

# 2.0.1

## Meelis temple

Main objective: Escape the temple

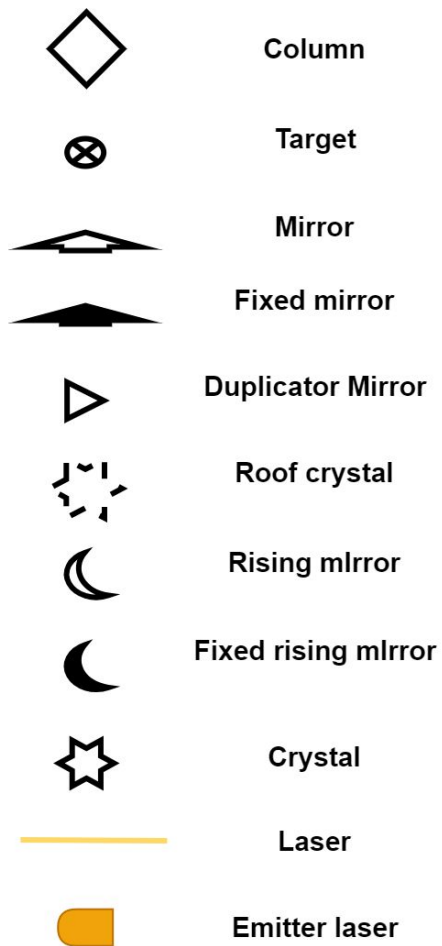
Reward: Sextant upgrade

Linked quest: [0200](#)

