

1.2.2

Crystal grotto

Main objective: Turn on at the same time all the crystal in a room.

Reward: Quest progression

Linked quest: [7000](#)

Requirements: Upgrade sextant, upgrade lantern

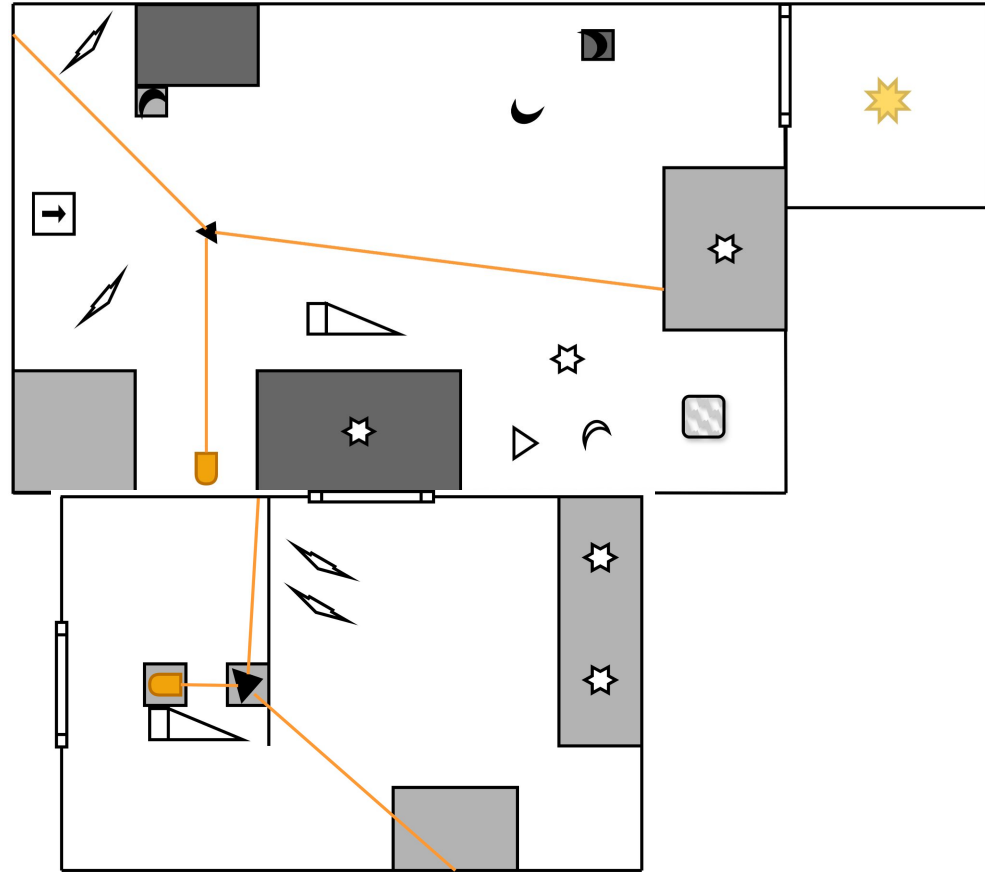
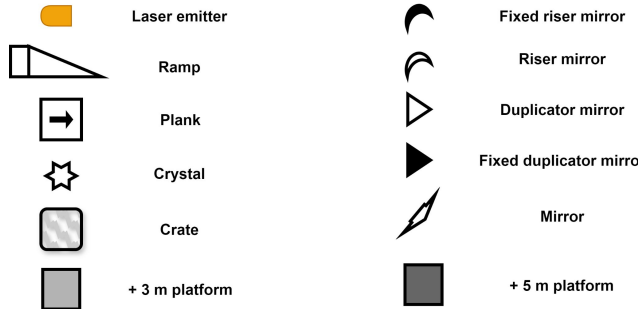
Always accessible

Full puzzle

This puzzle consists of 2 rooms, solving the first one gives access to the second one.

