

TITRE : **BABYLONYGMA : GILGAMESH IN A JUNGLE OF STARS**

CUSTOMMER : collaboration ActivitiZ + Cabinet de l'Etrange

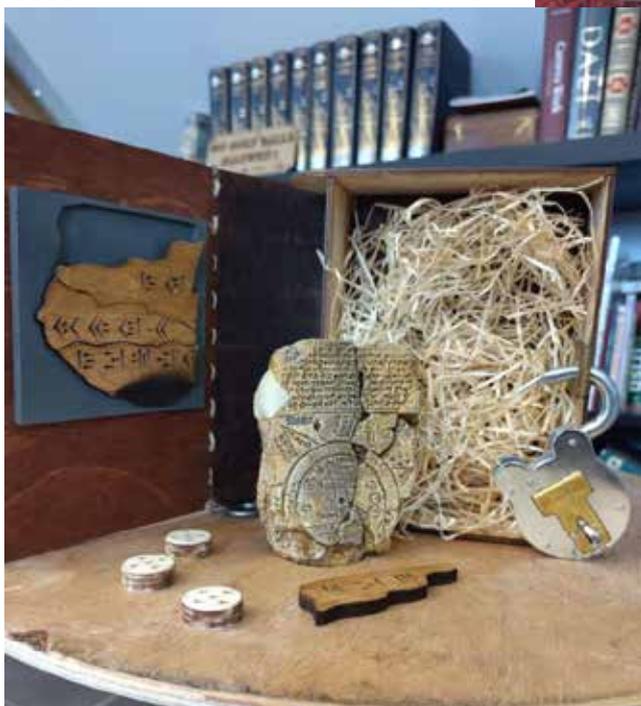
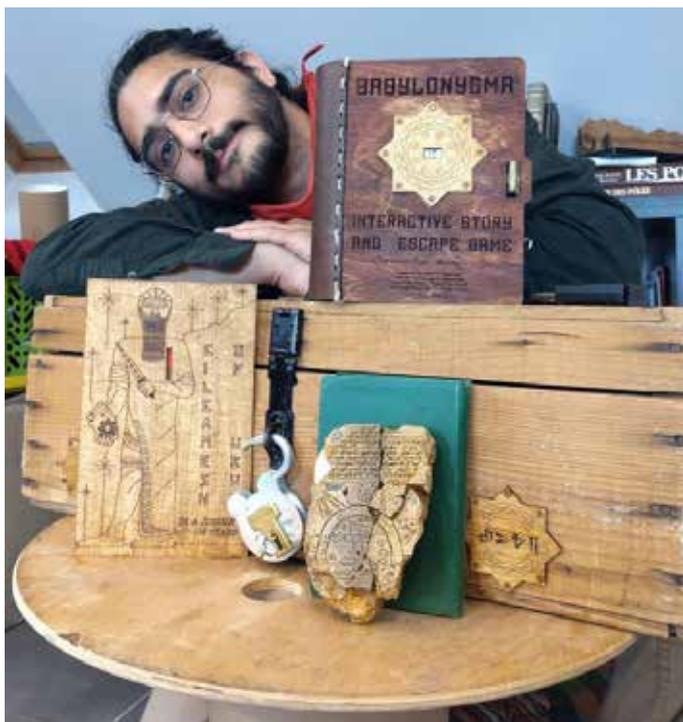
DATE : February 2026

LOCATION : (none at the moment)

TYPE : Treasure Hunt + Escape Game

PITCH & MECHANICS : Recent archaeological discoveries in an Old Persian Library have unearthed a series of clay tablets and a mysterious chest that we'd like you to investigate.

The adventure revolves around a myth, that of Gilgamesh, and one object in particular: the first map of the world, created by the Babylonians. The players will have to use this tablet as a kind of GPS to navigate between the different chapters of the story: each step will unlock one of the 5 chapters containing clues for manipulating the chest to move forward in the narration.



TITRE : **A TALE OF ART, DESIGN AND REBELLION**

CUSTOMMER : Fablab residency at Espacio Open, in Bilbao, Basque Country

DATE : November 2025

LOCATION : Bilbao MAker Fair, Basque Country

TYPE : Interactive Story + Escape Game

PITCH & MECHANICS : Based around protest equipments designed and made OpenSource for the network @ANTIFASCIST.MAKERS. The equipment are the following : The OMEGAPHONE, a collapsible megaphone and the C:P&R, a modular placard holding system, both made using the 3D printer.

The equipment was presented as an interactive story installation, based on the concept of «Chose your own adventure » books. This is a «Chose your own protest» installation : placards and posters have been placed around in the space, each holding one or several of the 20 chapters of the story :

Welcome to the Rebellion. This interactive installation will take you through a protest where depending on the choices you´ll make, you will live your own adventure, and not all protests end the same. The outcome of your journey will depends on the steps you chose to take. Your journey starts here, at the first chapter, on placard #1. At the end of each chapter youll be invited to make a choice that will lead you to the next placard. Sometimes you´ll be facing a challenge, a code to break, an information to find, a riddle to solve... feel free to use any means necessary to move forward with the Rebellion.



Navid O'Lari - Escap.Orium - Selective portfolio Escape Room Design / Interactive Storytelling

TITRE : A TALE OF RAILS, RIDDLES AND RESISTANCE

CUSTOMMER : Train World - the rail history museum of Belgium

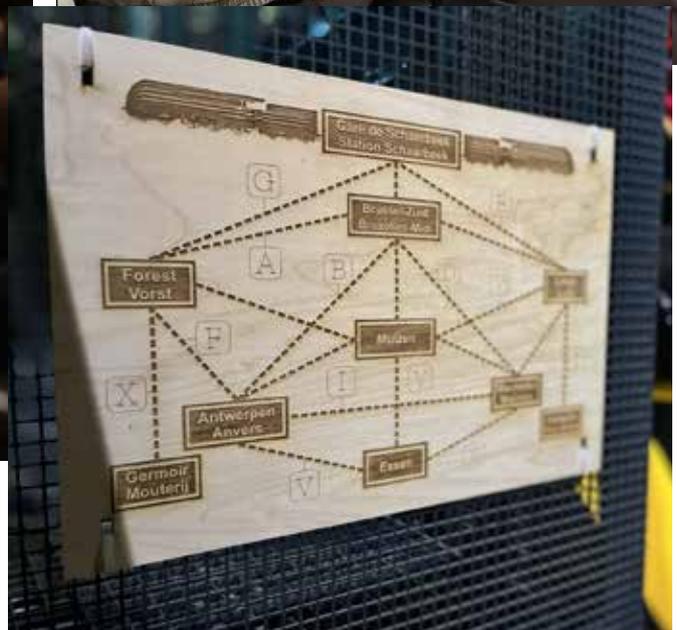
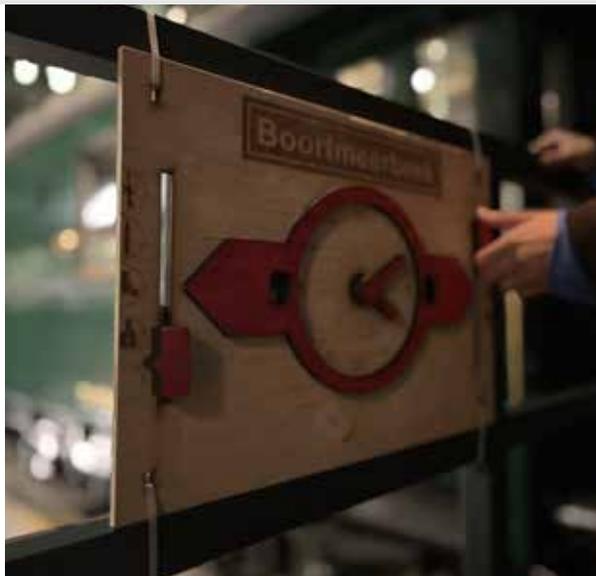
DATE : October 2025

