

Interactive: Marimba/Farandole Information and Solution

Puzzlers received a pamphlet (see below) with a note from Josh Wander and instructions for communicating simple sentences through body rhythm or dance moves.

Puzzlers also received the warp-book that would take them to Marimba (Music World) where they would meet the leader of that community, a woman named Mari who was dressed in all blue. Their first task was to communicate to Mari that they would like to become allies. To do this, they would need to use body rhythm to say "teach me how to say..." and then show her the paper slip of the phrase "I want to become your ally." After learning this rhythm, they would repeat the rhythm back at her to become her ally.

Mari, trusting her new allies, would give the travelers a warp-book to go to Farandole to meet that community's leader, a woman named Fara dressed in all red. Fara needed to be convinced to go to Marimba which really only required the group showing her the slip that says "Let's visit Marimba" since, according to her back-story, Fara wants to make peace with Mari.

Once the two women were both in Marimba, the goal was to get them to both instruct the players how to say "I want to become your ally" simultaneously so they would see that their languages sync up rhythmically. Alternatively, two members of the puzzle team could demonstrate the rhythm/dance syncing together themselves.

After this, puzzlers needed only to ask for pages (the items they intended to collect), and the appeased and newly allied leaders would give them the pages from both of their worlds.

Interactive: Marimba/Farandole Pamphlet (1/2)

I traveled to an odd world with two neighboring and apparently rival villages, neither of which communicates through any spoken method. I met with the ambassadors of each village. The ambassador from Marimba, a stubborn woman I call Mari who wears only blue, got upset with me when I tried to ask her about this village feud and refused to talk. The ambassador from Farandole, a timid woman I call Fara who wears only red, responded only by looking sadly at a very old purple flag framed on her wall.

That flag, as I understand it, is the old flag that used to fly over the two villages, back when the two languages worked together in sync as one language, back before there was a terrible schism and the villagers forgot how to communicate with one another. It seems to me that Fara would like to reconcile with Mari, but that communication between the two ambassadors has yet to coordinate properly...

My next visit must be brief, but I think I have a plan to bring the two villages together. Marimbs communicate with percussive body hits, and Farandolies communicate with various dance-like movements. My suspicion is that the two languages will still sync up if the two ambassadors would only speak with one another. If I can get Fara and Mari to meet and agree then I'm set.

Meeting will be hard enough—Mari almost certainly won't leave her own territory, but perhaps Fara will be willing to travel to Marimba. But even if I manage them meeting, how can I trick them into realizing that their languages sync up, that they should be allied once more...?

--Josh Wander

Instructions:

"Let's visit Marimba."

"Let's visit Farandole."

"May I have your pages?"

Phrase I'll need:

"I want to become your ally."

Interactive: Marimba/Farandole Pamphlet (2/2)

<u>English</u>	<u>Marimban</u>	<u>Farandolian</u>
hello, goodbye	slap chest, clap	arm circle: forward (hello) backward (goodbye)
teach me how to say...	slap hips x2	reach arms straight up, bend over to touch toes
repeat	snap x3	spin 360 degrees clockwise
thanks	rub hands together	bow with hands at sides
yes	clap x3	jump forward slightly
no	stomp right foot x2	jump backward slightly
follow this instruction...	clap	wave right hand at listener