(intro)

Welcome! I’ve brought you to this world in order to set things right.

As you can see, this place is rather gloomy.

We need your help to bring energy to this world by waking up this sheep here called Aries.

Now let us take to the skies, and activate the artifact to wake Aries up!

(level 1)

Energy comes in many forms, and they have ways of moving about.

We will start with light.

(show puzzle, then light)

(show energy label on light)

Light is an energy made up of waves. It can travel through space and air.

However, it is currently being blocked. Let’s fix that by turning these round contraptions.

(show tutorial)

Press and hold the highlighted lever, and move it towards the top.

(rotated contraption)

(show glass label)

As you can see, light can pass through the glass.

A glass is a kind of material that is highly transparent. Meaning you can see through it with ease.

Which makes sense, since our eyes can see things when there is light.

(enable next contraption)

Now we just need to turn the other contraption to allow the light to shine through!

(happy light)

Excellent! Now that the light energy is shining through, why don’t we check back down below.

(level 1 victory)

(show light open)

(aries wakes up)

Filled with energy from the light, Aries is now ready to go!

(aries transforms)

Let’s help him out further by activating the other artifacts in the sky.

(level 2)

Now let’s take a look at how to move light energy from one place to another.

One thing about light is that it can bounce off of reflective surfaces like mirrors.

(show first task)

Our task is to redirect the light energy towards this speaker.

(show object / pointer) (top dialog)

This gadget has a reflective surface that will bounce the light towards where we want it to go.

(show drag instruct)

Press and drag the gadget towards the available slot.

(object placed)

Excellent! As you can see, the light is bouncing off of the reflective surface of the gadget.

(show next object)

Go ahead, and place the next gadget like the previous one.

(object placed)

This time around, you’ll need to redirect the reflection towards the speaker.

To do that, you must press and drag the lever as shown.

(goal reached)

Nice! As you can see and hear, the speaker is playing a tune.

Energy can be changed from one form into another.

In this case, the speaker is using light energy to power itself up to produce sound energy.

(show the rest) (dialog top)

Now to power up the other speaker. Just like before, we need to redirect the light towards the speaker.

(level 3)

Now that we’ve seen energy as light, let’s take a look at energy as motion.

Moving objects contain energy. When it hits another object, that energy is transferred.

This is called energy of motion, also known as: kinetic energy.

(balls appear)

(show plunger instruction) (top dialog)

Let’s go check out how this energy of motion works!

Pulling this spring plunger will allow it to push the rock.

The further left you drag the handle, the more push it will give.

(show push platform pointer)

Try to have the rock hit this platform. Remember to pull the spring plunger as far back as you can!

(platform pushed)

(wait a bit)

As you can see, the energy of motion moved from one object to another.

The energy released from the spring plunger has caused a series of movement, from one rock to another.

(show pointer to goals)

Now let’s see if you can power up these speakers.

(show pointer to rotator handle, arrow towards push platform)

(show pointer to slider handle, arrow up and down)

You’re going to need to adjust the position of this rock in order to hit both bells.

(hide pointer)

Well, it’s all up to you now! Good luck!

(level 4)

Now we are going to look at another way to achieve energy from motion.

(spirit appear, waters activated)

Here we have a spirit that provides us an everlasting flow of water.

The water’s motion will allow objects it touches to continuously move, thus providing a constant flow of energy.

(activate two switches, point at it)

Press these two switches to divert the water’s flow to power up the speaker.

(goal achieved)

As you can see, the water’s continuous flow is powering up the speaker.

(point at other bells)

Go ahead and power up the other speakers by diverting more of the water’s flow!

(activate the rest of the switches)

(all bells ringing)

(level 5)

Here we are with our last sky artifact. We will be powering up the speakers with electricity!

Electricity is a kind of energy that can move through conductive materials like metal.

In this case, we are using copper wires.

(show turbine machine)

This is a turbine, a kind of machine that generates electrical energy by spinning magnets.

In order to power the turbine, we will need lots of energy to move its blades.

(show water thing)

One way to do that is through steam from boiling water.

By concentrating the steam through a narrow pipe, its energy will be strong enough to power the turbine.

(show fire pit)

Now in order to boil water, we will need energy to heat it up.

That’s where fire comes in. Fire releases energy that heats things up, also known as: thermal energy.

(show coal thing)

But in order to keep the fire going, we will need to feed it fuel.

Well, that’s what these coals are for. Coals provide fire with the energy to release heat.

(coal interact pointer)

Anyhow, let’s turn up the heat!

Go ahead and press the lever to feed the fire.

(wait for one power to activate)

Here you see the whole process of energy changing from one thing to another, and finally into electricity.

(show power connect drag)

Now let’s power up that speaker by attaching the power line into the socket.

Press and drag the power plug into the socket as shown.

(goal powered)

Excellent! Now we just need to power up the rest of the speakers!

Though you may have noticed that only one of the power lines were able to receive electricity.

Well, we’ll just have to fan the flame to make it release more heat!

(show wind spirit)

We need to feed the fire with more oxygen so that it can burn through the coal faster, and produce more heat.

With more heat, the water will produce more steam, allowing it to turn the turbine’s fan faster.

(point at wind spirit)

Press the wind spirit multiple times until all the power lines are fully charged with electricity.

(all power lines receive energy)

Excellent! With the turbine fully powered, you can now plug in the rest of the power lines.

Just like before, press and drag the power plug into one of the sockets that connects to the bell.

Also remember to keep the fire well fed with coal and oxygen!

(all bells ringing)

Nicely done! With all the speakers powered up, we have activated the last artifact.

This concludes our lesson for energy movement!