

4.2.1

Main chamber

Main objective: Hit the four endpoints at the same time

Reward: Quest progression/bad ending/access to the next puzzle




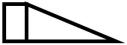

















Linked quest: [1400](#) / [1000](#)

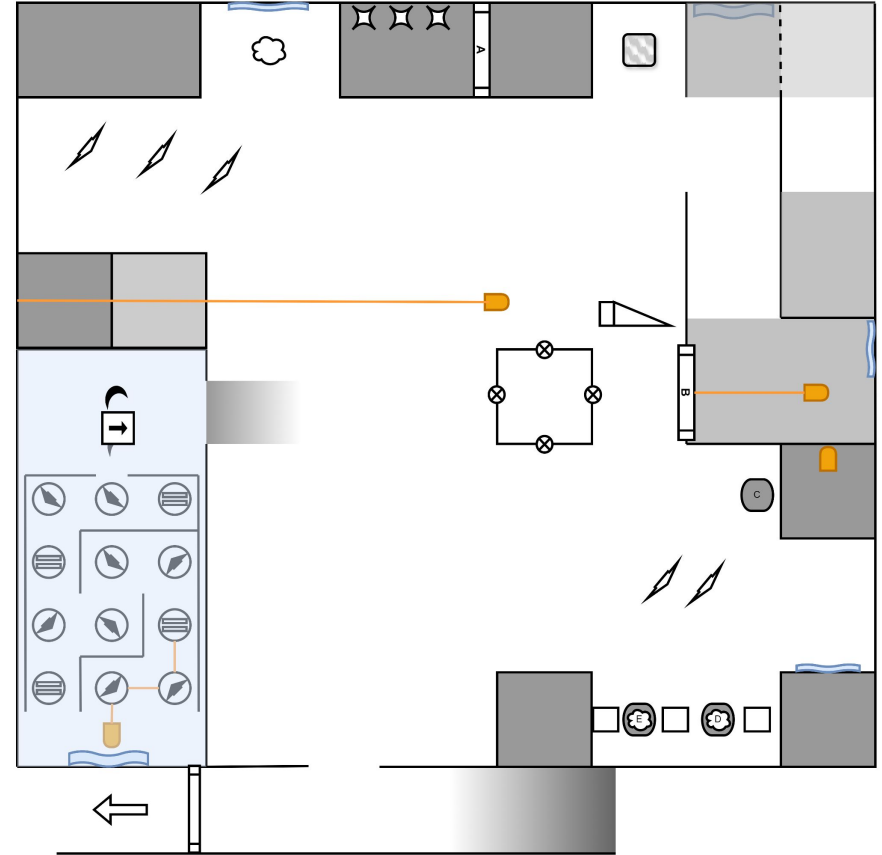
Melody [linkA](#), [linkB](#), [linkC](#), [linkD](#), [linkE](#)

