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The silent age walkthrough chapter 3

Go to the right side of the area and you will find a beam of light. The light will recharge your time travel machine. Travel back in time and go search inside the bag, on the motorcycle. You will find inside a blue screwdriver. On the left side of the area there is a blue door. Use the blue screwdriver to open the blue door and go in. Here you will find a yellow umbrella inside the black dumpster in the corner. Now travel to the future. Go to the police car and search inside. You will find a nightstick. Now go to the first area (with the motorcycle) and go back in time. Go to the far right side and use the umbrella to pull down the fire stair ladder. Climb the ladder and then climb to the roof. Take the yellow cloth that hangs on the rope. Now go to the future and you will find a hole in the roof. Go through the hole. Rip off the wallpaper and you will reveal a door. Now travel in the past. Go to the window and open the curtains. Now pick up the blue bucket with wallpaper glue inside. Go to the lamp and turn it on and you will find a key inside. Take the key and use it to open the red door. Now climb down and go to the facility near the motorcycle. Empty the contents of the blue bucket inside the pot, this will kill the plant and it will not be in the future anymore. Now go up the ladder again and travel to the future. Try to open the door, it won't open, but the handle will come out. Go into the other room. Use the handle to open the blue door that was masked by the wallpaper. Now go to the window, use the night stick to break it, than use the yellow carpet to cover the broken glass and walk through the window. The Silent Age [Chapter 3] Walkthrough Answers, Cheats, Solution for Android, iPhone, iPad, iPod. Note: This is The Silent Age of House on Fire The Silent Age Full Walkthrough and Achievements Guide By hungryghost01 The Silent Age was broken into 3 parts when it was first released as a mobile game (All instances of 'tap' have been replaced with 'clicks', otherwise it's the same game)Chapter 1 (Contains Chapter 1-5 of the full game) Silent+Age/feature.asp?c=48799This was a free demoChapter 2 Part 1 (Contains Chapter 6-8 of the full game) . co.uk/r/iPhone/The+Silent+Age/feature.asp?c=62020Chapter 2 Part 2 (Contains Chapter 9-10 of the full game) Silent+Age/feature.asp?c=62021 Skip to content The quiet age after : House on Fire [DKB url= text=Download title= type= style= color=green width= opennewwindow= nofollow=] This is a complete video transparency for The Silent Age Episode One. Keep in mind that the reviews are the absolute minimum you need to complete the game. I recommend exploring more to thoroughly enjoy the game. The is meant to help you if you get stuck - not to replace the experience of playing the game yourself. ☺ Chapter 1, The Past: Chapter 2, The Future: Chapter 3, The Machine: Chapter 4, The Entry: Chapter 5, The Corpse: Continue to Silent Age Episode Two walkthrough. Note: Sometimes a campaign code is set for a game, but it does not affect the review in any way. At AppUnwrapper, we strive to deliver reviews of the utmost quality. Check out my recommended list for other games you might like. If you like what you see AppUnwrapper.com, consider supporting the site through Patreon. Every little bit helps and is much appreciated. You can read more about it here. And as always, if you like what you see, you can help others find it by sharing it. I also offer affordable testing and advice for iOS developers. IMAGE COPYRIGHT © AppUnwrapper 2011-2020. Unauthorized use and/or duplication of this material without the express and written permission of this blog author is strictly prohibited. Links may be used provided that full and clear credit is given to AppUnwrapper with appropriate and specific direction to the original content. Tags: Android, answers, cheats, guide, help, hints, iOS, iPhone, iPod? ipad, solutions, The Silent Age, tips, tricks, walkthrough May 14, 2015 December 1, 2011 November 4, 2011 Would love your thoughts, please comment.x Chapter 1 - Chapter 2 Part 1 - Chapter 2 Part 2 The silent age of iOS, Android, and Steam is a new time-traveling episodic adventure, shared between two eras. There's the eerie and foreboding of 1972. And then there's a post-apocalyptic wasteland about four decades later, in 2012. You play as Joe, a humble cleaner with a red kettle suit and a moustache that would make Tom Selleck jealous. Joe can jump between the two time periods, which certainly comes in handy when solving the game's difficult puzzles. If you get stuck, check out our complete guide to Episode 1 of The Silent Age below. This step-by-step walkthrough provides solutions to all puzzles. Let's get started... Chapter 1 - Past Look at the note to discover that the boss - Mr. Hill - want a word with you. Open the orange door and head inside. Pick up the bulb on the shelf, and then use it on the broken bulb hanging over the table. Tap the new bulb to illuminate the room. Get the blue key card from the table and the green rubber glove from the shelf. Get out of the room. Use the blue key card on the card reader next to the door. Head inside. Talk to the secretary and open the big red doors to see Mr. Hill. Talk to him and he'll