LOCATION : Train World (Brussels) until end of June 2026)

TYPE : Open field Escape Game + Interactive storytelling

PITCH & MECHANICS : You are about to embark on a very special train journey: a riddle game in which you become part of the Belgian Resistance during the Second World War. Solve five puzzles and challenges to fight the German occupation and save lives. Each task gives you information to uncover the secret time and location of the final mission. Players start with a two-sided newspaper containing informations and clues about the 5 missions of resistance. Each of those missions is based on real actions of the Belgian resistance : rail sabotage, information operations, train deviation ... using different game mechanics and manipulations : magnetic maze to simulate an escape, conexions to build a bomb, observations for the spying mission ... And the 6th secret mission is that players needs to fight fascism today also by going to the next protest !

<https://trainworld.be/en/plan-your-visit/train-world-with-the-family/investigation/>



TITRE : **RESOLUTION 194.III, THE RIGHT OF RETURN OF PALESTINIAN REFUGEES**

CUSTOMMER : Project to support the Global Sumud Flotilla

DATE : August 2025

LOCATION : Brussels Games Festival and now available for events

TYPE : Treasure Hunt + Escape Box

PITCH & MECHANICS : This short educational escape room has been set up to inform on the non-respected right of return of Palestinian refugees right after the Nakbas. Players need to find 5 hidden keys that give the coordinates to 5 Palestinian cities. Once they have the 5 cities, they can try to find the 5 letters code and open the Gate of Palestine. BUT there is a twist, even if they manage to find the correct code and open the padlock, the door remains chained, and you get a note through the half-opened door explaining that the Israeli apartheid state is not respecting the United Nations resolution.

RESOLUTION 194.III

ESCAPE GAME

Z
Y HUNIN
X
W
V TIBERIAS
U HAIFA
T NAZARETH
S
R FARDISYA
Q JAFFA
P
O JERUSALEM
N ZIKRIN
M GAZA
L TRABIN
K ALIMARA
J
I KURNUB
H AUJA
G
F
E
D
C
A

The Palestinian right of return

The General Assembly of the United Nations resolves that refugees wishing to return to their homes and live at peace with their neighbours should be permitted to do so at the earliest practicable date, and that compensation should be paid for the loss of or damage to property which, under principles of international law or equity, should be made good by the Governments or authorities responsible (adopted by the UN on 11 December 1948)

The establishment of the Zionist state in 1948 led to the Nakba - the Catastrophe - in which more than 750,000 people were driven from their towns, villages and homes. Later, after the Six-Day War in 1967, Israel occupied the West Bank, Gaza and East Jerusalem, i.e. the rest of Palestine. The Palestinians became refugees in the West Bank, the Gaza Strip and neighbouring Arab countries such as Lebanon, Syria and Jordan. The United Nations Relief and Works Agency for Palestinian Refugees (UNRWA) estimates that today there are 6 million Palestinian refugees living in camps in these regions. 77 years later, they still live in overcrowded camps. It is estimated that around 500 Palestinian villages and towns have been destroyed. The families have kept their keys and pass them down from generation to generation, awaiting their return.

Find the 5 keys and write down the 5 corresponding cities. Then you can find the code to reopen the door to Palestine.

The number of letters in the answer may be shorter than the number of boxes!

A game designed by Navid O'Lari, Escap.Orium & Redemptio.net for the Brussels Games Festival - August 2025 - From Palestine!



TITRE : **COSMOLOCKED**

CUSTOMMER : collaboration ActivitiZ + Cabinet de l'Etrange

DATE : July 2025

LOCATION : Brussels

TYPE : Wearable Escape Room

PITCH & MECHANICS : During a space mission taking place in an alternative future, one of your Space-Comrades gets locked in their space-helmet after a sabotage. You have few time left to free them before they suffocate to death. The person locked inside has access to some informations and tools to help their free Comrades to fix the spacesuit and open the helmet ! The locked player gives the instructions they read on their wrist-screen and the other players need to use the different faces to connect, observe and fix the mechanisms to reveal the different codes and symbols leading to the final answer.



TITLE : **FASCISMUS MINUS 20**

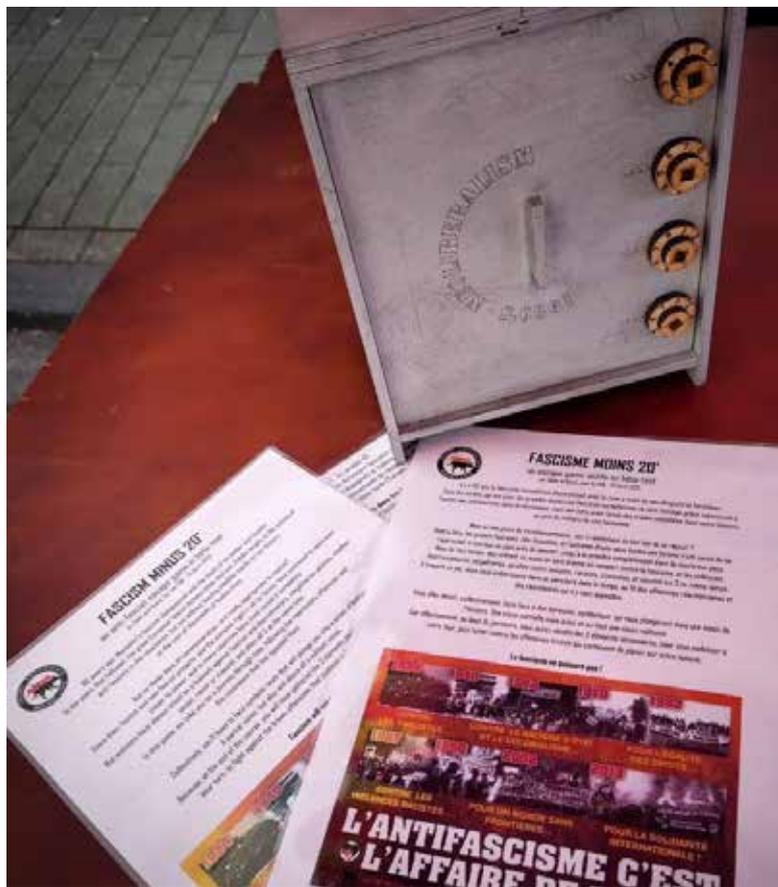
CUSTOMMER : Brussels Antifascist Front (FAB)

