



Talking Tables

ESCAPE ROOM

MARRAKESH EDITION

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WHAT'S IN THE BOX

- 1 instruction booklet
- 10 puzzles
- 1 fabric pouch
- 1 combination lock
- 1 notepad
- 4 tracing paper sheets

EXTRA ELEMENTS YOU WILL NEED:

- internet access
- A sixty-minute timer
(either on a smart phone or watch)
- one pencil per player

scan the QR code below with your phone camera to
access our spotify playlist to go with your game:



TAKE PHOTOS AND SHARE YOUR MEMORIES

#ESCAPEROOM #TALKINGTABLES

SECTION 1

HOW TO PLAY

start by handing out a pencil to each player.

make sure there is enough space for everyone to sit together and share clues.

you can make notes during the game on the notepaper included.

some puzzles may need to be written on. we suggest using pencil, and pressing lightly, so that any mistakes can be rubbed out and written over, or using the tracing paper included.

phones should not be used for anything other than to scan the qr codes provided.

Lots of hints are included to make this game accessible and enjoyable for a range of skill levels. if your team is struggling, don't be shy about consulting the hints in section 3 and section 4 of this booklet.

more on the next page...

- work together to retrieve the ancient and powerful eye of Marrakesh before the notorious sand serpents secret society can harness its time-controlling abilities for their nefarious purposes.
- The video will introduce you further to the storyline and instruct you on your mission.
- The game is divided into two parts: in the first part, solve six puzzles hidden within the souks of Marrakesh to uncover the route you need to take to reach the final location. Then, solve a puzzle to find a three-digit code required to access the second part.
- In the second part of the game there are three puzzles to solve in order to complete the mission and escape.
- Scan the last QR code inside the game to input your answer in the online answer page and learn if you have escaped.
- You can check your answers in section 5 of this booklet.

begin the game now – scan the QR code on the inside box cover to watch the introduction video. Listen carefully to know where to begin...

SECTION 2

HOW TO RESET FOR REPLAY

It is likely that you and your team will write on the puzzles during the game. We suggest using pencil wherever you can, so you can rub everything out easily if needed.

Alternatively, by using a combination of tracing paper and the notepad to work out the answers, the components can be left unmarked and therefore be re-used.

Lastly, you can find PDF printables of all the components that may have been damaged during the game, along with instructions on how to re-build the complete escape room game, on the following web page:



SECTION 3

FIRST HINTS (to help a little)

THE SOUKS (A-Z)

LAMPS

Each number on the price tags represent a characteristic of the lamp. Find the pattern to work out the price of the bottom middle lamp.

MAP

The map may help throughout your mission, but don't expect to follow the numbers in order.

PERFUMES

Build the 30 bottle to reveal 5 numbers. Only when it is constructed correctly will 5 numbers be clearly visible in a line.

RUGS

You will also need to use the ceramics stall to help solve this puzzle.

SHOES

Focus on the colours of the shoes to work out the equation. Where have you seen these colours before?

SPICES

Read the first letter of each label to learn what to do next.

TILES

Match up the loose tiles with the large patterned area. Do you notice any unusual markings on the tiles?

THE EYE OF MARRAKESH

THE RIDDLE

Have you found the decoder inside the box lid and base?

THE TOMB

Over the centuries, some tiles have fallen off. You only need to focus on the ones remaining.

THE EYE

Assemble the relic using the ancient pins provided. The number of lines on the back of the dials and the eye will help you to know which dial belongs where.

THE RITUAL

When you have found all three answers, open the corresponding windows to reveal the three actions needed to neutralise the Eye's powers.

SECTION 4

SECOND HINTS (to help a bit more)

THE SOUKS (A-Z)

LAMPS

E.g. the first number on each tag represents the colour of metal.
gold = 4, silver = 5
continue to work out what the other numbers represent.

MAP

Be sure to mark the route you take on the map.

PERFUMES

The bottles on the shelves give you a hint that the bottle being built should be read upside down. Think back to what you used to do with calculators at school!

