



The Treasure of Petra

Exclusive Game

“The Treasure of Petra” –

Its not just an exciting, adventure game, in its scale, the uniqueness and scope surpassing even the famous TV show “Ford Boyard” and the adventure of the legendary Indiana Jones, awakening emotions you have never seen before from touching the mysterious history in the world of archaeology.

This is also a useful tool that allows you to see yourself and those around you from a completely different perspective, a great opportunity to unlock true potential, unite into a real team and become even more successful in all areas of life.

Teaser



The Legend of the Game

In the archaeological and historical complex of the Petra Fortress, which in the 6th century AD. was built by the Byzantines by the orders of Emperor Justinian, arrives the famous archaeologist Dr. Jones.

The aim of the scientist is to explore the history of the Tsikhisdziri Treasure, which was removed due to black archeology from Batumi in 1907 and locked in the vaults of the Hermitage in St. Petersburg.

According to Doctor Jones, there must be a secret mechanism on the territory of the Petra Fortress, repeating the pattern of a golden lining with magic stones and an image of a fight scene, stored in the Batumi Archaeological Museum.

Dr. Jones, with the help of the worthiest expedition group, hopes to find the “The treasure of Peter.”



The rules and mechanism of the Game

At night, under the light of torches, a specially organized mystical initiation into the game awaits all participants.

Team spirit, focus on results, passion and the will to win - these are the qualities that will help you take possession of the "Treasure of Petra".

During one game day following initiation, each team goes through 24 obstacles in 2 rounds: 14 active and 10 intellectual.

Each round contains 7 active and 5 intellectual challenges.



When passing obstacles, teams have the opportunity to earn 4 Justinian's coins, 10 artifact fragments and 10 magic stones.

Teams can spend the 4 coins they earn on rescuing their team members from prison or getting the missing fragments. One prisoner = 2 coins. Missing fragment = 2 coins. The deal is only possible with strategist Tsibe.

In order to get to the finals, you need to collect 10 fragments from the artifact and at least 8 magic stones.

If several teams have collected the same number of stones and fragments, they advance to the finals and pass an additional test from strategist Tsibe in front of everyone.

The collected artifact will serve as the key to access the treasury, and the magic stones will activate the secret mechanism.



Authentic Characters

Participants will have to make deals with the cunning strategist Tsibe.








Beat the local Laz, famous for their agility and skill.

