**World 1:**

**At start**

A part of life, untold… unwritten and should normally not happen.

**Hint puzzle 1 at keycode place:**

Distance not only gives nostalgia, but perspective and maybe objectivity.

**When entering world 2:**

If this is all that stands between you and the afterlife. Where would you go?

**Hint puzzle 2 at crystal with mirror:**

Setting goals is the first step in turning the invisible into the visible

**Hint puzzle 3 at well with shard:**

We’re always in the middle of two energies. Gravity is sinking you down; inspiration is pulling you up.

**At portal of well when finished puzzle 3:**

One more puzzle solved, one less fragment that stays.

**Hint puzzle 4 at world 1:**

Deal with your demons and you can overcome everything.

**End portal:**

There is an enemy everyone always fight for, and always lose… life.