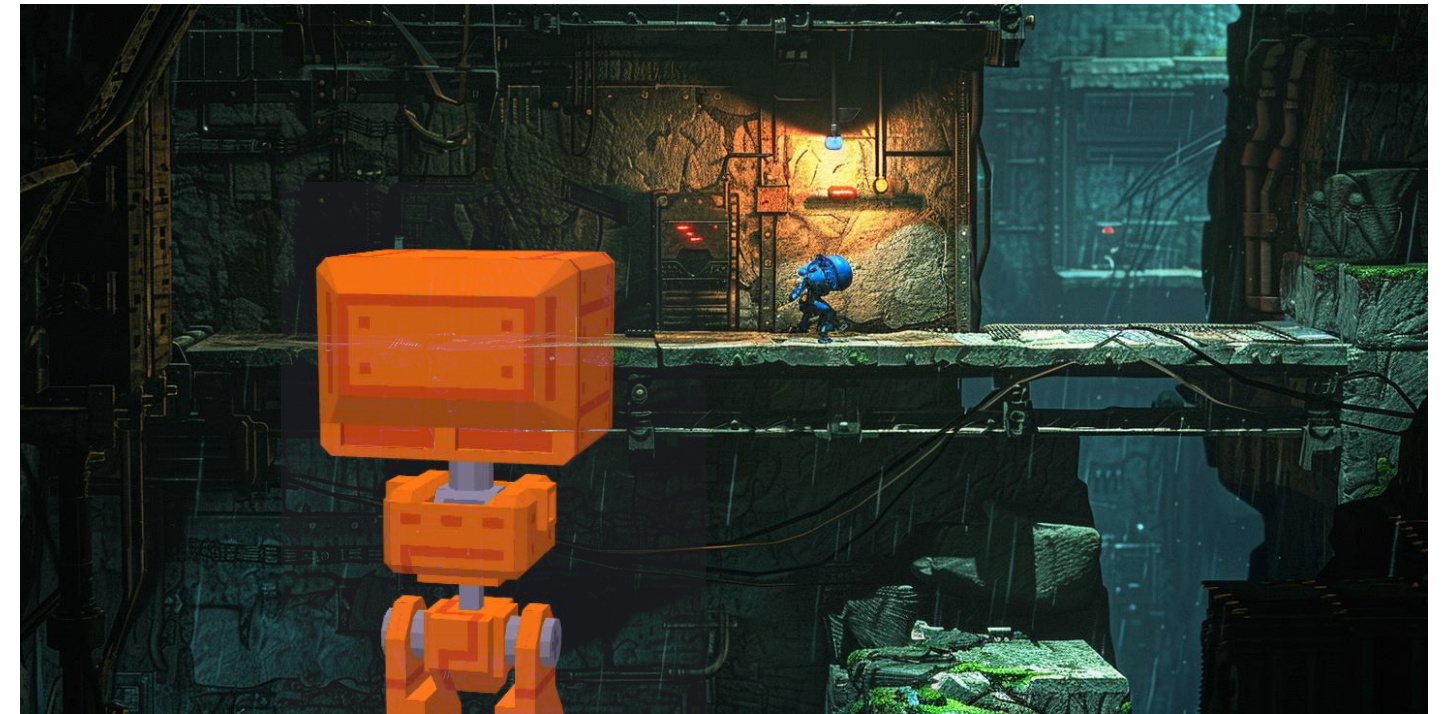


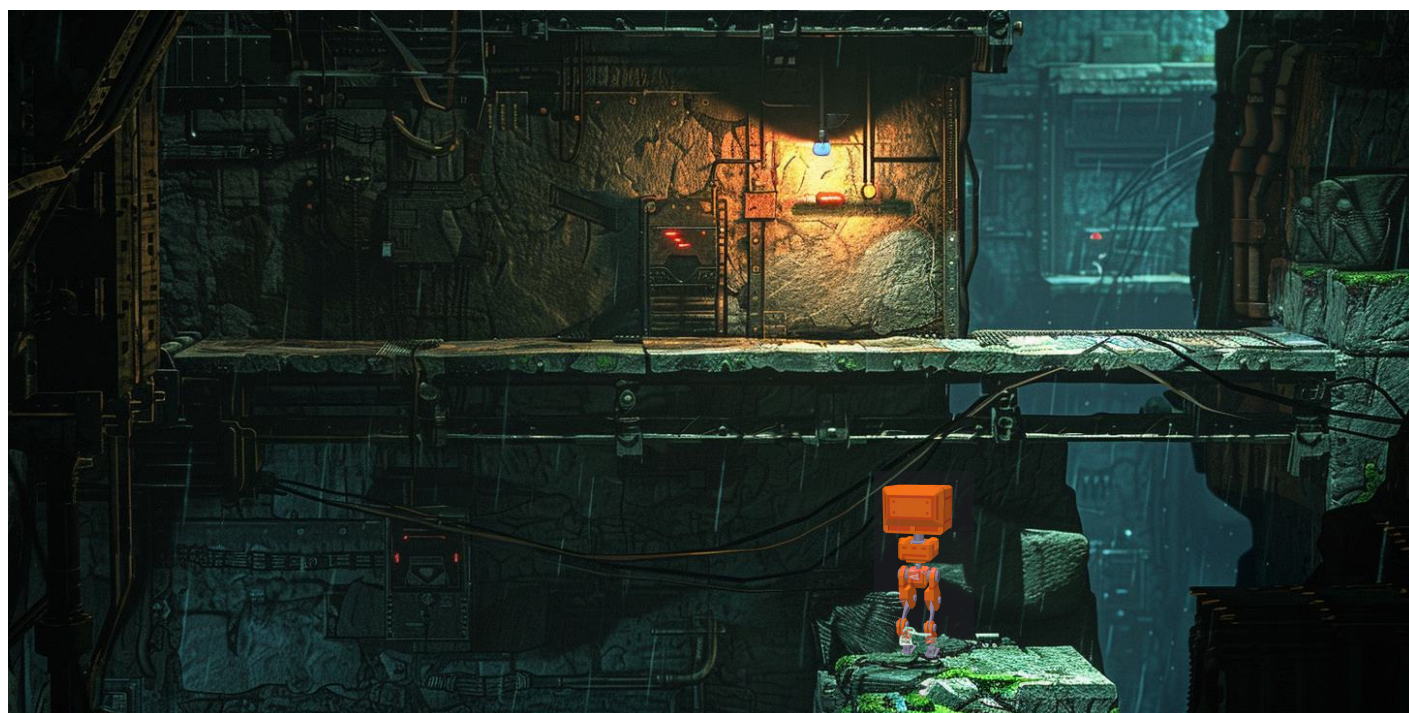
MOMENT_8:

After a couple of **jumping** puzzles, the player finds a blue robot seemingly waiting for BIT_BOT



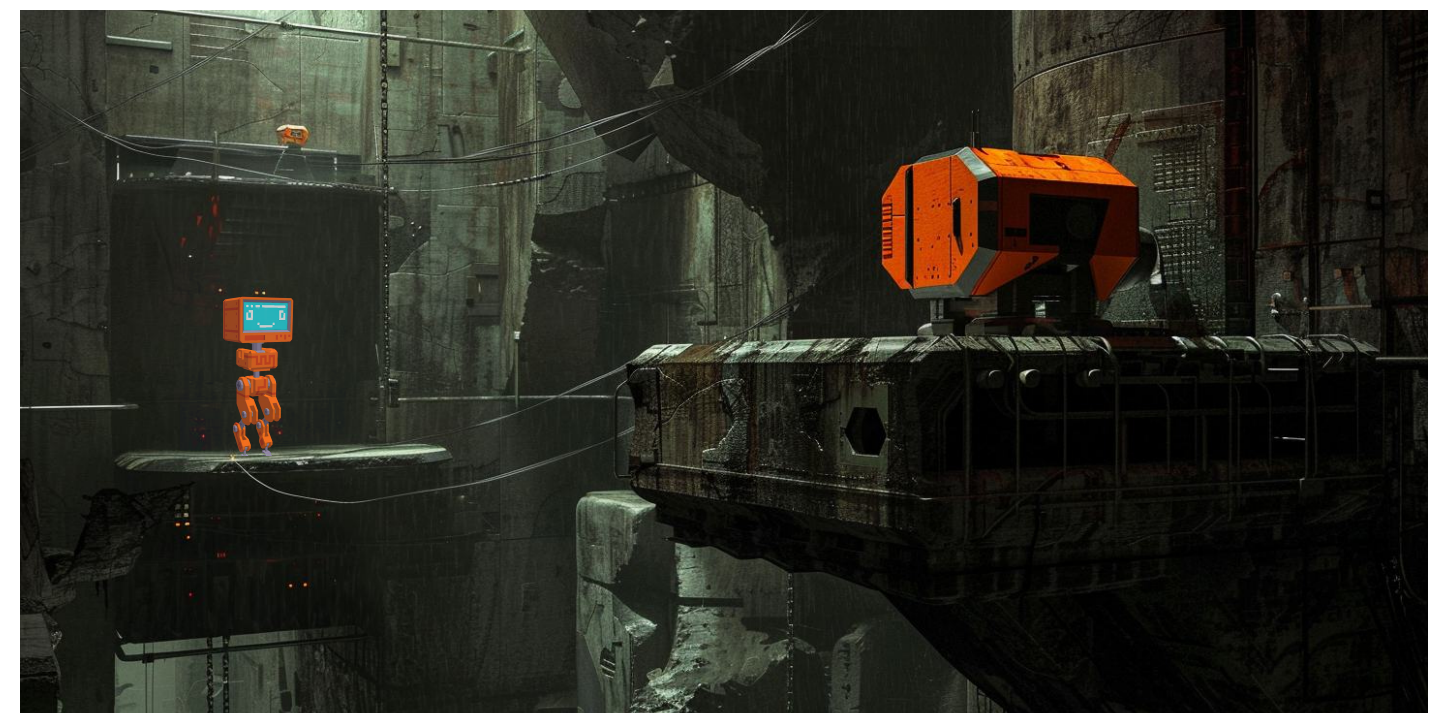
MOMENT_9:

After BIT_BOT moves, the robot suddenly jumps up, **climbing the ledge** and runs out of sight



MOMENT_10:

If the players attempts to follow they will find they are **unable to climb the ledge**



MOMENT_11:

With no prompts or hints, the player will have to **explore** if they want to progress / find **blue bot**