

# Summon the Spider

## Problem

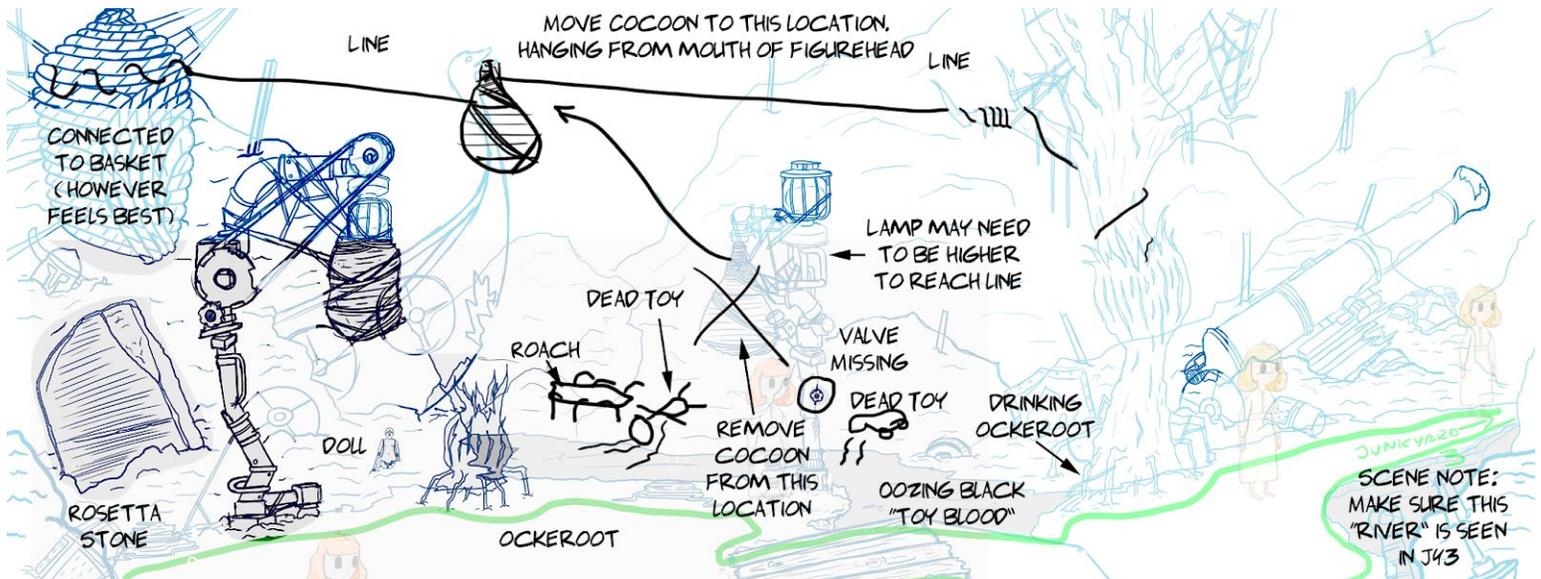
Cynthia needs to find a way to get over or around the mountain of junk. It's too steep for her to climb. This requires some exploration around the Junkyard.

## Solution

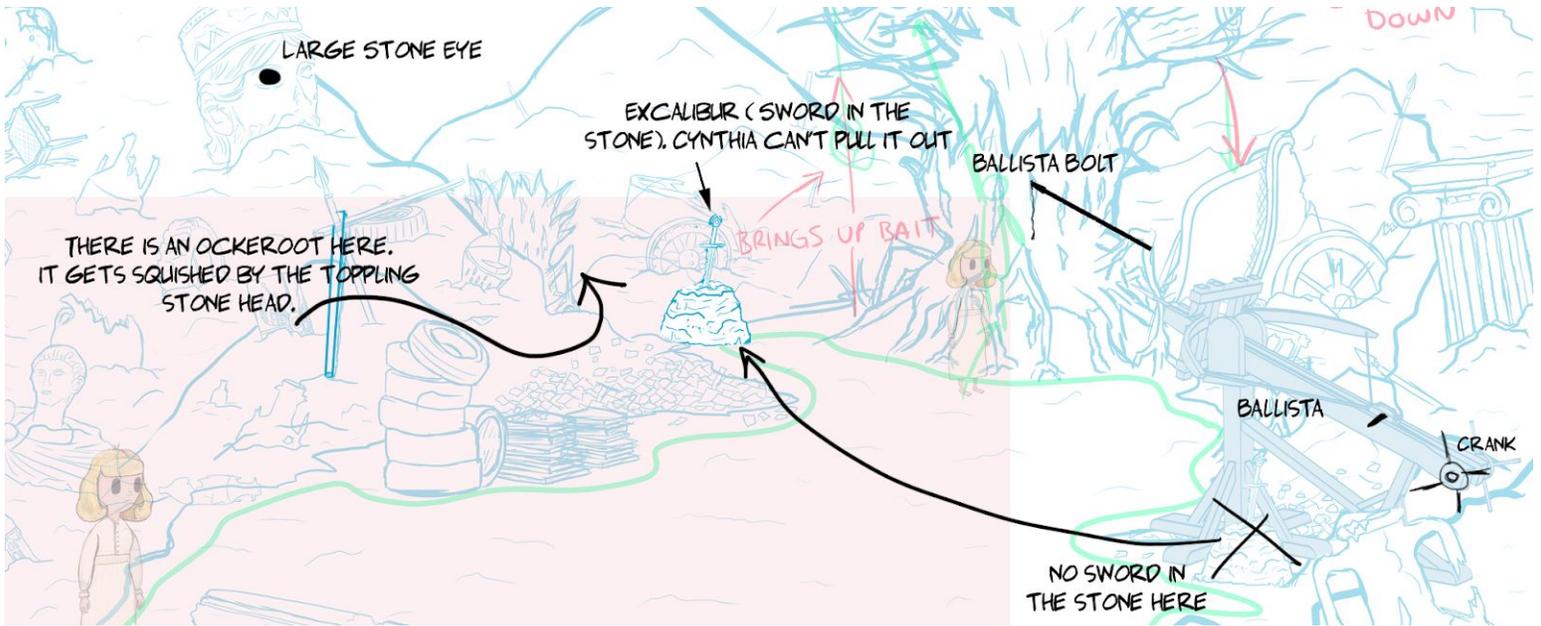
After Cynthia makes a sufficient enough mess of things, the Great Spider will appear. It is both the guardian and organizer of the Junkyard, and it doesn't like when its organization is disturbed.

