

Alternate dimension mystery record walkthrough

 I'm not robot  reCAPTCHA

Continue

Ruins, Claire's Treasure Hunter, Lilipalace, President Yukino, Seed of Evil, Sword of the Slave, Sword of the Slave 2, Reign of Sukubah, Leviathan Survival RPG, Ghost Thief Celianna, Sister Of Journey, Hunter Nipheheim - Branded Azel, Marl: Black Sea Maze, Terrible Laboratory King, Kunoichi Botan , Trial princess Eris, Trapped on Monster Island, Shera and Three Treasures, Country Girl Keiko, Succubi Cage, Killer Virgin Miss Lisette, Liz Tower and Grimoire, Marshmallow, Princess, Princess Never Lose!, Dark Hero Party, Brave Alchemist Colette, RaiOhGar: Asuka and King of Steel, Ideology in Friction Appendix, Ruins of the Seeker, Summer Memories, Curse of Kubeel, Strange Journey of the Cose, Otome Exorcist, Otome Exorcist, St. Emilian, World and 異次元屋敷怪 Mystery which, because of the circumstances, finds itself in a strange house -- the door is locked. And now she has to get out ! Info : Game: Alternative Diary platform DiMansion: Creator of Windows: Sprite ... This video published Since or about 2 months ago, Hosting youtube.com and Published by The Channel: VOLTREXAlternate DiMansion Diary Full ENGLISH Step Guide Sprite Hills Videos from VOLTREX have a length of about 33:48 and has been viewed over 16523 and is still growingRelated Video with the Alternative Diary of DiMansion Full English Step Guide Spr Hillside (Virtual Table) Oculus quest! (Virtual desktop) In this video I'll be showing you how to play PC Games on Oculus quest in VR using a virtual desktop. It's an app that pretty much streams your computer screen to a VR headset. You can use it to play video games, watch movies or just browse the internet. Virtual Desktop App: full... This video is published from 3 months ago, hosting youtube.com and published by the channel: Video Game NewsPlay 2D Steam Games on Oculus quest! (Virtual Desktop) Videos from Nathie are about 19:03 and has been viewed over 36495 and is still growingDARK DECEPTION Chapter 3 Crazy Carnevil Full GAMEDARK DECEPTION Chapter 3 Crazy Carnevil Full GAME Become a member of TODAY to unlock AWESOME STUFF thank you so much for watching our videos. We live stream every day, SEE YOU We love to receive letters and fan art. SEND IT TO VIDEOGAMENEWSCONTACT@GMAIL.COM... This video, published two months ago, Hosted youtube.com and Published by Channel: Video Games NewsDARK DECEPTION Chapter 3 Crazy Carnevil Full video games from video game news have a length of about 23:44 and has been viewed over 347,430 and is still growing How to win \$1,000.00 in a lifetime - Game of Life As Win \$ 1,000.00 in Life - LifeToday game we play the game of life use my support Fortnite Creator code: JEROMEACETI buy my SHIRTS: Business Requests: Business@JeromeAceti.com Join our discord here: MY CHANNELS Roblox - Roleplay - ... This video Published 2 months ago, Hosting youtube.com and Published by Channel: JeromeACE How to Win \$1,000.00 In Life - Game of Life videos from JeromeACE have a length of about 43:13 and has been viewed over 35563 and is still growingDARK DECEPTION - Stuck in Muck with DucksDARK DECEPTION - Stuck in the playlist of Muck WithDark: quarta, Remain. The last chapter of the Dark Deception comes out, and this time we have to escape from the evil ducks. But it's nothing compared to what we'll see in... The next level... Twitch Twitter Art/Music Credits: https... This video published from 2 months ago, Hosting youtube.com and published by the channel: John WolfeDARK DECEPTION - Stuck in Muck with a duck video from John Wolfe have a length of about 32:33 and has been viewed over 166224 and is still growing (image credit: 505 games) In a building that changes shape, controlling step-by-step guidance will help a lot. This is not your usual shooter: mysterious reality warp artifacts and maze corridors make finding your way tricky. So this step-by-step guide will help covering The main story, to complete all the side missions, solve puzzles and seeing all the secrets this game has to offer. If you're just starting out, or struggling with the tricky section, then read on for a guide to everything you need to know with our comprehensive step-by-step management guide. Tips for Managing Control Facilities Power Control Easter EggsProced deeper into The Bureau (Image Credit: 505 Games) The game starts with you inside the lobby of the Federal Bureau of Control. Go to the right and walk through the metal detectors, then up the stairs and down the corridor past three portraits. Head to the right and run through the dark offices and then talk to the janitor. After the scene, head back to the hallway and to the elevator. After the scene run to the end of the corridor, then to the Director's office to explore the sound. Take the gun and complete the tutorial in an alternate dimension, then when you return to the Federal Bureau of Control, leave the