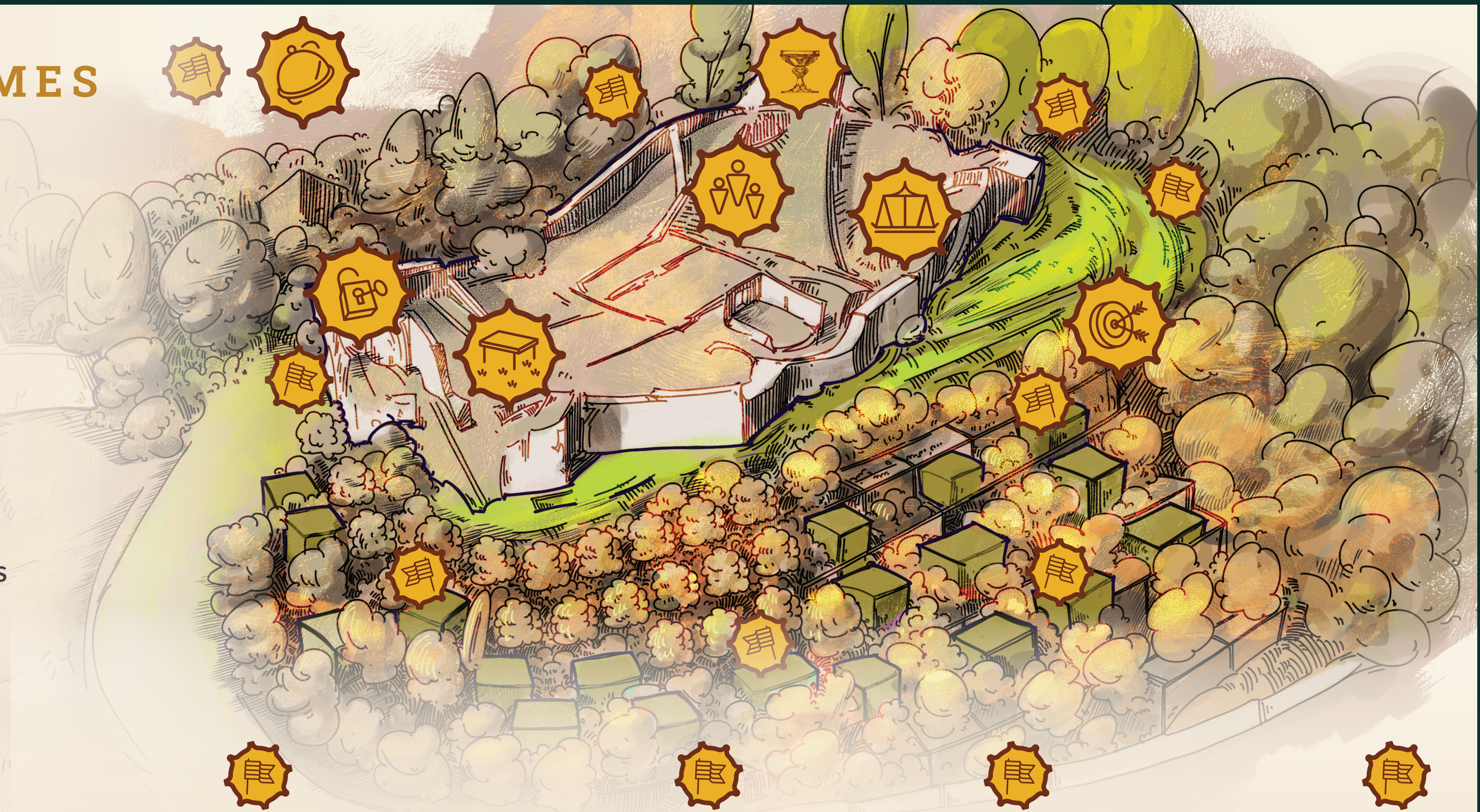
In the Observatory, you have to be able to communicate with the orator, a supporter of Iran, Astrologist Ayet, and in the Laboratory with the orator, a supporter of Byzantium, Alchemist Phartaz.

With your knowledge, surprise the historiographer of the great Emperor Justinian himself - Procopius of Caesarea in the library.



MAP AND GAMES LOCATIONS

-  Initiation to the game
-  Residence of Tsibe
-  Picnic "Laz Style"
-  Jail
-  Archeological excavations
-  Alley of the chosen
-  Byzantine cocktail



1. Windlifter

2. Mail

3. Dice

4. Paired Cards

5. Chopsticks

6. Turnstile

7. Handcuffs

8. Library

9. Byzantine Chess

10. Observatory

11. The parade of Planets

12. Scales

13. Laboratory

14. Color Spectrum

15. Conserves

16. Cellar

17. Brittle Balance

18. Low Ceiling

19. Pantry of Abomination

20. Two-handed Saw

21. Shooter

22. Gifts of the Sea

23. The conqueror of Everest

24. Zip-line

The Obstacles

The teams are led from the obstacles to obstacles by Doctor Jones's dedicated Assistants, who also provide detailed instructions. The time to complete the obstacle is limited by a large hourglass.

If participants do not manage to leave the rooms on time, they become prisoners. In all challenges, it is necessary to achieve synergy within the team.

In Chinese chopsticks, coordination of actions and reference to each other is important; in cans, accuracy and virtuosity are important; in a wind blower, a good diaphragm and the ability to sail.

In a handcuff you avoid obstacles, in a turnstile you are nimble. On a zipline you need to be able to overcome your fear of flying, and while conquering Everest you need to be able to maintain your balance.

