

NEXUS BOX

Instruction Manual and Puzzle Journal

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Instructions

Both players should read through this section before proceeding.

How to Play

Nexus Box is a cooperative puzzle game where two players must work together to unravel the secrets of a mysterious cube within the time limit.

- The Player will use the mobile device with or without the MergeVR headset and interact directly with the cube to solve various puzzles.
- The Player's Assistant or Assistants will read the Journal of Dr. Harrison Carter, which provides key instructions to help Player One solve the cube.

Game Modes

When starting the game, the Player will see the following menu located on the face of the cube:



There are three modes to choose from:

New Game

- Standard game. Challenge yourselves to solve all puzzles in 15 minutes.
- Be careful! Failing three puzzles will result in a game over.

Free Play

- A more relaxed experience.
- There is no time limit, but three failures will still result in a game over.

No Fail

- No time limit.
- Unlimited tries.

Timer Core

When starting a new game, one side of the cube will display the Timer Core:



(1) **Timer Countdown.** This counts down from 15 minutes and cannot be paused.

(2) **Fail Count.** When a mistake is made on a puzzle, a mark will light up. Three marks end the game.

(3) **Puzzle Phase.** Displays the current puzzle phase. Complete three puzzle phases to win the game.

During a Free Play game, the Timer Countdown will be disabled.



During a No Fail game, both the Timer Countdown and Fail Count will be disabled. Instead, your total fail count will be tracked as shown in the image.

Puzzles

During the game, you will experience three different puzzle phases:

- The first phase has five puzzles. Each puzzle is one side of the cube.
- The second phase has two larger puzzles. These puzzles take up multiple sides of the cube.
- The final phase has one challenging puzzle. This puzzle takes up nearly the entire cube.

The Timer Core will track progress through these phases. To complete a phase, all puzzles on the cube must be solved. When a phase is completed, one of the marks under the Puzzle Phase section will light up.

Puzzles change every game, so you won't always get the same experience!

When all three marks are lit, the game is won.

General Puzzle Overview

The Player will use their mobile device either with or without the Merge VR headset to view the puzzles on the cube:



(1) **Cursor:** As you look around the cube, this icon is used as a pointer.

Move the cursor over an item on the cube.

If you are using the MergeVR headset, press either the right or left button on the MergeVR headset to interact with it.

If you are using a mobile device without the headset, tap anywhere on the screen.

You might need to hold down the button and move the cube to interact with a puzzle.

(2) **Solved Puzzle Light:** This light is used to show if the puzzle has been completed.

When dim, the puzzle still needs to be solved.


When lit, the puzzle has been solved. Move onto the other puzzles!

PROPER PUZZLE ORIENTATION

The icon is also used to show the proper orientation.

If the icon is not in the upper right corner, rotate the cube.

Maintenance Puzzles

In the first phase of the game, several puzzles can appear that require recurring attention. These puzzles are indicated by a  icon in the top-left corner.

They will slowly reset over time and can result in a failure if left alone for too long!

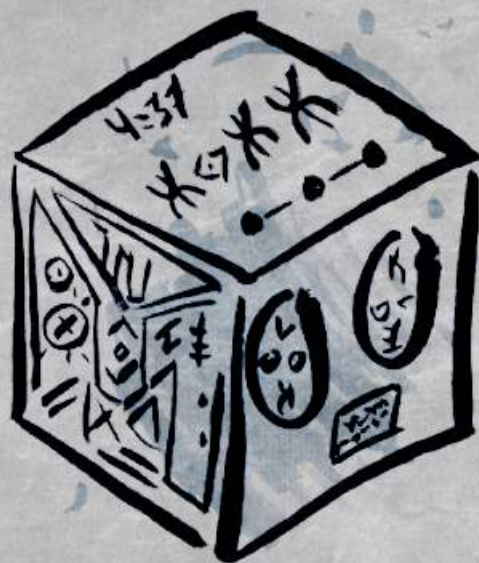
FOLLOWING NOTES ARE FOR THE PLAYER ASSISTANT'S EYES ONLY

The following excerpts are taken directly from the journal of the late Dr. Harrison Carter - whose body was found deep within the Tomb of Griphus. He was discovered grasping both the journal and cube in his hands. Most pages at the end were found ripped and illegible.

Harrison Carter

Excavation into Tomb of Griphus Day 01: New Discovery!

Oh, what a magnificent day! I, Harrison Carter, have finally justified my life's work through the unearthing of what shall hereby be called **THE NEXUS BOX**. An actual portal to another dimension... all contained in such a trivial object. Truly astonishing! And to find it on our very first day of excavation is a miracle in itself!



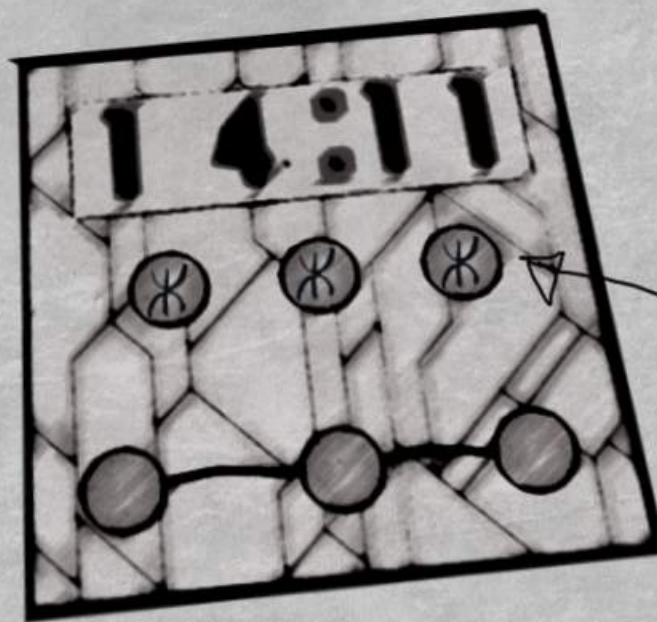
Now I must dedicate my research to finding a way to activate **THE NEXUS BOX**. It currently lays dormant - its grey markings and soft exterior make it resemble a mere toy to the untrained eye. But my team and I are confident that the unseen halls of this tomb will unravel everything in a manner of days.

Notes Regarding Nexus Box

In the chamber behind The Nexus Box, we discovered a wealth of information.

Three Sigils

- The moment The Nexus Box is activated, a countdown begins.
- Once activated, three sigils must be unlocked before the time expires.



what do these markings mean?

If the sigils are not unlocked by the end of the countdown, the device is said to open a portal which will lead to a "thousand years of darkness". Or at least, that is how it is translated...