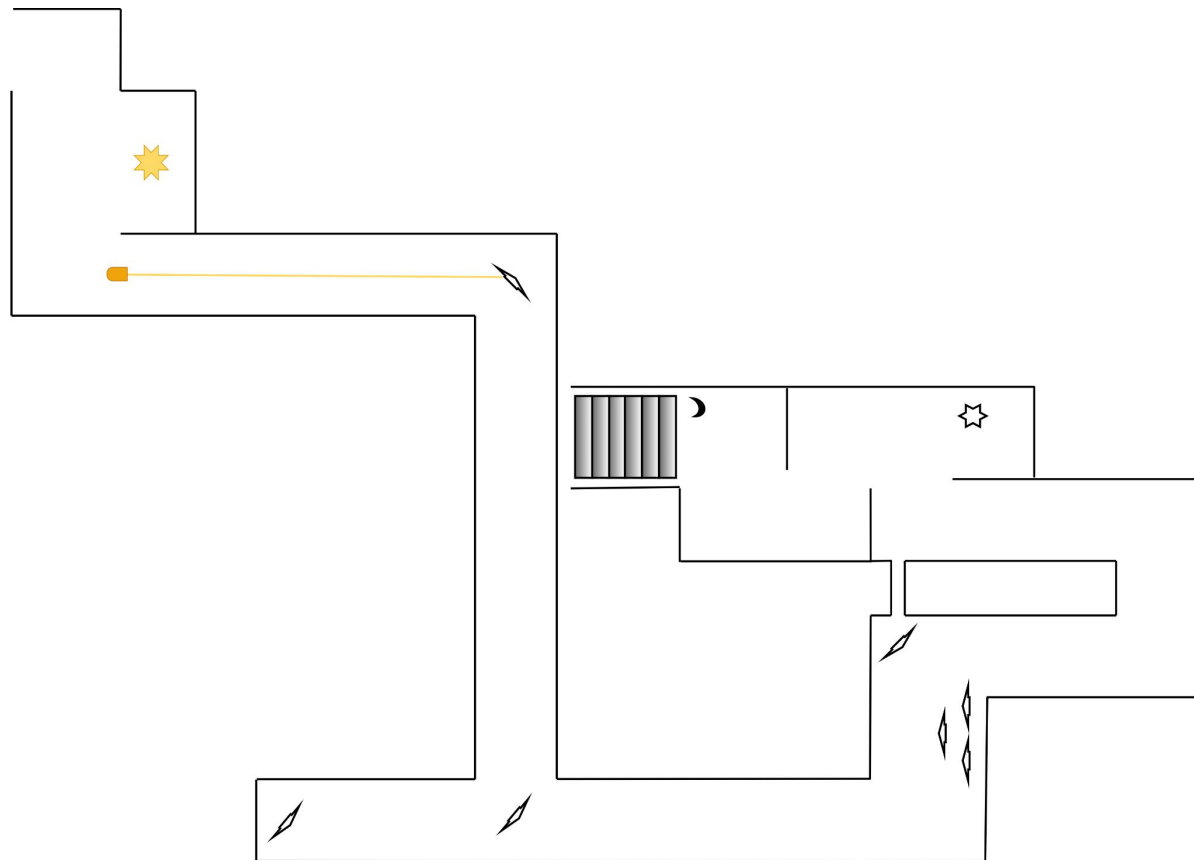
Requirements: None

Darkens involved

