

Basel, 12 September 2025

**HERO GAMES – Discover the Legend Within You.
An interactive exhibition**

The exhibition “HERO GAMES – Discover the Legend Within You” at the Antikenmuseum Basel is the product of an innovative new approach to museum exhibitions. It allows visitors to engage with the myths of ancient heroes in an interactive way. Like in a video game, our visitors will embark upon an adventurous journey, immersing themselves in various mythical worlds and completing the most legendary missions of the greatest heroes and heroines of ancient Greece. The technological basis of the game is the PX Badge by iart, an unobtrusive wearable device that detects the visitor’s location within the exhibition and plays automatically generated, personalised audio content in their chosen language, and also stores and processes their game results.

Visitors will embark on a total of seven missions in the form of analogue and digital games as they follow in the footsteps of their ancient predecessors. They will go on the same adventures, confront the same monsters and solve the same riddles as the ancient heroes and heroines. The games all require different skills, which our visitors will discover within themselves as they collect points and earn their own personal hero status. Along the way they will meet the terrifying Medusa at the edge of the world, fetch Cerberus the three-headed dog from the Underworld, and face the man-eating Minotaur in its Labyrinth on the island of Crete. Their final destination is the sanctuary of Delphi: in the Temple of Apollo, god of prophecy, the visitors’ points will be added up and they will receive a personalised oracle from the Pythia based on the particular skills they have displayed while completing the missions.

The exhibition features an innovative game structure, an immersive design, interactive missions and original works that are over 2,500 years old. These works depict our visitors’ ancient predecessors engaged in the quests which our visitors themselves will now undertake in the HERO GAMES.

An overview of our heroic worlds

Our visitors will be provided with the intelligent PX Badge, which they can wear comfortably around their necks. Using the PX Badge, they will be able to activate the game stations and automatically collect their points. The Badge also includes an audio guide.

Athena

Athena, patron goddess of most Greek heroes, welcomes the visitors, familiarises them with the game and prepares them for their missions. She accompanies the visitors via the audio guide throughout the exhibition.

Room 1: Mission "Medusa"

The Gorgon Medusa slumbers in the moonlight on a rock on the banks of the River Oceanus. As the young Perseus once did, our visitors must sneak up on this demon whose gaze turns to stone any living creature who looks into her eyes. If the visitor makes any quick or sudden movements, Medusa will open her eyes menacingly for a moment. Points are deducted for this. As soon as the visitor reaches Medusa, they must symbolically cut off her head. This calls for composure and concentration.

Room 2: Mission "Calydonian Boar"

The forest of Calydon is primeval and dense; only the occasional ray of sunlight breaks through the trees. There is a giant boar on the rampage here, a vicious beast. It is laying waste to the surrounding fields and killing anyone who crosses its path. It was Atalanta, the swift and powerful huntress, who once shot the Boar with an arrow and weakened it.

Our visitors will hear the Boar before they see it in the undergrowth. They will take aim and try to shoot it with a bow and arrow. This calls for good marksmanship and strength of will.

Room 3: Mission "Cerberus"

In the Underworld, the dark realm of shadows, Cerberus the three-headed dog guards the gates to Hades's musty kingdom. As Heracles once did in the service of King Eurystheus, our visitors must venture into these dark depths and try to subdue the invincible Cerberus. Faced with his three barking heads and his terrifying eyes, they will pull on his lead with all their might.

If they have enough strength and stamina, our visitors will succeed in doing something few have ever done before: returning alive from the kingdom of the dead.

Room 4: Mission "Minotaur"

The Labyrinth in Knossos seems endless; the twists and turns off the path are bewildering, and it is almost impossible to get one's bearings. Yet our visitors must try to find a way through it to get to the man-eating Minotaur. As Theseus once did when he freed the young Athenian hostages, our visitors must find a way to defeat the bull-headed monster. Ariadne's now proverbial thread will help them find their way out. But if they take too long, they will lose points.

This mission will show how much courage and drive our budding heroes possess.

