



THE TEMPLAR SECRET

PRAGUE · ANNO DOMINI 1307

BEGIN ►

🔊 *Turn your sound on*

A cinematic video treasure hunt through the heart of Prague. Eleven lost guardians, eleven Templar seals, one treasure that has waited seven centuries for your team.

11

STORY LOCATIONS

11

FILM SCENES

11

PHOTO
CHALLENGES

EN · CZ

LANGUAGES

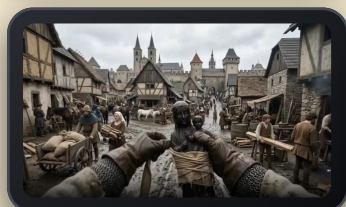
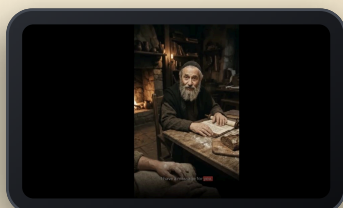
THE STORY

FRIDAY, 13 OCTOBER 1307

Across Europe, the Knights Templar are hunted down. The most powerful and mysterious order of the Middle Ages is falling – but the Templars carry one final secret: a treasure that was never found.

The treasure stayed in the same place – but the world changed around it. No single person ever knew the whole route. Yet there were guardians who each saw a part of it.

Your team **awakens in their lives**, one by one, in the very places where they lived. Every hidden connection you uncover breaks one Templar seal. Break all eleven – and the chest opens.



The Templars ride into their last night.

- | | |
|------|--------------------|
| 1307 | The French Templar |
| 1359 | The Monk |
| 1410 | The Princess |
| 1420 | The Knight |
| 1600 | The Alchemist |
| 1605 | The Baker |
| 1621 | The Headsman |
| 1787 | The Stagehand |
| 1896 | The Musician |
| 1911 | The Clerk |
| 1942 | The Doctor |

YOUR MISSION

BREAK THE ELEVEN SEALS

Every guardian holds one piece of the route. Listen to their stories, look closely at the city around you and connect what others missed. Only a team that works together will reach the chest before the others.



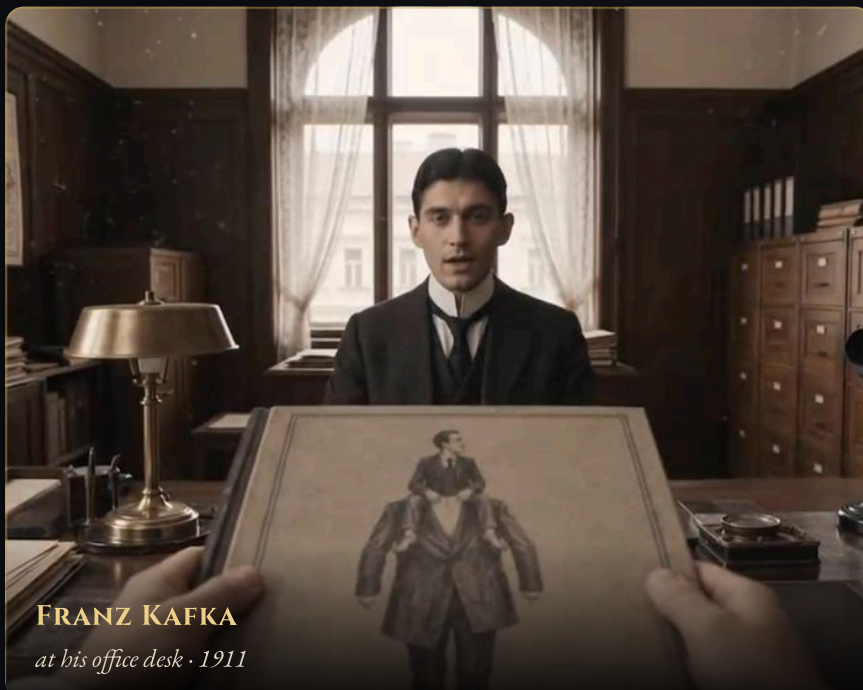
THE SEAL BREAKS!