Because of this discovery, one should NOT attempt to activate the Nexus Box unless they have the proper knowledge on how to solve it!

I must take careful notes moving forward – for we will only get one shot at greatness!

Excavation Day 01: Crystal Security?



Since I found the Nexus Box, I've encountered these strange colored crystals embedded in the various walls of the tomb. They appear at random intervals and slowly slide out over time. Like some sort of security device, these crystals will emit a terrible high-pitched screech that has brought my men to their knees in agony. Easily disarmed, but the terrible sound still lingers in my head...

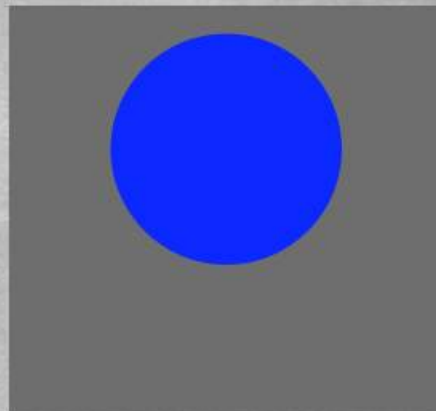
- The crystal must not be fully extended for more than 10 seconds.
- Under every crystal is a dial.
- **While pushing down on the dial, rotate the cube.** This will cause the crystal to retract.
- The rotation is based on the color of the crystal (see diagram below).
- Rotating in the wrong direction will cause a failure.



Green crystal - rotate cube clockwise



Blue crystal - rotate cube clockwise



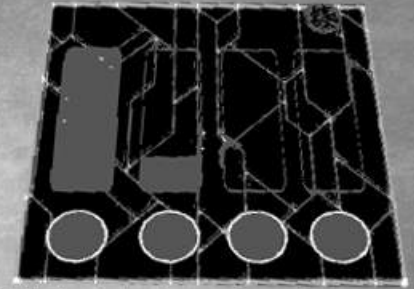
Excavation Day 02: About Those Large Wheels...



Many of the larger rooms appear to have a large wheel mechanism built directly into the floor. They appear to all be slowly completing a full rotation in unison. I found it easy to just grab on one wheel and reset it, which in turn resets the others. But...should we be doing such a thing? I am concerned what happens when it makes its full trip. Will the doors seal forever? Will deadly gas pour through the hallways? It's best not to gamble on such dangers.

- The wheel must never complete a full rotation.
- Push down on the dial and rotate the cube.
- The wheel can only be rotated counter-clockwise.
- There is no way to speed up the device or stop it from turning.

Excavation Day 03: Nexus Box Pressure Release



My first breakthrough with the Nexus Box! The box seems to be storing a tremendous amount of pressure that much ventilate from time to time. I can FEEL it shake in my hand when this happens. It even changes color! I found that by holding down on a particular side of the box, the pressure would release itself and everything would go back to normal. What kind of uncontainable power is stored inside this box?! How thrilling!

- You must not allow all four tubes to fill up.
- Pressing the button below the red bar will cause the pressure to drop.
- If the color of the bar is not red, you'll have to press a different button. See the chart below.
- After all the pressure is released the cube will begin rebuilding pressure.



Red - Exact

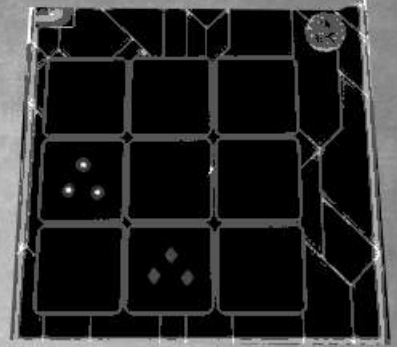
Orange - Shift one left

Yellow - Shift one right

Dark purple - Shift two right

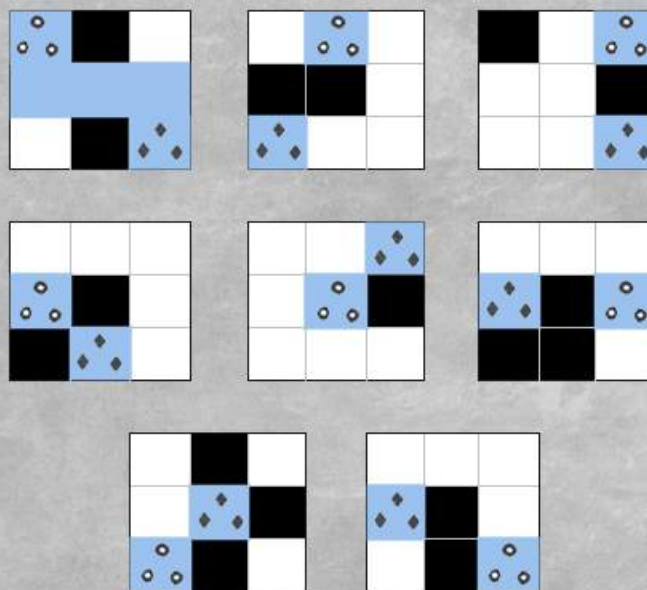
Light purple - Shift two left

Excavation Day 04: Sealing Spells

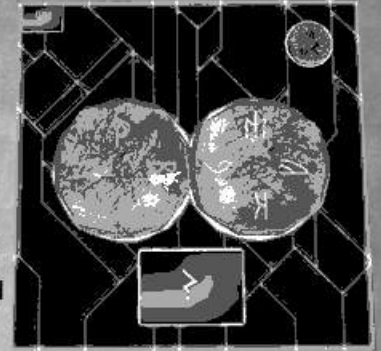


We found an actual library today buried deep within this tomb! It is filled with books outlining some fascinating instructions on how to seal dark spirits and apparitions. While I don't believe in such things, I still wanted to document the process in my journal just in case these mythical boogeymen do exist. My men think I am wasting time, but one should always be prepared for the worst!

- To solve this puzzle, you'll need to trace a connection between $\circ\circ$ and $\blacklozenge\blacklozenge$.
- To trace a connection, place the white cursor over the $\circ\circ$ and press anywhere on the screen. While pressing on the screen, move the cursor to the $\blacklozenge\blacklozenge$.
- There are dark spaces that cannot be seen on the cube. These are also marked below.
- When tracing, if you touch any of these dark spaces, the puzzle will fail.



Excavation Day 06: The Mystic Moons



My team has decided to call it quits on the library excavation – claiming that just these books alone were worth the effort. Good riddance! Right as they left I found a very old tome that speaks of four identical, nameless moons spread out on a planet called Lyth. Apparently, a great disaster will trigger when just two of these moons are in an exact alignment. What great power is this? Maybe this box controls the moons themselves?