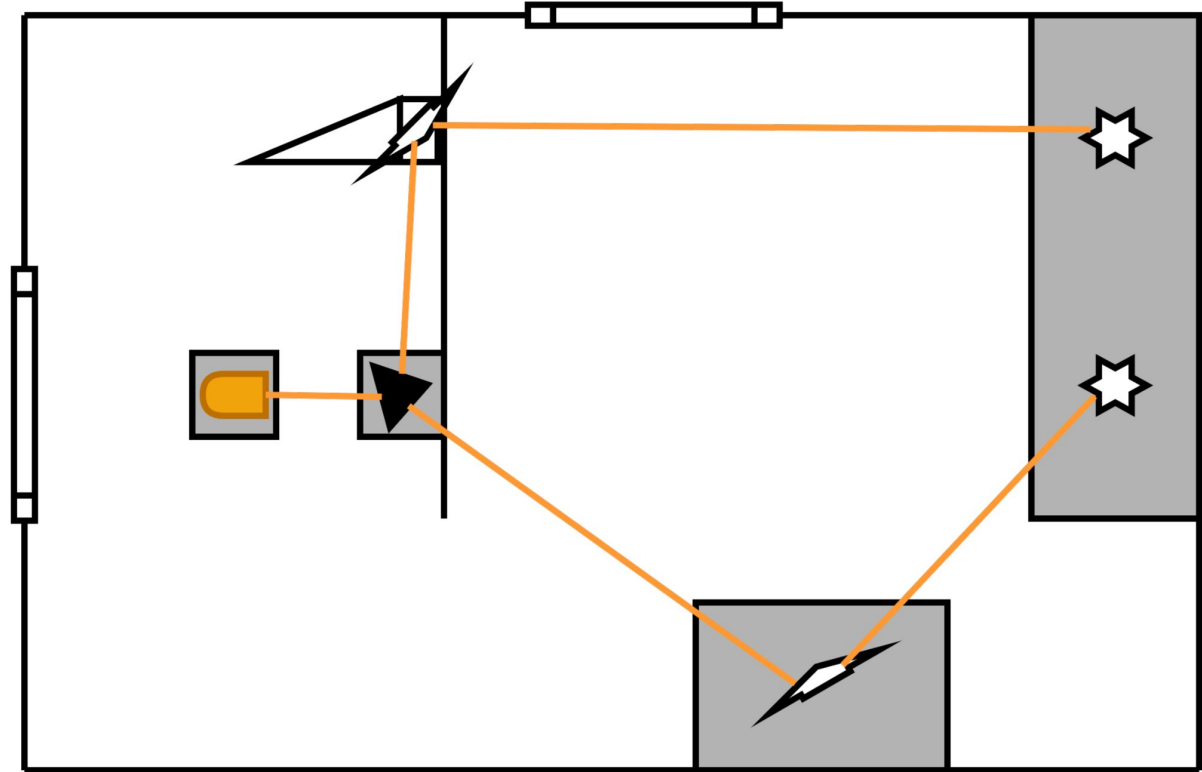
The goal is to light all the crystals in the room at once.

To do this, the player will have to use moveable objects in combination with mirrors in order to reach different heights to hit the crystals.



Room 1: Solution

The player has to place a mirror on the ledge and easily redirect the laser on the first crystal, while to reach the second one he has to use the ramp as a base for the mirror and redirect the laser.

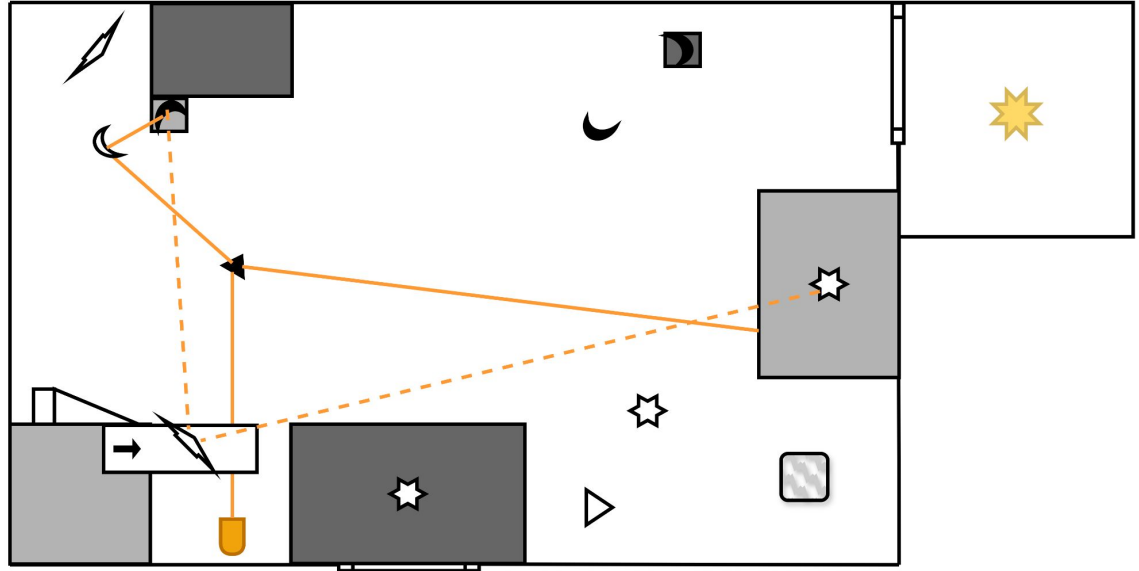


Room 2: Solution Step 1

In this room the crystals are placed on three different heights.

To reach the first crystal, the player must use the rising mirror at his disposal to deflect the laser onto one of the fixed rising.

From the fixed rising mirror the laser will exit 4 m above the ground near a platform, from the latter the player using the plank, as a base, can place a mirror and deflect the laser into the crystal.



Room 2: Solution Step 2

To access the remaining two crystals, players must use the duplicator mirror and position it so that the laser hits the crystal on the floor and the fixed rising mirror (also on the floor).

The laser will then be raised and deflected by a second rising mirror 6 m above the floor.

Then the player has to use the crate as a base on which position the mirror and redirect the laser onto the third and final crystal

