B walks onto the screen. There are flowers, some open, some closed, all around on the vines (see “placement guide” for suggestions on where these little flowers could be”. Further back, it’s dark, and we can’t see anything.

Clicking on the little flowers opens/closes the two nearest others. The goal is to have all the flowers open at once. Clicking on the empty bud on the rock (big flower) resets the puzzle.

When the puzzle is solved:

1. The big flower opens.
2. The “hidden\_flowers” pop up one by one in response (think “chain reaction”).
3. The background fades into “background\_revealed”, revealing the open door.

The end of the puzzle is marked by a short animation of B picking a flower that falls from above and putting it in their pocket, before turning towards the door in the back.