

3.3.1

Progressive music

Main objective: Lit the end point with the laser to show the note code to
open the doors

Reward: Music sheet

Linked quest: [1111](#)

Melody [LinkA](#), [LinkB](#), [LinkC](#)

Requirements: Upgrade Hurdy-Gurdy, Upgrade Sextant

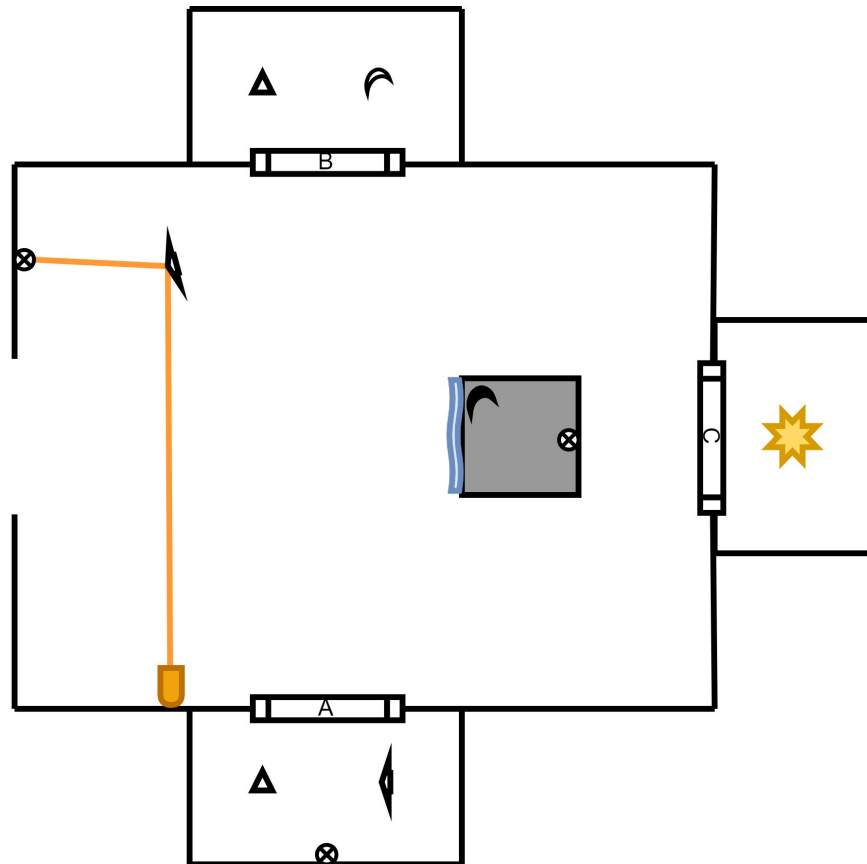
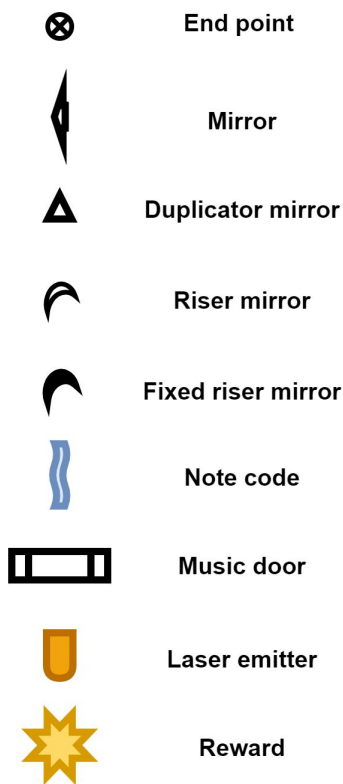
[Accessible only in the 1st time slot](#)

General map

In this puzzle the player needs to play 3 different symphonies that get progressively longer.

In this puzzle the time limit between each note is much shorter.

To show the notes the player need to hit the end point with the laser, each step will require the new endpoint just unlocked and the ones before to show the new code. Each code will be added to the previous one.



Step 1

First the player needs to hit the endpoint with the laser in the central room, hitting it will reveal the first symphony.

Playing the correct codes with the hurdy-gurdy to open room A.

