



OLYMPUS – 1201_sphinx_game_EN

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The Sphinx Game – Module 1201 Subsidies

Context

The Sphinx Game is a pedagogical initiation included in the Subsidies module.

It guides the user through a series of questions and riddles to produce a quantified estimate of mobilizable funding. It does not replace a professional diagnosis but serves as a tool for awareness and engagement.

Process

1. Language selection (French, English, Portuguese, Spanish, German, Italian).
2. Philosophical introduction by the Sphinx (game in evolution, supervised by SPUP).
3. Identity calibration: name, company, sector, country.
4. Cartography: selection of relevant subsidy branches (R&D, digitalization, export, industry, energy, employment/training, health, culture, nonprofit, agriculture, real estate).
5. Guardians check: eligibility, cumulation, timing, proofs.
6. Optimization: simulation of amounts across time horizons.
7. Temporalization: construction of a 5-horizon matrix (retroactive, <3 months, <12 months, <24 months, <36 months).
8. Rewards: treasure estimate (0–300k €), Sphinx score (0–100), quest journal (D+14, D+30).

Outputs

- 5-horizon matrix (amount + probability).
- 3-year global estimate.

- Potential treasure estimate.
- Sphinx pedagogical score.
- Short-term quest milestones.