

# 1.3.2

## The musical scale

Main objective: Reach the top then play the right melody

Reward: Quest progression

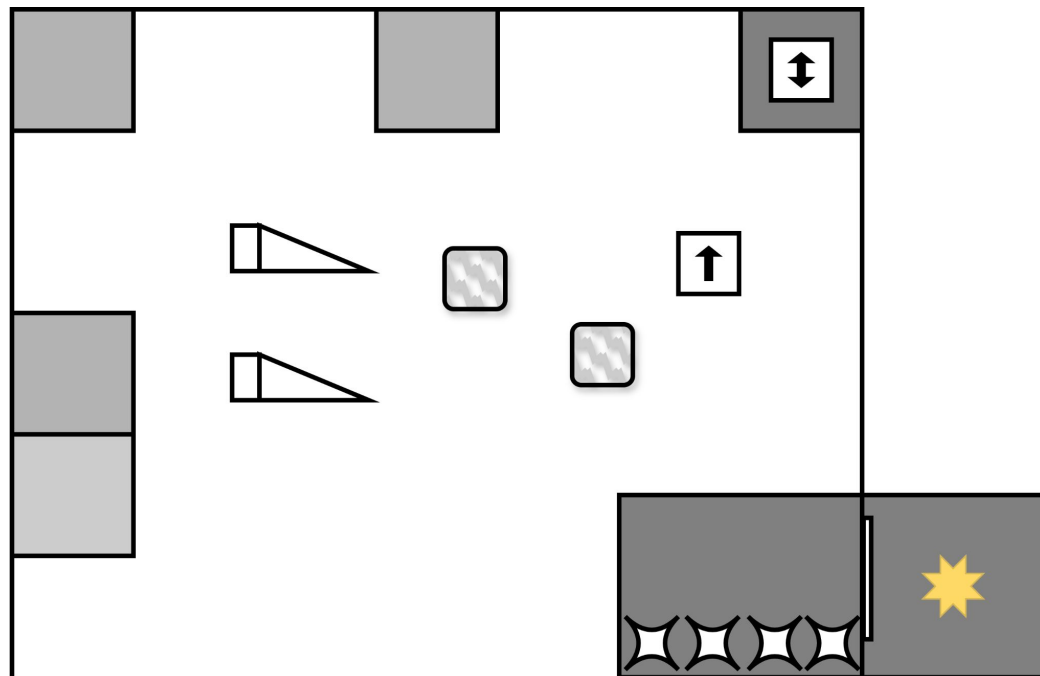
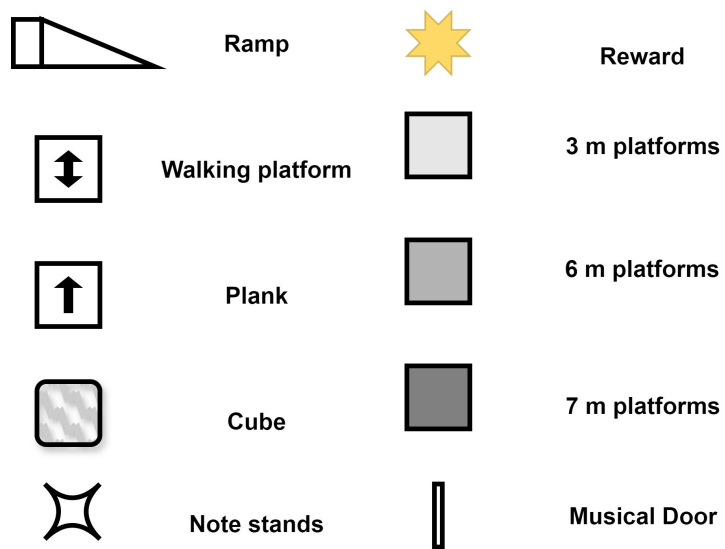
Linked quest: [7000](#)

Requirements: Lantern upgrade & Hurdy-gurdy upgrade

Melody [link](#)

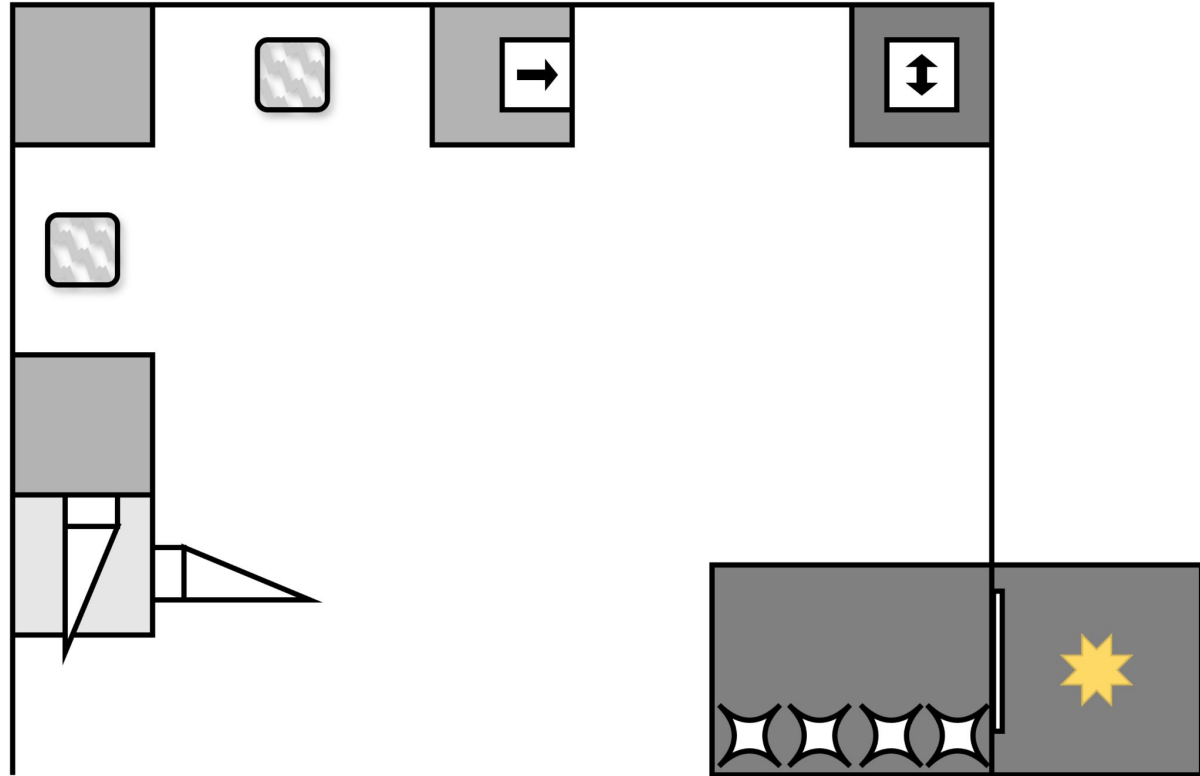
Always accessible

# General map



## Step 1: Reach the stands

To reach the note stands the player must use two ramps, two crate, one plank and a walking platform.



# Step 2: Play the right symphony

On the stands there is the clue to open the door: in fact with them the player can associate a figure to a note and so play the sequence to open the final door of the puzzle.

Door code BP    Door code BT

Mi	[C]	LT
Mi	[C]	LT
Do	[Z]	RB
Do	[Z]	RB
Re	[X]	RT
Fa	[V]	Left