7 seals remain

YOUR GUIDES THROUGH PRAGUE

PRAGUE TOLD BY THOSE WHO LIVED IT

The game leads you through the most remarkable places of Prague – and at each one a fascinating character steps out of history to guide you. They tell gripping stories and show Prague in a new, captivating way you will not find in any guidebook.



Stills from the game's original films – every location has its own scene.

HOW IT WORKS

SEVEN CENTURIES OF HISTORY IN YOUR HANDS

1

TAKE THE OATH

Each team receives a ready-to-play tablet, names its brotherhood and swears the Templar oath. The clock starts.

2

FOLLOW THE MAP

An illustrated map of old Prague shows eleven red wax seals. The team chooses its own route – the shortest way wins time.

3

AWAKEN IN THE PAST

At each location the team plays a film scene – told through the eyes of a person who lived right there, centuries ago.

4

BREAK THE SEAL

The answer hides in the real place around you: a plaque, a statue, a carving. Solve the puzzle and the seal cracks.

5

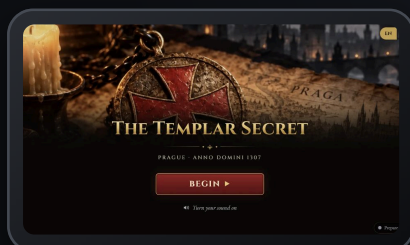
RACE THE CLOCK

Wrong answers cost minutes, hints are there when a team is stuck, and every photo challenge takes time off.

6

OPEN THE CHEST

When the last seal breaks, a golden line joins the seals on the map, the chest opens and the final film reveals the secret.



BEGIN THE HUNT



THE INTRO FILM



TAKE THE OATH



CHOOSE YOUR ROUTE



A FILM AT EVERY PLACE



MEET THE GUARDIANS

MORE THAN QUESTIONS – A HUNT YOU CAN TOUCH

Every seal hides a different kind of puzzle. Teams turn, drag, open and decode interactive Templar artefacts – each one tied to the real place they are standing in.



MOZART'S CRYPTEX

Six letter rings. Guess the word, watch them turn – and the scroll inside reveals the next riddle.



THE ALCHEMIST'S SCALES

A 1600 delivery manifest and ten brass weights. Balance the scales to find the merchant who smuggled a strange substance.



KAFKA'S BOOK

A 3D book opens at page five with a riddle in verse, hidden in the streets where Kafka walked.



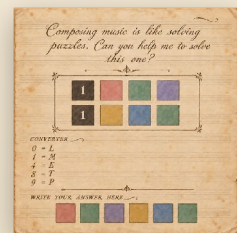
THE ZODIAC WHEEL

A wooden dial that only makes sense standing beneath the Astronomical Clock itself.



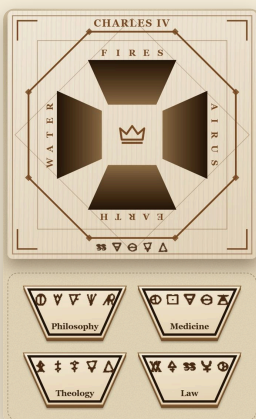
THE HEADSMAN'S TOKEN

A carved token to turn in your hand – and three golden objects to choose between. Only one is right.



DVOŘÁK'S SCORE

“Composing music is like solving puzzles.” Crack the colour code to find the hidden word.



THE CHARLES IV BOARD

Beneath the statue of Charles IV, the founder of Prague's university, lies a board of the four elements. Four faculty pieces – Philosophy, Medicine, Theology and Law – each marked with alchemical symbols, must be dragged into the right place. Only then does the hidden word appear.

AND MORE...

A leather pouch with a combination lock, a letter under a red wax seal, three golden objects to choose from – and a few surprises we won't reveal here.

ELEVEN PLACES. ELEVEN LIVES.



1 OLD TOWN SQUARE
The Headsman · 1621

3 RUDOLFINUM
The Musician · 1896

5 CLEMENTINUM
The Alchemist · 1600

7 MUNICIPAL HOUSE
The Doctor · 1942

9 ESTATES THEATRE
The Stagehand · 1787

11 HAŠTALSKÁ STREET
The Clerk · 1911

2 CELETNÁ STREET
The French Templar · 1307

4 OLD-NEW SYNAGOGUE
The Baker · 1605

6 BETHLEHEM SQUARE
The Princess · 1410

8 ASTRONOMICAL CLOCK
The Knight · 1420

10 KNIGHTS OF THE CROSS SQUARE
The Monk · 1359

THE TEMPLAR CHEST
Where the lines cross...

The whole trail winds through the historic heart of Prague – on foot, through places every visitor passes, yet few truly see.

A GAME YOUR TEAM WILL TALK ABOUT

ELEVEN PHOTO CHALLENGES

Blue seals on the map hide creative photo missions. Every completed challenge takes minutes off the team's time – and fills the album of the day.

- ✠ **OFF WITH HIS HEAD!** – the funniest medieval execution on Old Town Square
- ✠ **THE ROYAL SELFIE** – the world's first medieval selfie with Jan Hus
- ✠ **RUN FROM THE GOLEM!** – the scariest Golem and the most terrified team
- ✠ **THE METAMORPHOSIS** – when a colleague turns into a giant insect
- ✠ **THE SECRET MISSION** – your own spy movie poster



FAIR PLAY, REAL COMPETITION

- ✠ Every team's time runs from the oath to the last seal
- ✠ Wrong answers add minutes; photo challenges take them off
- ✠ Hints appear when a team gets stuck – no one is left behind
- ✠ Results and photos reach the organiser automatically, ready for the award ceremony

✠ YOUR RESULTS PACKAGE

After the game you receive a summary with the final ranking of all teams and every photo each team took on its tablet – ready for the award ceremony, your newsletter or social media.

THE FINAL CERTIFICATE

PROOF OF A QUEST WELL DONE

At the end of the game every brotherhood receives its own certificate – with the team's name, the date, its final time, failed attempts and completed photo challenges, sealed by the Order of the Temple.

A perfect moment for the winning photo.

YOUR DAY IN FOUR MOMENTS



THE OATH

Teams name their brotherhood and receive their tablets.



THE HUNT

Films, puzzles and photo missions across the Old Town.



THE CHEST

The last seal breaks and the final film reveals the secret.



THE CEREMONY

Final ranking, team photos and certificates for the winners.

WHY THE TEMPLAR SECRET

READY TO PLAY. NOTHING TO PREPARE.

✠ TABLETS INCLUDED

Every team gets a prepared tablet. No apps to install, no phones to charge, no data plans to worry about.

✠ ENGLISH & CZECH

Films, puzzles and texts in both languages – mixed international groups can play side by side.

✠ BUILT FOR TEAMS

Puzzles that need many eyes, photo missions that need courage and a clock that brings out everyone's competitive side.

✠ WORKS WITHOUT SIGNAL

The whole game – films included – is stored on the tablet, so it runs smoothly in every narrow Old Town street.

✠ HISTORY MADE EXCITING

Real Prague stories from 1307 to 1942, told as cinematic scenes rather than guidebook facts.

✠ RANKING & PHOTOS INCLUDED

At the end you receive the final ranking of all teams together with every photo each team took on its tablet.

TEAM BUILDING

INCENTIVE GROUPS

CONFERENCES

COMPANY EVENTS

FRIENDS & FAMILIES

BOOK YOUR QUEST

THE SECRET HAS WAITED SEVEN CENTURIES. IT CAN WAIT FOR YOUR TEAM.

INFO@TABLETTREASUREHUNTPRAGUE.CZ

