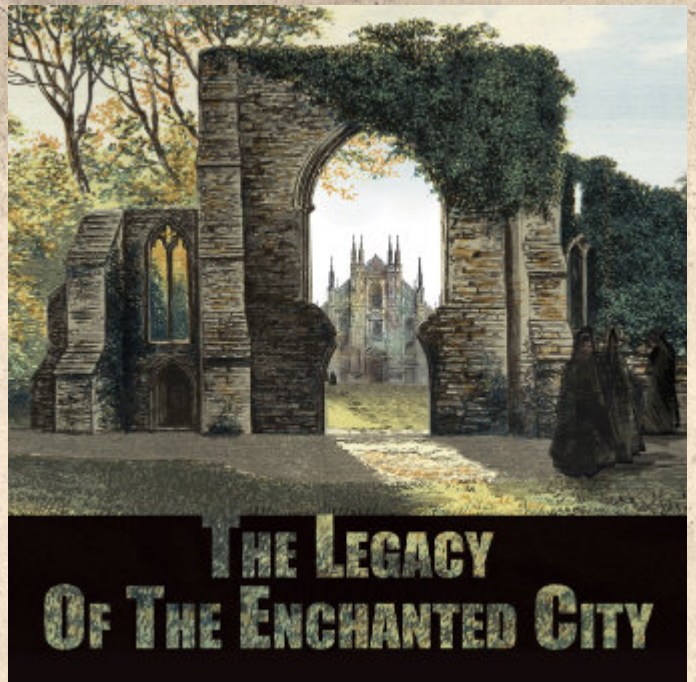


Head out on the discovery of a Milan that has reclaimed its Fantasy legacy. Once upon a time, ogres, witches and demons inhabited the city, and their presence has left permanent marks. Your task is to find them by solving 7 Enigmas, with the help of a Guardian of the Order.



## THE LEGACY OF THE ENCHANTED CITY

### GOAL OF THE ADVENTURE

Making a simple visit around Milan and its main attractions into a real exciting Adventure. There will be 7 extraordinary places to find out and 7 Enigmas to solve, just by getting 7 objects or evidences of the city through the visitors' own device, thanks to the available technologies of the AUGMENTED REALITY, GEOLOCALIZATION AND GEOFENCING included in the APP, to live an innovative experience.

The App will allow the participants to live the Adventure just like the protagonists in a film, totally free to move and act according to their pace and rhythms.

The Guardians of the Phoenix Order will support them throughout the Adventure up to the end and will present them the related Enigmas.

Once the participants purchase the Adventure, the Guardian will show the first place to discover in order to start the challenge.

At the end of each Adventure, a digital certificate of "Great Inquirer of the Mysteries of Milan" will be issued to those who successfully complete the challenge, with the opportunity to print it or share it on socials.

Remember that you can always stop the Adventure and catch it again whenever you want.

### PASSIONS INVOLVED

Mystery, adventure, game, fantasy, history, art, culture, curiosity

### ADVENTURE AREA AND MAP

The Adventure takes place in Downtown Milan

**SUPPORTED DEVICE** IOS system from version 10 onwards, Android system from version 5 onwards

### RECOMMENDATIONS FOR THE ADVENTURE

The device must be on and fully charged, with a free memory, Power Bank, active data connection (internet or wi-fi device), active GPS and earphones. If you close the OpenCITY App during the experience, it can happen that it will take a few minutes to the GPS to reassess your position, once you open the App again. To reduce the battery consumption, it is recommended to close all the applications not related to the Adventure.

### LENGTH OF THE ROUTE

Around 4 hours, on foot, including the time necessary to solve each Enigma, to change the position.

It is recommended to devote some time to the attractions along the route, to make the experience more significant and lively.

**LANGUAGES OF THE ADVENTURE** Italian and English

**DIFFICULTY OF THE ADVENTURE** ●●●○○

**SUITABLE FOR** Everybody, from 14 years old up.

There is no need for specific competences to face the Adventures. Little hints are in the App, in the HELP function.

To get more help, a link with further info and details will correspond to each image that will show up by clicking on the HELP icon.

Some attractions will not offer barrier-free access, so people with heavy motor disabilities should not participate, unless accompanied.

### WARNING!

If the object to catch is not visible anymore for reasons of force majeure, even if temporary, (scaffoldings and/or drapes for renovations, bad weather conditions etc.), or it has been moved, it will be necessary to place into the position required by the hint and activate the function "Augmented Reality" included in the App. The App technology will acknowledge your position and, if correct, the Adventure can proceed.