## Junkyard 2 Starting State

- Made some emphasis on areas of interaction
- The "oozing" off the "dead toys" is only visible once Cynthia puts on the Othervision Goggles (which doesn't happen until another puzzle)



# Junkyard 3 Starting State

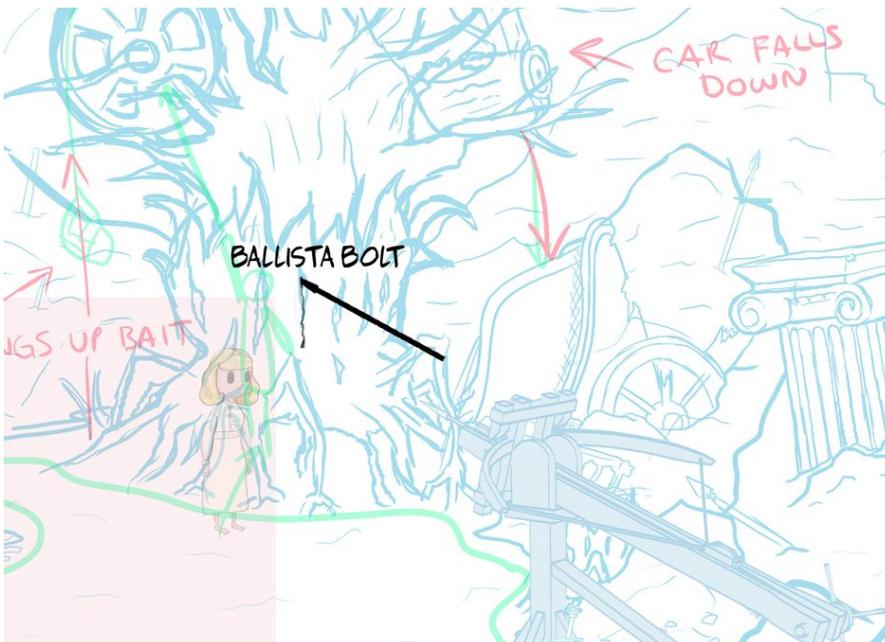


## Game of Mousetrap

This isn't so much a puzzle as a giant game of Mousetrap. Performing certain interactions will cause events to happen, which will then lead to more interactions and/or events.

### Acquire the Ballista Bolt

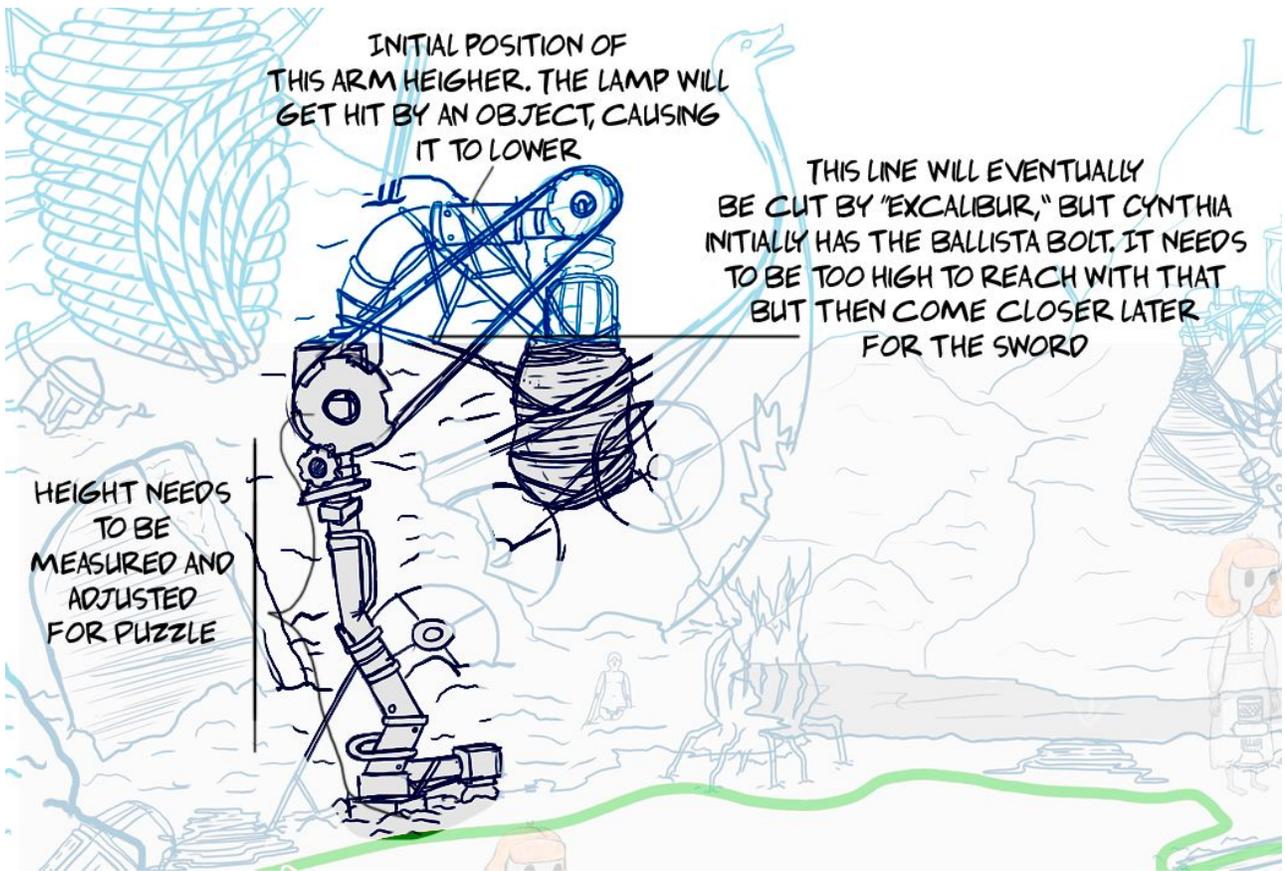
1. Located embedded in the giant "pulley tree" in JY3
  - a. "Ooze" is dripping out of the "tree"
2. The tree, which is a giant ockerroot, was recently killed with that bolt



INITIAL POSITION OF  
THIS ARM HEIGHER. THE LAMP  
WILL GET HIT BY AN OBJECT,  
CAUSING IT TO LOWER

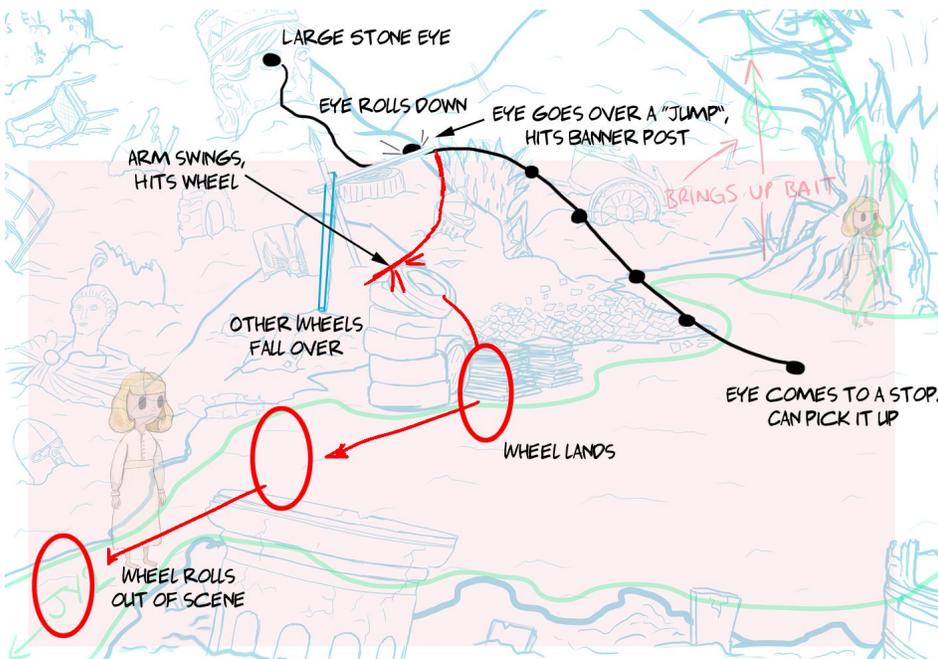
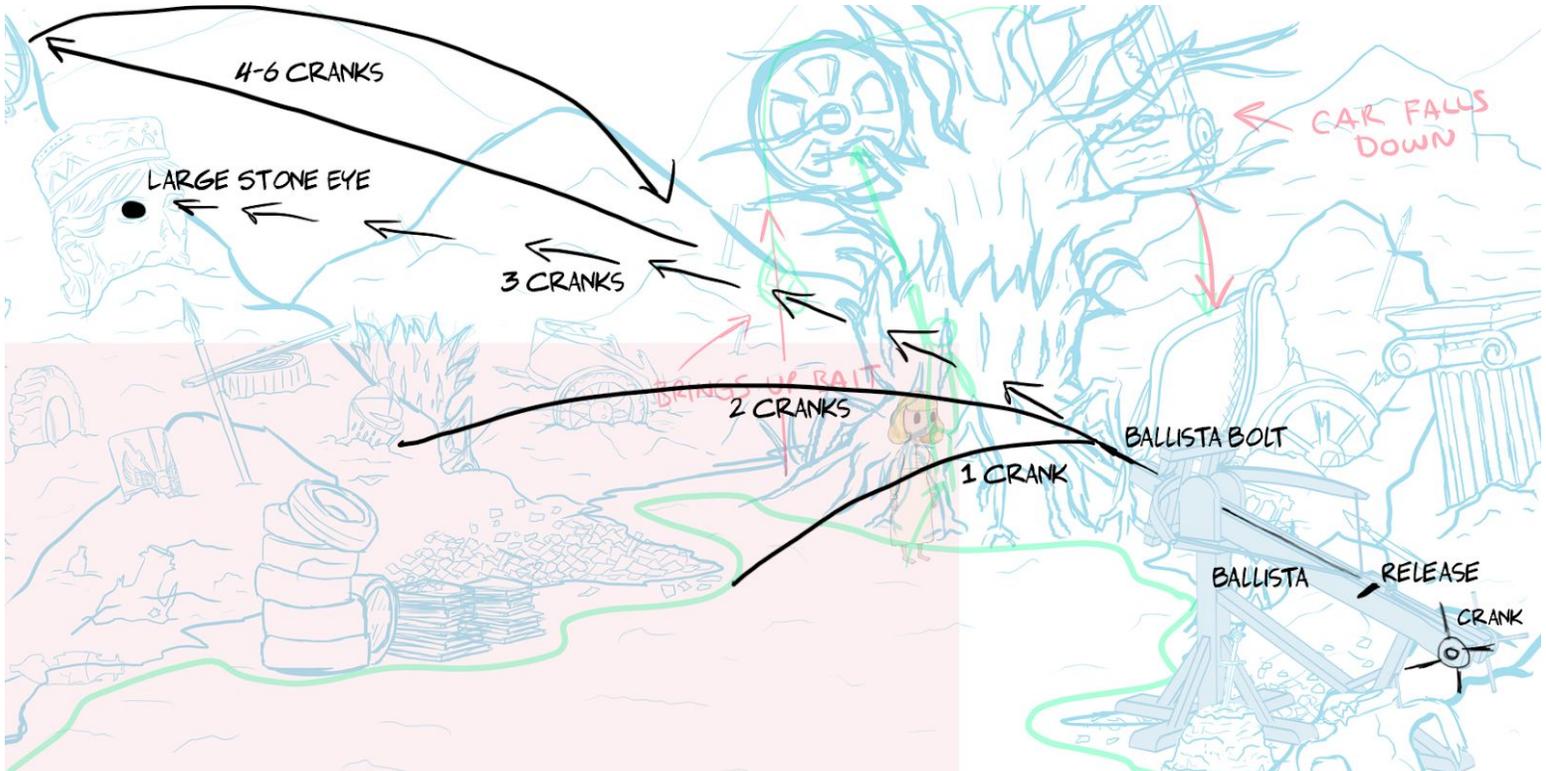
THIS LINE WILL EVENTUALLY  
BE CUT BY "EXCALIBUR," BUT  
CYNTHIA INITIALLY HAS THE  
BALLISTA BOLT. IT NEEDS  
TO BE TOO HIGH TO REACH  
WITH THAT BUT THEN COME  
CLOSER LATER FOR THE SWORD

HEIGHT NEEDS  
TO BE  
MEASURED AND  
ADJUSTED  
FOR PUZZLE



# Fire the Ballista

1. Put the Ballista Bolt into the Ballista (new item) in JY3
2. Turn the crank on the ballista
  - a. 1 crank = short, lands on ground
  - b. 2 cranks = short, tings off a helmet and bounced back to the ground
  - c. 4-6 cranks = Too much (6 max), ricochets off bike, wheel spins, flings bolt back down
  - d. 3 cranks = Perfect
    - i. Hits the Large Stone Eye of the statue head
    - ii. Bolt shatters/breaks (not usable again)
    - iii. Eye is knocked loose



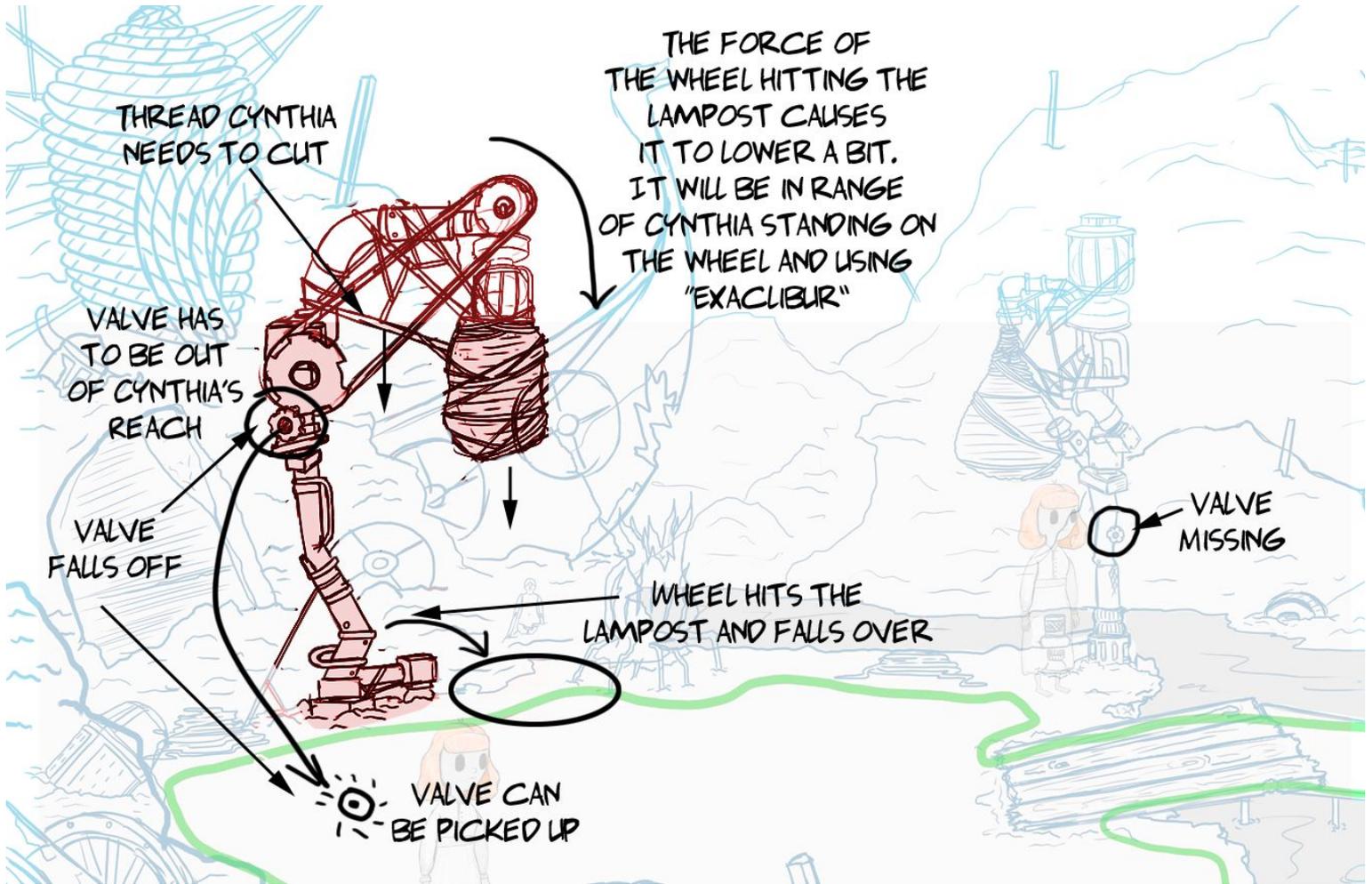
## Still Rolling

- Immediately after the wheel rolls out of the scene in JY3, we see a cutscene of JY2
- The wheel will continue rolling until it collides with the far lamp post.