give you a red key card. This card will bump you up a security clearance level. Go back to the first area and go left. Use the red key card in this reader to open the elevator. Tap the control panel to open the elevator door. Finish into Bridge gummihandsken gummihandsken correct the broken access panel. Go through the now unlocked door. Look at the lab coat for a handkerchief. Use it on blood splatter under the large circular doors to collect a sample. Go all the way back upstairs and talk to the secretary. She's going to give you a patch. Go all the way back and use the plaster on the left door button to hold it down. Press the right button to open the door. Talk to the wounded man to complete the chapter. Chapter 2 - Future Tap the device to paste it into your inventory. Then use the device to make your first leap through time. Open the door and out of the room. Go upstairs and look at the hanging man to reveal a key on his belt. Take it. Also pick up the hammer on the floor to the right of this screen. Go downstairs. Use the key on the door to the evidence room. Search the body for an ID card. Go upstairs again to get to the first floor. Use the card to open the red door, near the hanging man. Inside, take the note from the bulletin board. Open the desk drawer, and then remove the gun oil. Go back outside and climb the stairs to the second floor. Tap the picture of Lincoln to reveal a safe. Use the code on the safe to open it up and get a paper clip. Go downstairs - twice - and enter the evidence room. Use the gun oil on the padlock, then use the paper clip on the padlock to open it. Crack open the door and grab the sword. Go back to the second floor. Cut the rope. Before you walk in the door, go back downstairs to the ground floor and pick up the noose from the body. Go up and walk through the door you just unlocked. Smash the glass with the hammer. Climb the tree. Use the rope on the branch and climb down. Chapter 3 - The machine go right and into the sunlight. This will activate your solar powered time-traveling gizmo. Jump to the past and pick up the screwdriver from the motorcycle tool belt. Use the screwdriver on the back door to the left of this scene and exit the area. Take the umbrella. Go up to the police car and jump into the future. Take the night stick from the broken police car. Go back to the motorcycle area and jump to the past. Use your umbrella on the ladder to lower it. Climb up, and climb the ladder to the roof. Take up the blanket. Then go to the future and slip into the hole in the roof. Tear wallpaper, and then jump into the past. Open the curtains and pick up wallpaper cloths. Turn on the lamp and take the key. Use the key to open the door and exit on the fire escape. Climb down the ladder and spill the wallpaper rock into the small poison ivy plant. When you go into the future now, it won't have spiraled up the wall. Climb the ladder, go into the future, and try to open the door you just revealed. The handle will crack in the hand. Go into the other apartment and use the handle on the door. Now you can open and enter. Go into the past and watch TV. Smash the window with your night watchman and put the carpet over broken glass. Climb through the window to finish the chapter. Chapter 4 - Open the trash can and remove the broom head. Switch to the future, and pick up the meat hook. Go to the left and lift the broken plate. Use the broom head on the dust and use the meat hook on the manhole. Climb down. Samm the loose rung up and go. Switch to the past, turn on the electronic port, and go through. Go to the future now. Use the metal rod on the hazardous waste container to open it. Take out the leg saw. Go back to the manhole. Pay attention to the location of the light switch in the past. Then jump to the future and tap the same area in the dark to illuminate the area. Now use the leg saw on the iron bars to cut through. Sam pick up the syringe and go back to the surface. Use the syringe on the turpentine to get a container full of flammable liquid. Jump to the future and inspect the body to get a lighter. Right - back down the sewer! In the future, use the turpentine syringe and then the lighter on the rubble. The smoke will get rid of wasps so you can go into the hospital. Chapter 5 - The body walk through the door. In the past, pick up the car's battery. Jump to the future and out of space. Pick up covered iron, then jump to the past and enter office A. In the future again now. Throw the hole down. Pick up the scissors, jump to the past and cut the toe mark of the corpse. Go back to the future, leave the room. Use the battery with the cables to light up the room and reveal a key. Sam looked it up. Then jump to the past. Open the drawer to retrieve the ambulance key. Go up the stairs. In the office, use the key on the filing cabinet. Then use the name code to find the correct address. Go to the past and enter the garage. Jump to the future. Use the tyre iron on the deck to repair the ambulance. Use the button to open the door. Use the key on the ambulance to complete the game. Congratulations, you did it. All of you. Ahem. Chapter 1 - Chapter 2 Part 1 - Chapter 2 Part 2 Want more? Check out our growing collection of The Silent Age articles! Articles!

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