

# Main informations

- Each puzzle has a specified area outside of which all objects within said puzzle cannot be placed.
- Progress within a puzzle resets whenever the time phase is changed or the loop resets. Except of course if it has been completed, it will have a different kind of consequence depending on the mission attached to it.

Useful link to specific mechanics on this document:

[Interaction system](#)

[Lantern](#)

[Nautical Sextant](#)

[Hurdy-gurdy](#)

## 1°Island

### 1.0.1 Amaryllis temple

Always accessible

Quest: Tutorial Lantern (ID:[0100](#))

#### Overview

The player must venture down in the temple to get the lantern upgrade.

From here they must use the object in this room to exit the temple.

The aim of this puzzle is to teach the player how to move objects, how to identify objects that can be moved and the charging mechanic.

To see the entire puzzle: [1.0.1 Amaryllis temple](#)

### 1.1.1 The rocks circle

Always accessible

Quest: Fetch the flower (ID:[6000](#))

#### Overview

The puzzle is set in a valley where there are columns that create a passageway to the

target.

With a ramp, a plank, and a crate, the player must understand how to reach the highest column in the valley.

The key to solve the puzzle is to place the plank in the central part of the puzzle to reach the other side with the crate and use the plank in the last gap.

To do this, the player must go back and forth between the two sides of the valley.

To see the entire puzzle: [1.1.1 The rocks circle](#)

## 1.1.2 The lonely tower

Always accessible

Quest: Quest: Actual lore dump (ID:[7000](#))

### Overview

The player's goal is to reach the summit of the column.

To do that the player must use the objects given to them to build a stairway to it.

To see the entire puzzle: [1.1.2 The lonely tower](#)

## 1.2.1 Abandoned depot

Always accessible

Quest: Who is at fault (ID:[1210](#))

### Overview

Darkness involved but not everywhere

It is a platformer-like puzzle in which the player must gather all the objects that can react to the lantern in order to progress.

The objects are locked behind doors that can be opened only by hitting endpoints with the laser.

To see the entire puzzle: [1.2.1 Abandoned depot](#)

## 1.2.2 Crystal grotto

Always accessible

Quest: Actual lore dump (ID:[7000](#))

## Overview

No darkness involved.

This puzzle is divided in two separate rooms.

The main objective is to lit all the crystals in the room. To do so the player has some mirror and some movable objects, to move the lasers in the right position they need to combine them to reach elevated areas with the laser.

The first room is a tutorial, the second one is the real challenge after that there is the reward room.

To see the entire puzzle: [1.2.2 Crystal grotto](#)

## 1.3.2 The musical scale

Always accessible

Quest: Actual lore dump (ID: [7000](#))

## Overview

This puzzle is multi-layered and consists of two phases:

- Phase 1: The player has to use what they are given to reach the note stands.
- Phase 2: An object is associated with a note on the stands. The player then has to look back and play, with the hurdy-gurdy, the symphony created with the objects he used to reach that point.

If the sequence of notes is correct, the reward door will open.

To see the entire puzzle: [1.3.2 The musical scale](#)

## 2°island

### 2.0.1 Meelis temple

Always accessible

Quest: Tutorial Sextant (ID: [0200](#))

## Overview

### Darkens involved

This puzzle is laid out as a labyrinth-like set of rooms, set inside of the mountain, and is divided 2 floors.

Each room explains a new object or mechanic.

After the first room the darkness mechanic will be introduced and remain for the rest of the puzzle.

Each floor has a final room that tests that mechanic in a more complex puzzle.

The objective is to bring the laser from the start to the end on the second floor to open the door that leads the player to the “mind artifact”.

When they take the artifact the door will shut down, so they must use the sextant to activate a laser and to open it.

To see the entire puzzle: [2.0.1 Meelis temple](#)

## 2.1.1 The planetarium

Accessible in the 3rd and 4th time slot

Quest: Light in the sky (ID:[4000](#))

### Overview

#### Darkness not involved

Two large rooms filled with scattered crystals.

The player must use the mirrors they are given to redirect the laser to light all the crystals at once.

The crystals are arranged in the room to mimic the constellations of Aries and Libra; there is a light on the ceiling, which when a crystal is turned on also lights up, representing the stars.

To see the entire puzzle: [2.1.1 The planetarium](#)

## 2.1.2 Gardening warehouse

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

Quest: Oh my hoe! (ID:[5000](#))

### Overview

#### Darkness involved

In this puzzle the player must keep lit all the crystals in the room, for a certain timer. 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 and the difficulty of the room. If even one crystal turns off the player must restart the room again.

To see the entire puzzle: [2.1.2 Gardening warehouse](#)

## 2.2.1 Wheels of needs

Accessible in the 1st and 2nd time slot

Quest: This puzzle won't solve itself (ID: [3000](#))

### Overview

No darkness involved

This puzzle uses the laser to activate wheels, divided in 4 parts, each part has an object inside. To turn the wheel, after powering them up with the laser, the player needs to pull a lever to make a quarter of a turn.

Each time a wheel is turned, the object in the preceding quarter disappears and the object related to the next quarter appears on the wheel.

The player must figure out the right object to take from the wheels and how to use it to reach the end of the room.

To see the entire puzzle: [2.2.1 Wheels of needs](#)

## 2.3.1 Cellar

Accessible in the 1st and the 2nd time slots

Quest: Delivery service (ID: [1312](#))

### Overview

Darkness involved

Is set in a labyrinth that has no dead-ends, so the player doesn't have to go backward to and replace all the mirrors. The mirrors are scattered through the labyrinth and placed in a way that allows the player to always go forward.

The player must find a way to explore it (with lasers to walk in the dark) and search for the symbol to play with the hurdy gurdy to open the central room.

To see the entire puzzle: [2.3.1 Cellar](#)

## 3° Island

### 3.0.1 Montarlis temple

Always accessible

Quest: Tutorial Hurdy-Gurdy (ID:[0300](#))

#### Overview

This tutorial is set inside the three floors of the temple.

When the player picks the artifact the entrance door will close.

To open every door the correct sequence must be played, the player must open all of them, (each one will lead to a room where the next sequence is hidden , in order to reach the summit of the temple. Here they will find the sequence to open the door on the first floor that is blocking their way out.

To see the entire puzzle: [3.0.1 Montarlis temple](#)

### 3.2.2 Performance rotation

Accessible in the 3rd and the 4th time slots

Quest: What are you waiting for? (ID:[8000](#))

#### Overview

The goal is to replicate the position of all the statues in the room. In each room there is a riddle to make understand the position required for each statue.

With a code made by notes played on the hurdy-gurdy all the rotating platforms, on which the statues are standing, will turn clockwise or counter-clockwise.

With the lantern the player can stop one rotating platform from turning at the time.

The player must understand what to move and what to stop to reach the right position for all the statues.

To see the entire puzzle: [3.2.2 Performance rotation](#)

### 3.3.1 Progressive music

Accessible only in the 1st time slot

Quest: Everybody sing this song (ID:[1111](#))

#### Overview

Darkness not involved

The player needs to hit with the laser three endpoints to reveal the final notes code. Only the first one will be on the player's reach at the beginning of the puzzle. To show the notes codes the player needs to hit the endpoint with the lasers, there are 3 codes that will be shown when one, two or three endpoints are hit at the same time. In this puzzle the player needs to play 3 different symphonies that get progressively longer.

To see the entire puzzle: [3.3.1 Progressive music](#)

### 3.3.2 Crystalline musicianship

Accessible only in the 3rd time slot

Quest: Colors of Unity (ID:[9000](#))

#### Overview

Darkness involved

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

To see the entire puzzle: [3.3.2 Crystalline musicianship](#)

## 4°Island

## 4.1.1 The entrance hallway

Accessible only in the 4th time slot

Quest: Charge the clock tower (ID: [1400/1000](#))

### Overview

#### Darkness involved

This is the entrance corridor of the tower

Here the player must find a way to get over 2 gaps and reach the next room, making his way through darkness with the laser.

To see the entire puzzle: [4.1.1 The entrance hallway](#)

## 4.1.2 Lobby

Accessible only in the 4th time slot

Quest: Charge the clock tower (ID: [1400/1000](#))

### Overview

#### Darkness not involved

Here the player must first raise the laser to reach the le height of the duplicating mirror.

Then redirect the laser, with the help of the pillars with fixed mirrors on top, to two endpoints. This will open the way to the next floor of the tower.

To see the entire puzzle: [4.1.2 Lobby](#)

## 4.2.1 Main chamber

Accessible only in the 4th time slot

Quest: Charge the clock tower (ID: [1400/1000](#))

### Overview

#### Darkness not involved

This room is composed of 4 different puzzles that the player can complete in the order they prefer.



There are three objects common to all the puzzles: a ramp, a crate and a plank. So they are not restricted to a specific one.

Each puzzle will require in different way to conduct the laser ray to an endpoint, when all four endpoints are hit by a laser the door to the next room will open

To see the entire puzzle: [4.2.1 Main chamber](#)

## 4.3.1 Ritual room

Accessible only in the 4th time slot & having all NPCs

Quest: Teamwork makes dream works (ID: [1000](#))

### Overview

#### Darkness not involved

This puzzle is only available if all the NPC leaders are in the tower, if not the player can interact with the column and get the bad ending.

This is the puzzle to perform the ritual to free the archipelago from the curse and the NPC will help them

Every NPC will have a role in it:

- Hugo will unlock the room full of ramps, crates and plank;
- Ben will activate the laser emitter;
- Jonathan will open the room that contains the note stands.

After the puzzle is completed the player will be free from the loop and the curse will be lifted.

To see the entire puzzle: [4.3.1 Ritual room](#)