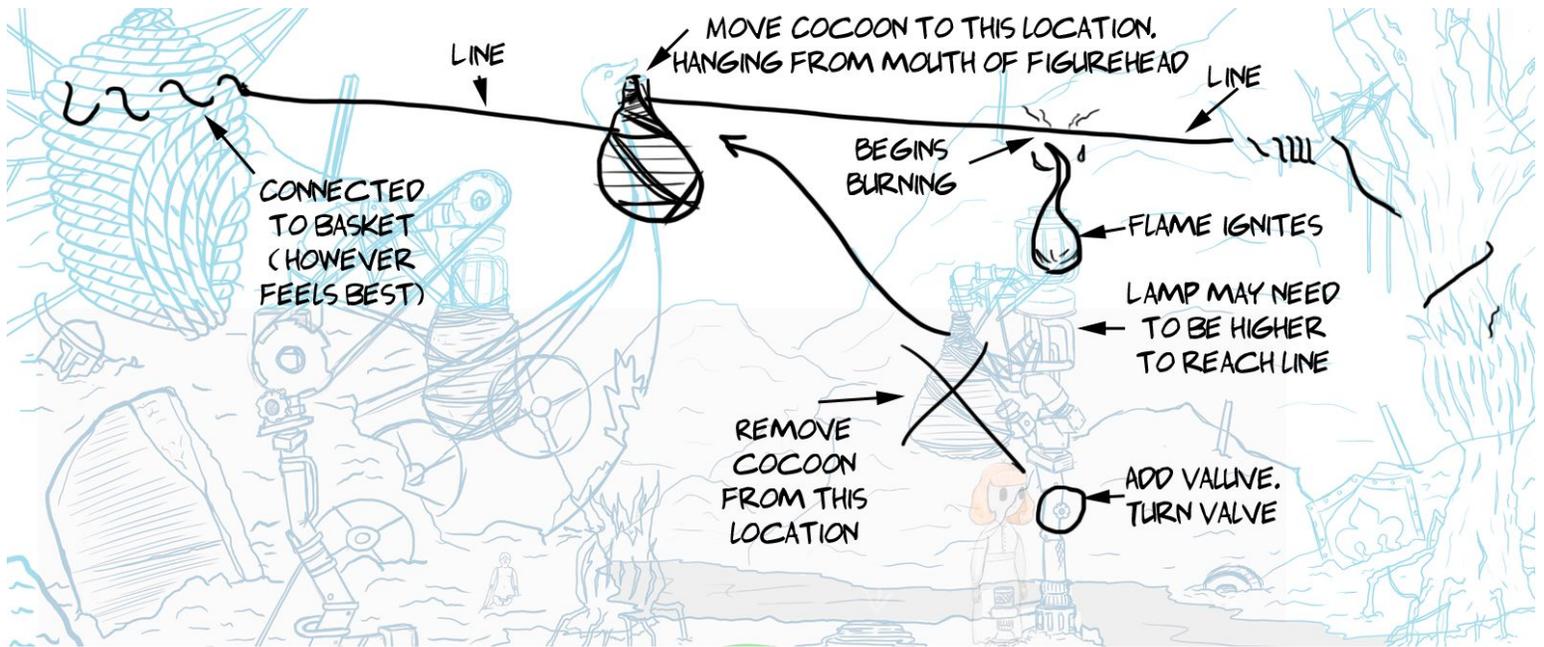
# Hitting the Lamp Post

- After the wheel hits the lamp post, the wheel falls over
- A loose valve on the lamp post falls off from the impact of the wheel
- The part of the lamp post that holds the cocoon was previously out of reach
- After the collision, by standing on the wheel and using "Excalibur" to reach, Cynthia will be able to reach the thread holding up the cocoon



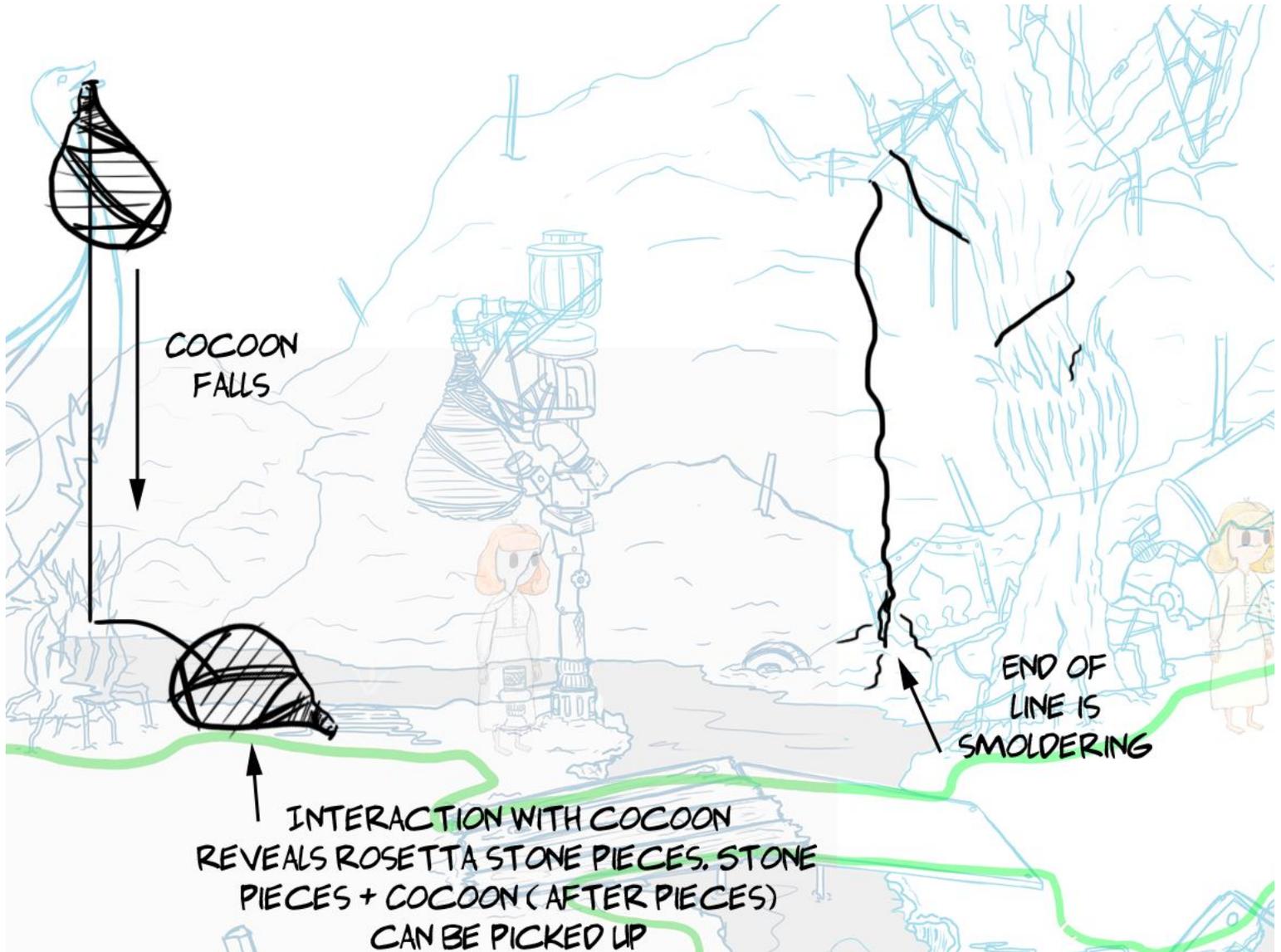
# Ignite the Flame

- Take the valve obtained from first lamp post
- Add valve to second lamp post
- Turn added valve
- Flame ignites and begins to burn the line / rope above