- Find symbols that are part of the same disaster event and line them together. See the chart below.
- You can identify the proper moon by its matching symbols. Look for a column that contains all of a moon's glyphs.
- If both moons have a symbol that are in the same row of a disaster event - you have a match!
- On the cube, align the symbols by having them 'touch' each other.
- If you think you have matched the wheels, press the ? button.

Recorded Cataclysms

Seismic Genesis

Meteor of the Old One

1,000 Year Drought

Solar Nightmare

The Undying Floods

Eruption of Mt. Vex

The Shadow Virus

Hypernova Calamity

The Twilight Incident

Solar Flare Revival

Extinction of the Gods

Black Hole Eruption

Four Moons of Lyth

1	2	3	4
I	↑	≈	K
G	∫	R	R
F	R	∫	U
A	Φ	⊙	<
J	P	Φ	G
K	⊙	U	A
<	H	X	M
≈	M	Y	∫
H	L	U	I
D	K	A	≈
B	J	B	F
F	I	ψ	⊙

Excavation Day 08: Broken, Magical Compass



Another artifact uncovered today, no thanks to those cowards who left me behind. A magical compass that helps me find secret rooms! You just need to concentrate and listen. Tap Tap Tap. The pattern is quite easy... Tap Hold Tap. Just translate the noises into directions. Maybe I should find a way to merge my compass with the box itself?

- Make sure the cube is rotated into the default orientation (see the diagram in the upper right corner of picture).
- Observe the configuration of flames.
- Next, note the symbol that appears above the compass.
- Using the flames and the symbol, look at the table below to see what code you need to tap.
- Now rotate the compass arrow towards the ceiling. If red, hold the compass in the opposite direction.
- Finally, tap or hold the ? button based on the directions below. A 'long hold' means tap and press on the screen for over a second.
- Follow the directions three times to succeed!

	Long hold, tap, long hold
	Long hold, tap 2X, long hold.
	Long hold, tap

	Tap 3X
	Tap, long hold, tap
	Tap 2X, long hold 2X

	Tap 2X, long hold
	Tap 2X, long hold, tap 2X
	Tap 5X

	Tap, long hold 2X, tap
	Tap 2X
	Tap 3X

	Tap 5X
?????	Long hold, tap 2X
	Tap 3X, long hold, tap

Excavation Day 09: All These Squares Make a Square



I tire of these symbols etched on the walls. I know they are used to unlock doors, but why are the patterns so random? And what does this have to do with the Nexus Box anyway? I am here to unlock the mysteries of the box, not unlock an endless series of rooms! My compass has become useless too... Ah well, at least I decoded the eight possible passcodes so that I can quickly reference them.

- The box will show nine symbols. You need to click on four of them in a special order to succeed.
- On the box, find a 2x2 grid.
- Using the chart below, look for a column that contains all four symbols.
- If you cannot find a match, use a different 2x2 grid on the box.
- From top to bottom, press the four buttons on the cube in the same order as the column, from top to bottom.

1	2	3	4	5	6	7	8
Circle with vertical line	Skull with arrow	C	Circle with dot	Three diamonds	Three diamonds	Skull	Circle with dot
Skull with arrow	Three diamonds	Asterisk	C	Circle with vertical line	Skull	Asterisk	Skull
Three diamonds	Skull	Three diamonds	Skull with arrow	Circle with dot	Skull with arrow	Circle with dot	C
C	Asterisk	Circle with vertical line	Circle with vertical line	Asterisk	Circle with vertical line	Circle with vertical line	Circle with vertical line

Excavation Day 12: Rotating Symbols Nightmare

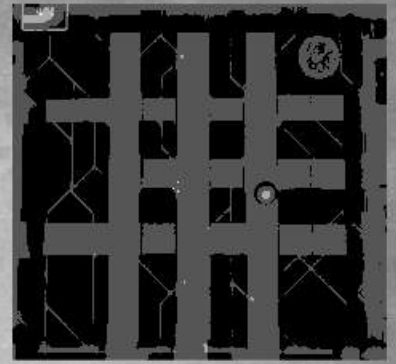


I have not been sleeping well as of late. It's those symbols! Three nights in a row my sanity has been tested by these terrible nightmares. Each time I find myself spinning in space – unable to control my body. As I rotate I can see four symbols appear out of thin air. A terrible roar erupts out of the darkness and a fifth symbol shines brightly, which awakens me instantly. This must be recorded immediately!

- There are four symbols that can display on the cube.
- Start with the cube in the upright position (see diagram in upper right corner) and observe the first symbol.
- Rotate the cube 90 degrees' counter-clockwise and observe the next symbol.
- Repeat until you have four symbols.
- Using the chart below, find the sequence of four symbols observed on the cube.
- The chart will reveal the fifth symbol in the sequence.
- Enter the fifth symbol into the cube to succeed.

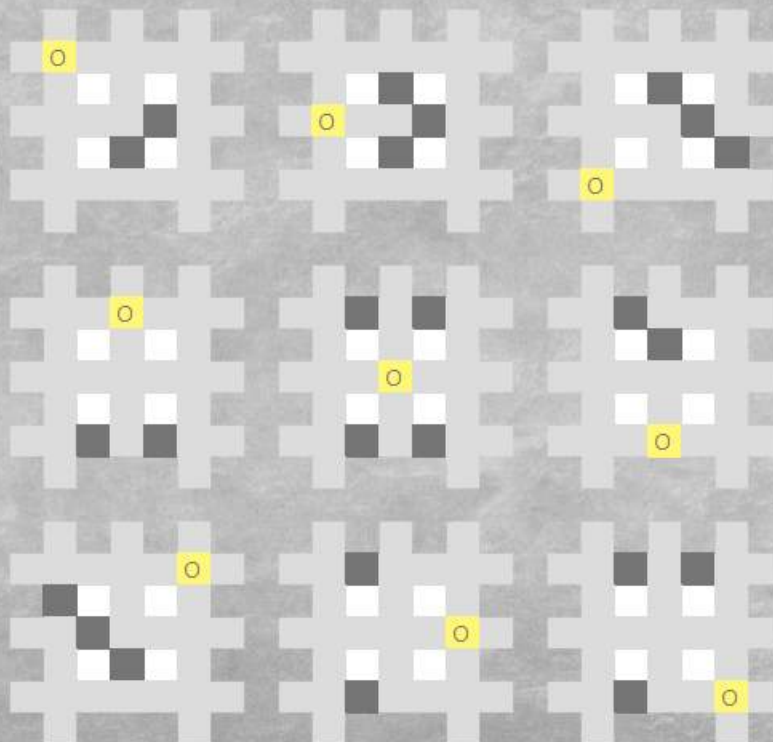
⚡	⦿	▽	⦿	∞	X	⚡	⦿	▽
X	∞	⦿	⚡	⚡	▽	⦿	▽	⦿
∞	⦿	▽	⦿	⦿	⚡	X	⚡	∞
∞	⚡	⦿	X	▽	⦿	⦿	∞	X

