You must complete steps 1-7, I believe to be able to do this as you need multiple quest items

1. Reset your instance.
2. Go to the second floor Enigma Machine. Click "Begin" on the machine on the second floor. Click "Submit" on the machine to spawn your first group of rats.
3. Run around from the front door to the Felcycle room and count the RATS only. Kill them as you count them and keep track, ignore the Catacombs Rats and do not count them. Every room except the cat room (I personally did not see any there).
4. Match your number of rats to the first column, as it is your first lock. 3 Rats? Move 1 Statue onto Platform 3 (as labeled on the map). **How to move statues** Click on one and a rope will appear. You can pull them all over the dungeon; upstairs even. They go through the gate to the crystal room using your Relic of Crystal Connections - this is why they turn pink they phase through the gate. Pull them over the plate until it changes color (1 is Blue, 2 is Green, 3 is Yellow, 4 is Orange, etc)
5. Go back to the machine upstairs and click Submit.
6. You will either get electrocuted, as you were wrong. Or you will get a message saying "You hear a mechanism unlock".
7. Hitting Submit has released your second wave of rats. Go back to step 3 and repeat the counting. Move to column 2, then 3, and so on. I suggest using /tar rat and marking it with a skull. If you cannot target a live one as you run around, you probably got them all.
8. **VERY IMPORTANT** Remove statues from the previous platform before hitting submit. This will fail you.

**If in doubt, walk out and RESET YOUR INSTANCE** The numbers chart is not mine. The letters one is. I've been drinking, be cautioned for typos on the second

Hey there, so I just finished up this leg of the puzzle, but I wanted to share some macros and advice that can help make this part *much easier*: When you activate the machine, kill the Rats one at a time manually, and tally them on a notepad each time you kill one. Also mark *which* round you're currently on so you don't forget either! This macro will target Catabombs Rats which can get in the way and accidentally activate the pressure plates, causing you to potentially lose *a lot* of time by needing to start over. This macro will target them if they are alive, place a Skull Raid Marker, ping their location, and ready your Auto Attack (this is used to prevent accidental AoE from procs, killing normal Rats before tallying them): /target [nodead] Catacombs Rat /script SetRaidTarget("target", 8) /ping [@target, nodead] Attack /Startattack [nodead] /cleartarget The second macro will target any normal Rats which are currently alive, mark them with the Diamond Raid Marker, and ping their location. This one does not have Auto Attack set so you can more easily keep track of what you're killing and so you can stop to tally your kills. /target [nodead] rat /ping [@target, nodead] /script SetRaidTarget("target", 3) /cleartarget [dead] Bonus Macro - This one I use to get in and out of the Arcane Room a little easier. If inside, it will auto target the Humming Crystal outside of the room, and if you hold the Alt key, it will activate the device to teleport. /target [nomod] Humming Crystal /use [mod:alt] Relic of Crystal Connections Hope this helps someone out. Happy hunting!