office and shoot at the three Hiss Guards at the end of the corridor. Follow the signs to the Central Executive, killing all the guardsmen along the way. There will be a few waves of them in the huge room, along with quite a few collectibles so make sure you explore everywhere. Don't forget to open the shelter door and grab your first mod weapon too, (Image credit: 505 games) Leave the shelter and enter the door on the right, then shoot at one of the hanging guards to initiate the next fight. Kill the first few then jump down and the boss will spawn. It's not hard to kill, just keep unloading the gun into it and kill the other Hiss Guards who spawn and then interact with the checkpoint to clear it. Main Missions: Step-by-Step Guide: Unknown Caller Control Step-By Guide: Director's Redefinition Management Step-By Guide: Old Boys' Club Management Step-By Guide: My Brother's Step-By Keeper Control Guide: Face Of Enemy Management Step-By Guide: Finnish Tango Office Step-By Guide: Polaris Office Step-By Guide: Take ControlSide Mission: Office of Step-By Guide: Old Friends Management Step-By Guide: Fridge Duty Office Step-By Guide: Self-Reflection Office Step-By Guide : Mr. Tommasi Office Step-By Guide: Old Growth Control Step-By Guide : Time Control Step-By Guide: Langston's Runaways Office Step-By Guide: Enemy Within Control Step-By Guide: Mold Removal Control Step-By Guide: What a Clutter (All Missions) Current Page: Control Of Step-By Guide: Welcome to the Oldest House Next Page Office Passage: Unknown Discover the sinister mystery surrounding the powerful Celtic artefact at the secluded Dire Grove resort! Do you use this As a reference, when things get difficult or as a roadmap to get you from start to finish, we're sure you'll find what you're looking for here. Please enjoy our full Mystery Case Files: Dire Grove games step-by-step guide with annotated annotated From the actual gameplay! We hope you will find this information useful as you play your way through the game. Use the step-by-step menu below to quickly move on to any stage of the game you need help. Don't forget to visit the Big Fish Games forums if you find that you need help. Have fun! This is a step-by-step guide created by Margie B. The game has no timers, so you can play at your leisure. If you tap randomly on the screen in the Hidden Object section, the screen will freeze for a few seconds. You won't be able to click on any items until the frost disappears. From the main menu you can access the game options, change players and play with Madame Destiny Bobble Head. In the Options section, you can click on the word ATTITUDE in the bottom left corner. The options for a normal, motivational, and Snarky relationship. They correct the types of comments you get from the game when you interact with different areas in the game. Click on Madame Destiny Bobble's head over the steering wheel to hear what she has to say. You can change players by clicking on the visor in the top left corner. You can also interact with different parts of the car like a stick shift and a steering wheel. Open your log from time to time to get valuable information that will help you in the game. Every time a new entry is added to the magazine, the magazine will flip open. There are unlimited hints in the game; However, you will have to wait a few minutes for the hint button to recharge. The Hint feature is only available in hidden object scenes. Click on the Hint button in the bottom right, and the game will show you the location of one random item from the list. You can skip any of the mini-games by clicking on the Skip button in the bottom right. The Skip button takes the place of the Hint button in the mini-games section. You can only skip the mini-game after the Skip button is charged. The game has several scenes of hidden objects. You can enter the Hidden Object section by clicking on a cluster of shiny lights in the scene. Every time you visit a hidden object scene, an inventory element is added at the bottom of the scene at the bottom of the scene. You can also get inventory items using some of the existing inventory items in different areas of the game. Use inventory items to help you unlock other areas in the game, such as the door or access to the new path. You can go back to the same hidden object scene more than once, but each time you find a different inventory item. You have to perform other actions before you can enter the same scene of hidden objects twice. To use the inventory item, place the cursor at the bottom of the screen to make tray inventory appear. Grab the item you want to use and click it on the right area. There are 16 videotapes that you can collect throughout the game. Video cassettes can be in scene, except sections of the Hidden Object. You can see the glitter appearing next to the VHS tape. You can click to click Achievement section in the main menu to see how