DATE : April 2025

LOCATION : Antifascist Festival and now available for events

TYPE : Mobile Escape Room

PITCH & MECHANICS : 80 years ago, Mussolini's fascism disappeared with the death of its leader and founder. In the years that followed, the great European fascist dictatorships died out, thanks largely to the actions of anti-fascists in the resistance, but not without leaving indelible marks on our history, at the cost of thousands of human lives. But on these days of commemoration, is it really appropriate to rejoice? Since then, fascist and neo-fascist projects, and the extreme right in all its forms, have continued to move ever closer to power, and in many countries have even seized it completely. But activists have always stood as a bulwark against fascism and discriminatory, inegalitarian policies, whether sexist, racist or classist, and often all 3 at the same time. In this game, we take you on a journey through time, following the reactionary offensives and the resistance that has opposed them. Collectively, you'll have to face symbolic tests that will plunge you into a vision of history. A partial vision, but also and above all a militant vision. Because, at the end of the course, you will have gathered the 3 elements you need to mobilise at your turn, to fight against the brown offensives that continue to loom over our times.



TITLE : **FABLAB'S QUEST**

CUSTOMER : Makers United 2024

DATE : Juin 2024

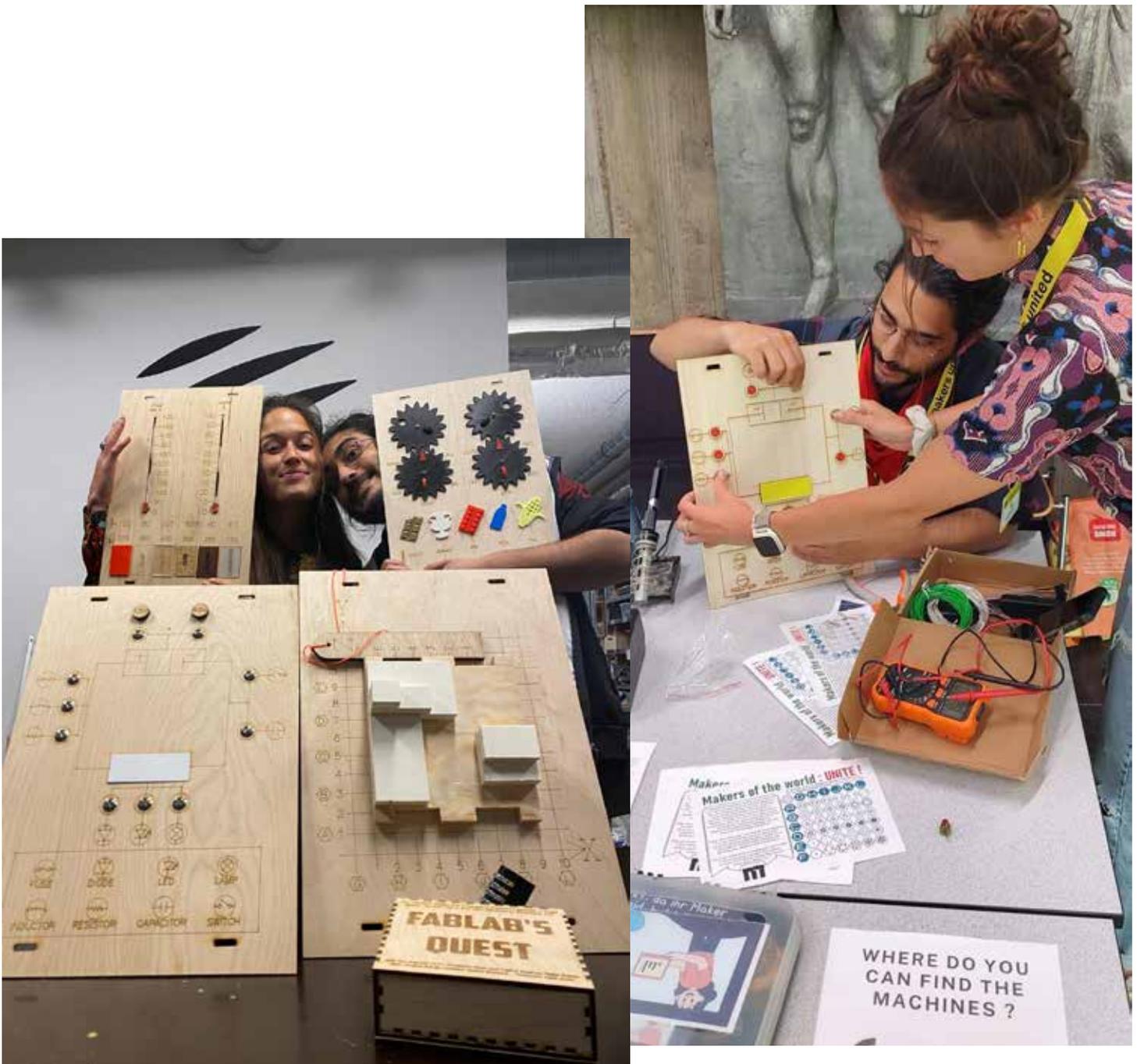
LOCATOPN : Makers United Festival (Chemnitz, Allemagne)

TYPE : Jeu de Piste/Escape Game

(co-created with Delphine Bawin)

PITCH & MECHANICS : a 4-stage treasure hunt on the machines of Fablabs, created for the Makers United Festival in Chemnitz in 2024. It's an adventure in which you have to understand how a laser cutter, 3D printer, CNC and electronics work in order to open a safe! The players use a mission log with instructions to follow until they obtain the code for the safe. Following this project, it has been republished in opensource thanks to the support of De Creatieve Stem Gent and the Belgian Digital Belgium Skills Fund. All the plans and building instructions are available at the following link:

<https://www.instructables.com/Fablabs-Quest-an-Open-Field-Escape-Game-About-Fabl/>



Navid O'Lari - Escap.Orium - Selective portfolio Escape Room Design / Interactive Storytelling

TITLE : FAGOTIN ESCAPE : ANTI-WASTE MISSION !

