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Escape from detention walkthrough text

If you are stuck, please calmly do not give up the game, please follow our 2012 escape detention instructions. A tutorial with text and images so you can understand the game better. So if you are asking how to solve here it is the answer. (last updated in October) 1. Zoom (by clicking) the table then get the apple and pencil grinding (circle dial number one) 2. pick up the blue paper (looseleaf) under the blue chair. 3. Zoom yellow palette, pickup eraser and drag dial circle from inventory to board, you will get 843 with certain colors escaping from detention walkthrough 2012 game 4. In inventory click eraser and pickup straw 5. Clear the brownboard and get the color to code exactly 483 6. Zoom the door with the key code then enter code 483 then clik knob 7 go to door 1B (right) 8. Pick up bananas froms trash pick up pink aerosol can from shelves 9. Torn paper in inventory 10. Zoom the sink and click on the tap handle, then drag the paper to sink so that it becomes wet 11. Click the straw in the inventory and slide the paper ball to straw 12. Come back and click the scalpel on the 13th floor. go to the 1D door then go to the toilet, then open the door left Escape from the detention guide through 2012 14. Bonoculars 15 pickup lens. Pick up the empty bar (from the trash) 16. Back and goto 1C 17. Zoom piano and mint pickup 18. Zoom drums then puncture the bass with drum bar 19. Take sands 20. Back then goto 1E door 21. Picked up the frog then scalp with a scalpel, its precious pickup 22. Back then go to the main office 23. Zoom the table and open the lowest drawer then pick up the knife game walkthrough image escaped from custody walkthrough 2012 24. Open main office 25. Get pearl stickers from laptop 26. Back to open curtain 27. Use binoculars to view transcripts through Windows 28. Right click on the 29th floor. Cut the carpet with a knife, you will see a door 30. Go back then zoom in on the auto sales machine, click the button and slider in the 31st quarter. key in code to fruit button (pink-black-white-green) 32. Zoom shop automatically, open then grab cassette tape 33. record where then press the play button for lullabies 34. Back then goto 1E 35. Zoom the cage hamster then place the playing tape, which will make the hamster sleep then pickup wheel 36. Back exit game hints and next game action clues are: open the locker with the code is 354 exploding soda using the skeleton key to open the door You finished the game, we try to update this escape from detention game tutorial 2012 to better explain. Escape Detention Walkthrough 2012 Text Guide 2012-10-20T20:41:00-07:00 Review: 4.5 Posted by: dasa Full step-by-step guide on how to resolve Escape from Custody. All the answers and explanations you need for all the puzzles in the game. Free screenshots are included in the tutorial. The items you need are bold fonts in the solution. escape from this Detention Guide compiled using the Windows version. Screen prints and solution descriptions can be different for the same game on other platforms. You can play the Windows Version here. I think I fell asleep ... Oh, abominable... Drool. I need to GET OUT OF CUSTODY! Detention stinks! I need to get out! Your game begins in the detention class. Get the apple from the desk. Take the face from the sharpened pencil on the desk. If you zoom in on the blackboard, you'll notice some green text. Straight into the big mess. Take the piece of paper under the central blue chair. Zoom in on the paper in your inventory, then tear off the bottom right corner. Go straight to the back of the room. Look at the message board on the wall. Add a number to cover numbers 3,4,8 Get a blackboard eraser from the bottom left corner of the Go to the right message board and then zoom in on the blackboard. Use eraser to show clues: red, green, blue Red, green, blue is a hint for the order of the lock combination. Look back at the numbers on the notification board and you'll notice 8 is green, 3 is blue, and 4 is red. So the exact order will be 4, 8, 3. Zoom in on the eraser then remove the back part - ah, a straw. Go right to the mess. Zoom in on the access control door. Use code 483 to unlock it. Zoom out and click the handle to open it. Get out of the detention room. Now you are in the way through the full range of lockers. Get the scalpel from the floor. Enter room 1B on the left. It's the gatekeeper's closet. Zoom in on the rubbish then take the rotten bananas. Zoom in on the shelves with cleaning supplies and take the pink lemon from the pink bottle. Zoom in on the sink. Turn on the faucet. Use the pieces of paper on the water to make a wet ball of paper. Zoom in on the straw, then add the wet paper to the left to make a pea-shooter. Exit Janitor's room then head forward to the main office. Take the knife from the drawer at the bottom of the desk. Enter the principal's office. Get the pear icon from your laptop. Open the curtains. Zoom in on the carpet on the right side of the desk. Open the knife, then cut the carpet with a knife. Now you know where the exit hatch is located! Go back to the locker entrance. Use the red down arrow Enter the first room on the left. 1D. It's the bathroom for the girls. Get binoculars from toilet number 1. Go to the right. Get the empty bar next to the recycle bin. Escape. Type 1C on the right. Music room. Zoom in on the drum set. Use the drum bar to smash large drums. Take the sand. Zoom in on the big piano and grab the