Excavation Day 14: Ineffective Trap

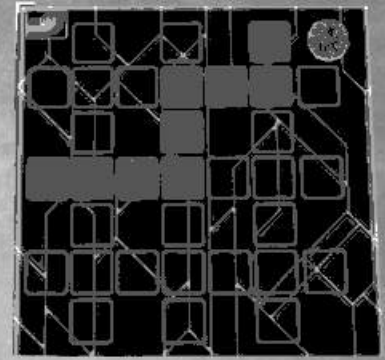


Trying to kill me, eh labyrinth?! I've encountered my first room with a deadly trap in it. You see, when I walk on certain tiles – it will cause others to open. If I were standing on these trapped tiles I would plunge into a dark abyss. A miserable attempt at my life if I say so myself! Hah! Maybe if I was with my original crew this would have been effective. But no, it's just me here! You can't get rid of me that easily!

- Below are nine possible map setups.
- The golden tile is the destination point. When hit, black areas on the map will activate. However, the black areas will not be visible on the cube!
- Touching any of these black areas will cause a failure.
- The black areas will not be visible on The Nexus Box.
- Clearing three golden destination points will result in a success.

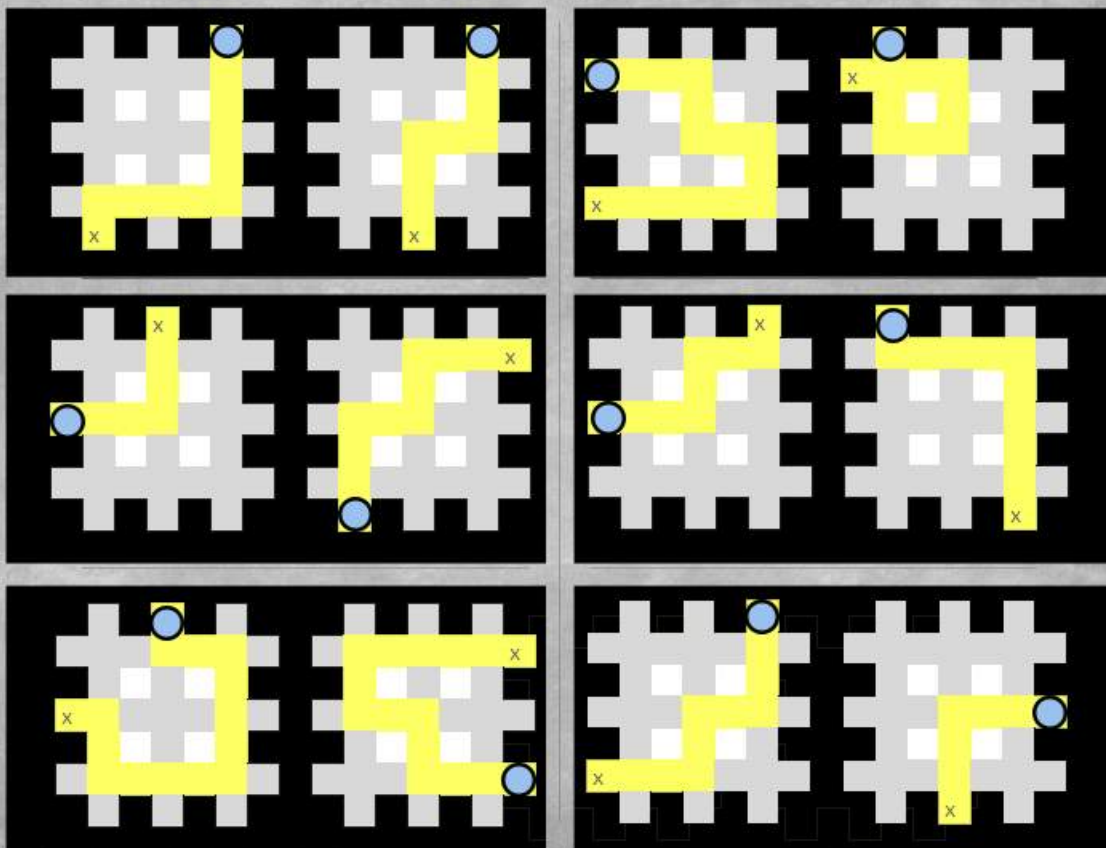


Excavation Day 15, ~~16, 17, 20.~~ Clever Trap!



What an ingenious room! It seems the ruins heard my cries for a challenge yesterday. You see, now when I enter the chamber the path on the floor lights up for me – like saying ‘welcome, please go this way’. Lies. The actual pathway is radically different. Step on the wrong tile and it collapses. Oh, the amount of times I nearly died! Through trial and error, I have spent the past few days writing down the true paths that need to be taken to reach the next room. How...long have I been here?

- The puzzle will choose one of the following pairs.
- If the puzzle draws the path on the left, you must draw the corresponding path on the right.
- Trace a path from the blue dot to the X.
- Failing to follow the exact path will cause an immediate failure.
- To trace a connection, place the white cursor over a square, press and hold while moving the cursor.



Excavation Day 21: What Have I done...?!

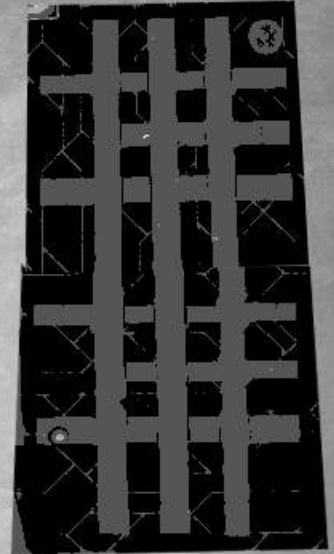
What horrors have I unleashed on the world?! In my desire to uncover the secrets of The Nexus Box and the tomb that protected it, I was careless. Surviving the traps the day before, I had stumbled upon a brand-new room with a gorgeous artifact just sitting there – waiting for someone to grab it. I did so without hesitation. What a fool! It summoned something dark and sinister... an ancient nightmare that I can still hear crawling throughout the hallways. I have not actually seen the beast, but I can hear its harrowing whispers in my ear.