In the room of "nasties", become "loving of animals and insects" without exception. The post office will use the strength, attention and help of the team to find the right bale.

There is a delicate balance between logical thinking and sleight of hand. There is a little luck in paired cards and dice, and in the parade of planets there is an excellent skill in memorizing a large amount of information.

"Talent wins games but teamwork and intelligence win championships."
Michael Jordan



Culmination of the Game

Teams assemble artifacts from fragments at archaeological field tables.

Myth or reality?

Dr. Jones initiates participants into the secret of the Tsikhisdziri Treasure with an incredible trail of history rooted in the Hermitage, due to black archaeology.

The winning team, joining the expedition group, goes to a secret place. The assistants take the rest of the project participants along a different route with the opportunity to observe the process a little further away.

Having found the hiding place and launched the magical mechanism, the "Treasure of Petra" will be revealed. In the Petra complex, the winning team, will plant a tree and leave its mark in the Alley of the Chosen forever.

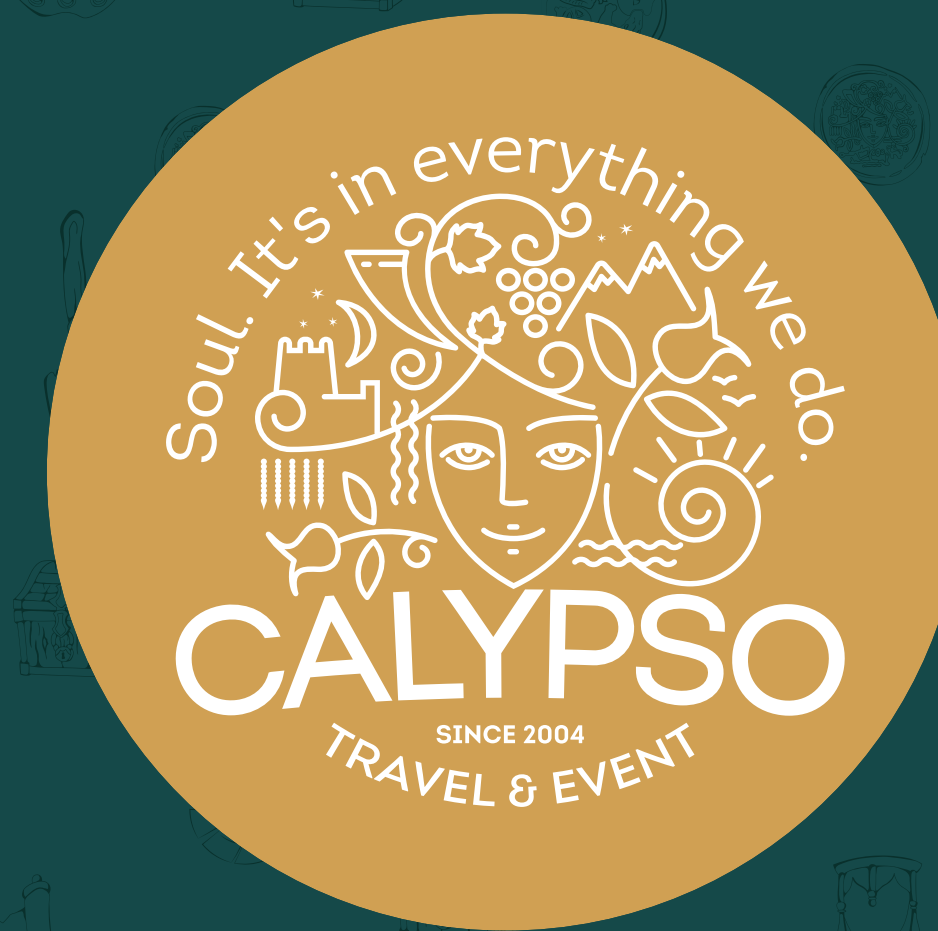


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“The Treasure of Petra”



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