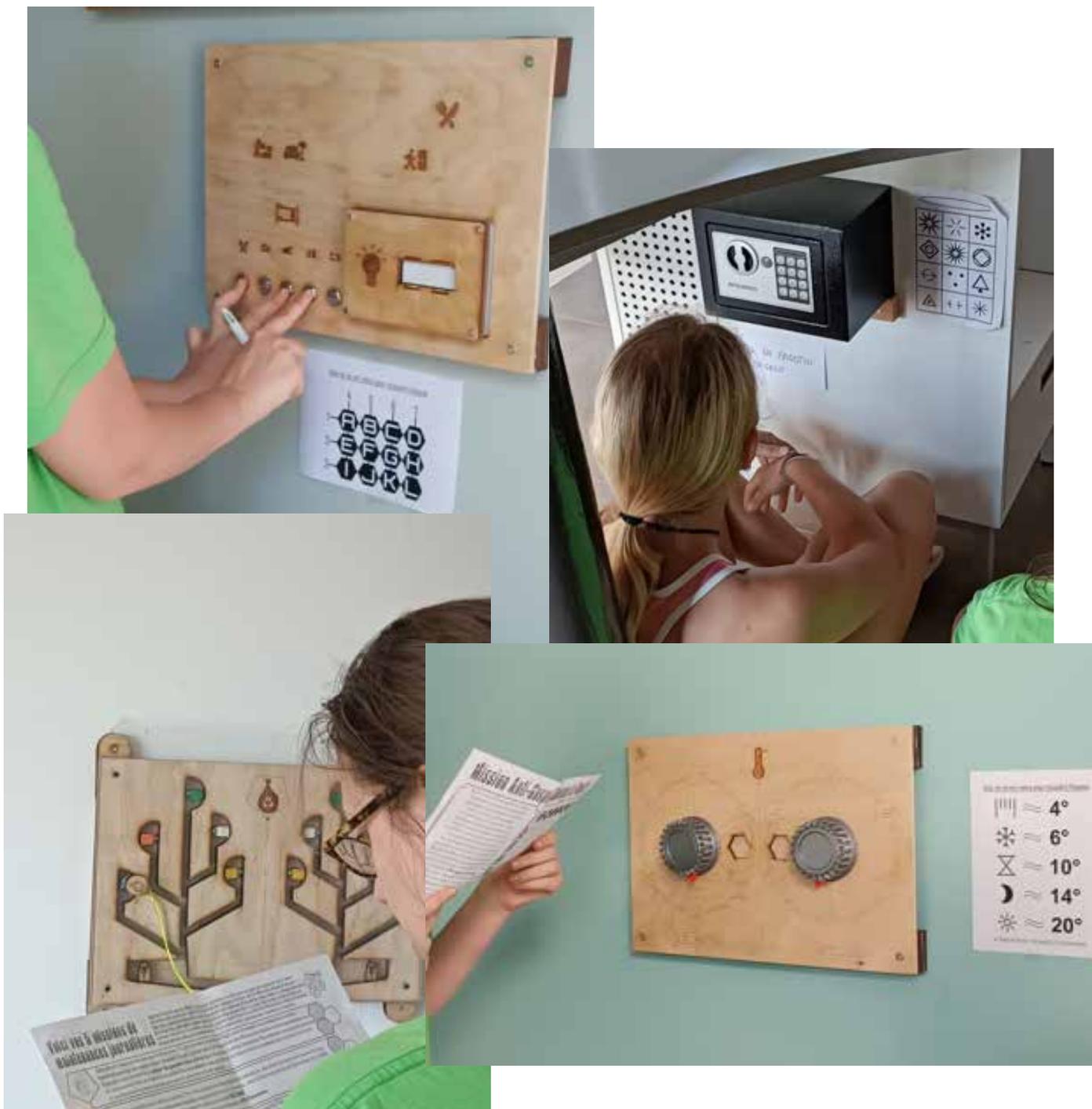
CUSTOMER : Fagotin non-profit organisation, educative farm and guesthouse

DATE : November 2023

LOCATION : Fagotin Non-profit (Stoumont, Belgium)

TYPE : Site-wide Escape Game

PITCH & MECHANICS : a 5-stage treasure hunt (three visible here) plus a final enigma (a safe to open) on the theme of eco-gestures. The players (the families and children who visit the Fagotin educational questhouse/farm) are given the task of managing the site's resources and succeeding in their anti-waste mission through 5 challenges: sorting waste in a magnetic maze, saving electricity with an electronic terminal, managing heating valves, finding local and seasonal food and saving water. Each panel contains a task to be carried out by following the instructions on their 'mission sheet', which they have to fill in as they go along until they find the elements they need to discover the code!



TITLE : **ESCAP'HANDRE**

CUSTOMER : collaboration with Tipik-RTBF (Internet Show, on the first Belgian French speaking TV channel)

DATE : April 2024

LOCATION : Studios Tipik-RTBF (Brussels, Belgium)

TYPE : Wearable Escape Room

PITCH & MECHANICS : For my appearance on RTBF-Tipik's Internet Show, I created an escape room diving helmet. The aim was to stop the interview in progress until the presenters managed to open the helmet and free me. The helmet presents 3 tests that can be solved in around 5 minutes, with a lot of manipulations.

The programme will be broadcast on RTBF-Auvio from 24 April 2024, and can be viewed at the following link: <https://auvio.rtf.be/media/l-internet-show-l-internet-show-3186229>



Navid O'Lari - Escap.Orium - Selective portfolio Escape Room Design / Interactive Storytelling

TITLE : **ESCAPE LAB : GAME JAM**

CUSTOMER : Fablab Chaux-de-Fonds / LUDESCO Festival

DATE : March 2024

LOCATION : Fablab Chaux-de-Fonds (Switzerland)

TYPE : prototype for an Open Field Escape Game, on the whole town
(co-created with Léon Reboul from the RFFlabs, french Fablabs network)

PITCH & MECHANICS : Over a weekend during the Ludesco board game festival, we organised a collective game jam to prototype an escape game that would take place all over the town of La Chaux-de-Fonds. Starting with the participants' desire to base the game on the town's working-class history, we've devised an adventure that takes teams through 7 challenges scattered around the town, enabling them to collect clues to find an undisclosed location. The game will be produced over the course of the year, with a view to the 2025 edition of the Ludesco festival.

<https://www.rfj.ch/rfj/Actualite/Region/20240316-Le-public-acteur-de-Ludesco.html>

<https://www.fablab-chaux-de-fonds.ch/fabcal/event/9/>

https://ludesco.ch/wp-content/uploads/2024/03/programme_ludesco20240304_web_pages.pdf



**EscapeLab : Game Jam
du futur au fablab**

MdP - FabLab

Sa 9h 30 - 12h & 14h - 16h 30

Dès 16 ans

Surtaxe 20.- /joueur-euse

L'imagination devient réalité, et cette réalité, c'est la vôtre ! Bienvenue à la Game Jam du FabLab La Chaux-de-Fonds pour Ludesco ! Plongez au cœur de la création d'un escape game géant qui prendra vie à la Maison du Peuple en 2025.