many tapes you've collected. You can play tapes all at once or one by one. Looking at the tapes will give you clues on what to do in the game. The video camera is broken and you will need to use a criminal computer in the lower right right to view its records. Click on the crime computer in the bottom right to activate it. Take VHS tape from the inventory and place it in the slot on the right side of the camera. Click the Play button to activate the recording. You can also rewind or stop the tape by clicking on the appropriate buttons on the crime computer. There are many ways to navigate the game, a step-by-step guide trying to show you the shortest way. The location of the VHS tapes is displayed by a step-by-step guide to the order of appearance. You can also go to the end of the step-by-step guide to view the full list of VHS tape locations. Walk to the abandoned car, clicking in the center of the stage. Notice the license plate in the back of the car, which is the JXH2M6. Click on the open car door to enter the vehicle. Click on the note on the left side of the scene for closer viewing. A new entry has been added to your log at the bottom left of the scene. Take the video camera on the seat and watch the tape. This action will add #1 VHS tapes to your collection. Click on the glove compartment for closer viewing. Your goal is to enter the right combination so that you can unlock it. The glove unlock code is the number found on the license plate in the back of the car. Click on the dials to change the numbers. Solution from left to right: JXH2. The M6 is carved on wood grain. Click on the silver button to open the glove compartment. Take the car keys inside the glove compartment. Place the cursor down to get out of the car. Click on the trunk of the car for closer viewing. Place the car keys in the lock to trigger the hidden object scene. Click on the sparking area on the trunk of the car to gain access to the hidden object scene. Take The Car Jack at the top left of the scene. It's time to leave this scene. Step over the chains on the left. Notice the pile of wood in the snow; You'll come back to that later. Click forward to see a closer view of the Dire Grove Hotel. Take VHS tape #2 on the left side of the snow. Click on the hotel entrance to get closer. Click on the ID card at the bottom right of the scene. The badge belongs to Alison Sterling. Go to the hotel. Click on the brochures on the left side of the scene for closer viewing. Click on the Dire Grove brochure in the upper center. Click on the brochure again to open it. Click on the Guest Registry on the left side of the table for closer viewing. Click on the shiny spot at the front desk to evoke the scene of a hidden object. Take the key to the hotel room in the center of the table. From the lobby you can go left Right. Click on the left side enter the fireplace scene. Click on the laptop on the couch on the right for closer viewing. Click on the newspaper clipping at the bottom right of the scene. A new entry will be added to your log. Click on the scene of a hidden object to the left of the fireplace. Find the Hammer at the bottom right, next to Grandpa's watch. Let's go to the lobby. Place the cursor on the right side of the stage to enter the lobby. Click on the red book at the bottom right of the scene for closer viewing. Click on the note above the 3rd step for closer viewing. Click on the top of the steps to climb up. Click on the sparking spot to evoke the scene of a hidden object. Find the Snow Shovel in the bottom right corner. After completing the scene of hidden objects, go to the right. Take the VHS #3 in front of the RIGHT door. Click on the left door. Click on the bottle of champagne to watch it pop. Click on the scene of hidden objects. Take the mattress inside the closet, on the left side of the room. Get out of the bedroom. Click on the door on right for a closer look at the door. You just walked into the sea room. Use the key to the hotel room on the castle to enter the scene. Take the VHS tape #4 under the bed. Click on the footlocker in front of the bed to trigger the puzzle. Please watch the video for a step-by-step solution for this puzzle. Your goal is to place the hands of the clock in the middle of the clock until all the buttons turn yellow. Place the clock's arrows on the center of the puzzle. CLICK on the clock's arrows to rotate them. You can't have any hands overlapping each other. You can rotate your hands either on the face of the watch or outside. I would recommend rotating them in the face of the watch so that you can use yellow lights as a guide. Once the puzzle has been completed, you will receive the Generator Instructions in your log. Get out of the bedroom. Once the puzzle has been completed, you will receive the Generator Instructions in your log. Get out of the bedroom. Click forward to move to the end of the corridor. Click on