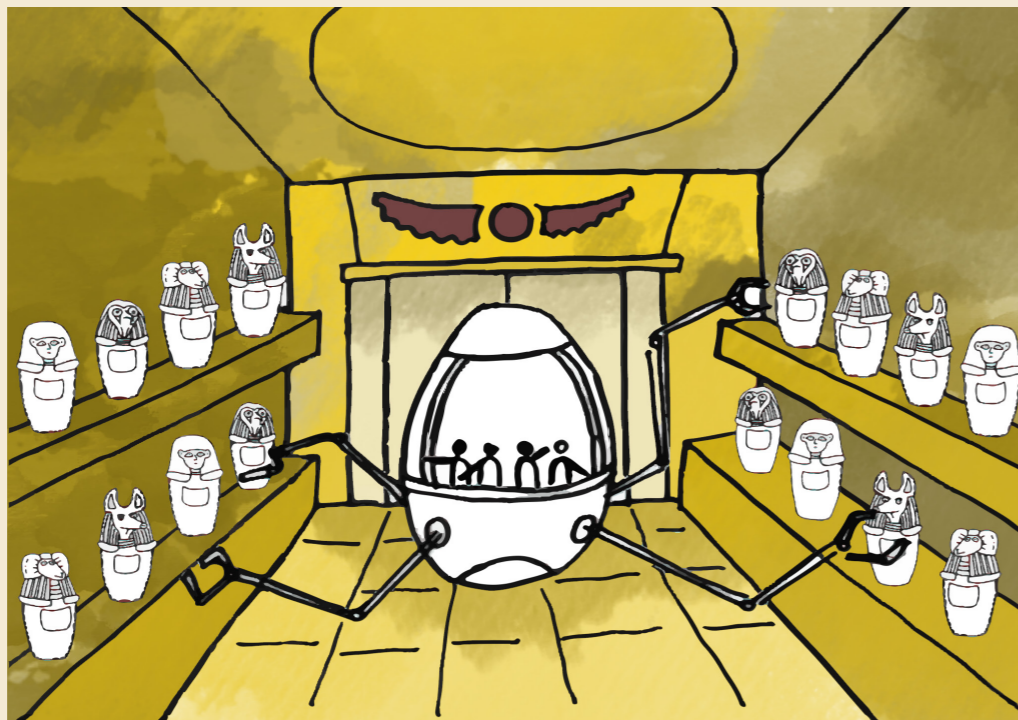


V

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».

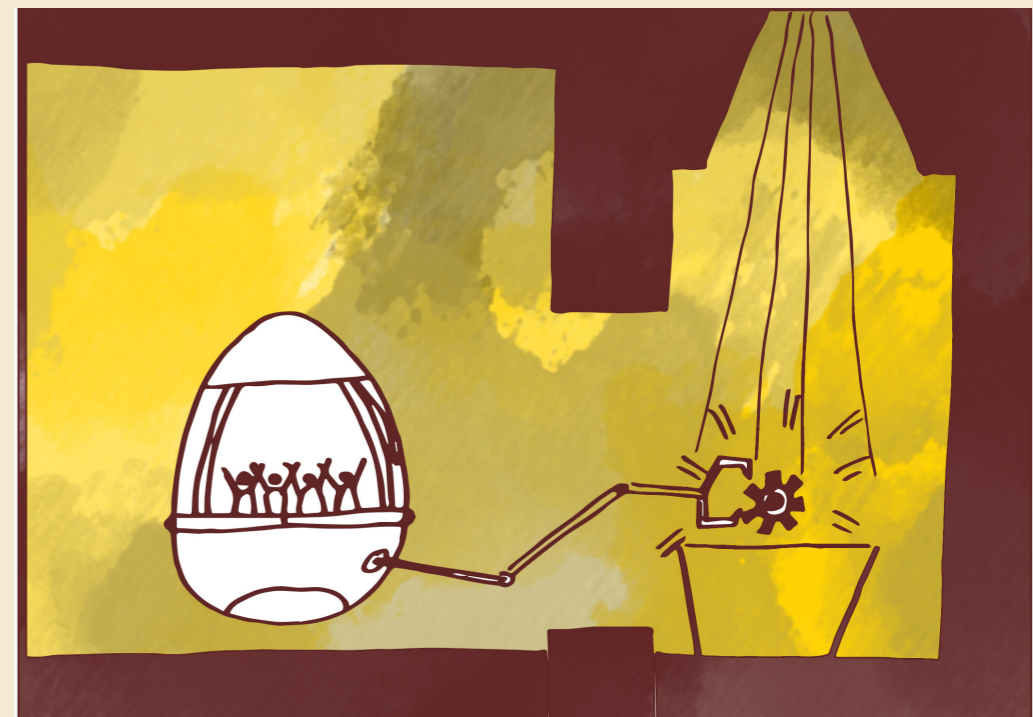


VII

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 ?!



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.