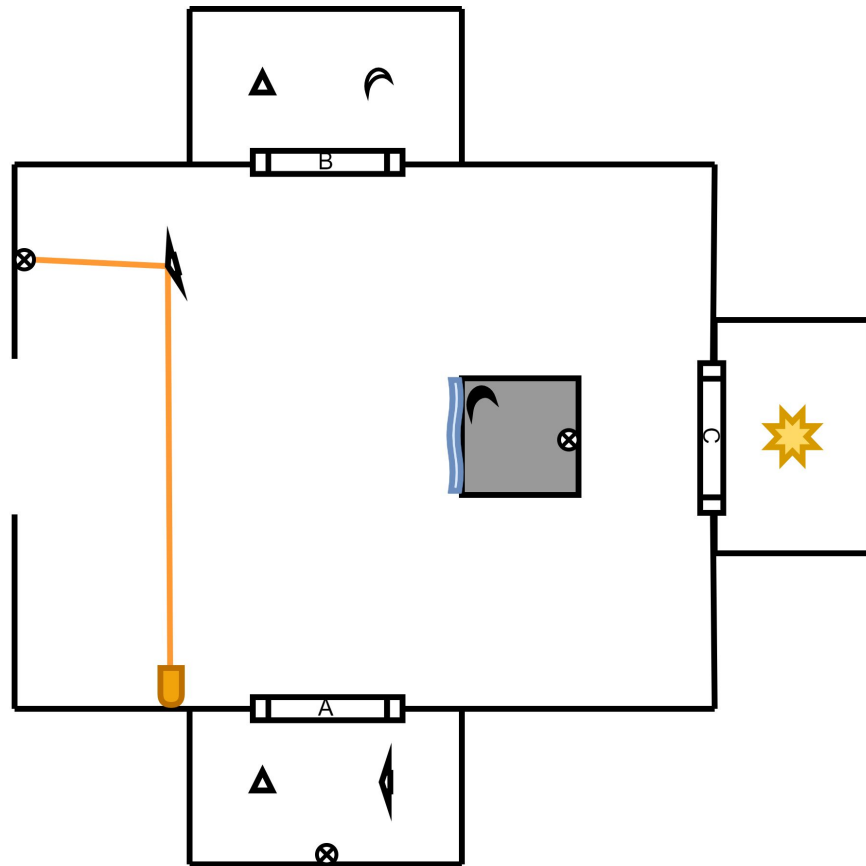
Where they will find the next set of mirrors and the second endpoint.

Door A code BT

[Z]	RB
[X]	RT
[C]	LT

Door A code BP

Do
Re
Mi

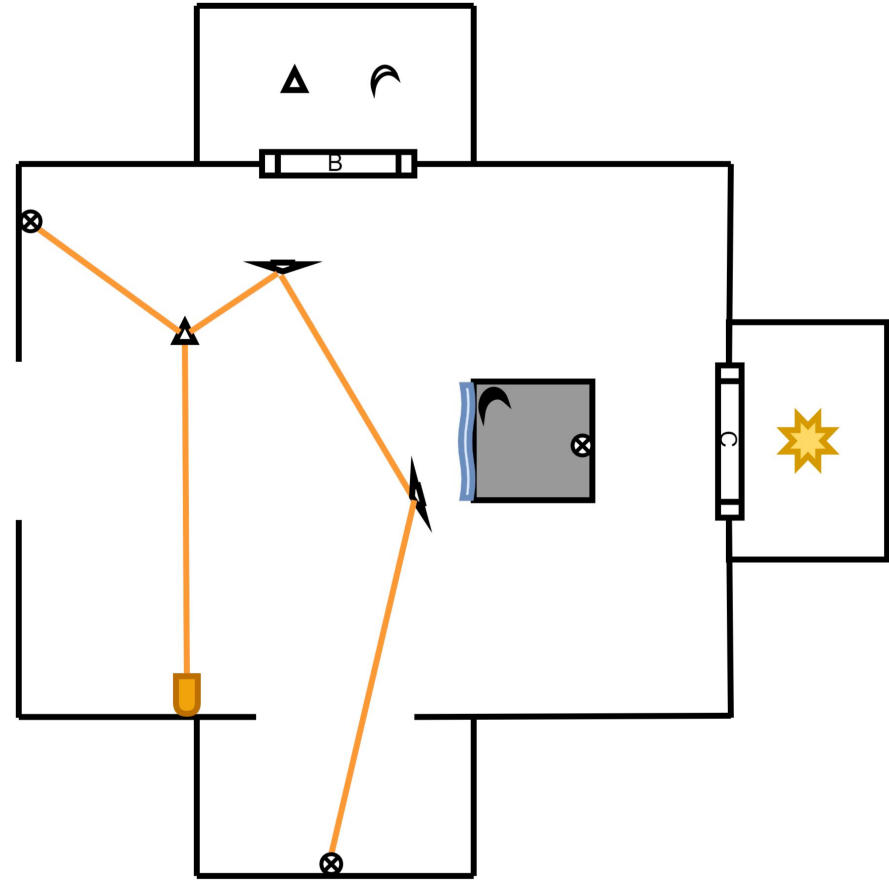


Step 2

Now the player needs to hit the two endpoints with the laser, the first one in the central room, and the second one in the room A, using the three mirrors.

This reveals the second symphony, and playing it on the hurdy-gurdy opens room B.

In the room B they will find the last set of mirrors.



Door B code BT

[Z]	RB
[X]	RT
[C]	LT
[X]	RT
[X]	RT
[C]	LT

Door B code BP

Do
Re
Mi
Re
Re
Mi

Step 3

Finally the player needs to hit all the endpoints, two in the central room and one in the room A.

Making this reveals the third symphony, and playing it on the hurdy-gurdy opens room C.

Door C code BT

[Z]	RB
[X]	RT
[C]	LT
[X]	RT
[X]	RT
[C]	LT
[Z]	RB
[Z]	RB
[M]	Up

Door C code BP

Do
Re
Mi
Re
Re
Mi
Do
Do
Si