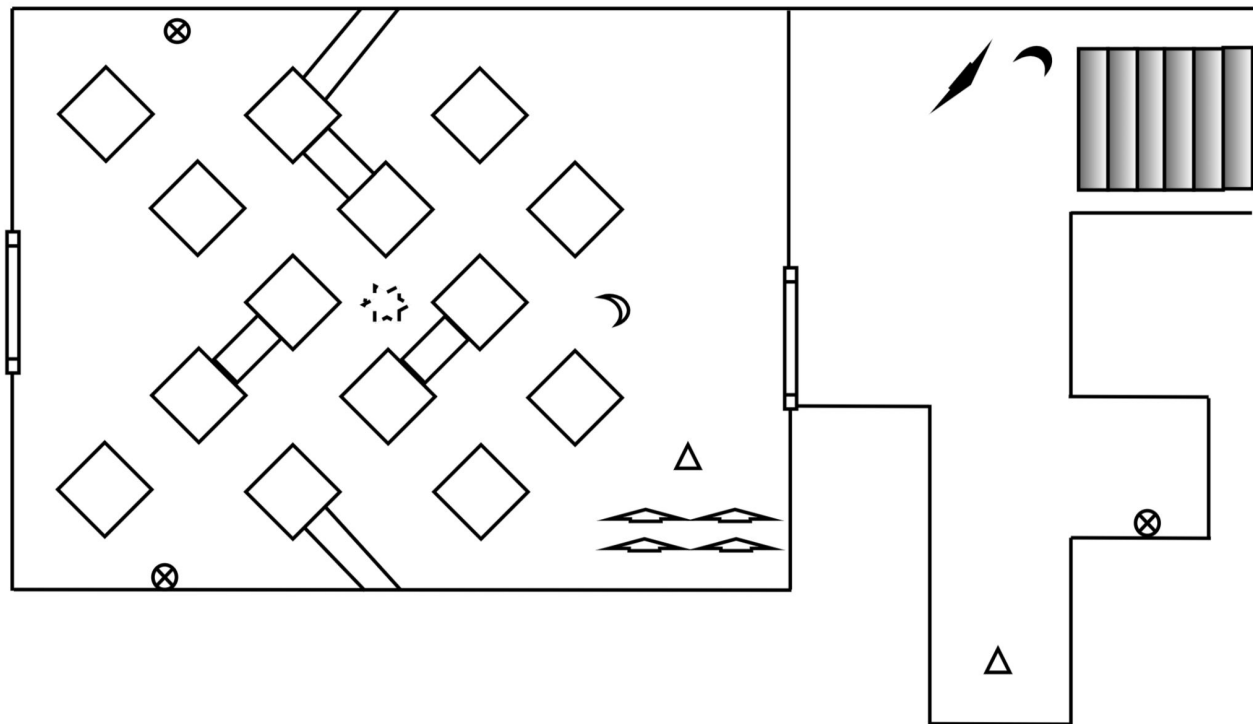
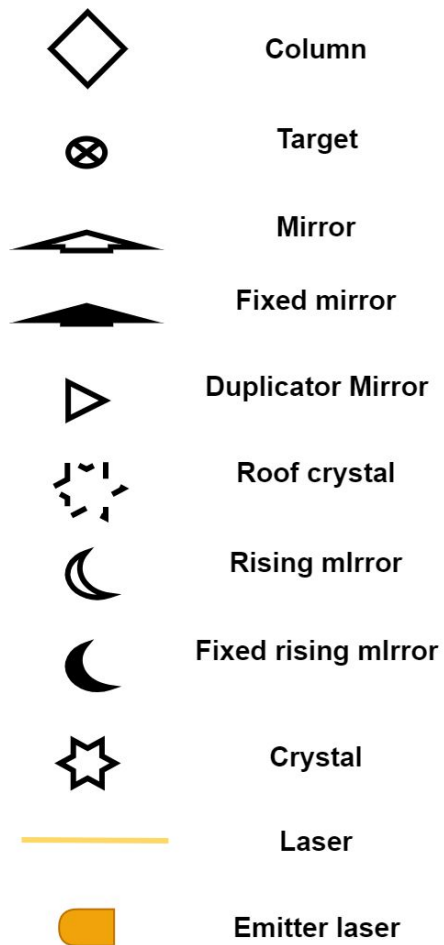
*Always accessible*



