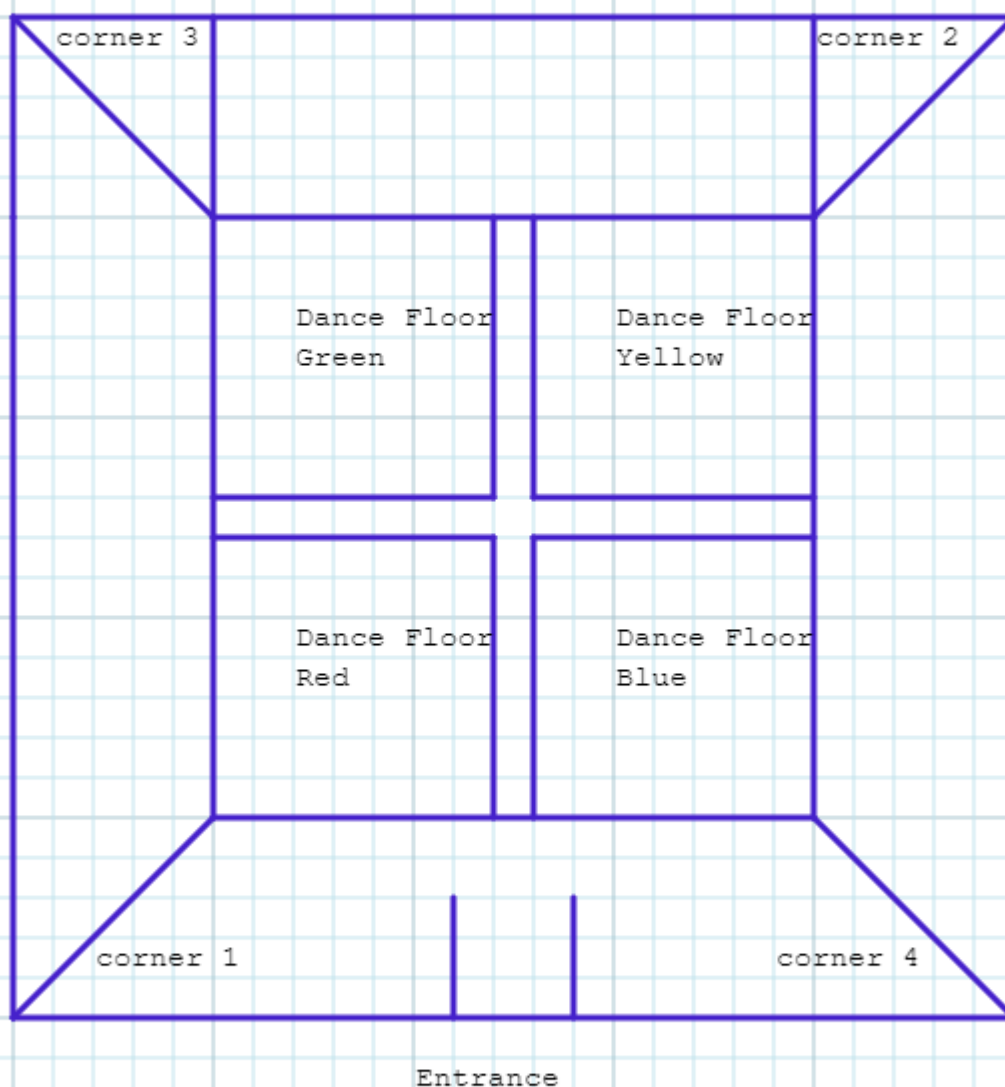


Each large square is lit up with a bunch of colors

Enemies will spawn from the ceiling

Player must light up the squares in a certain pattern to unlock the relic



Relic spawns in the middle between the squares if unlocked

Hints are given by flashing lights in the corners of the room

Each corner will have a different pattern executed in a certain order