

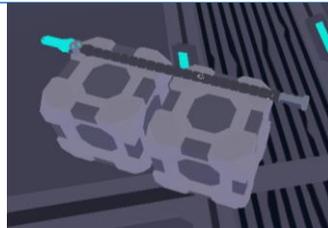
# Task Sheet

## Controls

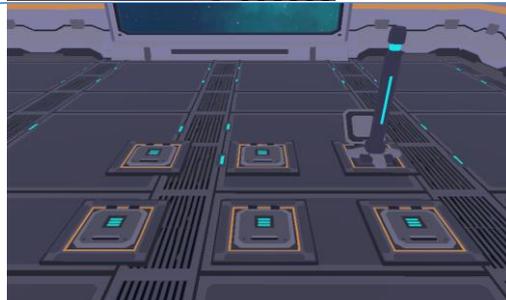
- To **move** use W/A/S/D or the arrow keys.
- To **look around** move the mouse around.
- To **rotate the view** in 45-degree increments, use Q/E.
- To **grab objects**, press the left mouse button while touching an object. Depending on the selection (right- or left-handed), use the right or left hand in-game to grab objects.
- To **remote grab objects** target an item from a distance (maximum 1.5 meters) and press the left mouse button as soon as the white circle is highlighted in orange (right hand) or blue (left hand).

## Task 1: Open Lids

Grab the magnet tool from one of the crates.



Go to the area with the 6 spaceship tiles, which each have a lid. One of these lids is already open and a fully-grown energy cell is at this tile. Your task is to grow energy cells from the 5 remaining tiles as well.



Use the magnet tool to open the lids on the 5 remaining spaceship tiles. A small particle effect is shown, and a certain sound is played as soon as the lid is fully open.

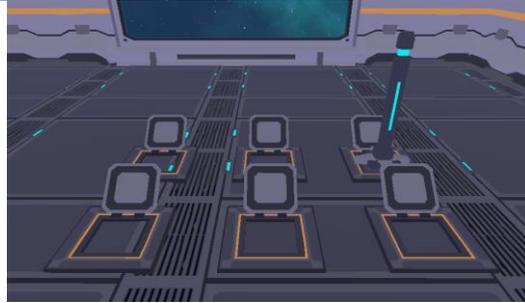


## Task 2: Sow Little Energy Cells

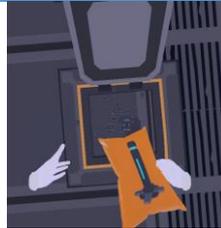
Grab the energy cell packet from one of the crates.



Go to the area with the 6 spaceship tiles (now with their lids open).

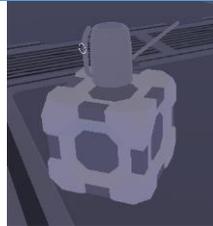


Turn the energy cell packet on its head and make sure some energy cells go into each of the 5 open spaceship tiles.

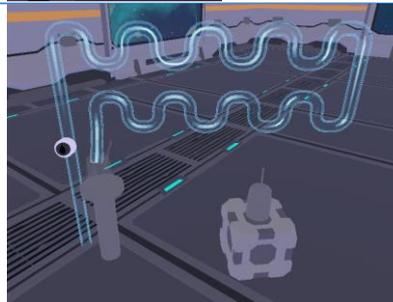


## Task 3: Pour Oil Over Energy Cells

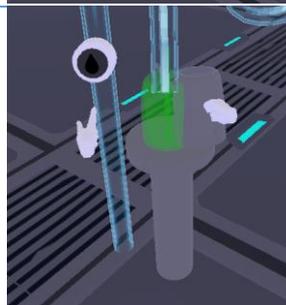
Grab the oil can from one of the crates.



Go to the fill-up-station (the glass pipe structure).

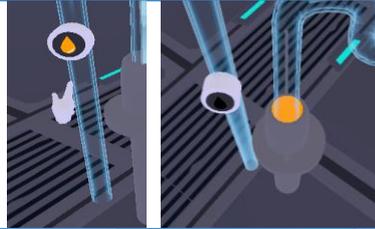


Put the oil can into the outline till it is highlighted and then let go.



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Press the fill-up-button with your hand. Wait till the oil can is filled with oil. Then, grab the filled oil can.



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Go to the area with the 6 spaceship tiles (now containing little energy cells).



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Hold the oil can at an angle to pour oil over all 5 energy cells.



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The half-grown energy cells look like this.



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Repeat task 3 (pour oil over energy cells) until all energy cells are fully grown. If you run out of oil, refill the oil can. A fully grown energy cell is indicated by a particle effect and a certain sound is played.



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When all 6 energy cells are fully grown, it looks like this.