# 1<sup>st</sup> Floor

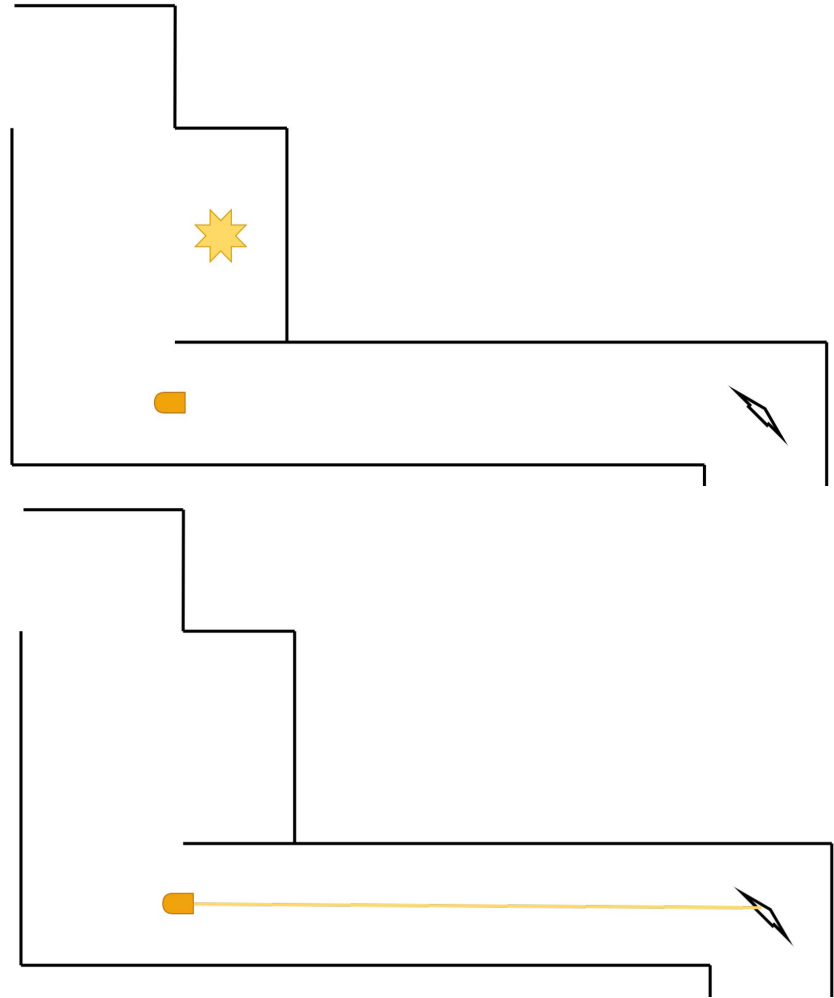


## 2<sup>nd</sup> Floor



# 1<sup>st</sup> Floor: Room 1

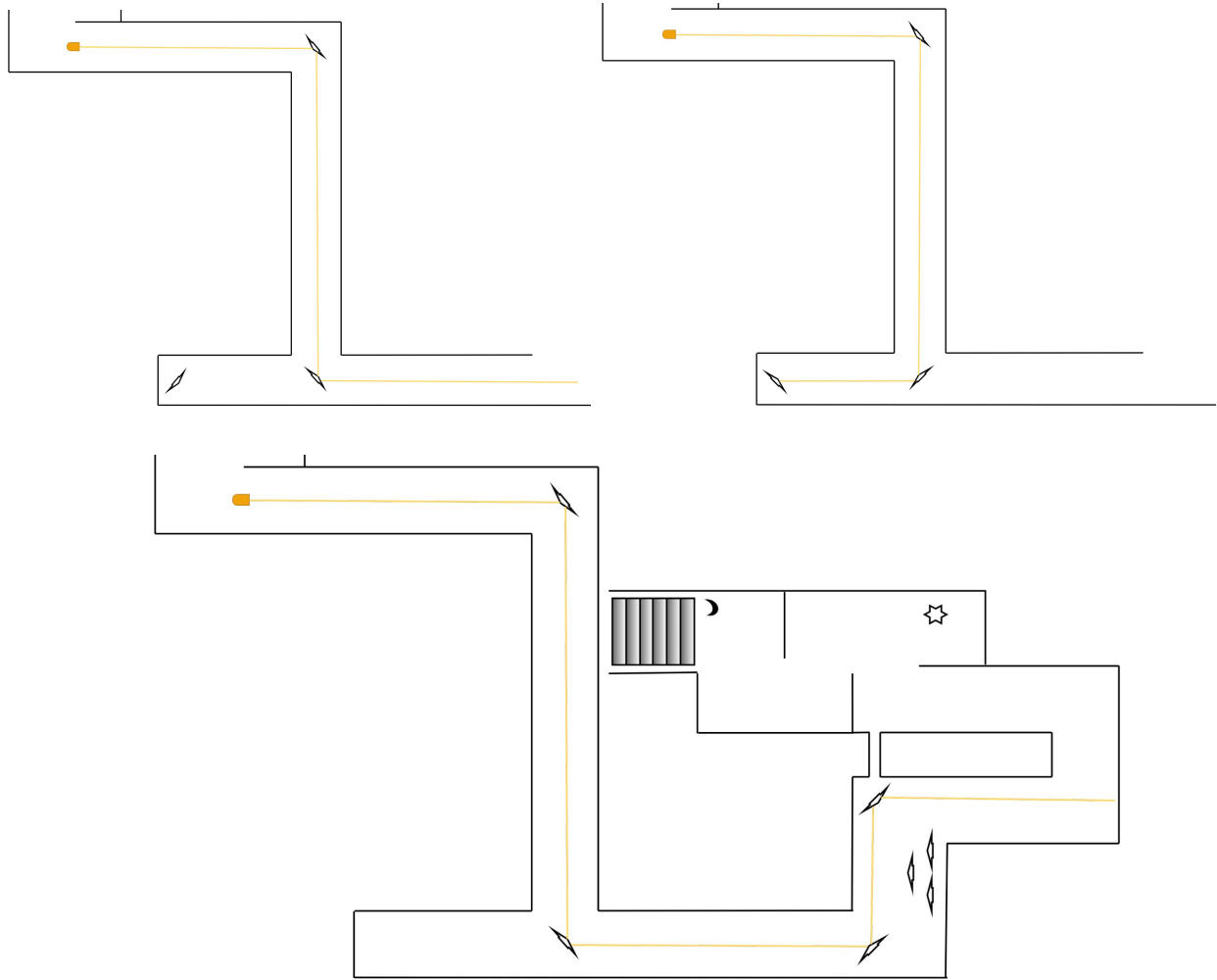
In this room, the player must first take the artefact, to activate the laser emitter to project the laser into the corridor to eliminate the darkness in it.



