

Era: The Egyptian Discovery

Setting: The year is 2450 BCE. You and your team have been transported into a massive sandstone workshop buried beneath the desert: once used by ancient architects, astronomers, and scribes.

Their unfinished experiments lie around you, mechanisms, coded scrolls, and measurement tools. Your mission: complete their logical designs, restore their systems, and recover the lost code that will power the "Chrono-Compass", your only way back to the present.

DAY 1: The Architects' Blueprints — Foundation of Logic and Structure

Theme: Geometry, construction logic, pattern recognition.

Round 1 — The Broken Blueprint

Participants are given torn sections of an architectural plan for a pyramid complex. Each piece has ratios and angles written in hieratic numerals.

They must reorder the fragments to reconstruct the complete plan, following geometric logic (alignment of base, slope, and chambers).

Round 2 — The Measure of Precision

They find a set of ancient measuring rods engraved with numbers in Egyptian numerals. Clues on the walls describe proportions ("four cubits for every three of height").

They must convert and calculate accurate dimensions to make the structure stable.

Round 3 — Restoring Balance in the Geometric Design

A large sand-filled board displays an incomplete geometric pattern.
Players receive shape tiles (triangles, squares, arcs) and instructions like:

"Each angle must mirror its twin; every line meets in equal proportion."
When placed correctly, the finished design reveals a shadow pattern, a coordinate grid marking a hidden compartment containing the next scroll.

Outcome: They unlock the scroll "Principles of Alignment": a clue for Day 2.

DAY 2: The Scribes' Code — Encryption, Decryption, and Symbolic Reasoning

Theme: Written logic, language patterns, encoding systems.

Round 1 — The Scroll of Substitution

Teams discover a parchment filled with hieroglyphic-style symbols mixed with coded lines in early scripts.

A second parchment gives logical hints: "Each bird flies toward a sound alike."
They must break the code using pattern-frequency analysis (like a substitution cipher).

Round 2 — The Grid of Words

The workshop's floor has tiles marked with symbols and numbers.
By following clues on the scroll ("Step onto every multiple of three whose neighbor holds no vowel"), players decrypt the path to the next section.

Round 3 — The Number Chronicle

A set of stone tablets holds number sequences: 2, 3, 5, 8, 13 ...
Teams must determine the pattern and find the missing stones that complete the

Fibonacci-style sequence used by ancient engineers for design ratios.

They retrieve a cipher key disk and learn the term “Order of Progression”, needed for Day 3’s mechanism.

DAY 3: The Engineers’ Workshop — Integration, Deduction, and Mechanisms

Theme: Bringing logic, code, and design together to unlock the final chamber.

Round 1 — The Incomplete Device

They find an early proto-machine, a gear-based leveling instrument with missing cogs. Each cog is engraved with coded numbers. Using the cipher from Day 2, they decode which cog fits where to balance the device.

Round 2 — The Chamber of Coordinates

The completed device projects light through balanced geometry, creating coordinates on a wall map of the Nile.

They must calculate distances and use directional logic to determine the exact location of the final piece of the Chrono-Compass.

Final Round — The Chrono-Cipher

At the last table lies a bronze lockbox with a rotating code disk.

Inside are mixed clues from all days: patterns, numbers, and letters.

When combined correctly, they form the Final Code, the numerical ratio that once governed the Great Pyramid’s design ($4:\pi \approx 1.2732$).

Entering the correct sequence triggers the lock, and the workshop doors open.

The teams have restored the lost logic of the Egyptian engineers, and the Chrono-Compass activates, returning them to the present.