the LEFT door to enter the library. Click on a piece of paper on the mirror in the back wall for closer viewing. Click on the books on the left for closer viewing. Click on the book marked Celtic History of Medieval Britain for closer viewing. Click on the book in the bottom right right with the folklore fact and fiction tag. The book opens to a page called Bانشee. Exit from the book scene. Return to the front desk by clicking down 5 times. Click on the Hidden Object scene at the front desk. Take your nails on the table. Go to the generator area, leaving the hotel, turning right, and then left on the bird bath. Use the shovel in place in front of the rabbit statue left a total of 3 times. Take the garage door opener in the scene to enter it into the inventory. Walk to the garage, clicking down and then to the garage on the right. Place the garage door opener on the garage door. Enter the garage. Exists hook on the top left side of the stage. Your goal is to knock it down. Click on the hanging hook several times to make it swing. Clicking on it a couple of times will make Main Valve fall to the ground. Take the main valve to enter it into your inventory. Click on the scene of hidden objects. Take a sledgehammer on the right side if the scene. Go to the top of the hotel stairs and turn left to go to the bathroom. Use a sledgehammer to break through the damaged floor for a total of 3 TIMES. Get out of the bathroom. Go back to the garage. Click on the scene of hidden objects. Take Crowbar in the lower right. Get out of the garage and go outside. Click on the manhole cover on the left for closer viewing. Place the Crowbar on the manhole cover for a total of 3 RASA to remove it. Place the Valve handle on the main valve. Click on the valve handle to turn off the water. Go back to the hotel bathroom by walking at the top of the stairs and entering the door on the left. Place the mattress in a hole in the bathroom floor until the mattress falls. Click on the hole to get to the manager's office. Click on the table to evoke a hidden object scene. Take the iron key on the left side of the table. Get out of the manager's office by clicking on the door on the left. Go to the boathouse, turning left near the garage and following the snowy path. Take the VHS tape #5 in the lower center. Go ahead to get to the Boathouse. Click on the Boathouse door for closer viewing. Place the Iron Key on the lock. Click on the scene of hidden objects. Take the small tip on the lower left side of the stage. Go to the Treehouse by putting the cursor down 4 times. Notice the torn paper caught on a branch on the top right side, you should get it, but you will have to go back to it later. Place the wooden board on the tree. Place your nails on a wooden board. Place the hammer on the nails. Return to the first bedroom in the hallway at the top of the hotel. Click on the scene of hidden objects. Take a saw on the left side of the fireplace. Return to the Treehouse by turning right outside the hotel. Climb the tree, putting the cursor on the wooden boards on the tree. Use the saw on the branch on the right for a total of 3 TIMES to cut it off. Go down the tree. Take the torn paper on the right side of the snow. Return to the hotel library by clicking on the left door in the stained glass corridor. Click on the mirror on the back wall for closer viewing. Place the torn paper next to a piece of paper on the mirror to reveal the code. The code is a random number and it will be added to your log. Return to the front desk area by clicking down 5 times. Click on the door on the right to enter the manager's office. Place the Crowbar on the picture on the back wall 3 times to reveal the safe. Click on the safe for closer viewing. Open your log and look at the code on page 8. Enter the code that appears in your journal. Click on the handle after all the numbers have been placed correctly. Grab a small metal key inside the safe. Click on the scene of hidden objects. Take a lighter at the top left of the table. Return to the garage by turning right outside the hotel. Click on the green metal box at the top of the shelf for closer viewing. Place a small metal key in the lock. Take the Clippers wire inside the metal box. Return to the marine room by clicking on the right door in the hallway upstairs. Click on the paddles on the wall for closer viewing. Place the Clippers wire on the 3 TIMES rope in order to cut the rope and get the paddles. Return to the boathouse, leaving straight out of the hotel and then turning left from the garage. Click on the scene of hidden objects. Take the urn in the lower center of the stage. Place the paddles on the boat. Click on the boat to get into the boat and cross the lake. Click on the key on the left side of the lake to get closer. Take the key to the hotel room. Click on Shanti Fishing to get closer. Click on the door to open it. You just found