

## 3.2.2

# Performance rotation

Main objective: Turn all the statues in the right direction

Reward: Script

Linked quest: [8000](#)

Requirements: Upgrade Hurdy-Gurdy, Upgrade Lantern

Accessible in the 3rd and the 4th time slots

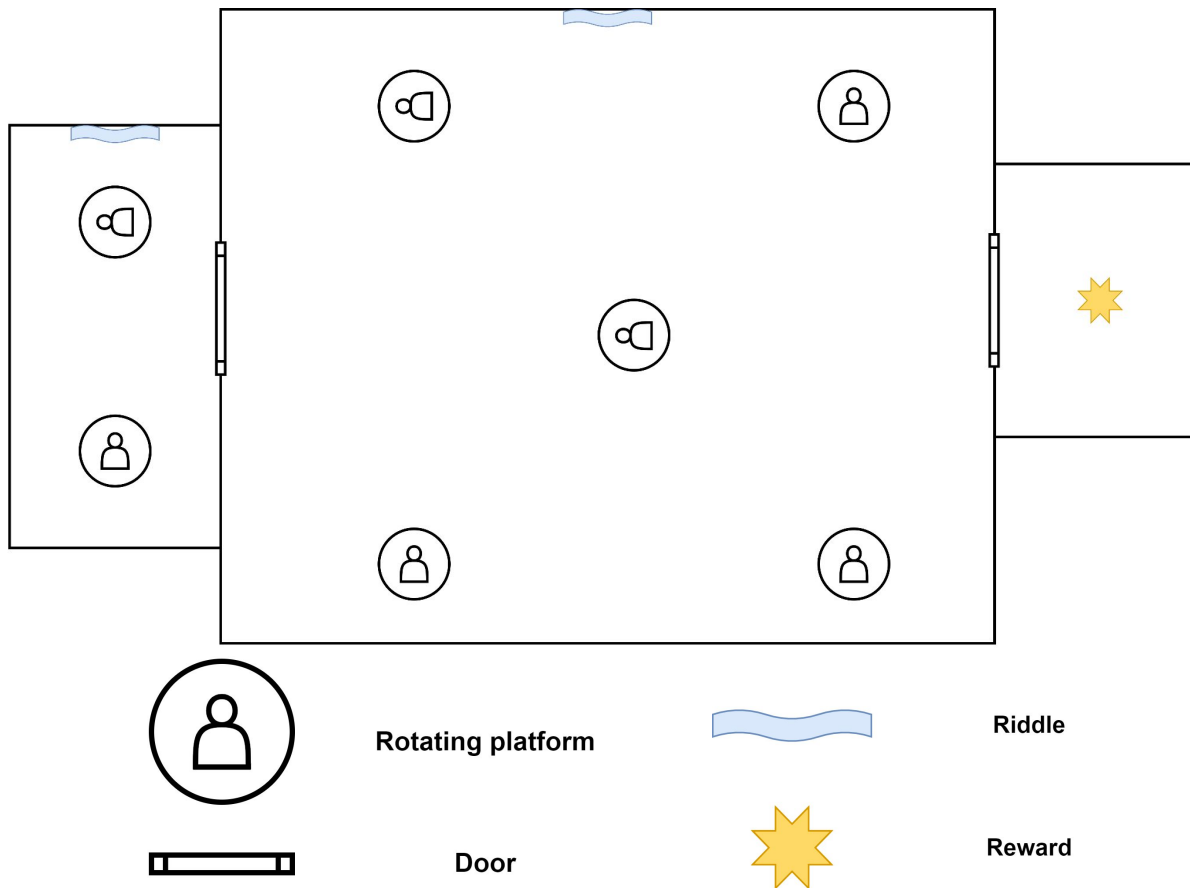
# General

In each room there is a riddle that will tell the player how to rotate the statues.

There are two rooms, one is the easiest two make the player understand the mechanics, the other one is hard to test their wits.

The puzzle work hurdy-gurdy playing a sequence of note all the rotating platform will turn clockwise or counter-clockwise.

The lantern, if charged on it, will allow the player to stop a rotating platform from turning.



# Room 1

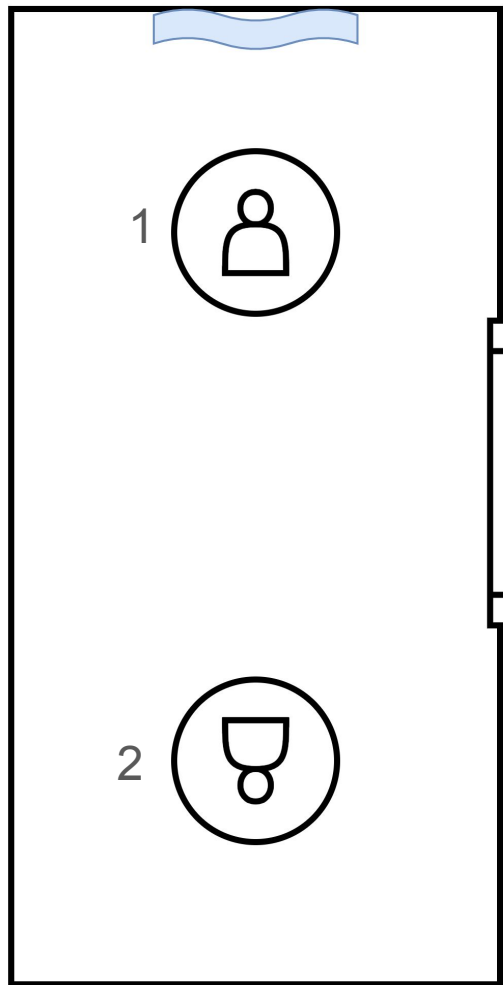
This room has 2 statues.

The beginning position doesn't matter

Statue positions to solve the puzzle:

1. facing South
2. facing North

Riddle:



## Room 2

This room has 5 statues.

The beginning position doesn't matter

Current statue positions:

1. facing East
2. facing South
3. facing South
4. facing North
5. facing West

Riddle:

