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Hello neighbor walkthrough act 3 wrench

Next Rule Walkthrough 3: How to Get the Red Key? Prev Walkthrough Act 2 Act 3 is the latest chapter in Hello Neighbor. During this action, you get to explore the neighbor's house and fight the ultimate battle. you start this operation in the apartment . After reading it and watching cutscene you'll find yourself in a new place. Take the key from the trunk of the car and enter the green house. Pick up the phone after another cut is over. After watching the next cutscene you regain full control over your character. Firstly, through the front door, enter the neighbor's house and go right along the corridor until you get to the visible stairs above. Go upstairs jump on the lamp visible above. And now, enter the room at the top. Moving photos with the gun point opens a secret crossing nearby. You can jump out of this place (the same way you got here) or use leverage to open the grid. The hidden crossing is listed before it can be seen in the image above. get in there . The images above show the room you are bound to pass. Soon after, you'll get to a room from which you can move to another location. Before doing it, though, the crow presented the image above. Now, you can't see it as hot, however, it's cool after a while. now you can jump down . Take an umbrella that you can find there - it will be very useful later on. Stand on the platform and throw something (such as a chair or cardboard box) at the switch provided above. This will lead to the platform going up. Once you reach the top, open the door leading to the new location. In this place, you have to get to the end of the hall with a trolley full of five different products. Dummies will try to hang up - they should approach you, you have to start over and the products will disappear from the trolley. If you see the dummy get closer, it simply croyes. He's got to lose interest in you. The products you need to be visible in your trolley are in the picture above - you can find them all on the shelves next to the track. You can't leave without these products. After passing the cash register, head to the door with the exit sign on them. this way , you go back to your neighbors house . Go to the back of the house and approach the small window visible above using the cardboard box. Switch the lever from the window to open the doors inside the house. You can enter the house through the front door, however, it is best to break a nearby window and go left. Climb the ladder to the final floor. Open the door and jump into the train track. Then, jump inside the visible location above. Jump through the hole to reach another room. Use the button and lever to turn on the train. It will start running around the roof of the house. Next Rule 3: How to get the red key? Prev Walkthrough Act 2 Page 2 Download Game Guide PDF, ePUB & iBooks Free iOS App Your wicked neighbor! Hello Neighbor Guide includes walkthrough and useful tips. This game guide can help you deal with mysterious neighbors and reach your deepest secret hidden in the basement. You will also find information here about keys (red, green and silver keys). Play guide, walkthrough, and tips for playing Hello Neighbor. This game guide can help you deal with mysterious neighbors and reach your deepest secret hidden in the basement. Starting tipsWalkthroughThis walkthrough describes a relatively stress-free way of beating the game and outwitting the middle neighbor. You can find several solutions allowing you to complete the game faster. All our hideouts have also shown all the hideouts inside the neighbor's house. All Hideouts and wardrobesSilver KeyA Silver Key in Hello Neighbor is very special item, which unfortunately cannot be obtained anymore. The silver key was a very important item in the alpha stage of the game - it was replaced with red keys, green keys and underground access cards. About Hello NeighborHello Neighbor is a stealth game with uncomfortable atmosphere, in which players are tasked with reaching the mysterious basement inside their neighbor's house. But the neighbor in question is very vigilant and tries to scare the hero from his home with diverse traps, surveillance systems and alarms. The game features advanced artificial intelligence, as the neighbor learns from the player's actions - he rides broken windows and secures the paths you often take. Next Gameplay basics All hideouts Author : Radoslaw Wacha Wasik for gamepressure.com Translator : Michal HANK Wloczko last update : December 18, 2017 Use the comments below to submit your updates and corrections to this guide. Hello Neighbor Game PC XONE and PS4 iOS Guide To Preview Videos 3 Files 63 Images 6 Series Download Guide Get e-book version of this guide: Join to update join the game community Facebook YouTube Guide Twitter you are not allowed to copy any image, text or information from this page. This site is not associated with and/or approved by tinyBuild games or dynamic pixels. All logos and images are copyrighted by their respective owners. Copyright © 2000 - 2020 GRY-Online S.A. for gamepressure.com, unofficial game guides, walkthroughs, secrets, game tips, maps & strategies for top games. See source comments share streaming (Rule 3) Current (Rule 1) Previous early wrench is an important object in neighboring greetings. The wrench description first appeared in Alpha 2 and looked like a regular wrench open-end. It has a gray color. In Alpha 3, the wrench was removed from the game. In beta 3 the wrench came back, but with some changes. Now it's a caricature and it's blue. In this version the wrench is useless, because No bolts that can block anything. In full game wrench has changed again. The first two acts of the game have yellow color. In Rule 3, it turned red. In Alpha 2 and full game, you need bolts. To open the screw, click E, after which the screw will be lost. In beta-3 wrenches are useless again. Alpha 2 location it is located in Reedm locked in the backyard of Mr. Peterson's home. Wrenches can also be found in the fridge, among bread lofts. Beta 3 is located in the floorless hallway, on the second shelf of the closet. Perfect Act Game 1 it is located in the silver locker room (also known as the utility room) on the first floor at Mr Patterson's house. It needs to absorb lockpick with a magnet and unlock the silver leading into the room. Rule 2 it is located in the fridge in the kitchen. Rule 3 next to the ladder leads to the roof with the windmill mechanism. Requires the player to stop the train in front of the roof and jump on top of it and on the roof. Then the player has to go down the ladder and they can get the wrench. There is another way to get the red wrench you need the train to move from jumping on the roof while it has passed and then you get to the roof of the train, you jump on that roof of the house from you to the ladder and then you wrench. Trivia in Rule 1 and Rule 2 wrenches are yellow, but in Rule 3 it is red. Alpha 1.5 was determined in the inventory as apple. It's very strange, but in Rule 1 you can't magnetise it. Also in Rule 3, but a massive magnet can magnetise it. It is very strange to open the nuts because it is more than the nut itself, in previous versions of Action 3, there is a silver wrench in the floorless hallway next to the mannequin. It was later probably removed due to the lack of players needing to climb on top of the train to reach the windmill. Community content gallery is available under CC-BY-SA unless otherwise noted. Hello Neighbor - Walkthrough this guide will help you beat Hello Neighbor acts 1-3, and finish the action. The #1 when the cutscenes are finished, go to your house, and get 3 boxes closed. Go to the yellow shelves in the neighbor's yard, and stack the boxes. Jump to the platform, and use the last box to break the window. Take giant flower shots, and grab the car keys. Open the car, then the magnet gun. Go back to the second floor, go through the wall hole, or the door, (if you open it with the yellow key). Neighbor, with seat locked, so look through the keyhole, and look at the red key. Put the magnet in your hand and half through the door, we'll take a minute or two, but you'll end up magnetising the red key, opening the ground, and waiting for it to load. The washing machine is a secret door. go get through this . Open the side door, jump through the open window, and open the gate to yourself. Go through the basement and ignore the doors, you'll soon find another gate, open it, and use the player's home image of beta as a ramp, throw the object at it and build ramps. It may take a few attempts. Turn on the generator and climb the objects, cross the brick wall and walk through the door, open the gate, open the door and run away from the neighbor. Let your neighbor catch you when you see a door with a ton of locks on it, doing so will take you into Action 2. Do #2 to wake up in the basement, wait until the cardboard cutout opens the door. Go on the hatch and climb the ladder to find 2 switches outside, and 1 switch in the living room. Go to the kitchen, open the freezer and get the wrench. Open the locked ladder with it. Also take the milk. Stack the boxes to the ladder gate, and place the tap on the tube on the yellow room. Drain the shark water, take the shovel in the shark room, and dig the patch of dirt outside. The vector key is used to open a doll house on the second floor. Open it, and open the door to the bathroom. Open the real bathroom door of the neighbor's house and get the Lego guy, put it in the doll's bathroom and go back to the real bathroom, there's a big version of that Lego guy, get the crow out of his hand and get the boards off the fence. There will be 1 further reduction, and it will take you to Action 3. You #3 only wake up in your apartment when you hear your front door, pick up the letter after the cuts, pick up the trunk key for your car. Open the front door to your house, and wait until the phone starts ringing. There is a secret cut in the remains of the neighbor's house. After cutscene by phone, you wake up in your home from Action 1. If you were playing beta versions, the house would look just like a version of beta 3. how many differences there are . If you never play betas, I will teach you how to beat Action 3. There is a switch in the neighbouring backyard. Flip, and break the window next to it. Climb the ladder, and jump to the train track. Go to the whispering area of the mannequin, and go down the hole. Flip the switch, and then press the red button. the train has to start going . Let the neighbor catch you, and one day you can go upstairs and jump into the light and walk through the prison cell gap throwing some stuff in the golden apple painting, and 1 of them opens the great Golden Apple painting. Go to the room without a gun, and open the door to your right. Glych a shoe with the lever inside into the box. It should open a box next to the giant horn. Take the red key and close the painting when it opens, the neighbor releases his house. Climb the elevator again, assuming the neighbor doesn't climb it, and climb it. Jump Train, and get the train back. Then stop the train in the area with a ladder. You need a wrench to open it, jump to the tube, and jump on top of the train. Then, jump to the roof. get off the ladder and take the wrench . Re-open the painting, and once again pass through the room with no guns. Go through your left door and there's a crazy crazy door, take the chair, and open the power box. Pick up the crow. It's too hot to touch, so you need a magnet gun. Without it, you'll fall and come back to your house. There's a secret code you can use and it's somewhere in the neighbor's house. Open the gate and get the yellow key in a lot of boxes. Take the chair to your right. Turn off the neighbor's camera system. Go to the blue key room, and throw something at the switch while standing on the lift. open the door . youre staying in the first mini game . When you're being chased by mannequins, you cry and you still stay. You become invisible to mannequins if you move while you're invisible, you're no longer invisible. Look what's in the shopping cart of other mannequins and find them and get them in your basket when you've got all five things to pay. Go to the exit door and get the first superpower. Open the red lock. It's hard to explain, but you'll gain double jump afterwards. Grab a box, and jump twice over the plants. Open the power box below you, and put the box inside. go to the secret room with the boxes blocked . Grab the green key, and unlock the green. you go to the last mini game . Hide in closets to hide from mannequins is the teacher's brilliant mannequin. It moves around while students are at their desks. I know, it's tricky, but you cut it off. Magnetise the crow, and place it under the sink or bathtub. run the water . He'll calm down. Use the crow to break the boards on the basement door. Grab a bucket and fill it up, put it on the neighbor's stove and turn it on. Do it for the second time until the ice melts. Take the key card and get in. Basement. Looks like the basement of Operation 1, right? Do the same thing, and go through the gap in the wall. hes in the room where you had to go through the open window . Go to the area where there are hordes of objects, and use invisible crying. The shadow will walk past you, take the chair, cross the brick wall, as you did in Practice 1. Put the chair away from the metal fence, and double jump on the fence. Open the exit door, and hold the space bar push, and run down the aisle, where you are chased by the neighbor in Action 1. The door doesn't have any locks on it, so open it, take you to the end of the action, or if you prefer it act 4. Rule the end look through the window, and let the giant neighbor smash the building, just like beta 3. Double jump on the platforms, and press the red button, like you did in Action 3 while turning on the train. Drop a box into the giant light switch, opening the toaster. Jump on flashlights and radios, and double jump to the toaster, like you did in the mini-double jump game in Action 3. Leap onto the platform, and flip the light switch. Go to the smaller platform, and jump on the lift. Break the window and flip the light switch, quickly grab the umbrella, and float to the red house when the train smashes. Grab a candle and light the fireworks and elbows, roll the baseball roll into the giant apple shooter, and jump into the toaster once again. Float home behind the giant neighbor, and open the door. Find the exit in the missing poster room wait for the game to load, and you'll find the player from Action 1. He walks into the window and panics when he sees the giant shadow, finding the young player's pattern of movement, or watching a YouTube video about it. When you complete it, look at the house, the neighbor will be in one room and the shadow will be in the other room, banging on the door, going to the exit door and cutting out the game, as the player moves his boxes inside his new home. The strange thing is that the player has only packed two books and an apple and his key will show the closing credits, and you'll beat the game. Game.