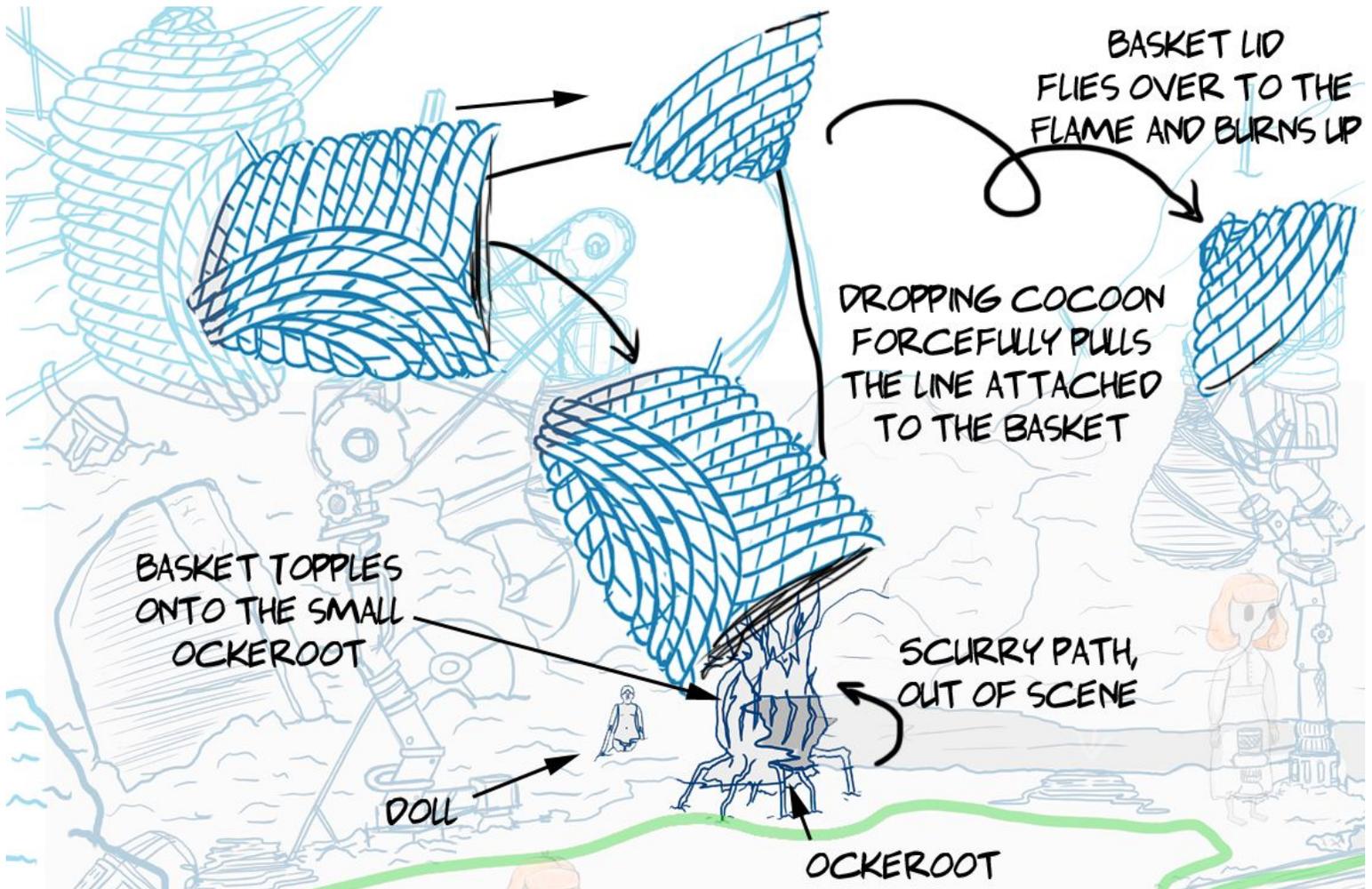
# Burn Through Line

- Once the flame burns through the line, the line breaks in two
- The line on the right dangles, still smoldering
- The line on the left was attached to the cocoon that dangles from the figure head
  - With the line split, the weight of the cocoon brings it crashing to the ground
- Player can interact with the fallen cocoon
- First interaction gives the player X number of Rosetta Stone pieces (X TBD)
- Second interaction picks up the “netting” that was the cocoon
  - Netting needed as 1 of 5 parts for the bait trap