Room 5: Mission “Trojan Horse”

The soldiers in the Greek camp are racking their brains. For ten years the Greek army has laid siege to Troy, but its walls are impenetrable. Now they need a brilliant idea to help them capture the city at last. Our visitors will build the famous Trojan Horse, a ruse dreamt up by the cunning Odysseus. Once the horse is finished, the Trojans will drag it inside the city along with its secret cargo of Greek warriors, and Troy’s fate will be sealed. This mission calls for imagination and ingenuity.

Room 6: Mission “Magic”

In the chamber of Medea, one of the world’s most powerful sorceresses, there is much to see: tins, jars, bottles and pots containing secret magical ingredients and dried herbs. A magic potion is bubbling in a cauldron: Medea is brewing her famous rejuvenation spell. Our visitors must add the most important ingredients to the potion. They will need to stick carefully to the recipe here because the mixture has to be exactly right. This calls for meticulousness and magic.

Room 7: Mission “Sphinx”

The final mission takes our visitors to the mountains of Thebes. Here the cruel Sphinx sits perched on a rock, telling a riddle to anyone who passes by.

The punishment for those who cannot solve the riddle is death. She has already devoured countless poor souls. Once upon a time, Oedipus was the only individual who possessed the mental ability needed to defeat the monster. Now our visitors will come face to face with the riddling Sphinx and must demonstrate their own powers of logic and wit.

The Oracle of Delphi: Game evaluation and oracle

At the end of their journey, our visitors will arrive at the sacred site of Delphi. Here, at the “navel of the world”, is a sanctuary dedicated to Apollo, the god of prophecy. It is the most important oracle site in the ancient world.

In his temple, Apollo speaks through his prophetess, the Pythia. Here visitors will receive an evaluation of their performance in the game, and the Pythia will pronounce an oracle for them, summing up the particular skills they have discovered within themselves on their heroic quests. They might be especially strong, courageous, clever or accurate. Every skill is valuable if used wisely and with a good heart.

Our visitors will be able to take home a printout of their evaluation and oracle.

Finally, our visitors will be allowed to immortalise themselves on the Wall of Heroes.

Game design

Visitors will enter the world of HERO GAMES using the “PX Badge” developed by iart. The unobtrusive device will detect their location and then play the audio content linked to that part of the exhibition – automatically, in the visitor’s chosen language, and tailored to the individual visitor based on their personal visit history.

The "PX Badge" will use near-field communication to make it possible for visitors to actually take part in the games: results will be stored, and at the end they will be used to create a unique hero profile with a personal game score that visitors can take home with them.

Based on the exhibition concept developed by the Antikenmuseum, iart created the technological basis as well as the game design and digital design, thereby transforming the museum's vision into a contemporary gaming and artistic experience.

Digital

A website has also been created to accompany the exhibition. Along with general information about the exhibition, the accompanying programme and the ticketing process, the Digital also features more detailed information about the Greek heroic myths:

herogames.antikenmuseumbasel.ch

Thank you to our patrons and supporting foundations

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HERO GAMES – Discover the Legend Within You.

14 September 2025 to 29 March 2026

The exhibition content is available in three languages (German, French, English)

Opening hours

Tuesday & Wednesday: 11 a.m.–5 p.m.

Thursday & Friday: 11 a.m.–10 p.m.

Saturday & Sunday: 10 a.m.–4 p.m.

Ticket prices

Adults: CHF 22

Groups (4+ people): CHF 20

People under 20 years of age: CHF 9

People in full-time education and under 30 years of age: CHF 9

Children under 13 years of age: free. The game is recommended for children aged 9 or older.

Holders of the Museums-PASS-Musées and holders of the Swiss Museums Pass: free

Booking

Space is limited and visitor numbers are managed using time slots. Slots must be booked in advance at herogames.antikenmuseumbasel.ch. Payment is to be made in person at the museum's ticket desk. Visitors will need to show proof of their reservation in order to get their ticket.

Reservations can also be made over the phone by calling +41 61 267 01 12 (Tuesday to Friday, 11 a.m. to 4 p.m.).

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Exhibition images available for downloading:

<http://www.antikenmuseumbasel.ch/de/footer/presse.html>