# 1<sup>st</sup> Floor: Room 2

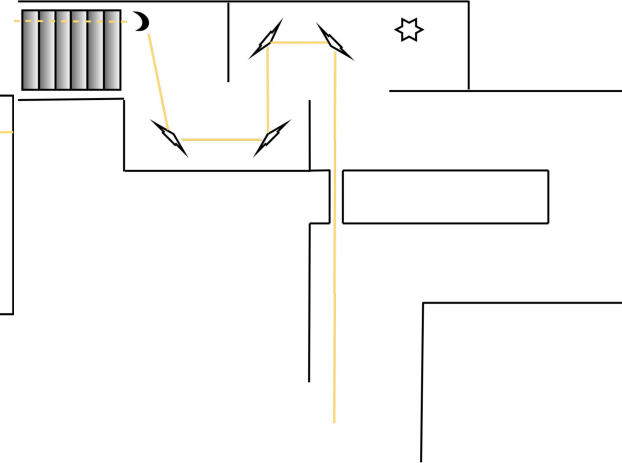
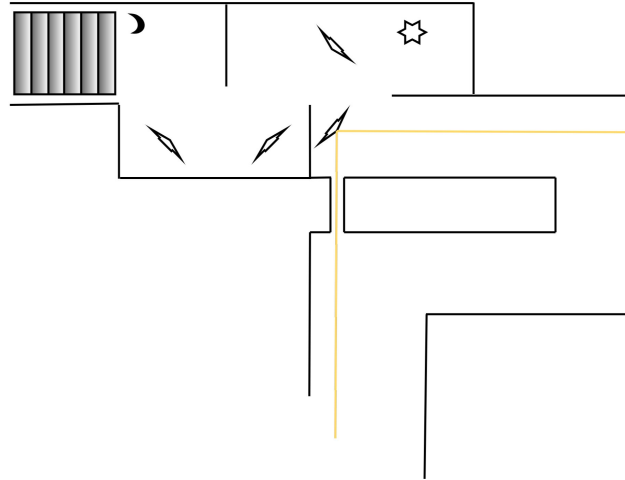
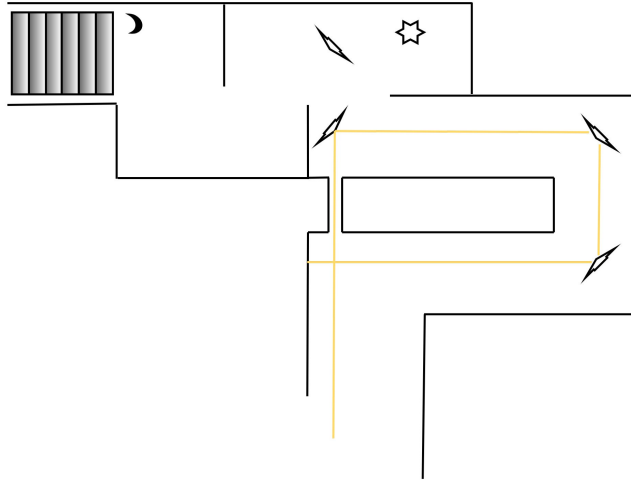
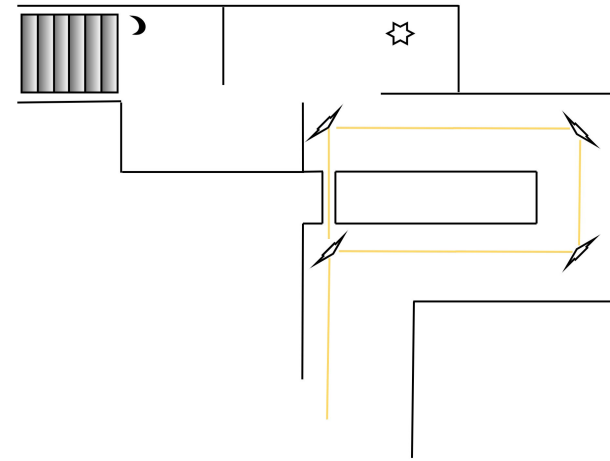
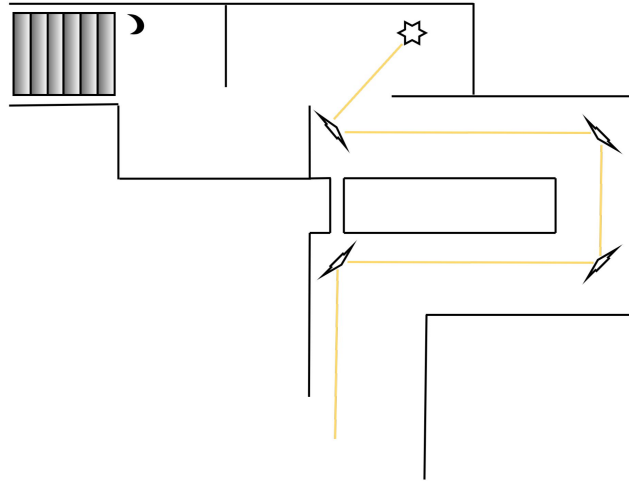
From here all puzzles are in the darkness.

In this room the player must use the first mirror to pick up the second one, at the end of the right corridor that is normally in the dark. Then use both mirrors to illuminate the left corridor through it to the next room.