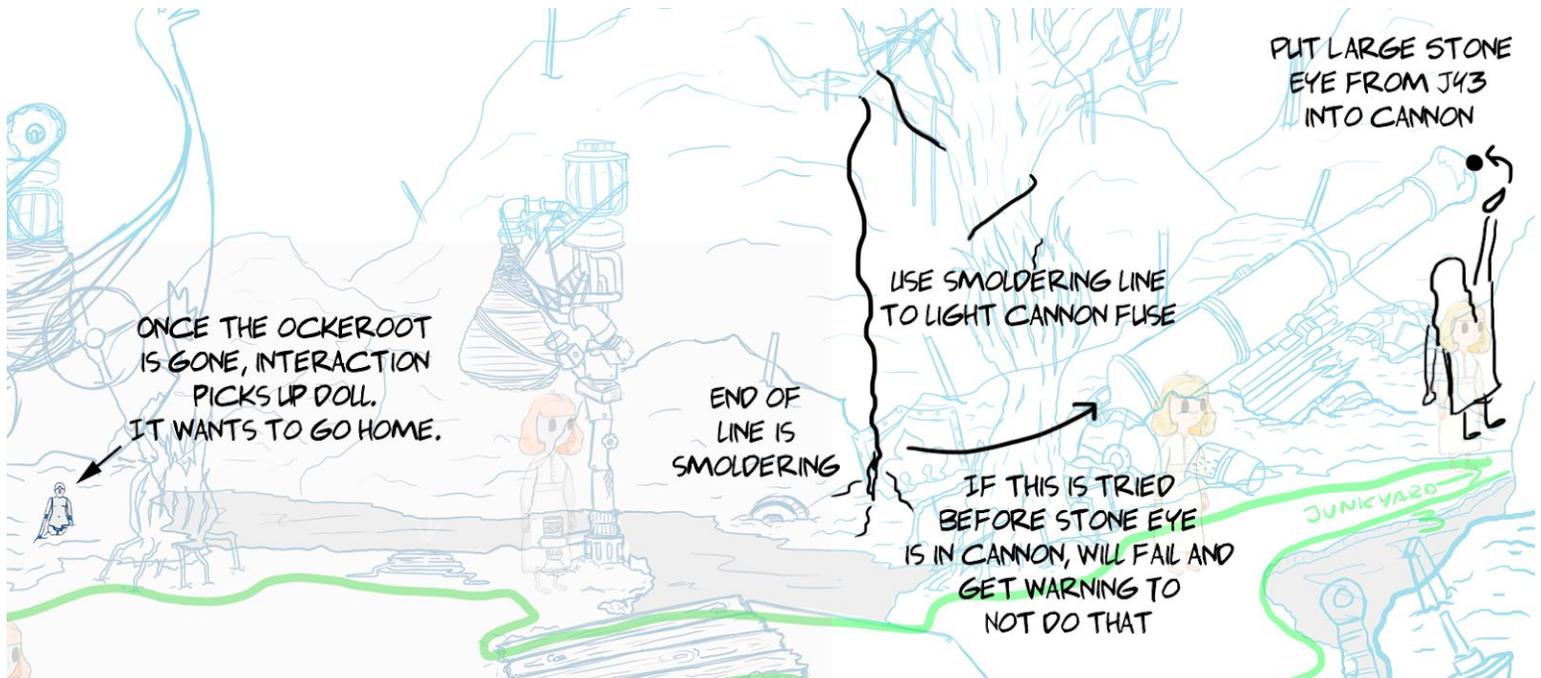
# Stop the Ockeroot

- There is a small ockeroot that's threatening a doll
  - The doll looks an awful lot like Cynthia
- If you try to talk the doll, it will plead for help
- If you try to approach the doll or ockeroot, the creature will hiss/claw/spit (aggressive behavior)
  - Forces Cynthia to take a step back (like other similar situations)
- The cocoon on the figurehead has a line that's attached to the basket (however we can make it look appropriate)
- Once the cocoon is dropped from the figurehead, the line is forcefully pulled with it
- Causes the basket to topple and lid to go flying
  - Lid burns up on the lamp (we don't need it)
- The basket falls on top of the ockeroot
- Ockeroot panics and scurries away