mint. Escape. Enter room 1E at the left end. Science class. Take the frog. Zoom in on the frog. Use a scalpel on the frog. Take the precious coin. Go to the principal's office. Use binoculars on an open window. See code 354 Go out, then leave for the machine to sell automatically. Zoom in on the coin slot. More quarters. True fruit colors according to your inventory: pink lemon, black banana, pears, green apples. Go down get the recorder from the auto shop. Go back to the science class and zoom in on the hamster in the back corner. Zoom in on the recorder and insert the lullabies hamette tape. Place the recorder to the left of the cage. Play. The rat goes to bed... Take the small main key from under the spinning wheel. Go to the entrance to the locker. Search locker 354 (clue from sports scoreboard) Use the main key to open. Get the soda bottle back to science class. Zoom in on the red-and-white target in the middle. Add soda. Take off the lid. Insert mint Kaboom collapses! The light above has broken! Zoom in on the lights. Use the pea-shooter to shoot the key down. Zoom in on the soda then take the skeleton key next to it. Go to the principal's office Zoom in on the exit door that you found earlier... Use the skeleton key to open the vault door. Well done on a great escape!! Hope you enjoyed this escape from the detention guide! If you need more help or would like to comment, please use the comments section below. Happy escape-gaming! Main Story Next Jericho Seaside Court Prev Main Story Walkthrough Tips In this chapter you will learn how to complete the first mission of The Surge 2. In addition, it contains all the tips and tricks that will be displayed in the next stages of the game, so you should check out this section of our guide if you are a new player of The Surge series. Tips and tutorials on how to play the game can be found in separate chapters of this tutorial. The first step After creating the character, you start the story of The Surge 2 in a medical facility adjacent to a prison. You can use basic keys (LMB - light attack) or additional keys (RMB - heavy attacks) to attack your enemies. Alternatively, you can charge the attack. Combine by pressing a key or by mixing them. By pressing the interactive button (E key), you can open the loot cache. Pay attention to the health bar (red) and the stamina bar (green) visible at the bottom of the screen - stamina is used in each blow, and when it disappears, you need to rest. By holding down the defense key (Ctrl), you get reduced or completely reduced damage from enemy attacks. Stamina decreases over time as you perform various actions. Remember that cause when it hits the no, you will get additional damage. Targeting (MMB) will allow you to automatically track your goals. Press the Tab key to switch between targeted enemies. Switch between enemy body parts (using mouse wheels). The yellow marked parts of the body are armored, the parts are blue not. By selecting unsathed parts, you cause more damage. In addition, by weakening the limbs of the enemy, you can cut them with blows and get diagrams, building materials and more scraps. In combat, you can use the fire of the arena to burn your enemies. Simply push them in fire so they can burn and burn. Remove the card from the container and move towards the next room. To heal yourself, you need to find special first aid stations (1). In the later stages of the game, you will have the opportunity to heal yourself in many ways, passively or through the elimination of enemies. Also note the yellow three-dimensional tablets (2) - you will find many useful story and technology items in this form. All these items can be investigated and used. You will also find audiologs, as in this place [audiolog #1] (the second room behind closed doors on the right), which has a collectible form that can be found in the game. It's worth collecting audiologs even if you are not a fan of secrets and collectibles. For every 10 recordings, you'll be able to get 10,000 high-tech scrap metal units to complete a repetitive side task. Scrap Technology In Surge 2 you mainly collect scrap technology - this is your only and most valuable resource that will be used to build new innovations for heroes. You get high-tech scrap by removing the mesothyard enemy and finding it in the form of yellow solid objects scattered around the map. When you lose health, you wake up at the nearest regeneration point, but lose your technology scrap - if you have enough time, you can pick it up where you left off. In the upper left corner, you will see how much time you have left to collect your high-tech scrap, how far it is and how many scrap units you have lost. Eliminate enemies along your way extending your deadline to get scrap. If you die on your way to get scrap, you will lose the opportunity to get it back. After death and visit MedBay, enemies revive on the map (except bosses). This allows both grinding (get scraps and diagrams from defeated enemies) and also makes it difficult to get far away places. Boss - Nitro Enter the boss battle arena, refresh your health points with a first aid set. Through the prison. Elimination of small enemies at this stage is optional. You won't get experience points for combat, but only a small amount of high-tech scrap (so far). Run to the stairs in Block B and go upstairs to face the mini boss. Goal for the head: a few strikes, then jump back. Hit him four times as fast as you can and stop his attack, constantly controlling his stamina level (if you get out of stamina, you can get maximum damage even when using blocks). Opponents perform similar attacks, repeating a sequence of attacks up to a maximum of four shots. Defeat him in battle by lowering his health bar at the top of the screen to none. Goal Head enemies that are unarmored to cause some serious damage to him. MedBay and new features After beating the first boss, grab his card and go to the adjacent room to use MedBay. These stations allow you to spend scrap technology that you have collected when modifying your armor. Buy and upgrade new armor items, increase durability and battery life (determine how and when you can use some installed modules). You can store your scrap here so that you will not lose it during your journey. It is useful if you like collecting it for something expensive. In this room you will also find #2 audiolog. It's in the corner of the room. In the MedBay room you will find an audiolog (#2) - it's in the corner. From now on you can use implants (1) by pressing the button (1). It uses a single battery to fully restore your health. From now on you can also run (Shift) and attack while running, jump (Space Bar) and jump over obstacles while running, charging the main and side attacks, to make interesting combinations, use jumps and moves aside to make a dodge. Additional mission: Benjamin Burke Before you move to other areas, it is worth coming back for a while (from now on you can open locked doors using force). A few metres from the room where you fought the boss, you'll find a cell where Benjamin Burke is imprisoned - this is the main target of the second mission Behind the Bars. Release him from his cell (this is only possible after visiting MedBay for the first time). After talking to Burke, return to the room where he fought with his boss and open a locker to find a salvaged Cougar weapon. Then go down to the ground floor and open the medical warehouse door, where you will find audiolog #3.Obtaining and collecting weapons You will find new weapons in the locker; Cards to open it can be obtained from Benjamin Burke.The Surge 2 in this mechanical game allows you to get new weapons by taking them from a defeated enemy. How to do it? Choose an opponent with a weapon and target his right hand. Once the hand receives a sufficient amount of damage, you can deal an important strike by holding the E key. It should be right next to the enemy, and: if it is a new weapon, you will unlock it and be able to use it after selecting it in MedBay, if you already own a weapon, you will gain material (from your opponent's level – so you can't improve your weapon in the first stage of the game) that you can use to improve your MedBay weapon. Before you start improvements, it's important to make sure which weapons are right for you. Each weapon has its own characteristics: the amount of damage, the speed of attack, the decrease in durability due to the attacks used, the increase in energy - which you will use in the fight to activate the implant, at this time: to heal yourself. In later stages of the game, weapons can also have additional features such as element damage. Currently, your opponent is unsathed. However, in stages of Accuracy to the game, the same rule applies to the acquisition of new armor equipment including arms, legs, toes and head armor. Similarly, you'll have to keep track of Armored body parts of enemies from which you want to extract modules and deal with an important attack. Boss - Warden Garcia Head through closed doors from the boss battle arena to the next hallway. In the hallway, collect a yellow pyramid from the floor - it is an implant: Directional Block Analyzer - inform you of an enemy attack and show you which side the blow is coming from so that you can parry the strike. Pass through the adjoining rooms at the end. At inclination, press the button on the dashboard and run to the door before it closes. In the next room, collect the implant from the board: Automatic injection-charging - part of the battery charged in the healing module is currently in use. In this way, it is not wasted. Now you have to fight second boss Warden Garcia. Before the fight, it was worth sending high-tech scraps at MedBay. His opponent's only detection point is his left hand. Try to dodge instead of stopping your attacks: if the enemy makes a combination of blows, you will not have enough stamina to defend yourself. Dodge the right to get a chance to hit him in the left hand. In addition, the boss launches an attack loaded from above, signaled by the symbol of your inability to defend against such an attack - jump backwards. Sometimes bosses also release fire grenades - running out of the fire zone. When your opponent launches a drone, hide behind the pillars or move away from your enemies enough to stop the heavy flames of the drone. Don't forget to heal yourself in battle. If you have a problem defeating this boss, consider using another weapon, upgrading it, or increasing the core level while improving the hero's stats. After this battle, you get a drone at your own will. It will allow you to attack enemies at a distance, as well as use the Search & Rescue function and help you get out of trouble by moving you to the final checkpoint. Keep in mind that you will lose the scrap you make when using this feature. Take the stairs upstairs and remove the opponents standing on the first floor using drones, then take the illuminated elevator to the top. Next Main Story Jericho Seaside Court Prev Main Story Walkthrough Tips

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