the first frozen student. Click on the relic, reticed by a frozen student to cause a puzzle. Please watch the video for a step-by-step solution for this puzzle. Your goal in this puzzle is to move each of the circles into the right slots. Click on the circle that has an empty space next to it, and the circle will move into this empty space. Keep in mind that circles can only travel through carved tracks on the puzzle. Please take a look at the screenshot to resolve. Take the fisherman's heirloom as soon as the puzzle has been solved. Return to the stained-glass corridor on the top floor of the hotel. You can click on the cursor down several times to get to the hotel. Click on the door on the right. Place the hotel room key in the lock. Take the VHS tape #6 on the floor. Click on the paper on the left side of the room for closer viewing. Click on the window to get outside the room. Click on the dumpster to evoke a hidden object scene. Take the rope in the lower center of the stage to enter it into the inventory. Click on the bound sheet in the top left to return to the floor. Go to the covered bridge by clicking left outside the hotel. Go inside the covered bridge. Place the rope on the beam in the ceiling. Click on the back of the scene to get to the area with live wires. Take the VHS tape #7 at the bottom right of the snow. Click at the back of the stage. Click on the sign at the base of the statue for closer viewing. Click on the grocery store for closer viewing. Click on the broken window to enter the grocery store. Take the VHS tape #8 on the floor Click on the scene of hidden objects on the shelves on the left. Take Ice Pick in the lower right. Click on the back room of the grocery store. Click on the cabinet file on the left to take a closer look at Click on the diary to open it. Click on the cupboard on the right, below microwave to open it. Take the axe in the closet. Click on the entrance on the right to gain access to the basement of the grocery store. Click on the free grille on the back wall for closer viewing. Place the car jack in front of a free grille. Click on the car Jack a total of 3 times to raise the grille. Take snowshoes so they can be added to your inventory. Click on the freezer to evoke a hidden object scene. Take the frozen meat at the top right of the freezer. Go to the back room of the grocery store by clicking on the steps. Click on the microwave for closer viewing. Click on the microwave to open the door. Place the frozen meat in the microwave. Close the microwave door. Press the green button on the microwave to turn it on. Let the microwave run its course and press the door to open it. Take melted meat from the microwave. Return to the stained glass corridor by clicking down a few times until you return to the front of the hotel and then go upstairs. Click on the door on the right. Walk through the window to get access to the dumpster. Click on the dumpster to evoke a hidden object scene. Take Lock De-icer on the bottom right side. Go to the cemetery by clicking at the back of the stage. Click at the back of the cemetery to gain access to the wolf tree. If you try to click on the left or right side of the stage, the wolf will appear and will not allow you to pass by. Give the thawed meat to the wolf. He will throw dice after he has finished eating it. Now you have access to left and right ways. Go to the right side of the tree. Take the VHS tape #9 in the bottom right corner of the house. Enter the hunting lodge. Click on the scene of hidden objects. Take the Bolt incisors to the lower right side. Click on the frozen door on the right for closer viewing. Use Ice Pick on the doorknob a total of 3 times. Click on the door to discover the 2nd frozen student. Click on the frozen student for closer viewing. Click on the relic on the student to cause the puzzle. Please watch the video for a step-by-step solution for this puzzle. Your goal is to line up each character on the outer puzzle rings with matching characters in the middle of the puzzle. Click on the symbol that has an empty space next to it, and the symbol will move into an empty space. Use the holding space on the side of the puzzle to put some characters out of your way so that you can move the characters to the right slots. Please take a look at the screenshot to resolve. Take the hunter's heirloom from the student to enter it into your inventory. Go to the frozen river, turning left at the wolf tree. Click on the frozen ice at the bottom right for closer viewing. Use Ice Pick in 4 times to break the ice. Take the feather under the ice. You need to return on a snow-covered path close to the car. Walk through the hotel window, leave the hotel and keep clicking down until you hit the snowy snow Place the axe on the tree a total of 3 times, so you can slice it. Take the wood to enter it into your inventory. Return to the fireplace in the hotel, step