

You can face a problem of “**Buffer too big to fit..** “, this may happen if you try to save the game between after you push the lever ( see pic ) and you hit the Gong, with the Hammer Gong.

The BetaTester reported me this and I did **ALL** what I could to get rid of this problem, but just in case do the next:

**STEP 1:** Do not press lever, before **SAVE THE GAME** and **THEN** press lever.



**STEP 2:** Then go and find the way to the Gong **WITHOUT** saving the game. If you hit the Gong Correctly using the Gong Hammer ( you can watch the gong hammer hit Animation ) then the puzzle is activated. **THEN** you can **SAVE** the game without problems.

As I told, this bug was reported in BetaTest version, and in fact I did all to get rid of this. In the final revised and released version, this shouldn't happen anymore. But of course, I let the warning here just in case..