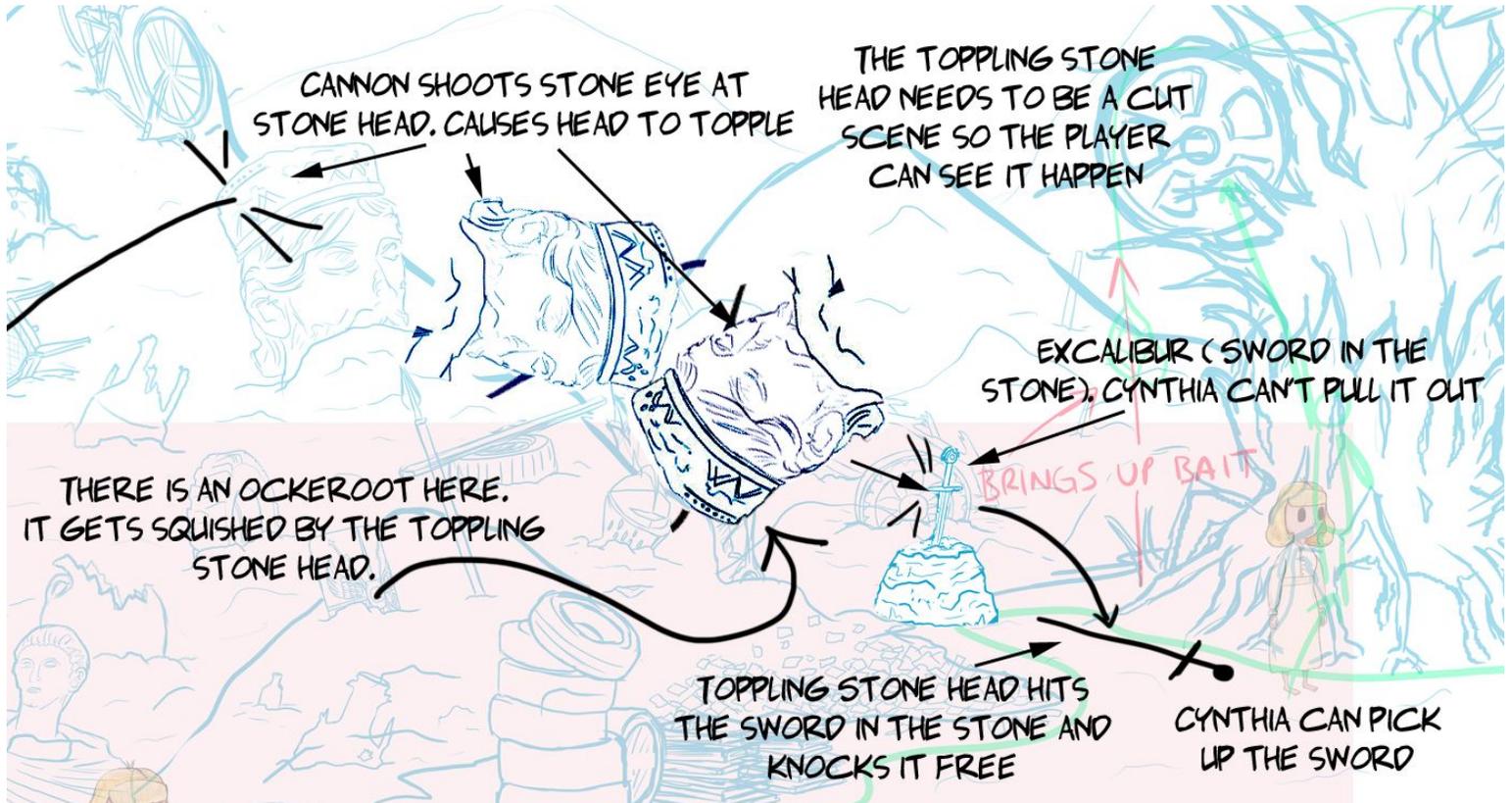
## Doll & The Cannon

- Once the ockeroot runs off, player can pick up doll (which looks like Cynthia) on interaction
  - Interactions with the doll before this reveals it can talk
  - It wants to go home
- Large stone eye from JY3 needs to be placed into the end of the cannon
- The end of the broken line is smoldering
- It is used to light the fuse of the cannon
  - If the player tries to light the fuse before putting the Large Stone Eye into it, the player will receive a message that keeps from completing the action
    - “Hmm, no, why would I light an empty cannon?”



# Cannon is Fired

- Immediately after the cannon is fired from JY2, the player is presented with a cutscene of the results taking place in JY3
- The Large Stone Eye hits the statue head
- Statue head topples over
  - Squishes the hiding ockeroot
  - Knocks the Sword in the Stone free
  - Rolls out of the way
- Sword is no longer in the stone, can be picked up



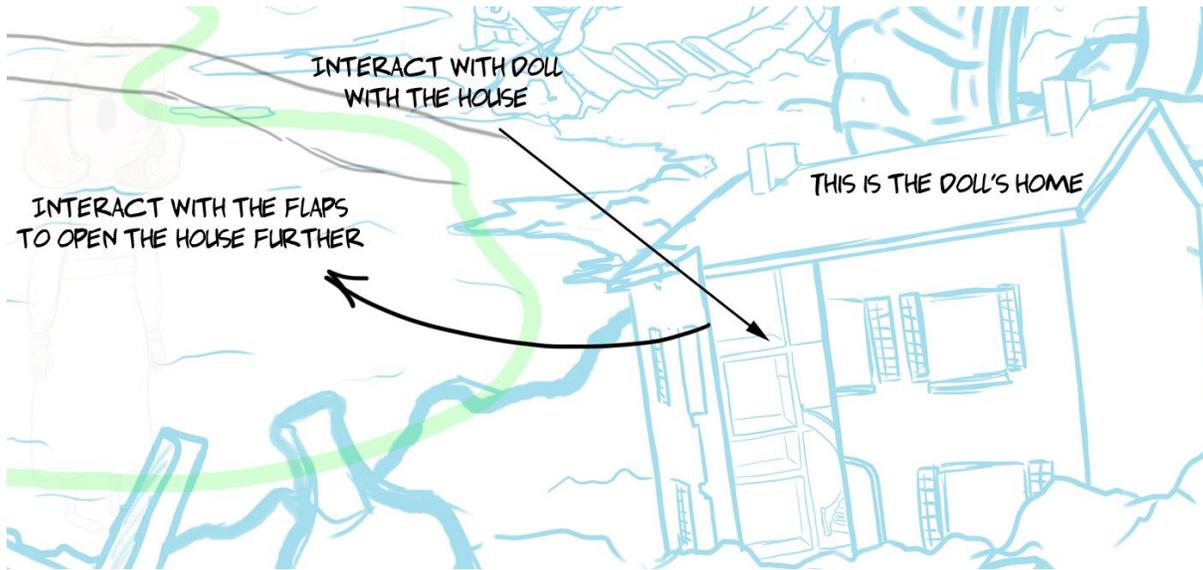
## Cutting Down The Second Cocoon

- Get the freed sword from JY3
- Use the sword on the line connecting the cocoon to the lamp post
  - Must be standing on the wheel; if not, line is too high
  - If the sword is used on the cocoon itself, player receives “It’s wound too tight. This isn’t making a dent.”
  - After 3 hits (progressive description for each), the cocoon drops
  - Cocoon hits the ground or wheel and rolls to the side
    - It’s possible the player hasn’t picked up the doll, so rolling the cocoon to the side allows them to still see the doll
- First interaction with the cocoon reveals X Rosetta Stone Pieces (X TBD)
- Second interaction with the cocoon picks up the “netting” that is the cocoon
  - This is 1 of the 5 pieces needed for “baiting the trap”
- Note: Until this happens, Cynthia can’t quite reach the Rosetta Stone that’s behind it; it moving allows her to get to the Rosetta Stone



## Take the Doll Home

- The dolls home is the doll house in JY1
- Interact with the flap on the front of the doll house to open it further
- Interact the doll to the dollhouse



## Cynthia's Bedroom!?

- When the doll is added to the house, a pseudo-scene pops up
- This is an exact duplicate of Cynthia's bedroom, but the doll (which looks like Cynthia) has been placed inside
  - Except
    - You can see the "junkyard" outside the window
    - Only the furniture, not the decorative elements
    - Brighter (but no lamp light)
  - And it "looks like a UI element" (rather than a room the player character is in)
- When the player interacts with it, we see "Cynthia's hand" (if we can do that)
- If she interacts with the bed, it lifts up (almost like it did when she came to Tera, minus the monster)
- Under the bed is a final Rosetta Stone piece
- Doll tells her she can keep it



# Rosetta Stone

- Cynthia can't reach the Rosetta Stone until the second cocoon has dropped
- There are 3 collections of Rosetta Stone pieces the player needs for the puzzle
  - From Cocoon 1
  - From Cocoon 2
  - From Dollhouse
- Player can place pieces from Cocoon 1 and 2, but the puzzle can't be started until the last piece from the dollhouse is added
- Once the last piece from the dollhouse is added
  - Rosetta Stone puzzle UI opens up
- The Rosetta Stone Puzzle itself will be a separate Puzzle document