RUGS

notice that the patterns used on the rugs and the ceramics are the same - check whether the same pattern is in the same position in both stalls.

SHOES

The identical colours of the shoes can be found on the map.

SPICES

The labels read 'every three' meaning you need to read only every third letter in the spice mound.

TILES

The tiles are all double-sided - make sure you are using the correct side. once all are aligned correctly a 5-letter word should be revealed.

THE EYE OF MARRAKESH

THE RIDDLE

once you've solved the riddle, add your one-word answer onto the end of the url shown and type this into a web browser.

THE TOMB

The numbers on the note tell you which order the numbers from the pillars must be arranged in to find the date.

THE EYE

turn the dials until a 4-letter word is revealed.

THE RITUAL

The three actions must be performed with vigour and passion by all on the mission to be successful.

SECTION 5

ANSWERS



THE SOUKS (correct order)

SPICES

when you read only every third letter on the spice mound, the hidden message instructs you to 'heat the bowl'. to heat the black area of the bowl try holding it between the palms of your hands, holding it against a radiator or a hot drink, or even sitting on it!

the answer revealed is:

PERFUMES.

PERFUMES

when constructed properly, the bottle will reveal the five numbers: **53045**.

then, when flipped to stand on its head, the numbers can be read as letters to spell out the word:

SHOES.

SHOES

substitute in the numbers on the map that correspond with each of the colours used on the shoes.

the first equation gives the answer 9, the second gives 28. the final long equation gives the answer 11.

use the map to go to number 11:

RUGS.

RUGS

cross out any ceramic item where the pattern is not the same in the same position as on the rugs.

once all of the differences are crossed out, focus on the ones that are the same – they should form the shapes of letters when you look within the bounded areas.

the letters spell out: **TILE.**

TILES

when the tiles have all been positioned the correct way up and fitted together properly, the markings on the edges will join up to reveal the word: **LAMPS.**

LAMPS

the first number on each tag represents the colour of metal. the second number represents the shape of the lamp. the third represents the number of colours used in the middle or main row of windows. the fourth represents how many rows of windows there are.

the correct price for the unlabelled lantern is 5523. therefore, the answer to the equation is $5+5-2-3 = 5$

use the map to finish at number 5: **JEWELLERY.**

MAP

you should have drawn your route onto the map to show the different souk stalls that you visited in the correct order. Then, you should notice that the route forms the shapes of 3 numbers: **741**.

use this 3-digit number to open the secret chamber hiding the eye of marrakesh (and to open the locked fabric bag which will take you onto the second part of your mission).

THE EYE OF MARRAKESH

THE RIDDLE

use the decoder in the lid and base of the box to find out what each symbol represents. you will then be left with a riddle to which the solution is: **SERPENT**.

in a web browser, type the url: talkingtables.co.uk/pages/serpent and you will be directed to a page with a video. watch the video to see a snake striking at you, and revealing the answer: **INCANTATION**.

THE TOMB

count how many tiles are on each pillar, you should get the numbers: 2, 4, 9, 6, 1, 8, 0, 2.

then, the numbers on the note tell you the correct order the numbers must be placed in to make the date.

e.g. the first number on the note is 8. the eighth number you found is 2. thus, the first number of the sequence should be 2. continue doing the same with every number until you have found the date of the relic's creation: **29.02.1468**.

THE EYE

once you have attached the correct dial onto the correct part of the eye and turned the dials into the correct positions, the answer will be revealed: **AEON**.

THE RITUAL

now that you have the three correct answers, you can open the corresponding windows to discover the actions needed to complete the ritual and neutralise the eye of marrakesh.

All members of the mission must perform the following three parts to the ritual in unison to ensure that the relic's powers are disabled: get down on one knee, holding one hand to your heart and one touching the relic and proclaiming "**synchronicor luminaforge!**"

for more detail on how to solve each puzzle, please scan here:



www.talkingtables.co.uk/pages/escape-room-marrakesh-answers

if you enjoyed this
ESCAPE ROOM game,
we have more:

