**LibCrawlr Elements: Navigation**

**Bloody thumbprint** needed to be on top of a portal image for one screen.

**Portal**

**Open**: touch it to open and it becomes a spectral glittering heliotrope pyramid

**Closed**: appears as blazing lavender rip in the darkness

Full sized: take up the entire screen when you enter and a couple other times

Small for navigating – these will be used to move through screens

The image to move forward appears - the closed lavender rip - the portal to the next page - when they touch it move to the next screen - this is large in the beginning - on subsequent pages it can be a small image - once you touch it, it changes to the pyramid and then disappears as the next screen appears.

After 10 seconds, if they don't move forward - Dante appears again "The portal!?"

If you think arrows are important – the pyramid could be on its side and point right (for forward) and left (for back) –