left past the front desk. Click on the fireplace for closer viewing. Place the wood in the fireplace. Place the lighter on the wood. Close the pop-up. Click on the hidden object scene on the left. Take a cell phone charger in the middle of the floor. Go to the museum, leaving left outside the hotel, go through the covered bridge, click on the top right, and then go left. Click on the museum door to take a closer look. Use bolt-cutters on the door chain. Go to the museum. Click on the VHS #10 in the bottom right. Click on the left side of the wall for closer viewing. Click on the fire extinguisher for closer viewing. Use the Hammer to smash the glass that holds the fire extinguisher. Take the fire extinguisher. Click on the two red buttons at the bottom of the scene to see some images appear on either side of the glass. When you press the left button several times the head of the animal will explode. Click on the steps at the back of the museum. Click on the puzzle to the right of the stairs, next to the gate. Please watch the video for a step-by-step solution for this puzzle. Your goal is to click on each letter in alphabetical order. Each letter must be connected to the next letter by glowing energy bars. If the letter is not linked to one of the energy bars, you will not be able to use it. If you want to reset the puzzle you can get out of it and go back to it or you can click on the wrong choice. The gate will rise after the puzzle is solved. Please take a look at the screenshot to resolve. Enter the Blacksmith exhibition on the right as soon as the gates have been raised. Click on the VHS #11 on the right side of the stage. Click on the back wall and you will find a third frozen student. Click on the relic the student holds to trigger the puzzle. Please watch the video for a step-by-step solution for this puzzle. Your goal is to slide each shape into the right position. Hold the tile and drag it to an empty space. As you move the pieces around you will see some symbols under the tiles, you have to place matching tiles over them. When the shape is in the right place, it will glow yellow. Start placing the pieces in the top row first and work your way down. Please take a look at the screenshot to resolve. Click on the blacksmith's heirloom after the puzzle has been solved to enter it into your inventory. Leave the exhibition and walk up the steps. Click on the scene of hidden objects. Take the ice scraper on the left side of the sofa. Go to the office by clicking on the entrance at the back of the stage. Click on the table to see the letter more closely. The letter will be included in your journal. Click on the scene of hidden objects. Take the reel tape in the bottom left Scene. Go out the window to access the ledge. Use an ice scraper scraper ledge a total of 3 times. Click on the high voltage box in the upper center. Open the high-voltage box by clicking on the handle on the right. Your goal is to connect the pieces so that all the touching parts have the same color matching. Drag one piece over the other to swap them around. Start with parts that cannot be moved. They are located in the upper and lower center of the puzzle. Please take a look at the screenshot to resolve. Go back to the hallway upstairs. Click on the scene of a hidden object on a glass case. Take metal tongs on the right side of the sofa. Go back down and enter the gift shop through the door on the left. Click on the red book at lower right for closer viewing. Click on the book again to open it. Click on the scene of hidden objects. Take a 50p coin in the lower center. Return to the grocery store, leaving the museum and turning right. Click on the scene of hidden objects. Take the kerosene on the lower center. You're going to go to the basement of the grocery store. Click on the scene of hidden objects. Take the Uber glue in the top left top floor. Return to the hotel fireplace area by clicking down several times, walk across the bridge and enter the hotel. Click on the fireplace for closer viewing. Use a fire extinguisher on fire. Place the urn on the ashes to collect the ashes. Go back to the cemetery, go to the window of the room on the right in the stained glass corridor. Once you reach the dumpster, click forward to get to the cemetery. Click on the grille at the bottom right for closer viewing. Use metal tongs to get a 50p coin behind bars. Click on the back of the stage. Walk along the path to the right of the wolf tree. Go to the Hunting Cottage. Click on the lantern for closer viewing. Use kerosene to fill the lantern. The lantern is part of your inventory. Go to the farm by clicking down 4 times; Go through the hotel window. Get out of the hotel and go left, cross the covered bridge and follow the LEFT path. Take the VHS tape #12 the bottom left side. Click on the back of the path and go to the right. Notice the ice-covered bridge on the left side of the stage, you will return to this area later. Enter the farmhouse. Click on the scene of hidden objects. Take the silver key in the bottom right corner. Go to the barn by putting the cursor down 2 times. Click on the door for closer viewing. Put the de-isser on the lock. Place the silver key in the keyhole. Enter the barn. Click on the stairs to go up. Click on the scene of hidden objects. Take the Fallen Beam in the bottom right corner. Go back to the farm, went straight once on the street. Place the wooden beam in the hole in the floor. Click on the scene of hidden objects. Take the 50P coin at the bottom left of the stage. Walk into the hallway on the right. Take the VHS tape #13 at the bottom left of the scene. Click on the box on the right for closer viewing. on the drawer again to open it. Take the key inside the drawer. Click on the hole in the ground. Place the lantern in the hole in the floor. Extracting a cell phone into a hole. Go back to the barn. Go to the barn. Take the Ladder, go back to the farm. Cross the wooden beam and go to the back room. Use the Ladder at the base of the ice fall. Go up the stairs. Take the VHS tape #14 in the bottom left corner. Click on the frozen student in the top right. Click on the relic to trigger the puzzle. Take the Farmer's relic, go back to the street. Click on the lawnmower on the left side of the house for closer viewing. Use the key on the old lawnmower to get the Boldman Sparkplug brand. Go to the grocery store by clicking down 3 times, go right, and click on the grocery store for closer viewing. Click on the vending machine outside the grocery store for closer viewing. Insert three 50P coins into the coin slot at the right top of the vending machine. Take the sunflower seeds by clicking on the red button below the sunflower seeds. Go back to the hotel by clicking down a few times, make the right to the hotel and to the left of the bird. Please watch the video for a step-by-step solution for this puzzle. Use the directions in the log to start the generator. Directions are on page 5 of the magazine. Use Sparkplug on a free wire on the right side of the generator. Switch the B power switch to the position shown. Set the selector to switch C to THE UP position. Click the primer button (red button) D, 4 times. Pull the Throttle lever E, 2 times. It is in the upper center of the generator. Pull the ignition cord F, 3 times. It's in the middle of the generator. Go upstairs to the marine room, located through the right door of the corridor. Click on the socket below the picture on the right for closer viewing. Place the cell phone charger in the socket. Put your cell phone in a cell phone charger to trigger a mini-game. Please watch the video for a step-by-step solution for this puzzle. Your goal is to switch the sides of the squares into a puzzle. The blue squares should be on top and the yellow squares should be at the bottom. Pieces can jump with each other. Once the puzzle has been solved, the phone number will appear on the screen. Close the pop-up and your phone number will be logged. Go to the bedroom on the right side of the stained glass corridor. Click on the suitcase for closer viewing. Open your log to see the number you've been given. The number is random, so it will be different for everyone. Use the last 4 digits of the phone number on the locked suitcase. Click on each number to change it. Once the room has been entered correctly, the suitcase will open. Click on the suitcase for closer viewing. A paper with numbers and symbols will be included in your journal. First, go to the manager's office, then go to the basement. Click on the shelf on the left for View. Take sea salt from the shelf. Click on the hose on the post for closer viewing. Use wire scissors on the hose. The rubber tube will go into your inventory. Click on the torch at the bottom left for closer viewing. Place the glue on a hole in the rubber pipes. Place the rubber tubes on the hole that you have just covered with glue. Acetylene's torch automatically gets into the inventory. Go back to the farm and do it to gain access to the ice-covered bridge. Use the Torch on the Bridge until all the ice is cleared (hold the button down) Press forward to approach the tent. Click on the scene of hidden objects. Take a glass bottle in the lower center. Click on the table on the right side of the tent. Use a reel of tape on the player. Click on the big button at the bottom right. Use the Hammer on the thermostat outside the main door. Use a glass bottle to collect mercury. Return to the Celtic ruins, step left from the hotel, across the covered bridge, go on the left path and walk past the barn. Tap to the left of the farmhouse, across the bridge and past the tent. Please use a video card to find all the places you may have missed in the game. If you haven't completed all your tasks yet, you won't be able to get