

4.1.2

The lobby

Main objective: Hit the two end points












Reward: Quest progression/access to the next puzzle

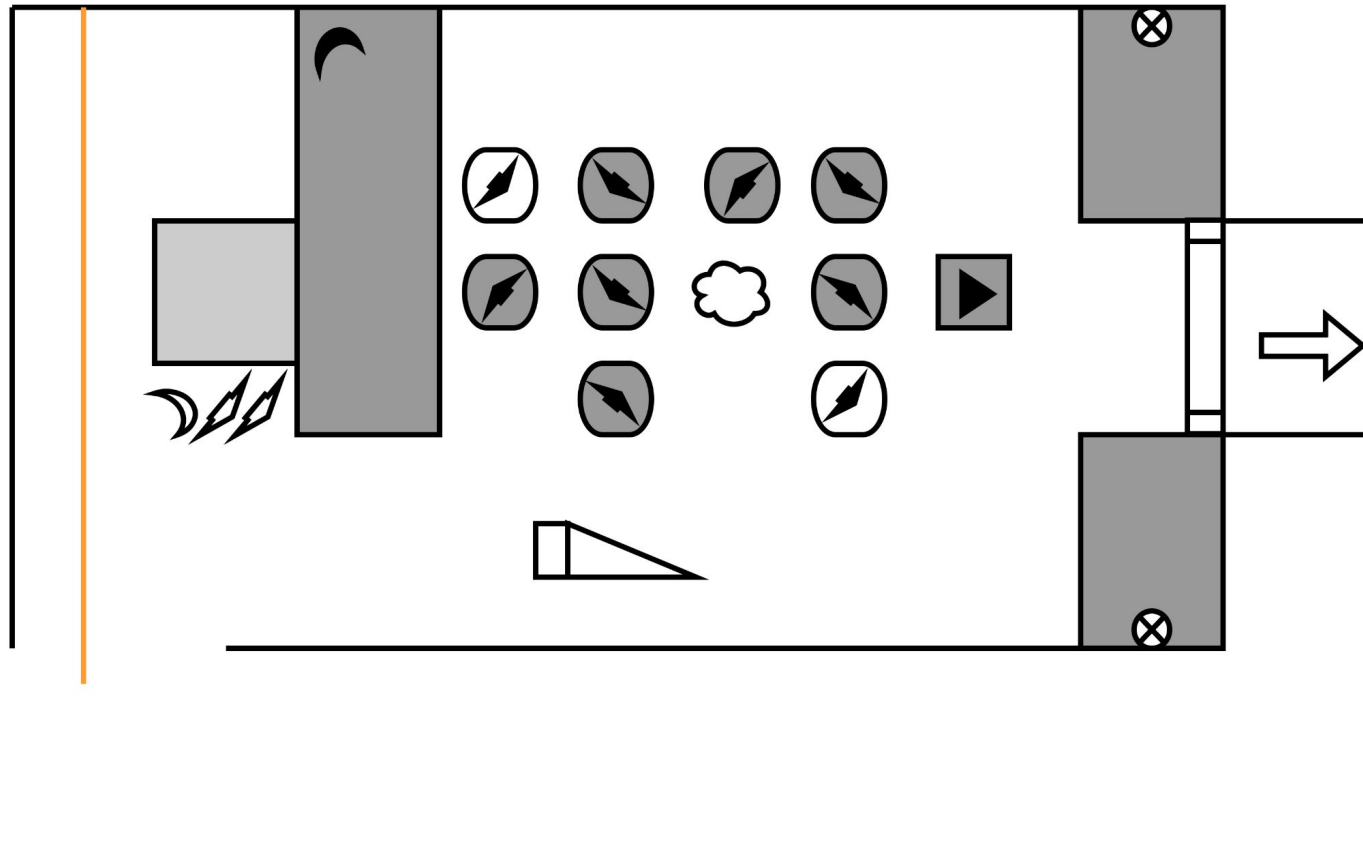
Linked quest: [1400](#) / [1000](#)

Requirements: Sextant upgrade, lantern upgrade, hurdy-gurdy upgrade

[Accessible only in the 4th time slot](#)

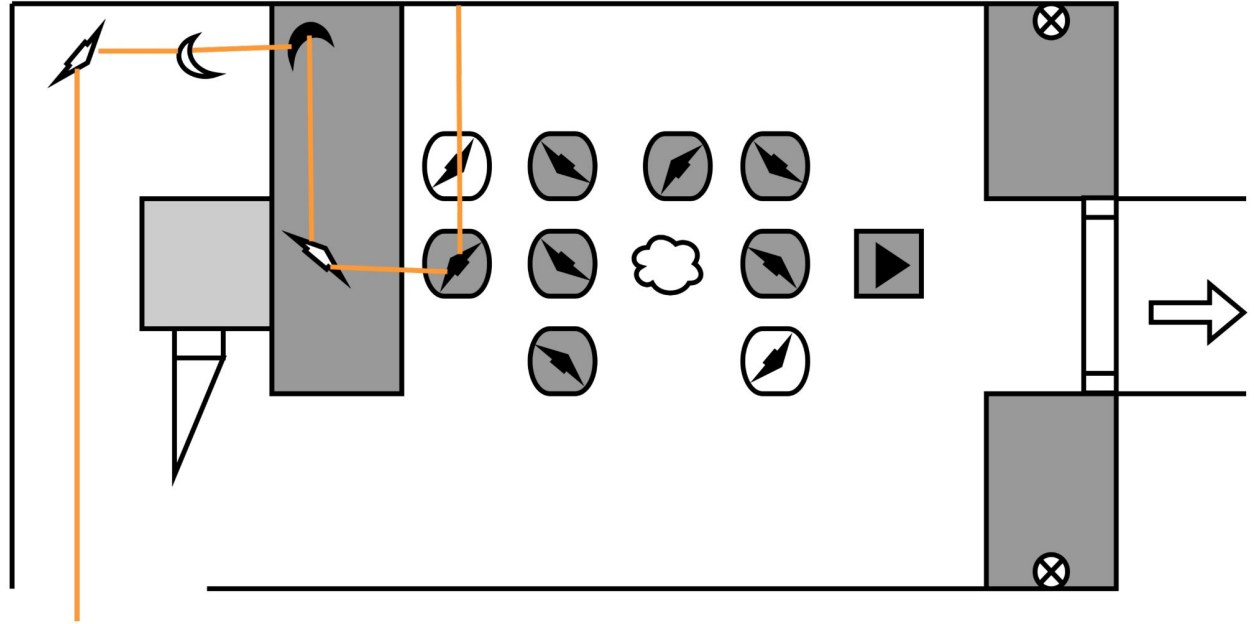
General map

-  Fixed rising mirror
-  Rising mirror
-  Mirror
-  Fixed duplicating mirror
-  Ground level pillar
-  4m level pillar
-  Ramp
-  End point
-  Rubble
-  + 3m platform
-  + 4m platform



Step 1

First the player need to use the ramp, two mirrors and the rising mirror to bring the laser high enough to hit the mirrors on top the pillars



Step 2

Now the player must use the hurdy-gurdy to rise and lower the pillar, more than one pillar is linked to a single note, so they must understand what to raise and when to make the laser hit the fixed duplicating mirror and so the endpoints. Hitting them will open the door to the next floor.

