

Got it! The **Sanctuary Radio Tower** belongs firmly in **Pix (East)**, **Vid (North)** stays centered around fishing, water movement, and reels, and **Vow (South)** takes its rightful place as the home of natural fibers, leatherwork, and the **Clothes Shop**.

Here is how the **Pix Sanctuary** acts as the narrative and spatial bridge between **classic 2D Zelda dungeons** and your **3D WebGL world**:



1. The Dimensional Anchor: St. Michael's Parish & The Tower

The Pix Sanctuary (St. Michael's Parish) sits at the highest point of Pix, wrapped in ancient stone and encased in modern steel housing. The massive **Sanctuary Radio Tower** rises directly through the roof of the Parish, anchoring the dimensional tear below.

- **The Top-Down Sub-World (2D):** Beneath the Sanctuary floor lies the classic 2D dungeon network—resembling the subterranean sewers, hidden escape tunnels, and tile-based rooms of *A Link to the Past*.
- **The Isometric / First-Person View (3D):** Stepping up through the Sanctuary's secret exit hatch, the player transitions into full WebGL 3D space.
- **The Power Source:** The heavy copper cables and high-voltage charger banks wrapped around the Parish's sandstone pillars harvest raw magic and static from the 2D subterranean dungeons below, converting it into digital signals for the **Addressbar** broadcast network.



2. How the Pix Sanctuary Relates to 2D Dungeons

[2D RETRO DUNGEON LAYER (Subterranean / Sewer Tunnels)]

- Tile-based 2D movement, retro glitches, hidden chests, & Sheikah magic nodes
- Explored using classic dungeon navigation & Moonsinthe Dark World shifts



▼ (Ascend through Sanctuary Exit Hatch / Portal)

[PIX SANCTUARY & CHARGER EXCHANGE (The 3D Surface Hub)]

- Full WebGL 3D space with free movement, follow-cam, & Modernized Scope aim
- Stained-glass altar, mixing console / stationmaster, & Parish Charger Exchange



▼ (Broadcasted Upward)

[SANCTUARY RADIO TOWER (Spire Above Pix)]

- Transmits 2D dungeon energy & Vow text broadcasts across all four Cardinal Bands

A. Dungeon Entrances as High-Tech "Exchanges"

In traditional 2D Zelda games, dungeons are isolated stone ruins. In *Farmeraga.com*, the **Pix Sanctuary** treats 2D dungeons as active energy fields:

- The 2D dungeon below acts as an subterranean power grid.
- The **Charger Exchange** at the altar converts retro-magic signals into broadcast frequency.

B. Solving 2D Glitches in 3D Space

Power surges sent up the **Sanctuary Radio Tower** cause retro-glitches to leak out into the 3D surface world of Pix:

- Objects or animals in the 3D city might temporarily phase through stone walls or freeze into 2D sprites.
- To fix a 3D district's broadcast connection, you must venture down into the corresponding 2D subterranean dungeon room, clear the dimensional bottleneck, and reroute the power back up through the Sanctuary's mixing board.

C. The Stairwell & Portal Cushion Connection

The **Red and Green Portal Cushions** you created fit perfectly into this dimensional architecture! Stepping on a Red Portal Cushion inside a 3D Sanctuary stairwell folds space, dropping you safely on the Left Green Cushion of a subterranean 2D room or a specialized Dark World chamber without losing coordinate data or HP.



Updated Base Crafting Layout

With Vow properly assigned to textiles, your base layout now aligns with the game's regions:

- **Vid Section (North)**: High-tensile spooling benches, Vid Reels, bait crafting, and coastal fish drying racks.
- **Vow Section (South)**: Woodworking bench, Stylus Inscription Altar, and the **Weaver's Loom / Clothes Shop** for tailoring outfits.
- **Nov Section (West)**: Basalt Smelter, copper stills for *Botanical Gin* and *Moonsinthe*, and thermal siphons.
- **Pix Section (East)**: Glass & lens grinding lathe, Glacial Print Press, and the **Sanctuary Radio Uplink Console**.