



← REWILD



RhôneAlpes



Objectives

- Renew the summer clientele and especially attract the young people between 18 and 25 years in mountain by suggesting them discovering Pre-Alps and Haut-Jura by having fun.
- 2012 : Test phase
- 2013 : Opening of the game to the public





Concept - www.rewild.fr

- Offer to the participants, individual or in group, several episodes of game of two or three days : **a multimedia interactive experience which, under the shape of a game with enigmae in reality alternated, takes place at the same time on the Internet and in the territories, where the borders between fiction and " the real life " are blurred.**
- Accessibility ease by an information about the public transportation.
- The purpose of the game is to accumulate points by solving enigmae and to gain presents offered by parks or other partners.
- Tools of the game : 2 roadbooks
 - the one playful for the game,
 - the other logistics with maps and all the information indispensable to the good progress of the route.Each of these road-portfolios free download on the web site of the game or with the partner tourist offices.

The game

- A global scenario, which declines by park :

Ten years ago, a group of child had discovered a mysterious casket during a hike. Far from suspecting the importance of this casket, they bury it somewhere in mountain. Nowadays, the mountain is the scene of strange phenomena... The casket was found... What is the link between this casket and these events? What could be well hidden in this casket? To our children become adults to discover it...

- Enigmae and scenario will integrate elements used in most of the games in reality alternated to connect)the reality and the virtual : SMS, voice server, plot micro-Web sites, QR Codes (in the road-portfolio and in the reality), géocache ...

TIME TO PLAY



[Vidéo 1 Massif du Vercors](#)

[Vidéo 2 Massif des Bauges](#)



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