

Marvelli's Last Show

Halloween 1938. One night only. The carnival gates just locked behind you.

ESCAPE ROOM

HALLOWEEN

2-8 PLAYERS

~90 MIN

THE STORY

Halloween, 1938. At three minutes to midnight, ringmaster Aurelio Marvelli struck a deal to keep his failing carnival running forever. It froze between moments, troupe and all. One night a year the gates reappear, and your team holds a ticket that reads ADMIT ALL, ONE NIGHT ONLY. Give the carnival the curtain call it never had before the clock strikes twelve, or stay for next year's show.

Marvelli's Last Show is a cooperative escape room that runs in the browser. Your team explores five moonlit scenes in full 360°: the front gate, the game-stall midway, a fortune teller's tent, a hall of mirrors and the big top. Solving a puzzle brings a dead attraction back to life, lights and all. Clues are never private here. Any player can open any puzzle, everyone sees what anyone finds, and some stalls hold answers that other stalls need. Most of the game happens in conversation.

The tone stays playful, closer to a haunted fairground ride than a horror film. No gore, no jump scares. Hints come from ZOLTARA, a fortune-telling automaton with the manners of a carnival barker. Teams who have never touched a video game do fine.



PLAYERS	2-8 players
DURATION	~90 min
TYPE	Escape room
PLATFORM	Browser, no installs
PRICING	Per session or membership



HOW IT PLAYS

- Step right up**
Each player opens the session link in a browser and types a name.
- Explore the carnival**
Drag to look around each scene.
- Solve together**
Puzzles open as panels every player can work in at the same time.
- Ask Zoltara when stuck**
Every puzzle has three hints, each more direct than the last: where to look, then how it works, then most of the answer.
- End the show**
The night runs in five acts, from powering up the front gate to the big top itself.