Guidés par Léon Reboul (France) et Navid O'Lari (Belgique), tous deux makers experts jeux des fablabs, vous ne serez pas simplement des participant-es, mais des créateurs et créatrices de cette expérience immersive. Imaginez, concevez, et créez votre escape game géant qui prendra vie en 2025 grâce aux technologies du fablab de La Chaux-de-Fonds.

Ne manquez pas cette opportunité d'apprendre de grands artisans du jeu et gravez votre nom comme co-créateur ou co-créatrice de cet escape game.



TITLE : **INTERSECTIONALITY : THE ESCAPE BOX**

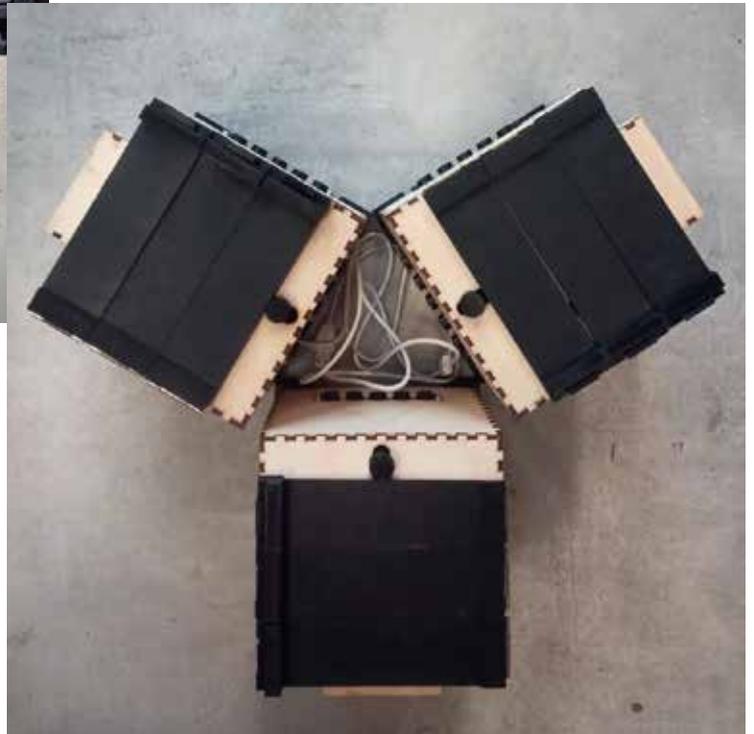
CUSTOMER : Quinoa NGO

DATE : December 2023

LOCATION : Portable, withing Belgium

TYPE : validation escape box

PITCH & MECHANICS : Quinoa NGO had initially commissioned an escape game from an entertainment company, but unfortunately their collaboration did not go well due to misunderstandings about the project's theme and socio-political issues. When the contract was terminated, the NGO contacted me to complete the project by holding discussions and brainstorming with them on the subject and creating an object (the cube, in triuplicate for 3 teams) to serve as a validator for the project they had already developed. The cube consists of a test to be carried out in teams of 4. They have to coordinate and communicate the results of the research carried out during the rest of the adventure in order to unlock access to a final 'key' at the top of the cube. If all 3 teams manage to recover the key, they can be pooled together and light up!



TITLE : **VULCAMINO : THE EXPEDITION**

CUSTOMER : VULCA (European Makers mobility program (collaboration with Center ROG))

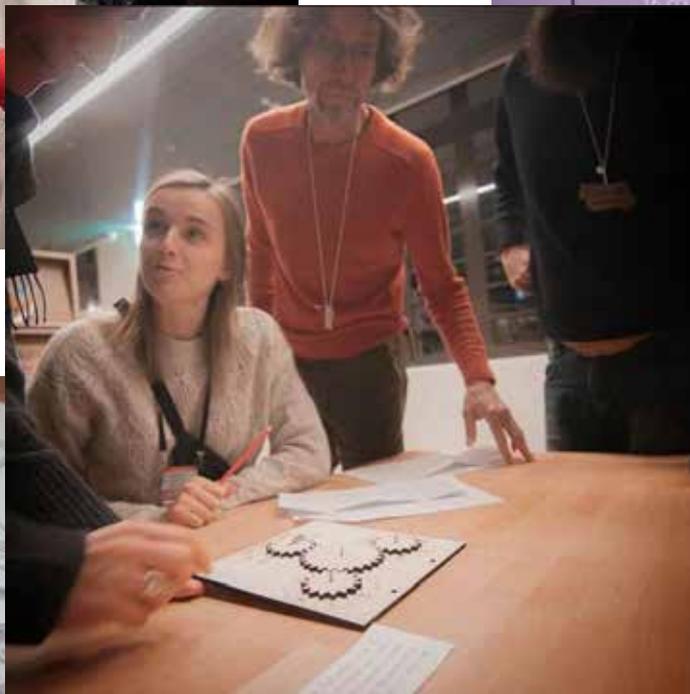
DATE : November 2023

LOCATION : Center ROG (Ljubljana, Slovenia)

TYPE : Site wide Escape Game

(co-created with Léon Reboul from the RFFlabs, french Fablabs network)

PITCH & MECHANICS : the Expedition consists of 16 different challenges to be played by 16 teams simultaneously. All 16 challenges are related to the different tools and topics of the fablabs (machines, skills, softwares...). The ultimate goal of the game was to find the location of a specific Pub in Ljubljana, in which the players would get a free drink. There were 33 possibilities and throughout the game, players were able to eliminate the wrong possibilities (two elimination per challenge) until they had only one location left. Each team also had a passport to fill in, and specific information needed by other teams, thus encouraging them to collaborate team-wide to fulfill their mission. This game was commissioned by VULCA for their 2023 Seminar, and the goal was to give their 80 participants from across Europe an opportunity to meet and chat at the beginning of the Seminar.



TITLE : MENUSCAPE #1: THE INHERITANCE

CUSTOMER : private project

DATE : October 2023

LOCATION : Brussels (various)

TYPE : Culinary Escape Game

PITCH & MECHANICS : the MenuScape is an immersive experience mixing escape game, interactive storytelling and gastronomy. It consists in a 3 course menu that has to be unlocked, while leading an investigation.

This first scenario «The Inheritance» is the story of an old aristocratic family whose oldest member just passed away. The close family has to invite all the relatives in order to discuss the last will and the split of the old mans inheritance. Obviously, some of them don't want to share, so they try to murder the concurrence...

The game starts with players (teams up to 5 person) trying to access the Starter course, locked inside a tupperware. Then they learn that they've been poisoned and they have until the end of the meal to find the cure. The ingredients for the antidote are to be found by eating the Main course. There is a list of ingredients written on the menu, 3 of those ingredients are actually not in the dish. When in possession of the 3 ingredients, players have to assemble themselves the antidote, which is the Desert.

During the meal, in addition to solve some riddles (to unlock the tupperware, to find the cutlery and to identify the antidote) they also gather clues to identify who among the close family tried to murder them.

At the end of the investigation menu, players leave with a commemorative fork !



TITLE : BIODIVERSIGRAF : ECO-ESCAPE

CUSTOMER : Bûûmpplanters, Non-profit organisation

DATE : Summer 2023

LOCATION : Bûûmparck Van Praet (Brussels, Belgium)

TYPE : Portable Escape Room

PITCH & MECHANICS : The Biodiversigraf is a trunk that serves as a tool for analysing biodiversity. You go through 4 themes by opening the different parts of the trunk: Flora, Fauna, Earth and Climate. You take on the role of eco-detectives, who have to spot and solve environmental anomalies in the Park (the game is designed to be played outdoors, in the open air or under a tent, but can also be taken indoors). Once you've unlocked the different levels of the chest, you'll have access to the final secret stash, which contains seeds that you'll have to plant in turn, completing the cycle of nature. The project is aimed at families and schools, and is designed to raise awareness of the ecosystem and environmental issues. It lasts between 45 and 70 minutes, depending on the level of difficulty and the age of the participants.



TITLE : THE ARCTIC SNOWBOX

CUSTOMER : Joint Research Center (European Commission)

DATE : Spring 2023

LOCATION : JRC (Ispra, Italy), + 5 copies in other nordic locations connected to the Arctic Passion project

TYPE : Escape box + interactive story

PITCH & MECHANICS : You take on the role of a reindeer herder from the Sami people and you must use their traditional knowledge of the environment and more specifically of the different types of snow in order to complete your mission.

The escape box is made up of different layers of ice held in place by padlocks, which you will have to unlock by managing to identify the different types of snow and by understanding what is at stake for each type of snow (for example: is it possible to walk on it? is it possible to access the lichen underneath? etc.).

Each resolution unlocks a layer of ice that gives access to the next chapter of the story (online, via a code written on the layer of ice).

Once the 3 layers of ice have been unlocked, you can open the box and access the final stage:

recognise a final type of snow and open the correct final trapdoor... except that this final type of snow doesn't exist! You then have to face up to the real situation in which the Sami people find themselves: the realisation that with climate change, despite their knowledge of snow and the hundreds of words they have to define it, they are unable to identify this new snow...



TITLE : **ENIGMAKER**

CUSTOMER : OpenFab, Fablab

DATE : Winter 2023

LOCATION : OpenFab, Ixelles (Brussels, Belgium)

TYPE : Escape box

PITCH & MECHANICS : The Enigmaker is a cube where each face - numbered from 1 to 6 - contains an puzzle/manipulation to be solved in order to move on to the next stage, giving access to a badge at the end of the 10-minute adventure. It's an educational object designed to give you a quick taste of what you can do in a fablab. Each of the 6 sides has been built around a technique specific to the fablab's machines and tools, and encourages participants to learn about these techniques through these tests (electricity and safety, laser cutting, 3D printing, CNC milling machine, coding/programming, hand tools).

The project is part of a wider effort to raise awareness of new technologies and develop new skills.



UPDATE : The Enigmaker has been now duplicated in 4 new copies during two residencies : 1 copy is in CenterROG (Ljubljana-Slovenia), 1 is travelling with the Vulca-MakerTour van, visiting fablabs and makerspaces across Europe, 2 are with De Creatieve Stem in Gent.



Navid O'Lari - Escap.Orium - Selective portfolio Escape Room Design / Interactive Storytelling

TITLE : CRYPTIC WAVES

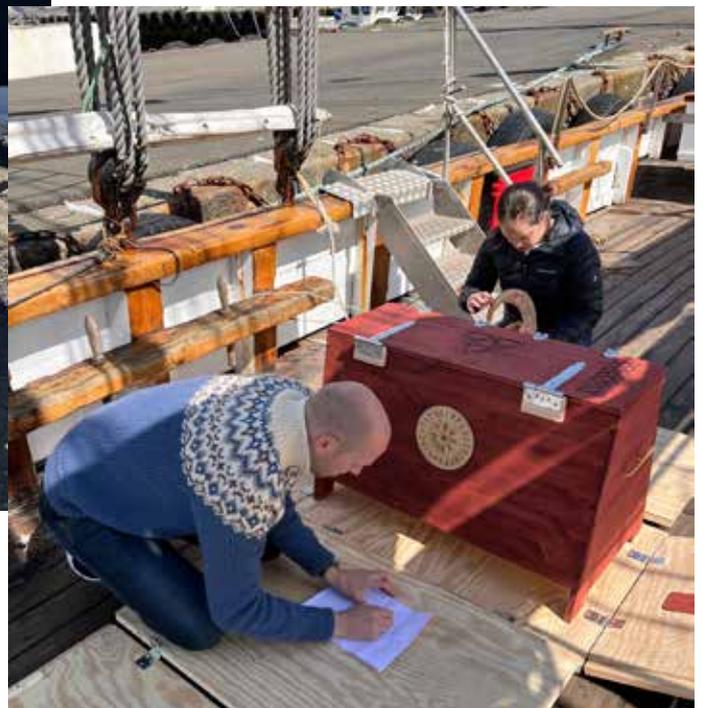
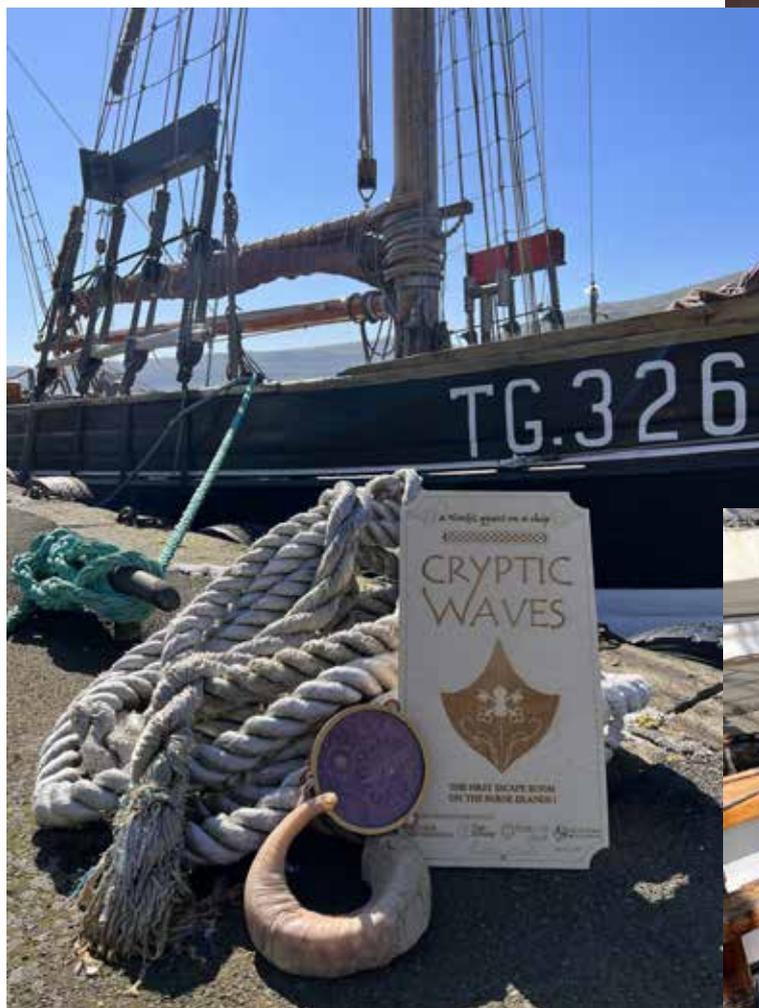
CUSTOMER : Fablab et Municipality of Vågur, Faroe Islands

DATE : December 2022

LOCATION : Ship Johanna TG326 (Vågur, Faroe Islands)

TYPE : Escape room (mobile)

PITCH & MECHANICS : A Viking trunk has been found on a small island in the Faroe Islands, and fishermen have brought it back and secured it. However, the trunk contains a mythological artefact of great importance.... and, above all, of great danger! Your mission is to free the artefact before it destroys the town! This escape room was created for the ship Johanna, an 1884 sloop still in operation, based in the town of Vågur. The adventure is based partly on Viking culture but also on the maritime culture of the Faroe Islands, and lasts around 75 minutes, for a family audience of 2 to 6 people. The game has been designed to be transportable, so during the winter months when the boat is not accessible, it can be deployed in an abandoned factory in town.



TITLE : VALHALA'S RUNEBOX

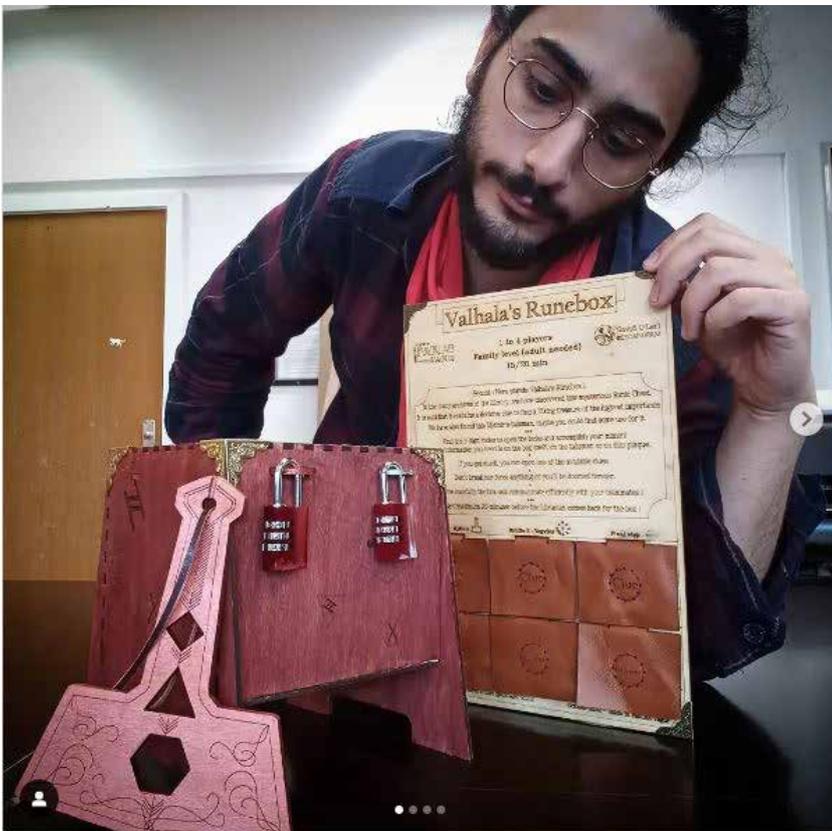
CUSTOMER : Fablab et Municipality of Vågur, Faroe Islands

DATE : October 2022

LOCATION : FabLab Vågur (Faroe Islands)

TYPE : Escape Box

PITCH & MECHANICS : A small Viking chest has been found in the archives of the Vågur Library. According to legends, this chest contains a clue to Viking treasure. The adventure is based on Viking culture and myths, using the runic alphabet. It lasts around 15 minutes and is suitable for people with no escape room experience, from 1 up to 3 people. The game has been designed to be fast-paced and to give a taste of the 'real' escape room we've created in town, giving people who haven't had the chance to try one before an opportunity to test the escape game concept before embarking on a longer adventure. It also serves as a showcase for FabLab Vågur to demonstrate the technical possibilities of the laser cutter, and can be taken to festivals and other public events.



Navid O'Lari - Escap.Orium - Selective portfolio Escape Room Design / Interactive Storytelling

TITLE : THE GREAT ESCAPE OF SNÆBJØRN FROM SUÐUROY

CUSTOMER : Fablab et Municipality of Vågur, Faroe Islands

DATE : May 2022

LOCATION : Townwide (Vågur, Faroe Islands)

TYPE : Urban Escape Game + interactive story

PITCH & MECHANICS : You experience the escape of Snæbjørn, a legendary character from the island of Suðuroy in the south of the Faroe Islands, who has had to flee the authorities following run-ins with the law. The adventure is based on the local legend of Snæbjørn and takes in the island's history (Irish monks, maritime culture, the World War II, Viking deities, etc.). The story is made up of 9 chapters, 7 riddles in the form of interactive plaques placed around the town and lasts around 60 minutes, for a family audience of 2 to 6 people. The game has been designed to be free and open-access: the map can be picked up at the town's Tourist Information Point, or printed off directly from the Vågur Town Council website. Everything (except the final safe) is located outdoors and is accessible at all times.