It wishes to consume me. Use my body for some ultimate purpose. But something is preventing it from taking me over. Is it The Nexus Box? Does the beast wish to avoid the box at all cost? Has to be.

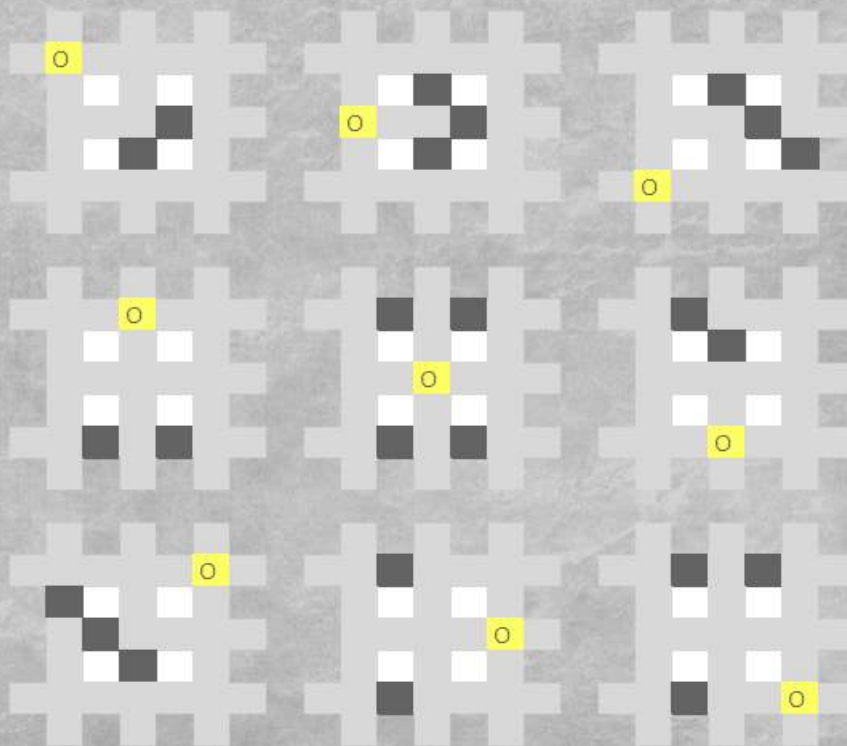
I think now of the library, where my original team had abandoned me. The books on sealing! I must return to that room, for it will help me defeat this creature.

Excavation Day 21: The Rooms Are Sliding Together!

Since I summoned the demon, I have been desperately trying to escape this tomb. But I don't think IT wants me to leave... Remember that weak puzzle with the collapsing tiles? The creature is lining them up for me again. But this time, they appear back-to-back and keep repeating. Even as I write this... another pair of rooms slide in front of me. Is this my fate to now repeat the same childish puzzle over and over again until I die or go insane?
NO. I will find my way out of this.

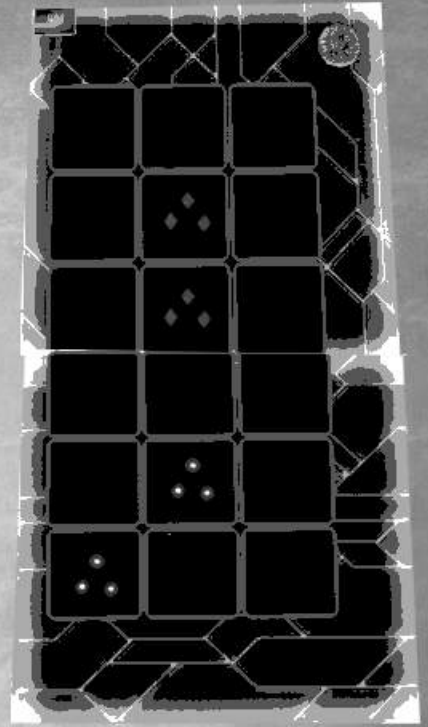



- The solution follows the same rules as the Ineffective Trap but with two maps connected back-to-back.
- The left most passageway has been completely removed.
- Reaching three destination points will always pass the test for each box face.

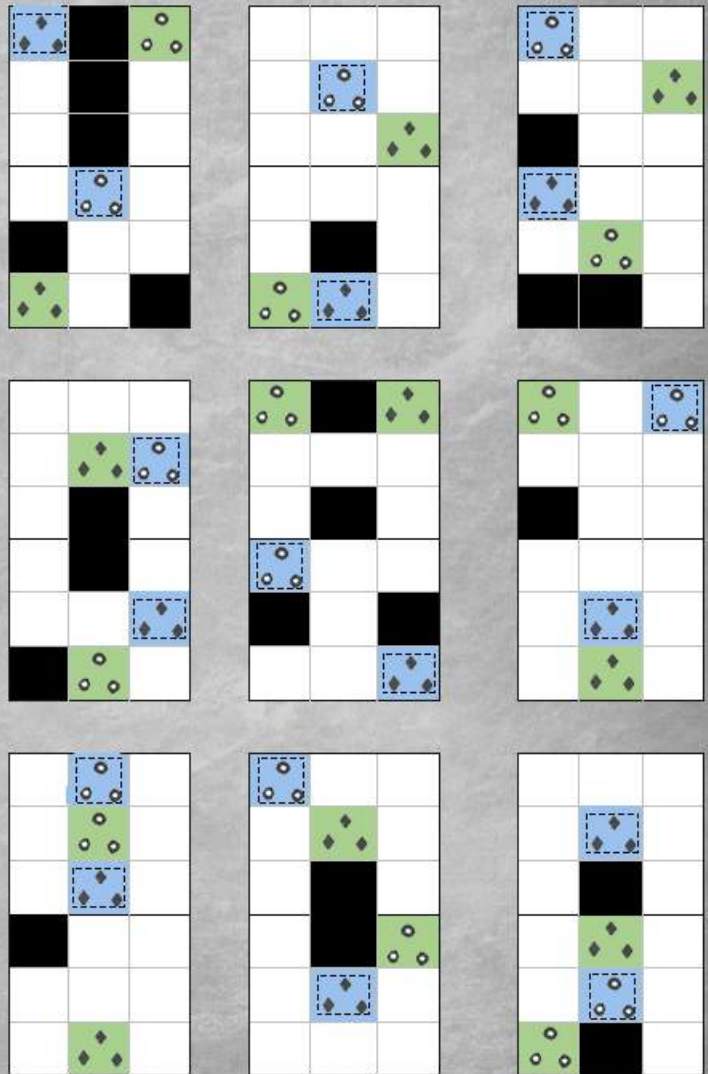


Excavation Day 22: Major Sealing Spell

I made my way back to the library... barely. It's like all the hallways have changed – nothing is mapped out like before. All the while I could still hear the creature...whispering terrible things. I looked back at the old sealing spell books and noted more powerful versions of them could be cast. If only I knew how to view the tracing glyph, then I could seal the beast! I must refer to my early notes on how to properly seal...

