Goal: Your goal is to illuminate one of the sculptures in this room (points to the sculptures). Together, you will journey to a distant place to unlock the magic needed bring the sculpture to life.

To the lantern carrier (LC): Your job is to lead the torch carrier. When you see a blue circle light up on the ground, take him/her there.

To the torch carrier (TC): Follow the lantern to accomplish the next goal in your journey. When you see a torch icon, put your torch there to progress. You may need other help from the lantern, so stay on your toes!

Progression:

* A blue circle appears in front of the Shamash, LC leads TC to the spot. When LC arrives at the spot, the Shamash candle is revealed in VR, and lights up in the room.
* A torch icon appears in front of the Shamash in VR, so TC puts her torch there it flares up (both in the room + in VR) as it lights!
* The lights in the space dim a bit, another circle lights up on the ground
* LC leads TC to the new spot. When LC arrives, a door sprouts up. When TC gets close, another spot lights up in the room on the other side of the door. LC leads TC through the portal to Cave World.
* Another spot lights up in the room. LC takes TC there as she takes in the new world. When LC arrives, a locked box with magic energy inside sprouts up in VR.
* A lantern icon AND a torch icon appear next to each other in VR. TC puts her torch on the icon, and the lantern icon begins to pulse. TC realizes she must tell LC to put her lantern in the right spot to unlock the box. LC does so and BOOM, one side of the locked box is gone (and a wave of light shoots down all the glowing spots in the room).
* (stretch goal) Another icon appears: LC and TC repeat the process 3 more times to fully unlock the magic. When its unlocked, the magic travels to the torch in VR and imbues it with a glowy magic color. In the room version of the torch, a rainbow coloring travels down the LEDs in the physical torch.
* Another spot lights up in the room. LC take TC there and door sprouts up. A spot lights up on the other side of the door and walk through, back in the original environment.
* A final spot lights up in front of one of the candles. A torch icon appears in front of it. TC puts her torch there and the candle erupts with magic and lights up in the room, adding a singing voice to the room.
* If time permits, they repeat the journey into the second environment to light another candle.