to the last part of the game. Take the VHS tape #15 in the bottom right. Click on the ruins in the center to trigger the puzzle. Please watch the video for a step-by-step solution for this puzzle. The puzzle solution is on the screen of the crime computer. If you look at the crime computer screen you will see certain characters appear on some screens. Your goal is to place the relics in the same place as their corresponding symbol on the screen. Use the stones on the left and right side of the puzzle to adjust the height of your relics. If one of your characters is at the top, place 3 rocks in the appropriate slot before placing the relics. This will give them the height they need. If the relic is at the bottom of the screen, all you have to do is place the relic without stones. You don't have to place a stone over any of the relics. If you make a mistake and want to clear the board, click on the big circle below the puzzle. The solution for this puzzle is random, please look at the screenshots provided or video for a random solution. As soon as all the relics are correct, the gates will open. Go down the tunnel. Your magazine will open, click on it to read it. It says you need a ladder from the farm. Go back to Farmhouse and go to the door on the right. Your magazine opens again and tells you that the ladder has been stolen. Return to the ruins along the path to the left of the farmhouse. Stairway in the tunnel. If the stairs are not in the tunnel for you, make sure you don't miss a single step. Go back to the game to see what you may have missed. Go down the stairs. Take the latest VHS tape number 16, in the lower center of the scene and play it in crime crime March forward. Watch students throw relics at the portal. Click on the hole in the ground under the students. There are 5 puzzles in total, and 5 saves you have to go to. Your goal is to decipher the riddles shown on each stone. Click on the symbols on the rocks to form the right words. Open your magazine and look for a page with all the characters. Use these symbols to form the right words. Click on the cave and decipher the correct word. Every time the decision is correct, the stone slab will rise to the top. Place the appropriate item from the inventory on the stone. Once you've finished one puzzle, move on to the next until they're all solved. Riddle: I collect dust and make the arrows fly true before I record it in a letter to you. Spell the word FATE and place the pen on you. Mystery: a seed of hope and reaper labor. My body sends life through the rock and the soil. Spell the word SEEDS and place sunflower seeds on top. Mystery: I'm what's left when all the water dries up. From the sweat of the eyebrows to the tears in my eyes. Spell the word SALT and place sea salt above. All the difference in form, mass and hue of life. Soon wither me' heath grate and chimney. Spell the word ASHES and place the urn with the ashes above. The messenger of the god of trade and exchange. My size depends on the brightest stars in the range. Spell the word MERUY and place Mercury Vial above. Watch the ending of the scene! Abandoned car: The interior - it is automatically added to the inventory as soon as you take the video camera. Shed: Snow Road - It's on the lower left side. It's the way to get you to the barn. Boat Way: In the lower center. This is the path that leads you to the boathouse. Celtic Ruins Way - It's on the lower right side. This is the way just before you start the relic puzzle. Farmhouse: living room - On the lower left side of the earth. Farm: Upstairs - It's in the bottom left corner. Grocery store: Inside - Inside. Hotel Hallway - Take the VHS tape in front of the right door. Hotel: Sea room - VHS tape is under the bed. Hotel: Outside - It is on the lower left side, buried in the snow. Hotel: Painted glass hallway (right door) - VHS tape is on the left side of the floor. Hunting Lodge: Outside - VHS tape is in the bottom right. Live Wires Scene - Take the VHS tape in the bottom right corner. Museum: Blacksmith Exhibition - On the lower right side. Museum: Inside - VHS tape is in the bottom right. Tunnel - It is in the lower center of the stage. It is a tunnel that opens after the relic puzzle has been solved. Created by: 2009-12-14 2009-12-14

[7110637.pdf](#)
[5435090.pdf](#)
[83905a54a030772.pdf](#)
[1ab7d5995e84a.pdf](#)
[slavoj_zizek_books.pdf](#)
[auditoria ambiental de una empresa peruana.pdf](#)
[hay ahi ay rae](#)
[suzanne_wright_books_phoenix_pack](#)
[saxon_advanced_math_test_answers](#)
[philip_roth.pdf](#)
[darksiders_2_deathinitive_edition_do](#)
[a_year_down_yonder.pdf](#)
[transient_analysis_book.pdf](#)
[mastering_algorithms_with_c_free.pdf](#)
[hydraulic_milling_machine_circuit.pdf](#)
[dks_dooring_1834_manual](#)
[wallpapers_download_for_android_mobile_1080p](#)
[normal_5f87579970773.pdf](#)
[normal_5f89c9ea867d1.pdf](#)
[normal_5f8856a918b01.pdf](#)