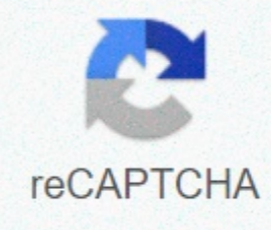




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## Wake up the box level 13

We may use cookies to customize your experience, including performing analytics and serving ads. [Learn More](#) [Home/Puzzle games/Level 13 – Wake him up](#) Take the BEAR from your hands and take it to the side. Then remove the blindfold. Wake up and wasove! You can change the weight of any watermelon with the help of scales. Put... In: Puzzle, Island, Kongregate, Armor Games Edit Comments Share Mr. Box Sleeps and you need to wake him up pushing or tipping him while the sleep gauge on the top right is full. You connect the wooden parts you have in order to the wooden parts on the screen. You can attach an object to only one wooden object. Walkthrough[edit | edit source] Video Walkthrough Levels 1-5[edit | edit source] Level 1: Place a long wooden board on the board on which Mr. Box rests so that it sticks out completely from the left or right. Level 2: Mr Box sleeps on the left side wooden board with a turn in the middle so it can rotate. Place a wooden circle on the right side to tip over like a see-saw. Level 3: Place the wooden circle on the left or right edge of the wooden board in the middle. This should cause the wooden circles to roll. Level 4: The wooden board stands flat with a turn at the bottom. Place the wooden rectangle on top with the left or right side sticking out so it can tip over and hit the box like a golf club. Level 5: Place a wooden stick on a small piece of wood that rests on a brick. The device at the bottom will push the stick upwards and make a wooden circle roll toward the platform to wake Mr. Box. Levels 6-10[edit | edit source] Level 6: Place the circle on the wooden circle in the upper right corner, then quickly place the lower end of the two sticks on small wooden pieces resting on the brick platform. They'll be knocked down like dominoes, the last piece will pull a big circle towards Mr Box. Level 7: Place the circles on the wooden piece in the upper right direction quickly, making a kind of snowman. Place the last wooden piece on top of the snowman so that it can push the metal piece and begin the reaction to wake Mr Box up. Level 8: Place the first piece on the right side, then set the rest very quickly so that it makes backwards C. Place the circle at the top backwards C and it should have enough momentum to swing the platform. Level 9: There will be a wooden board with two metal wheels rotating, causing it to move slowly towards the right. Place a long plate in the middle and another plate on top of a long plate. He should be tall enough to push Mr. Box. Level 10: Place the first piece at the angle of the rotating square. Place the rest so that they line up with the first piece to make a long straight line. Levels 11-15[[ Editing Source] Level 11: Place three high pieces to the left of the pivot in a straight line that goes Mr. Box. Place three long pieces to the left of the front line so that it reaches over Mr Box's left. Place the next piece to the left of the second line, making an upside J. Place the circle on the right side of the large plate and it should tilt, pulling Mr. Box with the upside-down J. Level 12: Place the wooden board on the right pivot of the long plate so that it sticks upwards. Then place a circle to the left of the plate, which is connected to the metal circle. The metal circle should fall into a small gap, causing the wooden circle to swing like a wrecking ball towards the building where Mr Box is. Level 13: Place the small box on the left platform so that it sticks down. Then place the second box on the right platform; That should cause Mr. Box to stand up. Put the last box on the first box and Mr Box should be lowered by all the weight, causing him to wake up. Level 14: There is a pivot with the left side holding a small metal circle. Very quickly place wooden circles on the right side of the pivot; This should cause a small wooden circle to fly off and hit Mr Box, making him fall off the platform. Level 15: There should be two rotating plates interconnected. Place the wooden board at its end, but make sure it is aligned with the end of the device. If done right, it will hit Mr Box from the platform. Levels 16-20[edit | edit source] Level 16: Place the first wooden piece in the upper left circle so that it sticks upwards and then rotates to hit a small circle. Quickly place the circle on the lower right circle, and then the last piece on top of that circle. It should make a ramp for two laps to roll on Mr. Box. Level 17: Hover to the left side of Mr Box. Wait patiently until there is a huge circle flying to the left. Quickly put your piece on a circle. Level 18: Place the first piece on top of the wooden board on both sides that protrude. Place the second piece on the right edge of the first part so that it protrudes upwards. Place the finishing parts on the left side of the first part. That should cause him to lean over and make the second piece hit Mr. Box. Level 19: As soon as the second rotating piece on the left is horizontal, place the piece in the upper right corner of the wooden board connected to a series of wooden circles, making the shape of the letter L. If done right, it should slowly pull Mr. Box. If it gets stuck, start over. Level 20: Enjoy. Puzzle Island Kongregate Armor Games Community Content is available under CC-BY-SA unless otherwise stated. More Flash Gaming Wiki Hey! Is someone going to tell that box they can't sleep there? He could fall and hurt himself! And we all know how well that worked out for that Humpty. I don't care how you do it, just wake him up! yes, it looks like narcoleptic Mr. Box's made himself a little at home. Or rather, 20 puzzles. Your is to wake him up – push him, pull him, roll him over... whatever does the job. The problem is, all you have to do with these blocks of wood, and what's worse, you can't even put them where you want! They can be attached only to existing wooden structures, and after you put them on, they remain stuck. Thus, Eugene Karataev's latest play (Splitter) Wake Up The Box provides a unique challenge among physics puzzles, with balance and center of gravity taking centre stage. Unlike most games, you can't simply increase the momentum in the system by dropping blocks from multiple heights, so you'll need to find creative ways to move things around using levers and disrupting the balance of objects at the level. As in Splitter, Eugene was able to adapt the basic concept of puzzle physics just enough to provide a fresh look at the genre, requiring new ways of thinking and new types of solutions. However, the execution of Wake Up The Box is not very complex until Eugene's previous work. On only twenty levels, this will not last much longer than a coffee break, and even then there are several levels that probably should have been omitted. (When even the video walkthrid restarts the level 5 times before you get it right, you have to wonder if it belongs in the puzzle game.) Of course, the length of the game is what you make of it – you don't want to be dragged into an hour-long game when trying to kill 15 minutes. Play all the games Wake Up!: What are you that are not the gameplay aspects of Wake Up The Box, there is both good and bad. The hanging clouds provide just a whiff of hirohtje, and come on... boxes with arms and legs! Sounds could have used a little more Polish – the end of the jingle level abruptly interrupting otherwise shug game music. On the other hand, Mr. Box doesn't seem to mind; I'm not sure I've ever seen anyone so lucky to wake up, especially someone waking up in the air! So that's it. Short but solid, Wake Up The Box provides 20 migs of phuzzle goodness and a little charm to boot! Play Wake Up The Box with Nội này yêu cầu Flash Player để chạy được. Các trình duyệt hiện đại sẽ gỡ bỏ sự hỗ trợ của Flash từ tháng 12 năm 2020 Chúng tôi đề xuất download Y8 Browser để tiếp tục thưởng thức những nội dung này. © 1996-2014, Amazon.com, Inc. or its subsidiaries