

2.1.2

Gardening warehouse

Main objective: Keep the crystals lit until the timer runs out

Reward: Quest progression & turn on the furnace

Linked quest: [5000](#)

Requirements: Sextant upgrade

Darkness involved

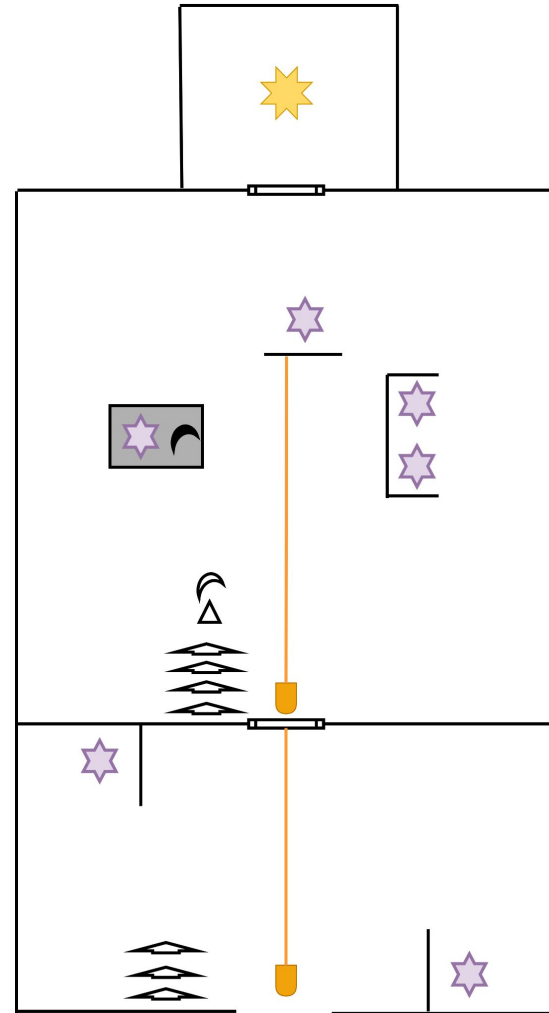
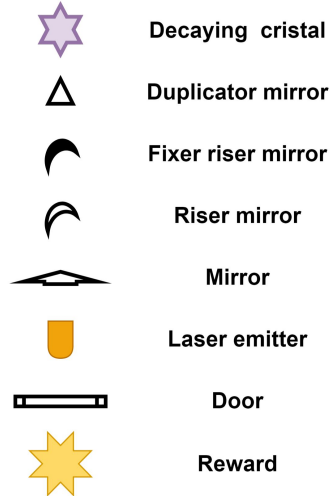
Accessible only in the 2nd time slot, requires the player to talk with farmer 1 in the 1st time slot

General map

In this puzzle the aim of the player is to keep lit all the decaying crystals in the room.

Each room has a timer, if all the crystals remain lit during this period the door will open but if even one crystal shut down the darkness will invade the room and the player must start again.

Once the first room is cleared, if the player loses, they will restart in the second one.

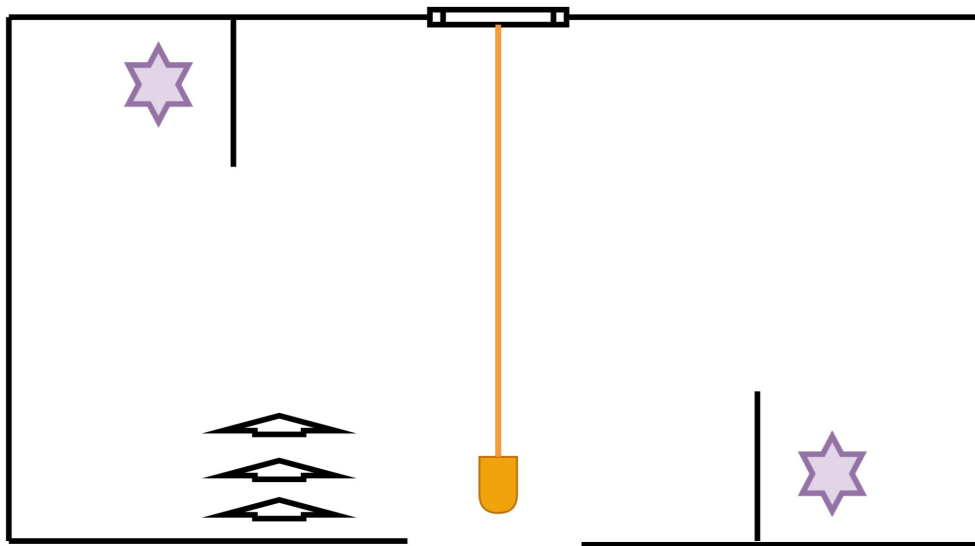


Room 1

This room's timer is 30 seconds.

If the player fail it will restart from the beginning of the puzzle.

Decaying crystals time start (decayStartingTime)	
Puzzle 2.2.1 Room 1 (30 s)	
Crystal ID	Starting decay from max timer
DC-01	0 s
DC-02	5 s



Room 2

This room's timer is 60 seconds.

If the player fail it will restart with the first room COMPLETED.

Decaying crystals time start (decayStartingTime)

Puzzle 2.2.1 Room 2 (60 s)

Crystal ID	Starting decay from max timer
DC-11	0 s
DC-11	4 s
DC-11	8 s
DC-11	12 s