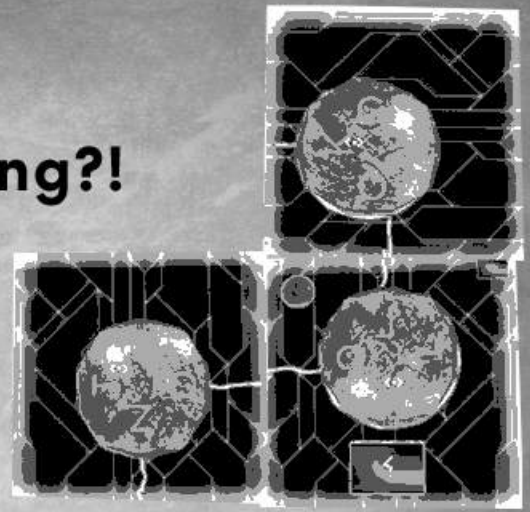


- The solution follows the same rules as the Sealing Spells, but with two sides connected.
- Both colors must have their two points connected to succeed.
- To switch between green and blue, click on the appropriate color in the box.
- The different colored paths must not cross.
-  will look blue on The Nexus Box



Excavation Day 24: Three Moon Alignment - Blessing?!

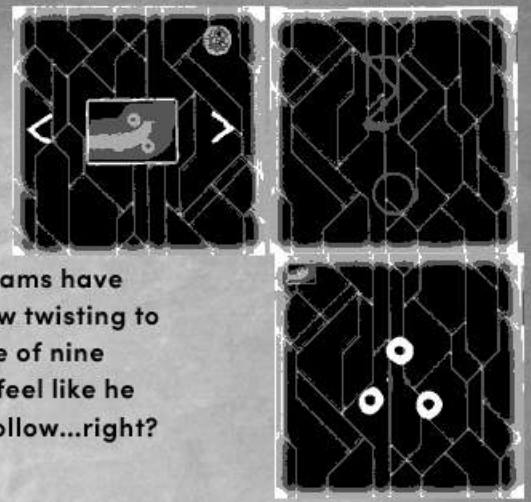
As I spend my days held up in this library uncovering how to seal the ancient evil stalking me...I made a wondrous discovery. Remember those four moons surrounding Lyth? Apparently, Lyth has a sister planet in the same galaxy called 'Nebi' that has SIX moons orbiting it. And when just three of these moons lined up it was recording that a great blessing would appear! Maybe this is the true key to defeating the creature stalking me? All I need to do is line up some moons. Easy, right?!



- The solution follows the same rules as Mystic Moons, but with six possible moons instead of four.
- Your goal is to find symbols that are part of the same blessing event and line them all together. See the chart below.
- You can identify the proper moon by its matching symbols. Look for a column that contains all a moon's glyphs.
- If both moons have a symbol that are in the same row of a disaster event - you have a match!
- On the box, align the symbols by having them 'touch' each other.

	1	2	3	4	5	6
Ray of Life	I	↑	≈	K	F	<
Bounty of Nezgua	G	∫	R	R	B	⊙
1,000 Year Feast	F	R	∫	V	H	H
Night of Serenity	A	⊙	⊙	<	H	H
Day of Serenity	J	P	⊙	G	J	L
Sealing of Great Evil	K	⊙	V	A	V	F
Revival of the Gods	<	H	X	M	R	⊙
The Shining Opal	≈	M	Y	∫	L	ψ
Fountain of Youth	H	L	U	I	P	∫
Holy Transcendence	D	K	A	≈	D	K
Yotli's Protection	B	J	B	F	X	Y
Kaja's Enlightenment	F	I	ψ	⊙	↑	U

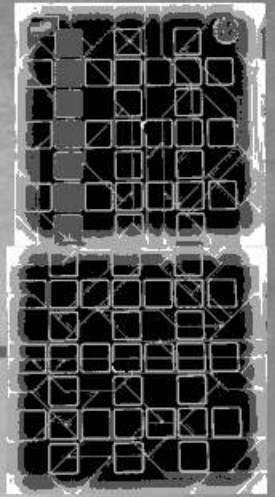
Excavation Day 26: Horrible Nightmare Returns...



Despite being safe from the demon while I hold The Nexus Box, my dreams have become another story... The demon stalks me in my dreams, its shadow twisting to form familiar symbols. When I wake, always before me are a sequence of nine symbols painted in fresh blood. Did I write these in my sleep? It does feel like he was giving me directions. Instructions on where to go next... I should follow...right? Did you hear that? A hissing sound? Master?

- The solution follows the same rules as Rotating Symbols Nightmare, but with an extra row marked below.
- To switch between symbols, rotate the npx 90 degrees' counter-clockwise.
- Using the chart below, find the sequence of four symbols observed on the box.
- The fifth symbol can be looked up based on the direction indicated on the box.
- Move up, down, left, or right from the fourth symbol to find your final symbol.

