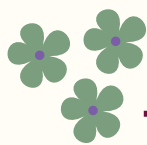


Behind the scenes: The Disappearing of Christiane Agathe



On Saturday, May 9th, the mystery surrounding Christiane Agathe's disappearance came to an end. Seven groups of amateur detectives, all eager to discover the truth, succeeded in resolving the case. The Disappearance of Christiane Agathe is part of the Printemps Anglophone projects to which several students in M1 TCMN took part of. This escape game was created by Chloé Arrivé, Claire Descamps and Néféli Moustakas, three bright minds Achille Poivron needs to keep an eye on. Meet the ones who were behind it all !



Photo by Clémence Lombard · Claire Descamps, Néféli Moustakas and Chloé Arrivé, organisers of the event.

Your escape game is part of the Printemps Anglophone project to which some TCMN students are participating as well. In your game, the famous writer Christiane Agathe has mysteriously disappeared and the players have to solve this case. Was it your first idea or did you have any that did not make it ?

Néféli M.: I would say it was our very first idea. I really liked the idea of doing a project on a particular author, especially something that could be celebrated. Even though we did not write it on the poster, this year marks the fiftieth anniversary of Agatha Christie's death. We thought that it was a perfect idea to do an escape game inspired by Christie as it goes well with the kind of novels she wrote.

Claire D.: We really liked Néféli's idea, so we decided to give it a try.

Your escape game is loosely inspired by Agatha Christie, world-renowned English writer. Your main character can be described as her alter ego. How did it come to your mind ? Have you been inspired by other sources, either for the script or the riddles ?

Néféli M.: The game is inspired by Agatha Christie's works and her life. She disappeared for a few days and nobody knew where she was - only her car was found. So in the game, it isn't a random fictional character who is missing but our fictional writer herself. We took inspiration from Christie's works with the character of Achille Poivron, loosely inspired by Hercule Poirot. I don't think we thought about anything else.

Claire D.: We really liked the idea of making a British-style detective story that one could potentially find in Agatha Christie's or Sherlock Holmes' mysteries.

How did you organize your ideas ? Did the escape game route come first before the riddles? Was the script already finished when you started to think about the riddles or the route ?

Chloé A.: We first started to think about the escape game route that the players would take. Then, we created the riddles depending on what we could find interesting in these places and on what we could do by ourselves. I think the script was the last thing we did.

Néféli M.: We already had a few ideas for the script. We needed to think about it as soon as we started the project so that, at the same time, we could organize the escape game route. The rest of the story came along with the organisation of the game.

The course of the game goes through Avignon city center. Did you already know what places were going to appear in the game ? How did you choose the different places ?

Chloé A.: We wanted the players to go through Avignon's famous places so that they could discover the town in a fun way. It allowed us to mix British culture with the town in itself. We also chose some hidden gems that are less known such as Bibliothèque Ceccano and Maison Jean Vilar.

Néféli M.: At first, we were not sure if we wanted to do something in the city center or in a room as in a more traditional escape game. Then we thought that it was more interesting to do it outside.

Claire D.: One of the groups who came for the game told us that it was a great idea to have chosen places that do not attract a lot of tourists and that are not necessarily famous.

Was there a marketing campaign for the event ? How did you manage it ?

Chloé A.: We managed the communication of the event by ourselves. We created an Instagram account, we made some posters, we talked about the project during other Printemps Anglophone projects. Every Wednesday, we posted a photo or a short video on social media to encourage people to participate. Yet, we realized now that some have worked better than others. [laughs]

Néféli M.: We are not from Avignon, so it was necessary for us to promote the event. Even though the Instagram account did not work as planned, we are still very proud of all the work we put into it.

It's a big project that took a lot of your time. Have you encountered any difficulties or challenges while making the game ?

Claire D.: The budget was our main concern. We had to make sure that we could actually buy what we needed for the riddles, the posters and any other things that we could need. We managed to do everything as planned with what we had on hand.

Chloé A.: We realized we had to improve on some points when we tested the game for the first time. Even today, we realize that we could've made it better in certain aspects, such as giving clearer instructions and having a third bag to give to the next group if one took more time to finish the game.

Finally, how did you feel after the end of day ? Would you be ready to make or be part of a similar project ? What do you keep in mind about this experience ?

Néféli M.: Tiredness... [laughs] It was quite a long and enduring day for the three of us. I'm happy with what we did. We had some small problems but now that the event is done, we are conscious that we could've improved some things.

Claire D.: We did it all by ourselves: almost all the time slots were booked, all the groups did their best even though some have encountered difficulties, but that's what happens for all kinds of events. I'm very proud of us.



Photo by Clémence Lombard · One of the groups with their Best Detective Certificate, delivered at the end of the escape game.

AUTHOR CREDIT BOX	
By:	Clémence Lombard
Role /	Contributor • Contributing
Bio:	Clémence is a student in M1
Prono	she/her
Issue /	Issue 1 • May 2026