

That adds a fascinating layer of spatial non-Euclidean design!

By playing the *Moonsinthe* song on the **Nov Radio**, the rift doesn't just open a door in front of you to an adjacent room—it **bridges two completely distant locations** in the 3D world. You step through a doorway in the General Store or Midtown Plaza and walk out into a room that physically exists somewhere entirely different across addr.bar (or even beyond the valley).

Here is how this spatial bridging enriches the world map and gameplay:

1. Non-Local 3D Doorways (Warp Passages)

- **Point A to Point B Connection:** The rift acts as a physical shortcut through space. For instance, playing *Moonsinthe* beside the **General Store shelf** might open a doorway that steps directly into a locked high-tier workshop inside the **Radio Tower** on the northern ridge.
- **Seamless Grounded World:** Since both ends are regular, tangible 3D rooms in the real world, stepping through feels like stepping through a threshold—except the view out the windows or back through the doorway reveals a completely different part of town.
- **Gated Progression:** You can see locked or inaccessible 3D rooms during normal exploration (e.g., a balcony in the Grand Theater or a sealed vault in the Graveyard), but you can only reach their interiors by finding and opening the corresponding rift anchor somewhere else in the village.

2. Key Secret Connections Across addr.bar

Here are a few prime examples of how these rift doorways link distant 3D locations:

1. **General Store Shelf Anchor $\rightarrow$ High-Voltage Supply Room (Radio Tower Base):**
 - *Entrance:* Beside the oak shelves holding the Nov Radio and Tricurse Emblem in the Midtown General Store.
 - *Destination Room:* The secure, high-tech supply room inside the northern Radio Tower, bypassing the locked gate at the top of the mountain.
2. **Village Stone Well Anchor $\rightarrow$ Drainage Control & Parish Sub-Level:**
 - *Entrance:* The central plaza well.
 - *Destination Room:* The subterranean mechanical room directly beneath the **Parish Charger Exchange**, connecting the central town plaza straight up to the high northern overlook.
3. **Grand Theater Backstage Anchor $\rightarrow$ Graveyard Crypt Vault:**
 - *Entrance:* Behind the curtain on the Theater stage.
 - *Destination Room:* A quiet, stone-walled archive room deep inside the eastern Graveyard cliffside, linking the cultural hub to the historic mausoleum complex.

3. Designing the 3D Room Interiors & Connectors

Now that we have established that rifts act as spatial bridges connecting distinct 3D rooms across the map:

Which specific destination room should we detail or layout next?

- **The Radio Tower High-Voltage Supply Room** (housing high-tech broadcast gear and power modules)
- **The Parish Sub-Level Control Archive** (the mechanical space beneath the starting

Charger Exchange)

- **The Graveyard Crypt Archive** (the stone vault connected to the Theater)