

## Cave Puzzles and Solutions

Challenge 1 (Non-Flipped): [Push/Pull - Cranks - Rotate Plates]

- 1) Walk into room, see broken scales and railway track piece (used later). Movable stairs are in view as is a "rotate plate" and its respective crank. (Railway track is unobtainable).
- 2) Push/pull stair block onto rotate plate.
- 3) Rotate the stair block by using the crank until it can be used to walk up.
- 4) Ascend stairs and proceed to challenge 2.

CHALLENGE 1 DOPPLES ARE NOT PRESENT IN NON-FLIPPED WORLD.

Challenge 2 (Non-Flipped): [World Relationships (Non-Flipped != Flipped)]

- 1) Walk into room, see overturned wooden aqueducts pieces (one upright) and static water wheels.
- 2) Also see broken lever and broken rotate plate (to show they aren't usable).
- 3) Pull upright aqueduct out of the way.
- 4) Think about why this one is so simple.
- 5) Proceed to challenge 3.

CHALLENGE 2 DOPPLE IS NOT PRESENT IN NON-FLIPPED WORLD.

Challenge 3 (Part I): [World Relationships - Flipping]

- 1) Walk past portal room (as it is not activated yet) and enter minecart room.
- 2) See that minecart blocks path and cannot be moved because of rubble (purple smoke showing flip world relationship).
- 3) Camera rumbles and sound of rocks falling can be heard.
- 4) Backtrack to see portal is activated and the way back is blocked.
- 5) Flip through the portal into the other world.
- 6) Return to minecart and see rubble has vanished but track piece is missing.
- 7) Backtrack through cleared path to challenge 2.

CHALLENGE 2 DOPPLE IS PRESENT IN THE FLIPPED WORLD.

Challenge 2 (Flipped): [Water Flow - Iteration On Basics]

- 1) Walk into room, see all upright aqueduct pieces and turning water wheels.
- 2) See a door is now blocking the old passageway to challenge 1.
- 3) Notice only 2/4 wheels are turning.
- 4) Pull/push aqueduct pieces into position from water source (top of the room) to wheel 3 (rotate them using the rotate plate). Water then flows onto the wheel turning it.
- 5) Rotate plate crank also controls water gate for wheel 4 (as a minor inconvenience). Use crank until water for wheel 4 is flowing.
- 6) All wheels turning lifts door.
- 7) Proceed back to challenge 1.

CHALLENGE 1 DOPPLES ARE PRESENT IN THE FLIPPED WORLD.

Challenge 1 (Flipped): [Pickup/Drop - Weight Distribution]

- 1) Enter room, see fixed scales & railway piece on scale 1.
- 2) Stand on scale 2 to raise scale 1.
- 3) Drop gourd on scale 2 to keep scale 1 raised.
- 4) Head up the stairs and retrieve the rail piece from scale 1.
- 5) Rail piece takes up back slot - cannot retrieve gourd.
- 6) Place rail piece next to minecart (challenge 3). Minecart travels down the line opening the passage.

End Level: [Flip Gates - Pressure Plate]

- 1) Return for gourd.
- 2) Flip gate is blocking the way past, need to flip back to open it.
- 3) Flip back.
- 4) Proceed to end level.
- 5) Needs total weight of Pan and full gourd to open final door with pressure plate.
- 6) Scripted event with Pan transitioning to next level.