

## 3.3.2

# Crystalline musicianship

Main objective: Don't let the crystal turn off until the timer runs out

Reward: Painters materials

Linked quest: [9000](#)

Requirements: Upgrade Hurdy-Gurdy, Upgrade Sextant

Darkness involved

Accessible only in the 3rd time slot

# Structure

In this puzzle the player must keep lit all the crystals in the room, for a certain timer to get access to the reward.

When a crystal is hit by a laser it charges up, when charged it remains lit for a number of seconds proportional to its percentage of charge.

If even one crystal turns off the player must restart the puzzle again.

The player cannot reach the mirrors, they are placed on top of music pillars.

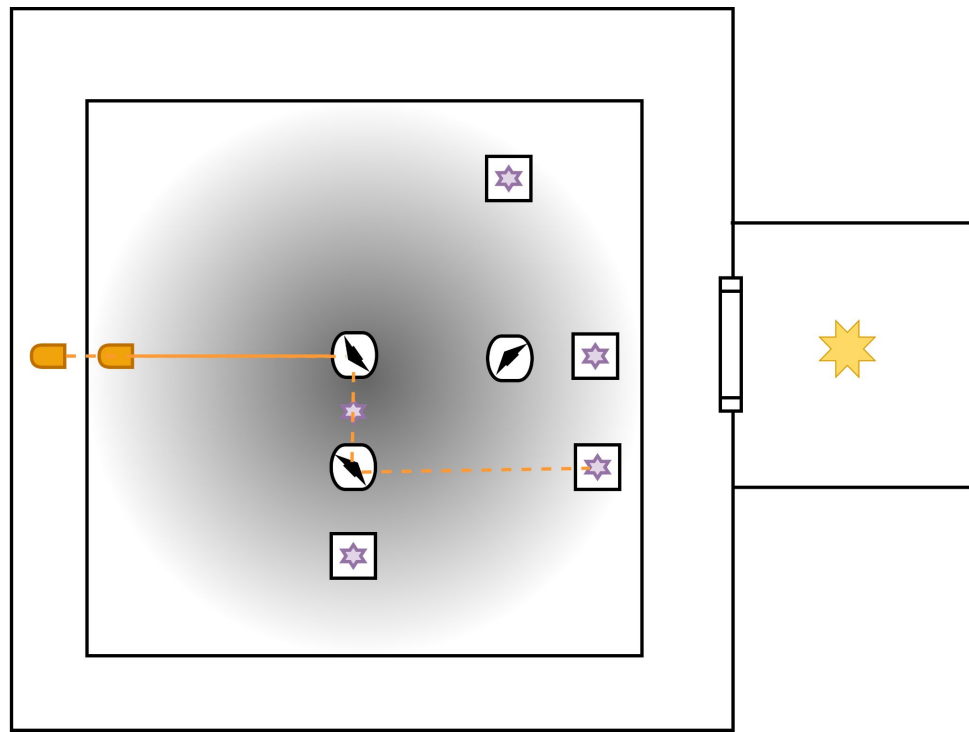
To move the mirrors, with the hurdy-gurdy, they need to play 1 note (written on every pillar) that will make the pillar raise and descend with the mirror that will deflect the laser in a different angle.

This puzzle is displaced in two floor each one has a laser emitter (only the higher one will be turn off at the start of the puzzle).

## Decaying crystals time start (decayStartingTime)

### Puzzle 2.2.1 Room 2 (60 s)

Crystal ID	Starting decay from max timer
DC-21	0 s
DC-22	5 s
DC-23	10 s
DC-24	15 s
DC-25	20 s



Music pillar



Decaying Crystals



Laser emitter



Fixed Mirror



- 4m ground



Entrance ground



Door



Reward