https://vagur.fo/skattaveidan?_l=fo



TITLE : **THE PIRATE BOX**

CUSTOMER : Private project

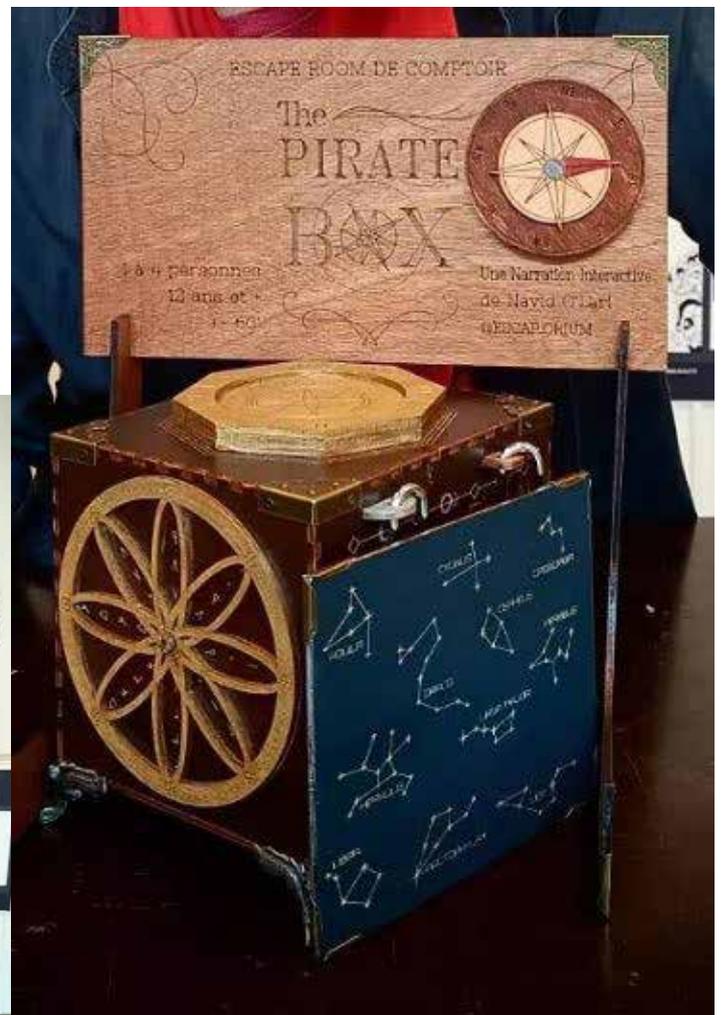
DATE : March 2022

LOCATION : Itinerant project (currently at the boardgame café «Chez Cubitus», Brussels)

TYPE : Escape Box + interactive story

PITCH & MECHANICS : You lead your crew of Pirates in search of a magic medallion.

You'll be exploring seas and islands, facing danger and... you'll have to make a crucial choice, because your happy ending is not guaranteed. In this interactive story, each stage unlocks a chapter (via QRcodes), allowing you to read a 6-chapter adventure tale. The clues to understand each of the riddles are hidden in the text of the story. A clue system is included in the game, on the story's web pages, allowing teams to choose at their own pace if and when they want help. The adventure lasts around 60 minutes, for 2 to 4 people, and is suitable for adults or adults with children.



Navid O'Lari - Escap.Orium - Selective portfolio Escape Room Design / Interactive Storytelling

TITLE : PIRATES OF THE LOWLANDS

CUSTOMER : Society of Philosophy and Literature, Free University of Brussels (ULB)

DATE : March 23rd 2022 (past event)

LOCATION : ULB, campus Plaine (Brussels, Belgium)

TYPE : Urban Escape Game + interactive story

PITCH & MECHANICS : You and your crew are looking for the very secret Pirates' Pub. It's on one of the 11 islands that make up the Lowlands Archipelago. Scour the campus and, as you meet new people and solve new puzzles, you'll eliminate the islands that don't interest you, until you find the location of the coveted beer at the end of the road! The adventure is made up of 6 chapters, 5 riddles in the form of interactive plaques scattered around the Campus and lasts around 45 minutes, for an audience of young adults from 2 to 6 people. The game was designed to be freely accessible, with no time constraints: the map had to be picked up at the starting point of the adventure, and could then be solved in any order.



TITLE : **OGHAM BOX**

CUSTOMER : Private

DATE : September 2022

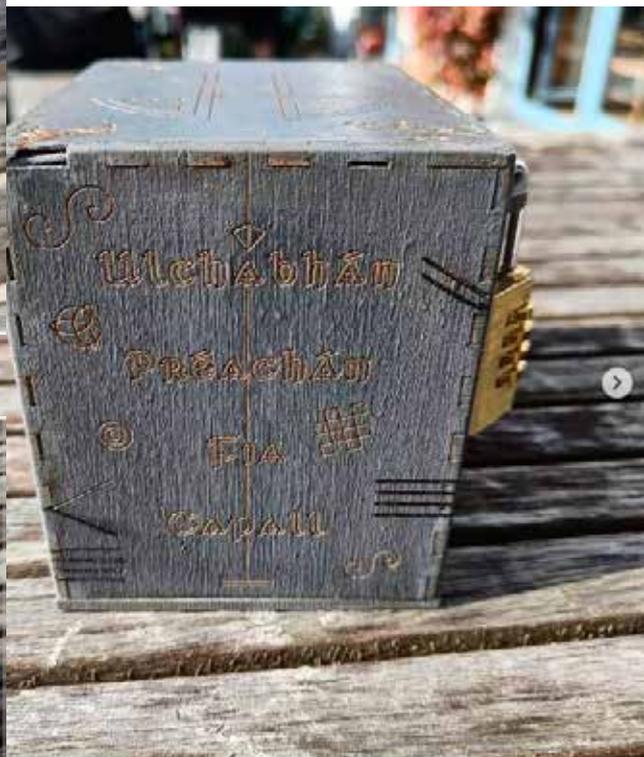
LOCATION : Private collection

TYPE : Escape Box

PITCH & MECHANICS : You have in your hands an Irish-inspired box. Lines on the edges - which are actually inscriptions in Ogham, an ancient Celtic alphabet - give numbers in Gaelic; engravings of animals and their names in Irish give the order and help you find the first code.

The box has been designed so that you have to use the Irish language to solve the riddles.

You can ask someone who speaks the language or use an online translator.



TITLE : THE OBSCURE INVESTIGATIONS DEPARTMENT

CUSTOMER : Autrique House, Museum

DATE : Spring 2021

LOCATION : Autrique House, Schaerbeek (Brussels, Belgium)

TYPE : Escape room + interactive story

PITCH & MECHANICS : based on the graphic novels The Obscure Cities (original name : Les Cités Obscures) by François Schuiten and Benoît Peeters. Adaptation of the world of the Obscure Cities into an interactive story. The game lasts around 90 minutes. The team is given an object (the Hexascope, see photos) that must be transported to the different floors of the Autrique House. On each floor there is a trunk containing para-scientific events to be analysed using the Hexascope. Each stage leads the investigation further to find the source of the events and also gives access to the next chapter of the story.

“Brussels, anno MMXX; a series of strange phenomena have appeared: unexplained earthquakes, radios broadcasting strange sounds, disturbing lights, stones appearing mysteriously, unexpected storms, unknown planets in our sky... and these phenomena seem to be concentrated in one particular place: The Autrique House. The investigator of the Obscure Worlds, Mary von Rathen, started her investigation but disappeared, leaving behind her tools and researches. You will have to pick up where she left off.

Using her instruments, locate the phenomena, analyse them and find the origin of the anomalies in order to bring light back to the Obscure Cities.

At the same time, try to understand what happened to Mary von Rathen by completing her notebook... maybe you will discover a well hidden secret in Brussels!”

<https://www.altaplana.be/en/dictionary/maison-autrique-the-escape-game>