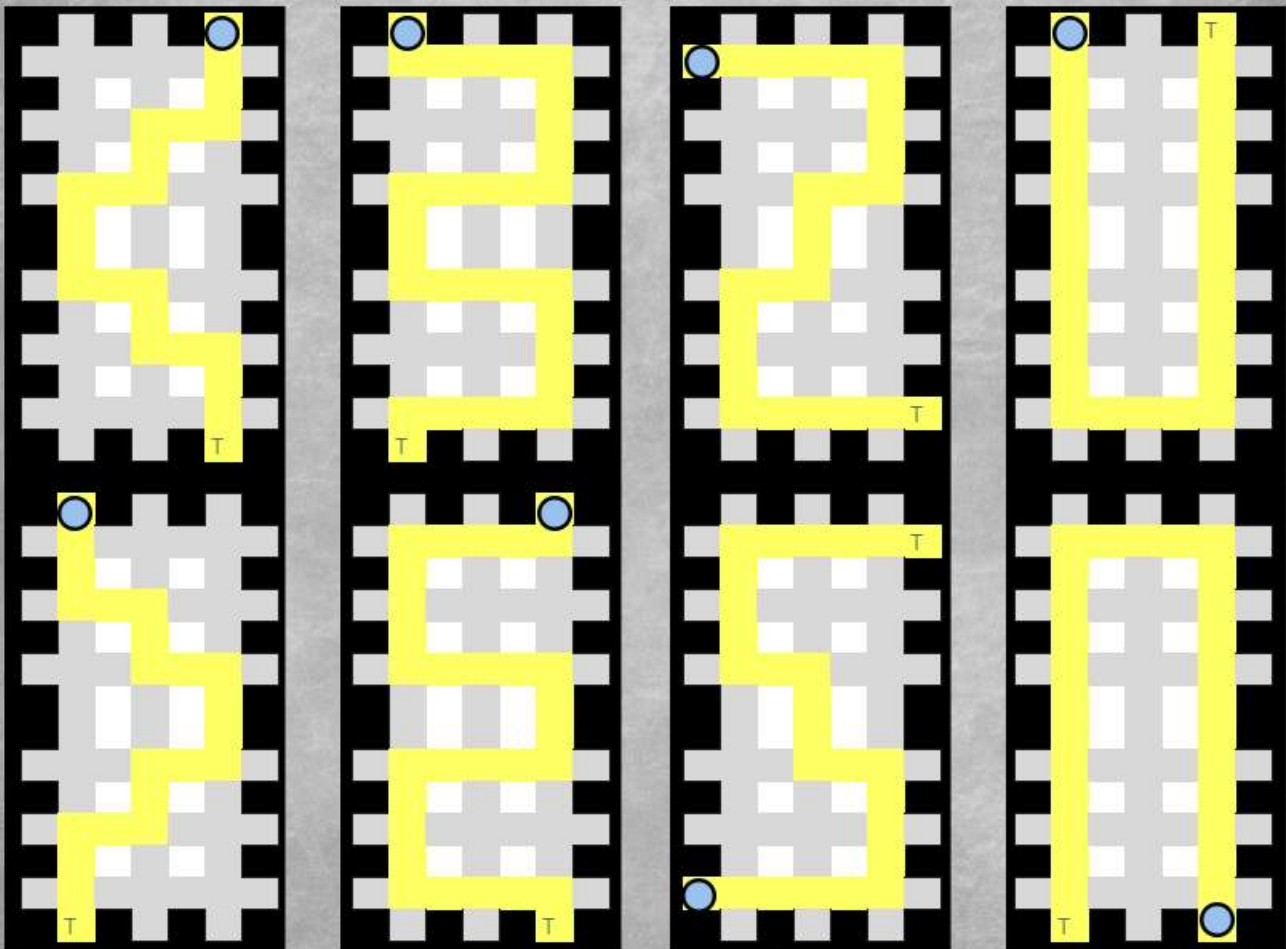
Excavation Day 27: Demon = Two Snakes?



I am certain now that this creature is a demon comprised of two snakes, moving parallel through mirror dimensions. It makes perfect sense! And in all honesty at this point I have two options – let the snake consume me or destroy it. That would upset my master.

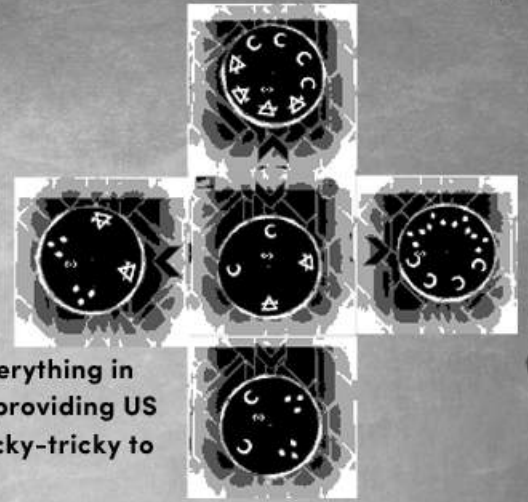
Look, this isn't complicated. In our current dimension, there is a snake attempting to 'lead us through the promised land'. Right? Well it's all a lie. The true snake is on an OPPOSITE dimension that is like a mirror-image. If the snake wants to go left, you go RIGHT. SIMPLE. Still confused? Ok, let me draw you some pictures. The snakes below? They are all lies.

- The puzzle will choose one of the top patterns.
- If the puzzle draws the path on the top, you must draw the corresponding path on the bottom.
- To move through the map, click and drag through the highlighted path.
- Failing to follow the exact path will cause an immediate failure.

















Excavation Day 37: My MASTER Plan

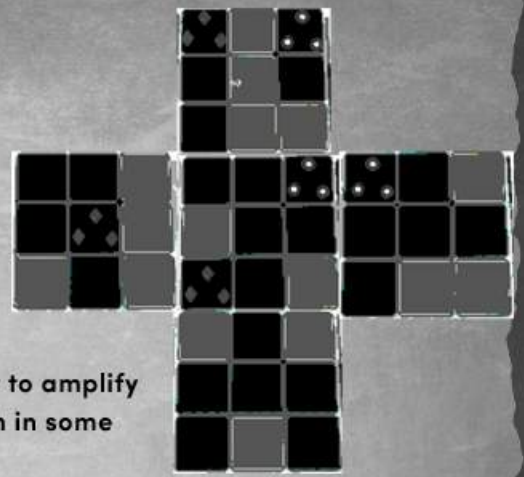
The Moons of Lyth are his goal. When all four align with our moon HE will be reborn. HE thinks I am working with him. But nononono, I am a master-master saboteur. He assumes I am going to be helping align everything in his favor when INSTEAD I will be aligning them with the Moons of Nebi, providing US with a huge blessing! Hehehehe, I am good. So good. It will be very tricky-tricky to do without master-master-master-master seeing.



- Use the chart below to determine when to click on each moon.
- Clicking on the wheel on an improper symbol will result in a failure.

