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The final game of the School of The Stand series. A summary of the game is this: Phil wakes up from a dream and sneaks out of his room, reaching a huge corridor in order to save his friends from an alien spaceship. After he lures the monster and lures him into his room, he enters the room he was guarding, which has a panel that says that in order to save them, he will have to kill them to wake them up after they have all taken a rescue capsule, they quickly return from Witz. Iz tells Phil to ask Deez, and after he leaves the room, Deez answers Phil's question, starting from the beginning. He explains that their mission is known as project Vizion, which was started by Viz. He felt it was his duty to decide the fate of every planet, gave his servants one chance to prove that it was not worth it to die. They built a mine that stopped time and put it outside the school on the riddle, which was triggered when Phil left the school early. Convinced, Iz ordered them to kidnap Phil and his friends with a plan to use their powers against them to destroy the Earth. Diz says he went so far as to change Mr. Munch's mind to kill Phil, because death is the only way to wake him from your sleep. He goes further and tells Phil that the conversation he heard at first was sent by him to find out Phil's plan for Earth. Which is to freeze earth using Zack's icy genes, which will power a ray of freezing. But Iz returns soon after he's done talking and locks him out of the control room. After a brief monologue, he plunges into the lava and enters another ship to observe Earth. Phil then stayed to save him and his friends by hitting viz's ship with the freezer. Breaking it into pieces off-screen when it was hit by an asteroid, Deez then enters the control room and releases the other children from their cells. The crew reflects time and time again on the lessons they learned in the adventure, with the game ending in Phil's crappy lesson, Stay in School. Walk-throughEdit If this is your last time playing, I do not recommend reading it through, although reading is not ideal if you are doing speed or something(not). Also, if you're playing for the first time, i hope you drag alien coin on each of the three separate screws on the ventilation cover. At this point, you need to remove the three screws and take them from the ground. Open the vent and click on the arrow leading outwards. When you're in the large space looking room, click on the tile device, which is kind of like a background. --- ME You need to click on the tiles next to hello 4, 7, 0 and 1 color contrast. RED/BLUE TILE PUZZLE [1][2][3] [4] [5] [7] [8] I don't know the quickest way to do it, but here's what I'm doing, in that order, starting all red tiles: To get 0, press - 2 4 5 6 8 it will work To get 7, press - after you make 0 press 7 To get 4, press -2 3 4 5 7 To get 1, press -3 7 If it gets stuck everywhere, you can reverse the colors by pressing 1 3 5 7 9. If you get 1 and is backwards, press 4 679. If you get 4 and is backwards, press 1346. If you get 7 and it's backwards, press 79. What the device does is turn on the duck, which has not previously functioned. Press the duck-looking statue When activated, you are invisible when standing in the circle on the floor. No, you can't be invisible everywhere. Go to the green gate, then move on to the left until you reach the end of the blue hall. Note - subject #7272. It's just a nice detail to keep in mind. Get into the room with the theme. Fred seems to be trapped. But there's nothing you can do now. It is protected by a barrier. Take the map of the ground and leave the room. Go immediately to the hall and enter the room with flowers. See that backgammon on that backgammon table? Take the back of that one. See the dead guy, too? Take the pots. While on it, fill the tray with your finger using it on the soil. You can leave the room. One more time in the hallway. Note - subject #1831. That's another nice detail to keep in mind. Get into the room with the theme. Looks like Smiley's asleep and stuck, too. She can't help her either. Move the mouse to the right side of the wall in Smiley's room while the mouse message reads a hidden door. Click. You're going to get a steak. When the quick swearing, leave the room. Leave the blue room and go to the other side of the big room with a cosmic look. Ignore the ugly monster and enter the orange hall, which is in the square orange-looking portal. You've already been to a room where there's an acid room, so go right. The life transfer station is tempting, but let's not go in yet. Back to the right. Note - SUBJECT #6553. Don't forget to keep it conscious. Get into the room with the theme. Who else can tremble in the bud in prison except Zack? Check under Zach's bed and you'll find the fourth screw. Leave the room. Now it's a good idea to get on with life and get on with life. To activate the machine, click the power panel under the green arrow. Insert the four screws into each of the four circular slots of a different color. When they light up, it means the machine is turned on, so you can exit the screen. The living are the plant. Put the pots right on the counter. The dead animal is the steak, but the steak won't survive unless it's in mud. Combine the steak and pan with dirt. Then put a tray with the steak right on the dead animal stand. Press the green arrow to Yes, but not for the life of the steak. Give me all your money, okay? Now take the live steak with you as you leave the room. (You can also take a flower pot, I guess, but it's completely useless from now on) Get out of the orange hall and go back to where your room door is. Open the door using the key scanner card on the map next to the door. When you are in the room for happy themes, place the live steak where the ventilation shaft is. The smell will spread. Leave the room. Turn invisible with the statue. Then all you have to