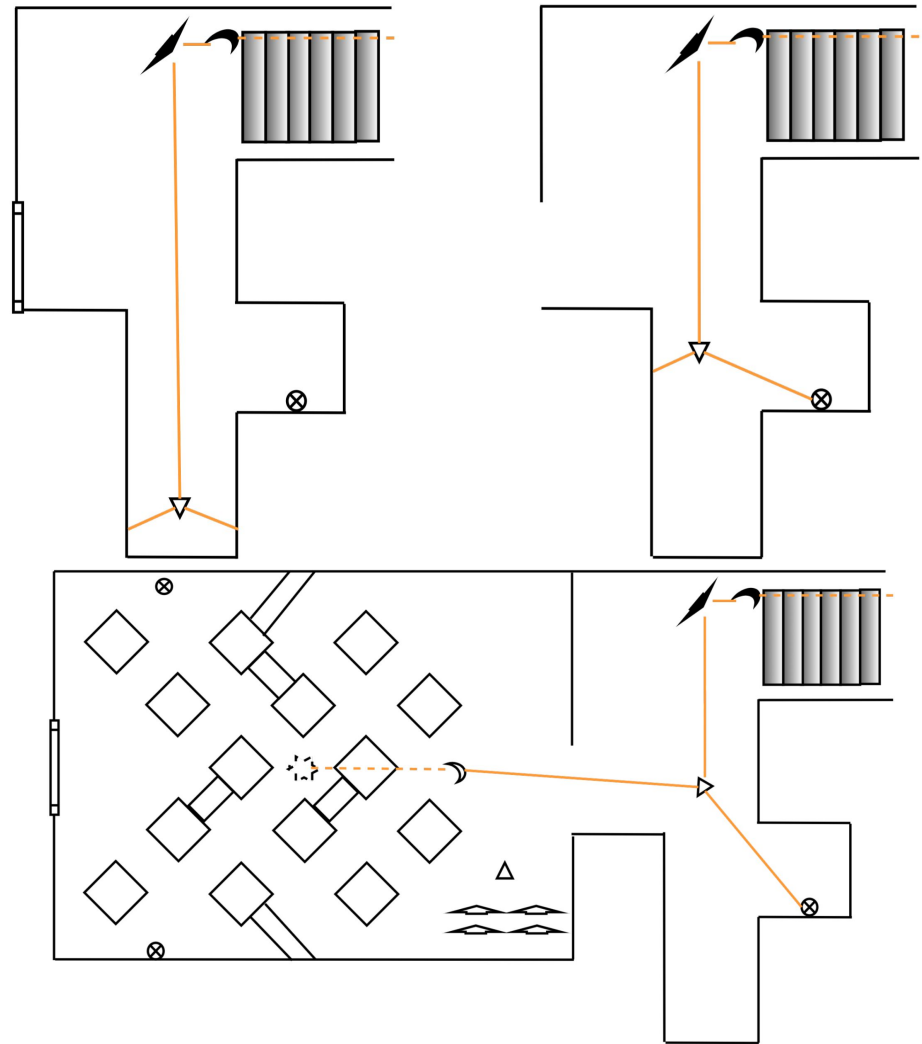
# 1<sup>st</sup> Floor: Room 3

In this room the player must use the mirrors to go around the central wall, from here the player must redirect the laser into the hole. From here the player can get backward and reach the mirrors used before. This mirror are necessary to go forward. With all the mirrors the player can reach the rising at the end of the next corridor and reach the second floor.



## 2<sup>nd</sup> Floor: Room 1

In this room the player must use the duplicator mirror, the split the laser in two and rotate it to hit the end point, to open the door, and with the second ray the rising mirror and illuminate the path to the next room.



## 2<sup>nd</sup> Floor: Room 2

In the previous room, the player aimed the laser at the riser mirror, present at the beginning of this room, which points the laser toward the ceiling of the room, where there is a crystal that if hit by the laser will make a large light.

This light reveals the entire room, allowing the player to study their surroundings and find the best way to get the lasers to the other side of the room and hit the two end points.

When the player places the duplicating mirror, the room becomes dark, so they must remember the path that the lasers has to take to reach the end of the puzzle.

After this room player can now exit the puzzle and explore the maze freely.