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

Accessible only in the 4th time slot

General map

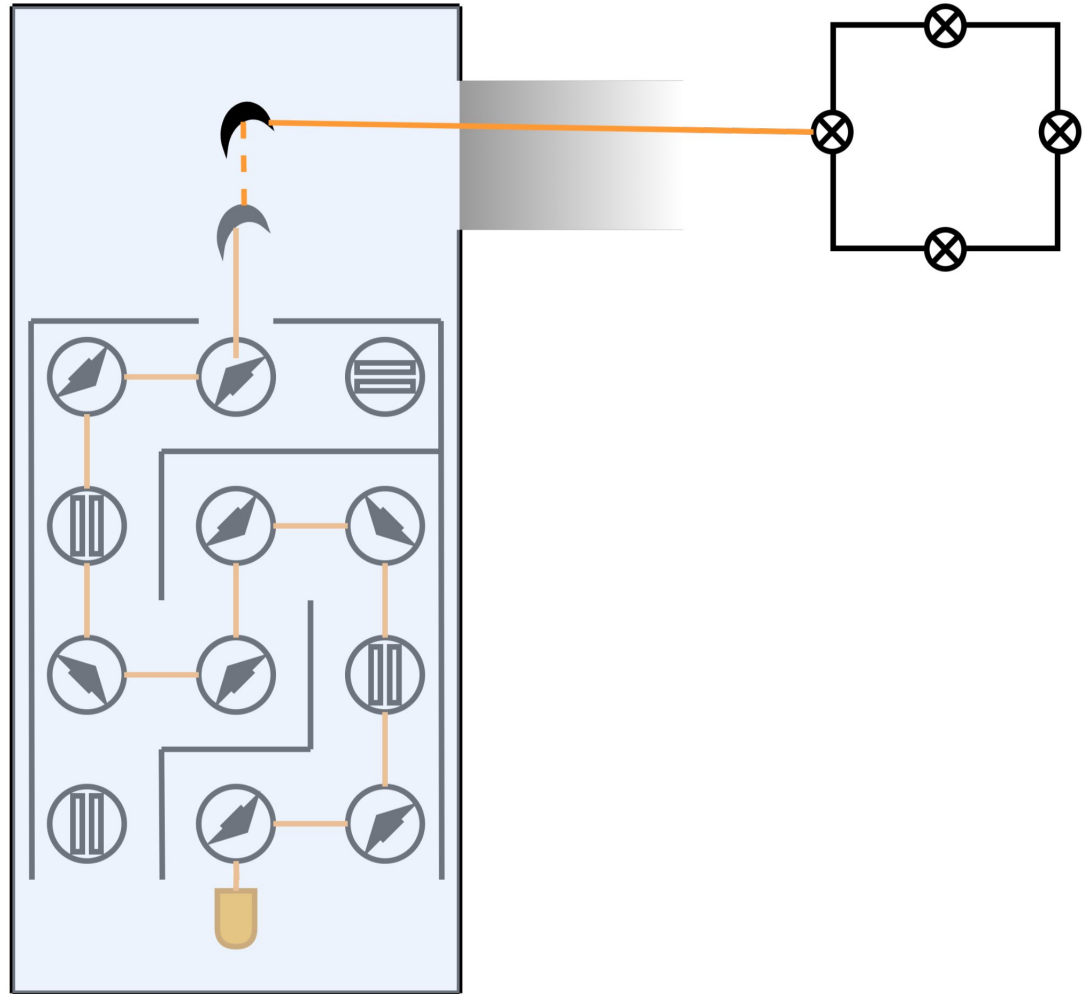
	Note stand		Crate
	Fixed mirror		Ramp
	Mirror		Plank
	Riser mirror		Musical door
	Fixed riser mirror fixed		Note code
	Endpoint		Ground high pillar
	Rotating platform with mirror on it		+ 4 m pillar
	Rotating platform with wall on it		+ 3 m platform
	Glass see through		+ 4 m platform
	Laser emitter		Way to the next room
	Rubble		



Puzzles can be completed in any order the player desires

West wing

In this puzzle the player must use the rotating platforms to rotate the fixed mirrors placed on them in order to reach the fixed riser mirror that will deflect the laser to one of the four endpoints.



North wing

This puzzle is divided in two steps:

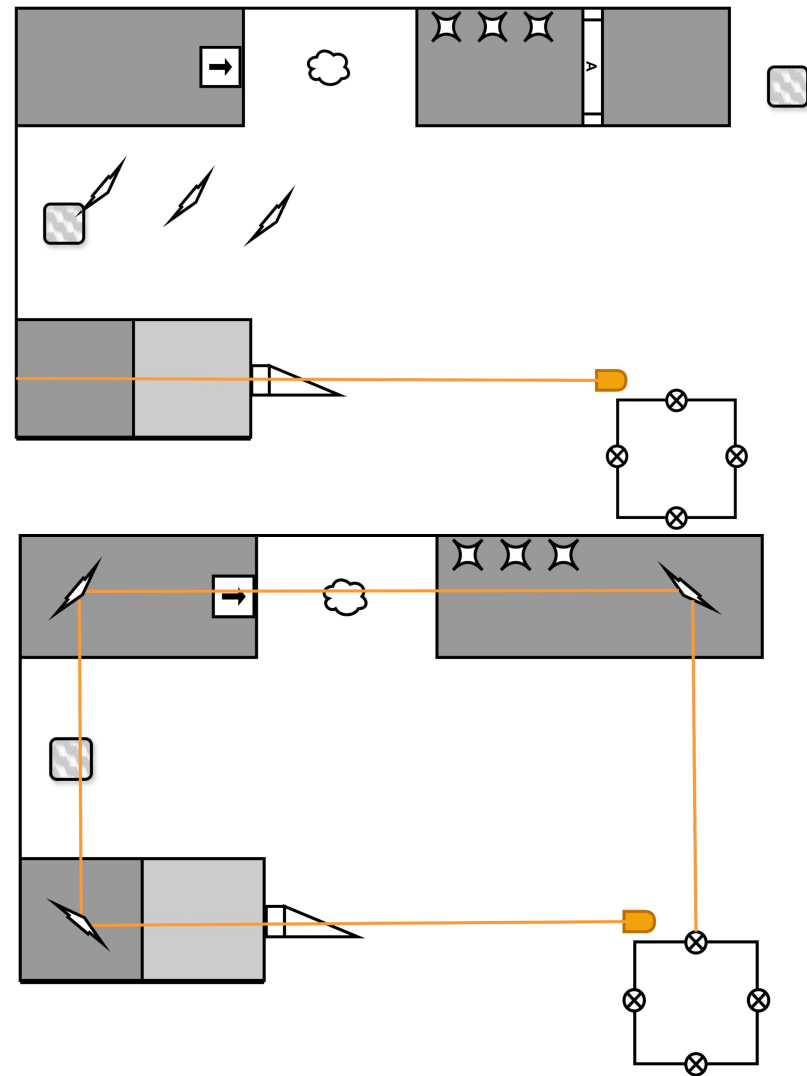
1. First the player must use the objects scattered around the room to reach the music door. Near the door there are three note stands that will give the combination to open the door to player;
2. Once the door is been open the player must use the three mirrors to deflect the laser ray into the second endpoint.

