**Room 1.1 - Introduction**

*“Hello World”*

Player enters room: Silent, dark, Quiet, Omnious

Player spots lightspot: Moves towards it

Player stands in light: slight room improvement (Brighter) while in light

Player redirects light to first panel: generator gains charge, starts spinning, room comes to life -> Half of the room gains power, lights up, and is now functional again

Player redirects light to second panel: Same as above but for other generator and other half of room

**Room 1.2 -**  **Leaving the lens**

*“Don’t worry, I’ll always cherish our time together”*

Player enters room, spots lightspot in the middle, solar panel on one wall, hooked up to the door

Player approaches the light, illuminates the panel, the door opens

Player steps away and door closes

Player steps into the light, illuminates the panel and door opens again, player leaves orb and goes through the door, calls orb to them.

Looks around next room, spots generators, lightspots, movable walls and pressure plates

Step 1. Leave orb on lightspot 1 pointing towards north solar panel so that it shines on a movable wall

Step 2. Stand on pressure plate, walls disapear into ground/wall, light reaches north solar panel -> charges the north generator, starting north part of the level. Stairs rise from the ground

Step 3. Leave orb pointing towards south solar panel, towards movable wall -> walk up stairs and use pressure plate to move south wall -> solar panel charges generator, starting south part of level

Level done, retrieve orb and move on

**Room 1.3 - Mirrors**

*“Mirror mirror on the wall, help me see the way”*

Player enters big L shaped room, spots large mirrors on different levels of the walls, some small, some huge, also spots high walls and ledges unreachable by foot

Step 1. Get up on lowest north platform by jumping up on small stepstone on the way -> use orb in lightspot on the mirror on the wall of same height as platform to bounce light to west solar panel -> panel is charged, starts generator, starts west side of the room -> elevator starts up giving player access to that level

Step 2. Go to top level of west, stand in light spot and redirect light at mirror on same height level. Bounce it past the first lightspot to the north solar panel -> north part of level starts up, elevator on lowest north level leads to next level where an electronic set of stairs now leads to the next floor

Step 3. Get to highest point of north part, stand in huge Light spot and redirect the light towards the small mirror on the wall. Bounce light from small mirror to small mirror until it hits the southernmost solar panel, starting south part of the level

Level done, move on.

**Room 1.4 -**  **Batteries**

*“With me you release light, with them you contain power”*

Player enters another L shaped room, but from the top this time. They start in a small secluded part of the level to learn about the basics of battery charging

Step 1: Get the empty battery -> put it into the offline charger -> Stand on the lightspot in the corner - > start the charger with solar panel -> plug battery into socket to open door to next room

Player is now in the big room, the upper part to the left is unreachable by way of electric stairs that is plugged into a double battery socket

Step 2. Get empty battery from inside north battery slot -> plug into south charger -> start charger with west lightspot - > plug battery back into north battery slot to start north part of the room

Step 3. Take north elevator up and retrieve new battery, take both batteries, recharge them and start south part of the room (the door back to the entrance is now open)

Step 4. Go back to the start of the room, retrieve the first battery now that the door is held open - > plug 2 batteries into electrical staircase, bring one battery up stairs -> plug into westernmost battery slot to raise electrical staircase and retrieve last battery from north-west corner

Step 5. Charge two batteries in battery charger by the exit, plug both into the big north generator to start up the western part of the room

Level is done, leave all batteries and move on

**Room 1.5 – The Trial**

“Prove to me, wielder, that you are determined”

The room is huge, contains several different levels of height and the exit door requires 7 entire areas to be activated to move on

Player enters to the south in the middle

Step 1: Enter the room to the west, retrieve the empty battery on the floor

Step 2: Go to area D, Use orb on lightspot to bounce the light on the mirror to hit the solar panel so that the elevator in the same area starts up, remove the light once the elevator is about at halfway to use as a step ladder up to the next level (E)

Step 3. Plug the battery into the charger, leave the orb on the lightspot directed towards the solar panel -> step on the pressure plate to get the wall to move -> solar panel is illuminated, battery is charging

Step 4. Take the battery to the battery slot by the entrance, this will cause the stairs next to it to rise, take the stairs up to level C

Step 5. Stand on the giant lightspot to charge the huge solar panel, which will start generators in both area C and E

Step 6. Leave the orb aiming at the western solar panel in F

Step 7. Go back and use the battery to start area D, take elevator back up to E. Charge battery

Step 8. Take stairs to F, take elevator from F to G, pull back orb

Step 9. Plug in battery into battery slot on G, starts a generator -> area G is now online

Step 10. Take the stairs up to the second level, leave orb on solar spot to start elevator in F using the northernmost solar panel

Step 11. Take empty battery back to E, charge it, take it to second level of F by way of elevator, plug into battery slot -> generator starts up, F is now online

Step 12. Take both empty batteries (one from second level of G), charge them, plug them into the huge generator in B

Step 13. Go to C, use the giant lightspot on the mirror in F to hit the solar panel in B - > Generator B and A are now online

Level is done, retrieve a battery and charge it, and move on back to 1.1

Pass through 1.1, plug battery into wall to gain access to 1.6 (Generator room)

**Room 1.6 - generators**

“If only I too could create, not just direct”

The player enters a room of which the eastern wall is covered in a huge computer

Step 1. Walk up a small staircase leading to the main computer screen of huge computer

Step 2. Bleep bloop

Step 3. Bleep

Step 4. The computer comes to life, things start spinning, other things blink, even more things makes computer sounds

Step 5. Generator is now on, turn around to leave

Step 6. Floor opens up as player leaves and rises to present the laser lens attachment for the orb

Congratulations, demo complete!