STOP HERE 	Moon contains: 	+	Moon has FOUR symbols total	+	Moon is adjacent to a moon that rotates clockwise	+	Moon is adjacent to a moon that has EIGHT symbols total
OTHERWISE STOP HERE 	Moon contains: 	+	Moon is adjacent to a moon with symbols  and 	+	Moon rotates counter-clockwise		
OTHERWISE STOP HERE 	Moon contains: 	+	Moon has EIGHT symbols total	+	Moon rotates clockwise	+	Moon is adjacent to a moon that has FOUR symbols total
OTHERWISE STOP HERE 	Moon contains: 						
OTHERWISE STOP HERE 	Moon contains: 						
OTHERWISE STOP HERE 	Moon contains: 						

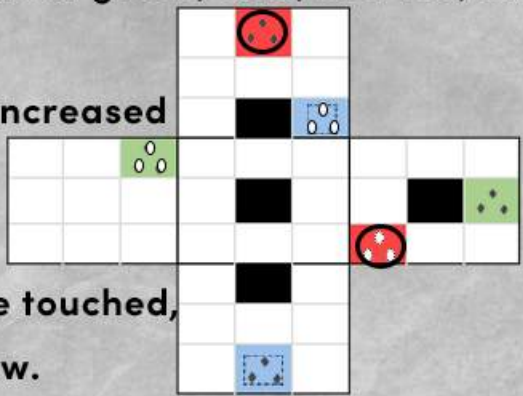
Excavation Day ??: The Master will Be SEALED



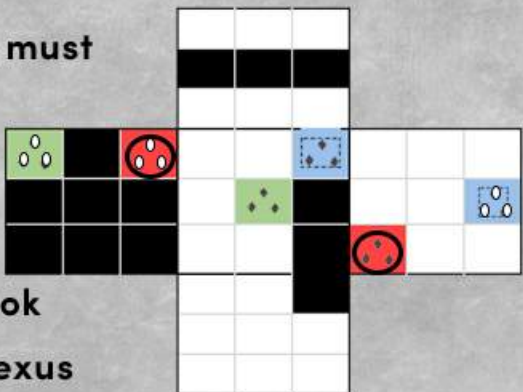
I get what I must do now! Master can only be destroyed if I seal him into The Nexus Box itself! I will spend the rest of my days in this library until I can cast the most powerful of sealing spells imaginable. You see, master-master-master- MASTER made a foolish mistake. He let slip how to amplify the sealing spell to make it TWICE as powerful! I will just... need to sketch in some designs of my very own to make this work...


- The solution follows the same rules as the Sealing Spells, but with five sides of the box.
- All three colors must have their points connected to succeed.
- To switch between green, blue, and red, click on the appropriate color in the box.



- There are an increased number of black zones that cannot be touched, as shown below.

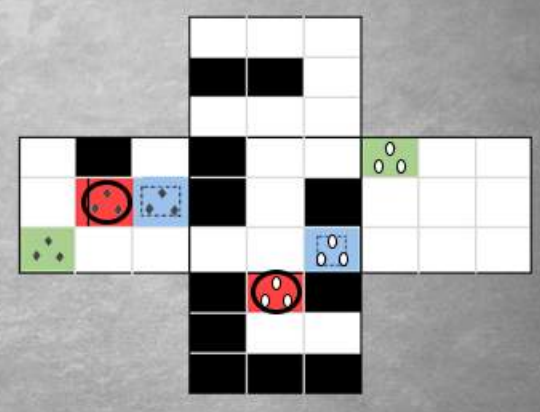
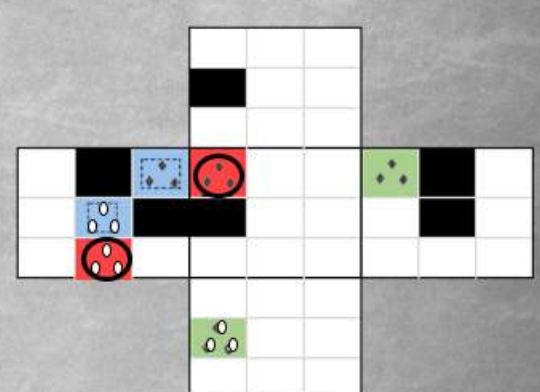
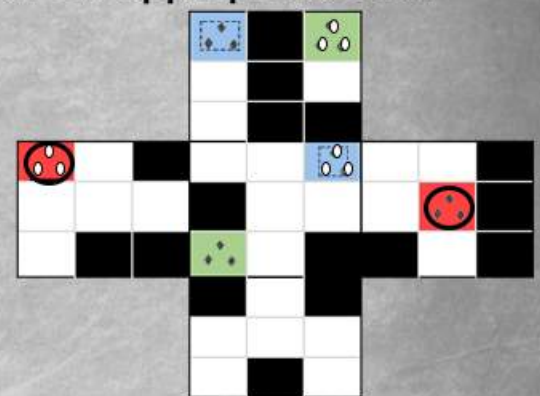
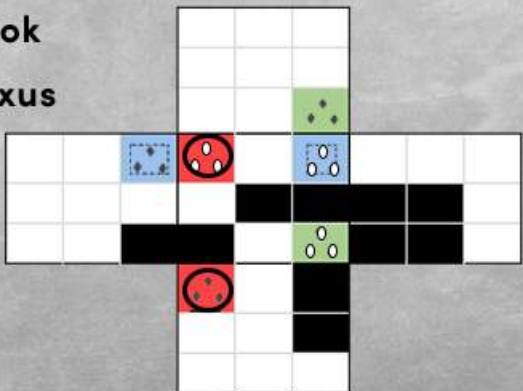


- The different colored paths must not cross.



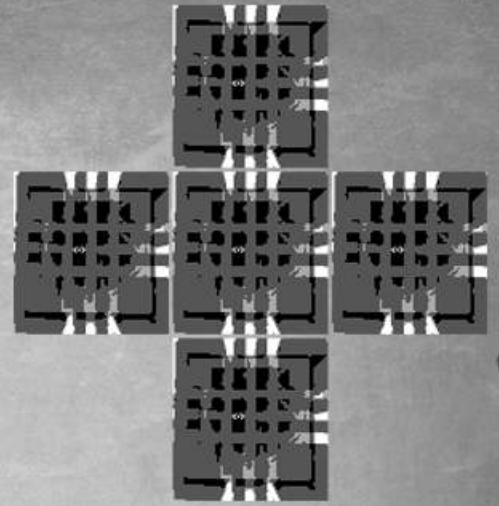
-  will look blue on The Nexus Box.

-   will look red on The Nexus Box.



I cannot escape my master I cannot escape my master I cannot
escape my master I cannot escape my master I cannot escape my
master I cannot escape my master I cannot escape my master I
cannot escape my master I cannot escape my master I cannot
escape my master I cannot escape my master I cannot escape my
master I cannot escape my master I cannot escape my master I cannot
escape my master I cannot escape my master I cannot escape my master

That ineffective foolish trap that clever trap those sliding rooms my
master says I cannot-



- The solution follows the same rules as the Ineffective Trap but with multiple maps connected.
- The left most passageway has been restored but the passageway left of center has been removed.
- Reaching three destination points will always pass the test for each cube face.