do is close the door with the map, and the monster's not going anywhere. To the right and right of the door. Animation. All you do is click on the dialog box (unless you're reading it, which isn't a bad idea). Click on the digital pad on the right hand of the chair. (When I say the right hand of the chair, I mean the one that is on your left side) Entering 6553 and pressing the checkmark will allow you to enter Zack's dream. Signing in to 1831 and pressing the check mark will allow you to enter smiley's dream. Logging in to 7272 and pressing the check mark will allow you to enter Phred's dream. You can review them in any order. I'll figure out how to get ahead of them in the order I introduced them. --- #6553 RIDDLE SCHOOL 2 - Zack Sun I will copy and start my walk for Riddle School 2 because it is done in the same way. In the group room there are four small gray twinkles in the room. Click on them to collect them, because they are really neighborhoods. You'll have \$1. For you Phred wants to replace you for dollar. (Phred is your lazy friend in front of the musical touch on the wall) Blow the whistle and everyone will be struck pointlessly. The part that's different: You're trying to kill Zach, who is currently frozen. Now all you have to do is press it and tear it into a thousand pieces. --- #1831 RIDDLE SCHOOL 3 - Smiley's Dream I will copy and start my walk for Riddle School 3 because it is done in the same way. In the first room, click on the ruler to get it. Double-click on the globe to rotate it. You should see a pink island on the globe. It's gum. Take this, too. Combine the ruler and the gum. Use the ruler / gum combo in airvent on the right and you will have a rubber band. Let's get to the teacher's elastic. He won't mind. His glasses will be knocked to the floor. The part that's different: You're trying to kill Smiley. Glasses stay on the floor for a reason. Talk to Smile by clicking on it. She'll get up and look at the glasses. Click on it again to kill her. Don't worry, it's not like she's being stabbed or she's doing it?! They're very !!!!! --- #7272 RIDDLE SCHOOL 4 - Phred's Dream Click on the note on Mr. Munch's desk. You're trying to kill Fred. As well as Mr Phred fits each part part Phil's description of the note, except for the green blouse. Now you know you're trying to get him to put on a green shirt. Talk to Phred and ask him if he wants you to put your shirt on. Now we know he thinks the room is very sexy. Click on the thermostat to change the room temperature. Talk to Phred again about sweatshirt, and he'll wear it. After that, the gameplay is just like Riddle School 4; Click on everything, and you can get to watch Phred die in hell. --- You can save any person after they have been saved in their sleep, but it is more effective to save them at once and talk to them. It doesn't matter what your turn is to talk to them while you talk to all of them. They will be in their rooms with an object. When you're done telling your friends to run away from the building, go down the purple stairwell where the escape pods are. Then click on the last remaining rescue capsule. Conspiracy. Cuteness. Then you will be in the last room that will ever be in the riddle school game. Start by clicking on the code desk with the small red buttons on it. Click the first 1 time. Click the second one 4 times. Click the third time 3 times. Click the fourth 5 times. Click the heel of 2 times. Then take the key and click the red arrow to exit this screen. Take the tooth-Ultra-Paste sitting alone next to the occasional tank top. Then click on the vanity area, aka the sink This looks like a familiar puzzle. Use a foreign coin to develop the two screws that hold the tap. Take the tap and click on the red arrow to exit this screen. Now click on the device tile with a yellow block on it. --- YELLOW/GREEN TILE PUZZLE [1] [2] [3] [4] [5] [6] [7] [8] [8] To get 7, press - 2 6 7 To get 0, press - 2 6 7, 1 3 5 7 9 To get 1, press - 3 4 6 To get 4, press - 3 4 6, 2 7 8 If it gets stuck where you can turn the colors by pressing 2 4 5 6 8. If you get 1 and it's backwards, press 13. If you get 4 and it's backwards, press 79. If you get 7 and is backwards, press 4 679. --- This included the two duck statues in the room. They don't make you invisible this time. They throw you in the attic. Turn to the left side of the ceiling. When in the attic, click on the light screen. The goal is not to compare directly with the model. This is to compare with the pattern of a one00 and down. Turn the lights on or off by clicking them. After all, they should look like this: XOO OOO XOX XOX (X = lights that are turned off, O = lights that are turned on.) (These are not hugs and kisses unless you want them to be.) Click the gray arrow button to activate something you still can't see. Then click on the red arrow to exit this screen. A coffee cup will film and break on the floor. Click the left button on the back wall to beam back to the floor. Use tui-ultra-paste on the coffee cup. Now make it the easiest coffee in the world puzzle by dragging the pieces into its coffee contour. Combine the faucet and coffee cup. Use the lava pool combo to fill the glass with lava. Click on the correct duck statue something this time to stand on the right segment of the ceiling. Use a lava-filled coffee cup mix combo on a wooden board to burn it. Click on the now visible Open Access panel and use the lock key. Click the open access pane. Press the button on the right side of the back wall this time to beam back to the floor. The last thing you need to click in this final room is the ship's wheel in the background. Then, you can get the end of the game as well as the eternal end of riddle school! Congratulations! You won! It wasn't Kayden's, but he tweaked a few things just to avoid :) Copyright. It's from this relationship: Lol mystery school is hard -very dumb guy

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