Door B code BP

Mi
Do
Re

Door B code BT

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

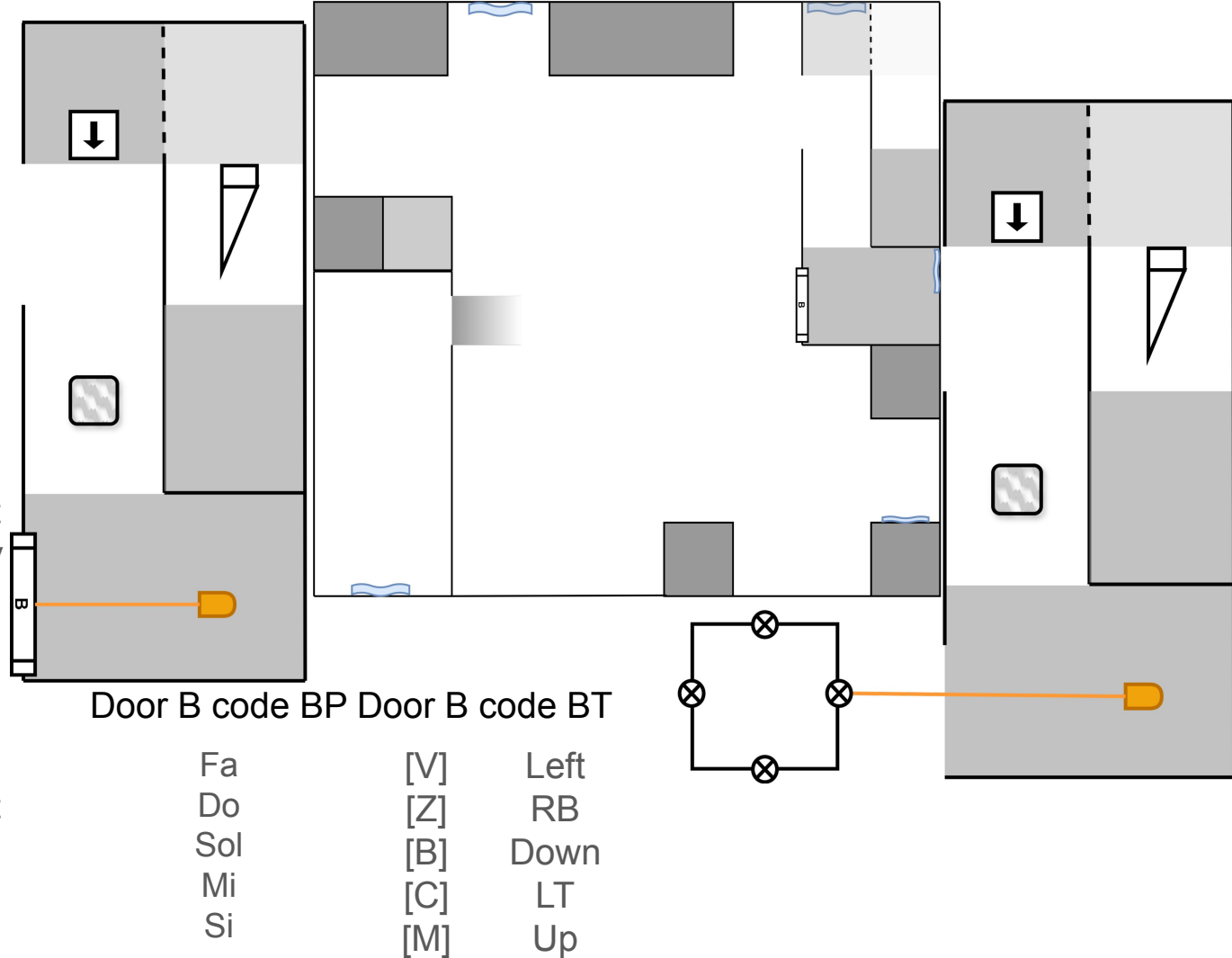


East wing

This puzzle require two steps to be completed as well:

1. First the player must reach the laser emitter using the ramp, the crate and the plank to turn it on.
2. Now to open the door that is blocking the laser's way they must find the code scattered in the room on walls and ceiling.

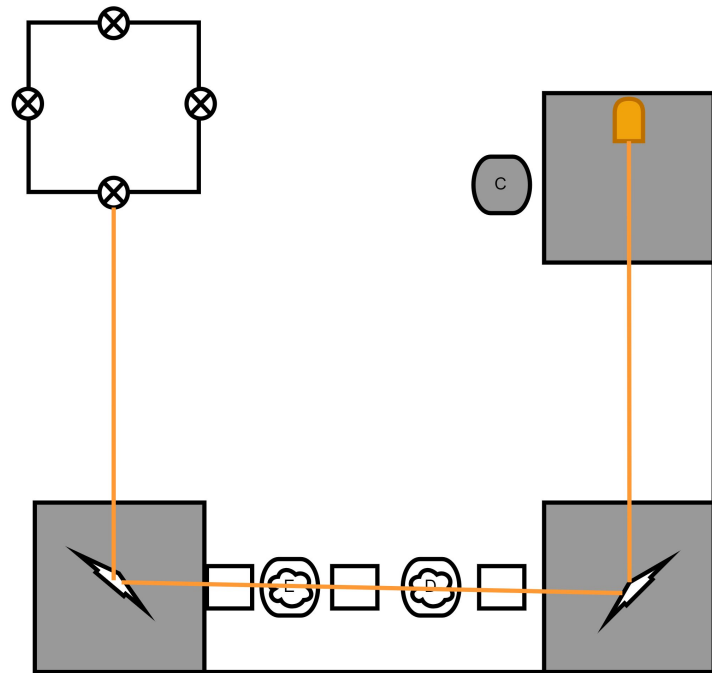
Opening the door will automatically make the laser hit the third endpoint



South wing

In this puzzle the player must first use the pillar to get to the same level as the laser emitter and activate it.

Having done so, they must deflect the laser to the fourth endpoint with two mirrors, but to do so he must lower the two pillars that block the laser beam.



Pillar C code BP Pillar C code BT

Do	[Z]	RB
Re	[X]	RT
Mi	[C]	LT

Pillar D code BP Pillar D code BT

Mi	[C]	LT
Sol	[B]	Down
Mi	[C]	LT

Pillar E code BP Pillar E code BT

Mi	[C]	LT
Sol	[B]	Down
Re	[X]	RT